

Take No Prisoners - 2 Gun
High Power Range
November 2020



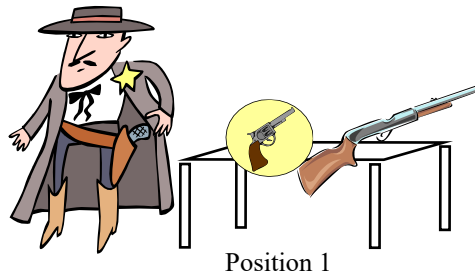
Pistol Caliber
Rifle- (100
yards)



Pistol Caliber
Rifle- (50
yards)



Revolver
(25 yards)



Position 1

5 Revolver (at 25 yards) — 5 Lever Action Pistol Caliber Rifle (at 50 yards) — 5 Lever Action Pistol Caliber Rifle (at 100 yards)

Staging Revolver loaded with 5 rounds staged flat on the table at position 1. Pistol caliber lever action rifle loaded with **10 rounds** staged flat on the table at position 1.

Start Standing at the ready at the table at position 1.

On Signal With the revolver, engage the 25 yard target 5 times. With the pistol caliber lever action rifle, engage the 50 yard target 5 times. **Then** engage the 100 yard target 5 times.

- Notes:**
1. All targets are engaged standing upright without the use of aids, e.g. sticks.
 2. Loading and unloading will be done at the table at position 1.
 3. Scoring will be the number of hits with time used as the tie breaker.
 4. Any SASS legal bullet may be used. Main match velocity limits **do not** apply.

Take No Prisoners - 3 Gun
High Power Range
November 2020



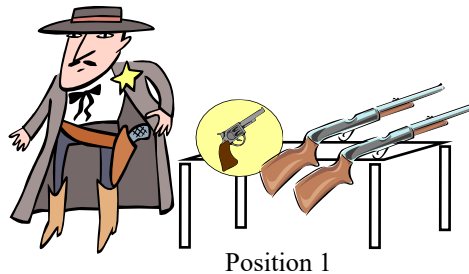
Rifle Caliber
Rifle- (100
yards)



Pistol Caliber
Rifle- (50
yards)



Revolver
(25 yards)



Position 1

5 Revolver (at 25 yards) — 5 Lever Action Pistol Caliber Rifle (at 50 yards) — 5 Lever Action Rifle Caliber Rifle (at 100 yards)

Staging Revolver loaded with 5 rounds staged flat on the table at position 1. Pistol caliber lever action rifle loaded with 5 rounds staged flat on the table at position 1. Rifle caliber lever action rifle loaded with 5 rounds staged flat on the table at position 1.

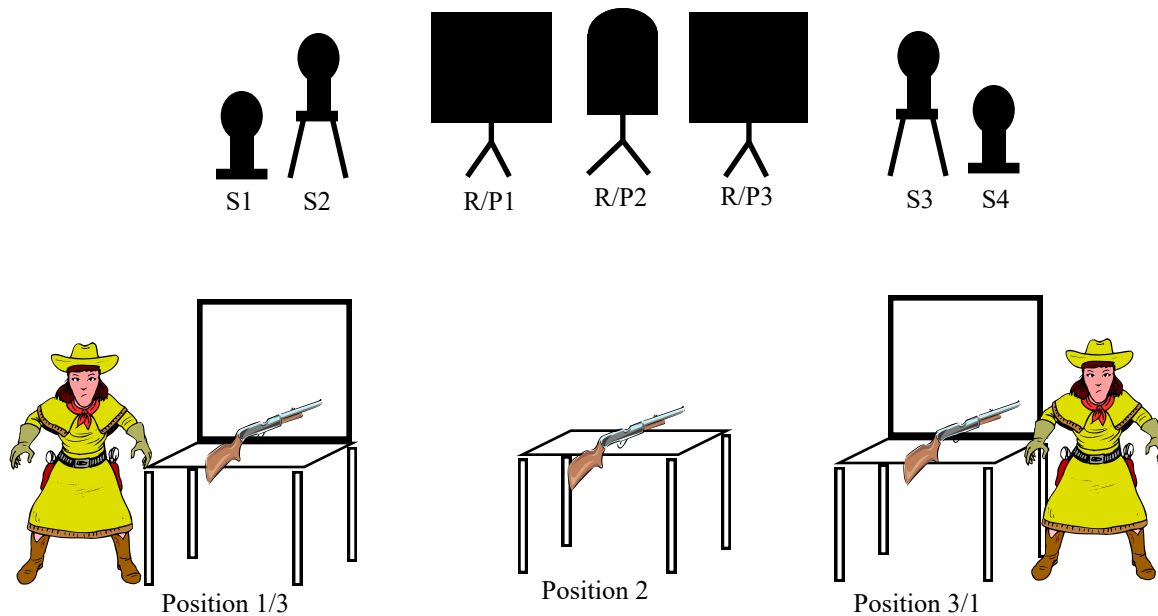
Start Standing at the ready at the table at position 1.

