

28TH ANNUAL



ACES FIGHTS

ORYGUN TRAIL'S END

SASS

2019



Welcome to the 28th Annual Orygun Trail's End!

4 BAYS

8 STAGES

78 Rifle / 80 Pistol / 30+ Shotgun (bring extra)

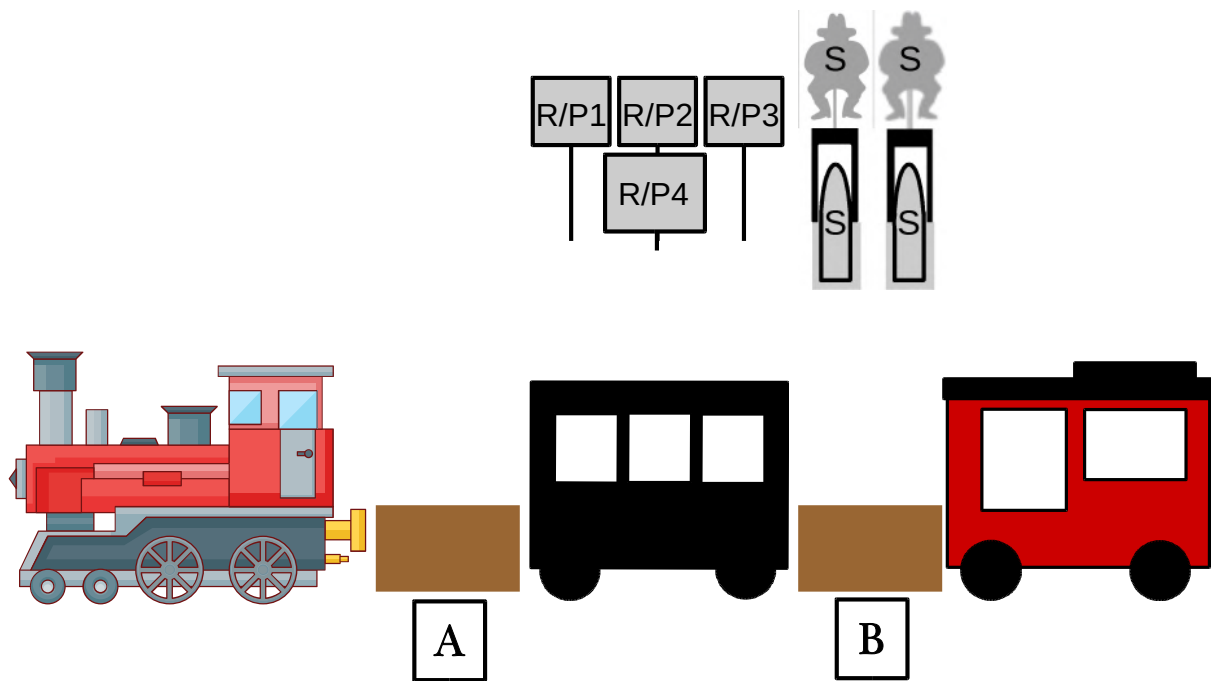
All SASS Rules Apply plus please be aware of these additional local range rules:

- 1) All guns must be covered when getting them in and out of your vehicle and must be covered in the parking lot and when moving between bays. If you need to borrow covers please ask any match official.
- 2) Rifles will be shown clear on the firing line after the completion of a stage in addition to being checked as usual at the unloading table. The Timer Operator will assist all shooters with this quick check.
- 3) All muzzles must remain below the berm while shooting the stage.
- 4) Rounds over the berm are a match disqualification.

Additional instructions may be provided at the mandatory safety meeting before the match.

ORYGUN COWBOYS

STAGE 1



START: Standing at position A or B, holding the bell.

Rifle staged at position A or B.

Shotgun staged at position A or B.

Pistols holstered.

LINE: “ Trouble is commin’ down the track “

AT THE BEEP: Guns may be shot in ANY order, both positions must be used.

At A or B with Rifle: Sweep RP1-RP3, THEN place 4 rounds on RP4, THEN sweep RP1-RP3. Sweeps may start on left or right.

