

SASS®



MOUNTED SHOOTING™



SASS Mounted Shooting™

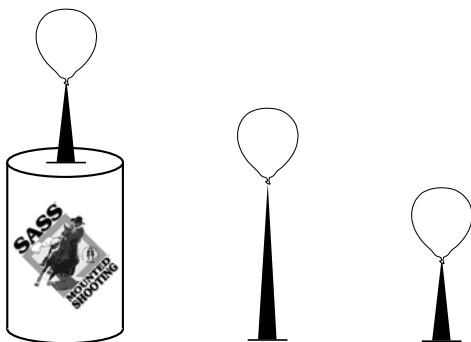
**Course of Fire
Stage Book**



Course of Fire Stage Design

A stage is a “course of fire” or riding and shooting pattern designed for the maximum enjoyment of competitors and spectators while testing horsemanship and shooting skills. When designing and setting a stage, the safety of riders, horses, and spectators is always a primary concern. A standard Mounted Shooting stage has ten targets. A contestant engages the course of fire with two single action revolvers loaded with five blank cartridges. Revolvers are used one at a time. With the first revolver, a contestant engages the first designated course of fire (the first half of the stage). Upon completing the course, the contestant shall holster the now empty revolver and draw the second revolver and ride to engage the second half of the stage.

Course of fire as defined in the riders meeting takes precedent over any printed material.



LEGEND



Barrel



Light Target



Dark Target



Short

A target on a short stick



Target on top of a barrel



Gate

Gate: you must pass between these two objects. This may be done from either direction.



A path that must be followed



You may go around the objects from either direction



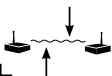
Object may be engaged from either side. You may go between objects from either direction.



Full barrel turn



Timer



Start/Finish Indicator

- **2TR-Two Target Rule:** If two targets are burst by gun fire, of same or different color, it will not be a miss and poles do NOT have to be shot. The extra round may be used to pick off a missed target.
- **Gate Rule:** Targets do NOT have to be shot going through a gate. Rider must pass through the gate from either side. Horse's entire body must pass through gate – tails do not count.
- Targets should be a minimum distance of 12 feet from barrel.
- Any target set on top a barrel may be engaged going in or coming out of the barrel, (this includes the Rundown barrel).
- **Rounding a Barrel:** Does not mean crossing your path or a 360 degree turn.
- **Full Barrel Turn:** Means crossing your path.
- A rider may go back and round a barrel or pick up a gate to avoid a penalty.
- Standard spacing for a Rundown balloon is 36 feet.
- A standard Gate is 15 feet.
- Rundown in a straight line may be shot from either side and may be gone in between.

- Target may be shot in any order, from either side, unless specifically noted.
- An ideal arena is 300 feet by 150 feet. Distance between the targets and barrels may be shortened to accommodate a smaller arena.
- It is each club's responsibility to insure arena safety. If, for any reason, a rider is concerned about the safety of an arena, they should withdraw from competition. Rider enter at their own risk.

Instructions

- Shoot the farthest light targets first
- Shoot all the light targets first, before rounding the barrel
- Shoot five of one color, round the barrel, shoot five of the other color
- Stay on the outside of all of the light targets
- Pole Bend light targets
- Shoot five, round barrel, round the barrel, shoot five
- Shoot light target last, shoot dark target last
- Shoot the entire Random course first, then round the Rundown barrel
- Shoot all light targets first. Then shoot the dark targets. You must round the barrel
- Shoot per diagram

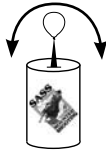
Procedurals

- Failure to shoot the targets in proper order
- Failure to shoot all the correct targets before rounding the barrel
- Failure to round the barrel
- Failure to go through the gate
- Failure to follow the prescribed pattern

Notes

- When in doubt, favor the rider
- There is only ONE Procedural per stage
- If a rider corrects his/her mistake, there is no procedure





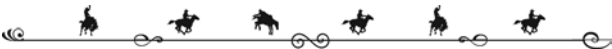
~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel

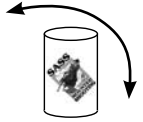
D. Stay on the outside of all of the light targets

Procedurals: 2, 3, 5



**Course of Fire**

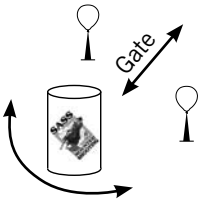
**1**



Gate



Short



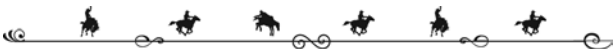
Start/Finish



A. Shoot the farthest light targets first

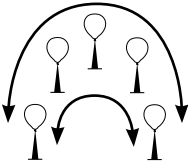
H. Shoot the entire Random course first, then round the Rundown barrel

Procedurals: 1, 3, 4



**Course of Fire**

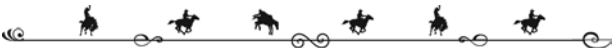
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~~~~~ *Start/Finish* ~~~~~

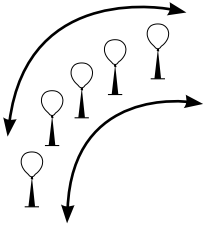


B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3



Course of Fire

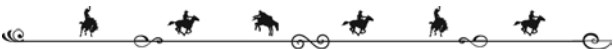
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~~~~~ *Start/Finish* ~~~~~

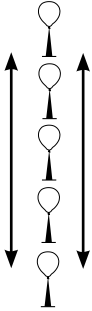


B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3



### Course of Fire

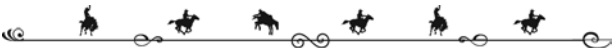
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~~~~~ *Start/Finish* ~~~~~

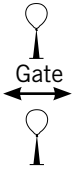
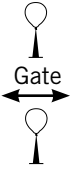


B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3



Course of Fire

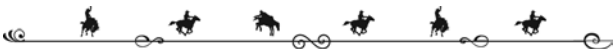
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~~~~~ *Start/Finish* ~~~~~

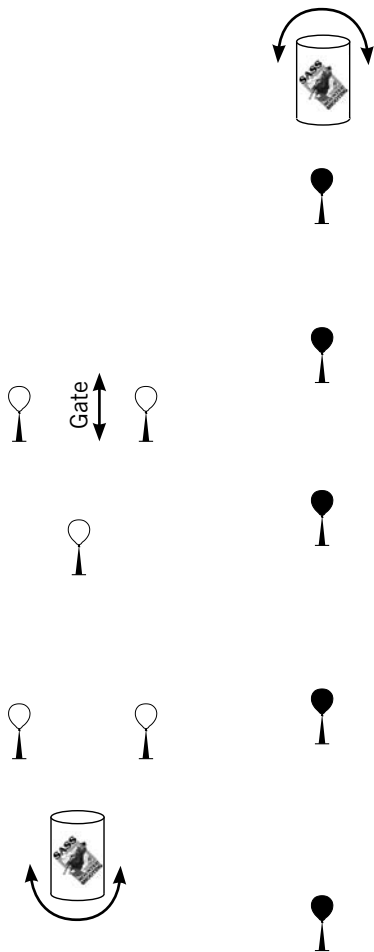


H. Shoot the entire Random course first, then round the Rundown barrel  
Procedurals: 2, 3, 4



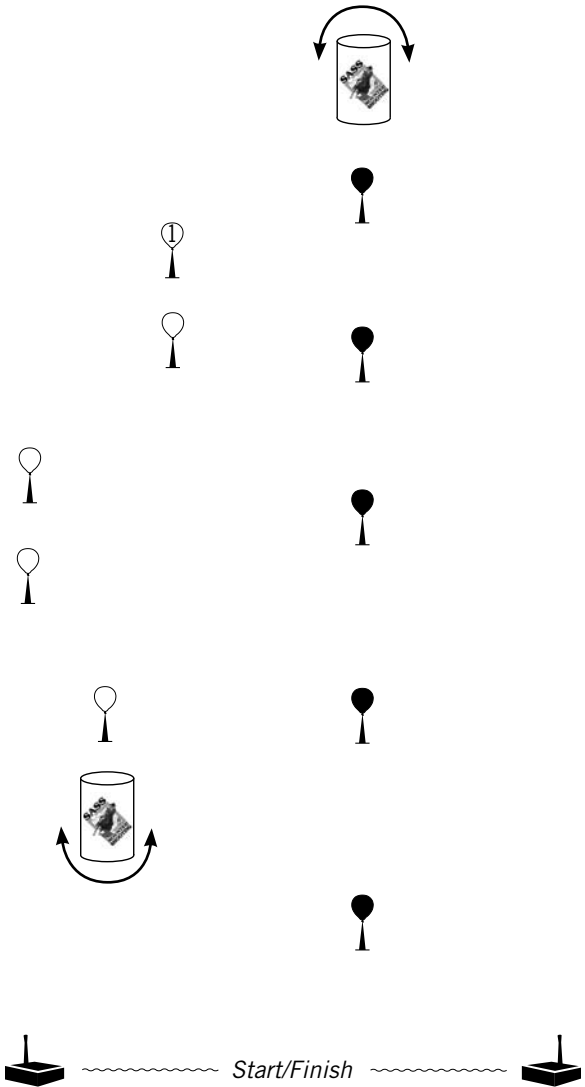
## Course of Fire

6

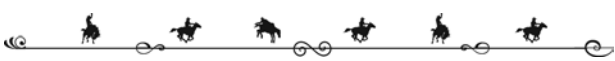


B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3, 4





- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3, 4



**Course of Fire**





~~~~~ *Start/Finish* ~~~~~



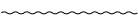
B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3



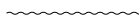
Course of Fire



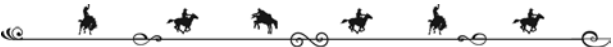
2TR
Short



Start/Finish

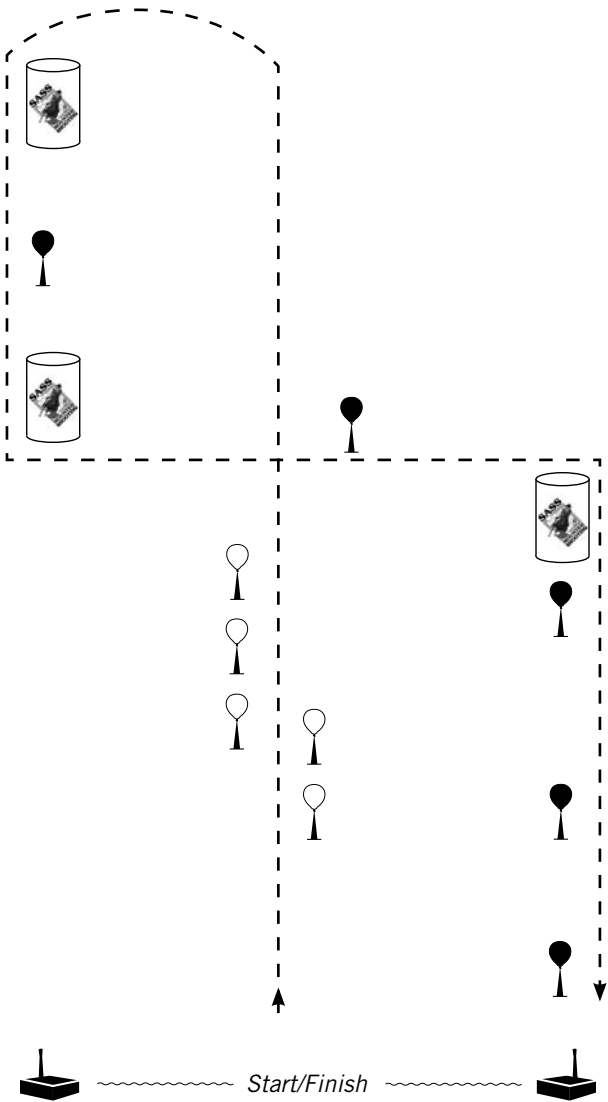


B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3

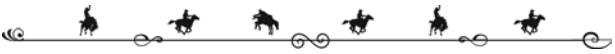


Course of Fire

10



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3, 5





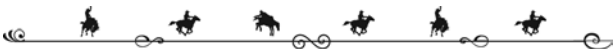
~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel

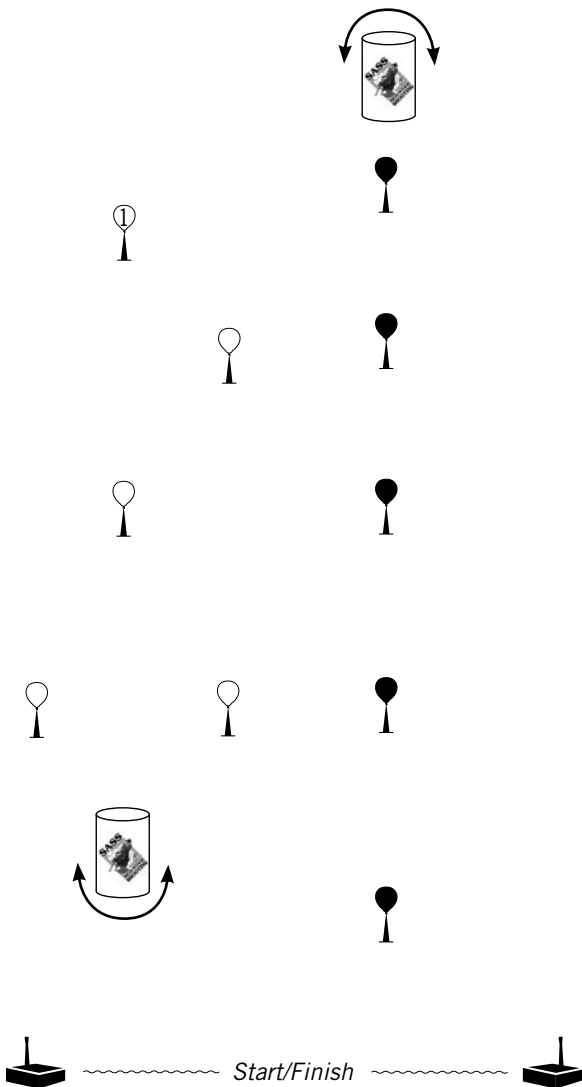
E. Pole Bend light targets

Procedurals: 2, 3, 5

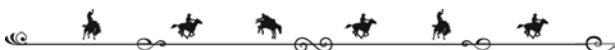


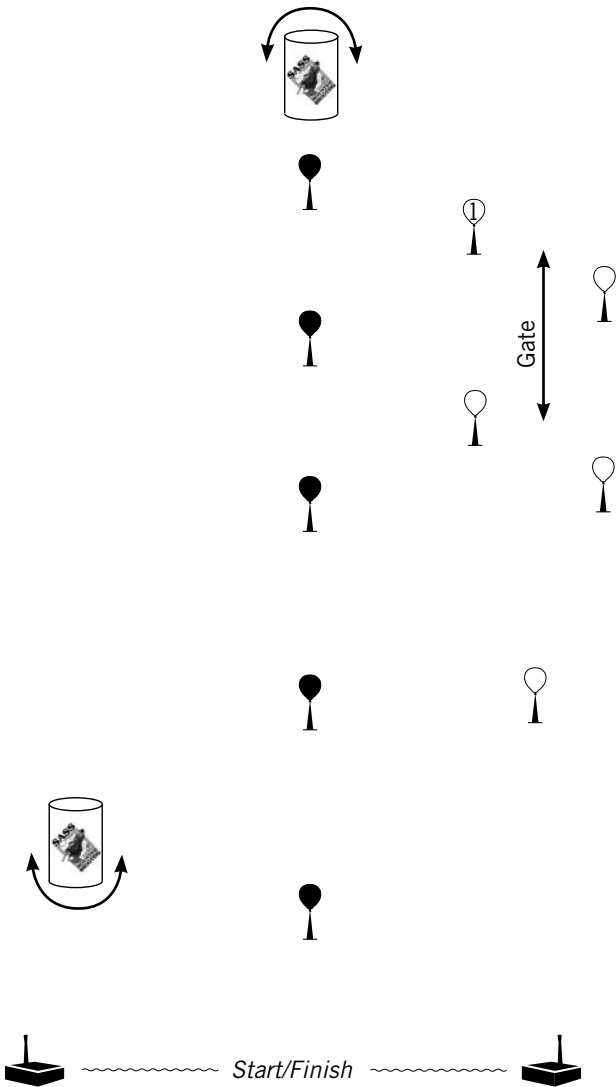
## Course of Fire

12



- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3

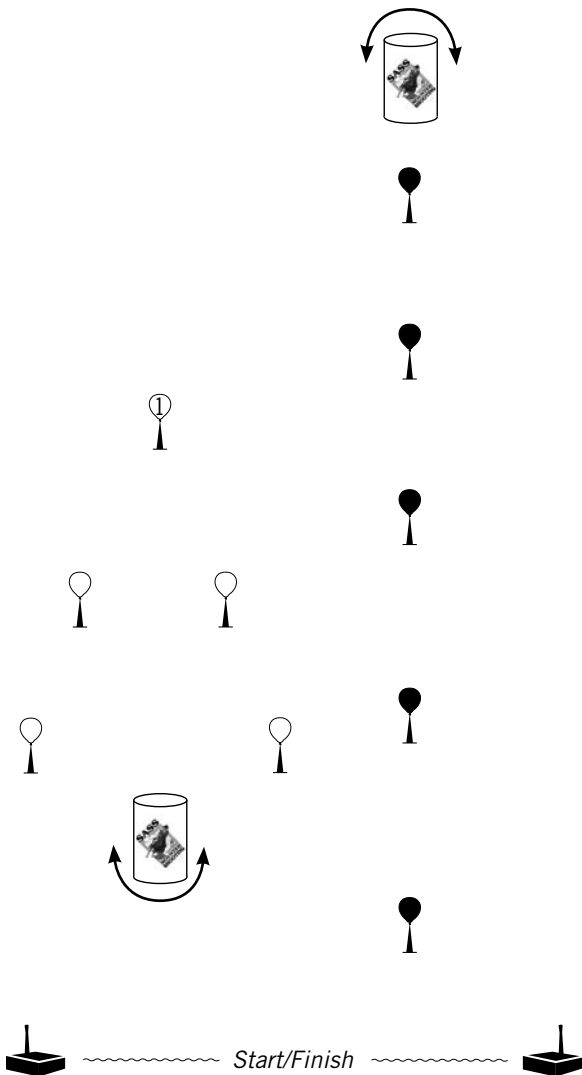




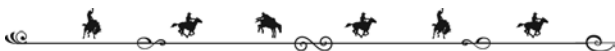
- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3, 4



**Course of Fire**



- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3



**Course of Fire**



2TR



