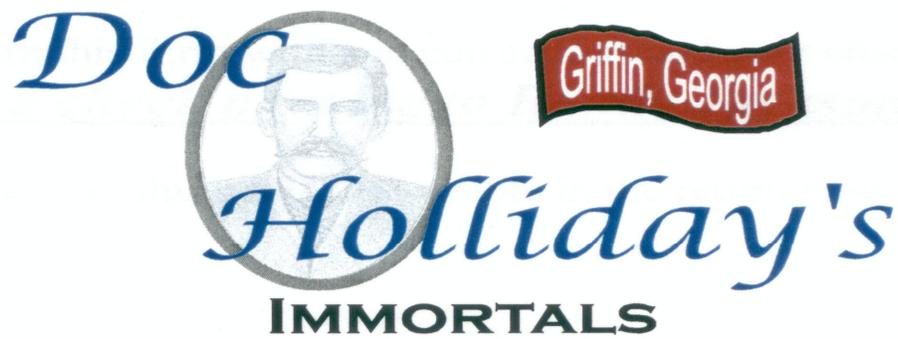


# Griffin Gun Club



**THE 2010 GEORGIA STATE  
SASS CHAMPIONSHIP MATCH**

**MAIN MATCH STAGES**

**NOTE:**

**FINAL MATCH DESIGN MAY VARY SLIGHTLY**

Version 4 - We warned you about variations... :)

The Television Show "Gunsmoke"



# Marshal Dillon Proves Himself



## Stage 1 Bay 1

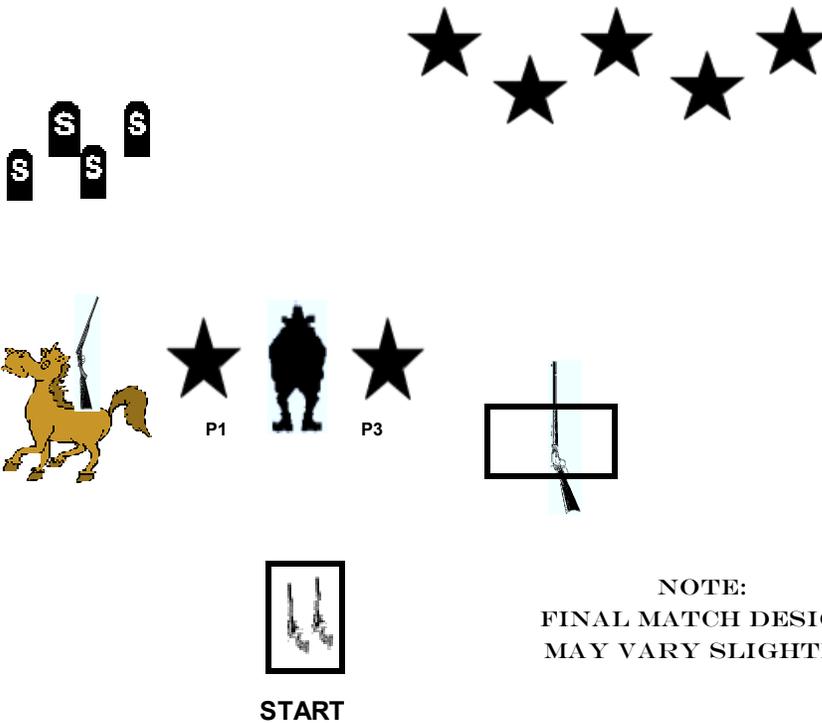
Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4+ Shells

Marshal Dillon is called out on the main street of Dodge City by a gunslinger who turns out not to be as fast as he thought. After winning that duel, Marshal Dillon has to overcome the friends of the gunslinger.

**Starting Position:** Start standing with both feet in the starting box facing the large cowboy pistol target.

**Staging:** Two Pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the right table. Shotgun staged on the left gun horse with at least four rounds on your person.