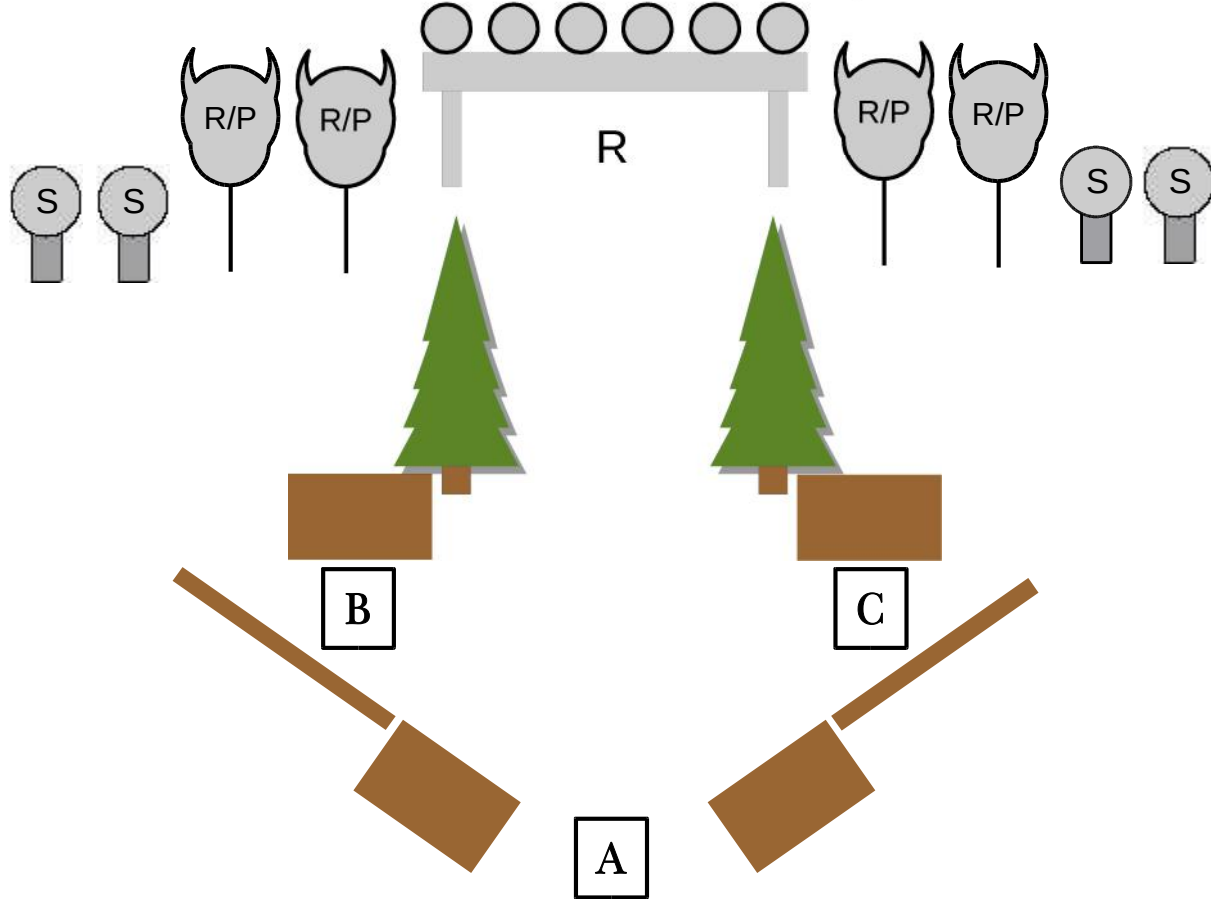
At A or B with Pistols: Engage RP targets same instructions as rifle.

At B with shotgun: Engage the shotgun fallers in any order.

Stages By:
Truly Goode

ORYGUN COWBOYS

STAGE 2



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A, Rifle in hands.
Shotgun staged at position A.
Pistols holstered.

LINE: “ Don’t waste time. “

AT THE BEEP: Rifle must be first, shotgun and pistols may be used any order.

