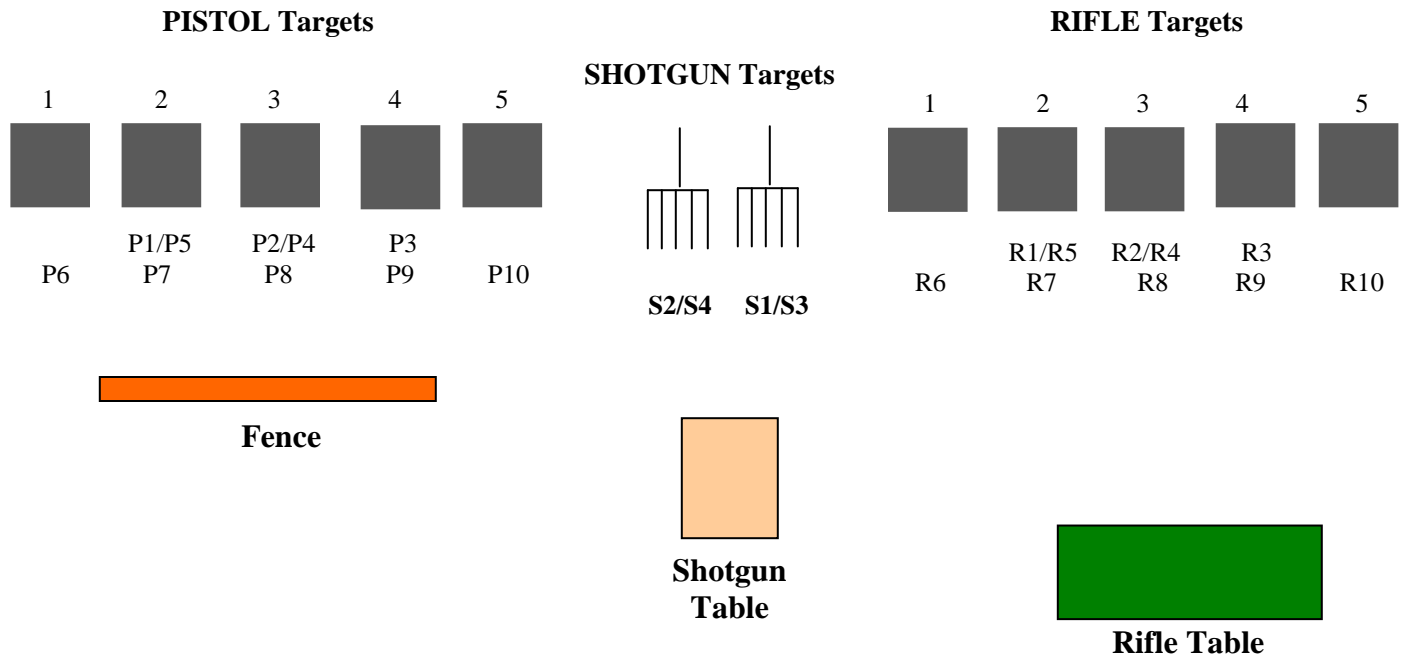


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1: Dying Ain't Much of a Livin', Boy!

Pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with 10 rounds and staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table with hands at your sides (SASS default).

When ready, the shooter says, *"Dying Ain't Much of a Livin', Boy!"*

At the buzzer, engage the rifle targets by sweeping the three center targets in a Nevada sweep for 5 rounds. You may start on any of the three center targets. Then sweep all 5 targets from either end. Make the rifle safe on the table.