**Procedure:** Say "DRAW" and wait for the beep. At the beep, draw first pistol and shoot the large cowboy target five times. With second pistol, starting on P1, alternate shots on P1 and P3. Holster. Move to the rifle and engage rifle targets with a Nevada sweep from the left. Return rifle to table. Move to your shotgun and engage the four shotgun targets in any order. Four rounds must be fired.





# The Streets of Dodge City

## Stage 2 Bay 1



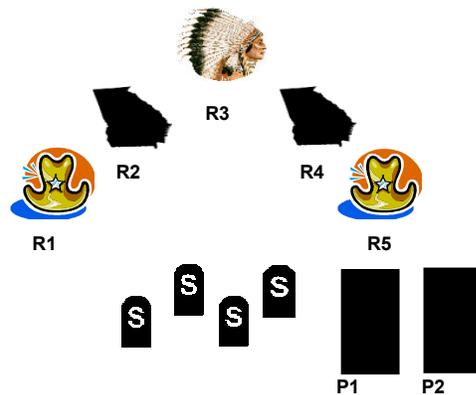
**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells**

While on his daily patrol of the streets of Dodge City, Marshal Dillon notices some shady characters enter the bank. When he gets to the doorway of the bank he finds them there robbing the bank. He takes quick action to end their robbing days.

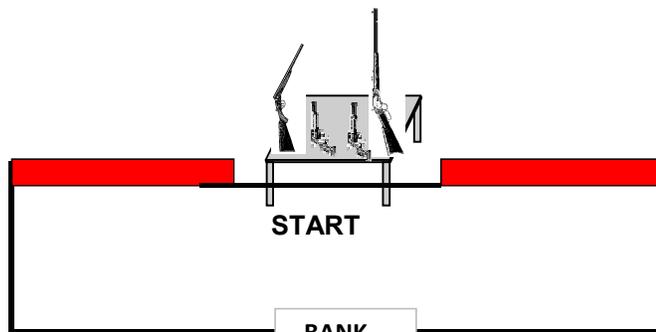
**Starting Position:** Start standing at the bank's doorway facing the robbers.

**Staging:** Two Pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the table in door. Shotgun staged on the table in door with at least four rounds on your person.

**Procedure:** Say "THIS WILL END BADLY FOR YOU" and wait for the beep. At the beep, shooter's choice on use of long guns and pistols, except the rifle can not be shot last. Rifle targets are engaged with double taps in the following order R1, R5, R2, R4, R3. Return rifle to the table. The first pistol will engage P1 with three shots and P2 with two shots. The second pistol will engage P2 with three shots and P1 with two shots. Holster. Shotgun targets are shot in any order and four rounds must be fired.



NOTE:  
FINAL MATCH DESIGN MAY VARY





# Festus and the Indians

## Stage 3 Bay 2



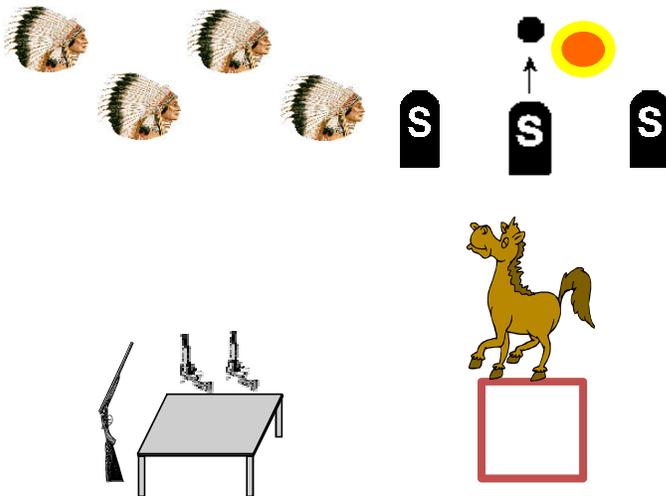
**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells**

Deputy Festus is riding the range far from town when he's confronted by a war party of angry Indians. There's nothing for him to do but fight for his life, so he jumps off his mule and gets to shooting.

