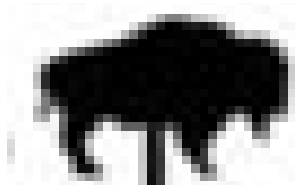


Buffalo hunt Single Shot Rifle
High Power Range
November 2023



R1



Position 1

6 Rounds

Staging Unloaded rifle held in both hands with 6 rounds available. Ammunition may be held in hand, carried on person or staged on table.

Start Shooter sitting at position 1 with the unloaded rifle in both hands.

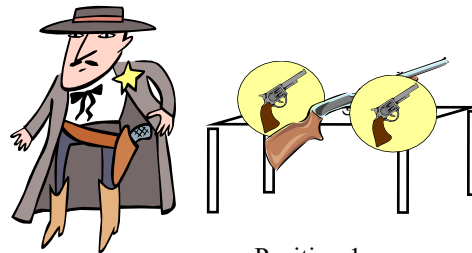
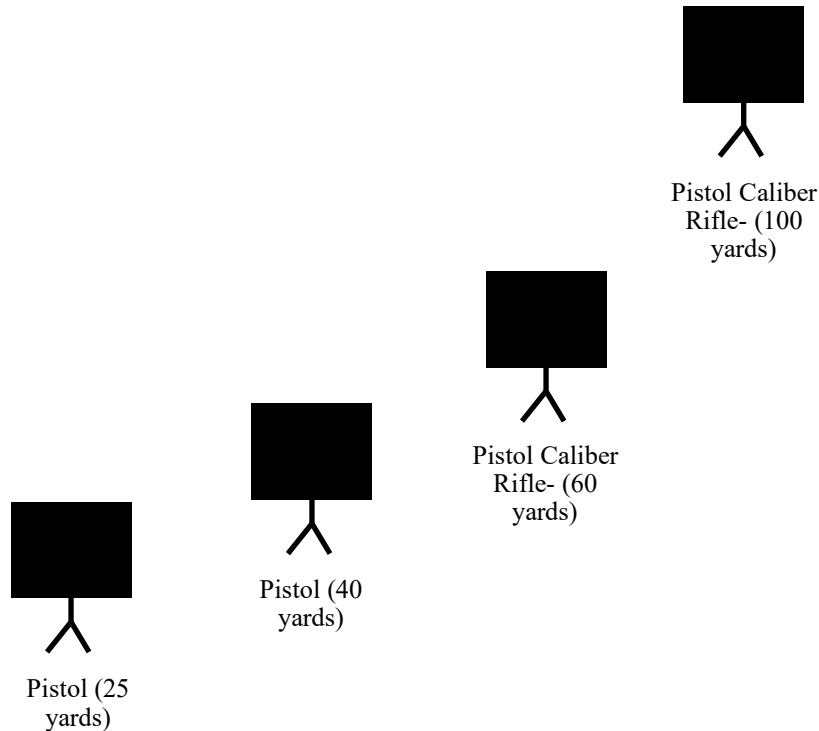
On Signal Load and engage R1 with 6 rounds.

- Notes:**
1. Loading is done on the clock after the start signal.
 2. Target distance is 200 meters.
 3. All shooting will be done sitting with or without shooting sticks.
 4. Either black powder or smokeless powder may be used.
 5. See Shooter's Handbook for rifle/ammunition requirements and basic rules for Long Range competitions.

For more shooting fun!!!

You may use a rifle caliber lever action to shoot this stage. You must start with the rifle unloaded and load one round at a time to fire. The SASS handbook requirements apply for the rifle and ammunition.

