

Take No Prisoners - 2 Gun
High Power Range
December 2020



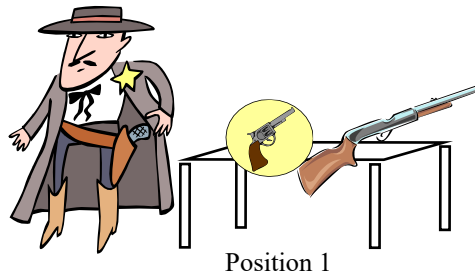
Pistol Caliber
Rifle- (100
yards)



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
December 2020



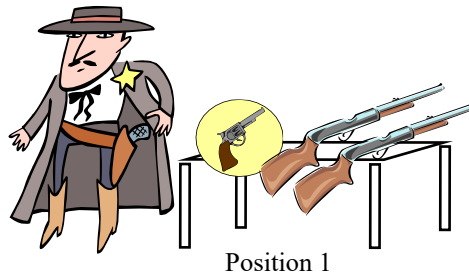
Rifle Caliber
Rifle- (100
yards)



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.

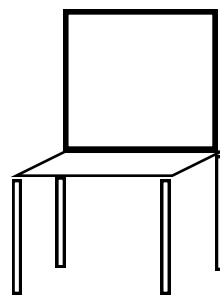
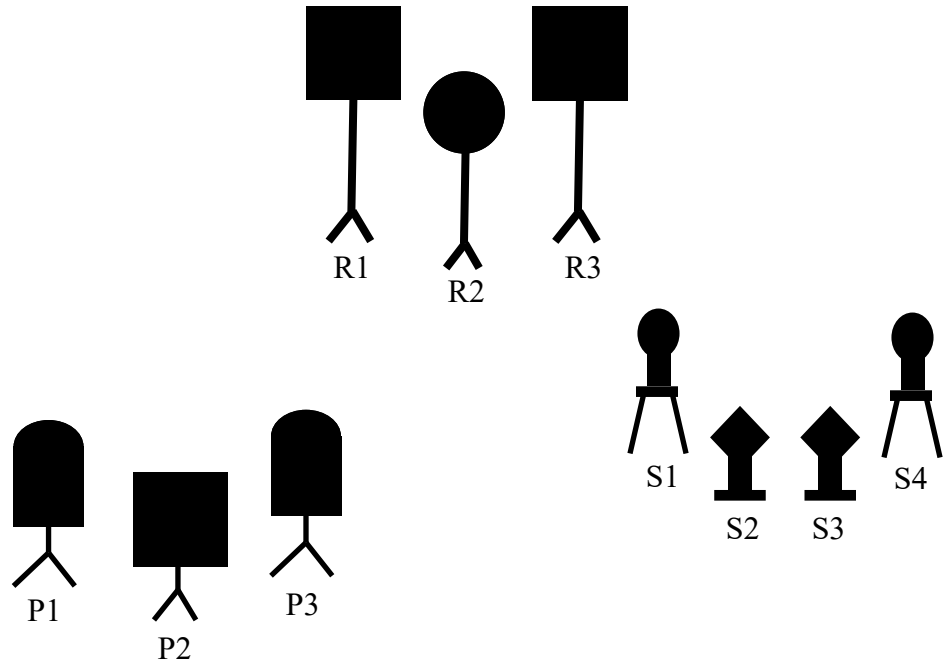
Start Standing at the ready at the table at position 1.

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.

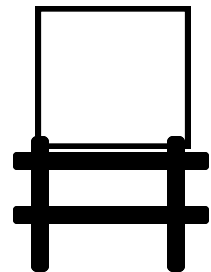
Stage 1
Bay 2
December 2020



Position 2/3



Position 1



Position 3/2

10 Pistol 10 Rifle 4+ Shotgun

Staging Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds in both hands at position 1. Shotgun staged anywhere safely with at least 4 shells on your person.

Gun Sequence Rifle, pistols, shotgun or rifle, shotgun, pistols.