On Signal With the revolver, engage the 25 yard target 5 times. With the pistol caliber lever action rifle, engage the 50 yard target 5 times. With the rifle caliber lever action rifle, engage the 100 yard target 5 times.

Notes:

1. All targets are engaged standing upright without the use of aids, e.g. sticks.
2. Loading and unloading will be done at the table at position 1.
3. Scoring will be the number of hits with time used as the tie breaker.
4. Any SASS legal bullet may be used. Main match velocity limits **do not** apply.

Stage 1
Bay 1
November 2020



10 PISTOL 10+1 RIFLE 4+ SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged on the table at position 2 with at least one round on your person. Shotgun staged in the window at position 1 (either window - shooter's choice) with at least 4 shells on your person.

Gun sequence Shotgun, pistols, rifle, shotgun **or** shotgun, rifle, pistols, shotgun.

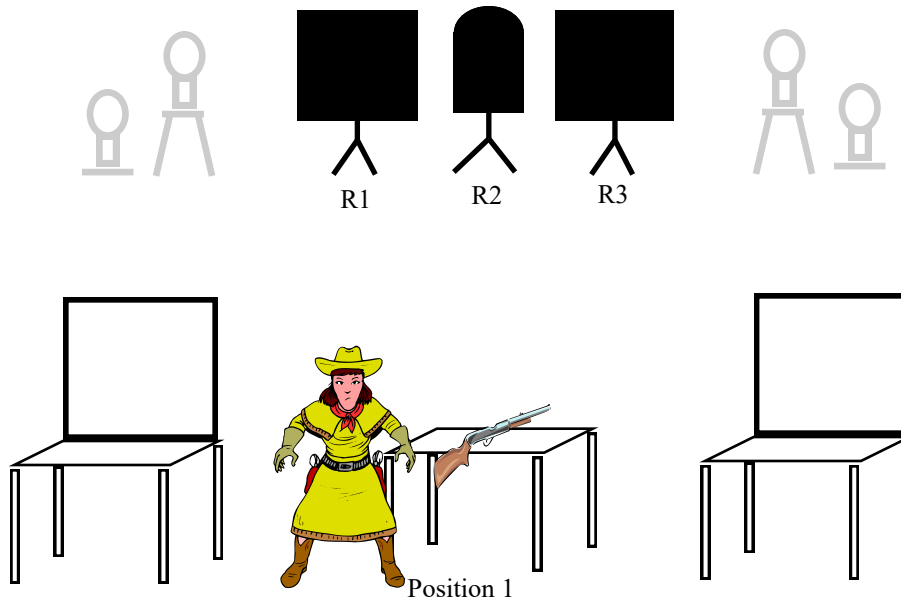
Start Standing tall at position 1 with your hands on your hat brim.

On Signal Engage S1 and S2 thru the window in any order.

Move to the table at position 2 and using the pistols and rifle in either order, place 7 rounds on each R/P target in any order. **You must fire 10 rounds from your rifle before you load the 11th round.**

With the shotgun, move to the window at position 3 and engage S3 and S4 thru the window in any order.

