

## Stage 1 – *The Three Stooges*

### Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in either window.

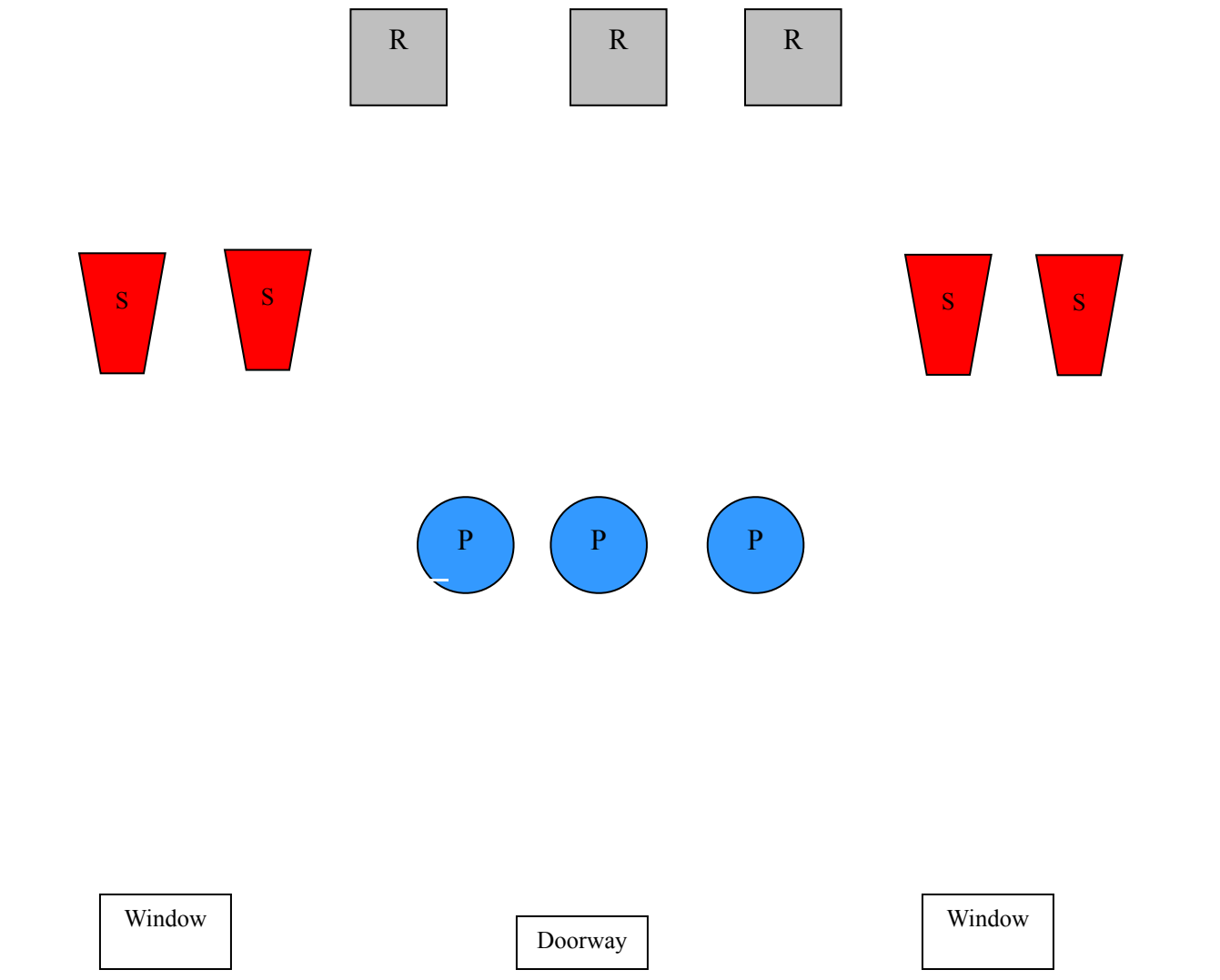
4+ Shotgun – Empty, action open, rounds on person, staged in the window without the rifle.

**Shooting Order:** *Shooters choice. Rifle may not be last.*

**Starting Position:** *Either window or door. Hands on hat.*

**Course of Fire:** Timer will start when the shooter says “*Larry, Mo, and Curly?*”

- Targets are numbered from either end.
- At the beep, engage rifle, pistol, or shotgun targets as follows:
- Engage rifle targets: 1,2,3,11,22,111
- Engage shotgun targets in any order.
- From the doorway, draw pistols as appropriate and engage pistol targets same as the rifle.



## Stage 2 – *Three wise monkeys*

### Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in either window.