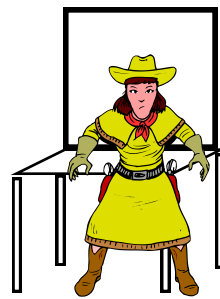
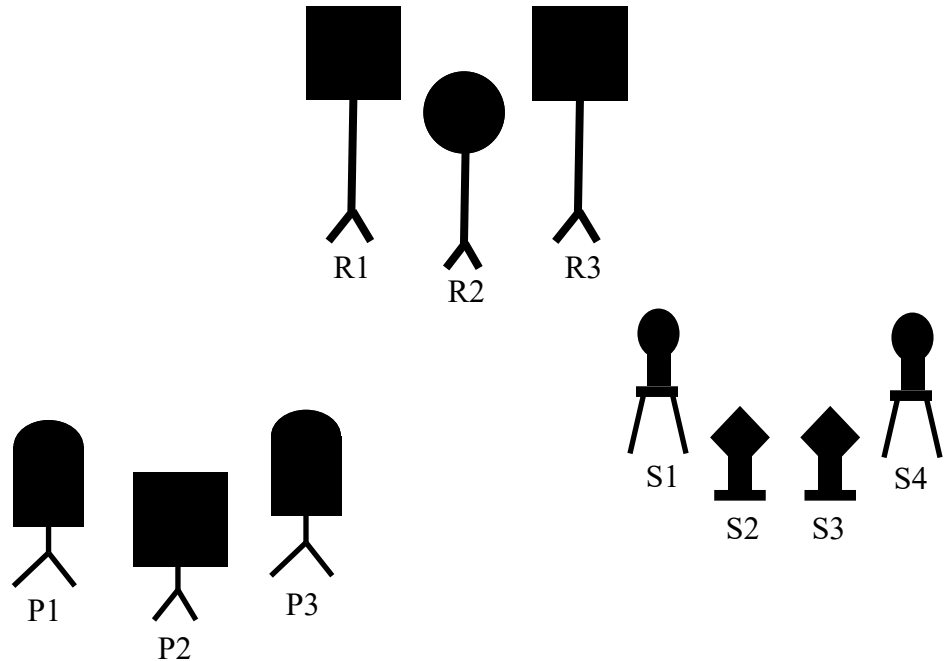
Start Shooter standing at the center of the table at position 1 with the rifle in both hands.

On Signal With the rifle, starting on either end, engage R1 thru R3 with a 4-2-4 sweep.

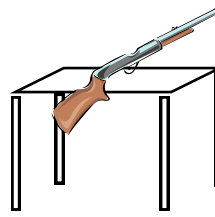
Move to the window at position 2 and starting on either end, with the pistols engage P1 thru P3 thru the window with a 4-2-4 sweep.

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

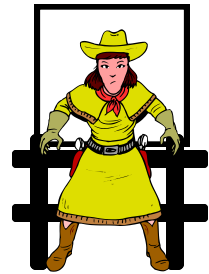
Stage 2
Bay 2
December 2020



Position 1/3



Position 2



Position 3/1

10 Pistol 10 Rifle 4+ Shotgun

Staging 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.

Gun Sequence Pistols, rifle, shotgun **or** shotgun, rifle, pistols (shooter's choice).