Stage 2
Bay 1
November 2020



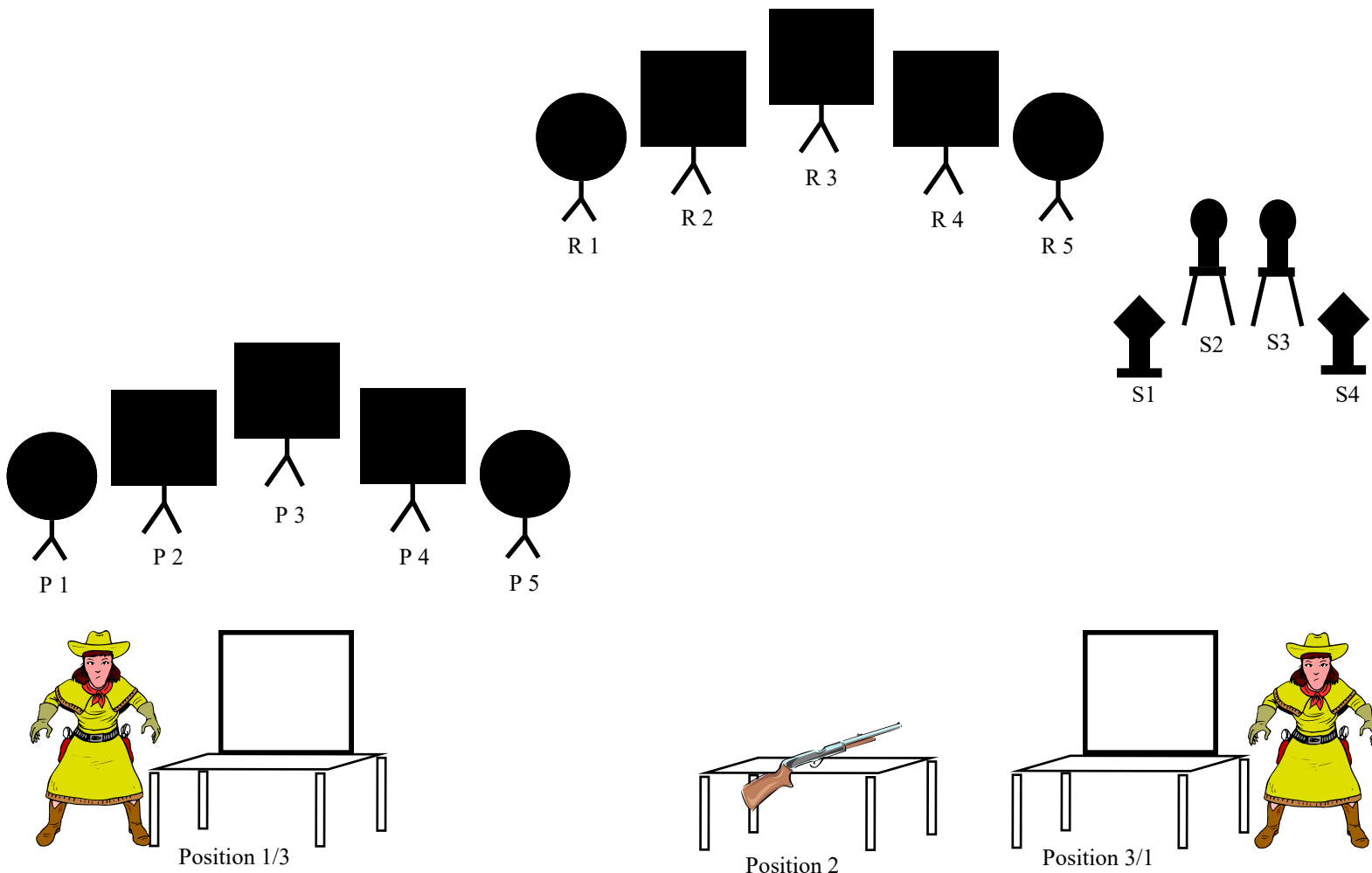
10+3 RIFLE

Staging Rifle loaded with 10 rounds staged flat on the table at position 1 with at least 3 rounds on your person.

Start Standing at position 1 with both hands touching your rifle.

On Signal Starting on either end, engage R1 thru R3 with a triple tap sweep. Then place the 10th round on the middle target. **After 10 rounds have been fired,** load 3 rounds **from your person** and place one round on each target.

Stage 3
Bay 2
November 2020



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged on the table at position 2. Shotgun staged anywhere safely with at least 4 shells on your person.

Start Standing at the **center** of the window at position 1 (either window - shooter's choice) with your hands on the window frame at shoulder height.

