

**Stage #1 Dance Hall**  
**STAGE SPONSORED BY:**



**Hendricks Stained Glass**

*Turning Sunlight Into Art*

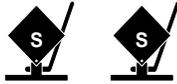
Suite 106B

2720 Old Lebanon Rd.

Nashville, TN 37214

(615) 881-3767

[Hendricksstainedglass.com](http://Hendricksstainedglass.com)



START



START

## **Stage #1**

### **DANCE HALL**

**Caught in a bad spot during the shootout with Burdette's men, Stumpy decided to take a box of dynamite off the wagon as he heads for better cover. Lofting a stick towards the warehouse where Burdette's men are holed up, Chance pulls off a great shot to detonate the dynamite and rock the warehouse. Stumpy yells, "Hey Dude...How do ya like them apples?"**

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at rifle staged location with hands on table. Pistols are holstered. Rifle is staged on either inside table. Shotgun is staged on opposite inside table.

**LINE:**           **"How do ya like them apples?"**

#### **At The Buzzer:**

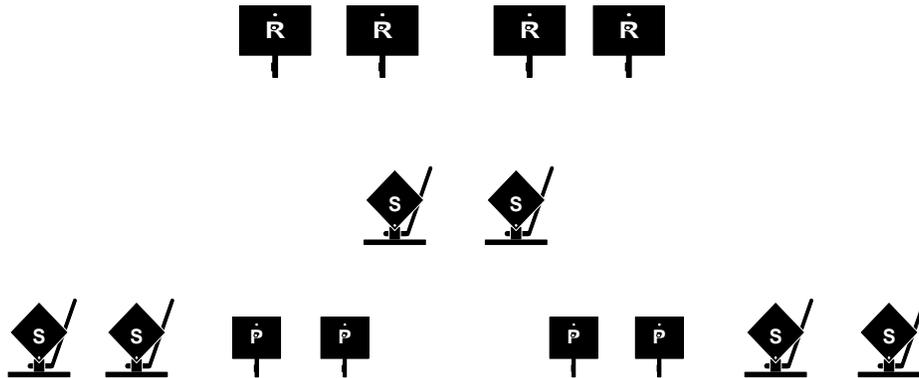
- ❖ Rifle shot from starting location. Starting on center target double tap R3 (the center target), single tap R2 (shooter determines if R2 is left or right of center), single tap R1, single tap R5, single tap R4, double tap R3, single tap R2, single tap R1. Make rifle safe for down range movement. (2-1-1-1-1-2-1-1)
- ❖ Shotgun shot from staged location. Engage two KD's then move to center door way and engage remaining KD's anywhere from center door to the down range table. Make shotgun safe on down range table.
- ❖ Pistols shot from center down range table. Starting on center target double tap P3 (the center target), single tap P2 (shooter determines if P2 is left or right of center), single tap P1, single tap P5, single tap P4, double tap P3, single tap P2, single tap P1. (2-1-1-1-1-2-1-1)

Load on Left  
Unload on Right

**Stage #2 DEATH VALLEY**  
**STAGE SPONSORED BY:**  
**COUNTY LINE RELOADERS**



268 Hackney Road  
Lascassas, TN 37085  
615-631-5750



TABLE

START

**Stage #2**  
**DEATH VALLEY**

**Tuco, Blondie, and Angel Eyes were all eager to find the lost gold, but only for themselves. While Blondie was the only one who knew the true location of the money, he offers to write it on a stone. Placing the stone face-down, he challenges Tuco and Angel Eyes to a three-way duel claiming, “We’re going to have to earn it.”**

