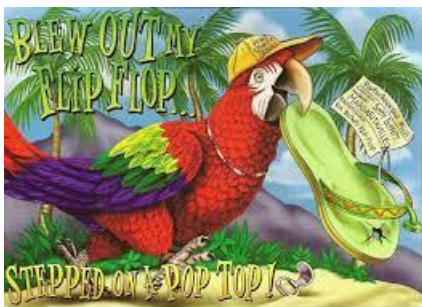




Saturday, Sep 12th 2025

Time for our annual Margaritaville match.

**You all know the deal by now. Wear anything you want.
Well, pretty much !! You are going to need "real" shoes of some
sort, but that's about it.**





Saturday, Sep 12th 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

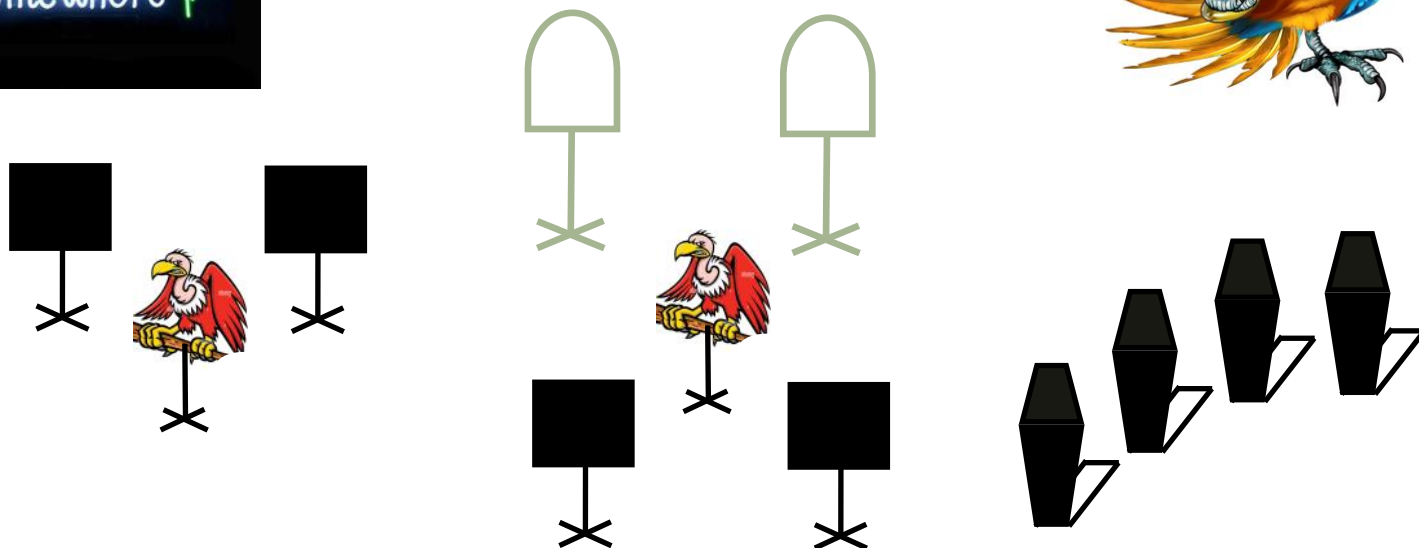
When a stage notes "repeat". It means repeat the instructions

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 +



Window 1

Window 2

Doorway

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

Sequence: Rifle, Pistols, SG

Start: Window 1 with a "handful" of ice cubes in both, or in cupped hands. ---> When ready, say: "It's 5 o'clock somewhere".

ATB: Drop the ice cubes into the blender, and 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. Blender placed anywhere on the shelf.



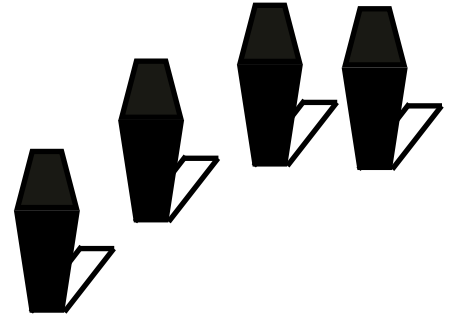
Take timer to next stage, but leave



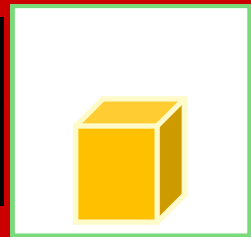
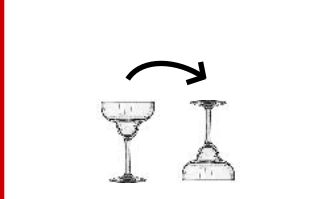
spotting sticks

Stage 2

10 10 4 +



RESORT



Window 1

Window 2

Doorway

Staging: Pistols holstered OR staged in window 2: Rifle staged window 2:
Shotgun staged anywhere.