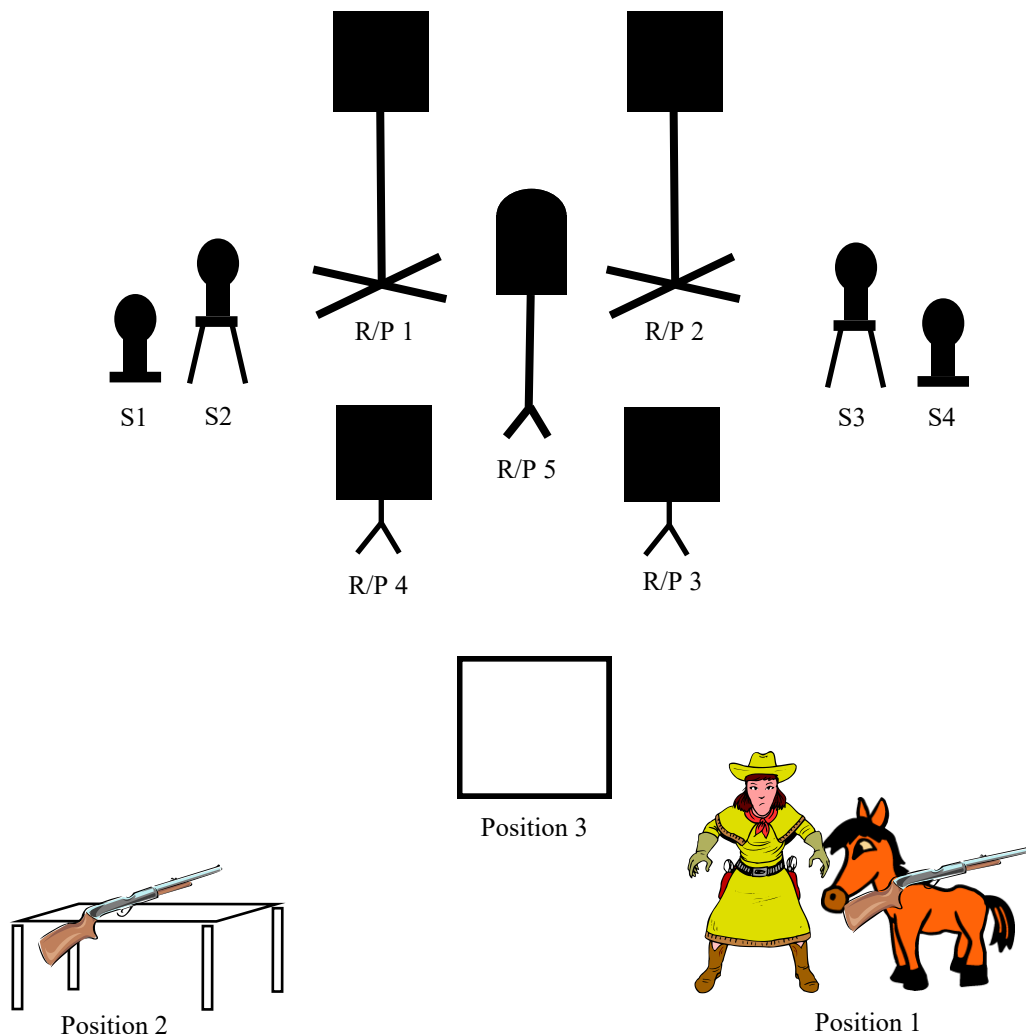
Start Shooter standing at the **center** of the window at position 1 (either window - shooter's choice) with your arms crossed on your chest.

On Signal With the pistols, starting on either end, engage P1 thru P3 thru the window with a double tap on the end targets (P1 and P3) and then place one round on the center target (P2). Repeat the instruction.

Move to the table at position 2 and starting on either end, with the rifle engage R1 thru R3 with a double tap on the end targets (R1 and R3) and then place one round on the center target (R2). Repeat the instruction.

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

Stage 3
Bay 3
December 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 flat between the side rails on the horse table at position 1 with at least 4 shells on your person.

Start Standing at the ready with both feet behind the horse at position 1.

Gun sequence Shotgun, rifle, pistols.