~~~~~ *Start/Finish* ~~~~~

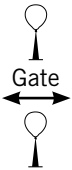


C. Shoot five of one color, round the barrel, shoot five of the other color
Procedurals: 3



Course of Fire

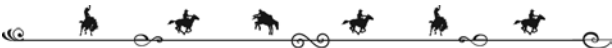
16



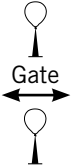
~~~~~ *Start/Finish* ~~~~~



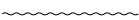
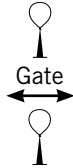
B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3, 4



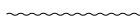
## Course of Fire



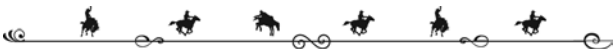
Short



*Start/Finish*



B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 3, 4



**Course of Fire**

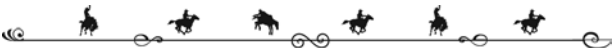
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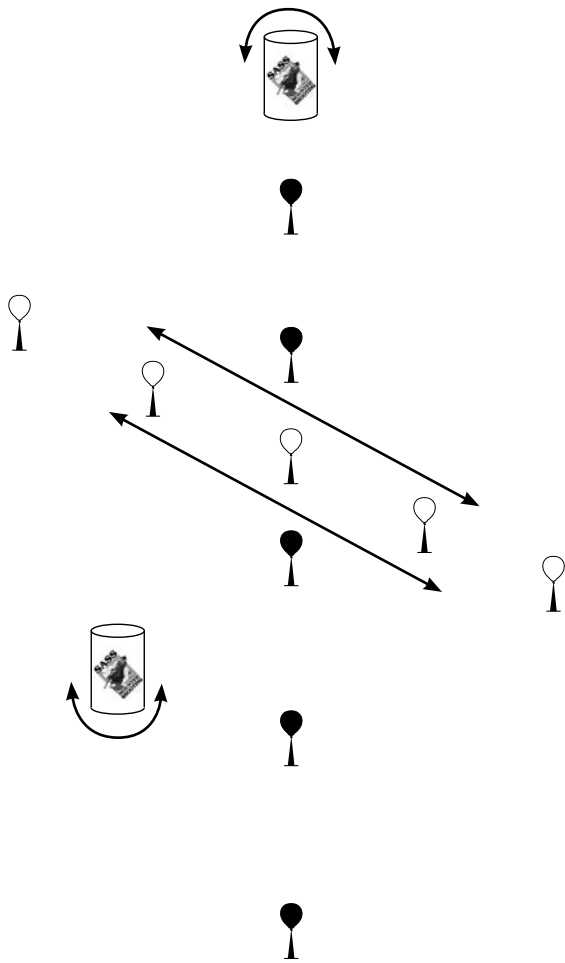
~~~~~ *Start/Finish* ~~~~~



C. Shoot five of one color, round the barrel, shoot five of the other color
Procedurals: 3

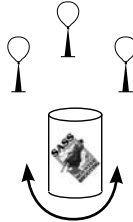


Course of Fire



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3

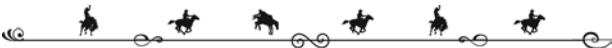




~~~~~ *Start/Finish* ~~~~~



- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3, 4

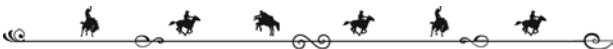




~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3, 4



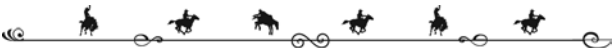
Course of Fire



~~~~~ *Start/Finish* ~~~~~

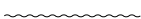
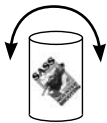


B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3, 4



### Course of Fire

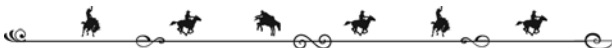




*Start/Finish*

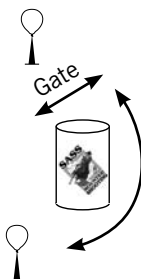
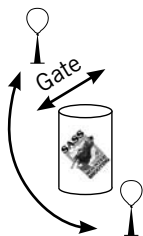
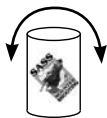


B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3



**Course of Fire**

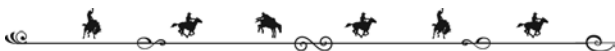
24



~~~~~ *Start/Finish* ~~~~~



H. Shoot the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3, 4



Course of Fire

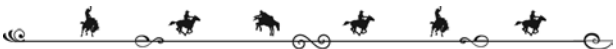
25



~~~~~ *Start/Finish* ~~~~~



H. Shoot the entire Random course first, then round the Rundown barrel  
Procedurals: 2, 3



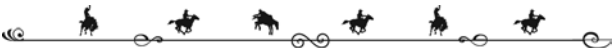
## Course of Fire



~~~~~ *Start/Finish* ~~~~~

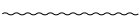


B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3

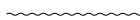


Course of Fire

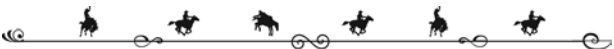
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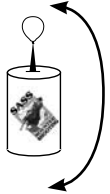
Start/Finish



B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3



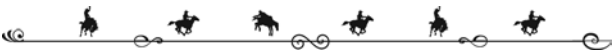
Course of Fire



~~~~~ *Start/Finish* ~~~~~

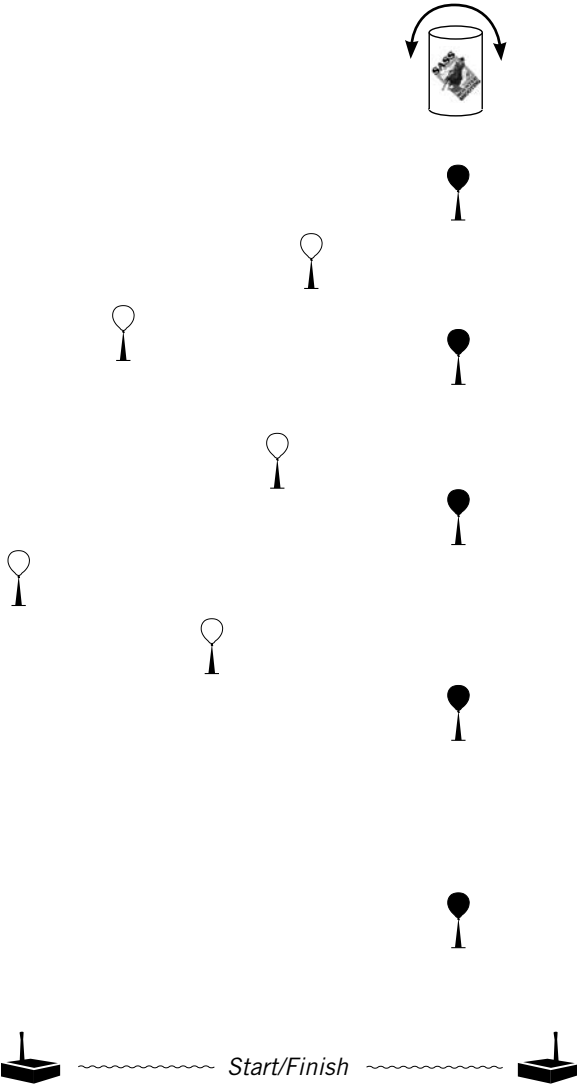


B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3



### Course of Fire





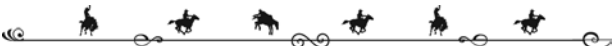
B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3



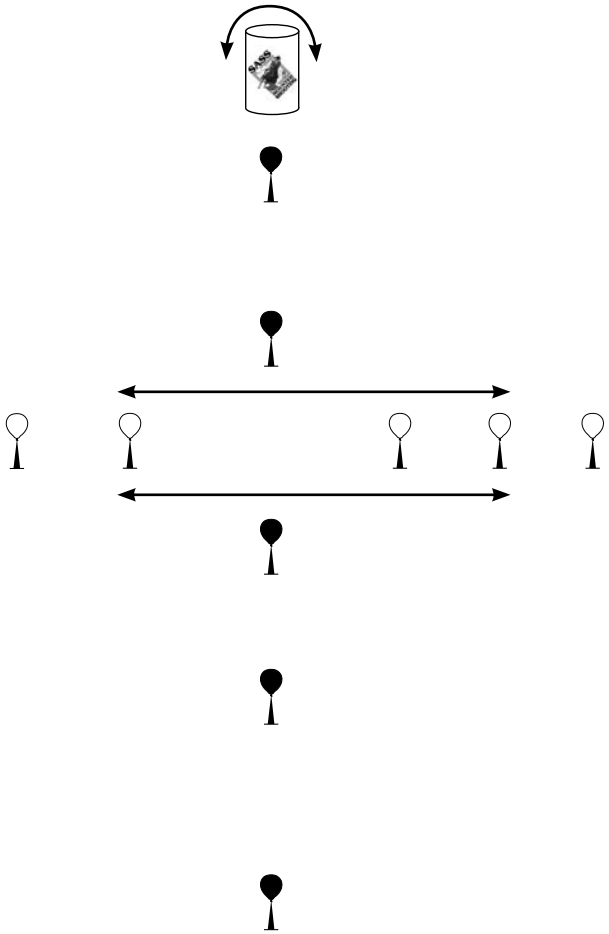
~~~~~ *Start/Finish* ~~~~~



- A. Shoot the farthest light targets first
 - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3, 4



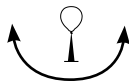
Course of Fire



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3



Course of Fire



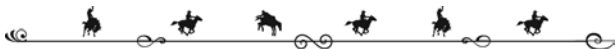
~~~~~ *Start/Finish* ~~~~~



A. Shoot the farthest light targets first

H. Shoot the entire Random course first, then round the Rundown barrel

Procedurals: 1, 2, 3



## Course of Fire



~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3, 4



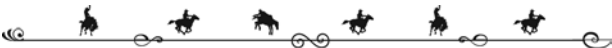
Course of Fire



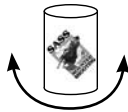
~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3



