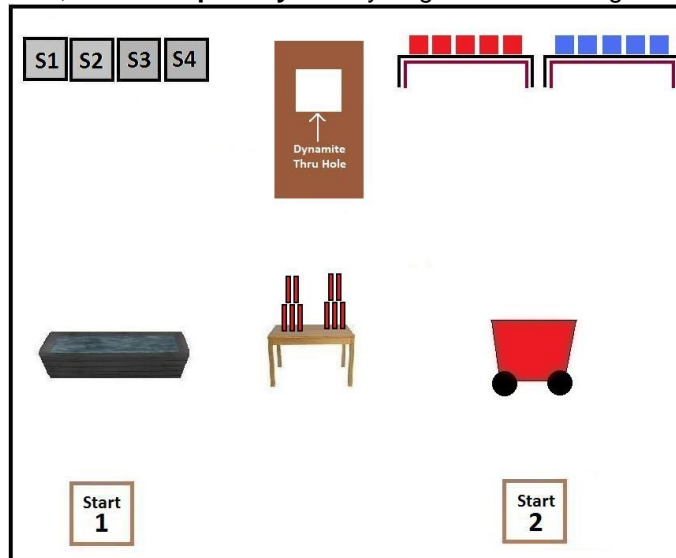


RIO BRAVO - Side Match

This will be a team match where Two shooters, of the same team, compete simultaneously. All SASS and BBRR rules apply. There will be NO coaching from the ROs, only for safety considerations. Two RO's are required, one for each shooter. **3 second penalty** if you fail to throw dynamite through hole. There will be 10 sticks of dynamite total, two piles of 5. You may only throw 5 sticks at the hole per attempt. All targets must fall, **3 second penalty** for any targets still standing at end of stage.



STARTING POSITIONS: Shooter 1 starts in #1 box, Shooter 2 starts in #2 box.

RIFLE STAGED: flat on hay bales, loaded with 5 rounds, chamber empty. 5 rifle rounds in bowl on cart.

SHOTGUN STAGED: flat on water trough, empty, action opened. (side-by-side shotguns only)

NO PISTOLS REQUIRED FOR THIS STAGE!

COMMAND: Shooter 1: "Do you think you can hit this dynamite if'n I throw it?"

Shooter 2: "If'n you can git it out there, I can Hit it!"

On the Buzzer:

Shooters may advance.

Shooter 1 to the water trough and picks up shotgun.

Shooter 2 to the hay cart, BUT, does not touch rifle yet.

SHOOTER #1: Engage S1 and S2. Two shots only, restage shotgun on water trough
Move to table, throw one stick of dynamite thru hole! (you get 5 tries)
Move back to water trough, BUT, do not touch shotgun. YET

SHOOTER #2: Only after dynamite goes thru hole, OR 5th dynamite thrown and missed.
Pick up rifle and engage red targets, (any order) 5 shots only
Reload rifle with the 5 rounds in the bowl. Hold rifle at Port Arms. AND WAIT

SHOOTER #1: Only after Shooter #2 fires 5th shot, (or calls malfunction)
Pick up Shotgun and engage S3 and S4. Two shots only.
Restage shotgun on water trough.
Move to table and throw one stick of dynamite thru hole. (you get 5 tries)

SHOOTER #2: Still standing at Port Arms.
Only after dynamite goes thru hole, OR 5th dynamite thrown and missed
Engage blue targets, (any order) 5 shots only

AMMO Required: 5 rifle (plus 5 for the bowl), 4 shotgun