**Ammo:** 10 Pistol, 10 Rifle, 6+ Shotgun.

**BEGIN** standing at table in the SASS default position. Pistols are holstered. Rifle and shotgun are staged on table.

**LINE:**           **“We’re going to have to earn it.”**

**At The Buzzer:**

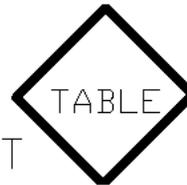
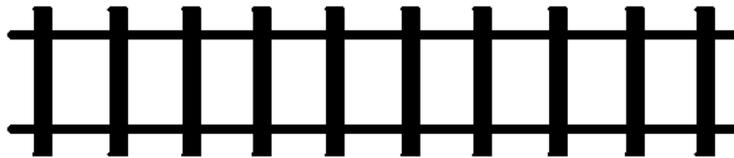
- ❖ Gun order is shooters choice but rifle can’t be shot last.
- ❖ Rifle shot from table. Engage the 2 outside rifle targets with alternating single taps for 5 rounds then engage the 2 inside rifle targets with alternating single taps for 5 rounds. Make rifle safe.
- ❖ Pistols shot from starting table. Engage the 2 outside pistol targets with alternating single taps for 5 rounds then engage the 2 inside pistol targets with alternating single taps for 5 rounds.
- ❖ Shotgun shot from table. Engage KD’s in any order. Make shotgun safe.

Load on Left  
Unload on Right

Stage #3 TRESTLE  
STAGE SPONSORED BY



MATT HAMILTON – HAMILTON DRY GOODS  
4075 Roberts Matthew Hwy. Sparta, TN. 38583  
931-739-6061 hamiltondrygoods@multipro.com



START

**Stage #3**  
**TRESTLE**

**A mysterious harmonica-playing gunman got off the train where three men were sent to kill him. As the train departs, the gunman asks to be taken to their boss, Frank. The three men indicate that Frank sent them, but they were shy one horse and unable to take the gunman with them. The gunman shook his head and replied, "You brought two too many."**

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at right table with hands touching rifle (not held in hands). Pistols are holstered. Rifle is staged on right table. Shotgun is staged on left table.

**LINE:** "You brought two too many."

**. At The Buzzer:**

- ❖ Rifle shot from right table. Starting on either end rifle target triple tap R1, quad tap R2, triple tap R3. (3-4-3) Make rifle safe for down range movement.
- ❖ Shotgun shot from left table. Engage the KD's in any order. Make shotgun safe for down range movement.
- ❖ Pistols shot from center table. Starting on either end pistol target triple tap P1, quad tap P2, triple tap P3. (3-4-3)

