

WILD WEST MERCANTILE'S  
**WINTER RANGE**  
**2013**

SASS NATIONAL CHAMPIONSHIP  
OF COWBOY ACTION SHOOTING



**COWBOY MUSICALS**



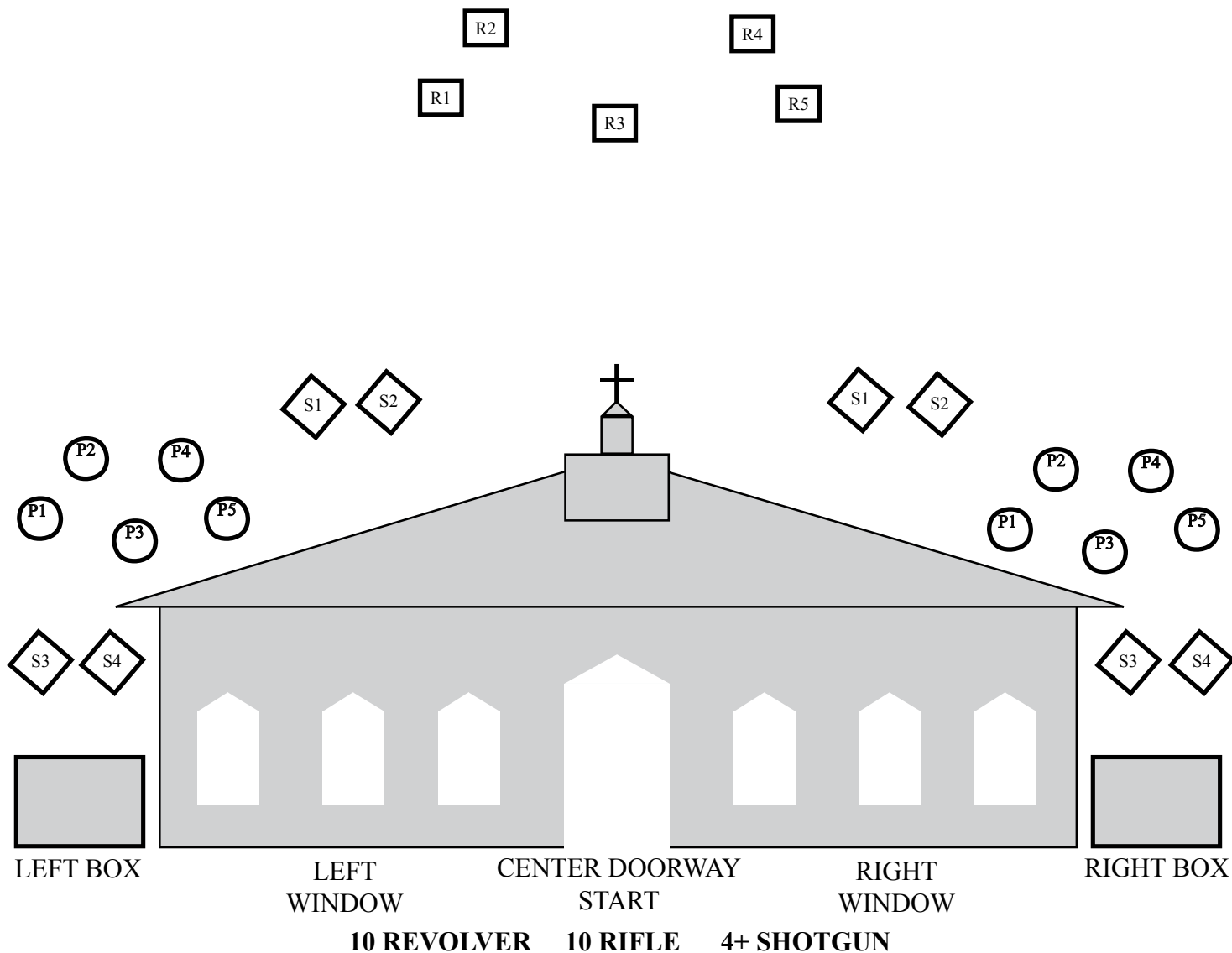
PRESENTED BY  
THE ARIZONA TERRITORIAL COMPANY OF ROUGH RIDERS



IN COOPERATION WITH



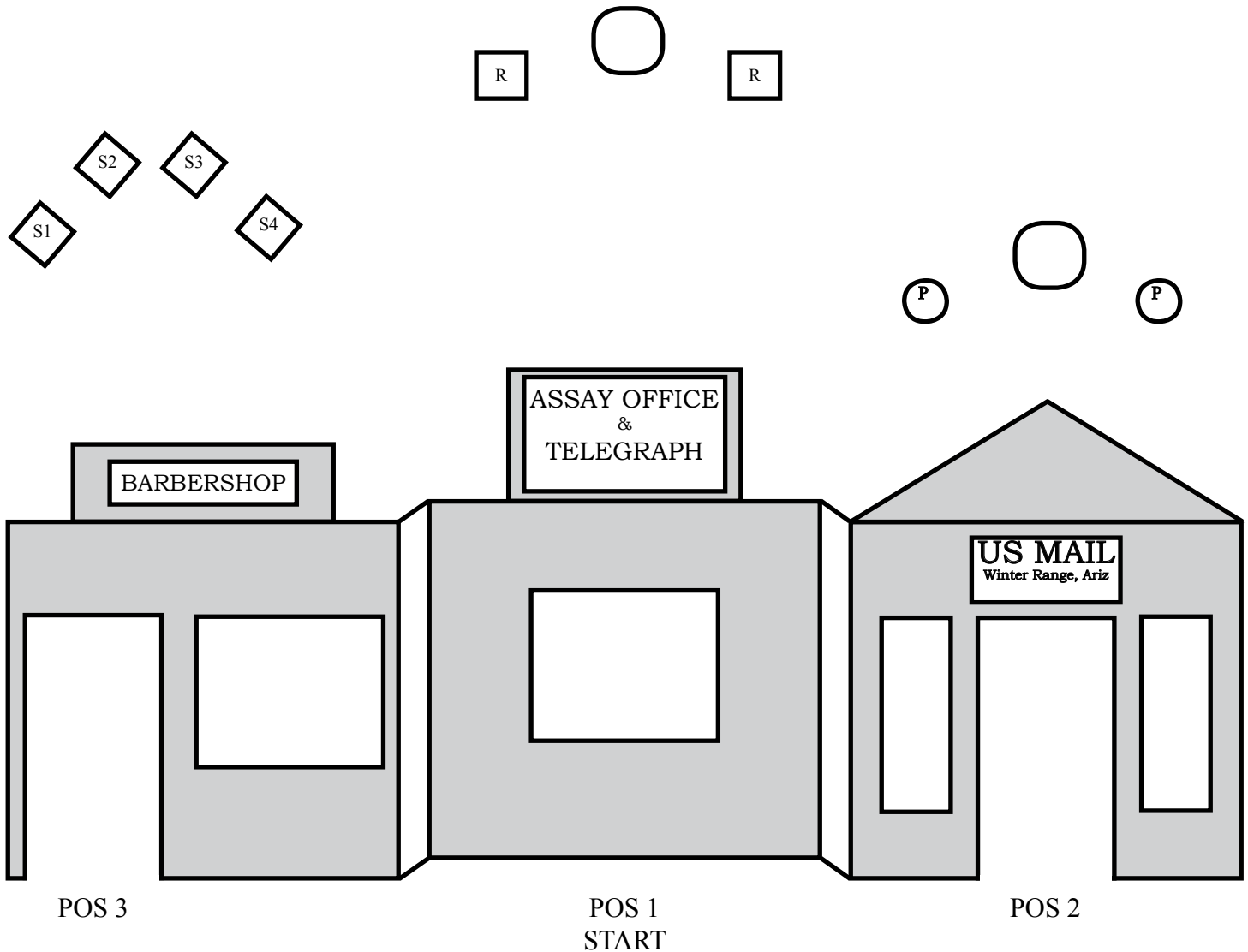
# STAGE ONE



**START:** Shooter at the center doorway standing upright, hands on the door frame. Rifle loaded with 10 rds staged at the center doorway. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: **“It’s going to be a huge wedding, seven brides for seven brothers”**.

**ON SIGNAL:** With rifle double tap R1-R5. Make rifle safe. Move to **either the left or right window** and engage S1-S2, then move to **either the left or right cargo box**, and engage S3-S4. Make shotgun safe. With revolvers double tap P1-P5.

# STAGE TWO

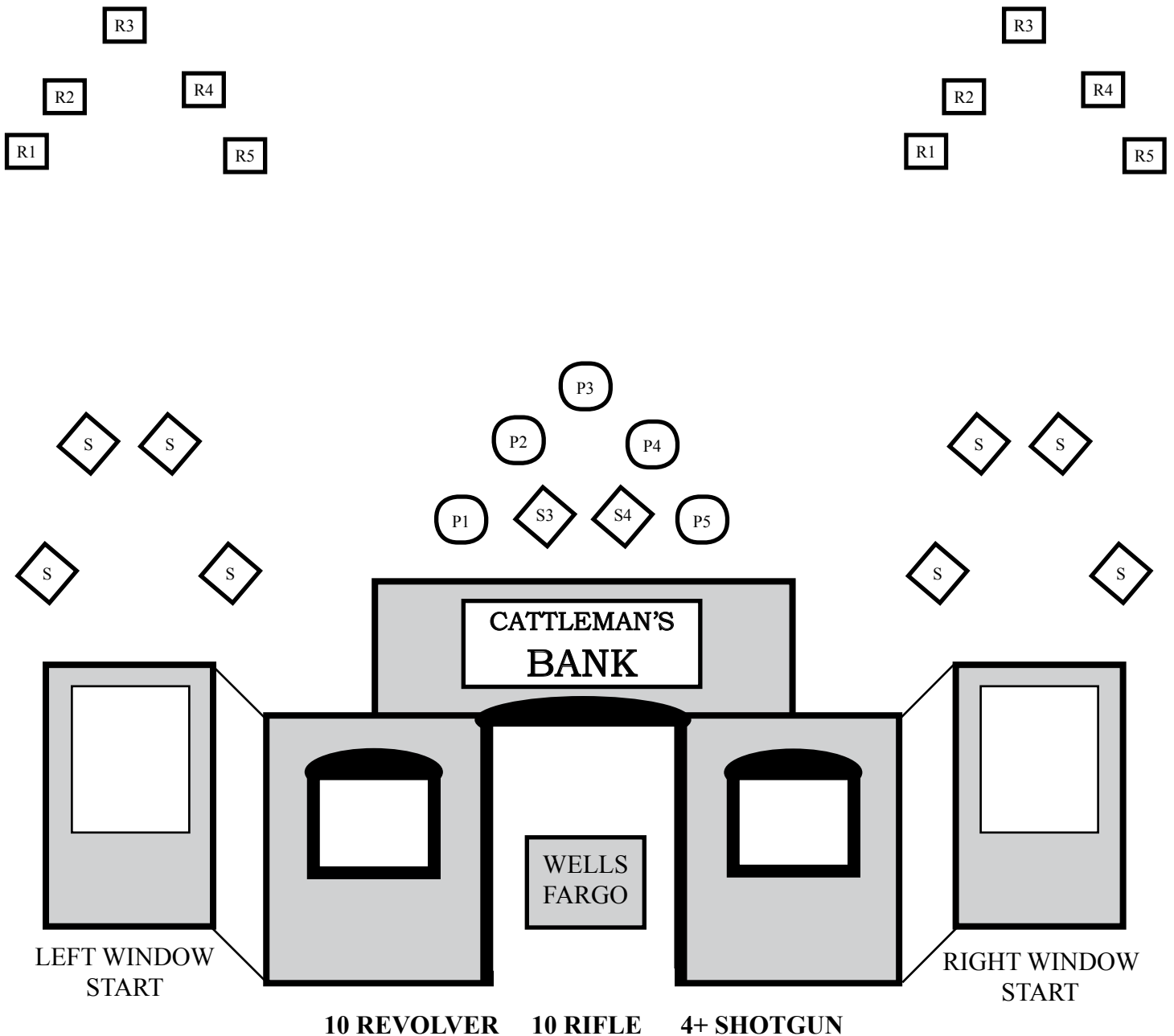


**10 REVOLVER 10 RIFLE 4+ SHOTGUN**

**START:** Shooter standing at the window of the Assayer / Telegraph Office, rifle loaded with 10 rds, in hands (holding with both hands); Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged anywhere safely.

**ON SIGNAL:** With rifle engage either R target twice, **then** the circle three times, **then** the other R target twice, **then** the circle three times again, **in that order**. Make rifle safe. Shooter may then move to **either position 2 OR position 3**, then to the remaining position (2 or 3). From position 2 with revolvers engage either P target twice, **then** the circle three times, **then** the other P target twice, **then** the circle three times again, **in that order**. From position 3 (the doorway) with shotgun engage S1-S4. Make shotgun safe.