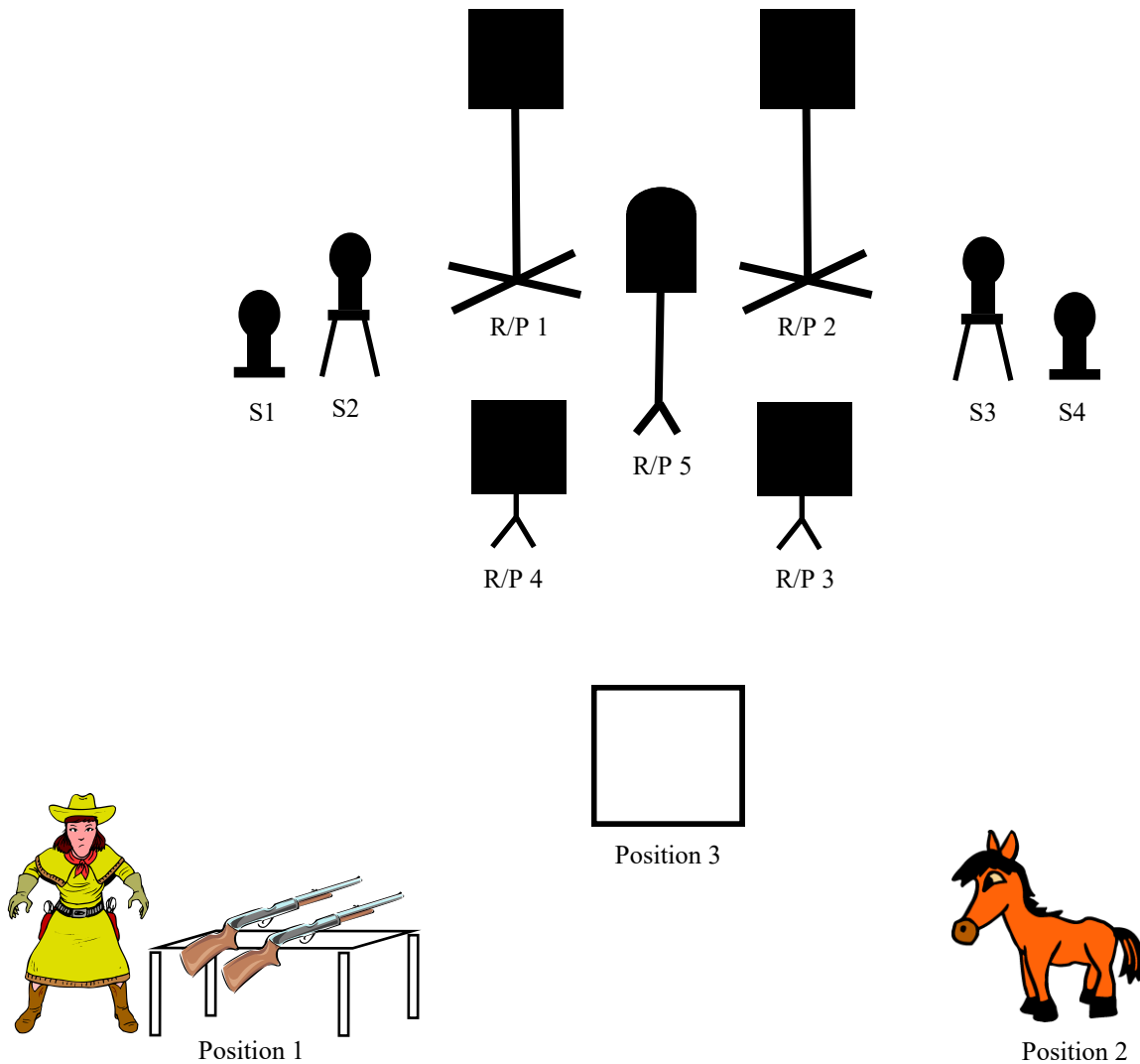
On Signal Engage S3 and S4 in any order.

Move to the table at position 2 and engage S1 and S2 in any order. You may load your shotgun on the move as long as the action remains open. **Make the shotgun safe at an angle to the left berm.**

At position 2, starting on any square, with the rifle engage R/P1 thru R/P5 with a 5 round diagonal Nevada sweep in one direction and then a 5 round diagonal Nevada sweep in the other direction (make an "x"). **Make the rifle safe at an angle to the left berm.**

Move to the shooter's square at position 3 and with at least one foot in the square, with the pistols, starting on any square, engage R/P1 thru R/P5 as per the rifle instructions.

Stage 4
Bay 3
December 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 1. Shotgun staged on the table at position 1 with at least 4 shells on your person.

Start Standing at the ready at the **center** of the table at position 1 with your hands on your hat brim.

Gun sequence Rifle, shotgun, pistols.