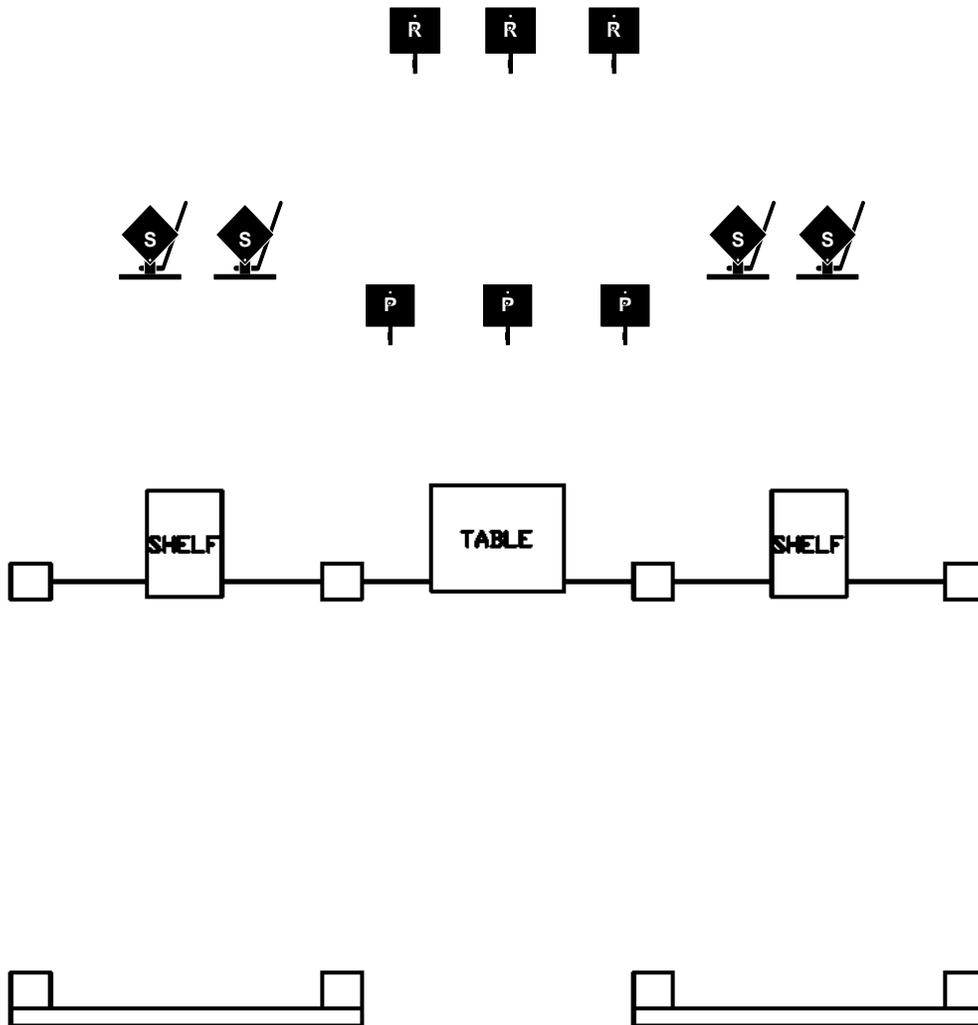
Load on Left  
Unload on Right

# Stage #4 LIVERY STABLE STAGE SPONSORED BY:

## THE DEPUTY BUNNY POSSE



Deputy Bunny, ToyBoy Bandito, Turkey Creek Tom, Doc Clayton, Dead Eye Dave, Papa Oso, Chickamauga Slim, Gunbutcher, Doc Kay B May, TN Missy, Randy St Eagle, Nantahala Ned, Snake, Pigtail Peg, Twinkle Trigger, Cardboard Cowboy, Foxy Filly, Black Diamond Nicki, Papa Dave, Whiskey Hayes, Frank Buckshot, Dodge City Dixie, Reno Mustang, Dirty Nerdy, Brada Tat Tat, Cumberland Drifter, Dr. J, HT Terry, Carrot Hunter, The Kibble Kid, and Cowboy Bunny



**Stage #4**  
**LIVERY STABLE**

**All they wanted to do was drive a herd of cattle across the range, but now they found themselves fighting for their lives. Outnumbered eight to two, Boss Spearman and Charley walk into town to face off against Baxter and his men. Outside the livery stable, the sides shout insults at each other until Charley walks up to Butler, the hired gunman, and asks him, “You the one who killed our friend?”**

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at any staged gun location with both hands touching hat brim. Pistols are holstered. Rifle is staged on center table. Shotgun is staged in either outside window gun shelf.

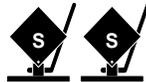
**LINE:**     **“You the one who killed our friend?”**

**At The Buzzer:**

- ❖ Gun order is shooters choice but rifle can't be shot last.
- ❖ Rifle, shot from center table. Starting on either end rifle target, single tap R1, double tap R2, single tap R3, double tap R2, single tap R1, double tap R2, single tap R3. (1-2-1-2-1-2-1) Make rifle safe.
- ❖ Pistols shot from center table. Starting on either end pistol target single tap P1, double tap P2, single tap P3, double tap P2, single tap P1, double tap P2, single tap P3. (1-2-1-2-1-2-1)
- ❖ Shotgun shot from staged location. Engage the 2 KD's then move to opposite outside window and engage the 2 KD's. KD's must be made up from original engagement location. Make shotgun safe.

Load on Left  
Unload on Right

**Stage #5 CORRAL**  
**STAGE SPONSORED BY:**



**Stage #5**  
**CORRAL**

**Wyatt, Virgil, Morgan, and Doc walked down the street looking to impose the new ordinance banning weapons within the city limits. Tension between the Cowboys and the Earps had been growing for some time and now, lead began to fly in the tiny corral. Ike Clanton ran forward and grabbed Wyatt begging that he was not armed for the fight. Wyatt replied, “Get to fightin’ or get away.”**

**Ammo:** 10 Pistol, 10 Rifle, 2+ Shotgun.

**BEGIN** standing at left table with hands touching pistol butts. Shotgun is staged on left table. Rifle is staged on right table. Pistols are holstered.

