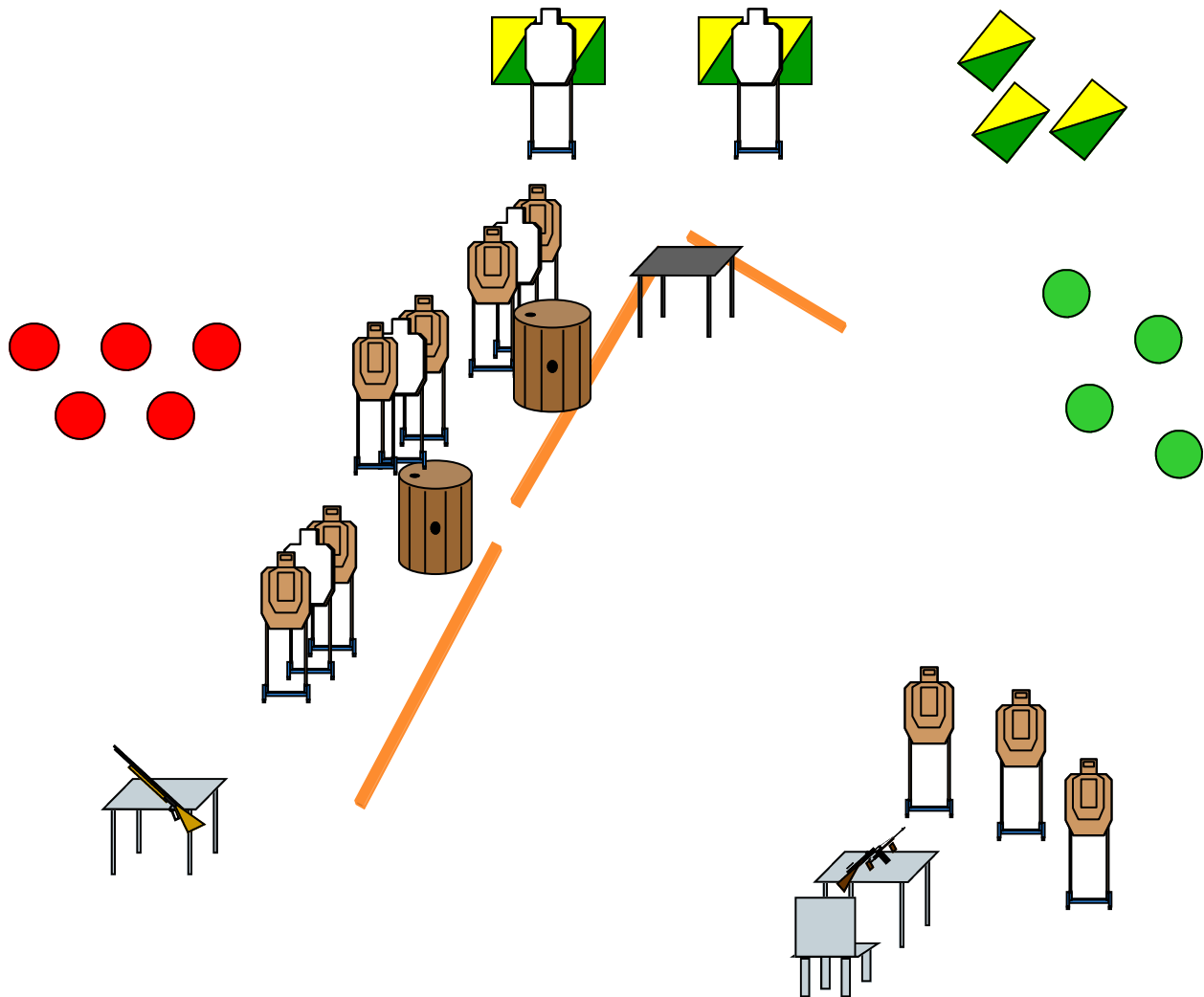


# CAPER ONE

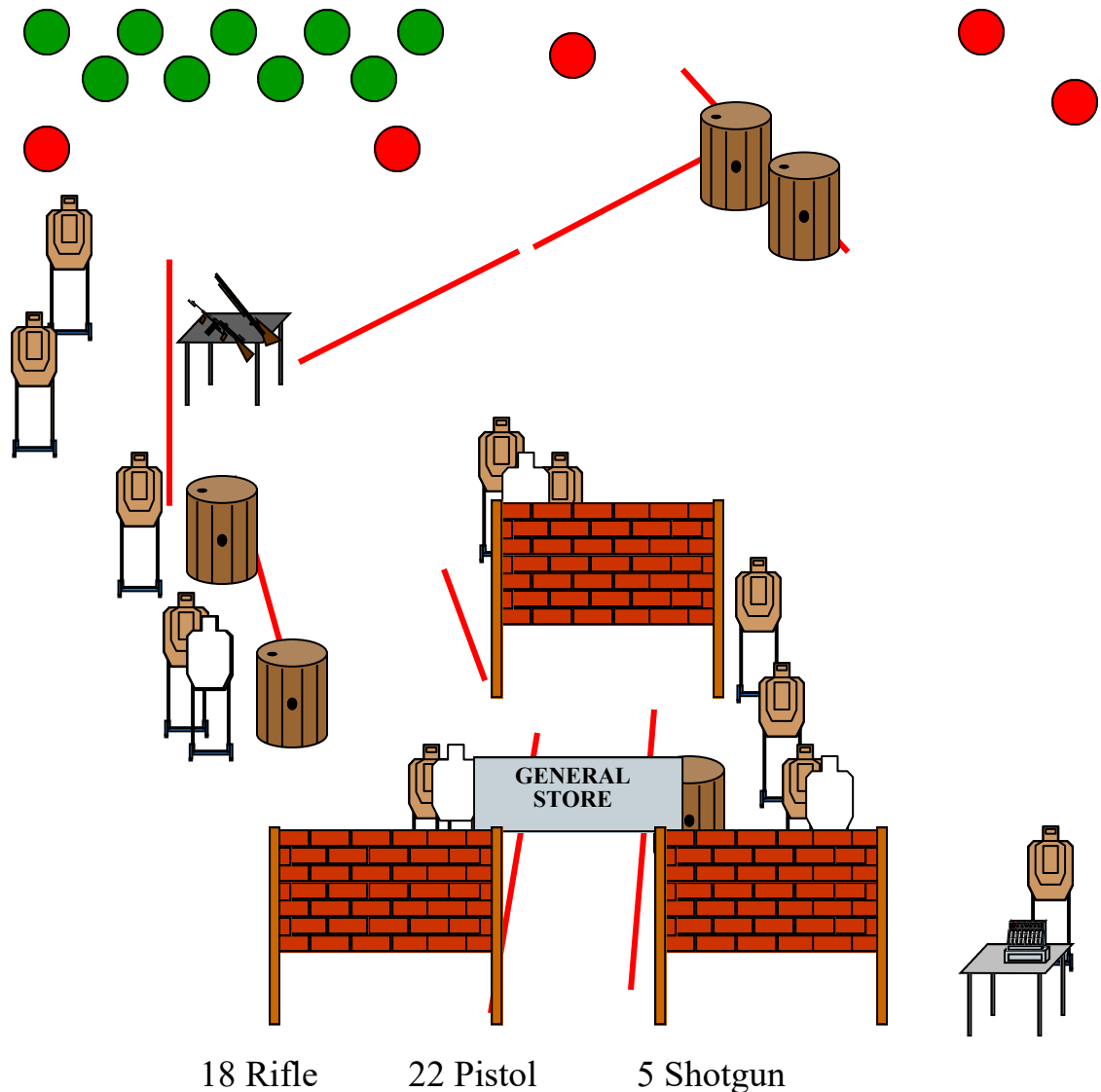


You's guys and molls start sitting at the right table wit da chopper on the table and you's hands in you's lap. your roscoe can be hidden and any extra irons stashed where ever you think ya might need em. You's street sweepers on the left table. These mugs are tough guys so's ya best whack em twice.

Rifle: 14      Pistol: 12      Choice: 14      Shotgun: 5

At the beep, **remain seated** grab your rifle and engage the paper mugs surrounding the table. You may stand up and whack the green steel heads comin for ya. The rectangles are choice targets for your chopper or little roscoe. Place your rifle(s) on your choice of tables. Move to the left table and engage the five red heads with your shotgun, return your gauge to the table. Grab Roscoe and take out the paper mugs on the left and seven yellow journalists if ya didn't wack em with ta chopper on your way downrange. Don't cross them lines now.