Take No Prisoners
High Power Range
November 2023



5 revolver at 25 yds 5 revolver at 40 yds — 5 Lever Action pistol caliber rifle at 60 yds 5 lever action pistol caliber rifle at 100 yds

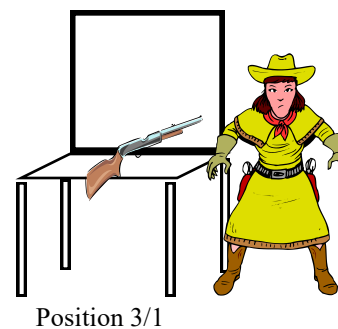
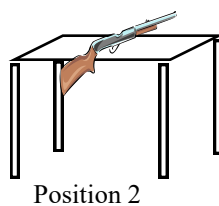
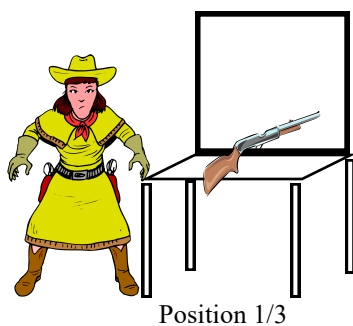
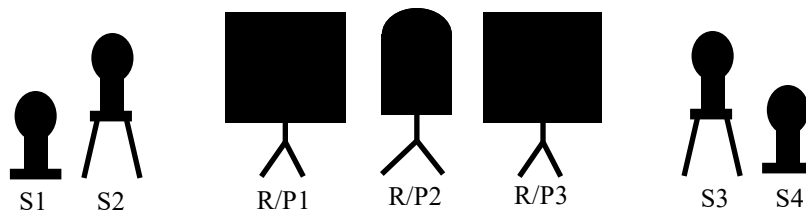
Staging Revolvers loaded with 10 rounds and holstered or staged flat on the table at position 1 (Shooters choice). Pistol caliber lever action rifle loaded with **10 rounds** staged flat on the table at position 1.

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

On Signal With first revolver, engage the 25 yard target 5 times then with the second pistol engage the 40 yard target 5 times. With the pistol caliber lever action rifle, engage the 60 yard target 5 times and then 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 2023



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.

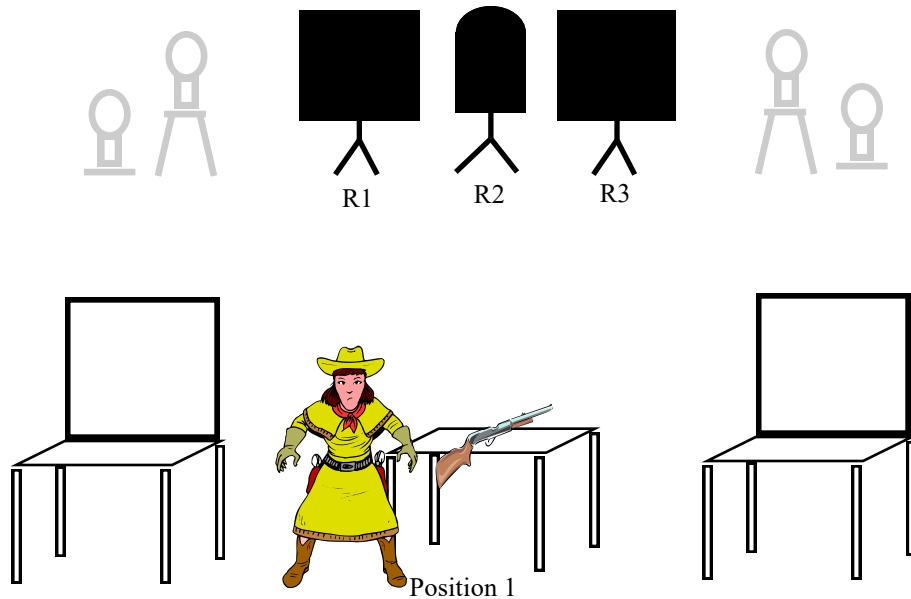
Start Standing tall at position 1 with your hands on your hat brim.