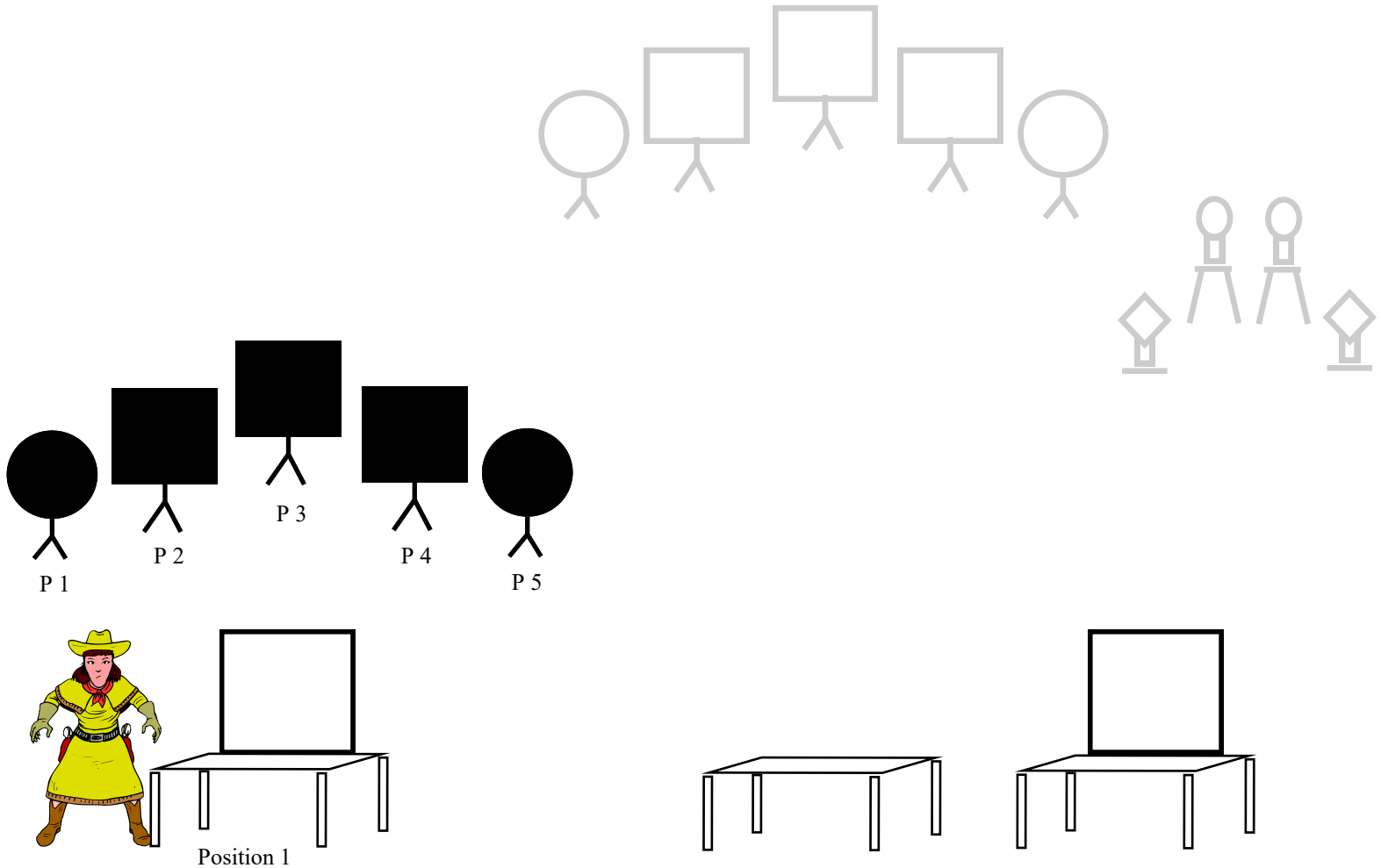
Gun sequence Pistols, rifle, shotgun **or** shotgun, rifle, pistols.

On Signal With the pistols and starting on either end, engage P1 thru P5 thru the window with a Whiskey Row sweep (1-1-2-3-4-2-3-4-5-5).

Move to position 2 and starting on either end, with the rifle engage R1 thru R5 with a Whiskey Row sweep (1-1-2-3-4-2-3-4-5-5).

Move to the window at position 3 and engage S1 thru S4 thru the window in any order.

Stage 4
Bay 2
November 2020



10+5 PISTOL

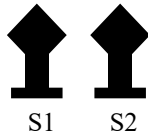
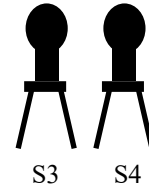
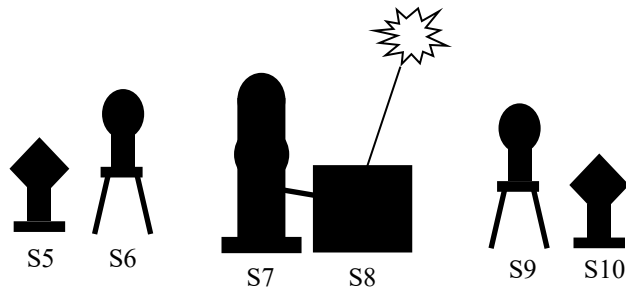
Staging Two pistols loaded with 5 rounds each and holstered with **at least 5 rounds on your person**. Shooters using cap and ball pistols may stage a loaded but uncapped pistol (or cylinder) and your capper for your reload.