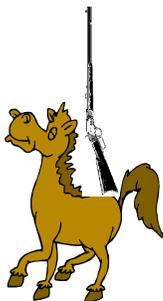
**Starting Position:** Standing behind the gun mule with rifle shouldered.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and shouldered. Shotgun staged on the table with at least four rounds on your person.

**Procedure:** Say "I JUST HATE INDIANS" and wait for the beep. After the beep, lever the rifle and engage the rifle/pistol targets in a Lawrence Welk\* sweep from either direction. Move with the rifle to the table. Using both pistols as needed, engage the rifle/pistol targets in a Lawrence Welk sweep from either direction. Holster. Retrieve shotgun, move to the right shooters box, with at least one foot inside the box, and engage the shotgun knockdowns and vomit target and flying clay in any order. NOTE: A miss on the flying clay will not count as a miss, but a five second bonus will be awarded if hit. LB's may engage the stationary clay instead of the flying clay, but they must still shoot the vomit knockdown in proper order. Four rounds must be fired.



\* Lawrence Welk Sweep  
R1 once, R2, twice, R3 three times, R4 four shots



NOTE:  
FINAL MATCH DESIGN MAY VARY SLIGHTLY



# Festus Can Shoot!

## Stage 4 Bay 2



**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells**

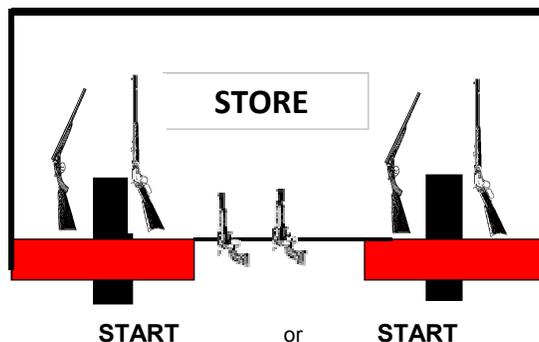
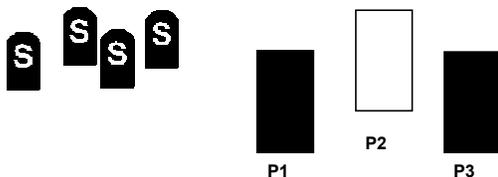
Marshal Dillon is out checking some trouble at a local ranch and he's left Chester to patrol Dodge City. Chester is notified some members of the infamous Georgia Gang are robbing the General Store, so Chester loads up and takes action.

**Starting Position:** Start with rifle or shotgun at Cowboy port arms at one window of the store.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and held at Cowboy port arms or staged in a window tray. Shotgun held at Cowboy port arms or staged in a window tray with at least 4 rounds on your person.

**Procedure:** Say "**HOLD ON THERE BOYS**" and wait for the beep. At the beep, shooters choice on long gun used to start the stage. Rifle targets are engaged in two 2-1-2 sweeps from either direction and returned to window tray. Shotgun targets are shot in any order and shotgun is returned to window tray. Four rounds must be fired. After the first long gun is engaged as previously described, move to the doorway, draw first pistol and engage pistol targets in a 2-1-2 sweep from either direction. Holster. Retrieve and engage second long gun as previously described. Return to doorway, and with second pistol engage the pistol targets in a 2-1-2 sweep from either direction. Holster.