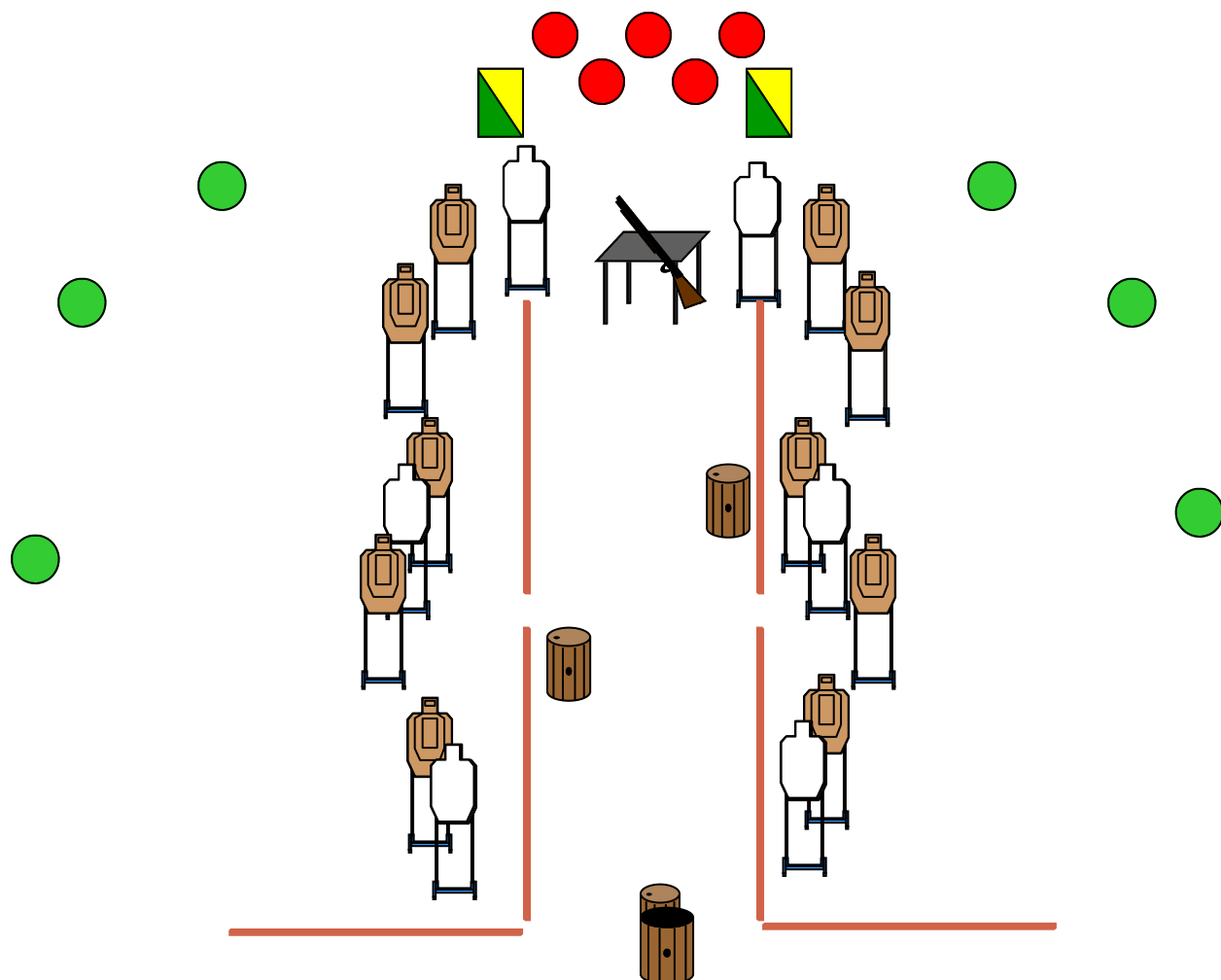
## CAPER TWO



You's guys and molls start standin at the cash register pointen your roscoe at the poor schmuck behind the counter. You's gauge and chopper needs ta be on the table You's can drop your spare ammo and extra irons any whers ya think ya might have need of em. You's got ta whack each a them wise guys twice like we tells ya to.

At the beep whack this mug then head inside the door and whack the rest of the paper palokas on the way to the table. Grab ya chopper and rub out the green rifle targets. Drop the chopper, grab da gage and nail the red headed shotgun targets on the way to the right barrel.

