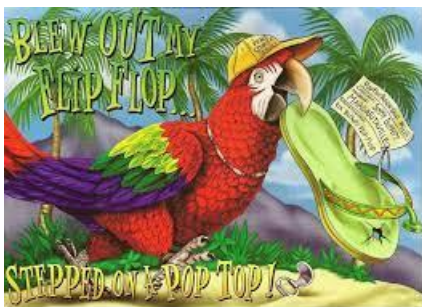




Saturday, Sep 13th 2025

Join us Sep 13th for our annual Margaritaville match. You all know the deal by now. Wear anything you want. Well pretty much! Flip flops & sandals, however appealing and theme appropriate, don't really meet any shooting safety standards. So we will require some "real" footwear, however, the rest is up to your fashion sense or lack there of.





Saturday, Sep 13th 2024

Stage Conventions:

ACSA "default" starting position is "at the ready", unless stated otherwise. At the ready has the shooter standing any way they desire, not touching ammo or guns

SASS default: There will be no stages where you must start at a SASS default. (Unless specifically stated) The shooter may stand in any way they desire as long as their hands are where indicated if stated. Example: hands on hat, hands at low surrender, hands touching prop etc

Where instructed to shoot from a specific position, it means the guns must be shot from that position. The position of the shooter is irrelevant.
Ie: no foot faults

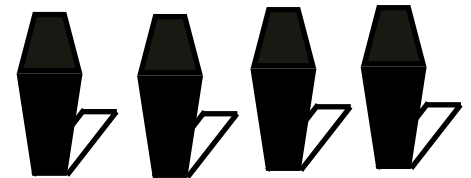
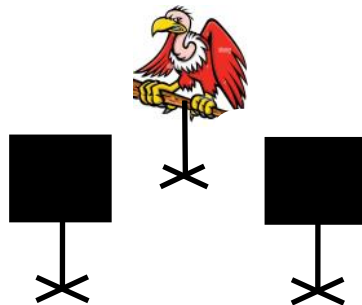
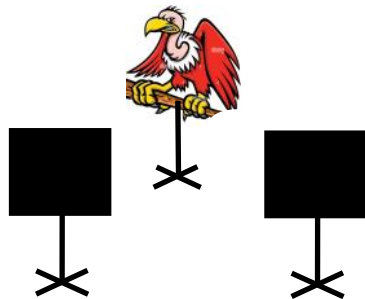
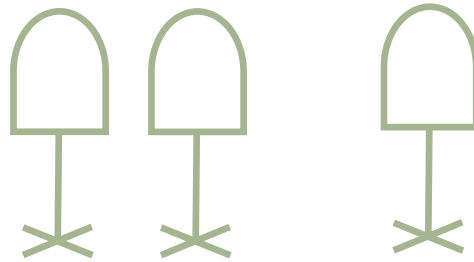
When a stage notes "repeat". It means repeat the instructions

Comstock Rules: All S/G targets MAY be re-engaged "Comstock Rules." S/G targets may be re-engaged at the end of the shotgun string or at the moment they've been missed, unless the stage description says otherwise.

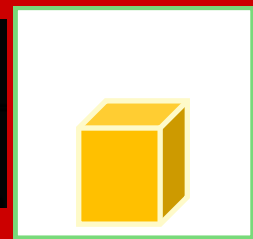


Stage 1

10 10 4 +



RESORT



Window 1

Window 2

Doorway

Staging: Pistols holstered: Rifle staged window 1: Shotgun staged anywhere

Sequence: Rifle, Pistols, SG

Start: Stand directly behind blender with a "handful" of ice cubes in both, or cupped hands, hovering over, but not touching blender. May position blender anywhere on shelf. When ready, say: "It's 5 o'clock somewhere".

ATB: Drop the ice cubes into the blender, then with rifle triple tap the large ugly red parrot, then double tap both black squares, then triple tap the parrot.

From window 2 with pistols repeat rifle instructions. From doorway engage 4 SG targets until down.