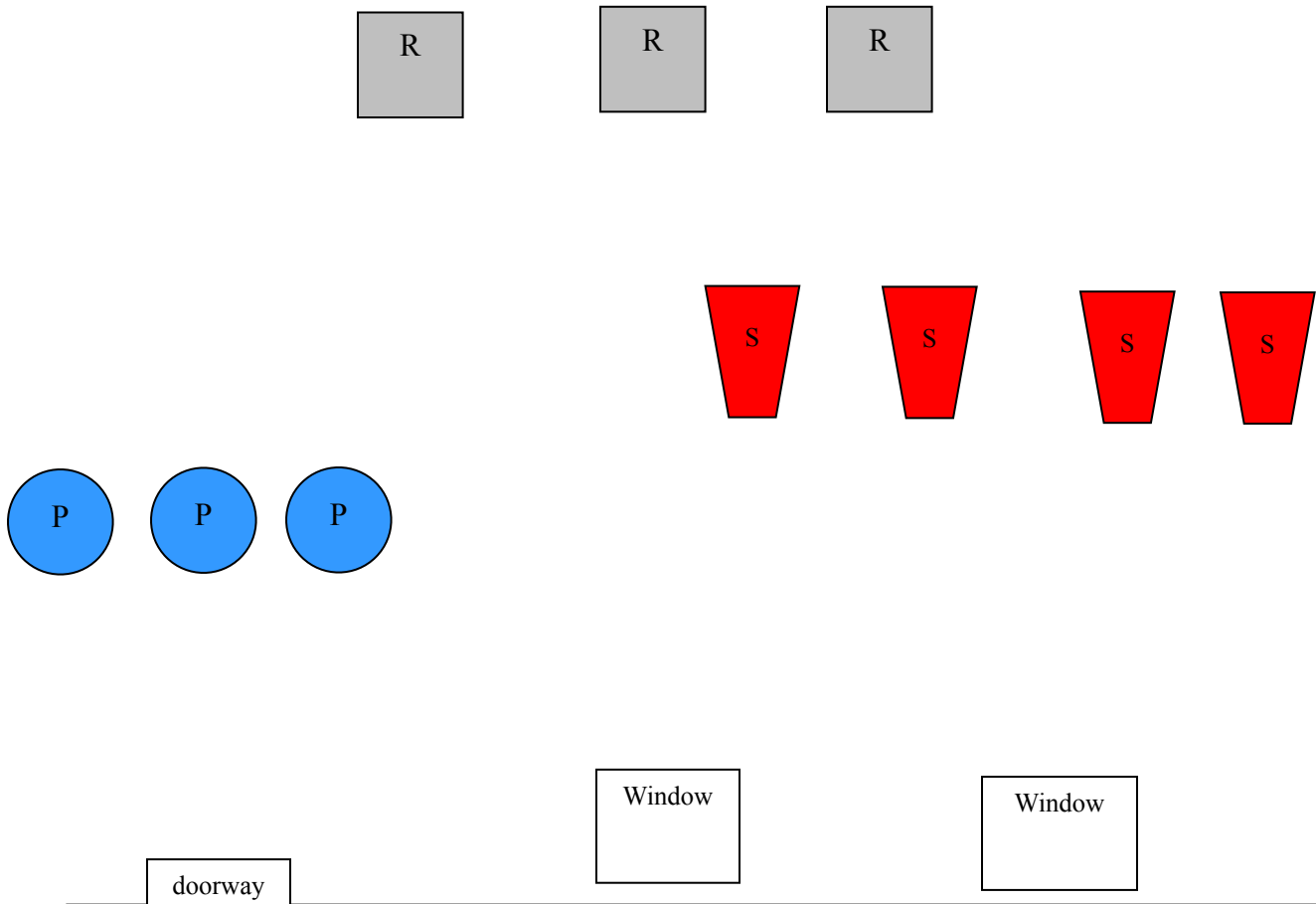
4+ Shotgun – Empty, action open, rounds on person, staged the window without the rifle.

**Shooting Order:** *Shooters choice. Rifle must not be last.*

**Starting Position:** *Either of the windows or door. Both hands touching gun(s).*

**Course of Fire:** Timer will start when the shooter says “*See no evil, hear no evil, speak no evil!*”

- Targets are numbered from either end.
- Pistol: From the doorway, engage targets as follows: Starting from either end. 11, 22, 33, 2, 1, 2, 3.
- Rifle: Engage rifle targets same as pistols.
- Shotgun: Engage shotgun targets in any order.



