

Stage 1 – *The Three Stooges*

Ammo requirements:

14 Pistol – Hammer down on empty chamber, holstered/staged.

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

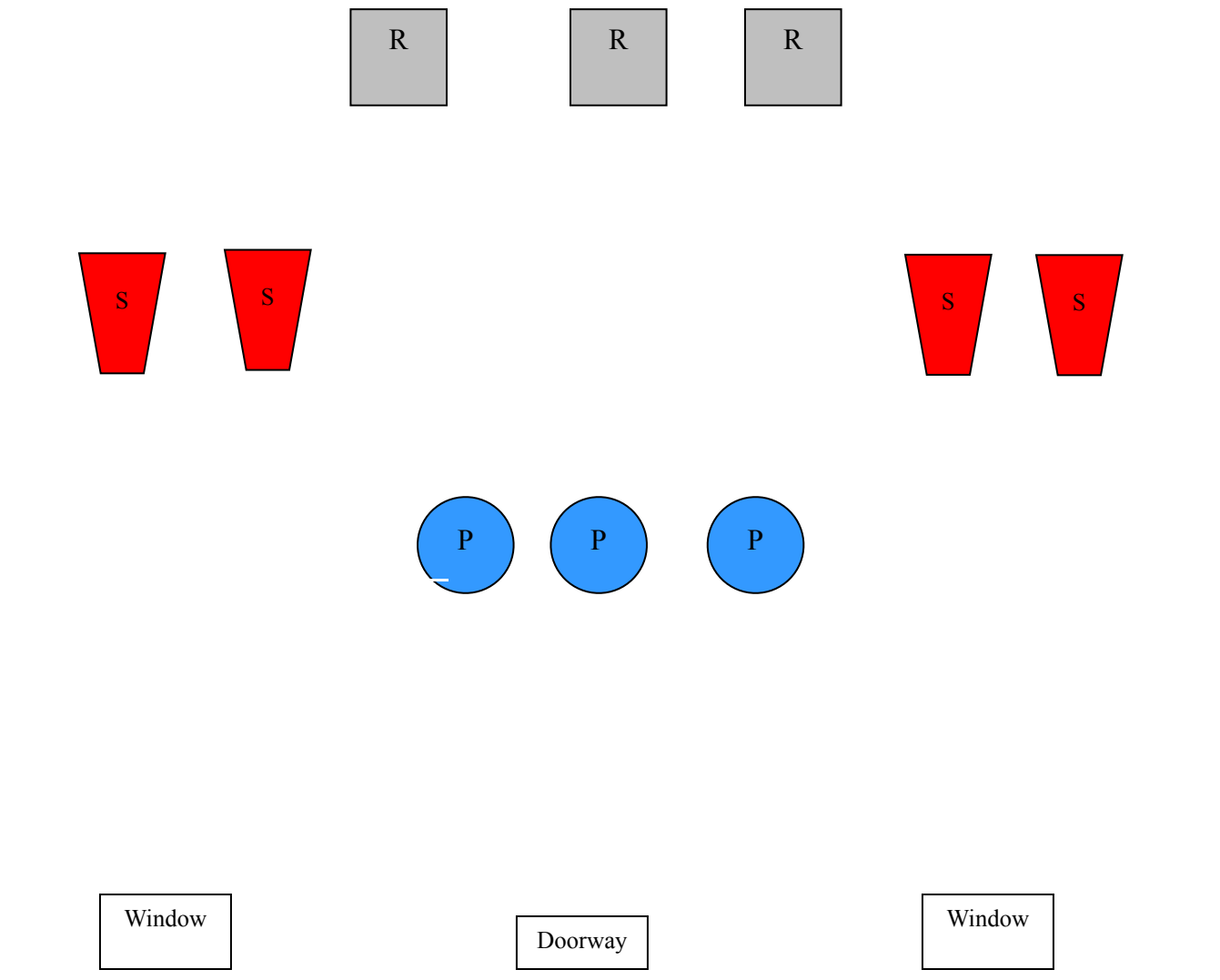
4+ Shotgun – Magazine loaded, empty chamber, staged in the window without the rifle.

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, engage pistol targets 11,22, 333 repeat.