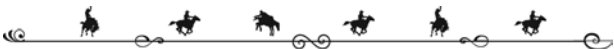
## Course of Fire



~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3, 4



Course of Fire



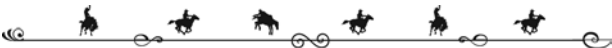
2TR



~~~~~ *Start/Finish* ~~~~~

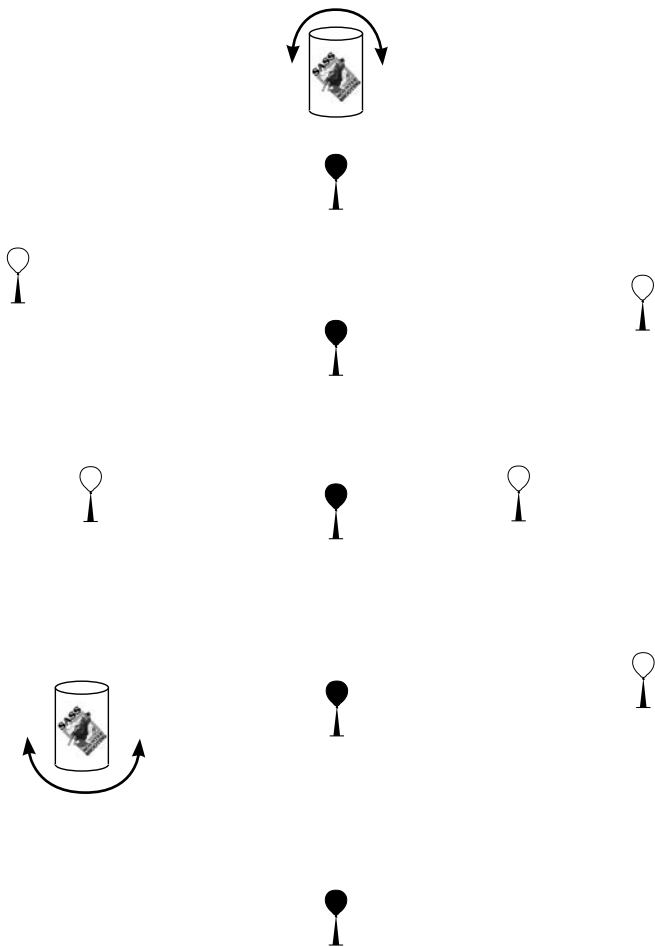


C. Shoot five of one color, round the barrel, shoot five of the other color  
Procedurals: 2, 3



**Course of Fire**

37

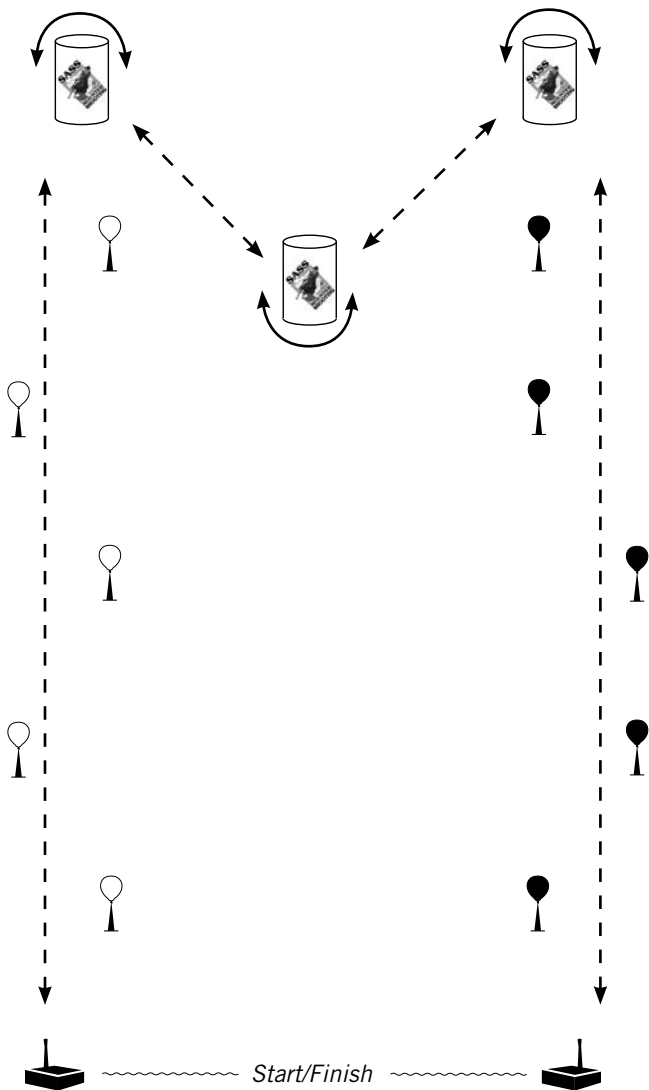



 ~~~~~ *Start/Finish* ~~~~~
 

B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3

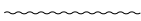


Course of Fire

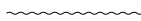


F. Shoot five, round barrel, round the barrel, shoot five
 Procedurals: 2, 3, 5

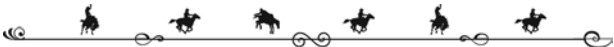




Start/Finish

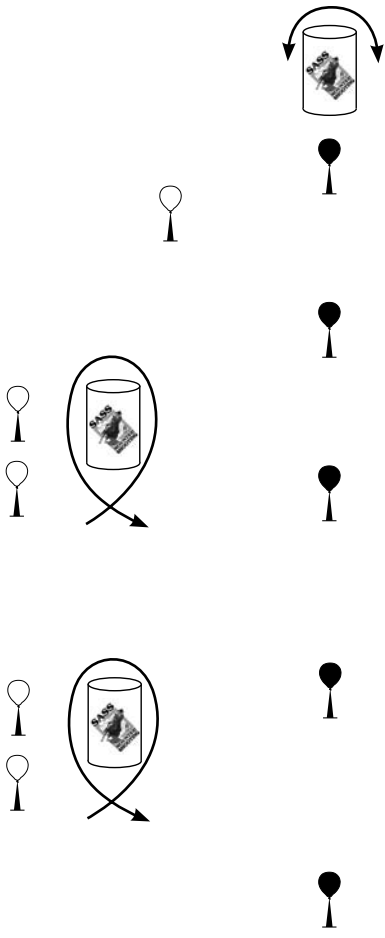


C. Shoot five of one color, round the barrel, shoot five of the other color
Procedurals: 2, 3

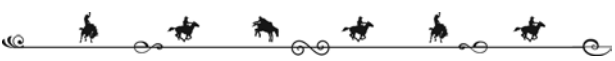


Course of Fire

40



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3, 4



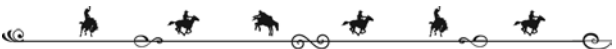


~~~~~ *Start/Finish* ~~~~~

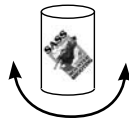


I. Shoot all light targets first. Then shoot the dark targets. You must round the barrel

Procedurals: 3, 4, 5



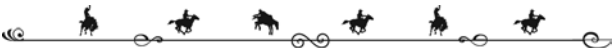
## Course of Fire



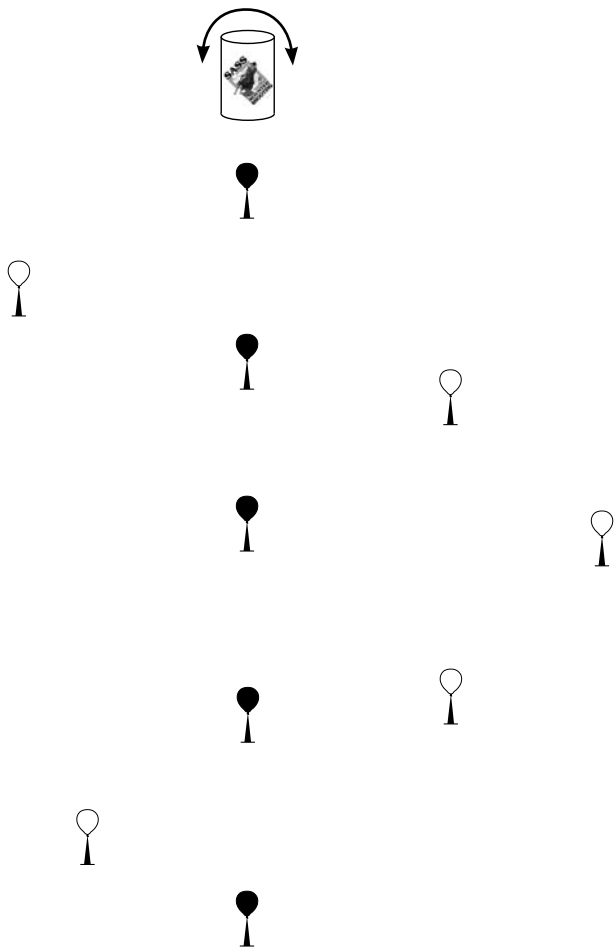
~~~~~ *Start/Finish* ~~~~~



B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3, 4, 5



Course of Fire



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3



Course of Fire





Engage Last

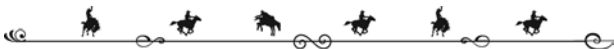
Engage Last



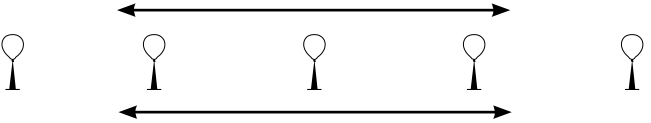
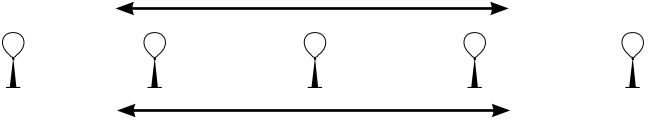
~~~~~ *Start/Finish* ~~~~~



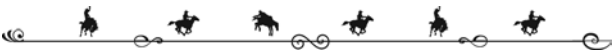
G. Shoot light target last, shoot dark target last  
Procedurals: 5



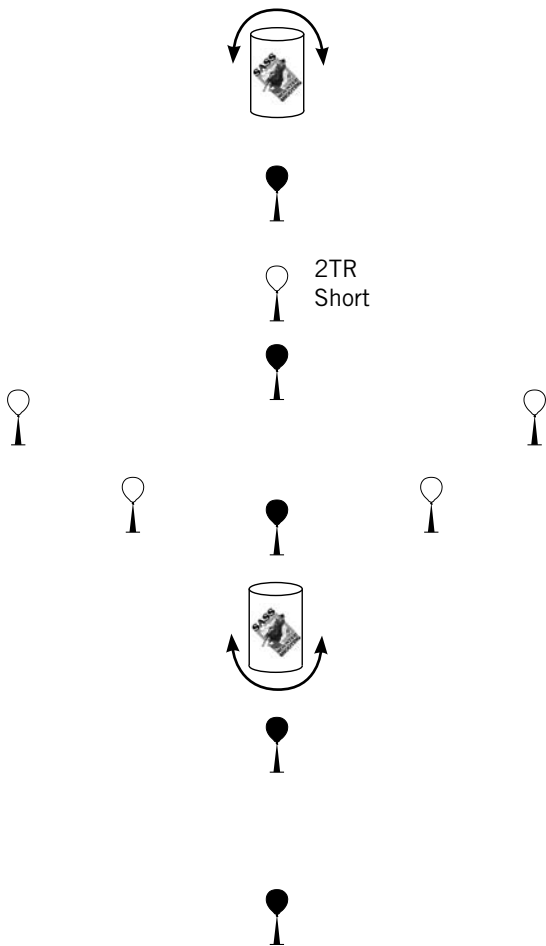
### Course of Fire



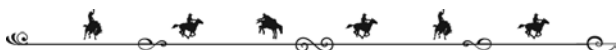
B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3



### Course of Fire

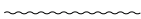


B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3

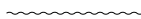




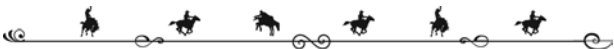
2TR  
Short



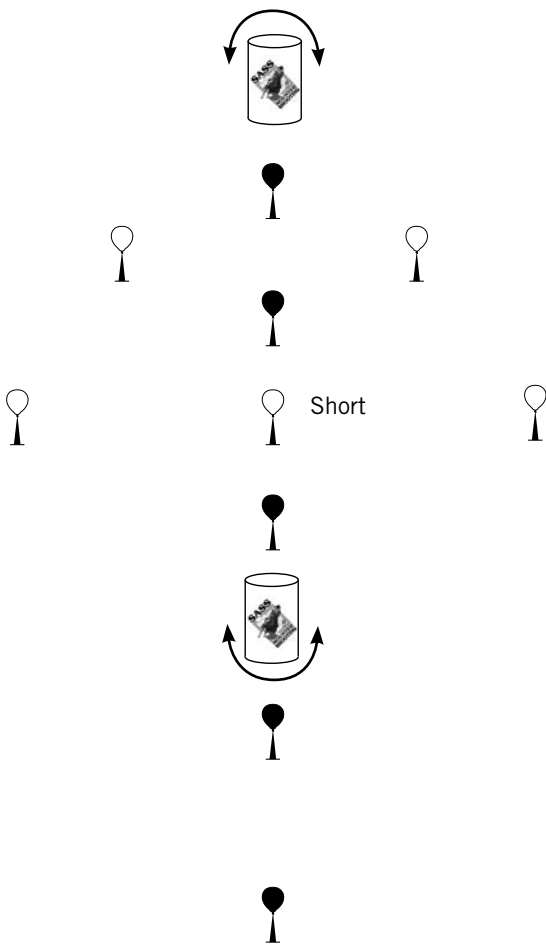
*Start/Finish*



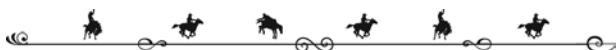
B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3



## Course of Fire

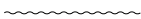


B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3

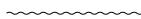




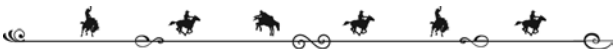
2TR  
Short



*Start/Finish*

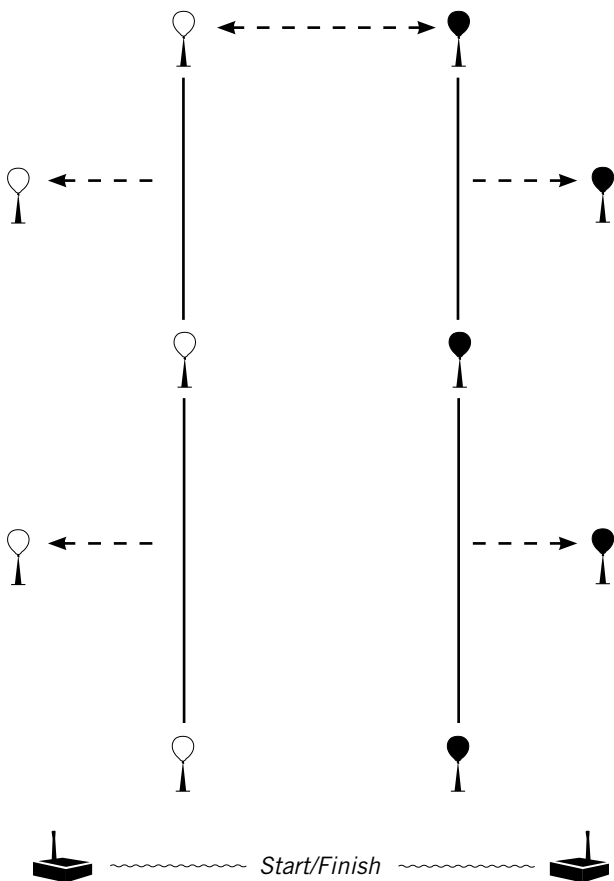


B. Shoot all the light targets first, before rounding the barrel  
Procedurals: 2, 3

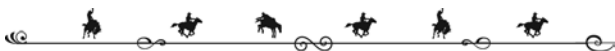


**Course of Fire**

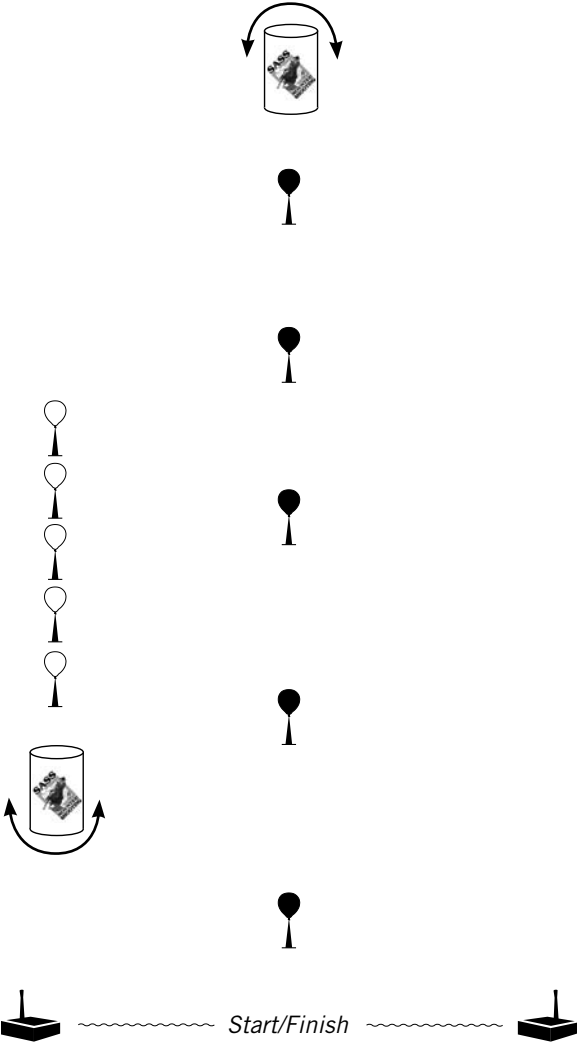
50



C. Shoot five of one color, round the barrel, shoot five of the other color  
Procedurals: 2, 3



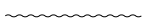
## Course of Fire



B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3



**Course of Fire**



*Start/Finish*



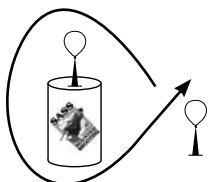
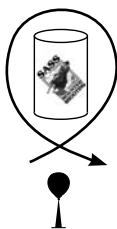
Target shall be the same color

All poles are 48 inches tall except center one, which are 72 inches tall and 24 inches tall

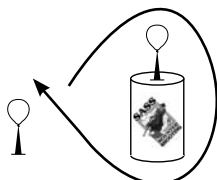


### **Course of Fire**





2TR  
Short



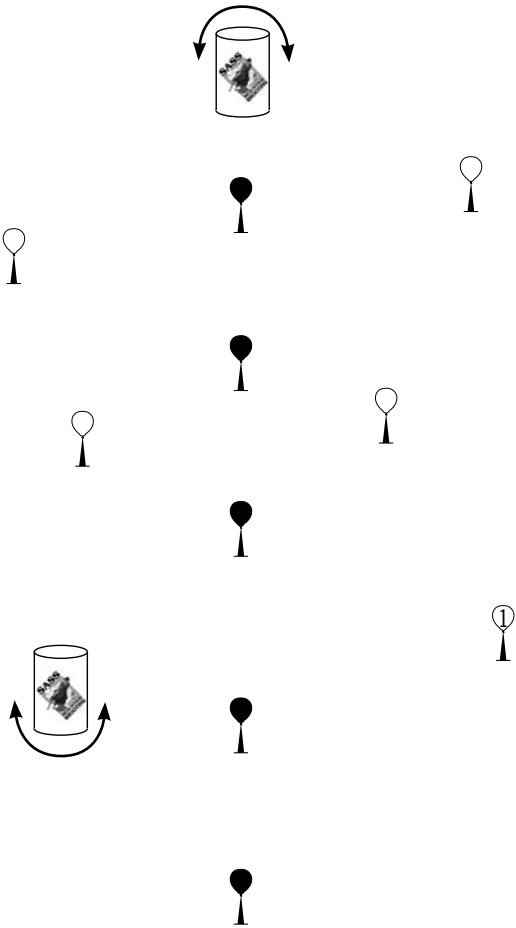
~~~~~ *Start/Finish* ~~~~~