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 2023



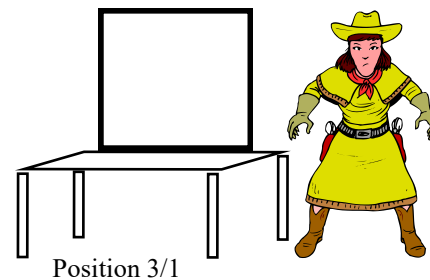
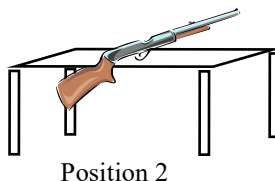
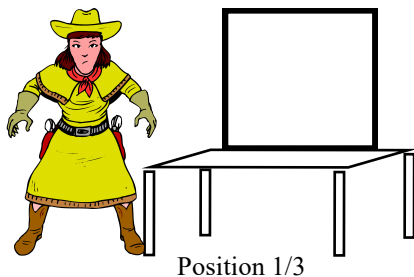
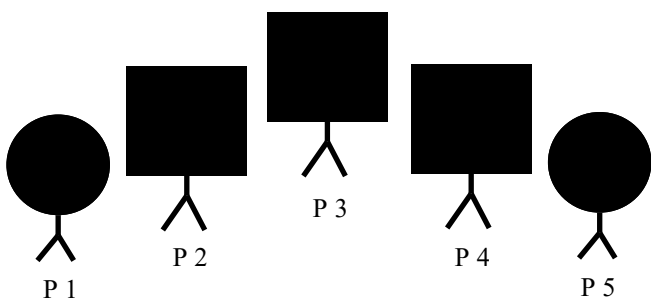
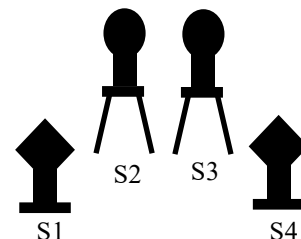
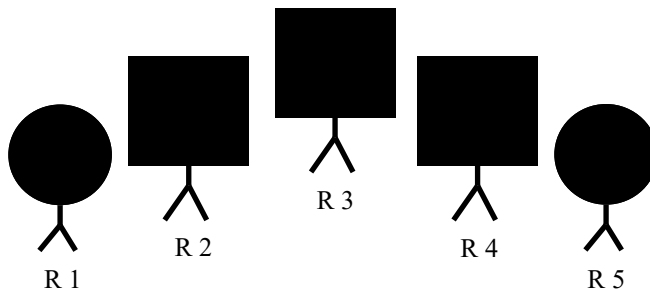
10+3 RIFLE

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 2023



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.

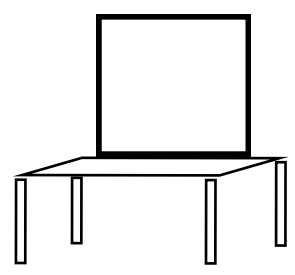
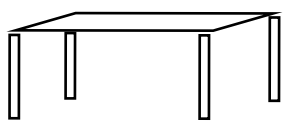
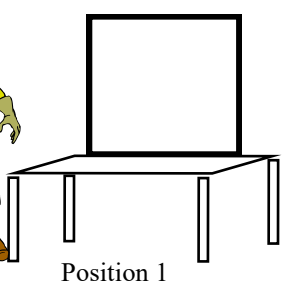
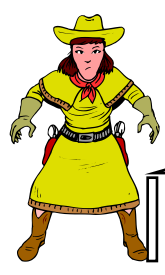
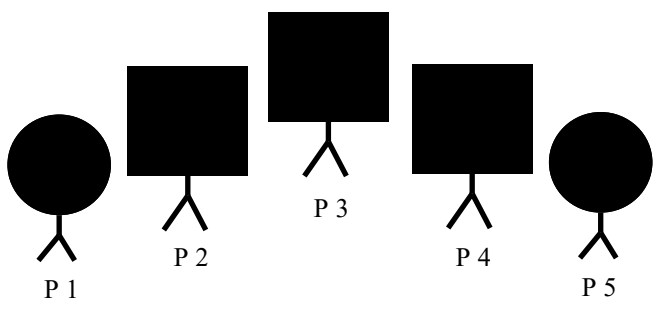
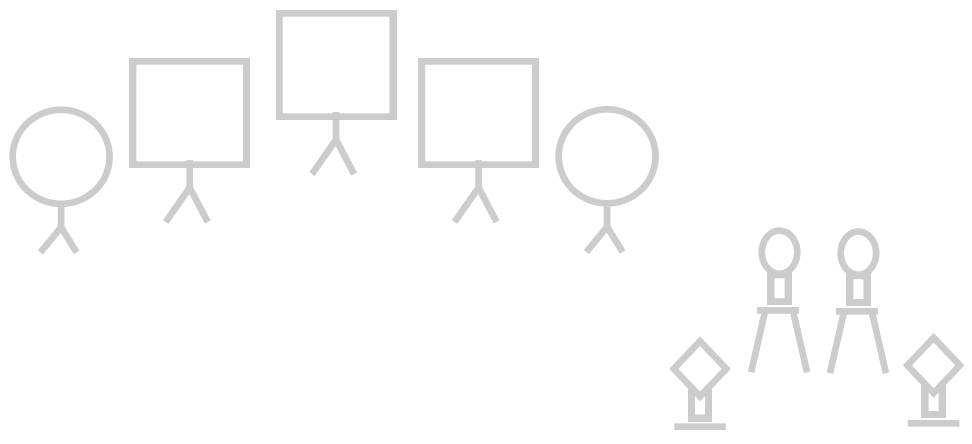
Gun sequence Pistols, rifle, shotgun **or** shotgun, rifle, pistols.