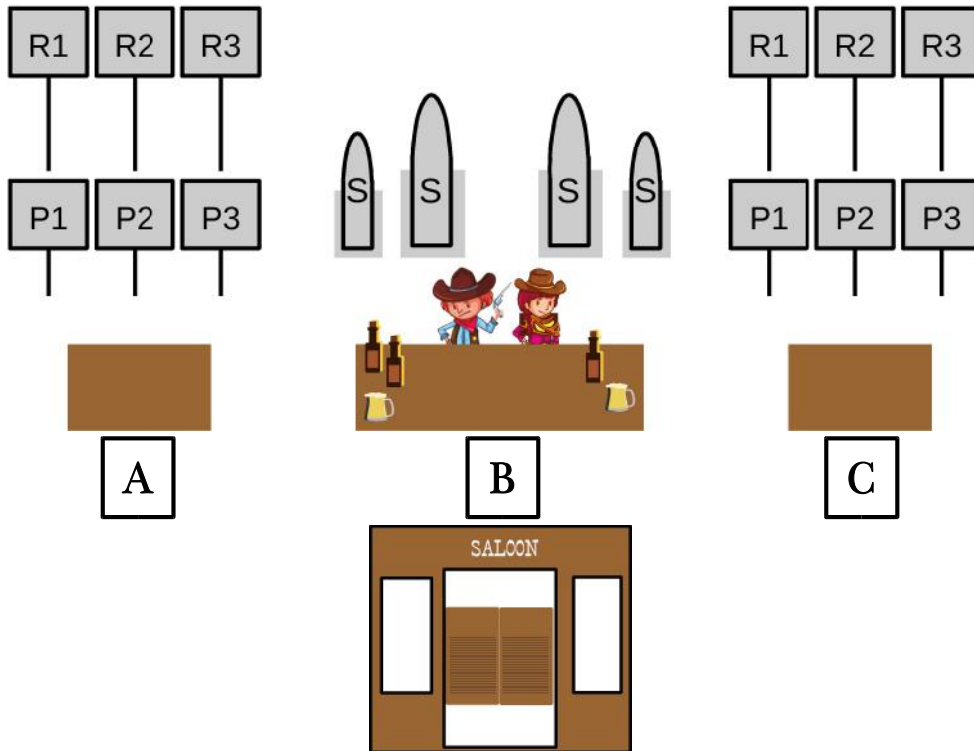
At A with Rifle: Starting on the left or right sweep all rifle targets: RP targets, plate rack, RP targets. (NOTE: Each plate is a no-miss 1 second bonus.)
Make rifle safe for down range movement.

At B and C with shotgun: Engage two shotgun fallers from each position.

At B or C with pistols: Starting on either target, alternate double tap for 10 rounds.

ORYGUN COWBOYS

STAGE 3



10 RIFLE

10 PISTOL

4+ SHOTGUN



START: Standing outside saloon doors, hands may be on doors.

Rifle staged at position B.

Shotgun staged position B.

Pistols holstered.

LINE: “ Your time is up. “

AT THE BEEP: Move through the doors. Pick up either rifle OR shotgun from bar at B.

At A or C with rifle:

Engage the rifle targets in a 2-6-2 sweep starting on either end.