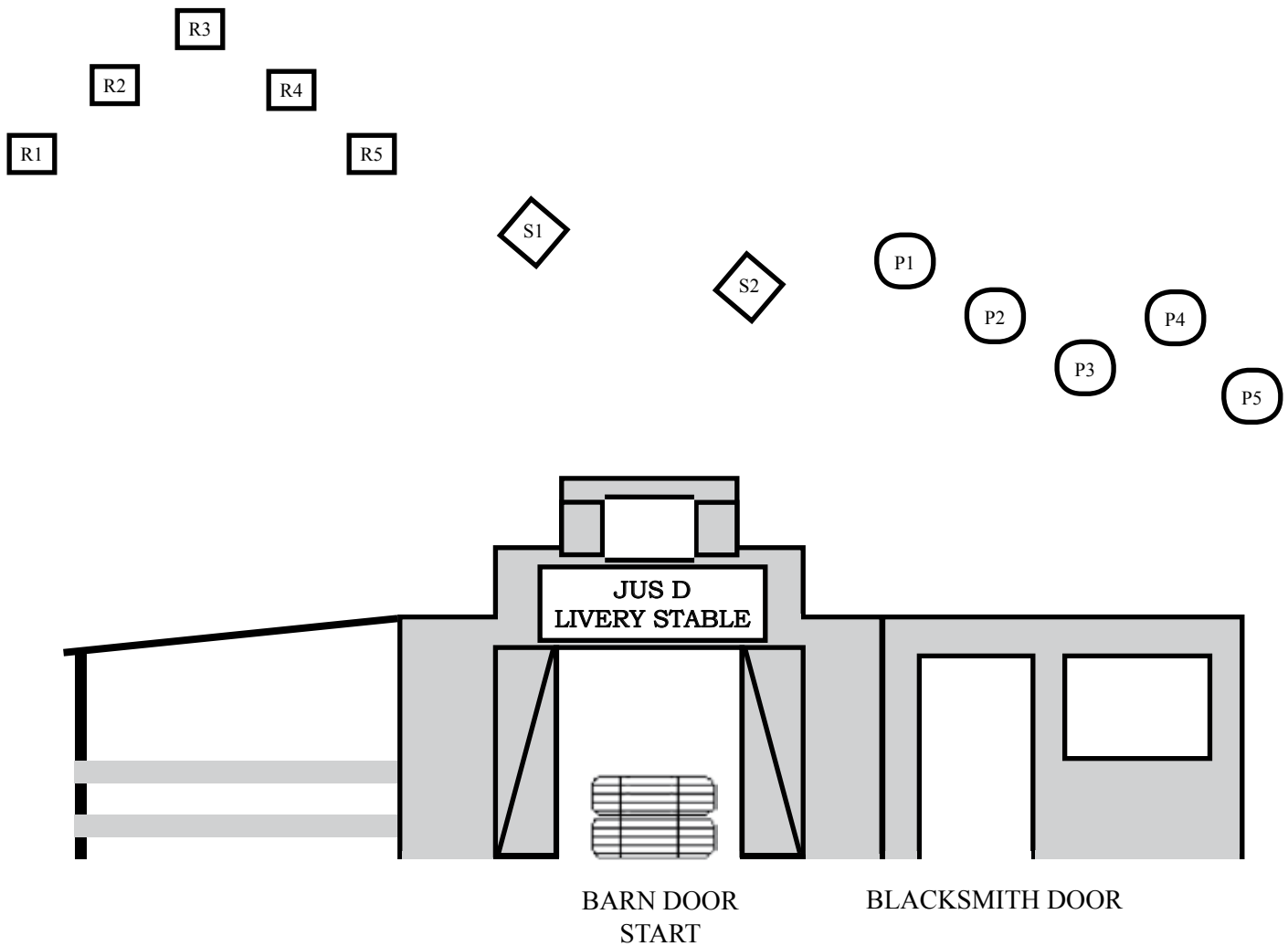
# STAGE THREE



**START:** Shooter at **either the left or right window**, standing upright with hands at sides. Both the rifle loaded with 10 rds and the open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

**ON SIGNAL:** With rifle engage R1-R3 with a Nevada Sweep starting on either end for 5 rds, and engage R3-R5 with a Nevada Sweep starting on either end. (You may start with the R1-R3 sweep or the R3-R5 sweep, shooters choice, double tapping R3 is OK). Make rifle safe. With shotgun knock down **ANY TWO (2) of the four** shotgun targets (S) in front, make shotgun safe for movement and move inside the bank to the large Wells Fargo money box. Engage S3-S4 and make shotgun safe. With revolvers engage P1-P3 with a Nevada Sweep starting on either end and P3-P5 with a Nevada Sweep starting on either end. (You may start on either the P1-P3 sweep or the P3-P5 sweep, shooters choice, double tapping P3 is OK).