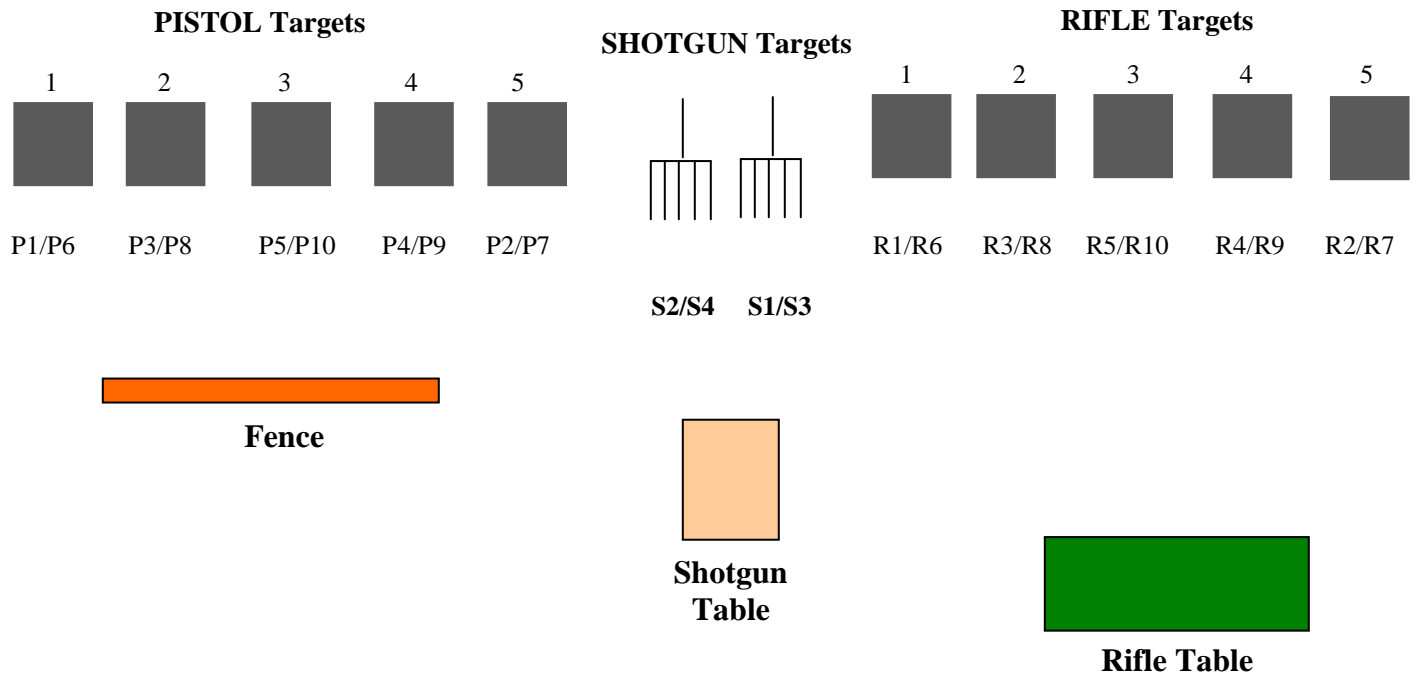
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO.
Pick up your long guns and proceed to the unloading table.

NOTE: Sequence shown in the graphic above is only one example of how this might be shot.

STAGE 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2: Whistle Dixie!

Pistols loaded with 5 rounds each, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table with arms crossed at chest level.

When ready, the shooter says, ***“Are You Gonna Pull Those Pistols or Whistle Dixie?”***

At the buzzer, with your rifle, single tap the targets in an outside, outside, inside, inside, center sequence from either end and then repeat. Shortcut is allowed. Make the rifle on the table.

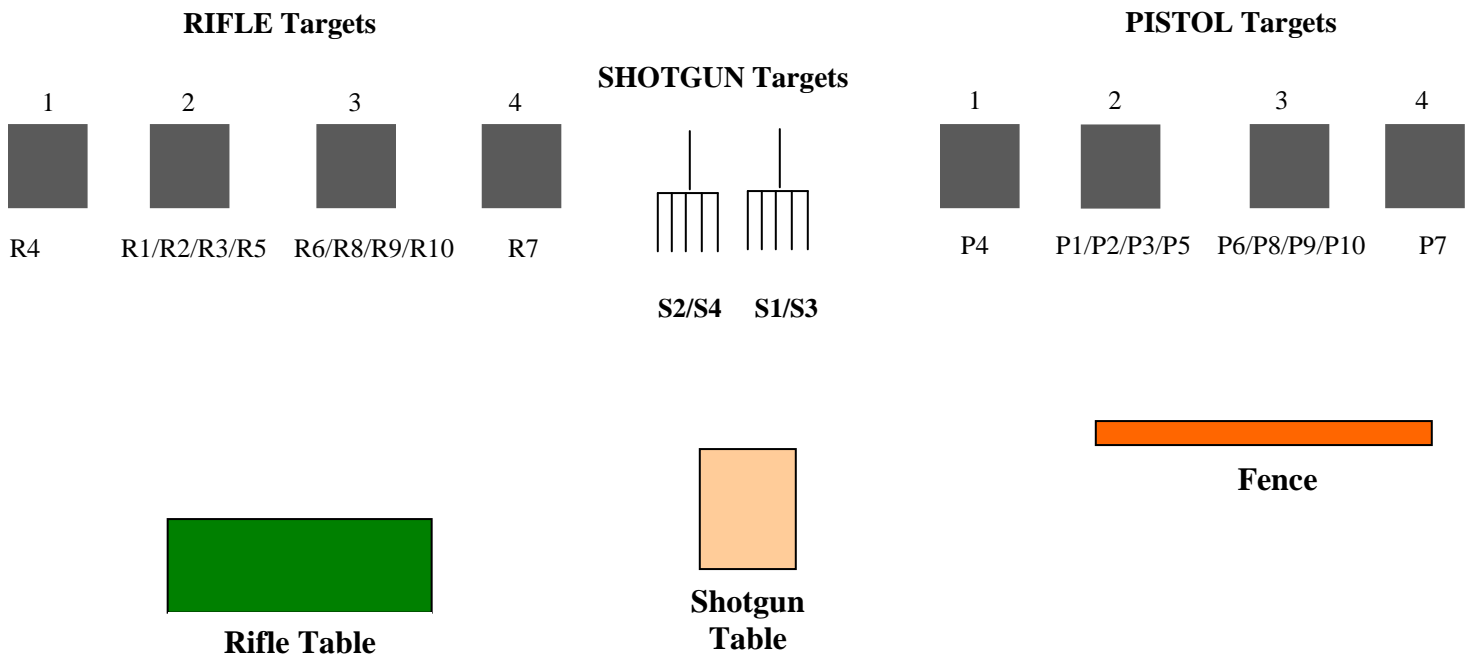
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

NOTE: Sequence shown in the graphic above is only one example of how this might be shot.