Stage 2 – *Three wise monkeys*

Ammo requirements:

14 Pistol – Hammer down on empty chamber, holstered/staged.

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

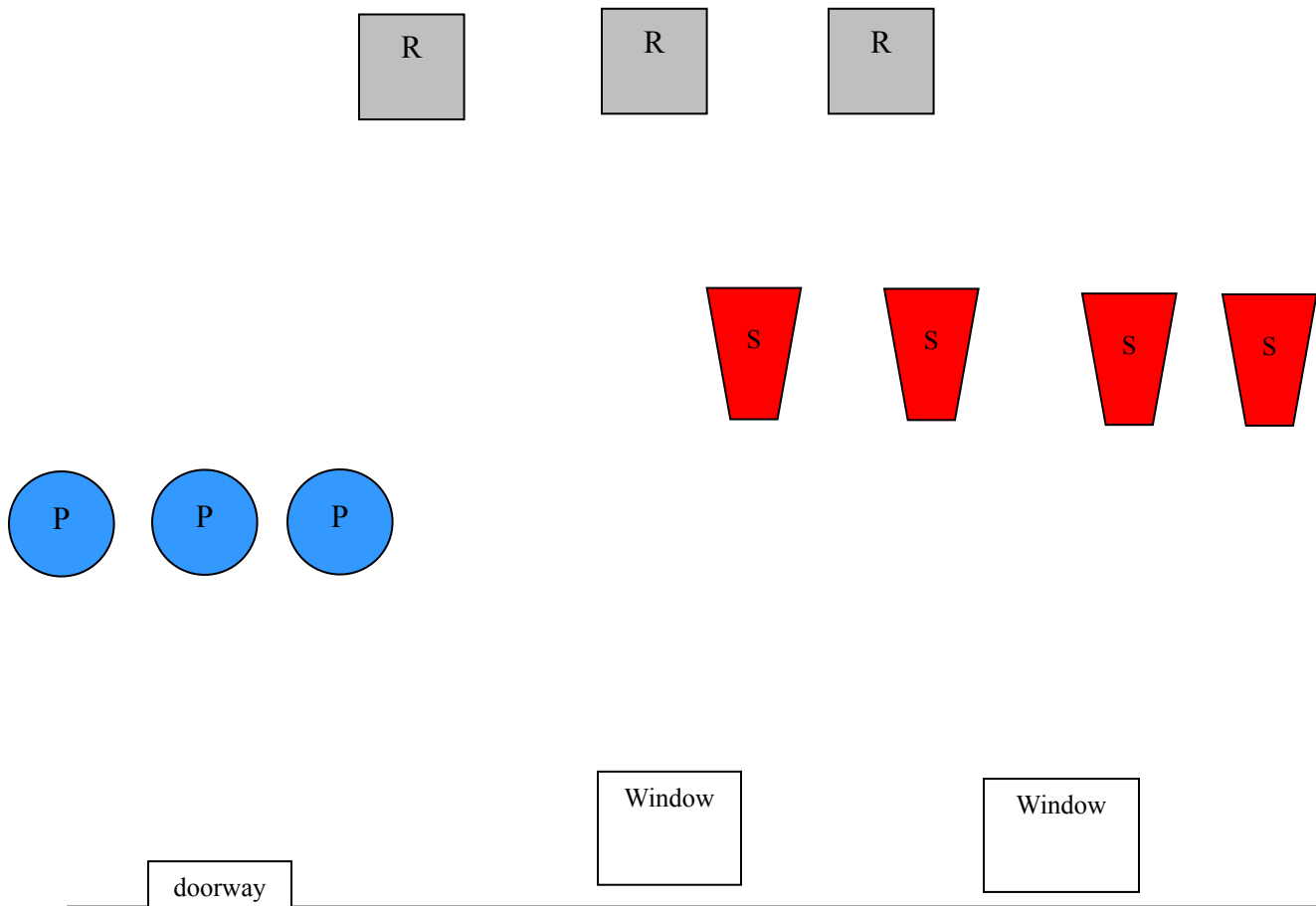
4+ Shotgun – Magazine loaded, empty chamber, staged the window without the rifle.