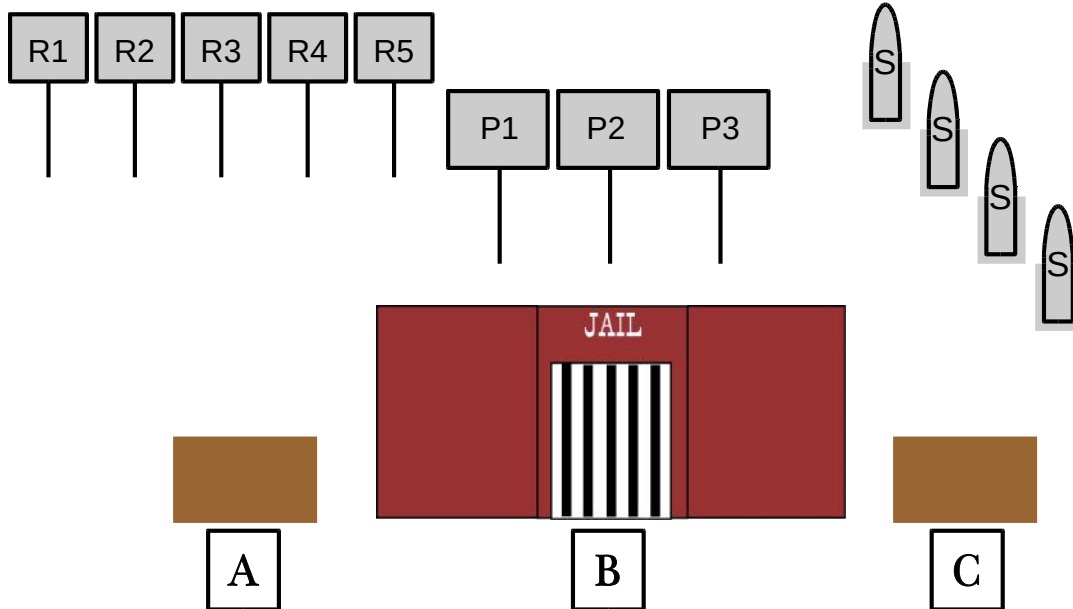
At A or C with pistols: Engage the pistols targets same instructions as rifle.

At A or C with shotgun: Engage the 4 shotgun fallers, any order.

Stages By:
Truly Goode

ORYGUN COWBOYS

STAGE 4



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position B, hands on bars.

Rifle staged at position A or C.

Shotgun staged at position A or C.

LINE: “ Where’s the sheriff? “

AT THE BEEP: Pistols must be first, rifle and shotgun any order.

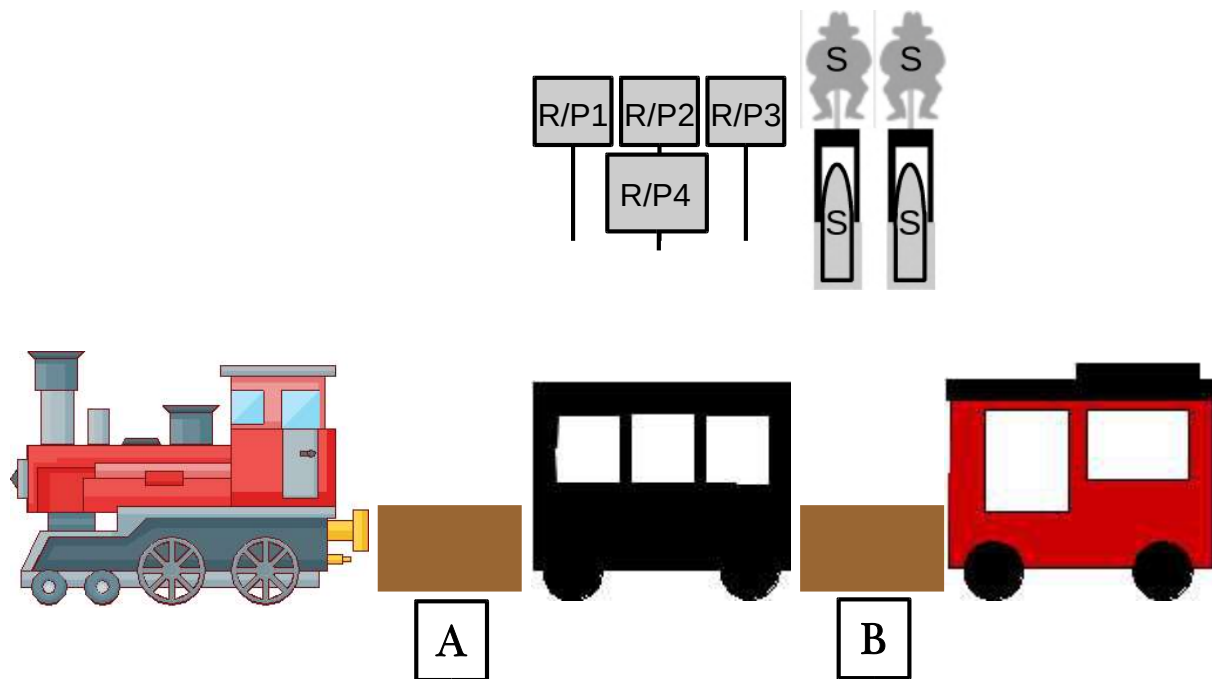
At B with pistols: Engage the pistol targets in two 1-1-3 sweeps. Both sweeps may start on either end.