**LINE:** “Get to fightin’ or get away.”

**At The Buzzer:**

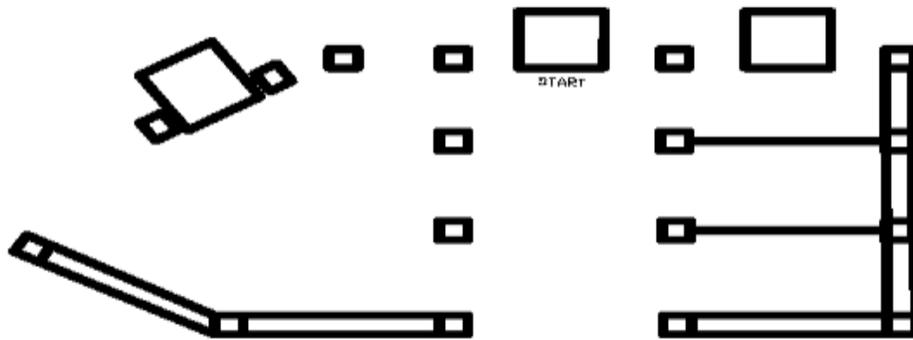
- ❖ Shotgun shot from left table. Engage KD’s in any order. Make shotgun safe for down range movement.
- ❖ Rifle shot from right table. Engage the center rifle target with 6 rounds then double tap each outside rifle target. Make rifle safe for down range movement.
- ❖ Pistols shot from center table. Engage the center pistol target with 6 rounds then double tap each outside pistol target.

Load on Left  
Unload on Right

Stage #6 MINE SHAFT  
STAGE SPONSORED BY:



HOP ALONG MAC  
EL NIÑO LOBO  
BIG IRON RANGER  
RIVER CITY BLM



## **Stage #6**

### **MINE SHAFT**

**An injured gunslinger on the run known as the Montana Kid found himself well north of the border in Canada. Tracked down and assaulted by a gang of ruthless bounty hunters, the Kid and the townsfolk circle the bounty hunters as the Kid talks everyone into dropping their guns on the count of three. Just as the Kid calls out “Three”, a blast of dynamite goes off in the mine and the shooting starts.**

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at center table holding rifle in one hand with rifle butt touching hip and other hand touching pistol butt on opposite side of body from rifle butt (The Duke starting position). Pistols are holstered. Shotgun is staged on left table or right table.

**Line:**           **“One...Two...Three”**

#### **At The Buzzer:**

- ❖ Gun order is rifle and pistols any order. Shotgun is last.
- ❖ Rifle shot from center table. Starting on either end rifle target single tap R1, double tap R2, quad tap R3, double tap R4, single tap R5. (1-2-4-2-1) Make rifle safe.
- ❖ Pistols shot from center table. Starting on either end pistol target single tap P1, double tap P2, quad tap P3, double tap P4, single tap P5. (1-2-4-2-1)
- ❖ Shotgun shot from staged location engage 2 KD's in any order. Move to opposite end table and engage 2 KD's in any order. Make ups must be made from original engagement location..

Load on Left.

Unload on Right.

Stage #8 FORT  
STAGE SPONSORED BY:



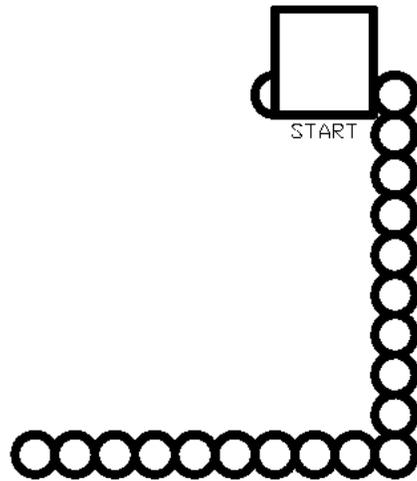
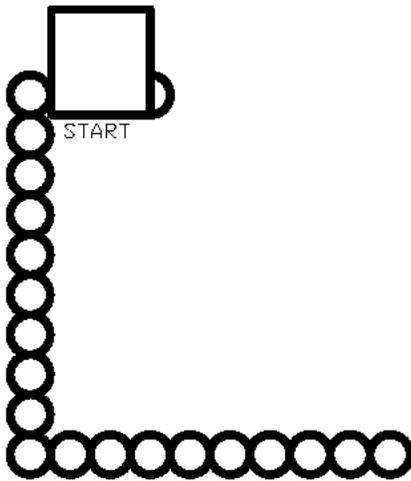
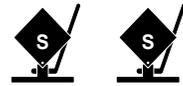
Ocoee Rangers

