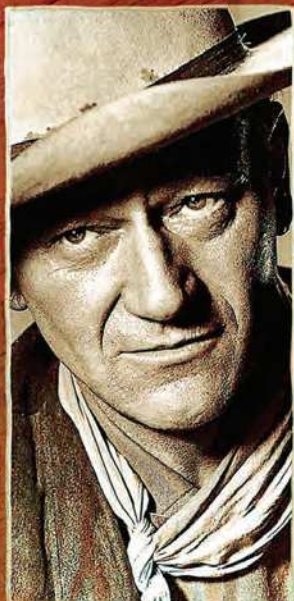


SOUTH RIVER SHOOTISTS PRESENT

John
WAYNE

Dean
MARTIN

Ricky
NELSON

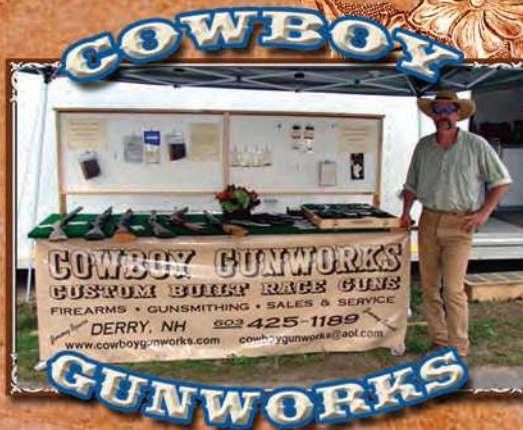


RIO BRAVO



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YOU ARE PARTICIPATING IN THE FASTEST GROWING AND MOST EXCITING SHOOTING SPORT EVER. THE SOUTH RIVER SHOOTISTS, AND OUR SPONSORS HOPE YOU HAVE A GREAT TIME AT THIS EVENT. ENJOY THE SHOOT, CATCH UP WITH GOOD PARDS, AND REMEMBER TO SUPPORT OUR VENDORS AND SPONSORS!

PLEASE BE AWARE OF THESE RANGE RULES:
NO ALCOHOLIC BEVERAGES ALLOWED DURING ANY SHOOTING ACTIVITY. ALCOHOL MAY ONLY BE CONSUMED AT SOUTH RIVER GUN CLUB IN THE CAMPING AREA AFTER ALL FIREARMS HAVE BEEN LOCKED DOWN FOR THE NIGHT.

EYE AND EAR PROTECTION IS MANDATORY WITHIN LINE OF SIGHT OF THE SHOOTING AREAS.

ONLY REGISTERED SHOOTERS MAY WEAR FIREARMS.

SCHEDULE OF EVENTS AND ACTIVITIES

TIME	THURSDAY • MAY 19, 2022
8:00am-4:00pm	Registration And Shooter's Packet Pickup
8:30am	4 Stage WB Match - Mandatory Safety Meeting
8:45am	4 Stage WB Match Begins (All Sass Rules Apply)
12:00pm-4:00pm	Side Matches
12:00am-4:00pm	Long Range Side Matches
10:30am	4 Stage Morning Warmup Match - Safety Meeting
10:45am	4 Stage Morning Warmup Match Begins
1:00pm	GA State BP Match - Mandatory Safety Meeting
1:15pm	5 Stage GA State BP Match
1:30pm	4 Stage Afternoon Warmup Match - Safety Meeting
1:45pm	4 Stage Afternoon Warmup Match Begins
4:00pm	Posse Marshal Walk Through - Stage 1
FRIDAY • MAY 20, 2022	
8:00am	Registration & Shooter's Packet Pickup
8:45am	Main Match Mandatory Safety Meeting
9:00am-1:00pm	Main Match - Shoot 5 Stages
1:00pm-2:30pm	Ice Cream Social & Lunch
2:30pm	Couple Side Matches
2:30pm	Team Side Matches
SATURDAY • MAY 21, 2022	
9:00am-1:00pm	Main Match - Shoot 5 Stages
1:00pm-2:30pm	Ice Cream Social - Lunch
2:30pm	Men & Women Top Gun Shoot-off
4:30pm- 5:30pm	Costume Contest in Club House
5:00pm	Awards Ceremony Social Hour
6:00pm	Awards Ceremony



SIDE MATCH & VENDOR INFORMATION



THURSDAY MAY 19, 2022 VENDORS INFORMATION

The Vendors

American Pioneer Powder

Arizona Rocks

Buffalo's Western Wear

Bullets By Scarlett

CSA Bullets & Shot

Denham's Cowboy Shooting Gear

GP Hutchinson Westerns

Kitty's Klostet & Emporium

Klassic Laser Works

Page Custom Knives



~ AWARDS ~
All awards to be presented
at the Saturday Night
Awards Ceremony.



SASS STAGE CONVENTIONS

On every stage, the shooter is expected to know and follow stage conventions and display standard range behaviors. These Stage Conventions should be followed in all SASS matches unless otherwise directed in stage descriptions. All knockdown shotgun targets may be reengaged until down.

- All knockdown targets (shotgun, rifle, or revolver) must go down to count.
- All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
- Staged shotguns will be open and empty.
- Shooters may not start a stage with ammunition in hand.
- Long guns will be discarded open and empty with their barrels pointed safely downrange.
- Revolvers are returned to leather unless the stage directions differ.
- Revolvers are drawn and used in accordance with the shooter's category.
- Safe gun handling is the shooter's responsibility. The 170 degree safety rule is in effect.
- If no starting position is given, the shooter shall stand upright with revolvers holstered and hands at the side, not touching firearm.
- Cowboy port arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.
- Interpersonal Conflicts WILL NOT be tolerated.

**Awards Ceremony Open Bar
Sponsored by Barkeep Casey.
Tip Your Barkeep Generously!!**





GENERAL INFORMATION

COWBOY ATTIRE ~ Each shooter must conform to minimum SASS dress requirements. We request that shoot participants stay in SASS dress for all events and functions. Cowboy Action Shooting is a fun and exciting sport that generates a lot of interest, in large part due to the Period Attire. Staying in character while "out on the town" helps promote our sport by stirring local interest, and increases the number of spectators who visit The Range.

MOTORIZED GUNCARTS ~ We welcome shooters of all skill levels and abilities, but we request that the use of motorized guncarts be limited to those who need them for disability or handicap reasons. Motorized carts are required to stay outside of split rail fence.