## CAPER THREE

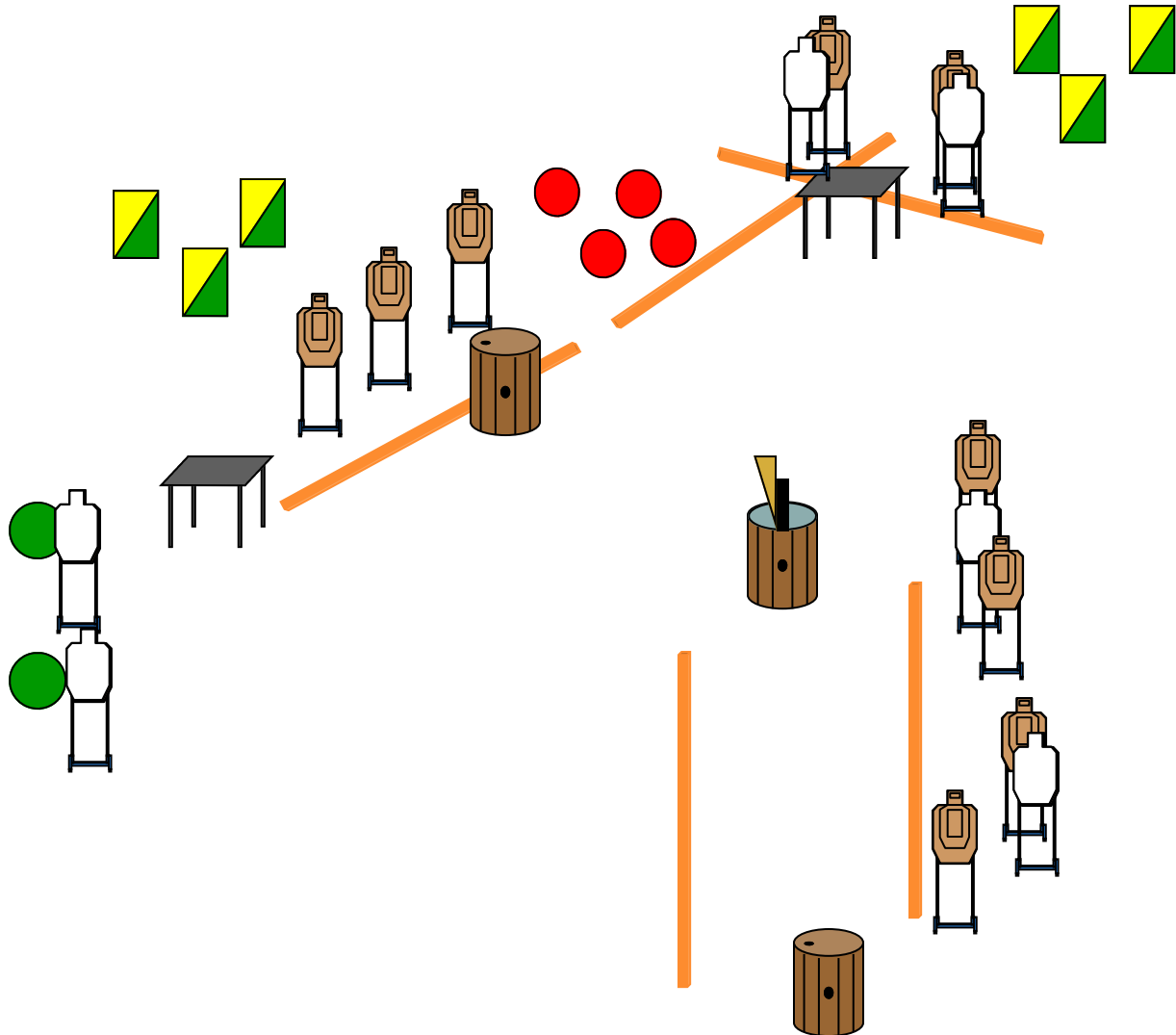


You's guys and molls start standing at the back barrel whit ya chopper in both hands barrel touching the whisky barrel. Ya roscoe can be hidden and any extra irons stashed where ever you think ya might need em. You's street sweeper needs ta be on the downrange table. These mugs are tough guys so's ya best whack em twice.

Rifle: 12 rounds Choice: 4 Pistol: 20 rounds Shotgun: 5 rounds

At the beep engage the green steelheads standin off in the distance. Ya got choices here, ya can whack the rectangles wit your roscoe or chopper. Place your rifle(s) in the barrel. Grab Roscoe and take out the paper mugs on your way to the table and the yellow steelheads when ya get there. Finish up by blastin the redheads with your shotgun. Don't cross them lines now.