NOTE:  
FINAL MATCH DESIGN  
MAY VARY SLIGHTLY





# Poachers Peril

## Stage 5 Bay 3



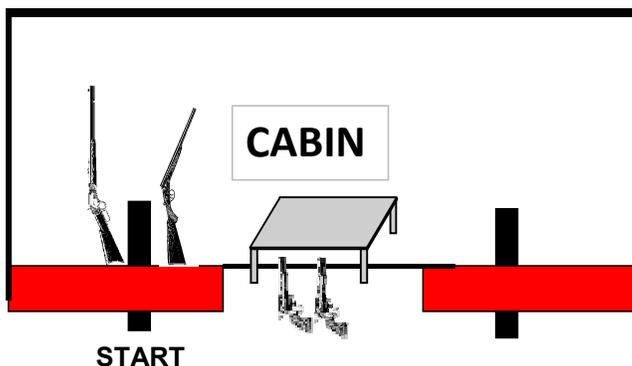
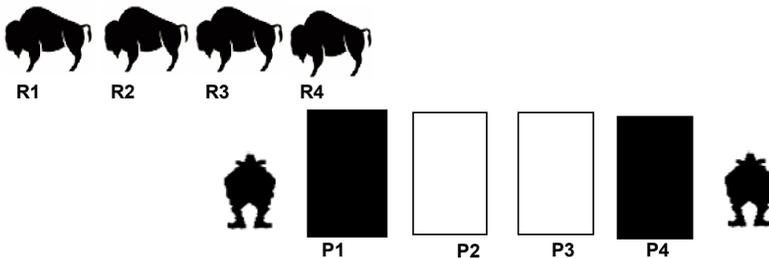
**Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 6+ Shells**

While riding across the range, Marshal Dillon happens upon a new cabin being used by a rowdy group of buffalo hunters illegally poaching buffalo on reservation land. The hunters decide to shoot first and talk later, so the Marshal has no choice but to overcome force with force.

**Starting Position:** Start at left window with hands on your pistols.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged in left window tray. Shotgun also staged in left window tray with at least 6 shells on your person.

**Procedure:** Say "YOU SHOULD HAVE TALKED FIRST" and wait for the beep. At the beep engage rifle targets from the left as follows: R1, R2, R1, R2, R3, R1, R2, R3, R4. Place rifle on tray. Pick up shotgun and shoot each swinger once. With the shotgun, move to the doorway and engage each swinger once. Place shotgun on the table. With first pistol shoot P1 twice and P2 three times. With second pistol shoot P4 twice and P3 three times. Retrieve shotgun, move to right window and engage each swinger once. Six rounds must be fired.



NOTE:  
FINAL MATCH DESIGN  
MAY VARY SLIGHTLY



# Newly's Stand

## Stage 6 Bay 3



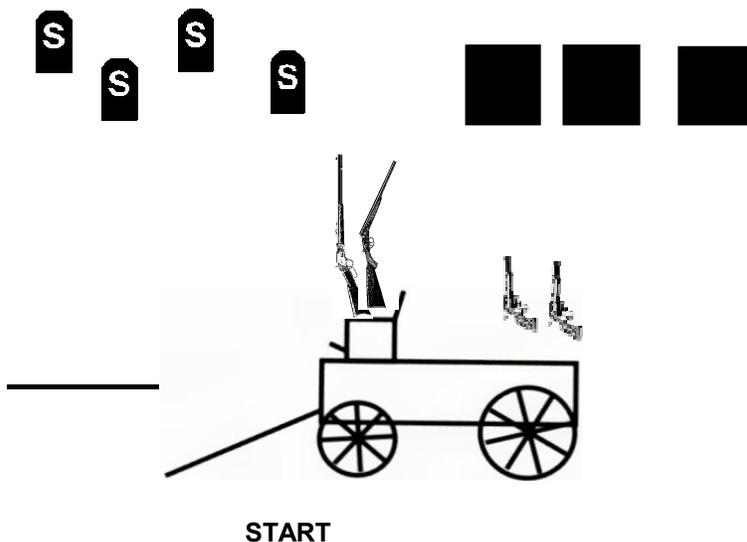
### Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4+ Shells

Newly volunteers to deliver supplies to the outlying ranches. On the way, Newly is attacked by some bandits who want the supplies for themselves. Newly gets behind the wagon and protects his load.

**Starting Position:** Start standing beside the wagon seat.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the wagon seat. Shotgun staged on the wagon seat with at least 4 shells on your person.