SHOOTER SIGN-IN ~ Early Shooter Sign-In is at Clubhouse on Thursday, May 19 at 8:00am. Regular Shooter Sign-In is at Clubhouse on Friday, May 20 at 8:00am.

RANGE ACCESS ~ Only registered shooters, match officials, and registered media will be allowed inside the loading and unloading areas. Guests and non-shooting persons **MAY NOT** enter these areas.

SAFETY MEETINGS ~ Safety Meetings on Thursday May 19, WB at 8:30am, BP at 1:00pm, and Friday, May 20, at 8:45am. Shooters must attend a Safety Meeting prior to shooting the Main Match, or they will not be allowed to shoot.

BRASS ~ This is **NOT** a Lost Brass Match. Brass may be wrangled, as long as it does not impede the progress of the posse.

AMMO REQUIREMENTS ~ Each of the 10 main stages requires ammo for 10 pistol, 10 rifle, and up to 6 shotgun. Additional ammo is needed for Thursday Side Matches.

VITTLES AT THE RANGE ~ Breakfast and lunch are available for purchase at the Range on Thursday, Friday and Saturday.

GENERAL INFORMATION CONT.

EYE AND EAR PROTECTION ~ All spectators and participants must wear eye and ear protection when in and around the shooting areas. Eye and ear protection is mandatory and is available at the Cowboy House.

SCORING ~ Stampede at South River is a SASS total time match. There will be a box at each stage with a clipboard, score sheets, timer, and spotter sticks. Each posse will fill out their score sheet and leave it in the box with everything else. There will be a Miss Flow Chart and Pocket RO Chart in each box.

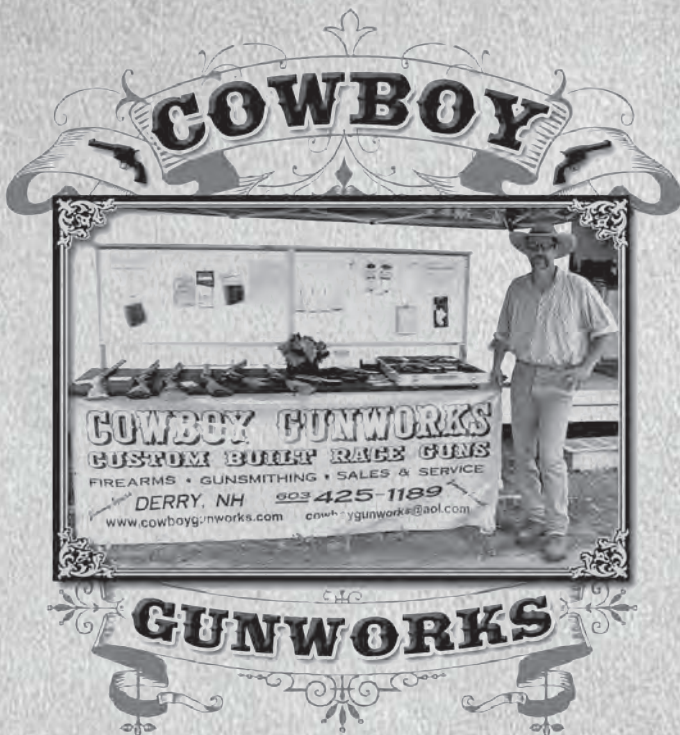
PARKING AT THE RANGE ~ There is plenty of parking space at South River. Handicap Parking will be readily available in Cowboy Town.

COSTUME CONTEST ~ There will be judges on the range Friday and Saturday looking for working Cowboy and Cowgirl costumes. There will also be a Costume Contest at the awards ceremony on Saturday evening. There is information in your packet regarding all contest information. **DRESS NICE but DRESS COWBOY!**

COWBOY PHOTOS ~ Posse pictures and random photos will be taken during the event. All photos and publication rights remain property of the South River Shootists.

SASS SCHOLARSHIP FUND ~ All proceeds from the 4-Stage Warm-Up Match, will be donated to the SASS Scholarship Fund.





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MATCH RULES & REGULATIONS

- SASS Rules and Conventions apply at Stampede at South River. The only thing more important than a fun shoot is a safe shoot.
- Each competitor is responsible for his or her competence with firearms. This match is not designed to be a beginner's match.
- You are a Safety Officer; responsible for your conduct, the conduct of your guests, and that of others within your influence. You must always follow Range Rules.
- No alcoholic beverages are allowed on the Range during the shoot.
- Please check all firearms before bringing them onto the Range be sure all firearms are empty of "dummy" rounds, or any live or expended rounds.
- A round over a berm at South River will result in a Match DQ.
- Firearms may only be loaded when at the loading table and on the firing line.
- The Unloading Officer *must* inspect all firearms before they leave the unloading table. Rifles must have the action cycled for the Unloading Officer and chambers inspected. All revolvers, whether used or not in the stage, must be inspected; including derringers, and cap and ball revolvers. It is acceptable to leave one or more chambers charged in a percussion revolver so long as the caps are removed from the nipples.
- All shooters are expected to be familiar with SASS rules.
- Coaching is allowed and encouraged. However, if you do not want coaching, let it be known.
- With the exception of the first stage of the day, if a shooter goes to the loading table with live or spent rounds in any firearm, it will be a Stage DQ for the previous stage for "failure to adhere to loading and unloading procedures."
- NO DQ forward rules apply.
- Shotguns may be loaded on the move on our range. However, the shooter cannot move with the action closed on a live round(s) in the shotgun. Movement with shotgun is allowed with hammer down on an empty chamber or spent case, or action open with live round on carrier of '97 or '87, or in chambers of double barrel shotguns. Once the action is closed on a live round, the "traveling rule" applies: move more than one foot and it's a Stage DQ.
- No dry firing is allowed at the loading table.
- Only registered shooters may wear firearms.
- All shooters must abide by the decision of the Range Master. Disputes will not hold up other shooters. If a problem should arise, take it away from the firing line, and have the RO contact the

MATCH RULES & REGULATIONS

Posse Marshal. If the dispute still cannot be rectified, the Posse Marshal will contact the Range Master. Decisions are final at this point.

- Restarts are allowed prior to the first round down range. Abusing the restart courtesy will not be tolerated.

- No one will be allowed to shoot if, in the judgment of the Range Officer, they are impaired.