Sequence: Rifle or pistol first, then shotgun.

Start: Start at window 2, with one hand touching vertically staged margarita glass.
The other hand touching any firearm.

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

ATB: Upturn margarita glass, and using rifle and pistols, place 20 rounds on the 5 targets directly in front any way desired. Then, from anywhere with shotgun engage the 4 targets. Targets must receive at least one round each.

Place margarita glass anywhere on the shelf vertically!!!. You must fully upturn the glass

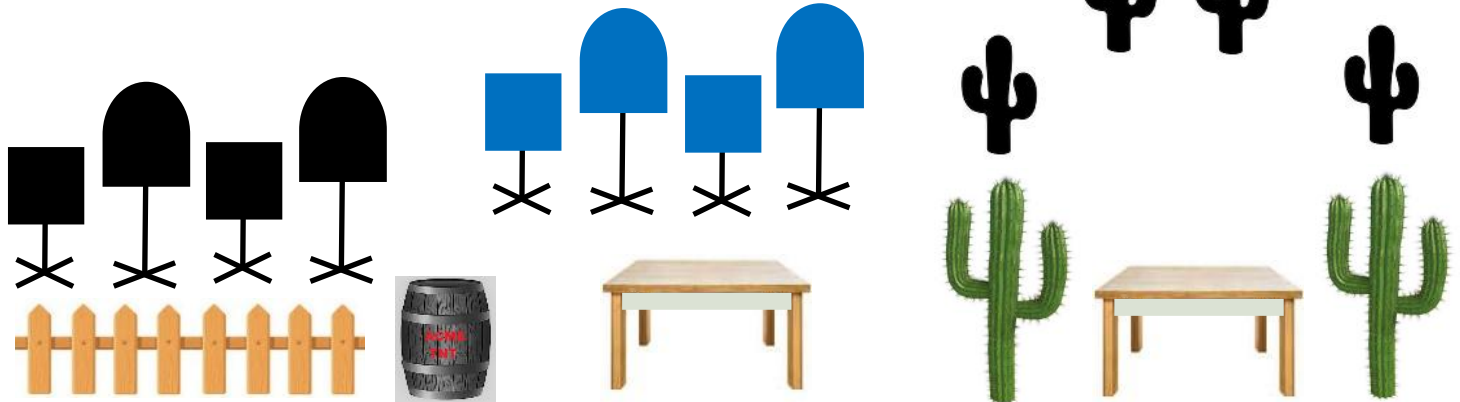
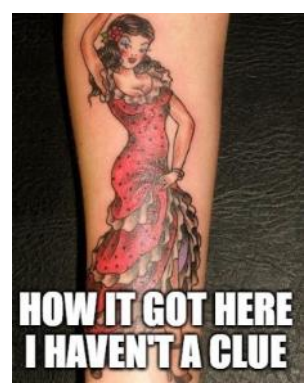
Take timer to next stage, but leave



spotting sticks

Stage 3

10 10 4 +



Staging: Pistols holstered: Rifle in hands left horse: Shotgun staged anywhere.

Sequence: Rifle first.

Start: Rifle in hands at left horse.

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

ATB: From left horse with rifle, shoot an AZ progressive sweep starting on either end on the black targets. Restage rifle back on left horse, fully flat between the guides pointing towards berm.

From anywhere with pistols repeat rifle instructions on the blue targets.

From anywhere between the 2 cactus engage 4 shotgun 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).