Start Standing at the **center** of the window at position 1 with your hands on your pistol grips.

On Signal Starting on either end, engage P1 thru P5 thru the window with a 5 round sweep.

Repeat the instruction. Reload your pistol with 5 rounds **from your person** and repeat the instruction.

Stage 5
Bay 3
November 2020



Position 1

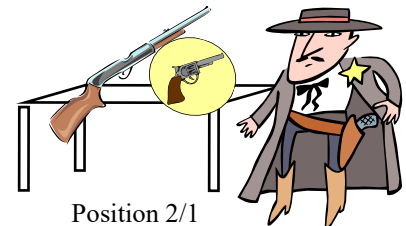
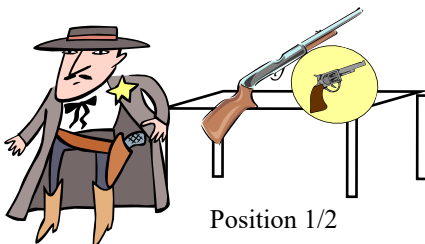
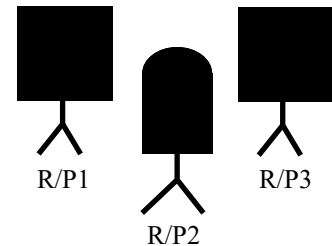
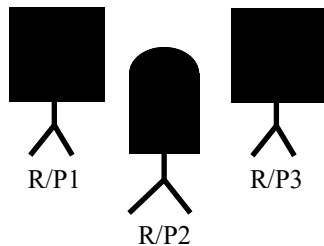
10+ SHOTGUN

Staging Shotgun in both hands with 10+ shotgun rounds on your person.

Start Shooter standing with both feet completely in the shooter's square at position 1 with the shotgun in both hands.

On Signal Engage S1 thru S10 in any order anywhere from the shooter's square to the fault line. **No up-range movement with the shotgun will be allowed while shooting this stage.** You may load your shotgun on the move as long as the action remains open. **The flyer is a 5 second bonus if hit, no penalty if missed. Failure to knock down any target or shoot at any flyer will be counted as a miss.**

Stage 6
Bay 3
November 2020



10 PISTOL 10 RIFLE

Staging Rifle loaded with 10 rounds staged on the table at position 1 (either table - shooter's choice). Pistols loaded with 5 rounds each, both staged flat on the table at position 1 or one staged flat on the table at position 1 and one staged flat on the table at position 2.

Start Standing at the center of the table at position 1 with your arms crossed on your chest.