- No re-shoots will be given once the first round goes downrange, except for a prop or match equipment failure; a Range Officer impeding the progress of a shooter; a timer failure or unrecorded time as determined by the Range Officer and Match Director. In these cases, the shooter starts over with no misses or penalties, except in the case of minor safety violations, which carry over to re-shoots.

- Be ready to shoot each stage. We have a large number of shooters and a short amount of time. In addition to being able to read through the stages in advance, the scenarios will be read at each stage, and are posted at the loading table of each stage. Each shooter must come to the line knowing the course of fire and ready to shoot.

- Rifles and shotguns, when staged on tables, will have their muzzles pointed downrange (except when specified), with the entire trigger guard on the table. The butt stock can hang off the table.

- Pistols are returned to the holsters after shooting unless staged in the scenario.

- Holster pistols after loading table officer gives their okay. Loaded pistols are put on table only if the shooter leaves the table. Keep moving to the left to make room for other shooters.

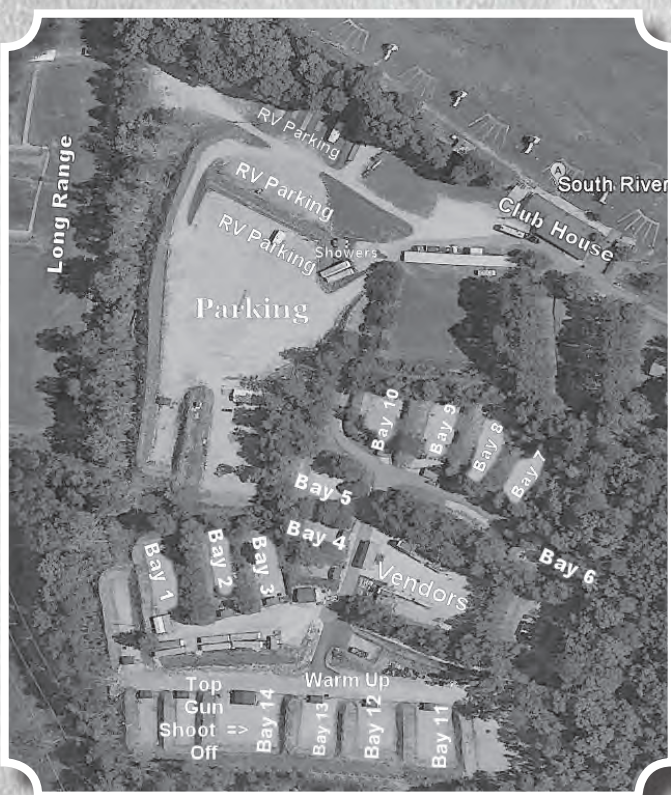
- If you think it's a hit; it's a hit! If you think it's a miss; it's a hit! If you know it's a miss; it's a miss! Spotters are to count misses, not hits! — LOOK and LISTEN!

- All information contained herein is subject to change. Please listen to all announcements and verbal instructions from the Match Director, Safety Officer, and Berm Marshals.

- All shooters and spectators must wear eye and ear protection. Eye and ear protection is available at the Cowboy House.

- Cap and ball pistols may only be capped when at the loading table and on the firing line.

RANCH LAYOUT



**THE CHEROKEE COWBOYS
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SASS MATCH.**



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STAGES

STAGES BY BLACKHAWK HENRY

Stage 1 • Page 14
“Ok Buster. What do you do?”

Stage 2 • Page 16
“Wouldn't you?”

Stage 3 • Page 18
“I better deputize you.”

Stage 4 • Page 20
“It'd be pretty close.”

Stage 5 • Page 22
“I might shoot myself.”

STORIES BY JAKE DUNSON

Stage 6 • Page 24
“I can practical guarantee that.”

Stage 7 • Page 26
“I'd throw it myself.”

Stage 8 • Page 28
“That took the fight out of them!”

Stage 9 • Page 30
“I said, I'll arrest you!”

Stage 10 • Page 32
“Do you think I'll ever get to be
Sheriff?”



STAGE 1



RND CNT:

10 pistol

10 rifle

4+ shotgun

GUN ORDER:

Any order,

Rifle not last

STAGING:

Pistols holstered,

Rifle on table,

Shotgun on table.

START:

On the gallows
with both feet
behind start line
and holding a noose
in each hand.

LINE:

"Ok Buster. What do
you do?"

THE FREIGHTER PAT
WHEELER IS UPSET AFTER
BEING TOLD WHERE TO PUT
HIS WAGONS. HE SAYS, "JUST
MY GUESS, LOOKS LIKE YOU
GOT TROUBLE." JOHN T.:
"I HAVE JOE BURDETT IN
JAIL ON A MURDER CHARGE,
PROBABLY GOING TO HANG.
GOT ANY NEW MEN WITH
YOU PAT?" PAT: "NOBODY
'CEPT COLORADO." JOHN T.:
"WHERE DID YOU TAKE HIM
ON? PAT: "FORT WORTH."
JOHN T. ASKS, "WHAT DOES
HE DO?" COLORADO SAYS, "I
SPEAK ENGLISH SHERIFF, IF
YOU WANT TO ASK ME." JOHN
T.: "OK BUSTER. WHAT DO
YOU DO?"

STAGE 1 SPONSOR BUFFALO'S WESTERN WEAR

ATB:

Start shootin'

PISTOLS:

**With pistols shoot a double tap Nevada sweep
starting on either end target.**

RIFLE:

**With rifle shoot a double tap Nevada sweep
starting on either end target.**

SHOTGUN:

With shotgun knock down the 4 shotgun targets.



STAGE 2



RND CNT:
10 pistol
10 rifle
4+ shotgun

GUN ORDER:
Pistols
Rifle
Shotgun
OR
Rifle
Pistols
Shotgun

STAGING:
Pistols holstered, rifle
and shotgun staged
anywhere safely.

START:
Standing at bar
with both hands
touching bar.
Hands not touching
gun(s).

LINE:
"Wouldn't you?"

TWENTY MINUTES AFTER OFFERING TO HELP JOHN T., PAT WHEELER IS SHOT AND KILLED. COLORADO TELLS JOHN T. HE WANTS TO GO WITH HIM. JOHN T.: "SO YOU WANT TO GET THE MAN THAT KILLED YOUR BOSS." COLORADO: "WOULDN'T YOU?" JOHN T.: "I WOULDN'T HAVE LET HIM GET SHOT IN THE FIRST PLACE."