**Procedure:** Say "YOU BOYS MADE A MISTAKE" and wait for the beep. At the beep, engage the rifle targets in a Nevada sweep in either direction starting on R2. Return rifle to seat. Move to the wagon bed (Past the line marker), and with first pistol Nevada sweep the pistol targets from the left. With second pistol put at least one round on each pistol target. Holster. Move back to the wagon seat, retrieve shotgun and shoot the shotgun knockdowns in any order. Four rounds must be fired.



NOTE:  
FINAL MATCH DESIGN  
MAY VARY SLIGHTLY



# Matt Keeps His Prisoner

## Stage 7 Bay 4



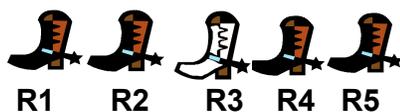
**Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 6+ Shells**

Marshal Dillon has to deliver a convicted prisoner to the prison to begin serving his sentence. On the train ride to the prison, while Marshal Dillon is talking to the engineer, members of the prisoner's gang attack the train to free their friend. Marshal Dillon sees they're trying for the engine, but he ain't about to let them get his prisoner.

**Starting Position:** Start standing behind the tray in the engineer's window.

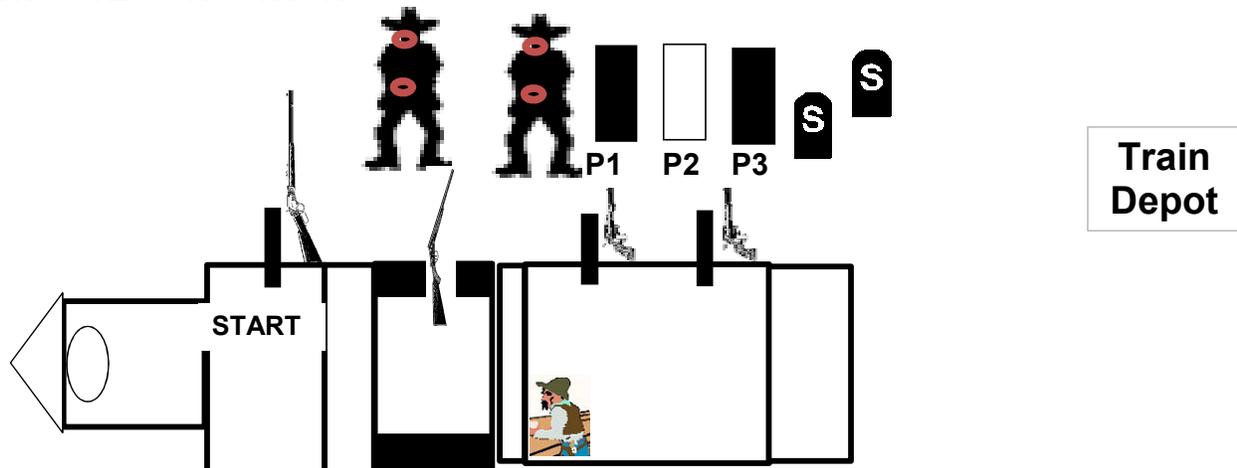
**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged in the tray in the engine. Shotgun staged on the shelf of the tender car with at least six rounds on your person.

**Procedure:** Say "YOU CAN'T HAVE HIM" and wait for the beep. At the beep retrieve rifle and, starting on R3, Nevada sweep the rifle targets from either direction. Return rifle to tray. Retrieve the shotgun and shoot the left Iron Cowboy clay targets, two rounds must be fired. Move with the shotgun to the left window of the passenger car and engage the right Iron Cowboy clay targets, two rounds must be fired. Put shotgun on tray, draw first pistol and shoot P2 three times and P1 twice. Holster, retrieve shotgun, move to the right window of the passenger car and engage the two shotgun knockdown targets, two rounds must be fired. Put shotgun on right tray, draw second pistol and shoot P2 three times and P3 twice. Holster.



NOTE:

FINAL MATCH DESIGN MAY VARY SLIGHTLY





# The Wrong Depot

## Stage 8 Bay 4



### Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells

Chester reports to Marshal Dillon that a gang of rough looking riders have been gathering near the Train Depot where a large gold delivery has been received for shipment. Marshal Dillon suspects they plan on a stealing the gold, so he goes to the Depot to foil their plans.