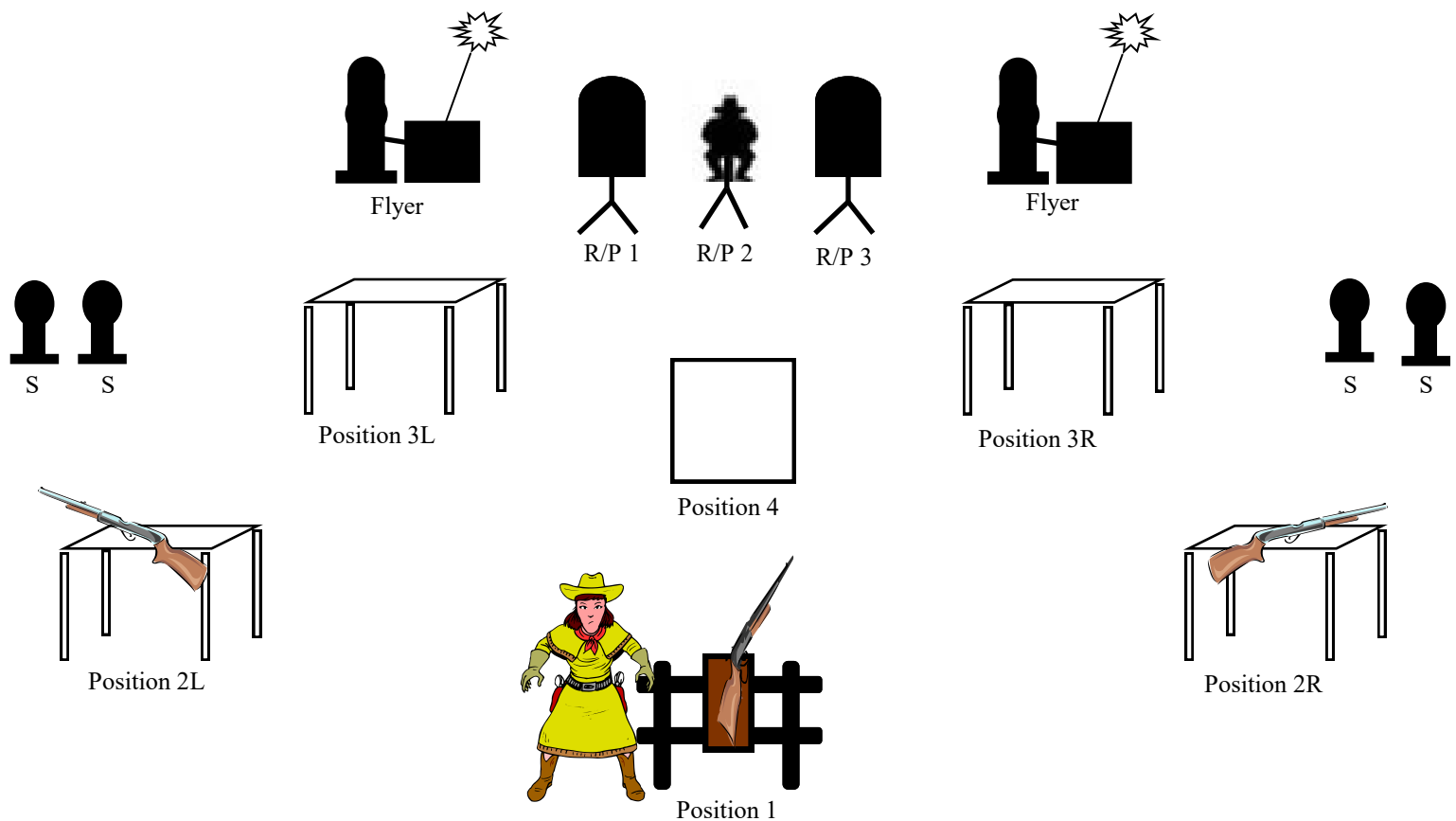
Gun sequence Rifle, pistol, pistol.

On Signal Starting on either end, with the rifle engage R/P1 thru R/P3 with a 1-3-1 sweep. Repeat the instruction.

Starting on either end, with the pistol(s) engage R/P1 thru R/P3 with a 1-3-1 sweep. You may either holster or place the pistol(s) back on the table.

Move to position 2 and starting on either end, with the pistol(s) engage R/P1 thru R/P3 with a 1-3-1 sweep.

Stage 7
Bay 4
November 2020



10 PISTOL 10 RIFLE 8+ SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged vertically in the box on the fence at position 1 **before going downrange to stage the shotgun.** Shotgun staged on the table at position 2L or 2R (either table - shooter's choice) with at least **8** shells on your person.

Gun sequence Rifle, shotgun, pistols.

Start Standing at the center of the fence at position 1 with your hands at low surrender.

On Signal Engage R/P1 thru R/P3 with a Bad Hombre sweep (2 rounds on R/P2, one round each on R/P1 and R/P3 and then one round on R/P2). Repeat the instruction. **Make the rifle safe vertically at the fence at position 1 or on the table at position 2L or 2R pointed into the appropriate berm.**

At the table at position 2L or 2R, with the shotgun engage the two knockdown shotgun targets in front of you in any order. Then move to the opposite table at position 2L or 2R and engage the two knockdown shotgun targets in front of you in any order. You may load your shotgun on the move as long as the action remains open. Be aware of the 170 as you move with your shotgun.

Move to the table at position 3L or 3R (either table - shooter's choice) and engage the popper and the flyer in front of you. Then move to the opposite table at position 3L or 3R and engage the popper and the flyer in front of you. Make the shotgun safe on the table. **Each flyer is a 5 second bonus if hit, no penalty if missed. Failure to knock down any target or shoot at any flyer will be counted as a miss.**

Move to the shooter's square at position 4, and with at least one foot in the square, with the pistols engage R/P1 thru R/P3 with a Bad Hombre sweep (2 rounds on R/P2, one round each on R/P1 and R/P3 and then one round on R/P2). Repeat the instruction.