## Stage 3 – *Rock, Paper, Scissors*

### Ammo requirements:

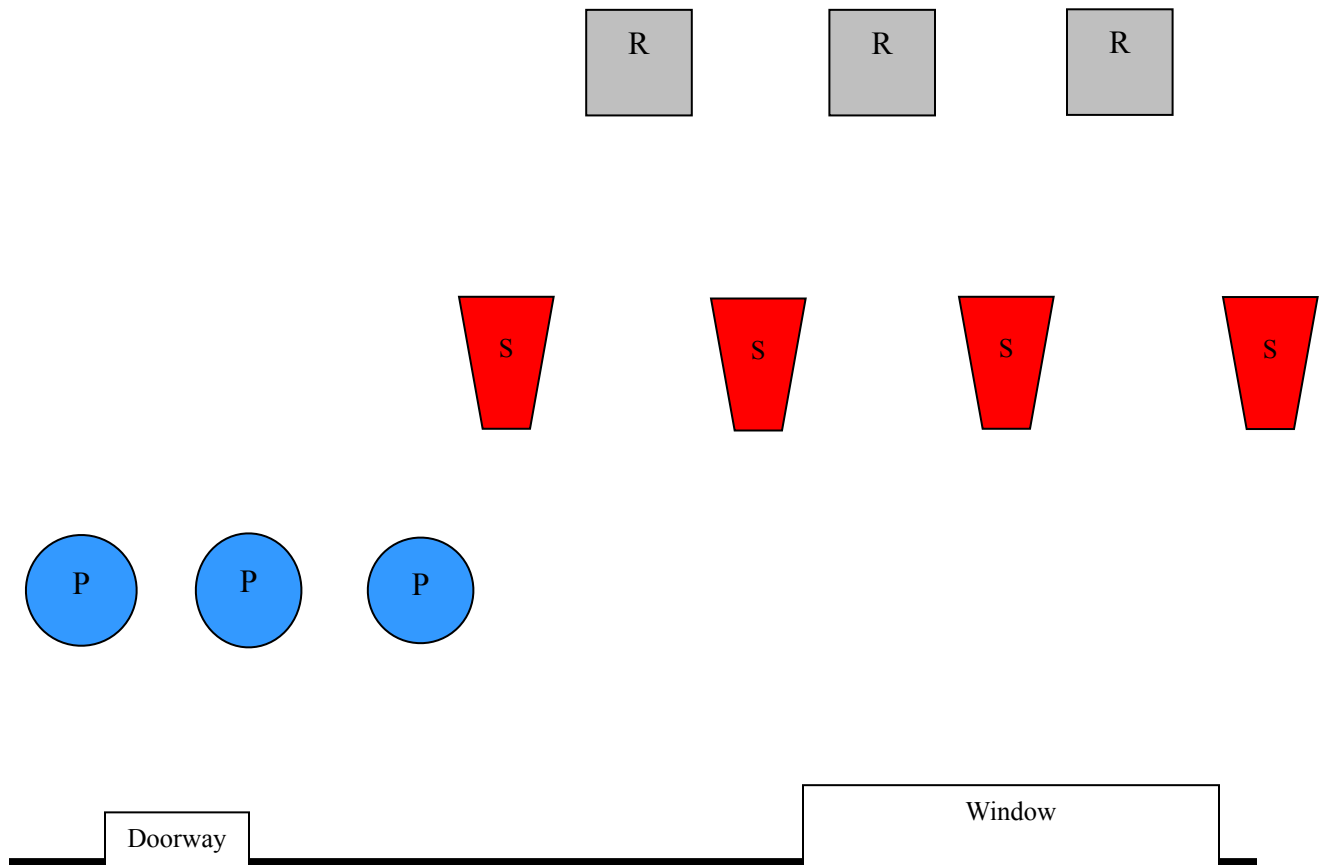
- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.
- 10 Rifle – Loaded, hammer down on empty chamber, staged in window.
- 4+ Shotgun – Empty, action open, rounds on person, staged in window.

**Shooting Order:** *Shooters choice. Rifle must not be last.*

**Starting Position:** *Either window or door. Standing in SASS default.*

**Course of Fire:** Timer will start when the shooter says “*Paper wraps Rock!*”

- Targets are numbered from either end.
- Pistol: From either the doorway, or the window, engage targets as follows: 1, 2, 1, 3, 1 from either end, then repeat from either end.
- Rifle: Engage rifle targets same as pistols.
- Shotgun: Engage shotgun targets in any order.



## Stage 4 – *Stage 4 Three's a crowd*

### Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in either window.