At A with rifle: Engage the rifle targets in a 1-1-3 sweep starting on one end and a 1-1-3 sweep starting on the OTHER end.

At C with shotgun: Engage the 4 shotgun fallers, any order.

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STAGE 5



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A or B, hands at sides.

Rifle staged at position A or B.

Shotgun staged at position A or B.

Pistols holstered.

LINE: “ By the numbers “

AT THE BEEP: Guns may be shot in ANY order, both positions must be used.

At A or B with Rifle: Starting on either end, progressive sweep RP1-RP4 ending on RP4.

(example: 1, 2, 2, 3, 3, 3, 4, 4, 4, 4 or 3, 2, 2, 1, 1, 1, 4, 4, 4, 4)

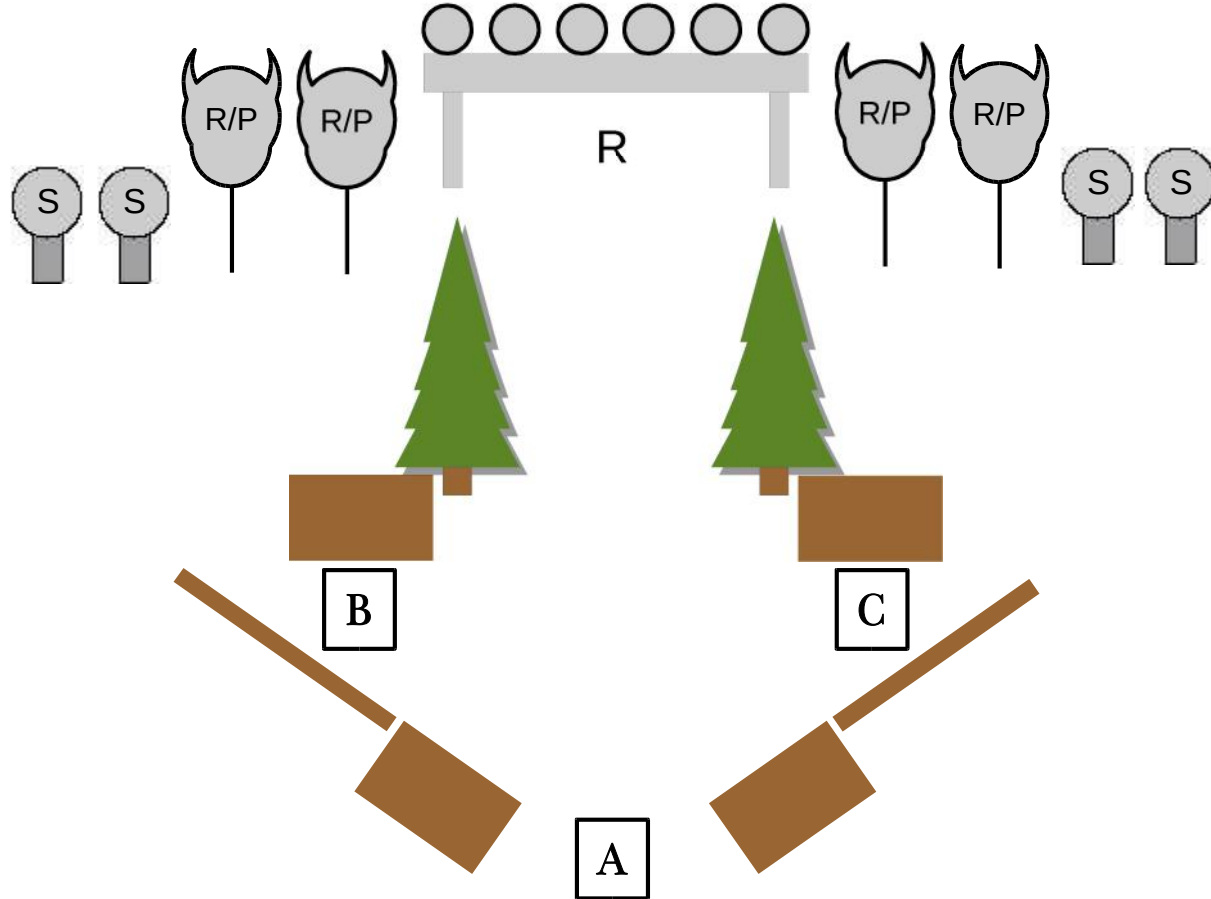
At A or B with Pistols: Engage RP targets same instructions as rifle.