Take timer to next stage, but leave

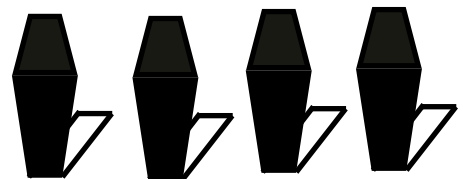
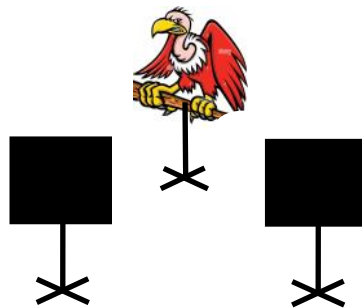
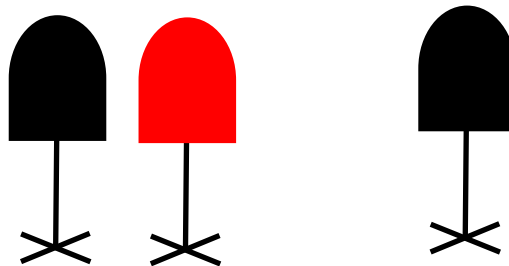
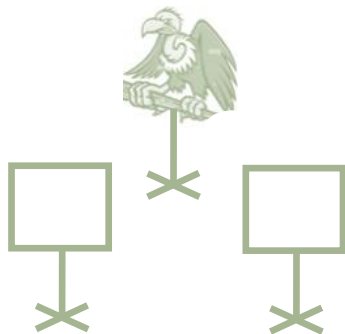


spotting sticks



Stage 2

10 10 4 +



Window 1

Window 2

Doorway

Staging: Pistols holstered: Rifle staged window 2: Shotgun staged anywhere

Sequence: Rifle or pistols first, then SG

Start: Start at window 2 with both hands touching salt shaker any way desired. May position salt shaker anywhere on shelf.

When ready, say: "I found my lost shaker of salt".

ATB: From window 2 with rifle place 10 rounds on the 3 tombstones any way desired. Also from window 2 with pistols place 10 rounds on the 2 black squares and the large ugly red parrot anyway desired. Then, from ANYWHERE with shotgun engage the 4 shotgun targets until down.

Targets must receive at least one round each

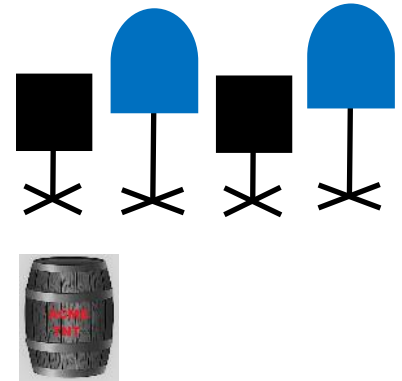
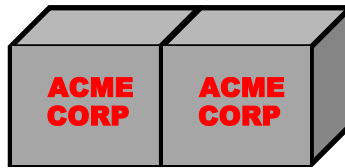
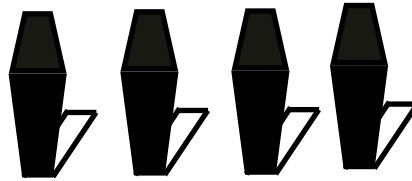
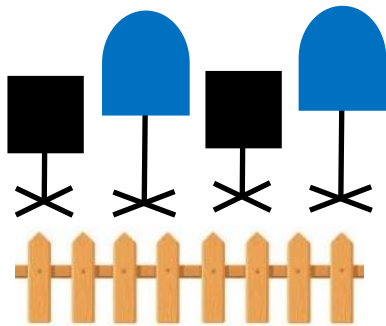
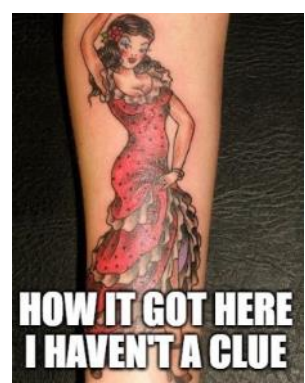
Take timer to next stage, but leave



spotting sticks

Stage 3

10 10 4 +



Staging: Pistols holstered: Rifle in hands right horse: Shotgun staged downrange on ACME CORP crates.

Sequence: Rifle, SG, Pistols

Start: Rifle in hands at right horse.