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. 111,2,333 repeat.
- Rifle: Engage rifle targets in a continuous sweep.
- Shotgun: Engage shotgun targets in any order.



Stage 3 – *Rock, Paper, Scissors*

Ammo requirements:

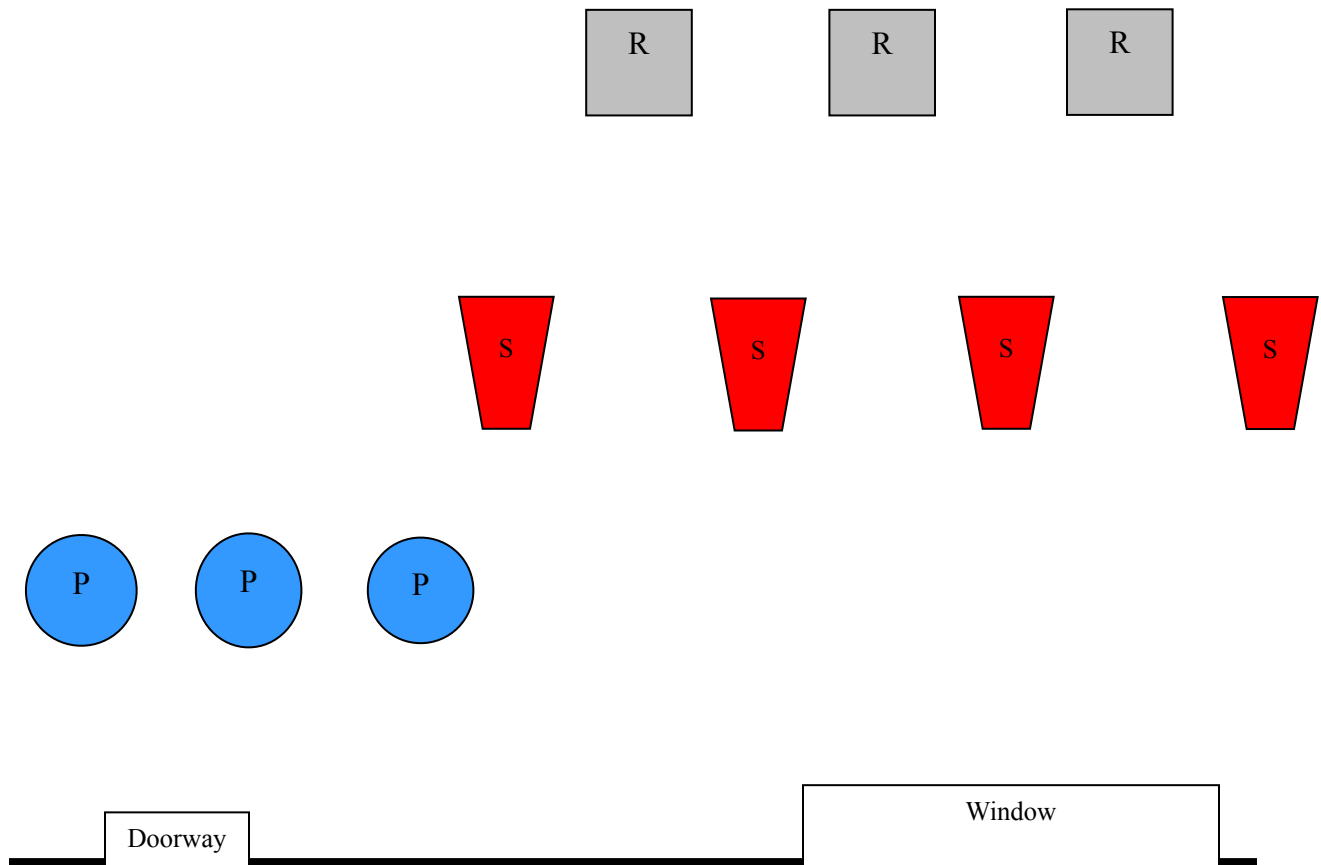
- 14 Pistol – Hammer down on empty chamber, holstered/staged.
- 10 Rifle – Loaded, hammer down on empty chamber, staged in window.
- 4+ Shotgun – Magazine loaded, empty chamber, staged in window.