Cowboy Action Shooting Club

[www.ocoerangers.com](http://www.ocoerangers.com)



Cleveland, Tennessee



## Stage #8

### FORT

**Matthew Quigley was trapped. Shot in the leg, drug through the outback, and stripped of his rifle, the land owner, Elliott Marston, decides to give Quigley a lesson on gunfighting as they square off in a duel to the death. Marston laments that he was born on the wrong continent as Quigley quietly sizes up the situation stating, "This ain't Dodge City. And you ain't Bill Hickok."**

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at center table with hands touching pistol butts. Pistols are holstered. Rifle is staged on either gun shelf. Shotgun is staged on either gun shelf. Rifle and shotgun can be staged on same shelf.

**Line:** "You ain't Bill Hickok."

#### **At The Buzzer:**

- ❖ Pistols shot from center table. Triple tap the center pistol target then double tap each outside pistol target then triple tap the center pistol target.
- ❖ Rifle shot from staged location. Triple tap the center rifle target then double tap each outside rifle target then triple tap the center rifle target. Make rifle safe.
- ❖ Shotgun shot from staged location. Engage 2 KD's in any order then move to opposite gun shelf and engage 2 KD's in any order. KD's can be made up from any location. Make shotgun safe.

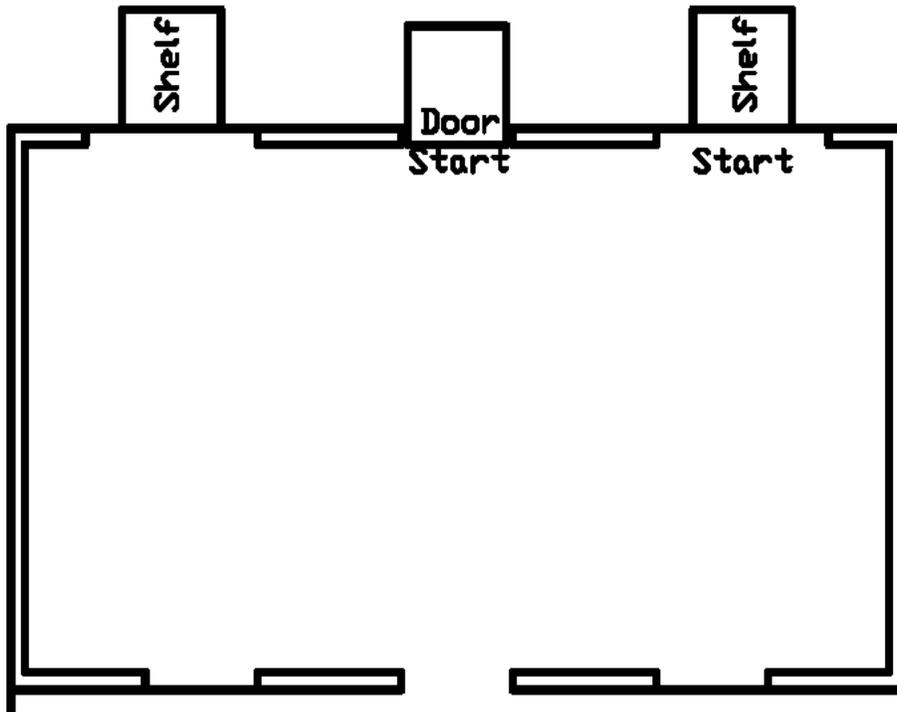
Load on Left.

Unload on Right.

Stage #10 CANTINA  
STAGE SPONSORED BY:



BULLET SPLAT JEWELRY  
BY LADY T  
865-567-3983  
[WWW.BULLETSPLAT.COM](http://WWW.BULLETSPLAT.COM)



## **Stage #10**

### **CANTINA**

**William Munny walked into town to take revenge on the town's crooked sheriff, "Little" Bill Dagget, for the killing of his friend, Ned Logan, as the sheriff assembles a posse to pursue Munny. After Munny kills the barkeep for displaying Ned's corpse in front of the saloon, Little Bill calls Munny a coward for shooting an unarmed man. Munny aims his shotgun towards Little Bill and replies, "He should have armed himself."**

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at center table holding shotgun with both hands. Pistols are holstered. Rifle is staged on center table..