STAGE 2 SPONSOR

BULLETS BY SCARLET/AMERICAN PIONEER POWDER

ATB:

RIFLE:

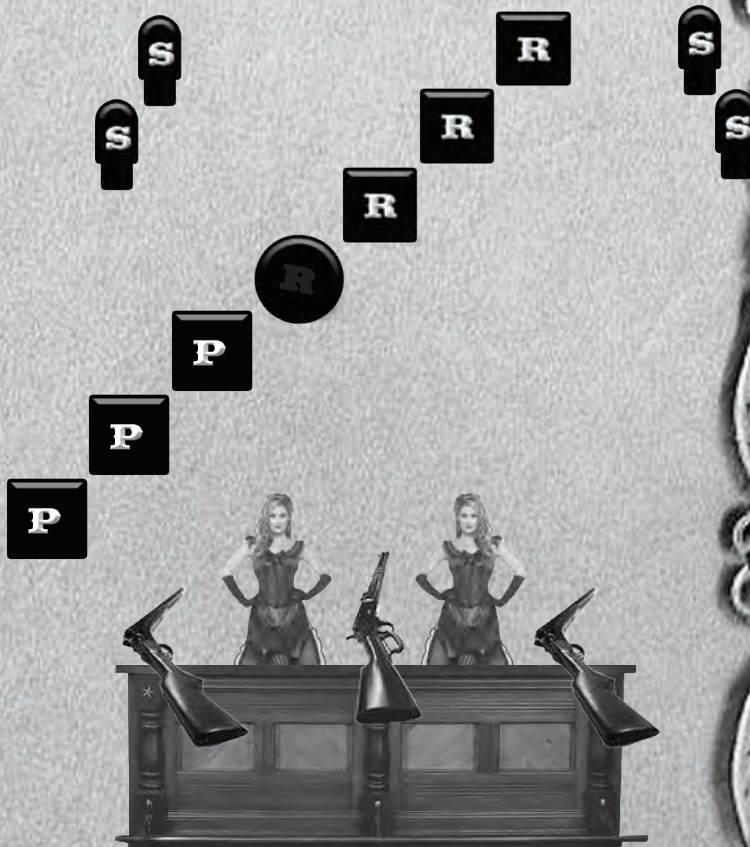
With rifle place 3 rounds on each of the square rifle targets and **THEN** place the 10th round on the circle. All rounds fired from between the saloon girls.

PISTOLS:

With pistols place 3 rounds on each of the rectangular pistol targets and **THEN** place the 10th round on the circle. All rounds fired from between the saloon girls.

NEXT:

With shotgun, knock down the 4 shotgun targets. The left targets must be shot from the left side of the left girl. The right targets must be shot from the right side of the right girl.



STAGE 3



RND CNT:
10 pistol
10 rifle
6+ shotgun

GUN ORDER:
Rifle
Shotgun
Pistols

STAGING:
Pistols holstered,
rifle in hand,
shotgun on left or
right berm table.

START:
One foot touching
start stone, rifle in
both hands.

LINE:
"I better deputize you."

THREE OF THE BURDETT HIRED GUNS GET THE DROP ON JOHN T. OUTSIDE THE HOTEL. COLORADO TELLS FEATHERS, "WHEN I GET OUT ON THE PORCH, THROW THAT FLOWERPOT THROUGH THE WINDOW." WHEN THE FLOWERPOT CRASHES THROUGH THE WINDOW IT DISTRACTS THE MEN LONG ENOUGH FOR COLORADO TO THROW JOHN T. HIS RIFLE. COLORADO GETS ONE OF THE MEN; JOHN T. GETS THE OTHER TWO. AFTER THE GUN FIGHT, JOHN T. TELLS COLORADO, "LOOKS LIKE YOU'RE IN THIS NOW. COME ON DOWN TO THE JAIL. I BETTER DEPUTIZE YOU."

STAGE 3 SPONSOR DENHAM'S COWBOY SHOOTING GEAR

ATB:

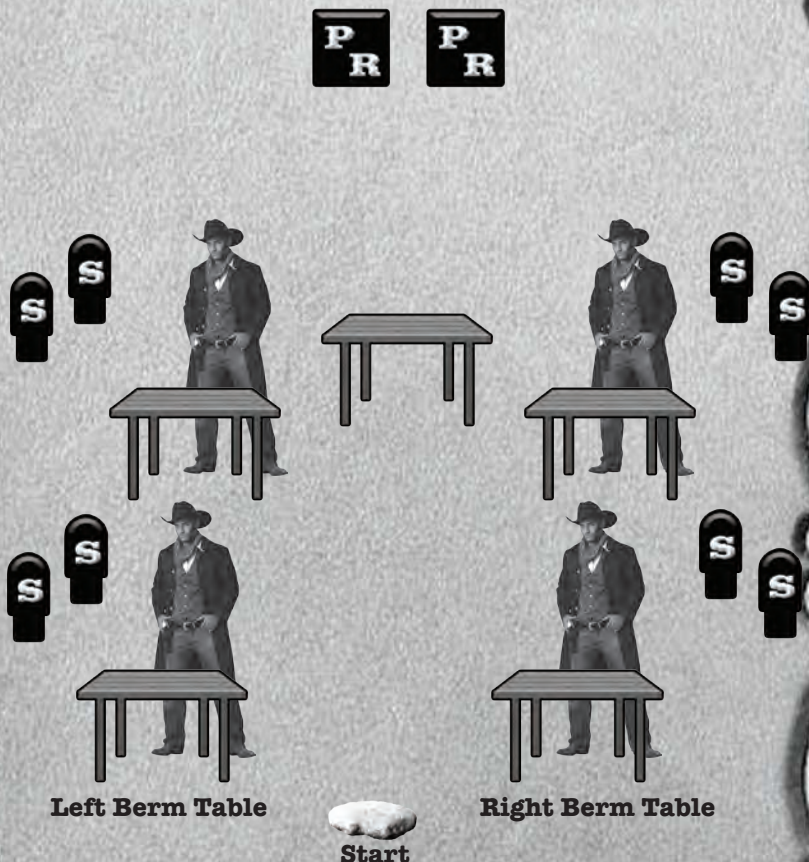
With rifle place 3 rounds on one of the P/R targets and
THEN place 2 rounds on the other P/R target. THEN
repeat instructions with the remaining 5 rounds.

NEXT:

With shotgun knock down any 6 of the 8 shotgun targets.
Each pair of shotgun targets must be shot from the outside
of the cowboy at each location. Make shotgun safe on table
of choice.