When ready, say: "She's a real beauty, a Mexican cutie."

ATB: From horse with rifle, shoot a 2-1-2-5 sweep starting on either end. Restage rifle back on horse fully flat between the guides on top of the horse pointing into berm.

From ACME crates with shotgun engage all 4 targets until down. Then, from anywhere with pistols repeat rifle instructions on the left set of targets.

No part of the barrel or the stock of the rifle can be resting up on top of the side rails of the horse. (Echo's rule!! lever OK).

Take timer to next stage, but leave

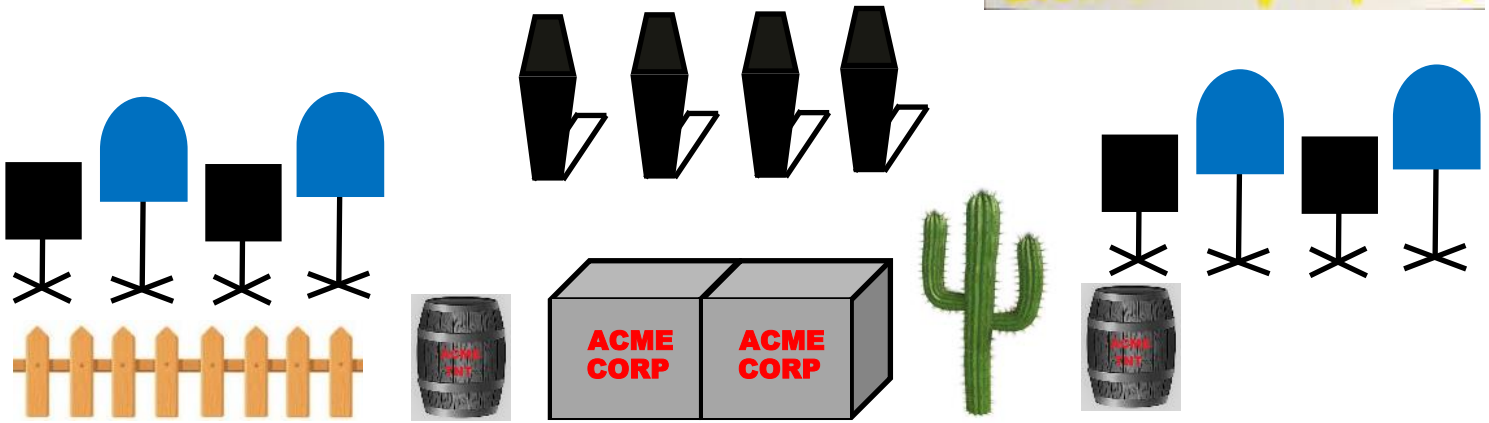


spotting sticks



Stage 4

10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle and shotgun staged on left horse:

Sequence: Rifle, SG, Pistols

Start: Stand at left horse with a flip flop in each hand.


When ready, say: "I blew out my flip flops."

ATB: Drop or toss the flip flops, retrieve rifle and shoot a single tap continuous Nevada sweep starting on either end. RESTAGE rifle back on the horse fully flat between the guides on top pointing into berm. Retrieve shotgun and from anywhere between the horse and the ACME crates, engage the 4 shotgun targets until down. Make shotgun safe on ACME crates and from anywhere right side of the cactus, engage pistol targets as per rifle instructions.

No part of the barrel or the stock of the rifle can be resting up on top of the side rails of the horse. (Echo's rule!! lever OK).