H. Shoot the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3, 5



Course of Fire

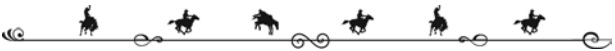



 ~~~~~ *Start/Finish* ~~~~~
 

B. Shoot all the light targets first, before rounding the barrel

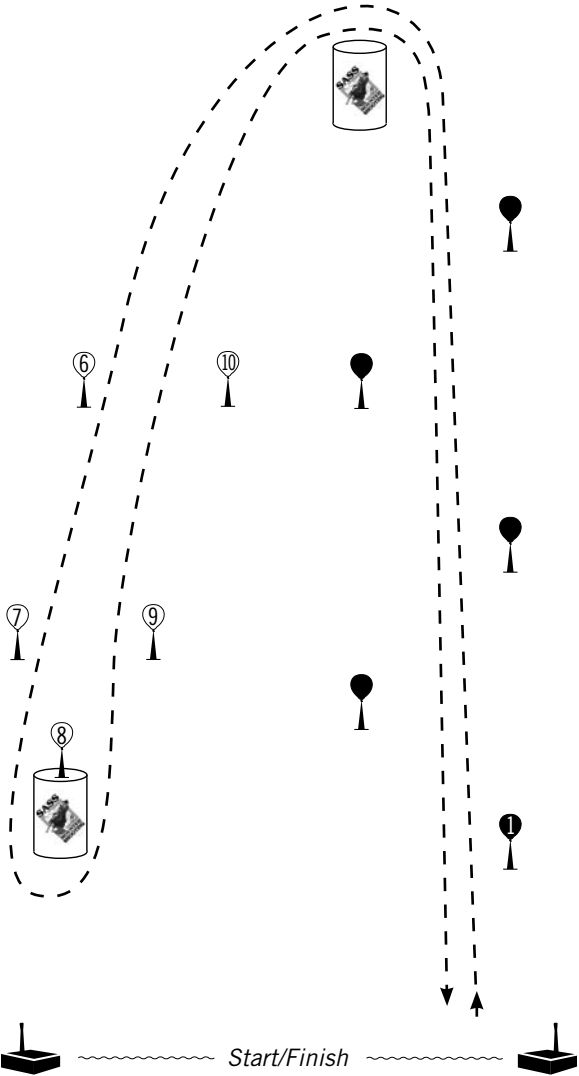
F. Shoot five, round barrel, round the barrel, shoot five

Procedurals: 2, 3



**Course of Fire**





J. Shoot per diagram  
 Procedurals: 1, 5



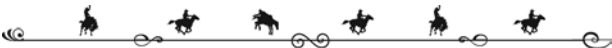
**Course of Fire**



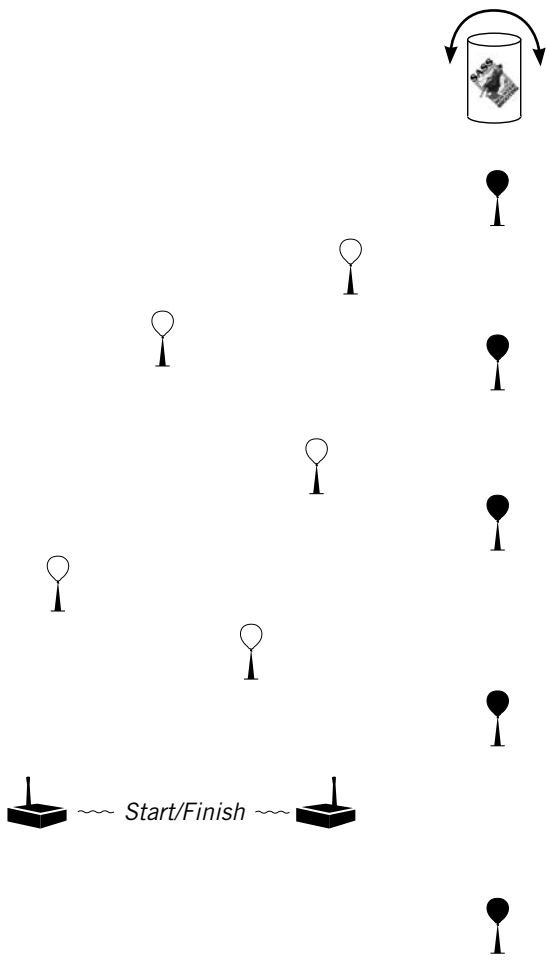
~~~~~ *Start/Finish* ~~~~~



H. Shoot the entire Random course first, then round the Rundown barrel
Procedurals: 3, 4



Course of Fire



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3



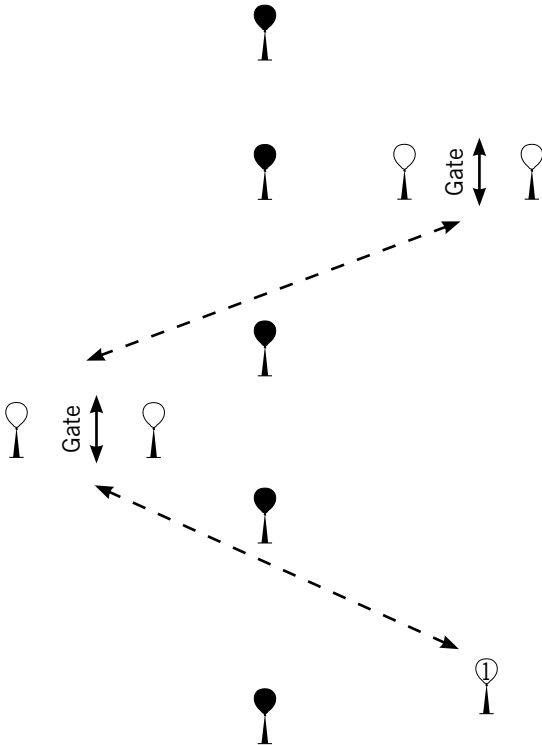
Course of Fire



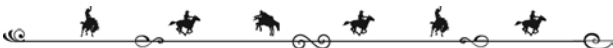
A. Shoot the farthest light targets first
 Procedurals: 1, 3, 4, 5



Course of Fire

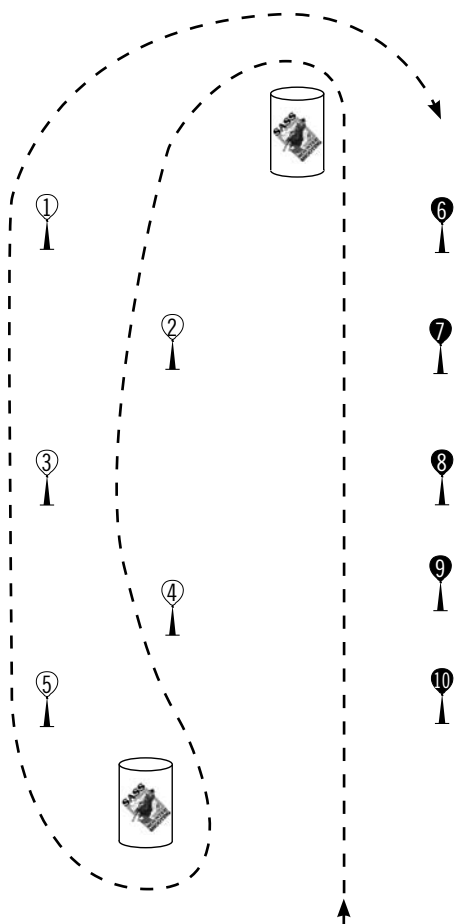


H. Shoot the entire Random course first, then round the Rundown barrel
Procedurals: 3, 4, 5



Course of Fire

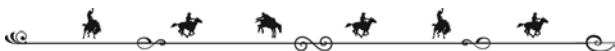
60



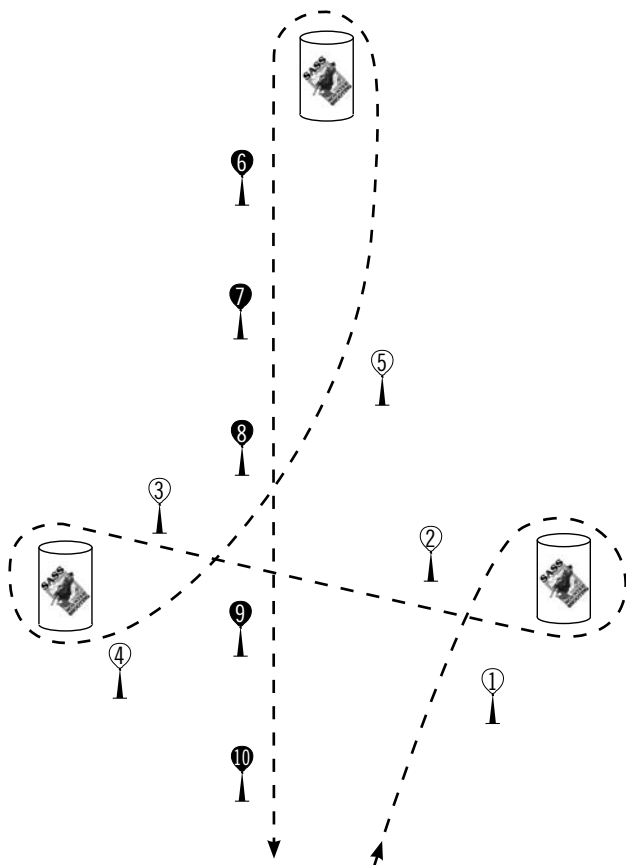
A. Shoot the farthest light targets first