NEXT:

With pistols, repeat the rifle instructions. You can shoot
from anywhere along the firing line between the cowboys.



STAGE 4



RND CNT:

10 pistol

10 rifle

4+ shotgun

GUN ORDER:

Any order,
rifle not last.

STAGING:

Pistols holstered,
rifle on the center
table, shotgun on the
left table.

START:

With hand(s) on gun
of choice. Rifle and
shotgun must be flat
table, pistols must be
in holsters.

LINE:

"It'd be pretty close."

AFTER GETTING THE
SHAKES, DUDE TELLS JOHN
T. HE'S QUITTING.

JOHN T.: "OK. I JUST HIRED
COLORADO." DUDE ASKS, "DO
YOU THINK HE IS AS GOOD
AS WHEELER SAID HE IS."

JOHN T.: "HE THREW ME
MY RIFLE THEN GOT ONE OF
THE BURDETT MEN WHILE
IT WAS STILL IN THE AIR."

DUDE: "DO YOU THINK HE IS
AS GOOD AS I USE TO BE?"

JOHN T.: "IT'D BE PRETTY
CLOSE. I'D HATE TO HAVE TO
LIVE ON THE DIFFERENCE."

STAGE 4 SPONSOR KITTY'S KLOSET & EMPORIUM

ATB:

Start shootin

PISTOLS:

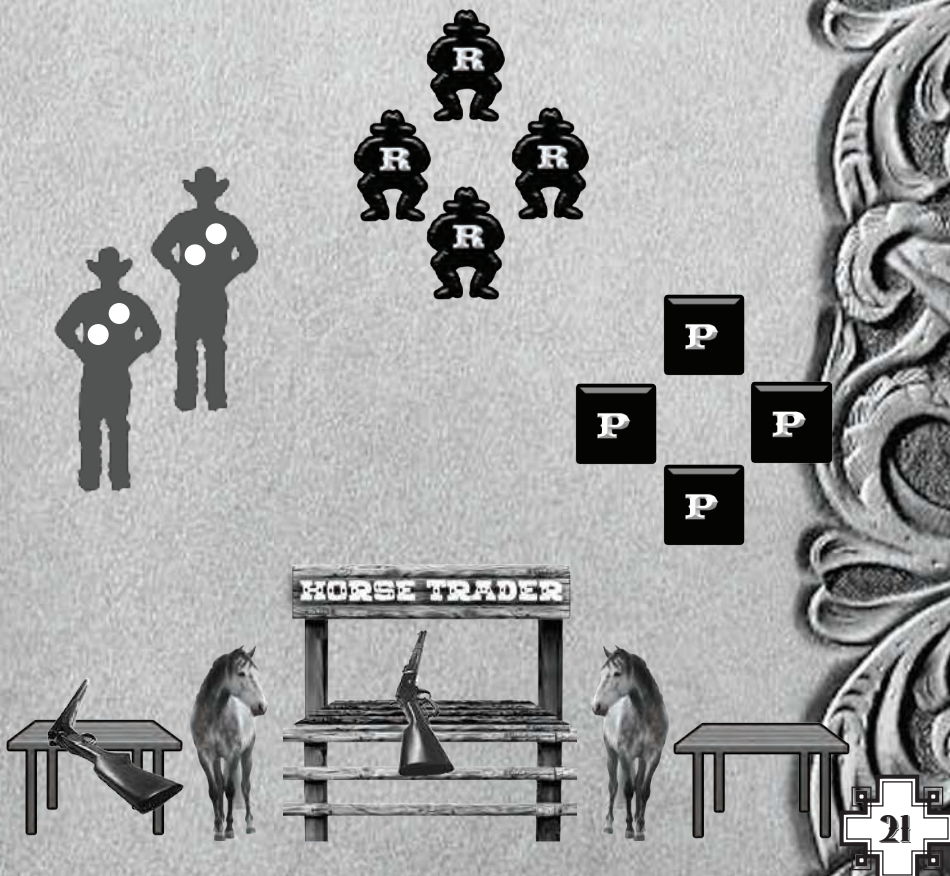
With pistols shoot a single tap clockwise sweep starting on any target. All rounds fired from right side of right horse.

RIFLE:

Shoot the rifle targets as per pistol instructions. All rounds fired between the uprights.

SHOTGUN:

With shotgun, engage the 4 clay targets until broken, in any order. All rounds must be fired from the left side of the left horse.



STAGE 5



RND CNT:

10 pistol

10 rifle

5+ shotgun

GUN ORDER:

Shotgun

Rifle

Pistols

STAGING:

Pistols holstered, Rifle on left table, shotgun held in both hands.

START:

In the dugout with shotgun held in both hands. Shotgun is to be loaded with 1 round and have the muzzle on the door release. DO NOT LOAD SHOTGUN UNTIL timer operator instructs you to do so.

LINE:

"I might shoot myself."

DUDE HAD BEEN USING STUMPY'S GUN WHILE HELPING AGAINST THE BURDETTS. ONE NIGHT AT THE JAIL HE TELLS STUMPY. "THE ACTION ON YOUR GUN IS A LITTLE STIFF. DO YOU MIND IF I SLICK IT UP A LITTLE BIT?" STUMPY REPLIES, "NO, I DON'T WANT YOU FILING THE ACTION ON MY GUN. I MIGHT SHOOT MYSELF."

STAGE 5 SPONSOR AUTHOR GP HUTCHINSON

ATB:

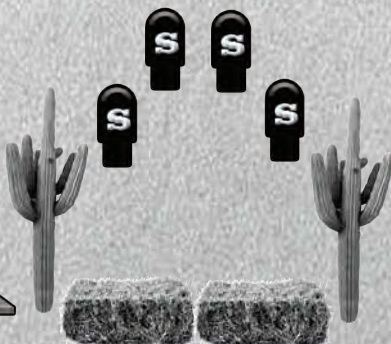
With shotgun, shoot the door release allowing the doors to open. (Do not hit any targets, tables, or props while shooting the door open). Then knock down shotgun targets in any order. You may shoot the shotgun targets from inside the dugout or anywhere between the dugout and the hay bales. All rounds fired from between the cacti. Make shotgun safe.

NEXT:

With rifle shoot a 1-2-2 pattern starting on either end target. Then repeat instructions with remaining 5 rounds. All rounds fired from the left side of the left cactus.