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 as per the pistol instructions.

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

Stage 4
Bay 2
November 2023



10+5 PISTOL

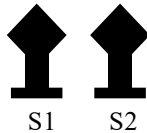
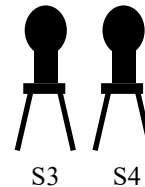
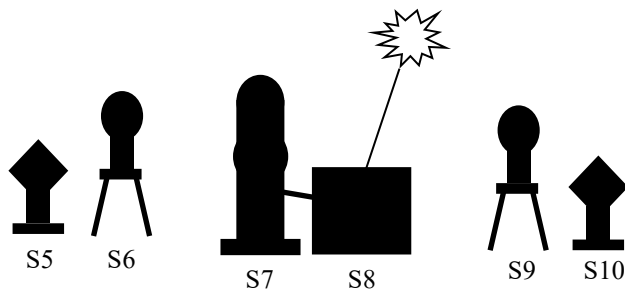
Staging Two pistols loaded with 5 rounds each and holstered with at least 5 rounds on your person. Shooters using cap and ball pistols may stage a loaded but uncapped pistol (or cylinder) and your capper for your reload.

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 2023



Position 1

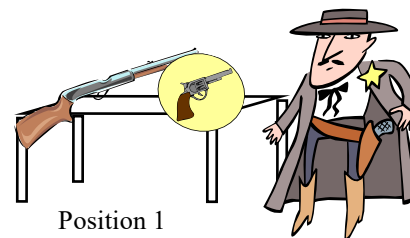
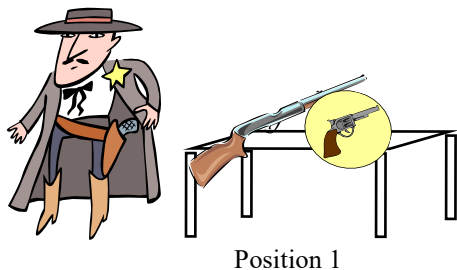
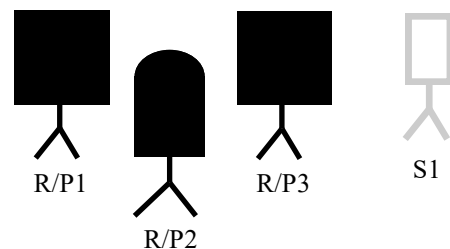
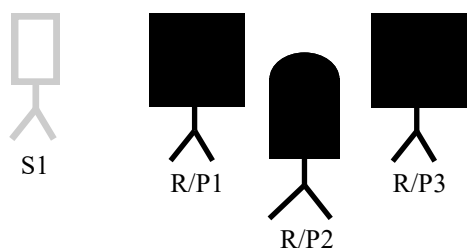
10+ SHOTGUN

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 2023



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.