At B with shotgun: Engage the shotgun fallers in any order.

Stages By:
Truly Goode

ORYGUN COWBOYS

STAGE 6



8 RIFLE 10 PISTOL 2+ SHOTGUN



START: Standing at position A, Rifle in hands.
Shotgun staged at B or C, opposite of chosen solid rifle targets.
Pistols holstered.

LINE: “ I’ll pick the target. “

AT THE BEEP: Rifle must be first, shotgun and pistols may be used any order.

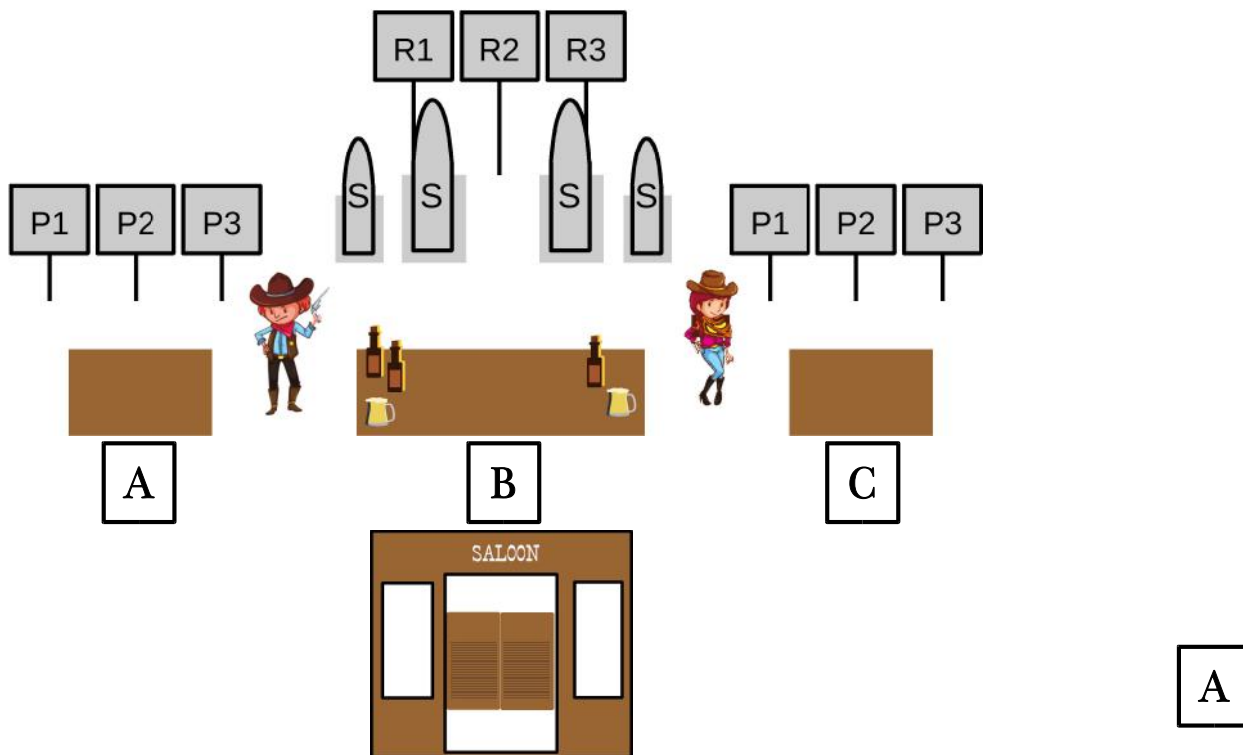
At A with Rifle: Engage the two RP targets **OPPOSITE** your staged shotgun, **THEN** 6 plates. Make rifle safe for down range movement. (NOTE: Each plate is a no-miss 1 second bonus.)