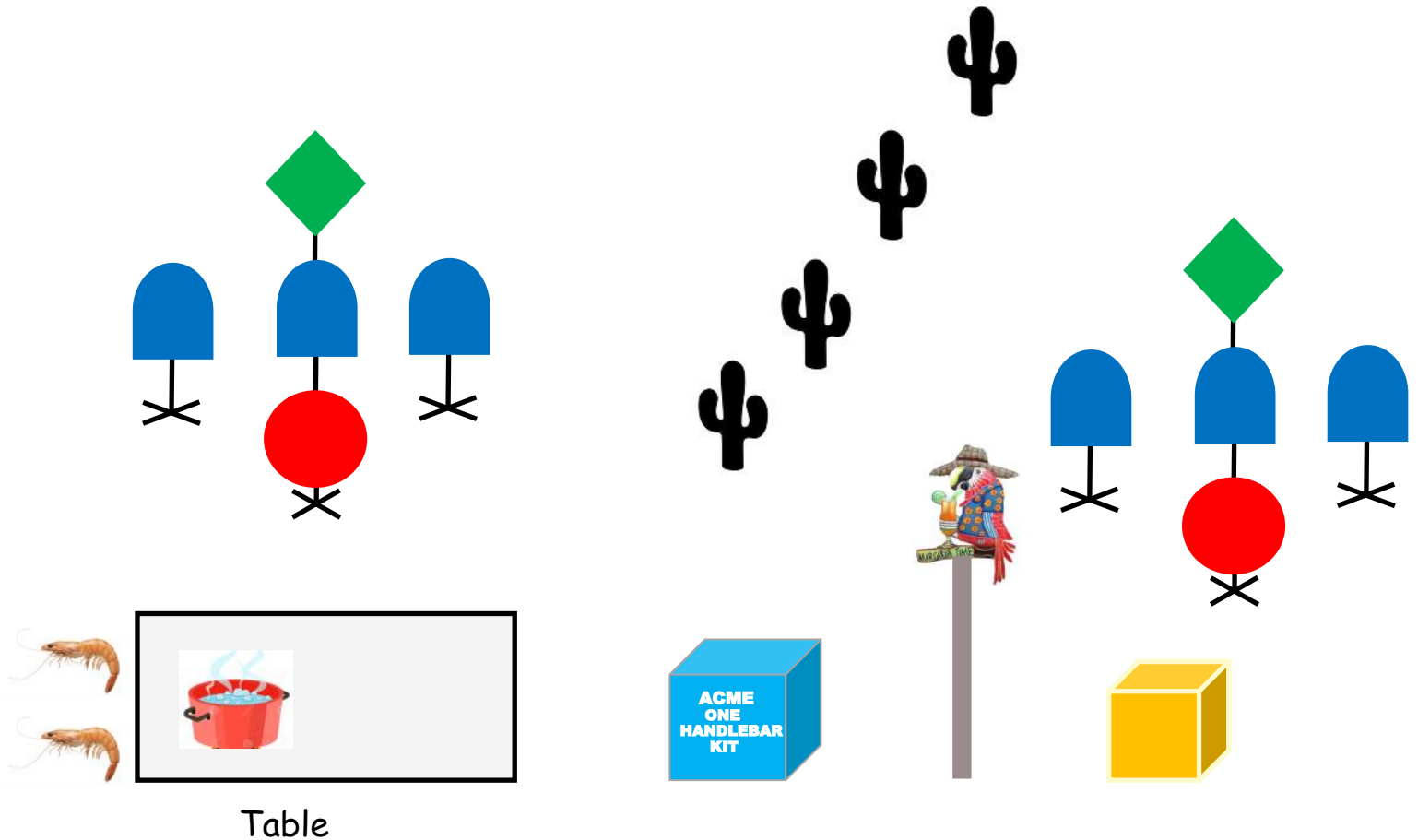
Shotgun staged anywhere or anyhow safely on the horse.

Pistol rounds must fully clear the right side of the cactus "arm". May not shoot OVER the cactus. A procedural will apply

Take timer to next stage, but leave  spotting sticks

Stage 5

10 10 4 +



Staging: Pistols holstered: Rifle staged on table: Shotgun staged on **BLUE** ACME crate.

Sequence: Rifle, Shotgun, Pistols

Start: Stand directly behind the pot of boiling water at position 1 with at least one shrimp in each hand hovering over pot. May position pot anywhere on the table.

When ready, say: "Smell those shrimp, they're beginning to boil!"

ATB: Drop the shrimp into the boiling pot of water, then with rifle shoot a 1-3-1 vertical sweep and a 1-3-1 horizontal sweep. Start on any target (except the center one!!)

From **BLUE** ACME crate with shotgun engage the 4 targets until down. Anywhere to the right of the sign post with pistols repeat rifle instructions.

