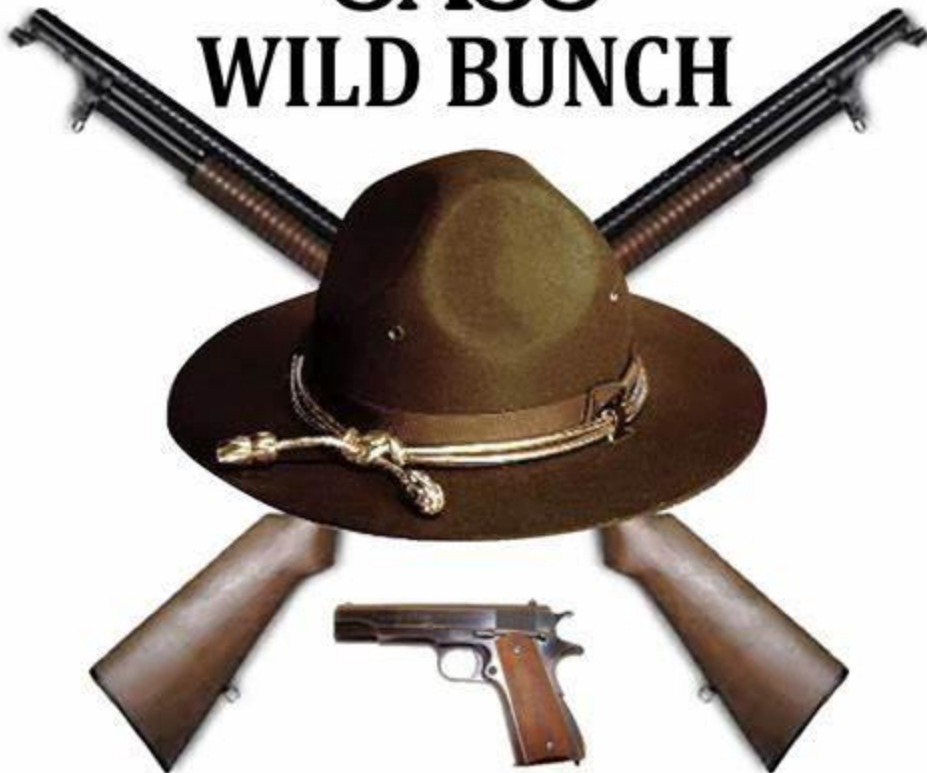


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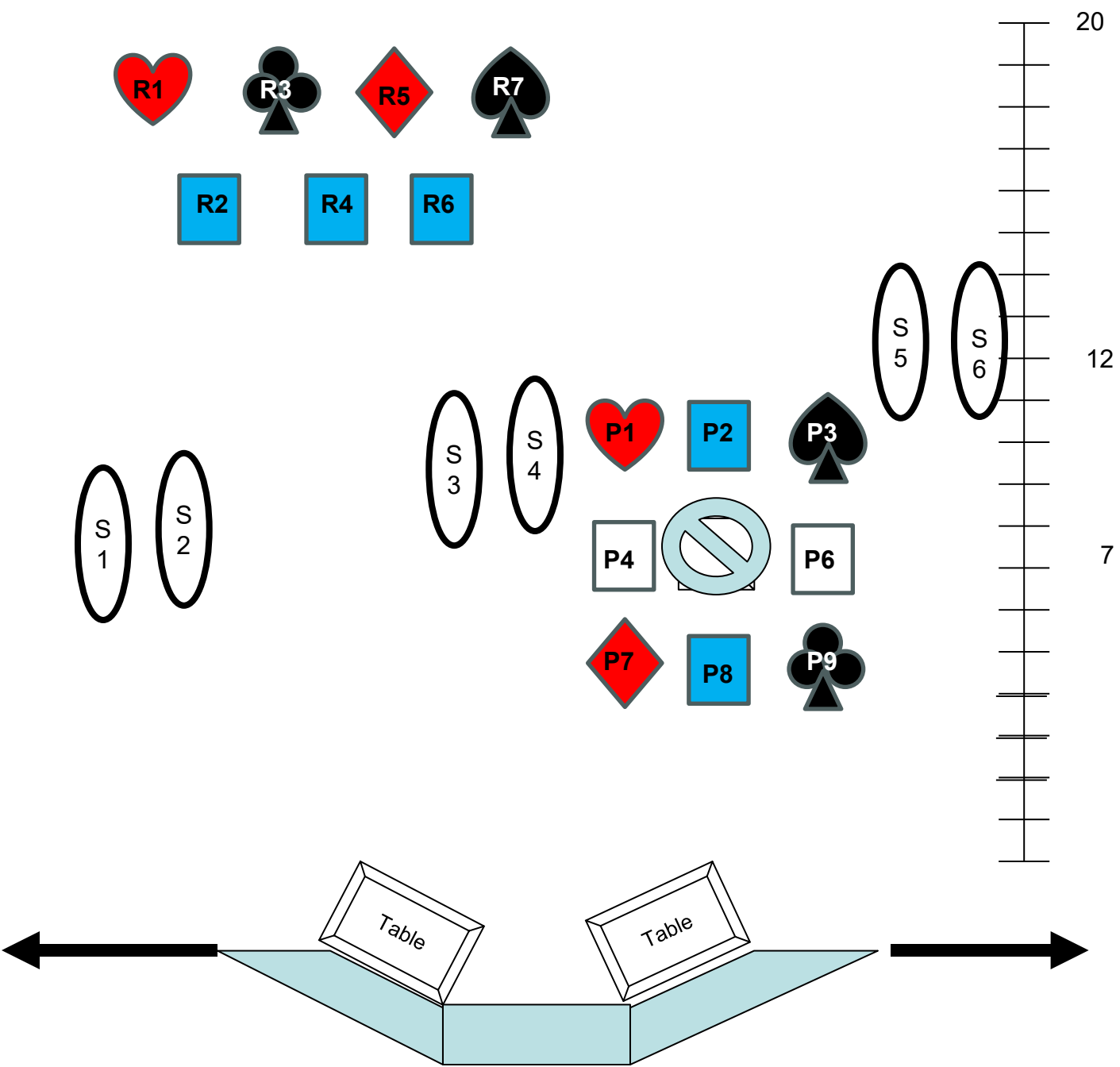
**SASS
WILD BUNCH**



ACTION SHOOTING



Range 1 Stage



Building Front – 3 windows

Range 1 Stage 1

Guns and Ammunition: Rifle 10 rounds, Pistol 4 Mags 7 rounds ea, Shotgun 6 only

Line: I Prefer Pool

Shooting Sequence: Standing at position of choice – hands on firearm of choice. Shotgun and Rifle safely staged. **The front of the building is the shooting line from “Left Berm to Right Berm”.** Do not break the firing line with your feet. Knockdowns must fall. Card suits (Red/Black) receive 1 shot , Blue targets receive two shots, White targets receive one shot. No double taps.

Shotgun: Engage 6 shotgun targets from 2 positions. Stage open empty shotgun.

Pistol: Start on any card suit and engage the pistol targets in four sweeps using each card suit as the starting point.

Rifle: Engage the Rifle targets placing one shot on each card suit and two on each blue target – No Double Taps.

