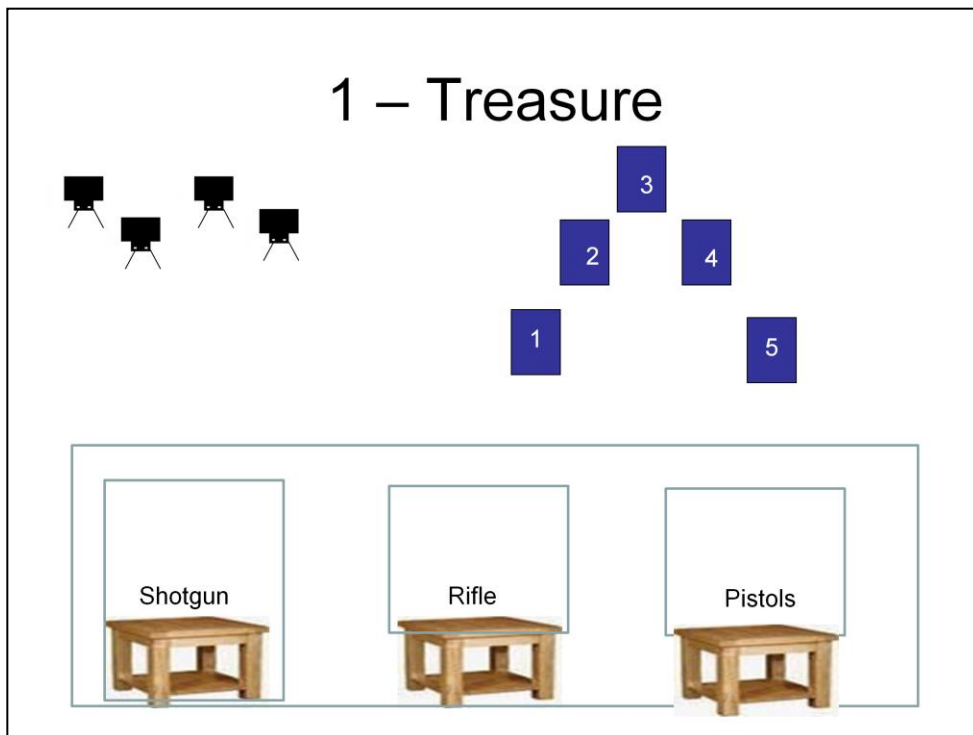




November 2021 Stages



Pistol – 10, Rifle – 10, Shotgun – 4+

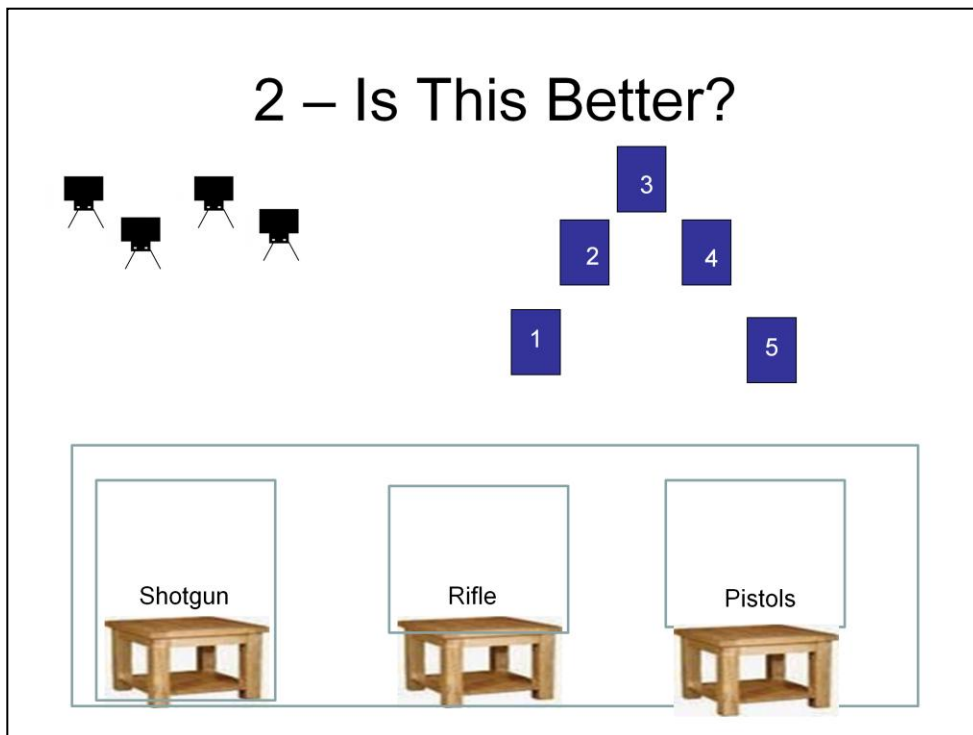
Pistols holstered, Shotgun staged on left, rifle staged on center table.
 Shooter starts behind table of choice, gun(s) of choice in hand(s), no hand touching ammo.