At B or C with pistols: Engage the two RP targets with 10 rounds, placing at least 1 round on each target.

At B or C with shotgun: Engage two shotgun fallers.

Stages By:
Truly Goode

ORYGUN COWBOYS STAGE 7



START: Standing outside saloon doors, hands may be on doors.

Rifle staged at position B.

Shotgun staged position B.

Pistols holstered.

LINE: “ The bar is open. “

AT THE BEEP: Move through the doors to B at the bar. Rifle or shotgun must be first. 2 positions must be used.

At B with rifle:

Triple tap each R target, placing last round on ANY targets (quad tap ok).

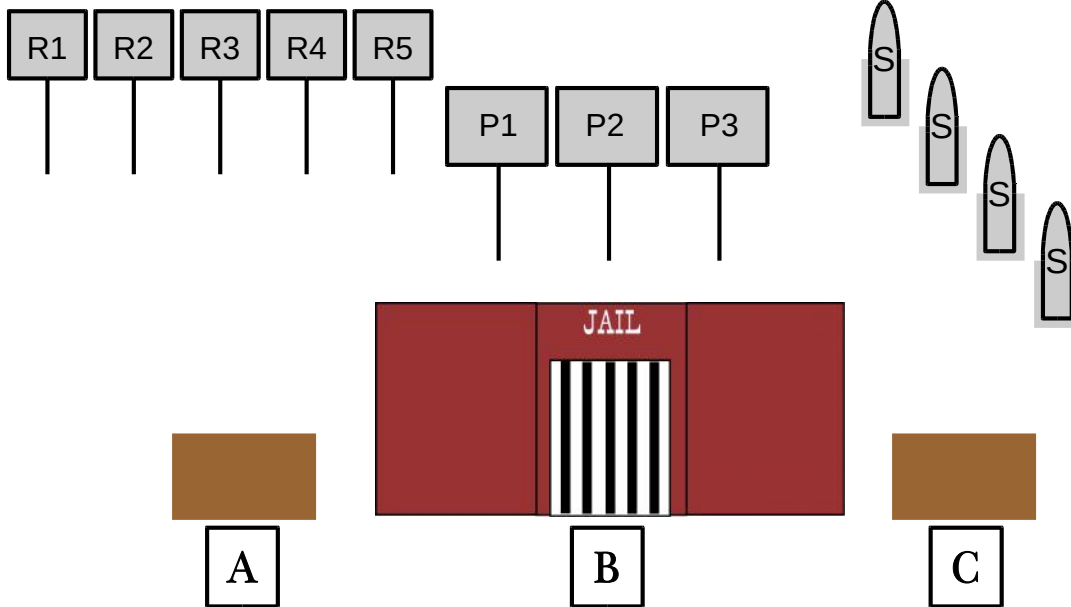
At any position(s) with shotgun: Engage the 4 shotgun fallers, any order.

At A or C with pistols: Engage the pistols targets same instructions as rifle.

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ORYGUN COWBOYS

STAGE 8



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at any position.
Rifle staged at position A or C.
Shotgun staged at position A or C.

LINE: “ This is what you get for cheating at cards. “

AT THE BEEP: Guns may be in ANY order.

At A with rifle: Starting on either end, sweep the rifle targets THEN place 5 rounds on the middle target.

At B with pistols: Starting on either end, sweep the pistol targets then place 2 rounds on the middle target, REPEAT instruction for next 5 rounds.

At C with shotgun: Engage the 4 shotgun fallers, any order.