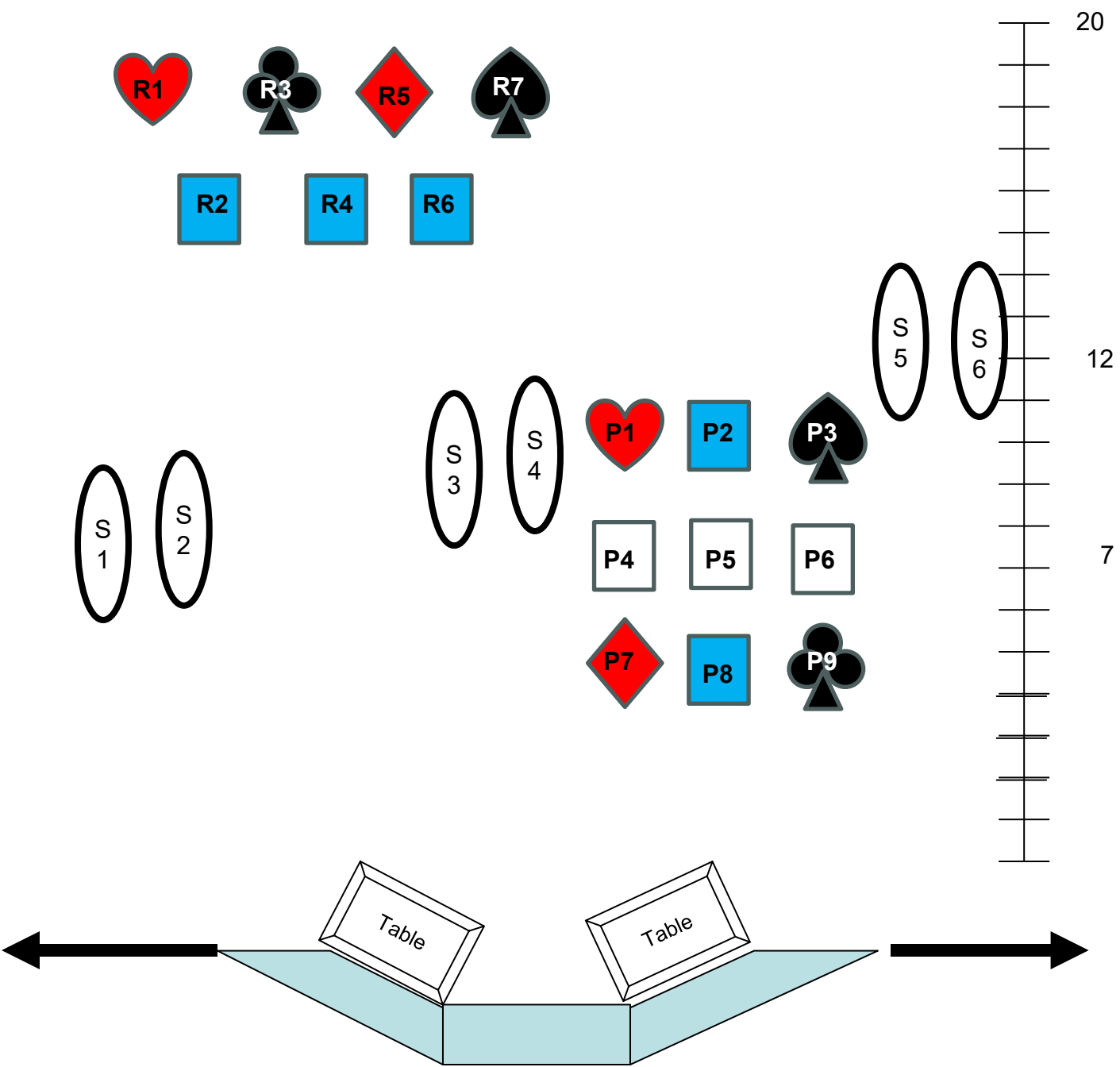
Example only: There may be more ways to correctly complete the sequence.

Shotgun: Any order using 2 positions

Rifle: R6, R4, R2, R1, R3, R5, R7, R6, R4, R2

Pistol: P1, P2, P8, P4, P6, P2, P8

Range 1 Stage 2



Building Front – 3 windows

Range 1 Stage 2

Guns and Ammunition: Rifle 7 rounds Pistol 4 Mags 7 rounds each Shotgun 6 only

Line: "I only missed One"

Shooting Sequence: Shooters Choice. Shotgun and rifle safely staged on any table. Pistol Holstered. Knockdowns must fall. Standing in front of the building facing the gallery, holding up 1 finger (Not that one!). Say your line and at the buzzer:

Shotgun: Engage shotgun targets from 3 positions, 1 of which **can not** be a window. Your feet must be clear of the building. Stage open empty shotgun.

Rifle: Sweep the rifle targets going back and forth between a Card Suit and blue target (start on card suit). From the left or Right. Stage open empty rifle.

Pistol: Complete a 2 Mag "X" Double tap sweep Starting on any Card Suit target with the last two shots place on the middle target.

Then complete a 2 Mag "+" Double Tap sweep starting on either Blue target with the last two shots placed on the middle target. If pistol is not last – stage open empty pistol on table

Summary: There may be more ways to correctly complete the sequence.