J. Shoot per diagram

Procedurals: 1, 2, 5



Course of Fire





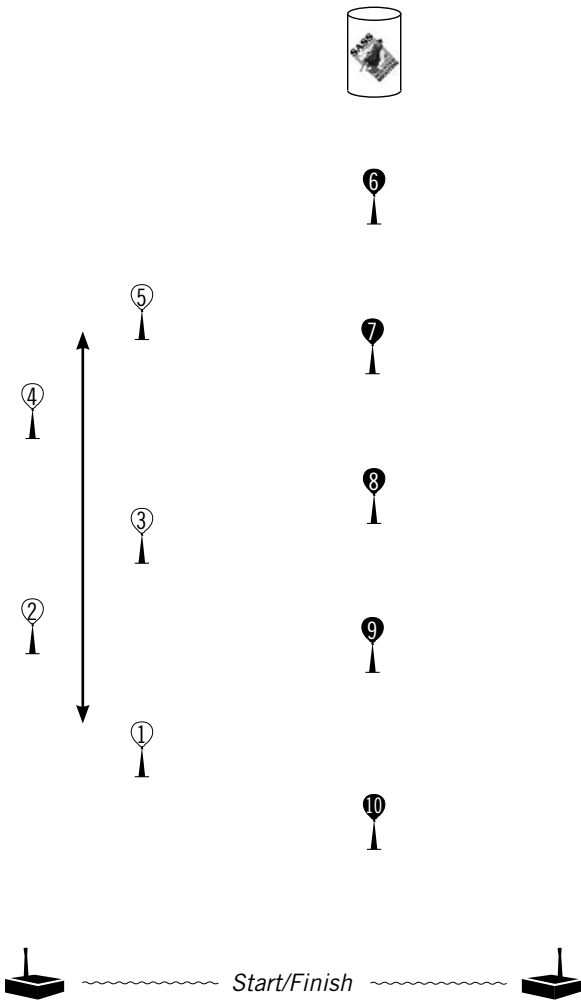
Start/Finish



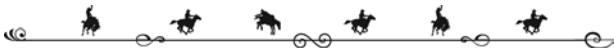
J. Shoot per diagram
 Gates may be shot going in or coming out
 Procedurals: 1, 5



Course of Fire



B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 1, 3



Course of Fire



~~~~~ *Start/Finish* ~~~~~



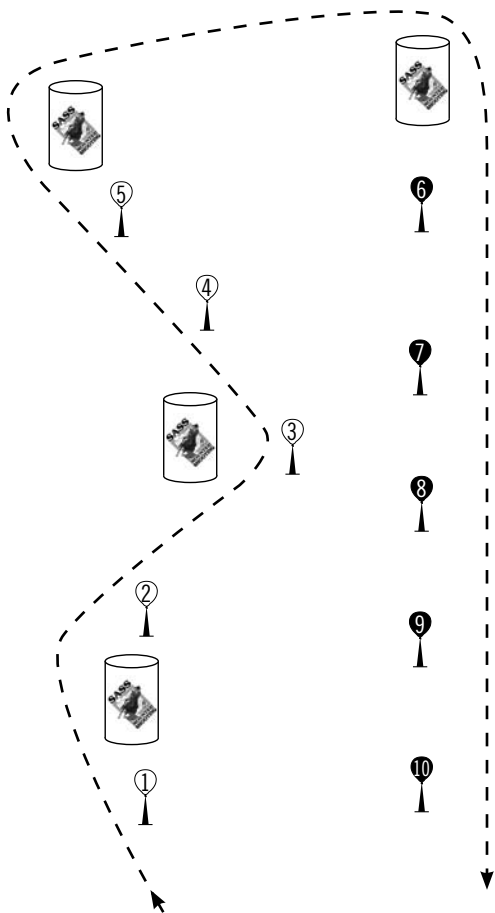
B. Shoot all the light targets first, before rounding the barrel

D. Stay on the outside of all of the light targets

Procedurals: 1, 3, 5



## Course of Fire

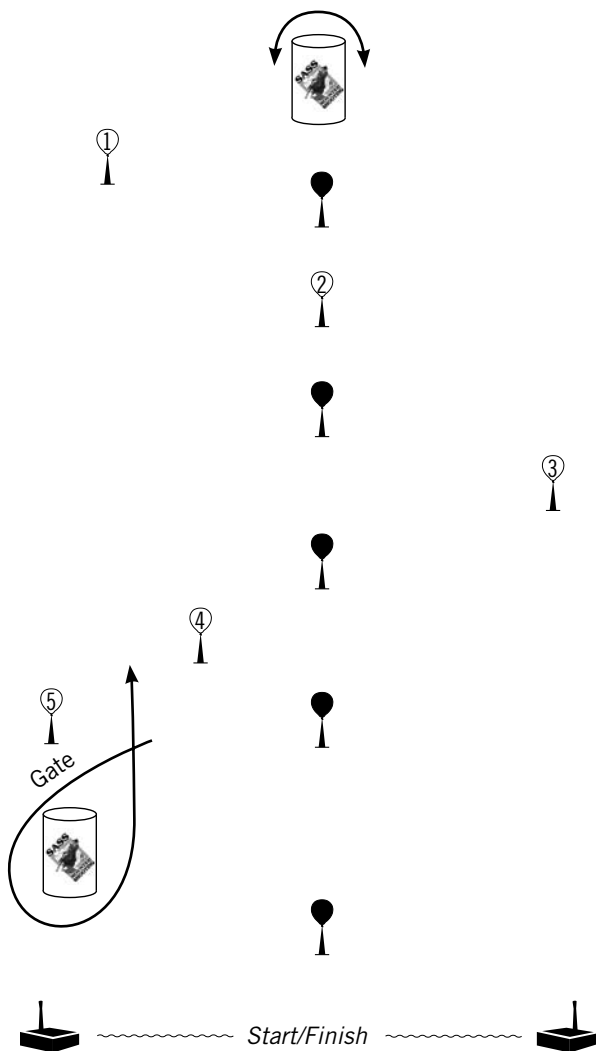


Start/Finish

J. Shoot per diagram  
 Procedurals: 3, 5



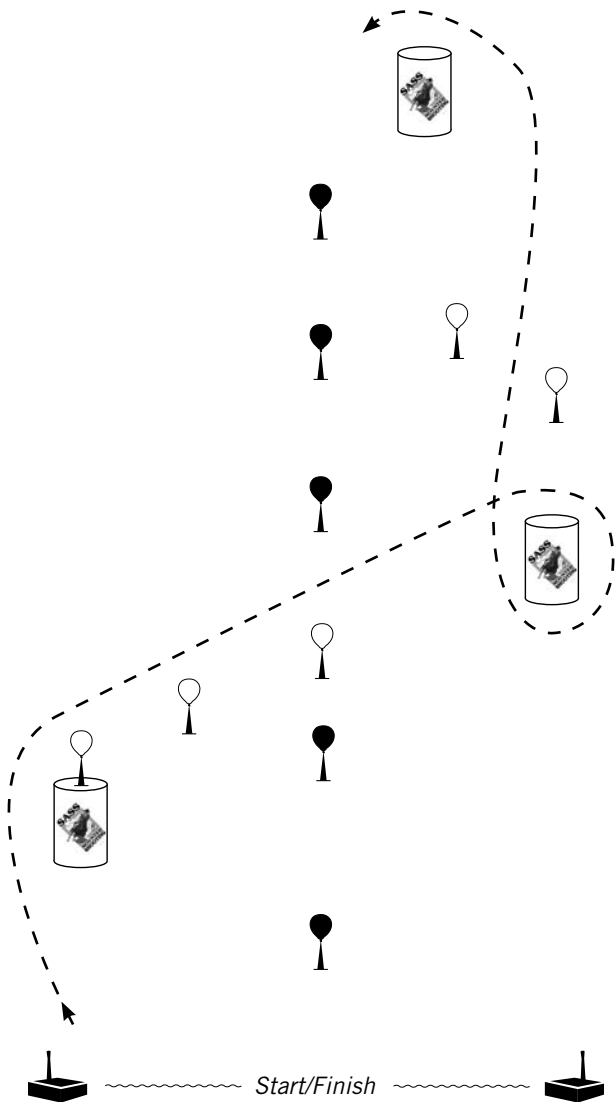
**Course of Fire**



- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
  - D. Stay on the outside of all of the light targets
- Procedurals: 1, 2, 3, 4



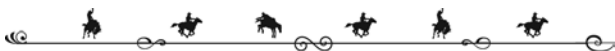
## Course of Fire



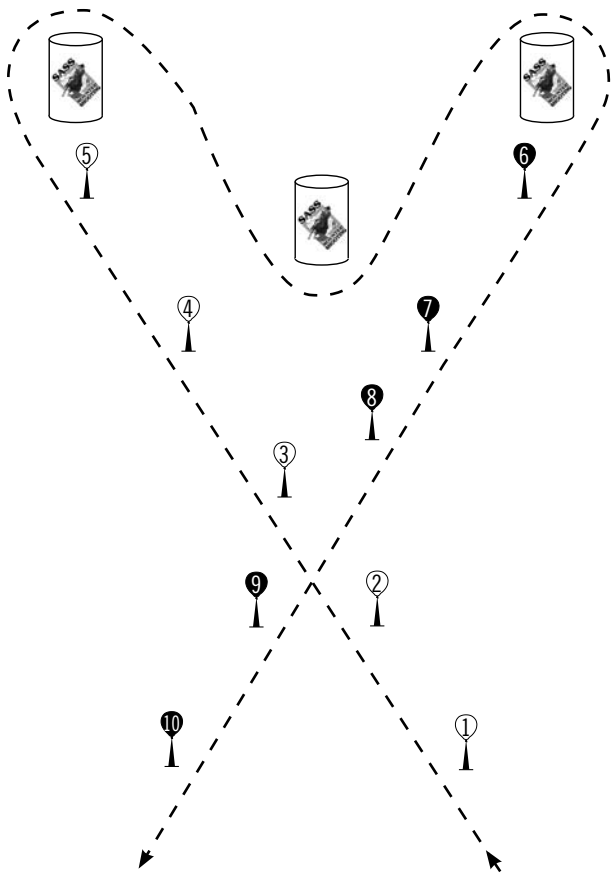
H. Shoot the entire Random course first, then round the Rundown barrel

J. Shoot per diagram

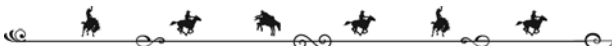
Procedurals: 3, 4

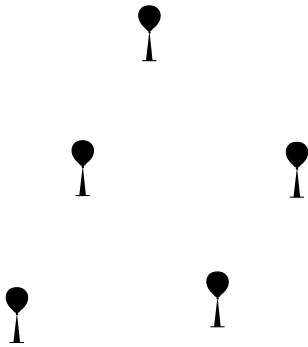
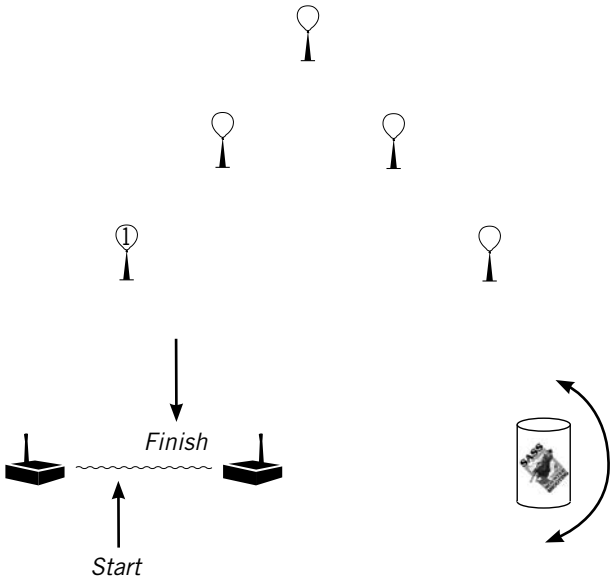


## Course of Fire

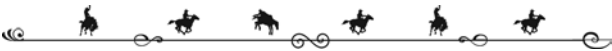


J. Shoot per diagram  
 Procedurals: 1, 5

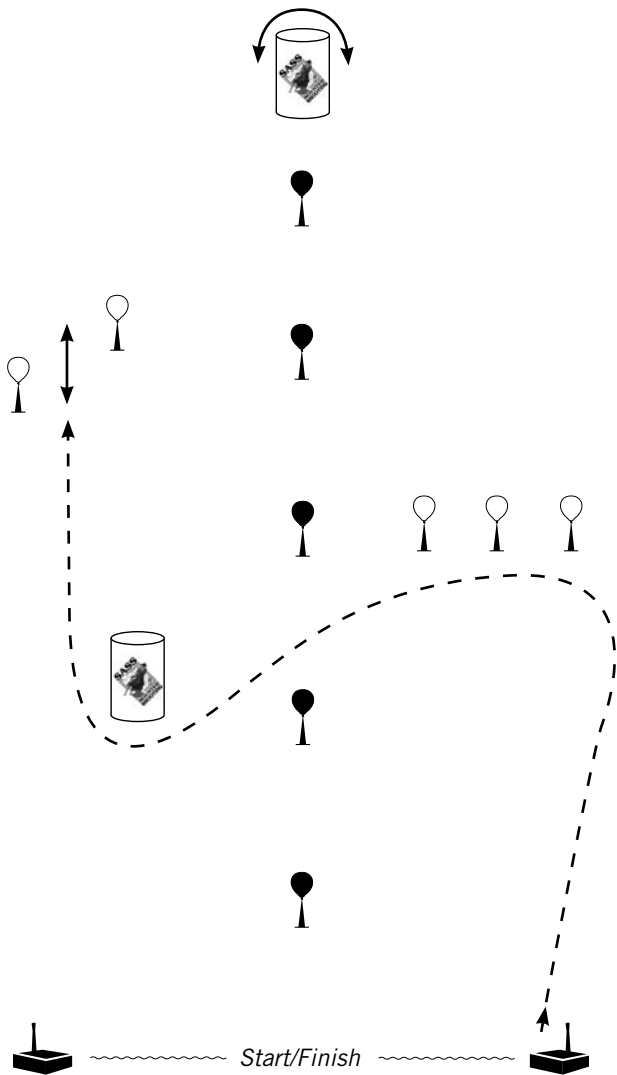




- B. Shoot all the light targets first, before rounding the barrel
  - D. Stay on the outside of all of the light targets
- Procedurals: 3, 5



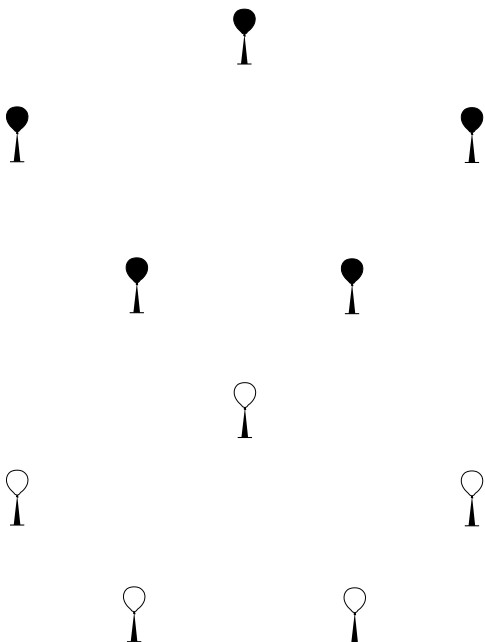
**Course of Fire**



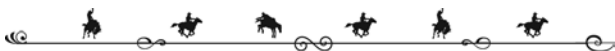
H. Shoot the entire Random course first, then round the Rundown barrel  
 J. Shoot per diagram  
 Procedurals: 3, 5



**Course of Fire**



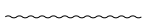
Shoot five of one color, shoot five of the other color  
Procedurals: 5



## Course of Fire



Double  
Crossover  
Rundown



*Start/Finish*



C. Shoot five of one color, round the barrel, shoot five of the other color  
Procedurals: 2, 3



**Course of Fire**

72



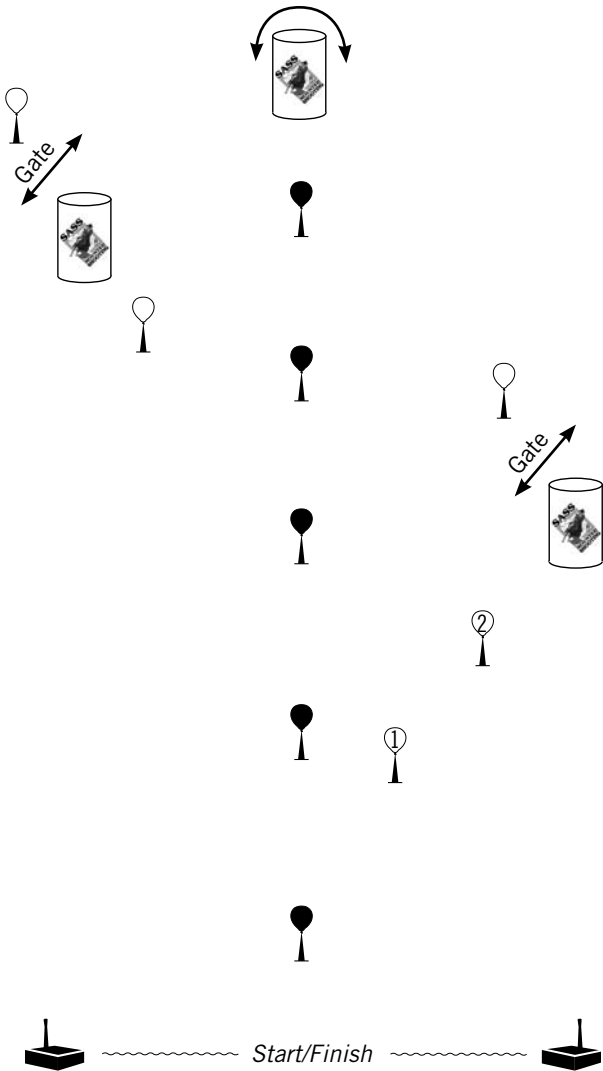
~~~~~ *Start/Finish* ~~~~~