# STAGE FOUR

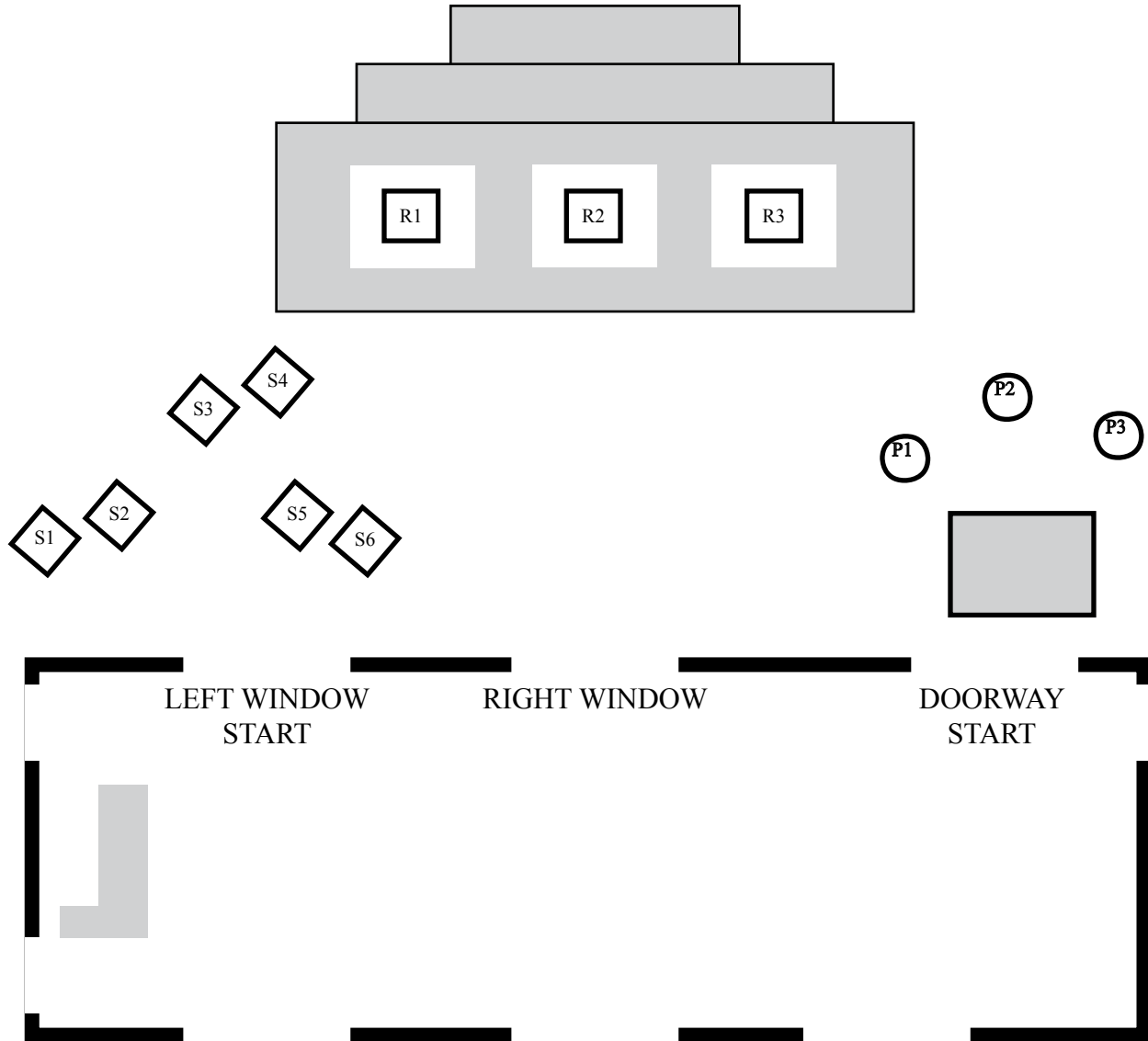


**10 REVOLVER    10 RIFLE    2+ SHOTGUN**

**START:** Shooter at the barn door holding the bridle with both hands (bridle attached to barn door). Rifle loaded with 10 rds and the open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: **“It’s hanging day in Wolf City, Wyoming!”**

**SIGNAL:** From the barn doorway with shotgun engage S1-S2 and make shotgun safe. Move left to the fence and with rifle engage R1-R5 with a “Rattler Sweep” - Double tap R1, sweep R2, R3, R4 twice in the same direction, then double tap R5 - **starting on either end** (i.e. R1, R1, R2, R3, R4, R2, R3, R4, R5,R5). Make rifle safe. Move to the blacksmith door and with revolvers engage P1- P5 with a “Rattler Sweep”, per the instruction above.

# STAGE FIVE

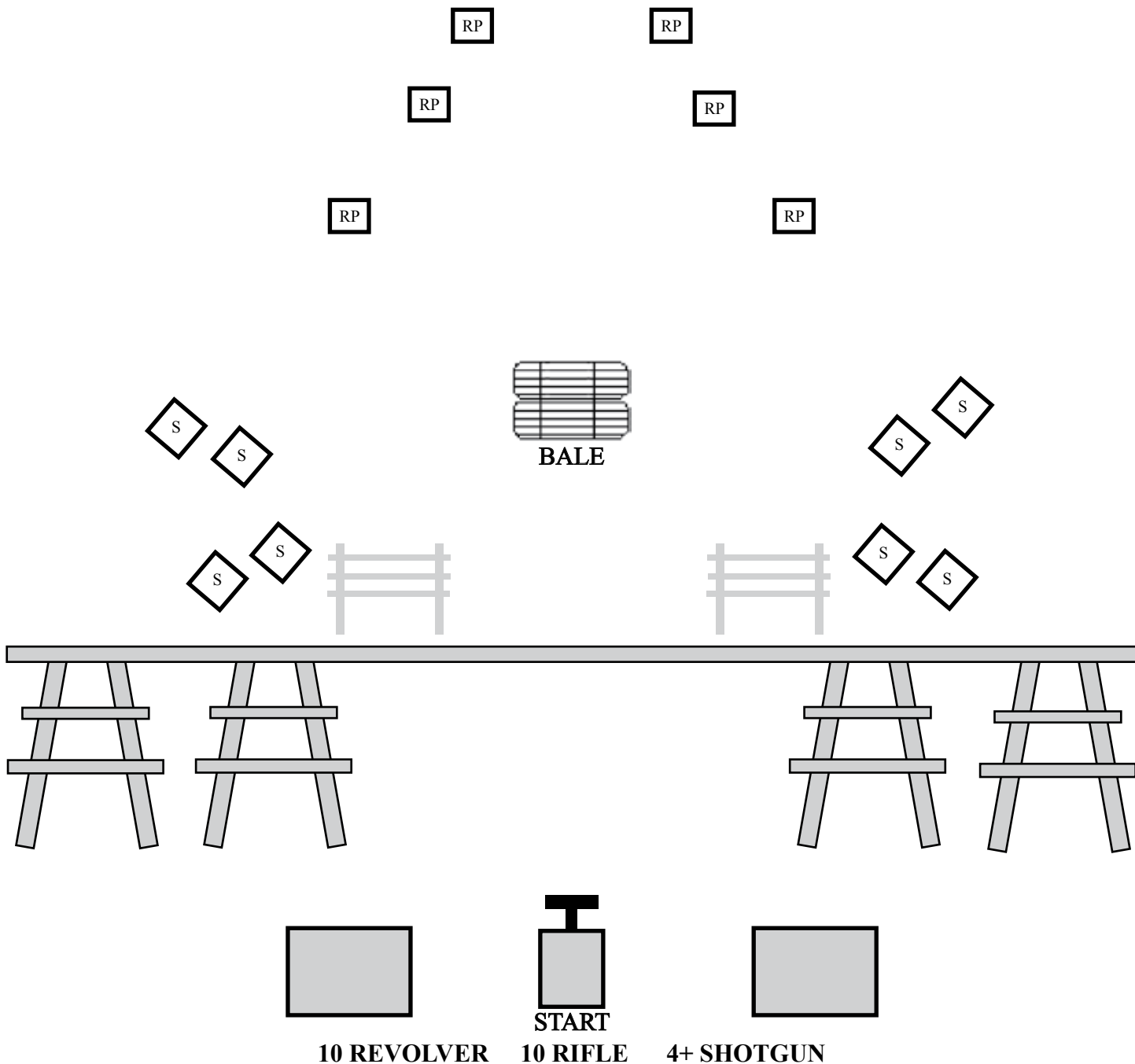


**10 REVOLVER 10 RIFLE 6+ SHOTGUN**

**START:** Shooter standing upright inside the saloon at **either the left window or the doorway**, hands at sides. Two revolvers loaded with 5 rds each, holstered. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Stage may be engaged by **either starting at the left window and moving to the right, or by starting at the doorway and moving to the left.**

**ON SIGNAL:** At the left window, with shotgun engage S1-S6, make shotgun safe. From the right window with the rifle **triple tap R1-R3 sweeping from left to right or from right to left, then** place the 10th round on R2, make rifle safe. From the doorway with revolvers triple tap P1-P3 sweeping from left to right or right to left, **then** place the 10th round on P2.