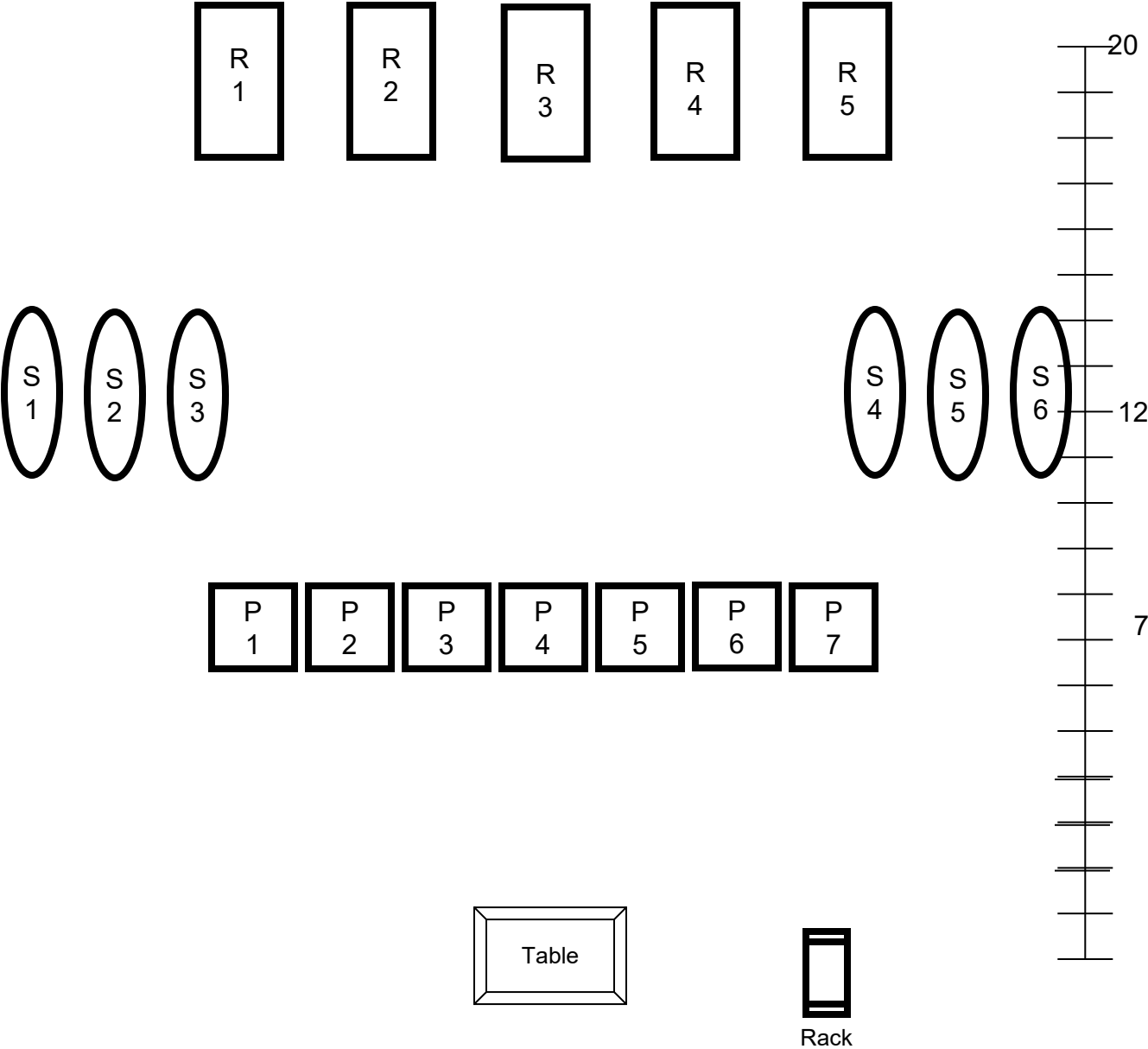
Shotgun: Any Order using any three positions

Rifle: R1, R2, R3, R4, R5, R6, R7

Pistol: P3, P3, P5, P5, P7, P7, P9, P9, P5, P5, P1, P1, P5, P5
P8, P8, P5, P5, P2, P2, P6, P6, P5, P5, P4, P4, P5, P5

Range 2 Stage 3 and 4

This Stage Follows State Record stage layout and measurements. No target layout changes!



Name

Range 2 Stage 3

Guns and Ammunition: Rifle 10 rounds Pistol 4 Mags 7 rounds each
each Shotgun 6

STATE RECORD STAGE

Line: I'm the Champeen.!

Shooting Sequence: Shooters Choice- Start with hands at "Low Surrender" (wrists above shoulder/visible from behind). Shotgun and Rifle Staged on Table. Knockdowns must fall.