## CAPER FOUR

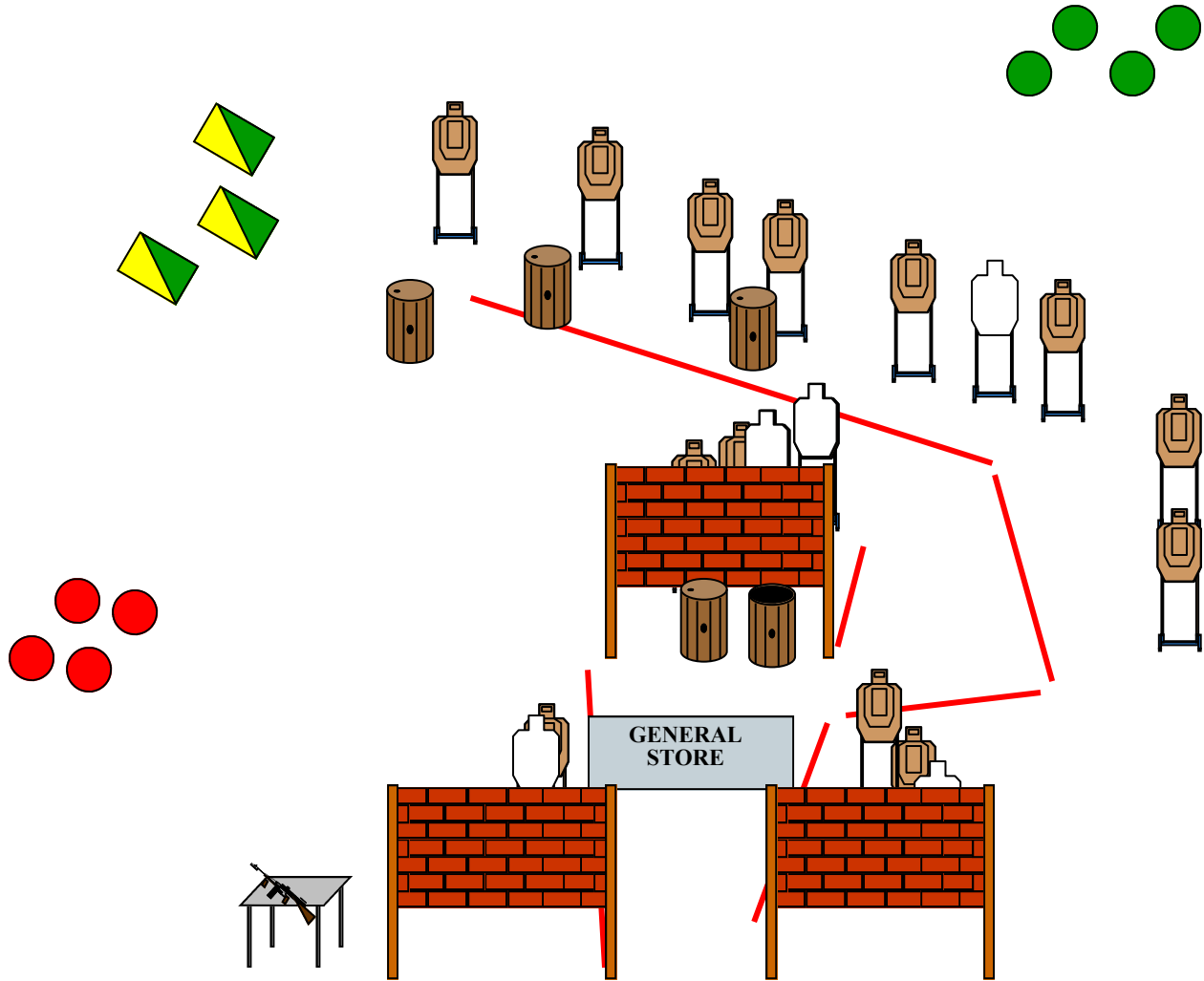


You's guys and molls start at the back barrel with your chopper in hand barrel touchin the whiskey barrel. Your gage in the downrange barrel and your heaters hidden and any extra irons stashed where ever you think ya might need em. These mugs are tough guys so's ya best whack em twice.

Rifle: 12 rounds    Pistol: 10 rounds    Choice: 12    Shotgun: 4 rounds

At the beep, engage the paper mugs and green steelheads between this barrel and the down range barrel. Ya also got choices here, ya can wack the big steel with your chopper or latter with the little roscoe. Drop your chopper in da barrell, grab your shotgun and shoot the little redheads, return your shotgun to this barrel or take it to the table. Engage the yellow steelheads on the left and right if ya didn't before and paper mugs between this table and the downrange table with your roscoe but don't get any closer than them lines.