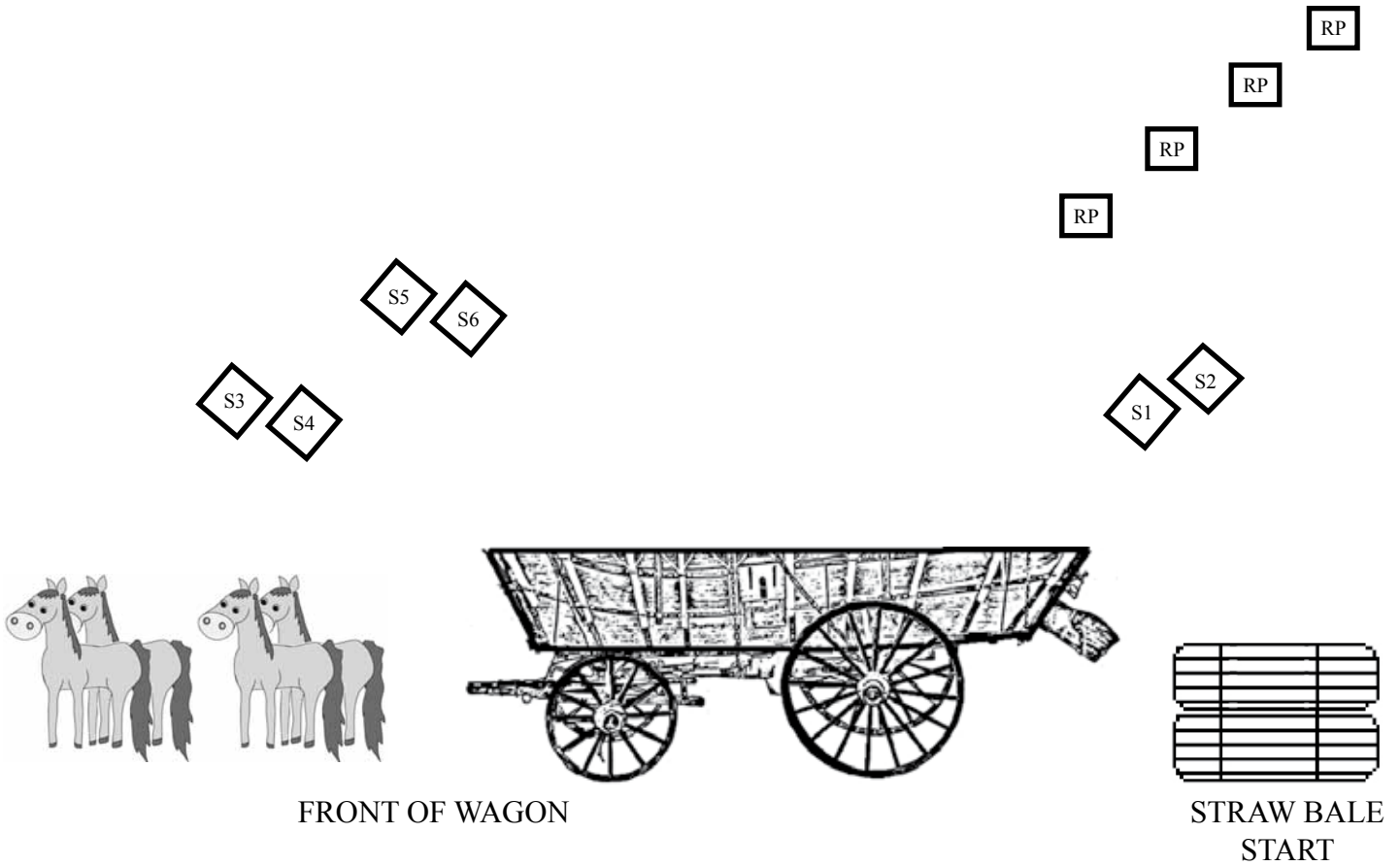
# STAGE SIX



**START:** Shooter standing at the detonator (box with plunger), rifle loaded with 10 rds in hands (holding with both hands). Open, empty shotgun staged at either cargo box. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: **“What in the wide, wide, world of sports is going on here?”**

**ON SIGNAL:** With rifle **alternate between any TWO RP targets, double tapping while you alternate**, for 10 rds. Make rifle safe **vertically**. Retrieve shotgun, move down the center of the bay, under the trestle toward the fences, and **knock down any 4** shotgun targets. Once past the fences you may not return or make up a shotgun target. Make shotgun safe at the bale. With revolvers **alternate between any TWO RP targets, double tapping while you alternate**.

# STAGE SEVEN



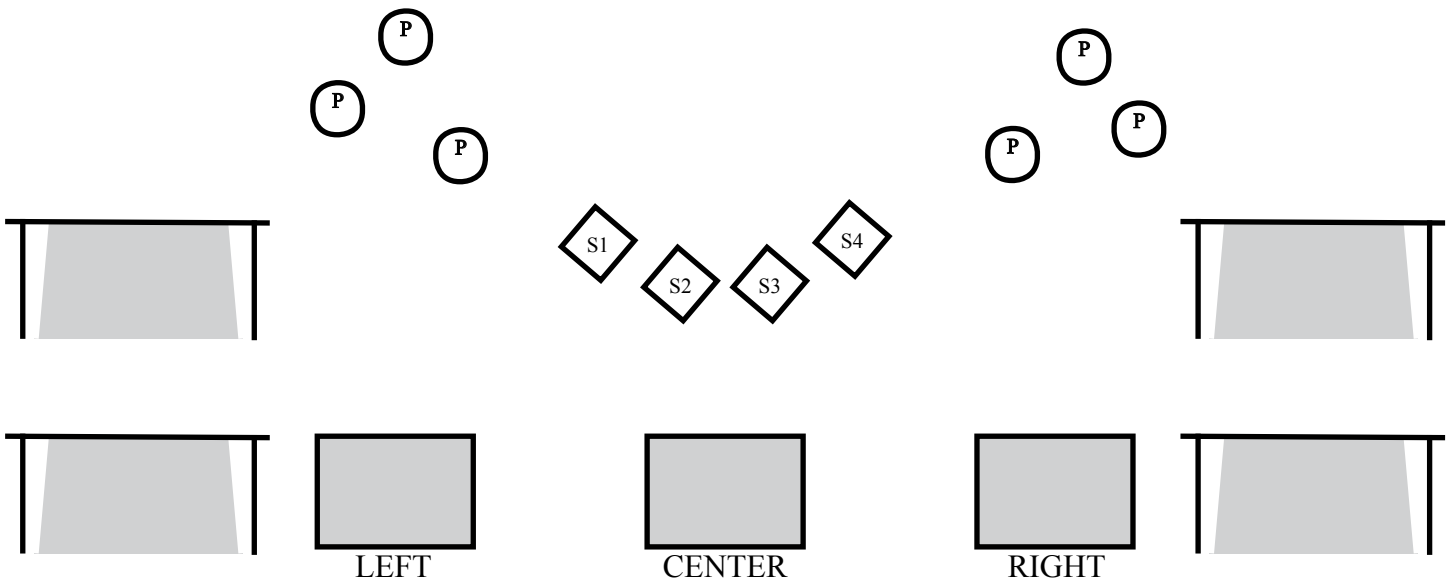
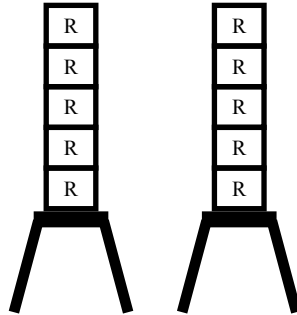
**10 REVOLVER    10 RIFLE    6+ SHOTGUN**