**Line:** "He should have armed himself."

#### **At The Buzzer:**

- ❖ Shotgun shot from center table. Engage knockdowns in any order. Make shotgun safe.
- ❖ Rifle shot from center table. Starting on either end rifle target engage the 4 rifle targets in a continuous Nevada sweep for 10 rounds. Make rifle safe.
- ❖ Pistols shot from right window. Starting on either end pistol target engage the 4 pistol targets in a continuous Nevada sweep for 10 rounds.

Load on Right.  
Unload on Left

Stage #11 WELLS FARGO  
STAGE SPONSORED BY:

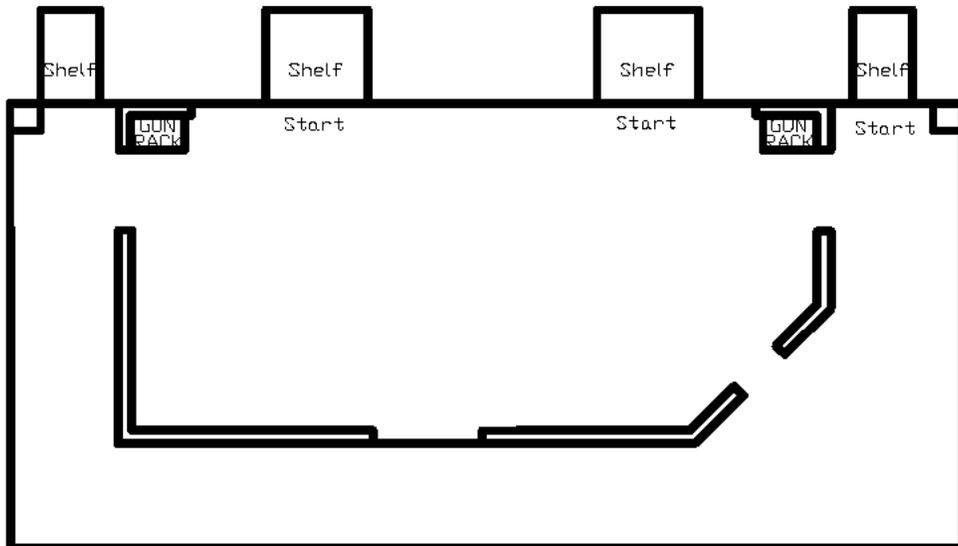
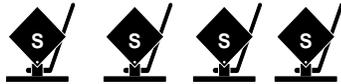
# PAGE

## CUSTOM KNIVES

[email: Larry@PageCustomKnives.com](mailto:Larry@PageCustomKnives.com)

pagecustomknives.com

803-507-7469



## Stage #11

# WELLS FARGO

With one gunfight left, the contest was now coming to an end, but dynamite rocked the town as the clock struck six. Through the smoke and debris, John Herod makes out the image of a woman walking towards him, ready to take Cort's place in the fight. Confused but ready to defend himself, Herod lets the woman know that she is not fast enough to defeat him. She replies, "Today, I am."

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at either inside gun shelf or right outside gun shelf with arms crossed at chest level. Rifle is staged on right window shelf. Shotgun is staged on left window gun shelf.

**Line:** "Today, I am."

### **At the Buzzer:**

- ❖ Gun order is shooter's choice but rifle can't be last.
- ❖ Pistols shot from right outside gun shelf. Starting on either end pistol target single tap sweep the 5 pistol targets then engage the center pistol target with 5 rounds..
- ❖ Rifle shot from staged location. Starting on either end rifle target single tap sweep the 5 rifle targets then engage the center rifle target with 5 rounds. Make rifle safe.
- ❖ Shotgun shot from staged location. Engage the knockdowns in any order. Make shotgun safe.

Load on Left.