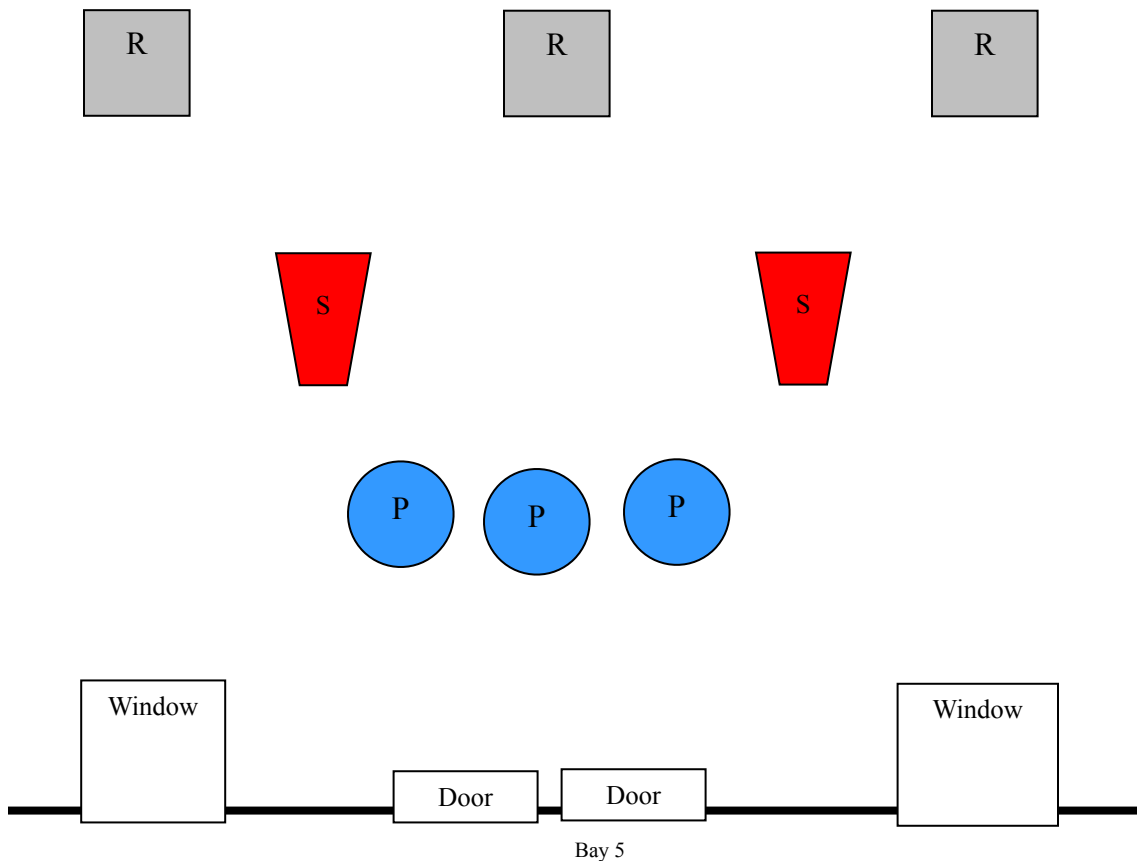
2+ Shotgun – Empty, action open, rounds on person, staged in the window without the rifle.

**Shooting Order:** *Shooters choice. Rifle must not be last.*

**Starting Position:** Standing at any shooting position with hands pushing door or window frame.

**Course of Fire:** Timer will start when the shooter says “*Give me some room!*”

- Targets are numbered from either end.
- Pistol: From either doorway, engage targets as follows: 22, 1, 2, 3 then repeat. Yes you can repeat as 22, 3,2,1!
- Rifle: Engage rifle targets same as the pistols.
- Shotgun: Engage shotgun targets in any order.



## Stage 5 – *Stage 5 Primary Colors*

### Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in either window, or on table in doorway.