**START:** Shooter at the straw bales, standing upright with thumbs hooked in belt. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: **“I was born under a wondering star!”**

**ON SIGNAL:** With any combination of rifle and revolvers engage any RP target (2) twice, another RP target four (4) times, another RP target six (6) times, and the remaining RP target eight (8) times (no order, only a round count). Make safe. With shotgun engage S1-S2, move to the front of the wagon, and engage S3-S6. Make shotgun safe.



# STAGE EIGHT



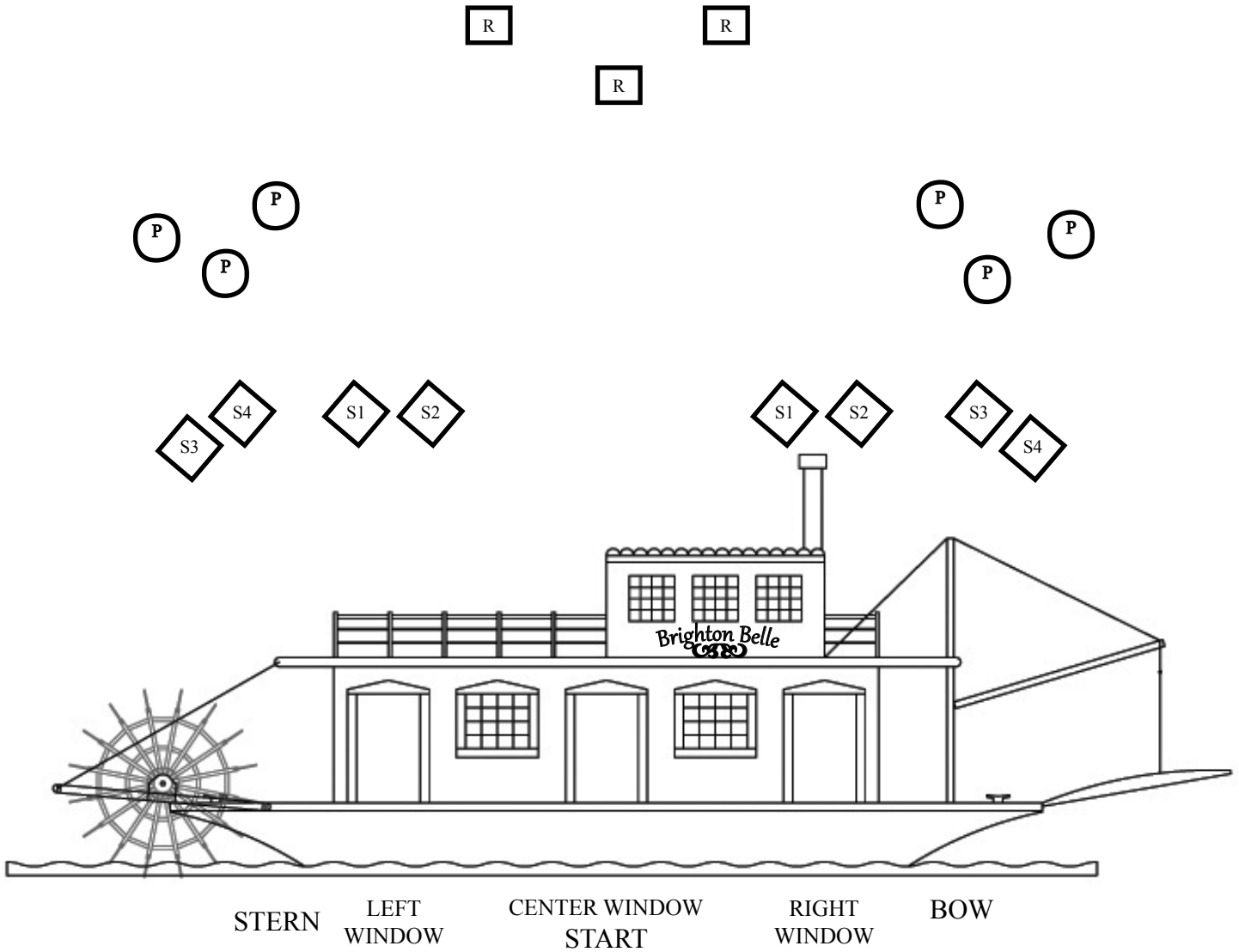
**10 REVOLVER    10+ RIFLE    4+ SHOTGUN**

**START:** Shooter at the center box, with **either the rifle or shotgun in hand** (holding with both hands). Two revolvers with 5 rds each, holstered. Shotgun is open and empty, rifle is loaded with 10 rds. Shooter may begin with either the rifle or the shotgun.

**ON SIGNAL:** With rifle engage the two tombstone racks for 10 rds (5 targets on each rack). Misses on the rifle racks may be made up by reloading rifle as necessary, after the first rifle shot. Make rifle safe. With shotgun engage S1-S4, make shotgun safe. Move to **either the left or right box**, and with revolver(s) engage **any two** revolver (P) targets **once each**, and **the remaining** revolver target (P) **three times**. Move to the opposite end box, and **repeat the previous instruction**.

Note: Plates (R) on the Tombstone racks must fall to count as hits (except Buckaroos/Buckarettes).