# CAPER FIVE

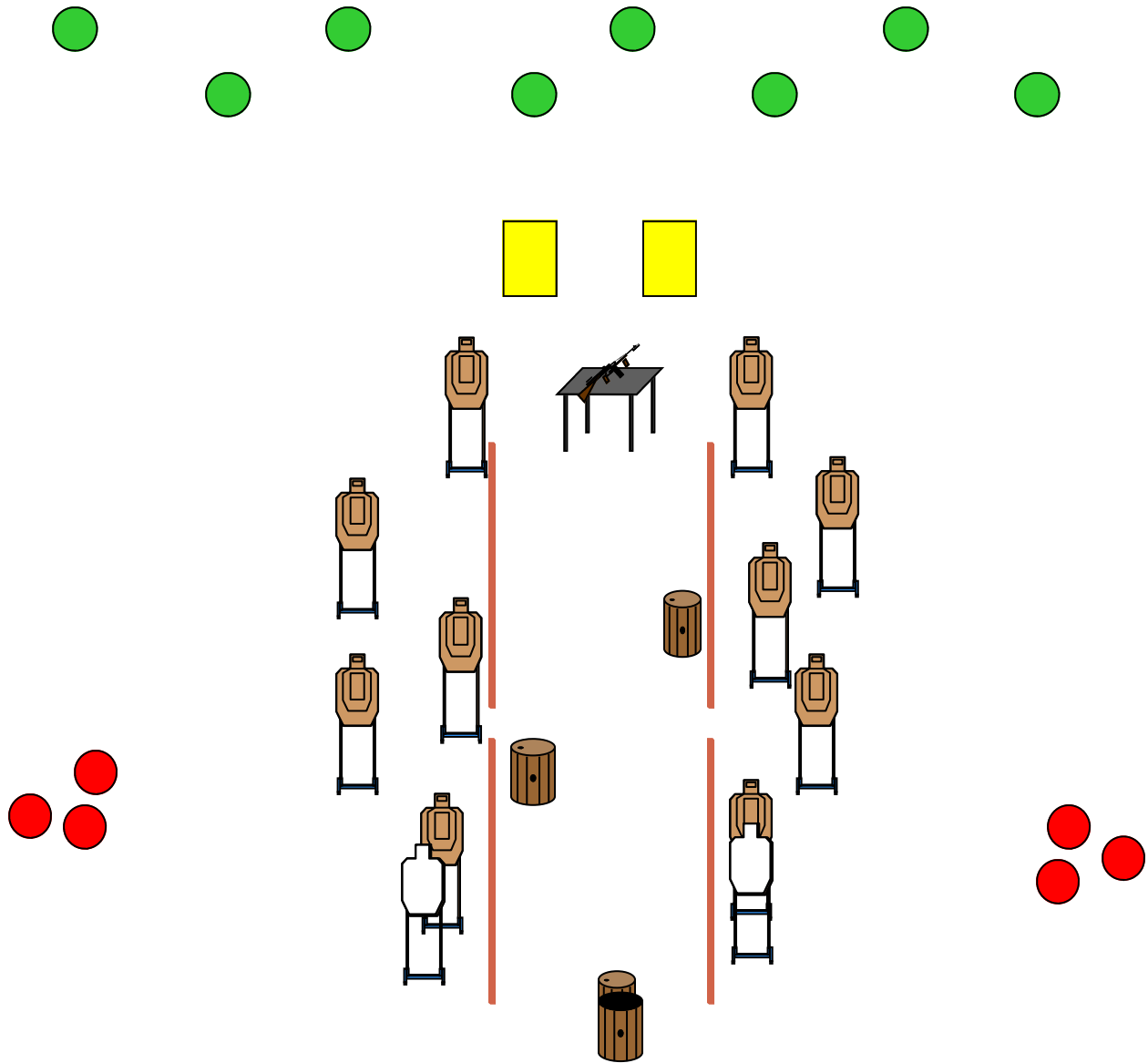


You's guys and molls start standin at the first table wit you's gauge in hand, your chopper needs ta be on this table. You's can drop your spare ammo and extra irons any whers ya think ya might have need of em. You's got ta whack each a them wise guys twice like we tells ya to.

Rifle: 14 rounds   Pistol: 20 rounds   Choice: 6 rounds   Shotgun: 4 rounds

At the beep drop the redheads with your shotgun. Drop da gage, grab you's chopper then head inside the door and wack the paper palokas on the way to the back wall, don't forget the green steel head rifle targets. You got choices on this caper too, the rectangles can be wacked wit roscoe or da chopper. Drop the chopper in the barrel, grab roscoe and rub out the paper and steel targets if you's needs ta on your way to da downrange barrel.