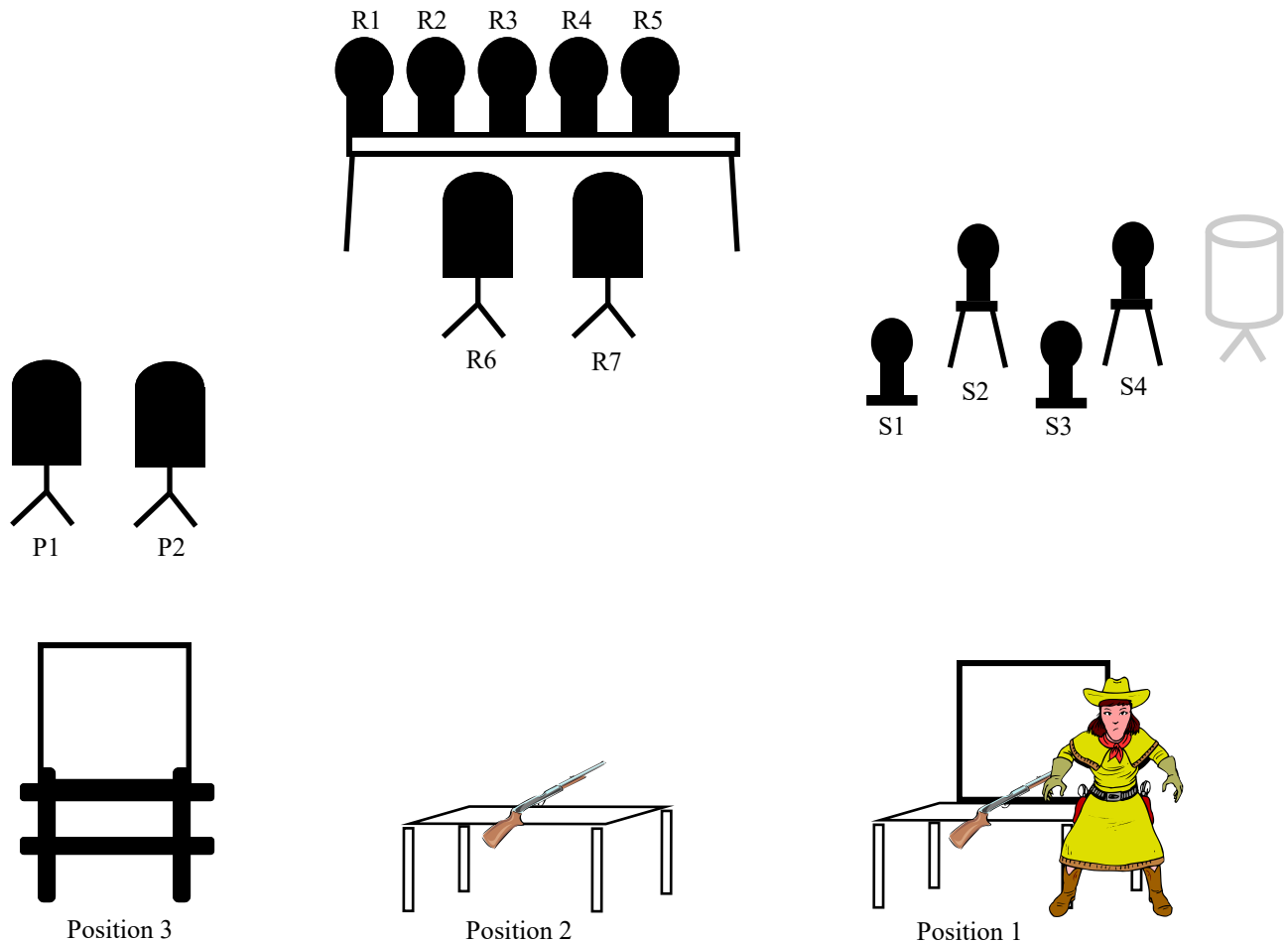
On Signal With the rifle engage R/P1 thru R/P5 with two rounds each with **no double taps.**
Make the rifle safe at an angle to the left berm.

At position 1, with the shotgun engage S1 and S2 in any order.

Move to the horse at position 2 and engage S3 and S4 in any order. You may load your shotgun on the move as long as the action remains open. **Make the shotgun safe flat between the side rails of the horse table at an angle to the right berm.**

Move to the shooter's square at position 3 and with at least one foot in the square, with the pistols engage R/P1 thru R/P5 with two rounds each with **no double taps.**

Stage 5
Bay 4
December 2020



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged on the table at position 2. Shotgun staged in the window at position 1 with at least 4 shells on your person.

Gun sequence Shotgun, rifle, pistols.

Start Shooter standing at the **center** of the window at position 1 with your hands at low surrender.