Say your line and at the buzzer:

Rifle: Complete a dirty sweep from the left or right. Safely stage open empty rifle

Pistol: Engage the pistol targets in 4 mag dirty sweep. If not shot last – safely stage open empty pistol.

Shotgun: Knock them down from left or right in order. Safely stage open empty shotgun.

Summary:

Rifle: 1, 2, 3, 4, 5, 5, 4, 3, 2, 1 -or- 5, 4, 3, 2, 1, 1, 2, 3, 4, 5

Pistol: 1, 2, 3, 4, 5, 6, 7, 7, 6, 5, 4, 3, 2, 1, 1, 2, 3, 4, 5, 6, 7, 7, 6, 5, 4,
3, 2, 1, -or-
7, 6, 5, 4, 3, 2, 1, 1, 2, 3, 4, 5, 6, 7, 7, 6, 5, 4, 3, 2, 1, ,1, 2, 3, 4,
5, 6, 7,

Shotgun 1, 2, 3, 4, 5, 6, -or- 6, 5, 4, 3, 2, 1

Range 2 Stage 4

Guns and Ammunition: Rifle 10 rounds, Pistol 4 Mags 7 rounds each shotgun 6

Line: You want me to do what?

Shooting Sequence: Standing at the table, shotgun at port arms. Rifle staged on the table, Pistol holstered. Knockdowns must fall.

Say your line. At the buzzer

Shotgun – Engage shotgun targets from the inside – out – left three first., Safely stage open empty shotgun

Pistol: Complete 2 inside out sweeps – left, then right using P4 as the anchor target. P4 only receives one shot, all other targets receive double taps. If not shot last, safely stage open empty pistol.

Rifle: Complete an inside out double tap sweep – left side first. P3 is only used on first sweep. Re-stage open/empty rifle.

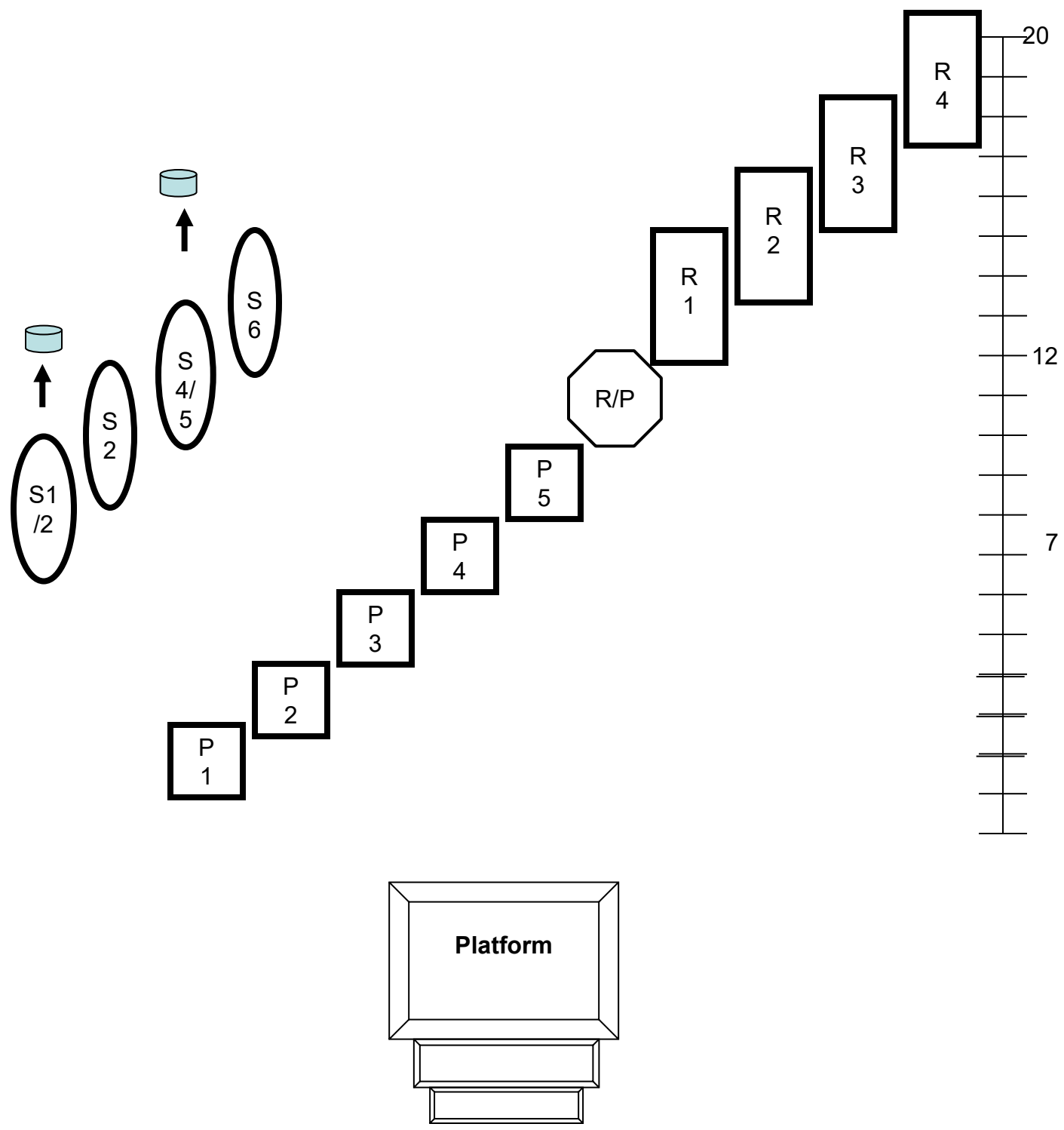
Summary:

Shotgun: S3, S2, S1, S4, S5, S6

Rifle: R3, R3, R2, R2, R1, R1, R4, R4, R5, R5

Pistol: P4, P3, P3, P2, P2, P1, P1, P4, P5, P5, P6, P6. P7, P7 - repeat

Range 3 Stage 5 and 6



Range 3 Stage 5

Guns and Ammunition: Rifle 10 + 1 rounds Pistol 4 magazines 7 rounds each shotgun 6

Line: I'll never surrender

Shooting Sequence: Shooters Choice – Standing on platform Gun of choice in hand pointed at appropriate target. Knockdowns must fall. Rifle and shotgun safely staged if not in-hand. Pistol Holstered if not in hand.

Say your line. At the buzzer

Pistol: Starting on P1 or R/P complete a 3-1-3 sweep of the targets (2 mags). Then Repeat starting on the opposite end If not shot last, safely stage open empty pistol.

Rifle: Complete a 3-1-3-1-3 sweep starting on R/P or R4. The 11th round may be loaded from the body or table anytime after the buzzer. Safely stage open empty rifle.

Shotgun: Knock down in any order - S1 and S4 launch Clay Pigeons. Clay pigeons must be engaged while in the air even if launched broken. A miss is a miss. 6 rounds must be fired. Safely stage open empty shotgun.

Summary:

Rifle: R/P, R/P, R/P R1, R2, R2, R2, R3, R4, R4, R4 –OR REVERSE

Pistol: P1, P1, P1, P2, P3, P3, P3, P4, P4, P4, P5, R/P, R/P, R/P – repeat starting on R/P. May be completed starting on R/P

Shotgun: Any order S1 and S4 launch clay pigeons

Range 3 Stage 6

Guns and Ammunition: Rifle 10 rounds Pistol 4 Magazines 7 rounds each Shotgun 6.

Line: More Pigeons!

Shooting Sequence: Shooters choice - Rifle and shotgun safely staged. Pistol staged on table. Shooter standing on Platform facing up-range hands hanging at sides. Knockdowns must fall clays must break. Say your line and at the buzzer: Turn around and;

Rifle: Starting on either end (P1 or R4) single tap all targets. Safely stage open empty rifle

Pistol: Double tap P1 single tap P2 thru R/P then repeat. Then double tap R/P and single tap P5 thru P1 then repeat. If not shot last, safely stage open empty pistol.

Shotgun: Knock down in any order - S1 and S4 launch Clay Pigeons. Clay pigeons must be engaged while in the air even if launched broken. A miss is a miss. 6 rounds must be fired. Safely stage open empty shotgun.

Summary:

Rifle: P1 through R4 or R4 through P1

Pistol: P1, P1, P2, P3, P4, P5, R/P –Repeat-
R/P, R/P, P5, P4, P3, P2, P1 – Repeat

Shotgun: Any order S1 and S4 launch clay pigeons