Starting line – **“Go for the Treasure!”**

At the beep,

- Pistols** – From the right table, Single-tap the bottom row targets, then triple-tap the middle row targets, then double-tap the top target. (eg 1-5-2-2-2-4-4-4-3-3)
- Rifle** – Repeat the Pistol instructions on the rifle targets from the center table.
- Shotgun** - 4 knockdowns until down.

Order: Shooter’s Choice.



Pistol – 10, Rifle – 10, Shotgun – 4+

Pistols holstered, Shotgun staged on left, rifle staged on center table.
 Shooter starts behind left table, both hands holding money bag.

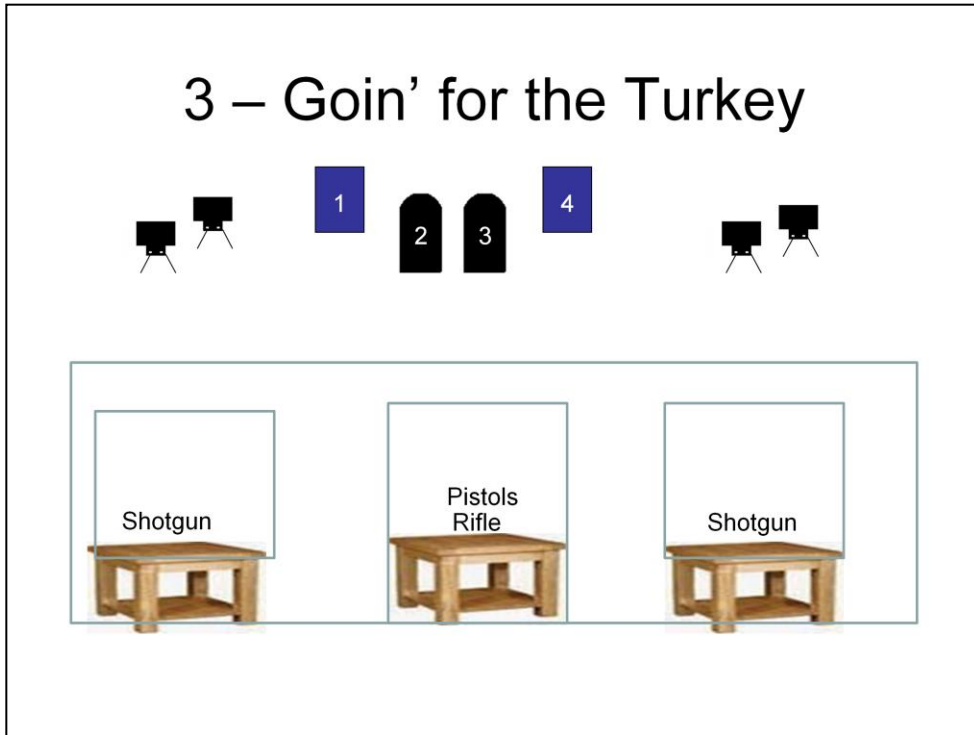
Starting line – “**Better this time?**”

At the beep,

- Shotgun** - 4 knockdowns until down.
- Pistols** – from the right table, two 5-shot sweeps – one from the left and the other from the right
- Rifle**– Repeat the Pistol instructions from the center table.

Order: Pistols/Rifle/Shotgun.

3 – Goin' for the Turkey



Rifle – 10, Pistol – 10, Shotgun – 4+

Shotgun staged on left or right table, Pistols holstered, Rifle staged on center table. Shooter starts behind table of choice holding box of ammo in the air with both hands.