NEXT:

With pistols, repeat rifle instructions using pistol targets. All rounds fired from right side of right cactus.



STAGE 6



RND CNT:

10 pistol

10 rifle

2+ shotgun

GUN ORDER:

Pistols/Rifle/Shotgun

or

Rifle/Pistols/Shotgun

STAGING:

Pistols holstered,
rifle on center table,
shotgun on table
of choice.

START:

At location of choice
with both hands
touching hat.

LINE:

"I can practical
guarantee that."

JOE IS BRAGGING TO JOHN T.: "THIS JAIL WON'T HOLD ME. MY BROTHER AND HIS MEN WILL GET ME OUT." JOHN T.: "YOU'RE NOT AS SMART AS YOUR BROTHER; HE SEES STUMPY IN HERE WITH HIS SHOTGUN AND KNOWS IF HIS MEN STORM THE JAIL YOU'RE GOING TO GET SHOT. ACCIDENTLY OF COURSE." STUMPY TELLS JOE. "I CAN PRACTICAL GUARANTEE THAT."

STAGE 6 SPONSOR IN MEMORY OF MAJOR BILL

ATB:

Start shootin'

PISTOLS:

With pistols shooting from right side of saloon girl shoot a 2-4-2 pattern starting on either end target. THEN shoot the two knock down targets.

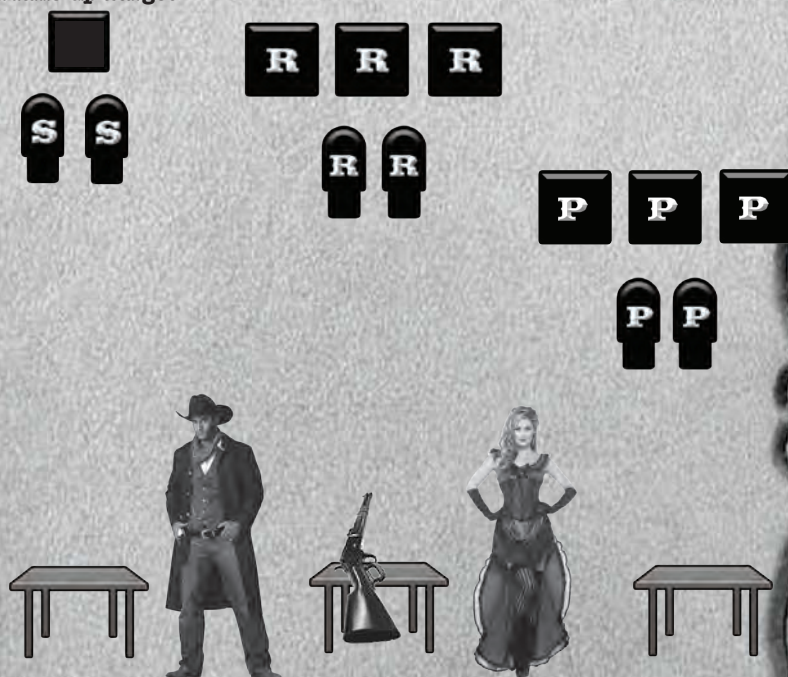
RIFLE:

With rifle shooting from between the cowboy and the saloon girl, shoot the rifle targets as per pistol instructions.

SHOTGUN:

With shotgun, from the left side of the cowboy, knock down the 2 shotgun targets in any order. THEN you may engage the MAKE-UP target for any rifle or pistol knock down targets still standing. You do not have to hit the MAKE-UP target for the shots to count. The shooter is solely responsible to know how many make-up shots are needed for the MAKE-UP target.

Make-up Target



STAGE 7



RND CNT:

10 rifle

10 pistol

4+ shotgun

GUN ORDER:

Shotgun

Rifle

Pistol

STAGING:

Pistols holstered,
rifle in wagon,
shotgun held in both
hands.

START:

With one foot
touching start
stone.

LINE:

"I'd throw it myself."

DURING THE SHOOT-OUT WITH THE BURDETT GANG, STUMPY GETS A CASE OF DYNAMITE OUT OF ONE OF THE FREIGHT WAGONS. AS HE THROUGHS THE DYNAMITE AT THE BURDETT WAREHOUSE. JOHN T. SHOOTS IT. STUMPY ASKS, "WHAT WOULD YOU DO WITHOUT ME?" JOHN T: "I'D THROW IT MYSELF." STUMPY: "YEAH, I GUESS YOU WOULD."

STAGE 7 SPONSOR JACKSONS WESTERN STORE

ATB:

Knock down the 2 right shotgun targets. Rounds must be fired from between the cacti. Then knock down the 2 left shotgun targets from the left side of the wagon. Make shotgun safe.

NEXT:

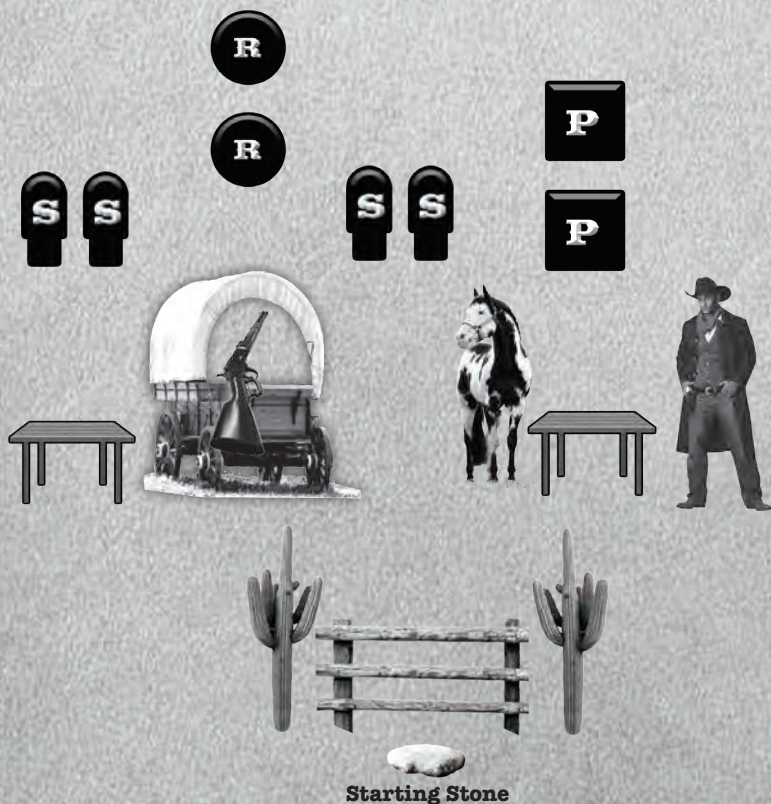
Shoot the rifle targets in a regressive sweep starting on either target. All rounds fired thru the wagon.