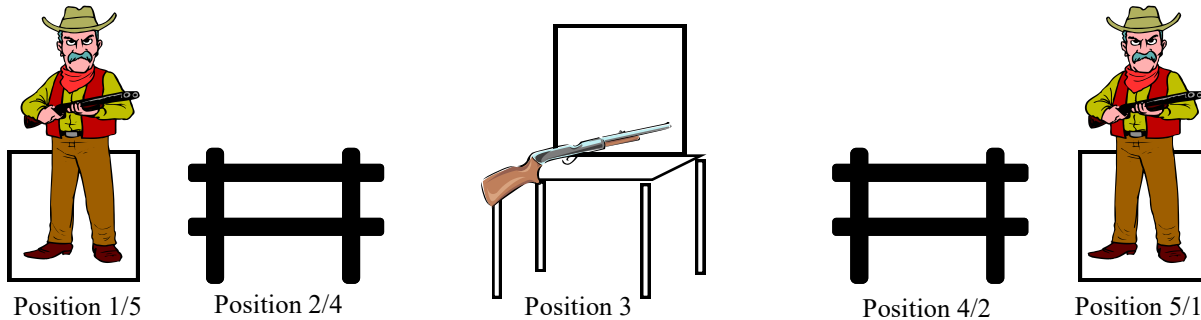
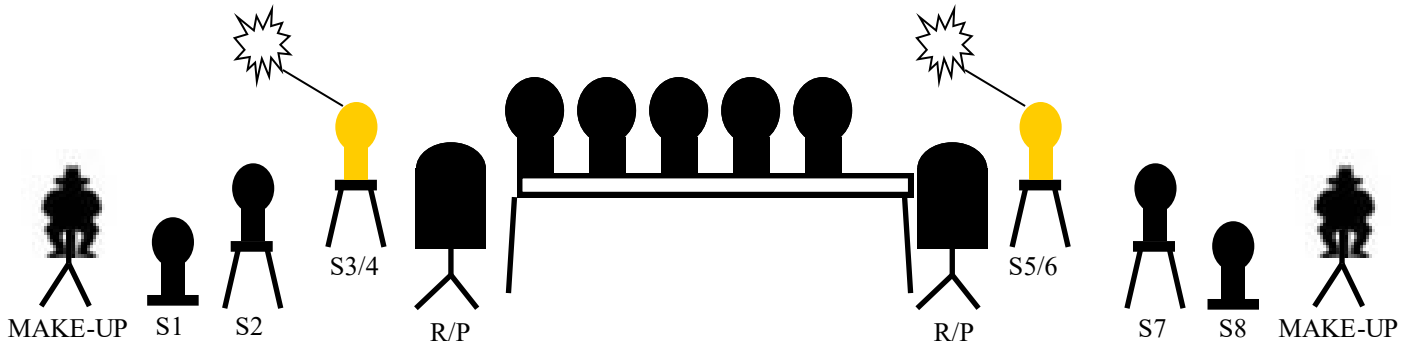
Gun sequence Rifle, pistol, pistol.

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
3 GUN



10 PISTOL 10 RIFLE 8+ SHOTGUN

Staging Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged in the window at position 3. Shotgun in both hands with at least **8** shells on your person.

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

Start Standing with both feet completely in the shooter's square at position 1 (either square - shooter's choice) with the shotgun in both hands.

On Signal Engage the 2 shotgun knockdown targets in front of you in any order.

Move to the fence at position 2 and engage the flipper (S3) and the flyer (S4). You may load your shotgun on the move as long as the action remains open. **The flyers are a 5 second bonus if hit, no penalty if missed. Failure to knock down any target or engage any flyer will be counted as a miss.**

Move to position 3 and with the pistols, starting on either R/P target (the tombstones), engage the R/P targets thru the window with alternating double taps for 10 rounds.

With the rifle, engage the plate rack thru the window until all the plates are down. Place any remaining rounds on either R/P target. **Each hit on a R/P target will be a one second bonus (5 bonus point maximum - no penalty for misses).**

With the shotgun, move to the other fence at position 4 and engage the flipper (S5) and the flyer (S6).

Move to the shooter's square at position 5 and **with at least one foot in the square**, engage the 2 shotgun knockdown targets in front of you in any order. Any plates remaining on the plate rack may be made up with the shotgun on the make-up target (the cowboy) with one round for each remaining plate. **Any plates remaining on the rack and not made up will be counted as misses.**