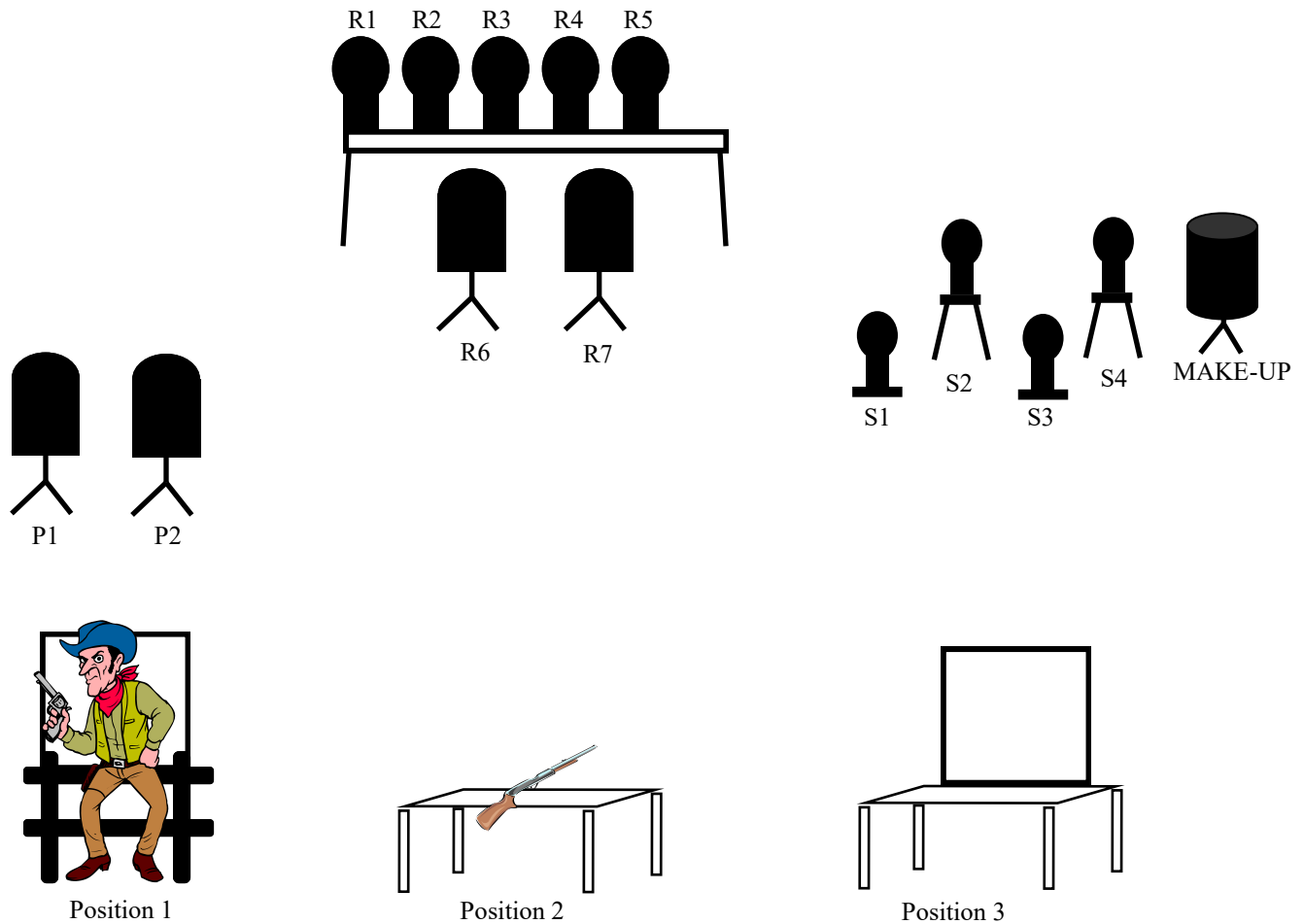
On Signal With the shotgun engage S1 thru S4 thru the window in any order.

Move to the table at position 2 and with the rifle engage the plates on the plate rack until they are all down. Then place any remaining rounds on either R6 or R7 (either tombstone).

Move to position 3 and starting on either target, with the pistols engage P1 and P2 thru the window with a 3-2 sweep. Repeat the instruction.

Any plates left standing on the plate rack will be counted as misses. Each hit on the dump targets will be a one second bonus (5 bonus point maximum—no penalty for misses). Any unfired rounds on the dump target will be counted as a five second penalty each. Bonus points can only be earned *after* all the plates on the plate rack are down.

Stage 6
Bay 4
December 2020



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging 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.

Gun sequence Pistols, rifle, shotgun.

Start Shooter standing at the center of the fence at position 1 with your hands on your pistol grips.

On Signal With the pistols, starting on either target, engage P1 and P2 thru the window with alternating rounds for 10 rounds.

Move to the table at position 2 and starting on either R6 or R7 (the tombstones), with the rifle engage either tombstone and then the plates on the rack with alternating rounds for 10 rounds.

Move to position 3 and with the shotgun engage S1 thru S4 thru the window in any order. Any plates still standing on the plate rack may be made up with the shotgun by engaging the make-up gong with one round for each remaining plate. The gong must be clearly hit for the make-up rounds to count and each make-up round must be a separate (distinguishable) shot. **Any plates left standing on the plate rack and not made up will be counted as misses.**