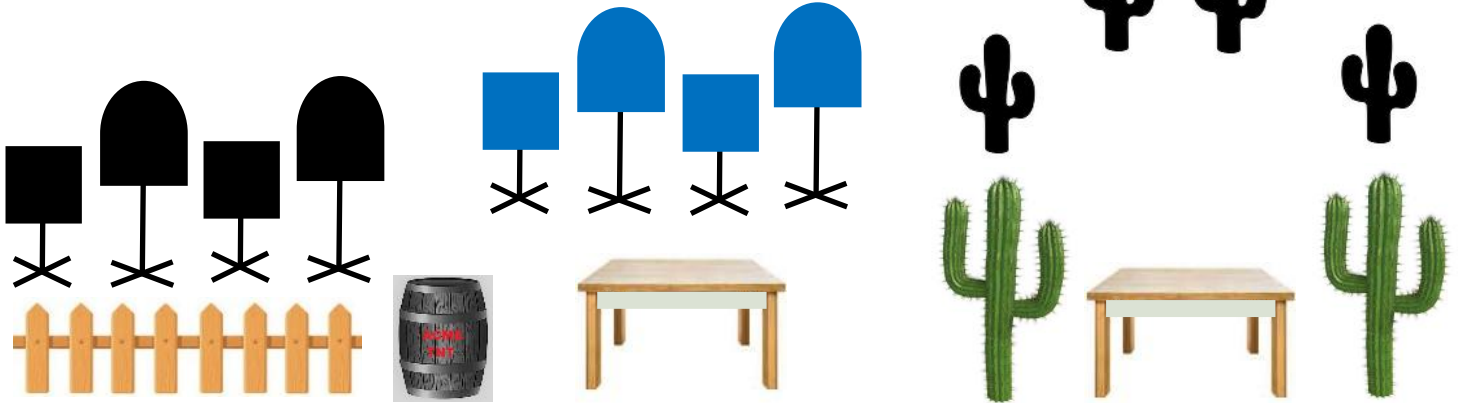
AZ Progressive sweep 1-2-3-4

Take timer to next stage, but leave  spotting sticks



Stage 4

10 10 4 +



Staging: Pistols holstered: Rifle staged on left horse: Shotgun staged anywhere.

Sequence: Rifle, Pistol, SG

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 place 5 rounds on any black target (or black targets) AND 5 rounds on any blue target (or blue targets). Restage rifle back on the horse fully flat between the guides pointing towards berm.

From anywhere with pistols repeat rifle instructions.

From anywhere with shotgun engage the 4 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).