- D. Stay on the outside of all of the light targets
 - H. Shoot the entire Random course first, then round the Rundown barrel
- Procedurals: 2, 3



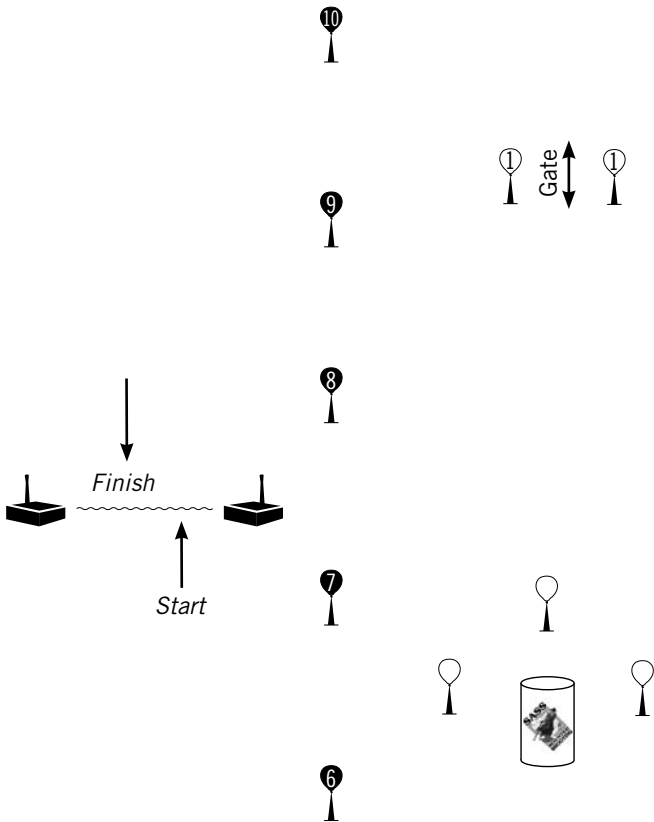
Course of Fire



H. Shoot the entire Random course first, then round the Rundown barrel
 Procedurals: 3, 4, 5



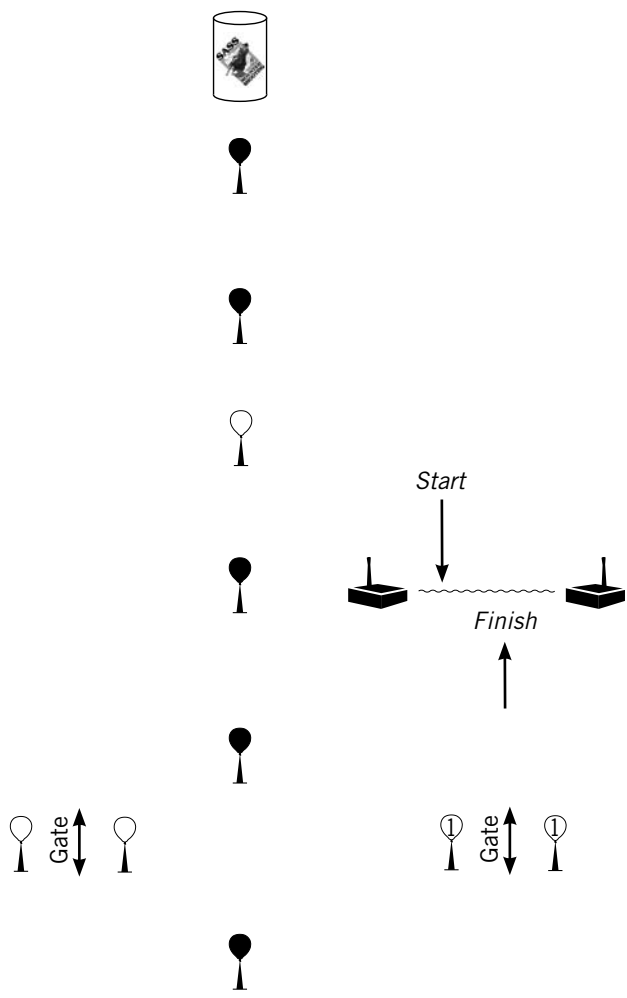
Course of Fire



- A. Shoot the farthest light targets first
 - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3, 4



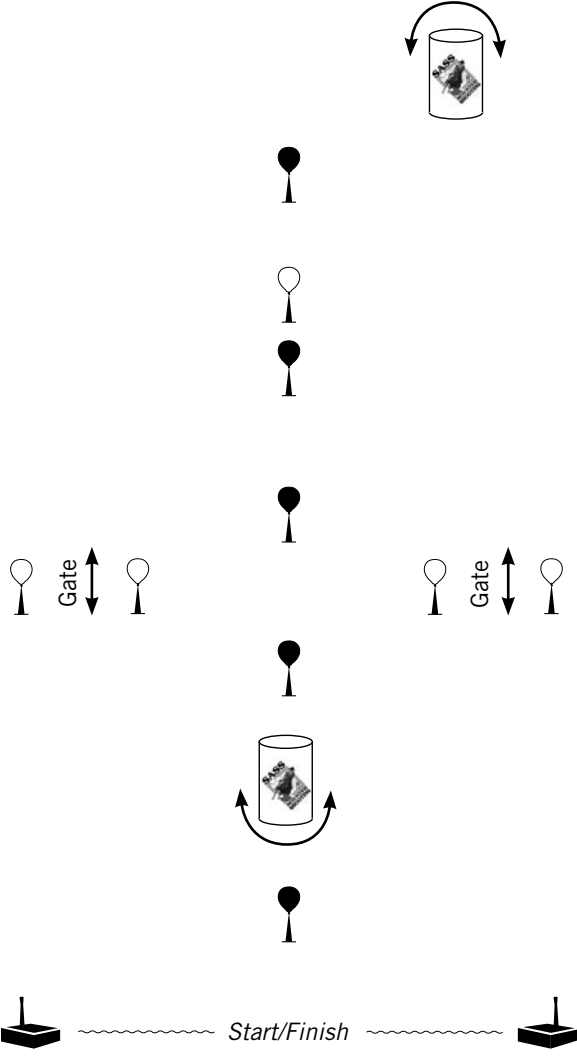
Course of Fire



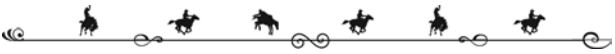
B. Shoot all the light targets first, before rounding the barrel
 Procedurals: 2, 3, 4



Course of Fire



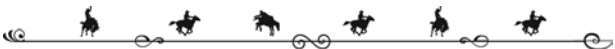
F. Shoot five, round barrel, round the barrel, shoot five



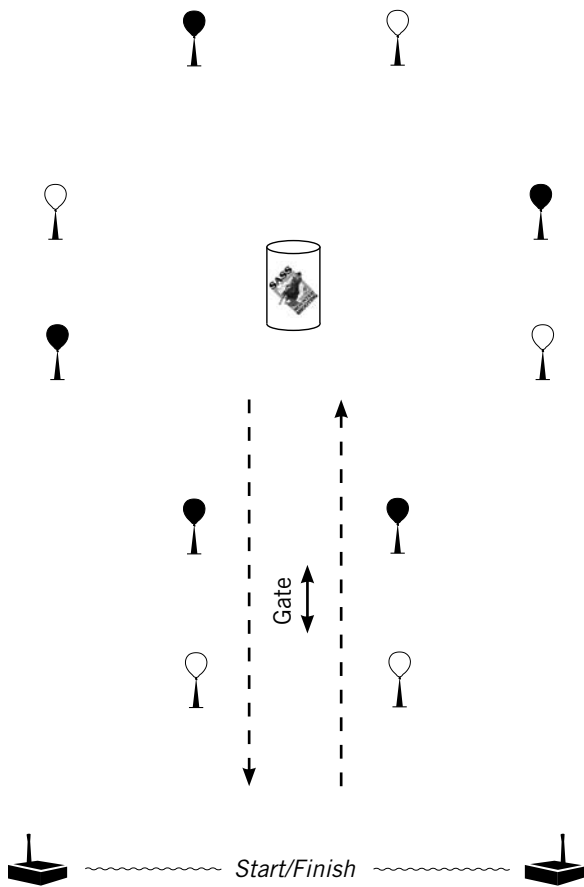
Course of Fire



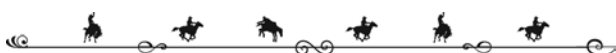
B. Shoot all the light targets first, before rounding the barrel
Procedurals: 2, 3, 4