# STAGE NINE

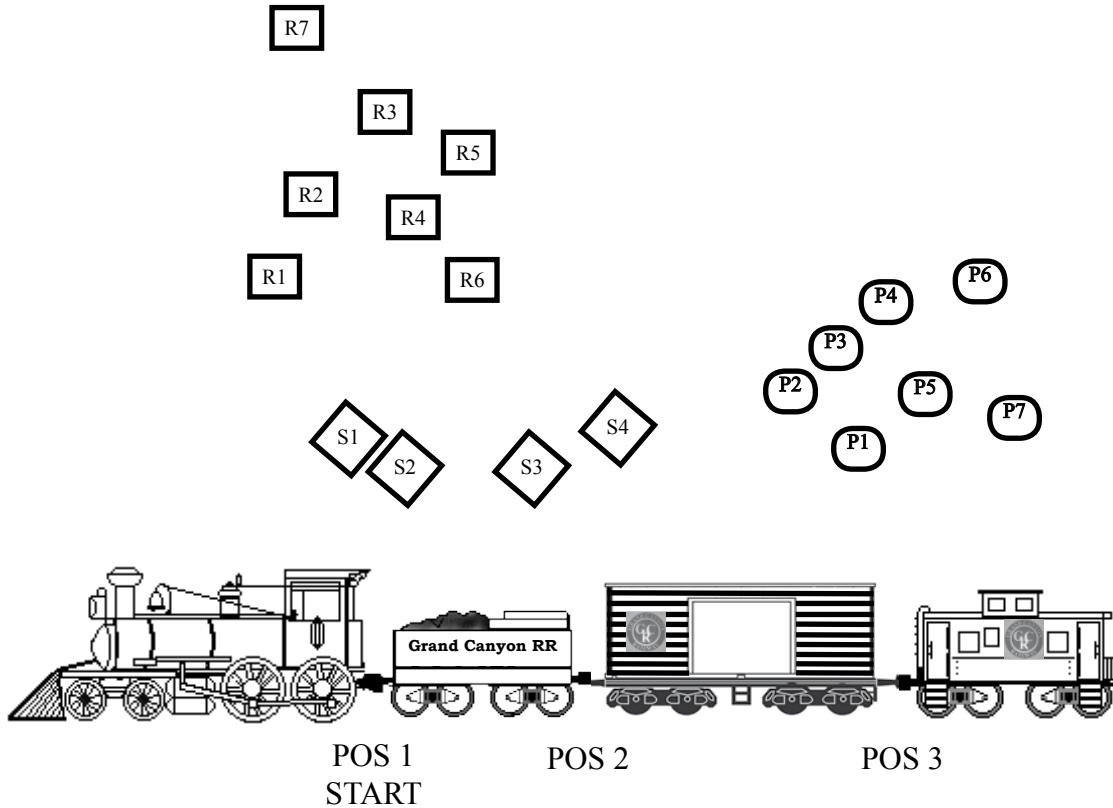


**10 REVOLVER 10 RIFLE 4+ SHOTGUN**

**START:** Shooter at the center window standing upright, hands at sides. Rifle loaded with 10 rds, staged at the center window. Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged anywhere safely. Shooter may indicate ready by saying: **“Old man river keeps rollin’ along.”**

**ON SIGNAL:** With rifle engage **any TWO** rifle targets (R) **3 times each**, and the **remaining rifle (R) target 4 times, NO TRIPLE TAPS**. Make rifle safe. With shotgun from either the left or right window engage S1-S2, move to either the bow or the stern, and engage S3-S4. Make shotgun safe. With revolvers engage **any TWO** revolver targets (P) **3 times each**, and the **remaining revolver target (P) 4 times, NO TRIPLE TAPS**.

# STAGE TEN

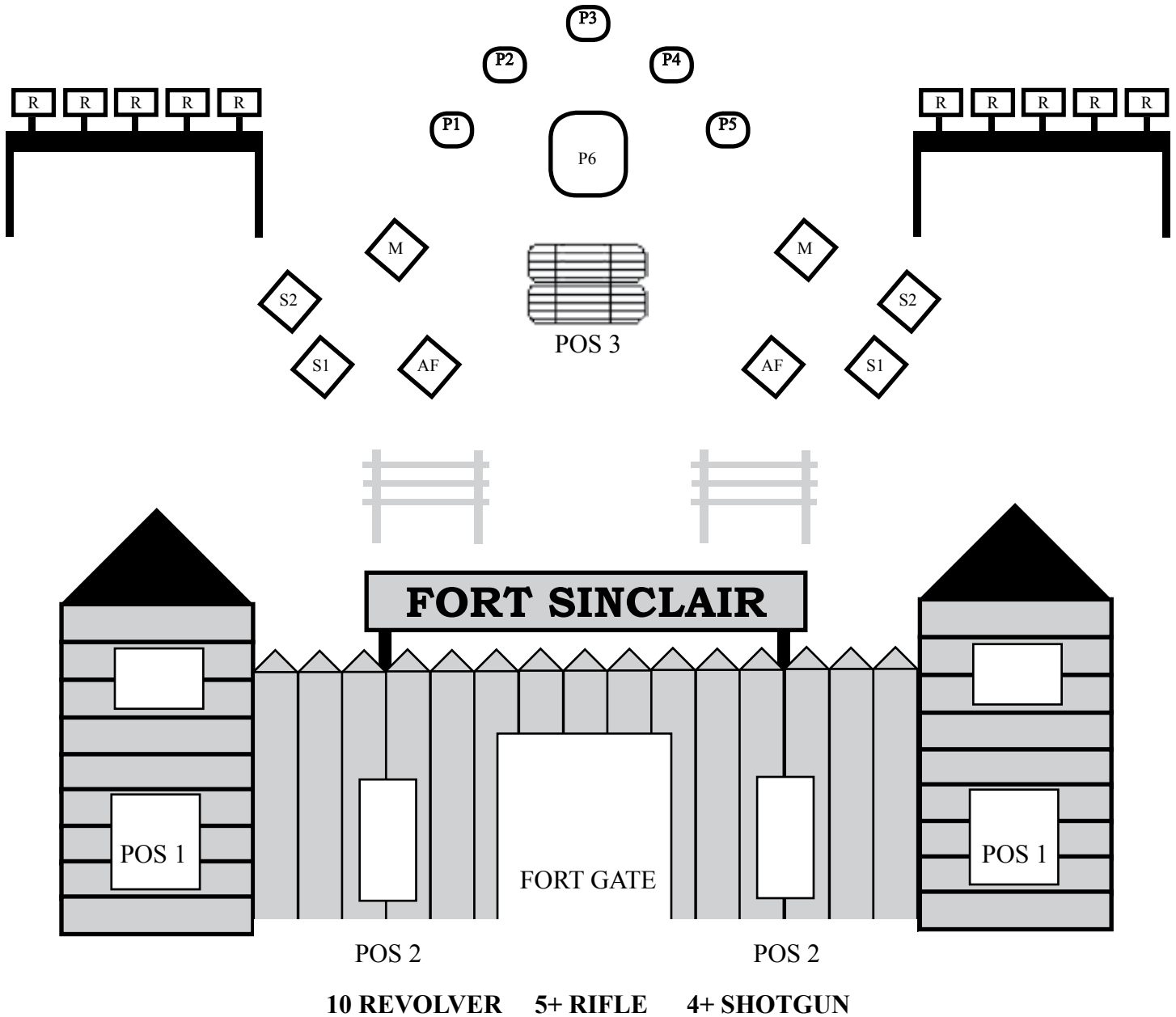


**10 REVOLVER    10 RIFLE    4+ SHOTGUN**

**START:** Shooter at position 1, holding conductor's lantern with both hands. Rifle loaded with 10 rds and the open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. To indicate ready, shooter may say "**All aboard for the Atchison, Topeka and the Sante Fe**", then replace the lantern on the hook near the engine, and wait for the beep - remain standing upright with hands at sides.