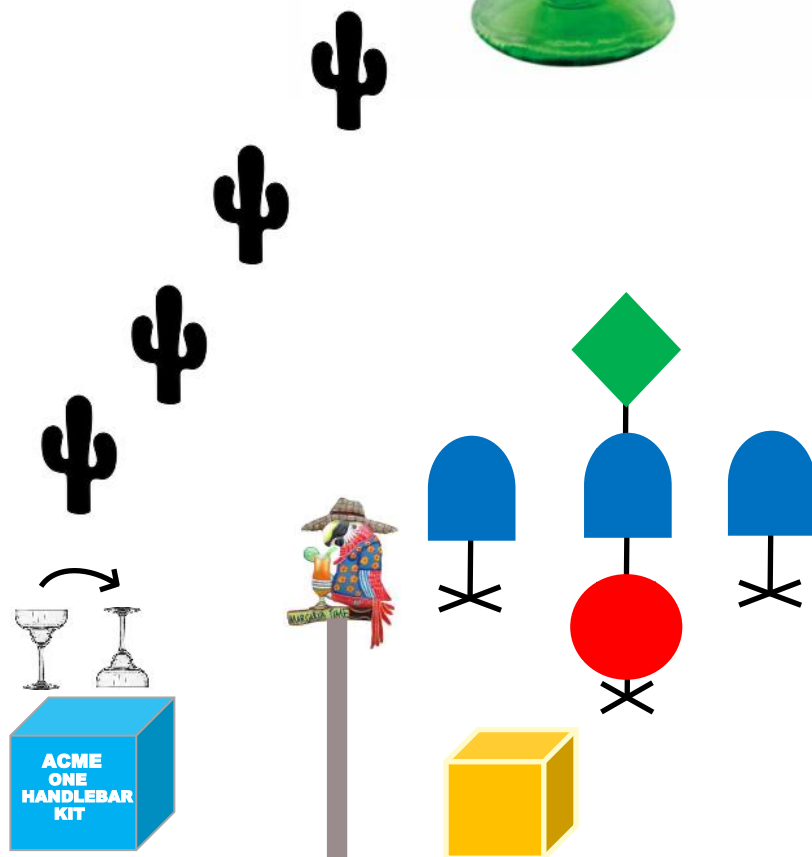
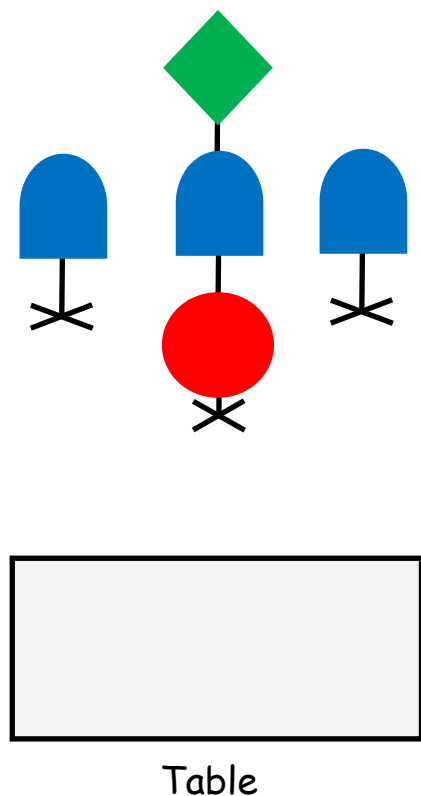
Take timer to next stage, but leave



spotting sticks

Stage 6

10 10 4 +



Staging: Pistols holstered: Rifle staged on table: Shotgun staged on **BLUE** ACME crate.

Sequence: Shotgun, Rifle, Pistols

Start: At BLUE ACME crate, with one hand touching vertically staged margarita glass. The other hand can be anywhere. Hand on shotgun is fine as long as shotgun remains FLAT on the crate.

When ready, say: "Wasted away again in Margaritaville!"

ATB: Upturn margarita glass onto crate and with shotgun engage the 4 targets until down. From table with rifle place 2 rounds on each target any way desired. Anywhere right side of the sign post with pistols repeat rifle instructions.

Take timer to next stage, but leave



spotting sticks