Unload on Right

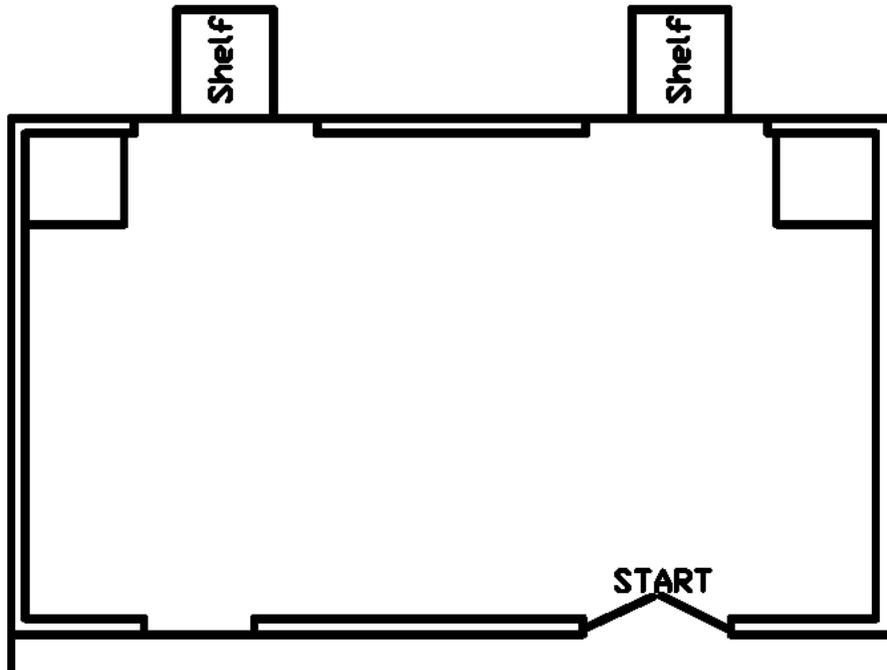
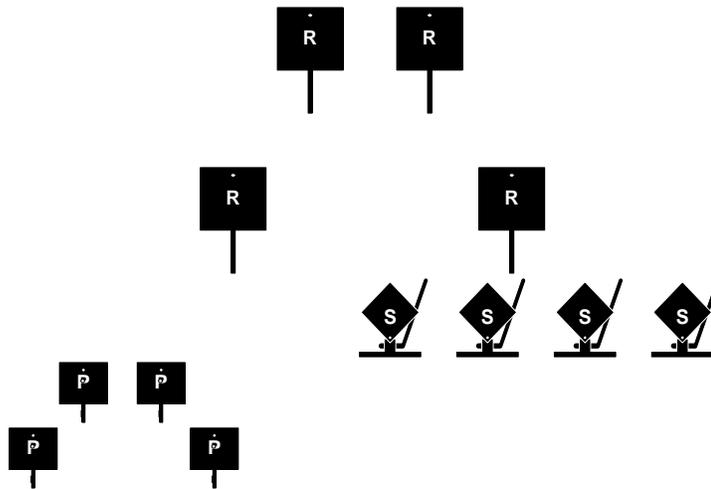
**Stage #13 GRAFTON'S  
STAGE SPONSORED BY:**



CODY KID & BUXOM BOO  
AKA: RONALD & MARTY LIGON



FORT KNOX & LADY BANKER  
AKA: WILLIS & FAYE KNOX



**Stage #13**  
**GRAFTON'S**

Shane pushed open the doors into Grafton's, backed up to the bar, and tried to make a deal with Ryker. Jack Wilson, Ryker's hired gun, squares up with Shane and tries to force him into a shootout. Looking to get under Wilson's skin and beat him to the draw, Shane said that he heard that Wilson was, "A low down, Yankee liar."

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at right or left window with hands touching window frame. Pistols are holstered. Shotgun is staged in right window. Rifle is staged in either window.

**Line:** "A low down, Yankee liar."

**At the Buzzer:**

- ❖ Gun order is shooter's choice but rifle can't be last.
- ❖ Shotgun shot from right window. Engage KD's in any order. Make shotgun safe.
- ❖ Rifle shot from staged location. Starting on any rifle target engage the 4 rifle targets with single taps in a clock wise or counter clock wise sweep for 10 rounds. Make rifle safe.
- ❖ Pistols shot from left window. Starting on any pistol target engage the 4 pistol targets with single taps in a clock wise or counter clock wise sweep for 10 rounds.

Load on Right.  
Unload on Left.