## CAPER SIX

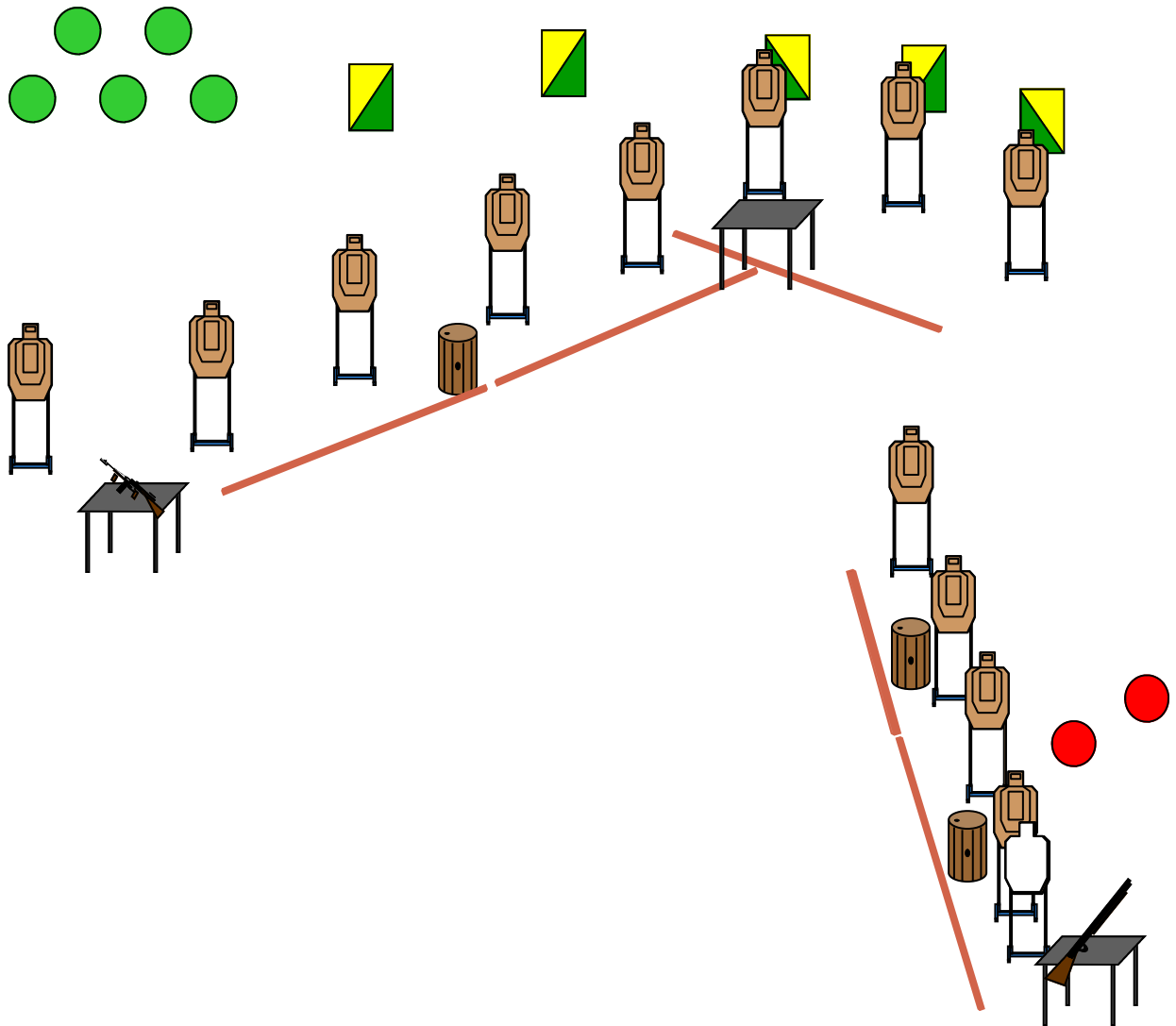


You's guys and molls start standing at the back barrel whit ya gage in both hands barrel touching the whisky barrel. Ya roscoe can be hidden and any extra irons stashed where ever you think ya might need em. You's chopper needs ta be on the downrange table. These mugs are tough guys so's ya best whack em twice.

Rifle: 16 rounds    Pistol: 24 rounds    Shotgun: 6 rounds

At the beep blast the redheads wit you's gage. Drop da shotgun in da barrel. Grab Roscoe and take out the paper mugs on your way to the table. Now wack the green steel heads wit da chopper. Don't cross them lines now.