NEXT:

Shoot the pistol targets with pistols as per rifle instructions. All rounds fired between the horse and the cowboy.

NOTE:

Regressive sweep is 4 on #1, 3 on #2, 2 on #1, 1 on #2.



STAGE 8



RND CNT:
10 pistol
10 rifle
3+ shotgun

GUN ORDER:
Shotgun
Rifle
Pistols

STAGING:
Pistols holstered, rifle
on left table, shotgun
held both hand.

START:
Standing in any
position to the left
of the cactus with
shotgun held in both
hands.

LINE:
"That took the fight
out of them!"

JOHN T. YELLS TO
STUMPY, "CAN'T YOU
THROW THAT DYNAMITE A
LITTLE FARTHER?"
STUMPY: "THERE YOU
GO AGAIN; I CAN'T DO
NOTHING TO PLEASE YOU!"
THE NEXT ONE LANDS ON
THE FRONT PORCH. WHEN
JOHN T. SHOOTS IT, THE
ENTIRE FRONT OF THE
WAREHOUSE IS BLOWN OFF.
ALL THE BURDETT MEN
COME OUT WITH THEIR
HANDS UP. STUMPY YELLS
OUT, "THAT TOOK THE
FIGHT OUT OF THEM!"

STAGE 8 SPONSOR CSA BULLETS & SHOT

ATB:

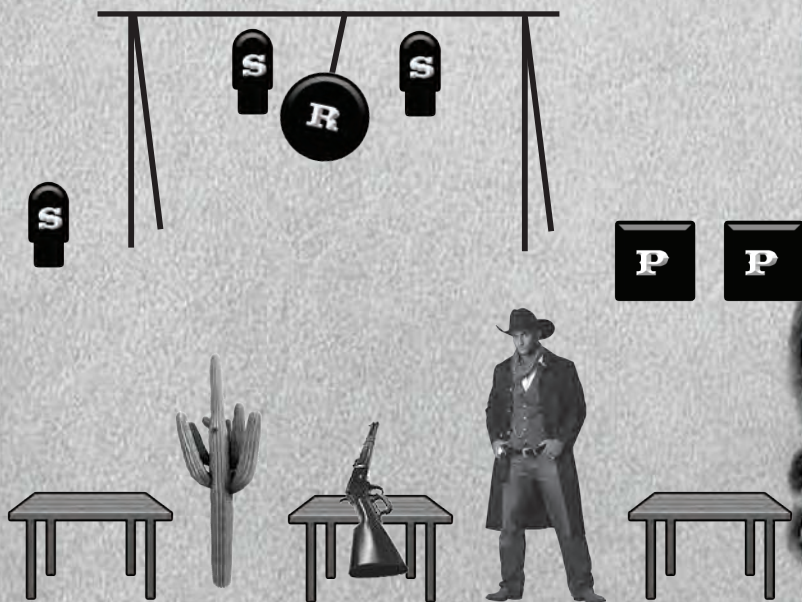
From the left side of cactus, engage activator target until down. Then move to between the cactus and cowboy and knockdown both of the swinging shotgun targets. (If you load 2 rounds for the swinger DO NOT move with a loaded shotgun).

NEXT:

With rifle, shooting from between the cactus and the cowboy, place ten (10) rounds on the swinger (center target).

NEXT:

With pistols, shooting from the right side of the cowboy, using pistol targets place 5 rounds on each target in any order.



STAGE 9



RND CNT:

10 pistol
10 rifle
4+ shotgun

GUN ORDER:

Rifle
Pistol
Shotgun

STAGING:

Pistols holstered,
rifle staged anywhere
safely, shotgun staged
anywhere safely.

START:

Standing outside of
the first door in any
position.

LINE:

"I said, I'll arrest
you!"

AFTER THE BURDETT MEN HAVE BEEN TAKEN CARE OF, JOHN T. GOES OVER TO THE HOTEL TO SEE FEATHERS. WHEN HE GOES INTO HER ROOM, SHE IS WEARING A SKIMPY OUTFIT. SHE TELLS HIM, "CARLOS HAS HIRED ME TO SING IN THE HOTEL SALOON. MY VOICE IS NOT THAT GOOD; THIS WILL BE A DISTRACTION." JOHN T: "IF YOU WEAR THAT IN PUBLIC, I'LL ARREST YOU." FEATHERS: "I THOUGHT YOU WOULD SAY IT." JOHN T: "SAY WHAT?" FEATHERS: "YOU LOVED ME." JOHN T: "I DIDN'T SAY I LOVED YOU. I SAID I'LL ARREST YOU!" FEATHERS: "SAME THING. YOU WOULDN'T ARREST ME FOR WEARING THIS IF YOU DIDN'T LOVE ME."

STAGE 9 SPONSOR SAVANNAH RIVER RANGERS

ATB:

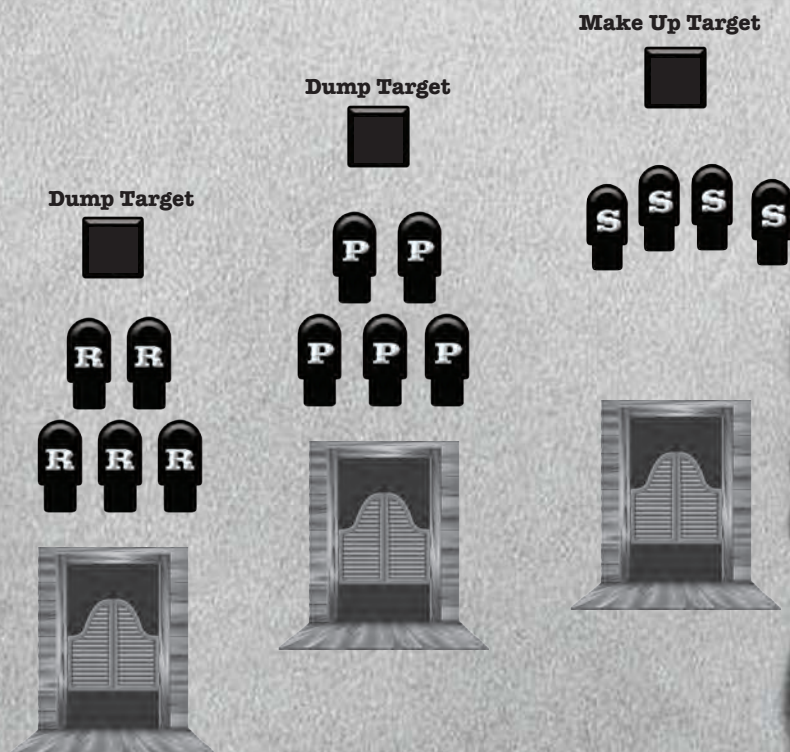
Move thru first door and engage the 5 knockdown targets with rifle until down. Any remaining rounds placed on dump target. Misses on dump target do not count as misses. Rifle must be made safe with barrel between the rails on the table.