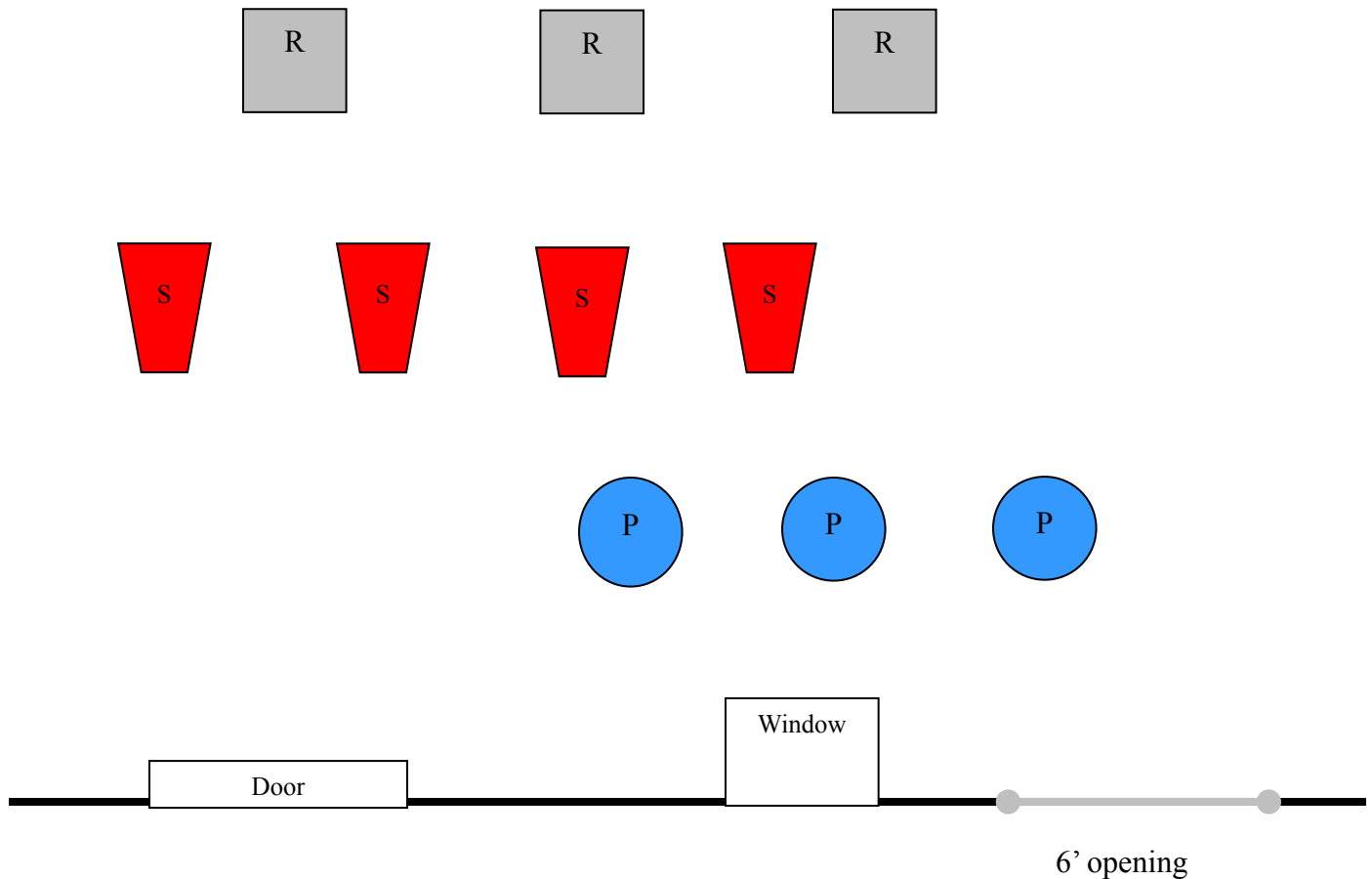
4+ Shotgun – Empty, action open, rounds on person, staged on table in doorway.

**Shooting Order:** *Shooters choice. Rifle must not be last.*

**Starting Position:** Standing at window or doorway. Hands touching belt buckle.

**Course of Fire:** Timer will start when the shooter says “Red, Yellow, and Blue!”

- Targets are numbered from either end.
- Pistol: From window, engage targets as follows: 1, 3, 1, 3, 2 from either end. Repeat. Yes you can repeat as 3, 1, 3, 1, 2!
- Rifle: Engage rifle targets same as pistols.
- Shotgun: Engage shotgun targets in any order.



## Stage 6 – *Stage 6 Three Blind Mice*

### Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, in hands.

4+ Shotgun – Empty, action open, rounds on person, staged in either down range trough.

**Shooting Order:** *Rifle, Pistols, Shotgun..*

**Starting Position:** From the doorway, rifle in hands.

**Course of Fire:** Timer will start when the shooter says “*See how I run!*”

- Targets are numbered from either end.
- Rifle: From the doorway. Engage targets as follows: 1, 22, 333, 22, 1. The last rifle shot is on any shotgun target.
- Proceed to either trough. Make rifle safe.
- From behind the line, engage pistols the same as the rifle. Last shot is on any standing shotgun target.
- Engage standing shotgun targets from anywhere behind the line.
- Any shotgun target that is missed or does not go down from a rifle or pistol shot is not a miss if it is made up with the shotgun.