## CAPER SEVEN

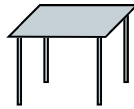
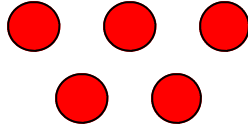


You's guys and molls start at the right table with you's hands on the table. Your roscoe can be hidden and any extra irons stashed where ever you think ya might need em. You's street sweeper on the right table, and da chopper on the left table. These mugs are tough guys so's ya best whack em twice.

Rifle: 10 rounds    Pistol: 24 rounds    Choice: 10 rounds    Shotgun: 2 rounds

At the beep, engage the shotgun targets with your shotgun. Now whack the paper mugs wit Roscoe on the way ta the second table. Now go ta bangin away wit da chopper. Take out the green steelheads with da chopper. From here da boss don't care what ya use ta whack the rectangles wit as long as you put the chopper on the table when you's done. Whack the paper mugs between this table and the down range table, just don't cross them lines whyls't you's doin it.

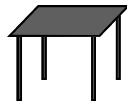
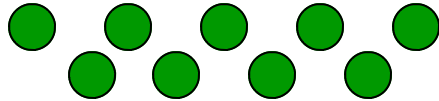
# FASTEST SHOTGUN BERM FOUR



The shooter begins standing at the table with you street howitzer in both hands, barrel touching the table. At the beep go ta blastin, when all the red heads are dead, you's done.

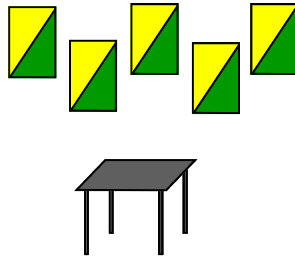


# **FASTEST RIFLE BERM THREE**



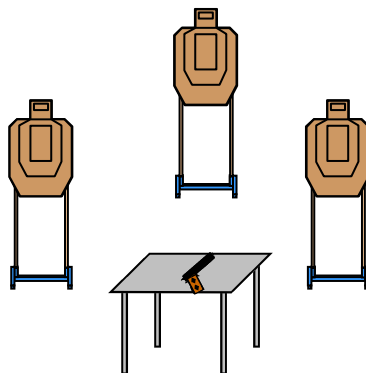
The shooter begins standing at the table with you Chicago Typewriter in both hands, barrel touching the table. At the beep double tap each of the nine rifle targets.

# **FASTEST HANDGUN BERM FIVE**



The shooter begins standing at the table with your Roscoe in hand, barrel touching the table and extra ammo or Roscoes on the table. At the beep hit the three pistol targets, three times each.

## VEST POCKET PISTOL BERM SIX

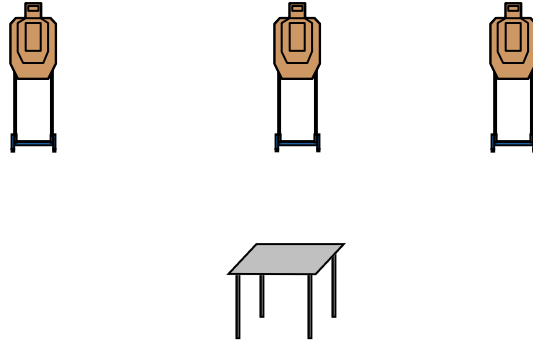


That cute little roscoe ya brung is just the bees knees, but can ya hit anything with it?

You's guys and molls start standin behind the table with roscoe in hand, barrel touching the table.

At the beep engage each of three targets twice in your choice of order.

## BELLY GUN BERM SIX



You's guys and molls start standin behind the table with roscoe in hand, barrel touching the table.

At the beep engage each target twice in your choice of order.

# AZSA 2016 Championships

## Load Out List

BERM NUMBER	2	3	4	5	6	TOTAL
RECTANGLE TARGETS	7	3	2	6	0	18
ROUND TARGETS	4	9	8	5	0	26
TALL STANDS	8	5	6	7	0	25
SHORT STANDS	3	4	4	3	0	14
SHOTGUN TARGETS	5	5	6	4	0	20
PEPPER POPPERS	0	0	0	0	0	0
BROWN PAPER TARGETS	9	13	10	12	6	41
WHITE PAPER TARGETS	5	5	6	6	0	18
BARRELS	2	5	3	3	0	13
OPEN BARRELS	0	1	1	1	0	3
FOLDING BARRELS	0	0	0	0	0	0
STANDS	14	18	16	13	6	67
TABLES	3	2	1	3	2	11
FAULT LINES	4	8	8	5	0	25
FENCES	0	0	0	0	0	0
LATH	28	36	32	26	12	134
WALLS	0	3	0	0	0	3
CASH REGISTER		1				1