**ON SIGNAL:** With rifle engage R1-R7 at least once each, for 10 rds. Make rifle safe. With shotgun engage S1-S2, move to position 2 and engage S3-S4. Make shotgun safe. From position 3, with revolvers engage P1-P7 at least once each for 10 rds.

# STAGE ELEVEN

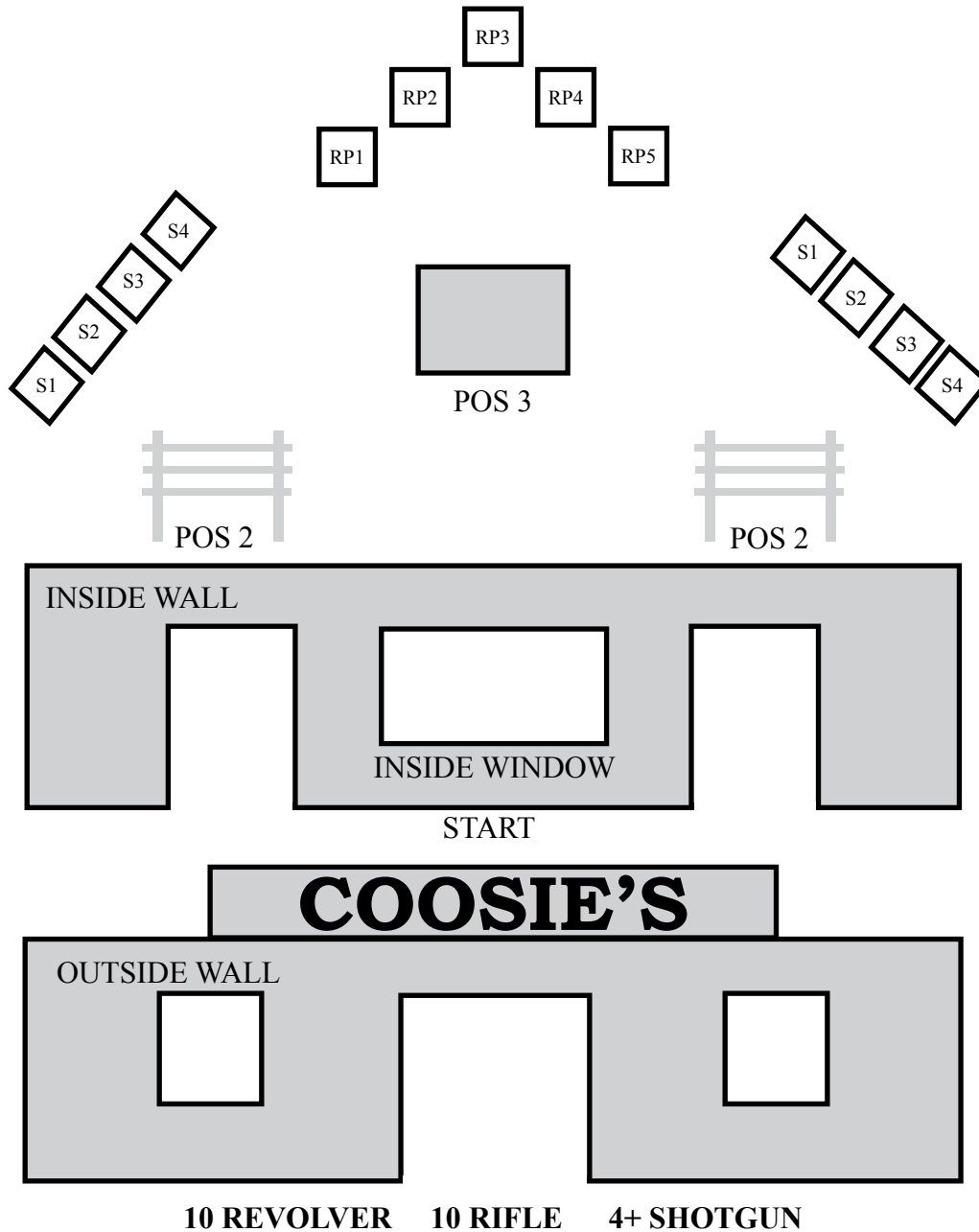


**START:** Shooter at position 1, inside either fort tower, at the window with arms folded across their chest. **Rifle loaded with 5 rds** and the open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

**ON SIGNAL:** With rifle engage the 5 targets (R) on the plate rack. Plates must fall to count as hits (except Buckaroos/Buckarettes). Misses on the plate rack may be made up by reloading rifle, any time after the first shot. Make rifle safe **vertically**. With shotgun from position 2 (window) engage S1-S2, **taking shotgun with you**, move through the fort gate to the fence (not past) and engage either the left or right actuator and the aerial target (AF). If you miss the aerial target (flying can) you may make up the miss by engaging the make-up target (M). Move to, and make shotgun safe at, position 3. With revolvers engage P1-P5 once each for 5 rds, and P6 five times.

Note: Buckaroos/Buckarettes need not engage the flying target and may instead shoot at the make-up target (M) as the 4th shotgun target. If they choose to engage the aerial target (flying can), a miss counts as a miss, and may be made up by engaging the make-up target (M).

# STAGE TWELVE



**START:** At the center window inside Coosie's, rifle loaded with 10 rds in hand (holding with both hands). Two revolvers loaded with 5 rds each, holstered; Open, empty shotgun staged anywhere safely.

**ON SIGNAL:** Engage RP1-RP5 in **two (2) separate "outside, outside, inside, inside, center" sweeps** (either the easy or the hard way is OK) **starting on either outside target. Make rifle safe vertically.** Retrieve shotgun and move to position 2 (through either doorway to the fence). Engage S1-S4 and **make shotgun safe at position 3.** With revolvers engage RP1 - RP5 as per the instruction above for the rifle.