NEXT:

Move thru second door and engage the 5 knockdown targets with pistols until down. Any remaining rounds placed on dump target. Misses on dump target do not count as misses.

NEXT:

Move to third doorway and engage the 4 shotgun targets until down. Pistol and rifle targets left standing may be made up on the MAKE-UP target after shotgun targets are down.



STAGE 10



RND CNT:

10 pistol

10 rifle

6+ shotgun

GUN ORDER:

Shooters choice, rifle not last

STAGING:

Pistols holstered or staged, rifle in left window, shotgun staged anywhere safely.

START:

At any shooting position, standing in any position. You may have gun(s) in hand and you may also be touching ammo but shells must remain in belt. Pistols may be staged or holstered at start of stage and may be holstered or staged after firing.

LINE:

"Do you think I'll ever get to be Sheriff?"

DUDE AND STUMPY
GET ALL SLICKED UP FOR SUPPER IN THE HOTEL DINING ROOM. JUST AS THEY START IN THE DOOR A PAIR OF LADY'S BLACK STOCKINGS LANDS ON STUMPY SHOULDERS. THEY LOOK UP TO SEE THEY HAVE COME FROM FEATHERS ROOM. STUMPY ASKS DUDE. "DO YOU THINK I'LL EVER GET TO BE SHERIFF?" DUDE: "NOT UNLESS YOU MIND YOUR OWN BUSINESS."

STAGE 10 SPONSOR PAGE CUSTOM KNIVES

ATB:

Start shootin'

PISTOLS:

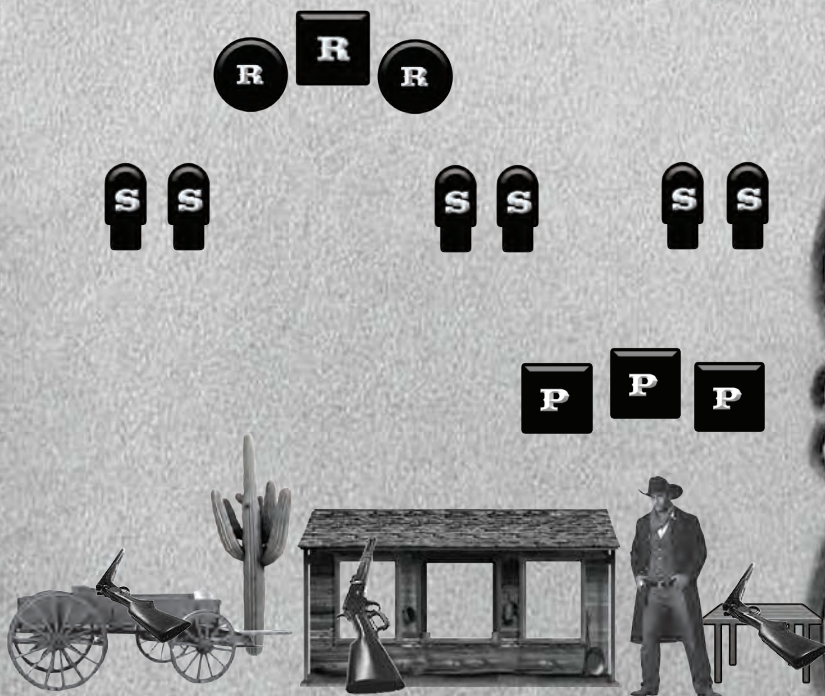
With pistols shoot a Nevada sweep starting on either end target and **THEN** place remaining 5 rounds on the center target. The targets must be engaged thru the right window.

RIFLE:

With rifle shoot a Nevada sweep starting on either end target and **THEN** place remaining 5 rounds on the center target. The targets must be engaged thru the left window.

SHOTGUN:

With shotgun, knock down the 6 shotgun targets in any order. The left pair of targets must be shot from the left side of the cactus. The center pair must be shot thru the center window. The right pair must be shot from the right side of the cowboy.



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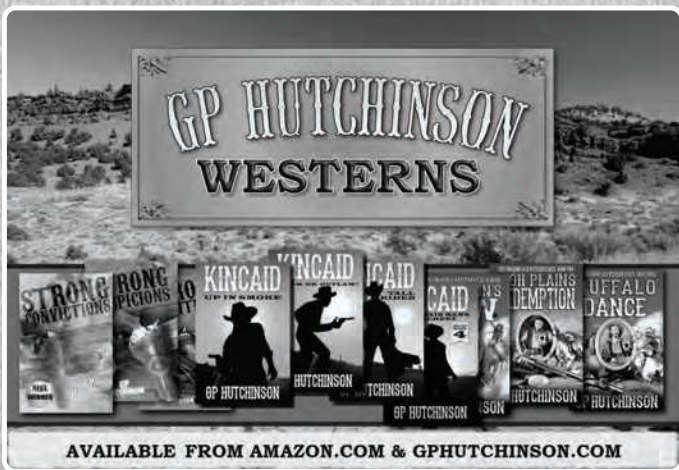


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POSSE SHOOTING SCHEDULE

~ Friday, May 20 ~

[illegible]

Saturday, May 21 ~

[illegible]

GEORGIA STATE CHAMPIONSHIP GOOD SHOOT'N

ALIAS

STAGE	RAW TIME	MISSSES	PENALTIES	TOTAL
1	:			
2	:			
3	:			
4	:			
5	:			
6	:			
7	:			
8	:			
9	:			
10	:			

TOTAL