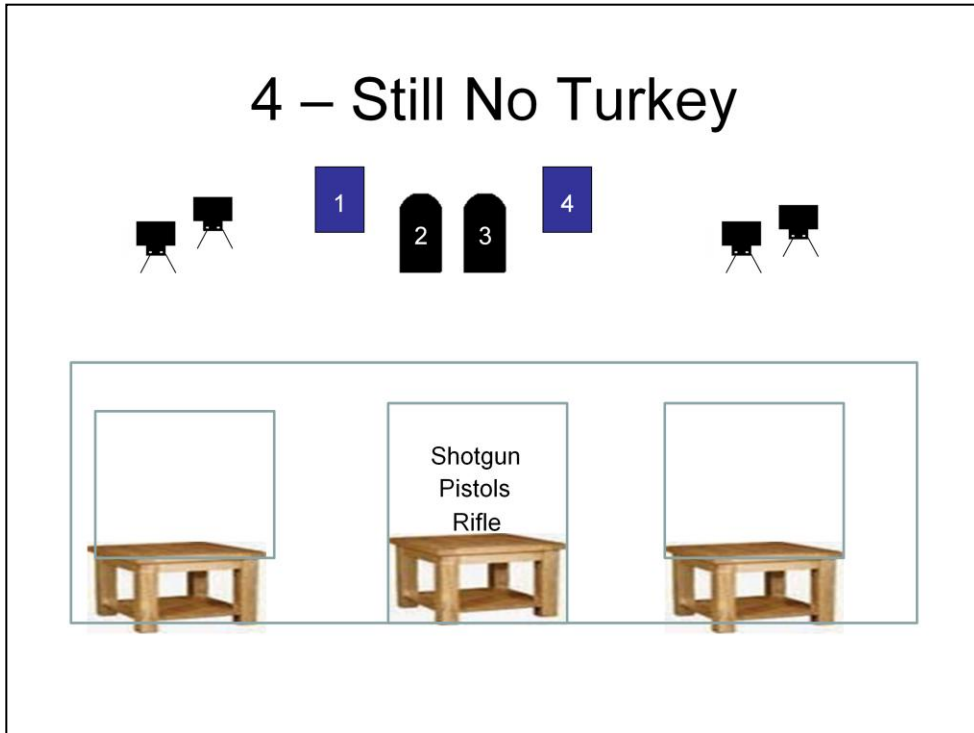
Starting line: **“You think he’s fast?”**

At the beep,

- Pistols** – 1-1-2-3-4-4-3-2-1-1 or 4-4-3-2-1-1-2-3-4-4. (Continuous Nevada Sweep – double tapping the end targets)
- Rifle** – Repeat Pistol Instructions
- Shotgun** – Engage two knockdown until down from the left table and the other two from the right table (make-ups from where first engaged).

Order: Shooter’s Choice

4 – Still No Turkey



Rifle – 10, **Pistol** – 10, **Shotgun** – 4+

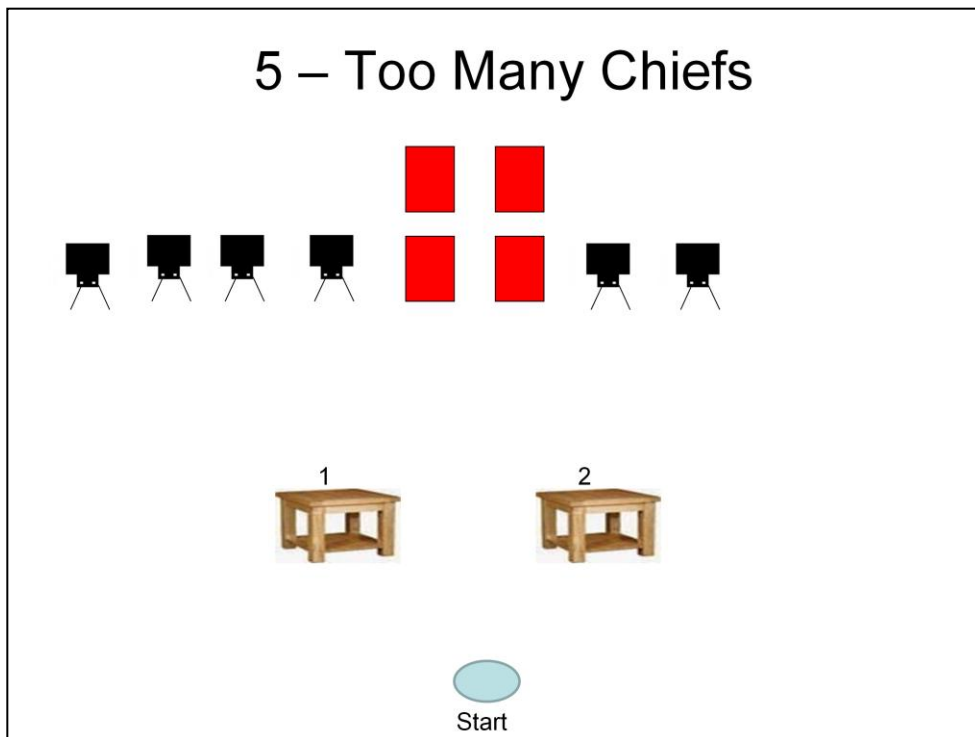
Shotgun staged on center table, Pistols holstered, Rifle staged on center table.
Shooter starts behind center table, default position.