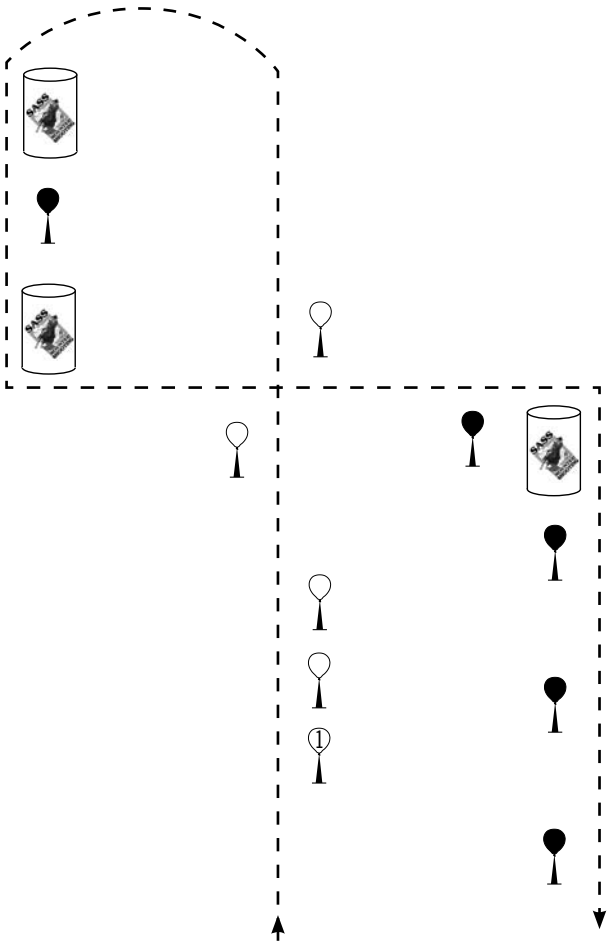


Course of Fire



Start with either color target; start and finish shooting thru gate. All targets must be shot from inside.
 Procedurals: 4, 5





~~~~~ *Start/Finish* ~~~~~

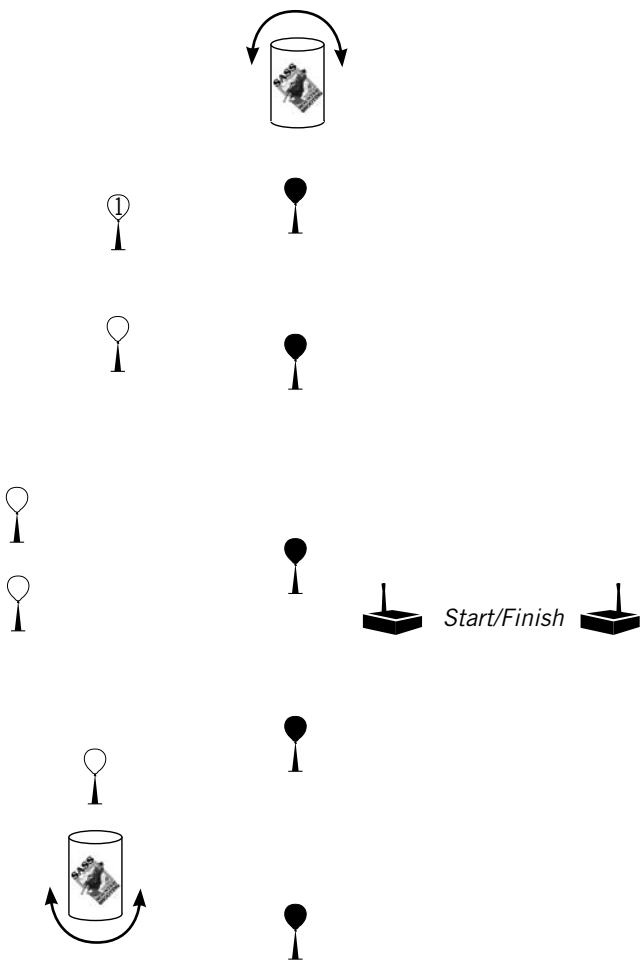


J. Shoot per diagram  
 Procedurals: 1, 5



**Course of Fire**

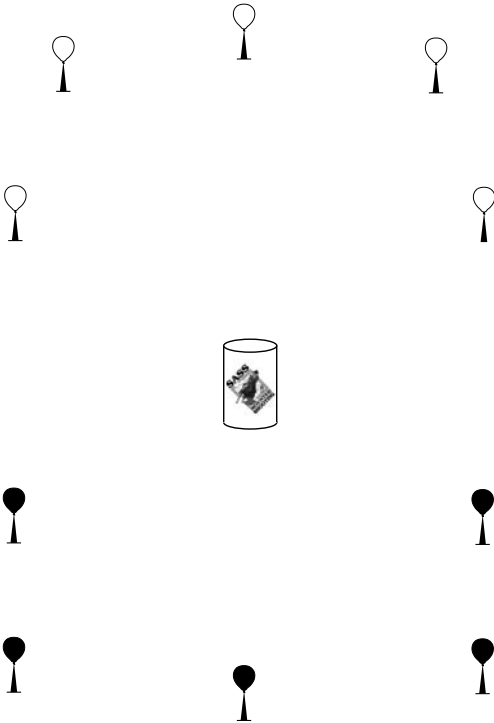




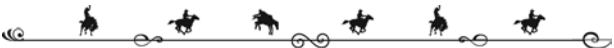
- A. Shoot the farthest light targets first
  - B. Shoot all the light targets first, before rounding the barrel
- Procedurals: 1, 2, 3, 4



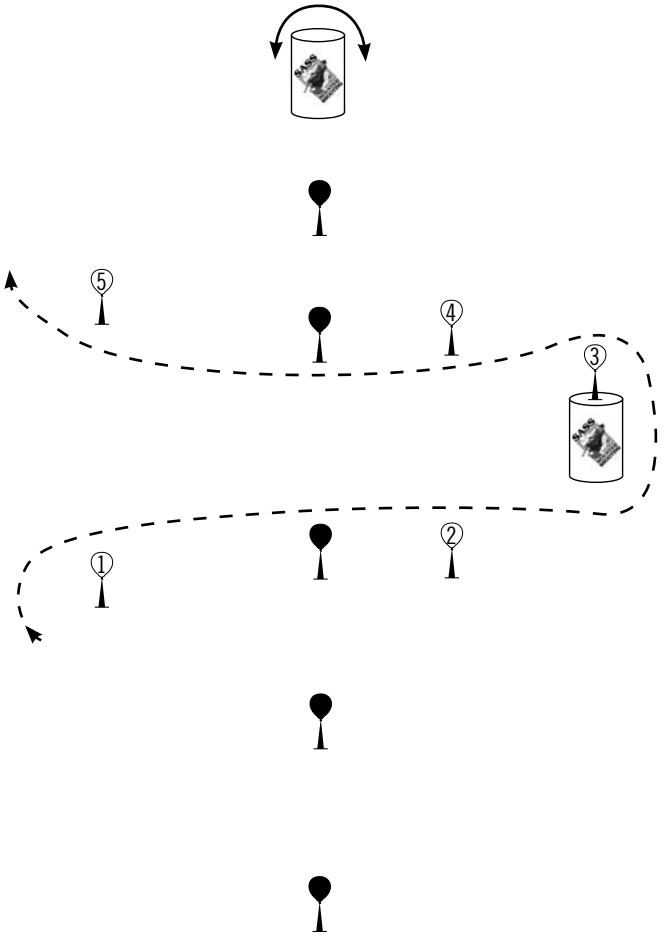
## Course of Fire



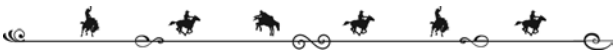
A. Shoot the farthest light targets first  
Shoot five dark targets, round the barrel  
Procedurals: 2, 3

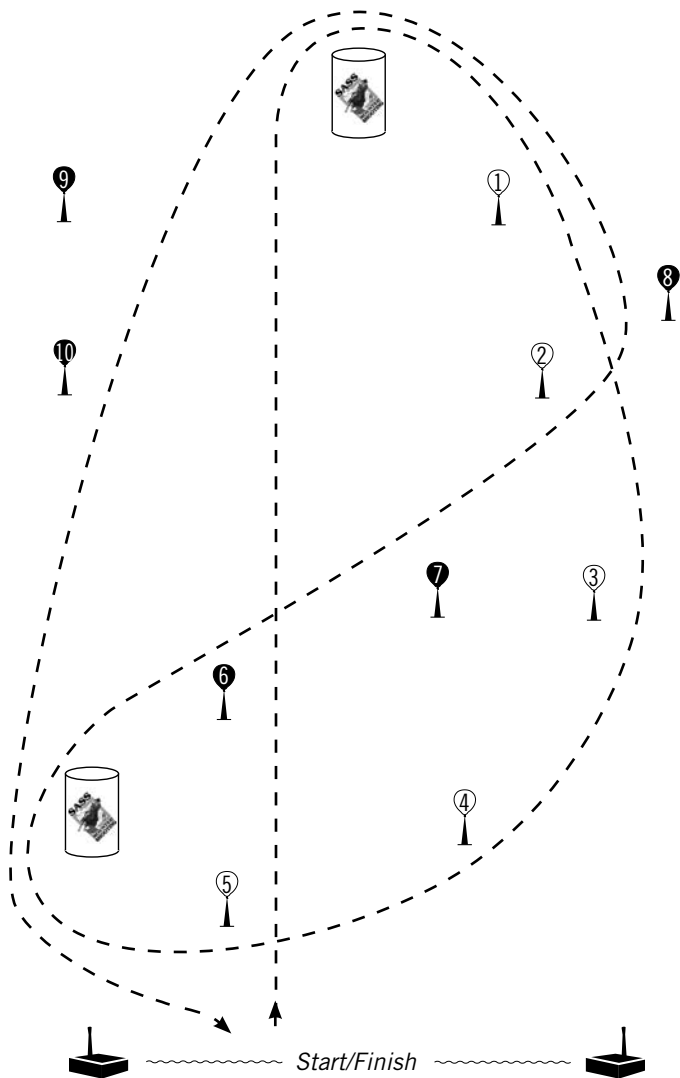


## Course of Fire



H. Shoot the entire Random course first, then round the Rundown barrel  
 Procedurals: 1, 3, 5

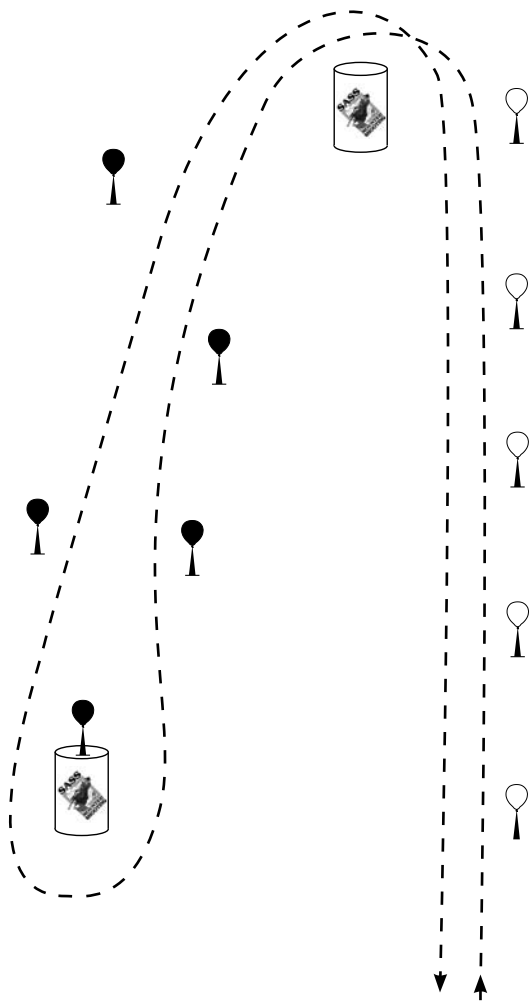




J. Shoot per diagram  
 Procedurals: 1, 5



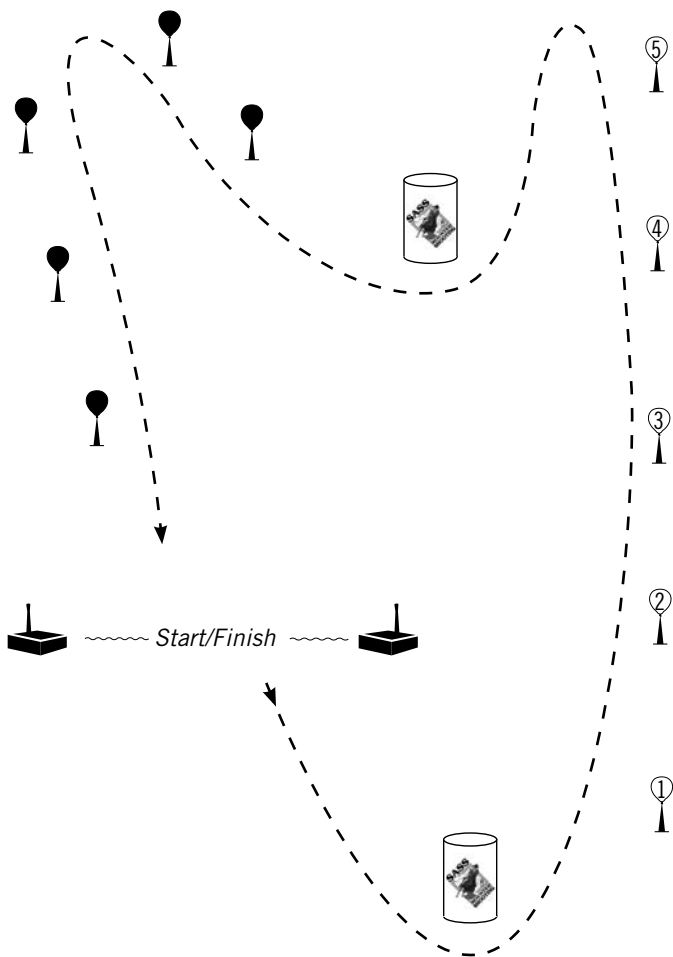
## Course of Fire



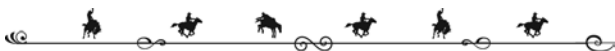
D. Stay on the outside of all of the light targets  
 J. Shoot per diagram  
 Procedurals: 1, 5



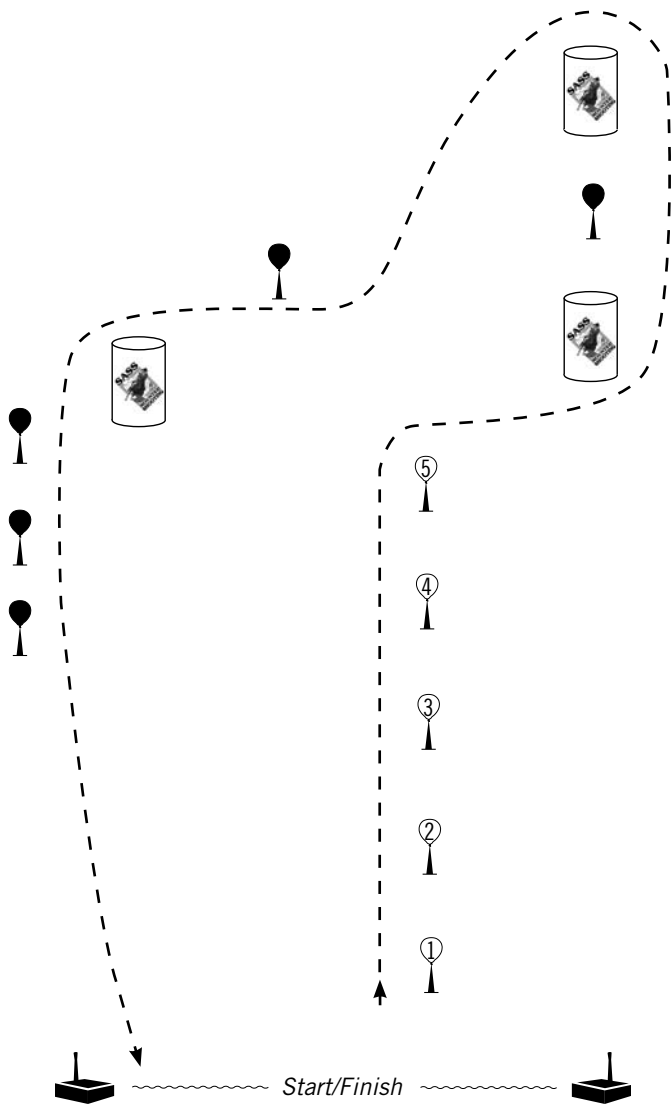
**Course of Fire**



J. Shoot per diagram  
 Procedurals: 3, 5



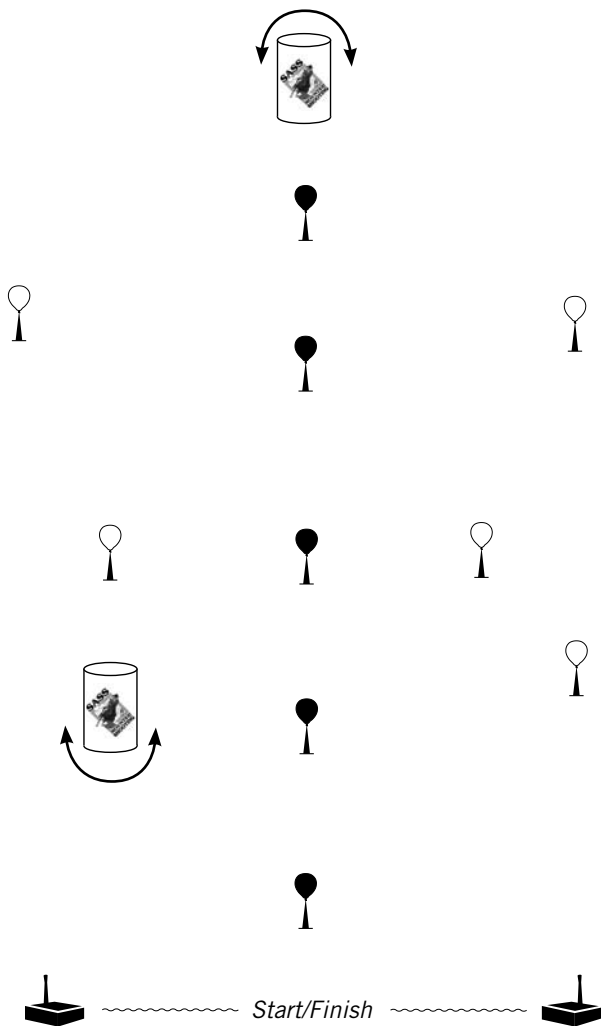
**Course of Fire**



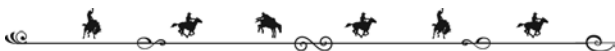
J. Shoot per diagram  
 Procedurals: 2, 5



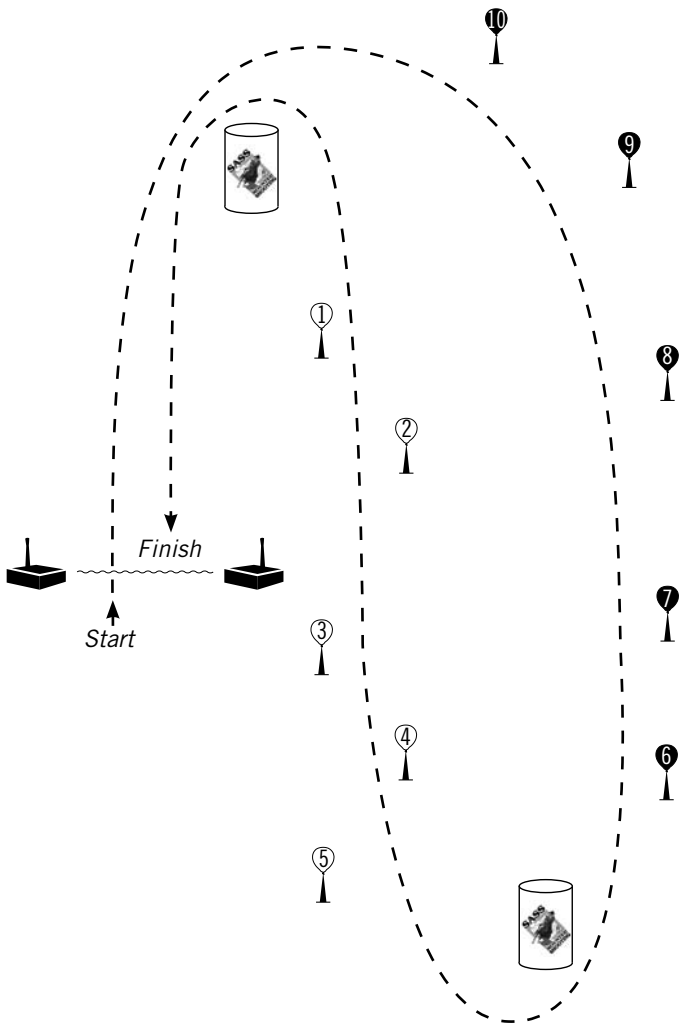
**Course of Fire**



F. Shoot five, round barrel, round the barrel, shoot five  