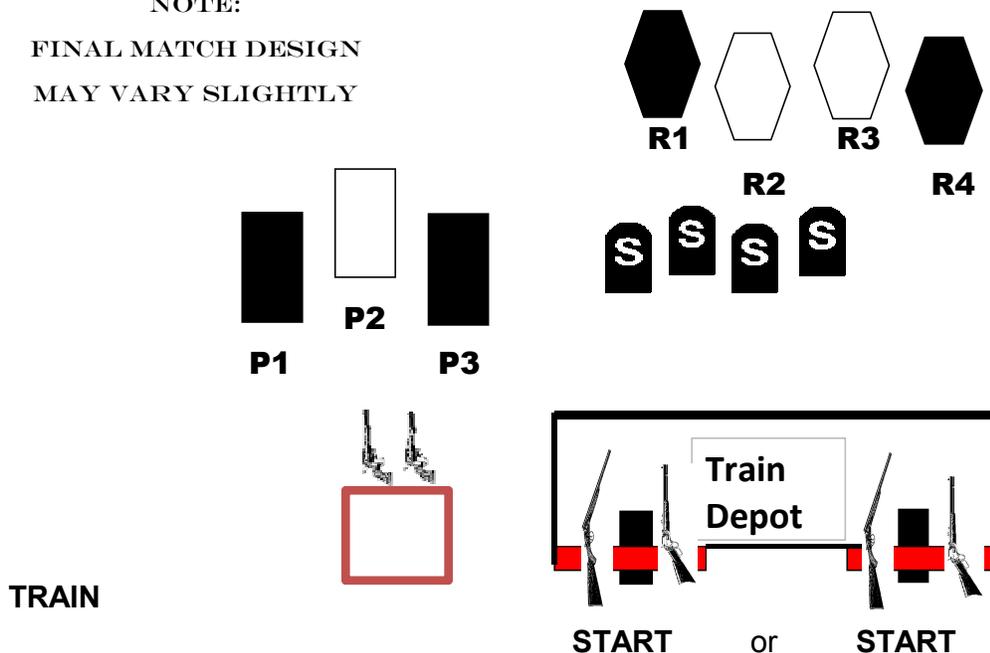
**Starting Position:** Start with hands on right or left window tray of the Depot not touching long guns.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged in a window tray of the Train Depot. Shotgun staged in another window tray of the Train Depot with at least 4 rounds on your person.

**Procedure:** Say "YOU PICKED THE WRONG DEPOT TO ROB" and wait for the beep. At the beep, shooter's choice on long gun used to start the stage. Rifle targets are engaged in the following order: R1 four shots, R2 one shot, R4 four shots, R3 one shot. Return rifle to window tray. Shotgun targets are shot in any order, four rounds must be fired. Return shotgun to window tray. Move to the left to the shooting box placing at least one foot inside the box. Draw first pistol and engage the pistol targets in the following order: P1 four shots, P2 one shot. With second pistol engage P3 with four shots and P2 with one shot. Holster.

NOTE:

FINAL MATCH DESIGN  
MAY VARY SLIGHTLY





# For Miss Kitty's Honor

## Stage 9 Bay 5



**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells**

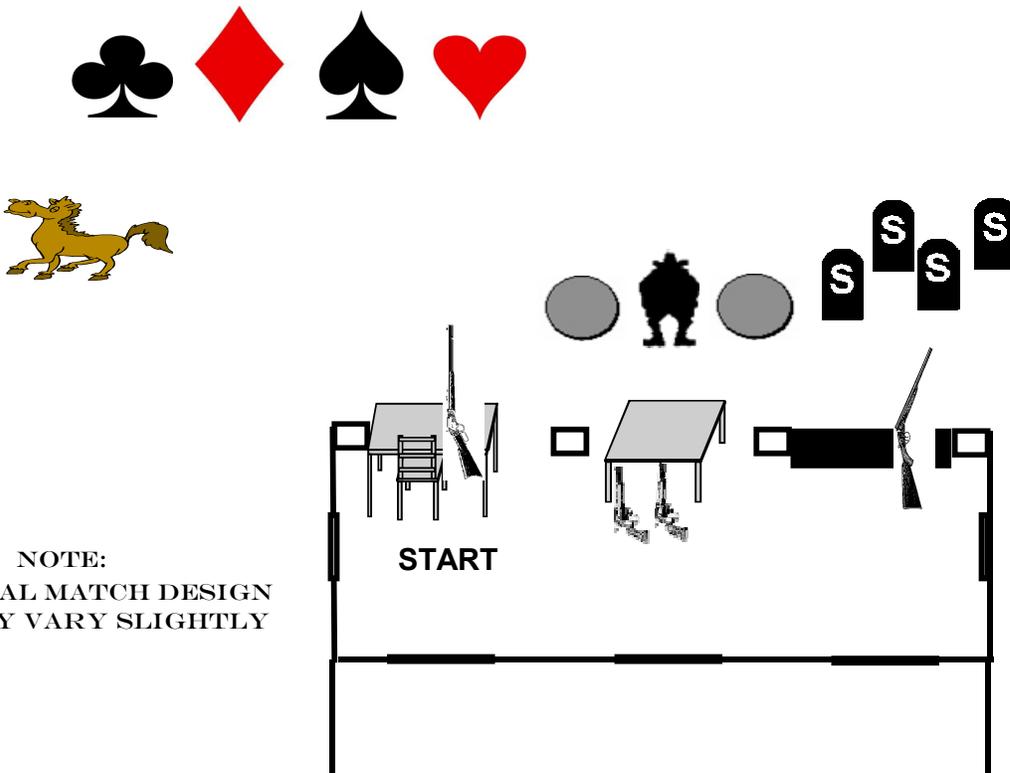
A good cowhand is playing cards in the saloon when he overhears a bunch of rowdy drovers, one of whom he's playing cards with, saying very ungentlemanly things to Miss Kitty. The cowhand yells out "You don't talk that way to Miss Kitty", and the gunplay begins.

**Starting Position:** Start sitting at the left table holding cards in both hands.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the left table. Shotgun is staged on the bar with at least 4 rounds on your person.

**Procedure:** Say "YOU DON'T TALK THAT WAY", and wait for the beep. At the beep, stand up, retrieve rifle and engage the horse activator target with the first round, then the card suite targets with two sweeps from either direction. With the 10th round shoot the moving horse head for a 5 second bonus. Return rifle to table. Move behind the center table, draw your first pistol and engage the pistol targets in a Nevada sweep from either direction. With second pistol shoot the Big Cowboy five times. Holster. Move to the shotgun and engage the four shotgun targets in any order. Four rounds must be fired.

**Note :** The activator can be shot twice if needed to knock it down. If the activator does not go down after the second shot, one miss and no bonus will be awarded.





# Sam The Bartender

## Stage 10 Bay 5



**Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4+ Shells**

Sam is at the bar when some rowdy cowboys start shooting up the place. Sam yells out for them to stop shooting, but they take no heed and endanger the other customers. There's nothing for Sam to do but take action to stop those mean drunk cowboys.

**Starting Position:** Start standing behind bar with hands flat on bar not touching guns.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the bar. Shotgun staged on the bar with at least 4 rounds on your person.

**Procedure:** Say "**STOP THAT SHOOTING**", and wait for the beep. At the beep, shooter's choice on long gun order. Rifle targets are engaged in a triple tap sweep from either direction and rifle is returned to bar. Shotgun targets are engaged in any order and shotgun is returned to bar. Four rounds must be fired. After long guns are shot, move behind center table. With first pistol shoot P1 twice and P2 three times. With second pistol shoot P3 twice and P2 three times. Holster.

NOTE:  
FINAL MATCH DESIGN  
MAY VARY SLIGHTLY