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: 11,22,333 from either end, then repeat from either end.
- Rifle: Engage rifle targets 11,2,33 repeat.
- Shotgun: Engage shotgun targets in any order.



Stage 4 – *Stage 4 Three's a crowd*

Ammo requirements:

14 Pistol – Hammer down on empty chamber, holstered/staged.

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

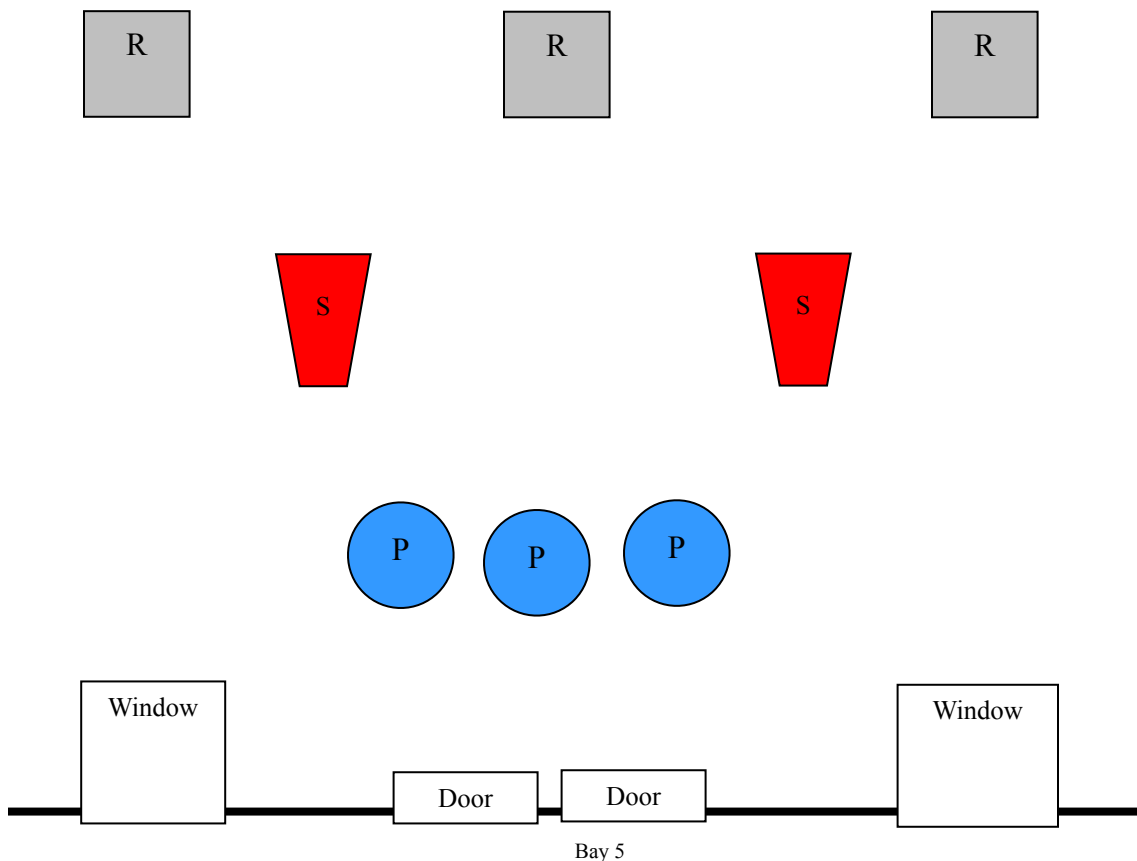
2+ Shotgun – Magazine loaded, empty chamber, staged in the window without the rifle.

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: 11,222,33 then repeat.
- Rifle: Engage rifle targets 111,2222,333.
- Shotgun: Engage shotgun targets in any order.



Stage 5 – *Stage 5 Primary Colors*

Ammo requirements:

14 Pistol – Hammer down on empty chamber, holstered/staged.

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

4+ Shotgun – Magazine loaded, chamber empty, 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: 11,22,333 from either end. Repeat.
- Rifle: Engage rifle targets in a continuous sweep.
- Shotgun: Engage shotgun targets in any order.