 Procedurals: 2, 3



## Course of Fire



H. Shoot the entire Random course first, then round the Rundown barrel

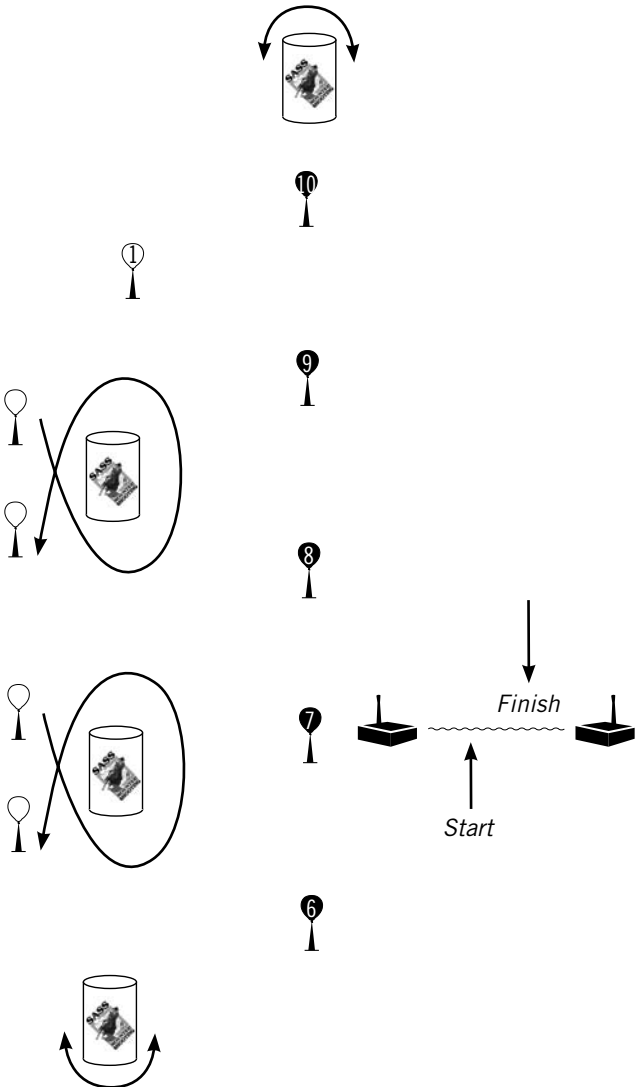
J. Shoot per diagram

Procedurals: 3, 5

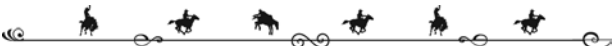


## Course of Fire

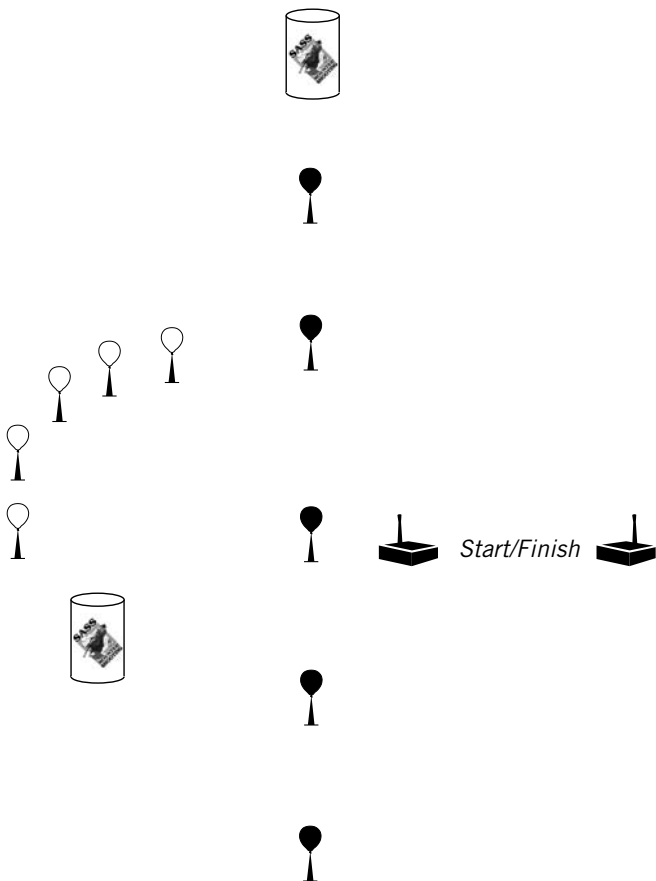
90



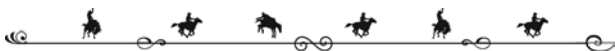
B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3, 4



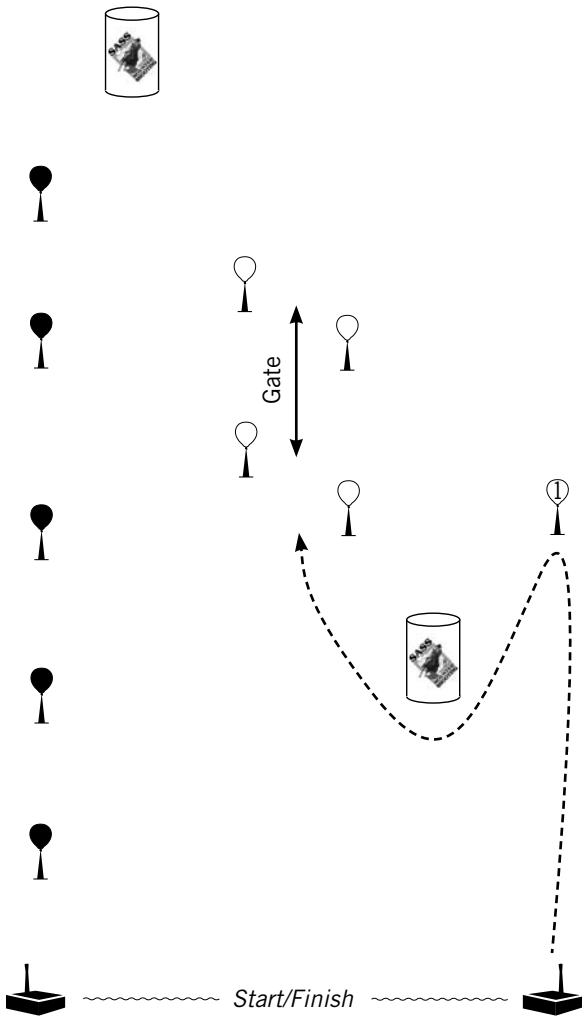




B. Shoot all the light targets first, before rounding the barrel  
 Procedurals: 2, 3



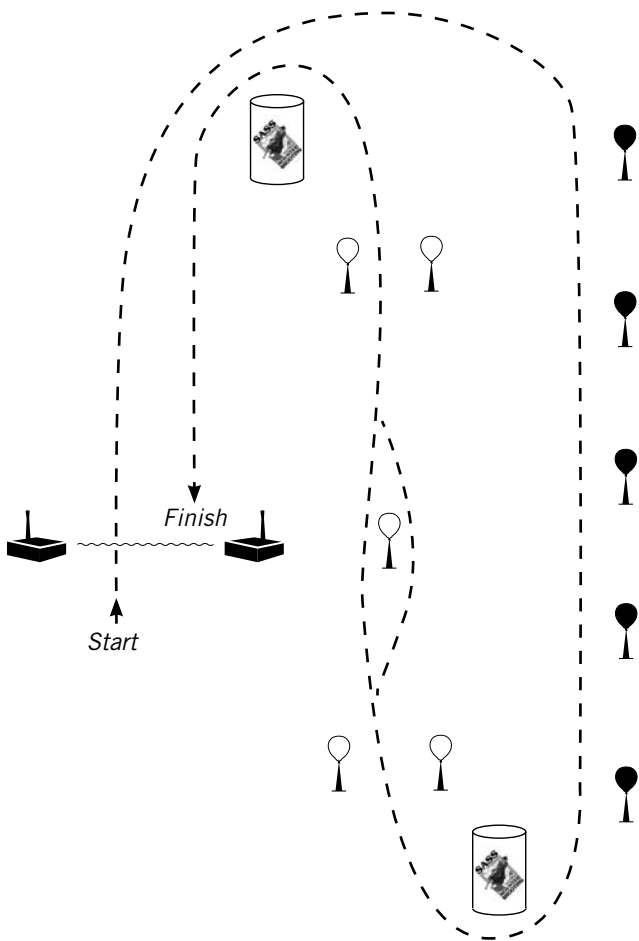
**Course of Fire**



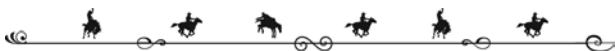
H. Shoot the entire Random course first, then round the Rundown barrel  
 J. Shoot per diagram  
 Procedurals: 2, 3, 4



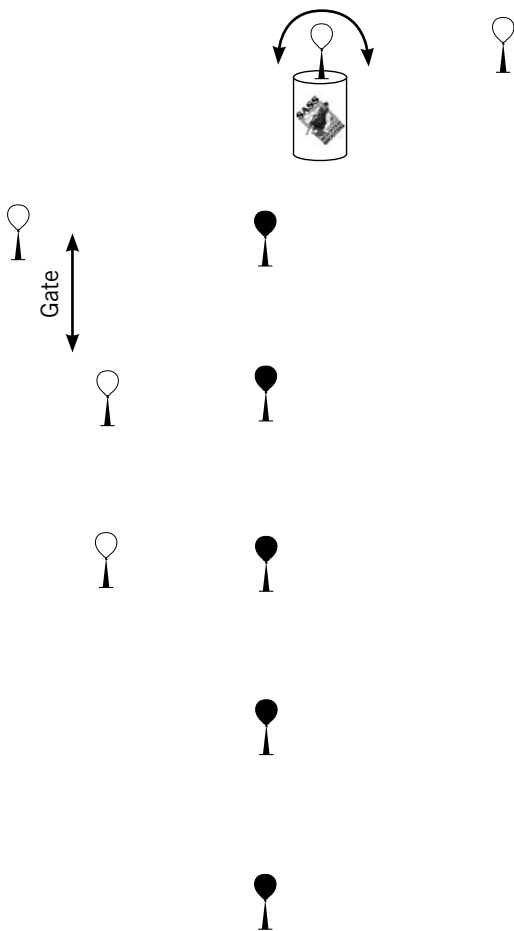
**Course of Fire**



J. Shoot per diagram  
 Procedurals: 1, 3, 5

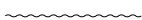
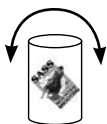


**Course of Fire**

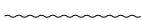


H. Shoot the entire Random course first, then round the Rundown barrel  
 Procedurals: 3, 4

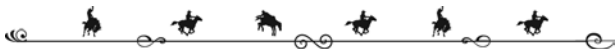




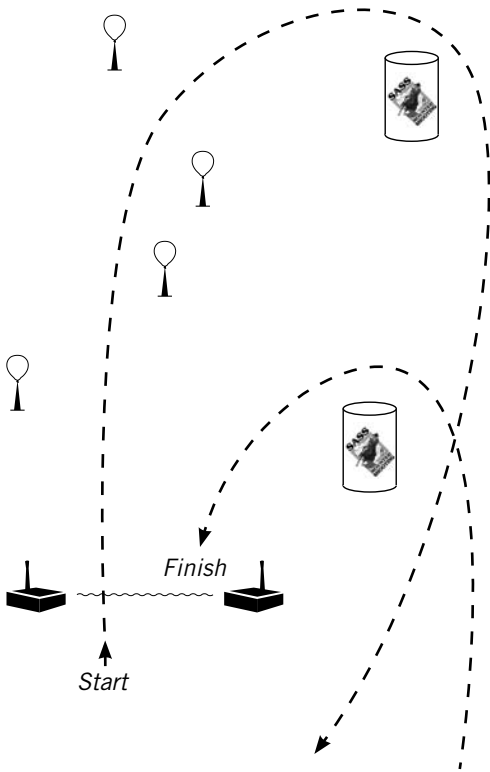
*Start/Finish*



C. Shoot five of one color, round the barrel, shoot five of the other color  
Procedurals: 2, 3



**Course of Fire**



J. Shoot per diagram  
 Bottom six targets may be shot from either side  
 Procedurals: 1, 3, 5



**Course of Fire**



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