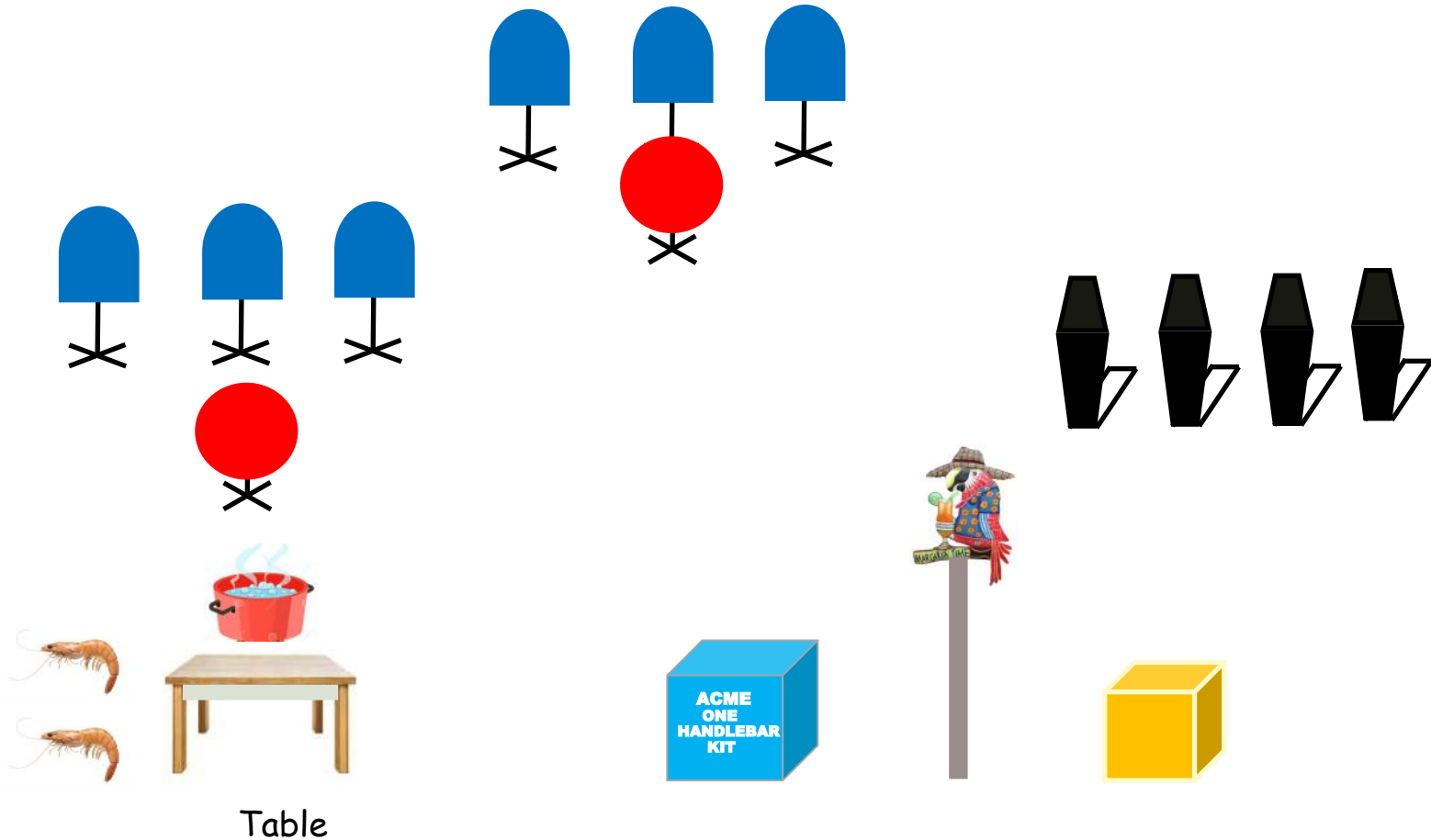
Take timer to next stage, but leave



spotting sticks

Stage 5

10 10 4 +



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

Sequence: Pistols, Rifle, Shotgun

Start: Stand at left table with at least one shrimp in each hand hovering over the pot. When ready, say: "Smell those shrimp, they're beginning to boil!"

ATB: Drop the shrimp into the pot, and with pistols double tap the red circle and sweep the tombstones from either end, and repeat

From **BLUE** ACME crate with rifle repeat pistol instructions.

Anywhere right of the sign post with shotgun engage the 4 targets

Place pot anywhere on the top of the table..... and **NO!!!** not hanging over the edges!!

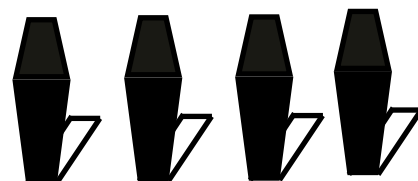
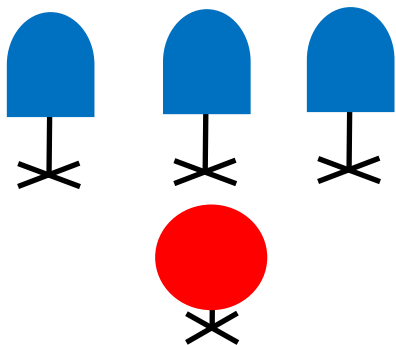
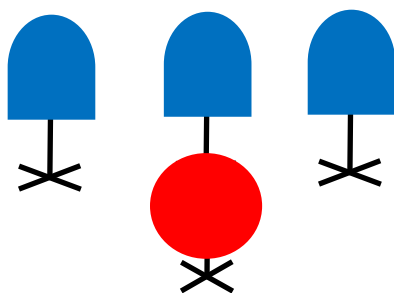
Take timer to next stage, but leave



spotting sticks

Stage 6

10 10 4 +



Table



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

Sequence: Pistols, Rifle, Shotgun

Start: At table with one hand on the salt shaker, the other hand on a pistol.

When ready, say: "Looking for my lost shaker and salt"

ATB: With pistols triple tap sweep the blue tombstones and place one round on the red circle

From **BLUE** ACME crate with rifle repeat pistol instructions.

From anywhere with Shotgun engage the 4 targets.

May place shaker anywhere and anyhow on the table.

May start with single round on the red circle OR the triple tap sweep.

Take timer to next stage, but leave



spotting sticks