STAGE 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3: **Buzzards!**

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the rifle table. Shotgun staged open and empty on the center table.

Shooter starts sitting on the stool at the shotgun table with both hands touching their belt buckle.

When ready, the shooter spits (not really) and says, *“Buzzards Gotta Eat, same as Worms!”*

At the buzzer, with your shotgun, sweep the shotgun targets twice from **right** to **left**. Make the shotgun safe on the table. Move to the rifle table.

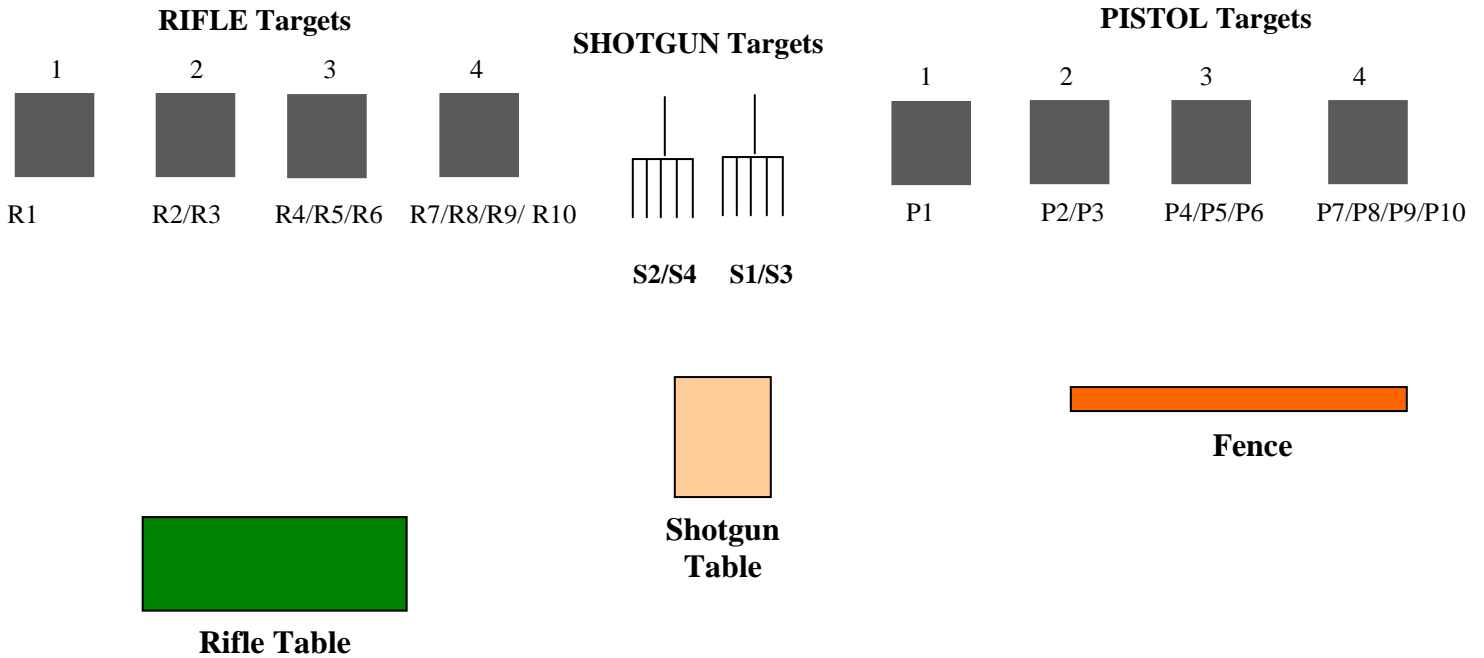
With your rifle, triple tap the inside left target, then sweep all four targets from either end, then triple tap the inside right target. Make the rifle safe on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle. Pistol sequence **does** have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

NOTE: Sequence **must** be shot as shown in the graphic above.

STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **I Reckon So!**

Pistols loaded with 5 rounds each, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table, both hands on pistol butts.

When ready, the shooter says, "***I Reckon So!***"

At the buzzer, pick up your rifle, and beginning on either end, engage the targets in a progressive sweep (1-2-2-3-3-3-4-4-4-4). Make rifle safe on the table.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

NOTE: Sequence shown in the graphic above is only one example of how this might be shot.