Starting line: **“You ain’t seen nothin’ yet”**

At the beep,

- Pistols**– double-tap each outside target, then double-tap the each inside targets, then single-tap each outside target (eg 1-1-4-4-2-2-3-3-1-4)
- Rifle** – Repeat the Pistol instructions with the rifle from center table.
- Shotgun** – from the center table, engage remaining knockdowns until down.

Order: Shooter’s Choice



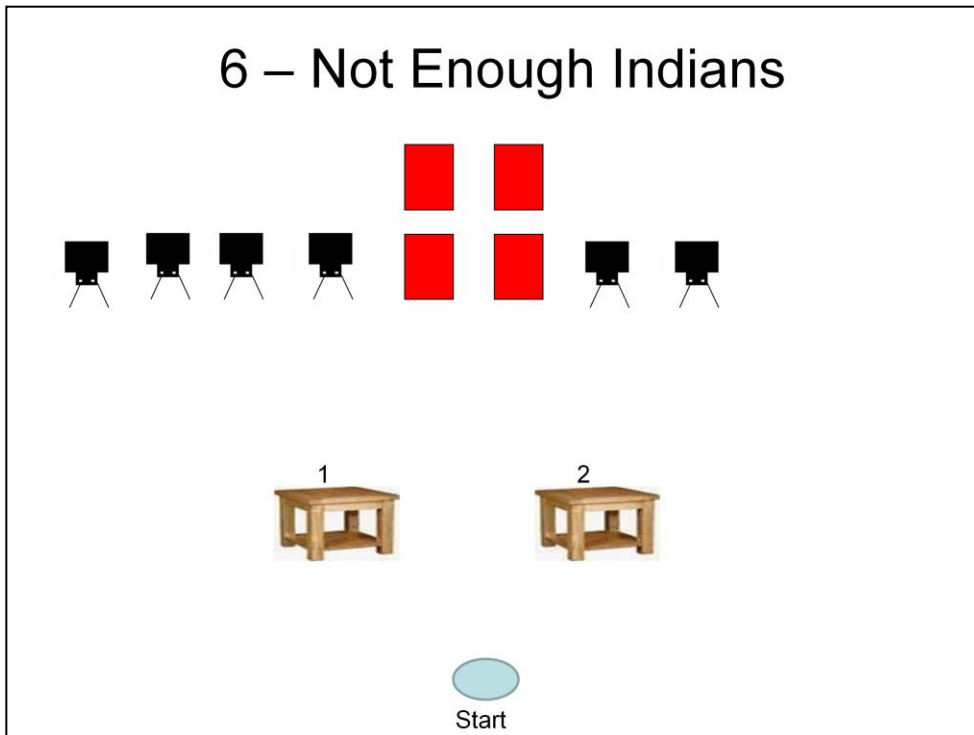
Pistol – 10, Rifle – 10, Shotgun – 2+

Pistols loaded and holstered, shotgun staged on table 1, rifle in hand. Shooter starts with rifle in hand, one foot touching start stone.

Starting line: **“Too Many Chiefs”** At the beep,

- **Rifle** – 1 knockdown, then 2 on each rectangle, then 1 knockdown. Make safe on table 2.
- **Pistols** – repeat rifle instructions .
- **Shotgun** – engage all remaining knockdowns until down.

(Rifle – Pistols - Shotgun)



Pistol – 10, Rifle – 10, Shotgun – 6+

Pistols loaded and holstered, shotgun staged on table 1, rifle staged on table 2. Shooter starts in default position, one foot touching start stone.

Starting line: **“Not enough Indians!”** At the beep,

- **Rifle** – At least 2 rounds on each rectangle for a total of 10 rounds. Make safe on either table.
- **Pistols** – repeat rifle instructions.
- **Shotgun** – engage six knockdowns until down.

(Shooter’s Choice on Rifle and Pistols – Shotgun last)