

TRP MAY MATCH 2024 – STAGE 1 - BUCKBOARD

AMMO: 10 PISTOL, 10 RIFLE 4+ SHOTGUN

CD - 6 Rifle

PISTOL: HOSLTERED

RIFLE: STAGED ON BUCKBOARD

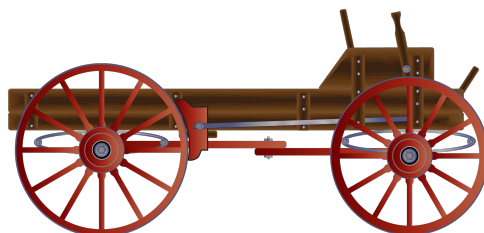
SHOTGUN: IN HANDS

**SHOOTER STARTS: NO CLOSER THAN ONE ARMS LENGTH FROM REAR OF BUCKBOARD
STARTING LINE: I'LL RIDE SHOTGUN**

AT THE BEEP:

- **WITH RIFLE NOT LAST**
- **KD 2 SG TARGETS FROM LEFT OF BUCKBOARD AND 2 FROM IN FRONT OF BUCKBOARD AT LEAST 1 FOOT PAST FRONT OF BUCKBOARD**
- **WITH RIFLE ENGAGE TARGETS WITH AT LEAST 2 ROUNDS EACH**
- **WITH PISTOLS, REPEAT INSTRUCTIONS ON PISTOL TARGETS**

- **CD: ENGAGE THE CD TARGETS BY WITH 2 ROUNDS EACH**



MAY A H 2024 – STAGE 2 - CEMETERY

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 5 Rifle

PISTOL: HOLSTERED

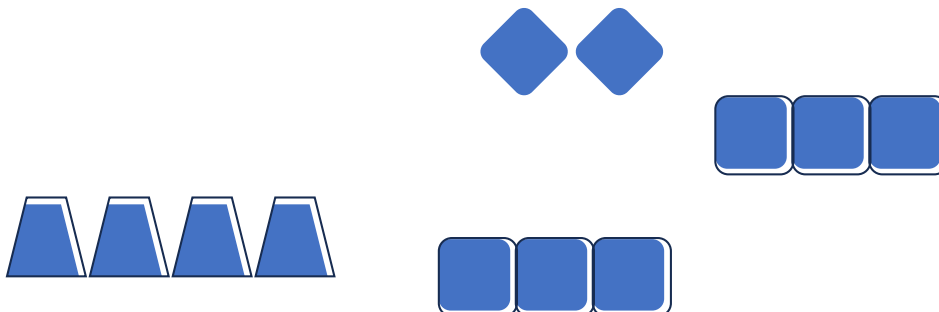
RIFLE: STAGED ON SHELF RIGHT OF OPENING

SHOTGUN: STAGED ON SHELF LEFT OF OPENING

**SHOOTER STARTS: IN CENTER OPENING, TEXAS SURRENDER
STARTING LINE: DIG MORE HOLES**

AT THE BUZZER:

- **FROM CENTER OPENING, WITH PISTOLS, ENGAGE PISTOL TARGETS IN A DOUBLE TAP NEVADA SWEEP STARTING ON THE CENTER TARGET**
- **FROM RIGHT OF OPENING WITH RIFLE, ENGAGE RIFLE TARGETS WITH PISTOL INSTRUCTIONS.**
- **FROM LEFT OF OPENING, KD ALL SG TARGETS**
- **CD: WITH RIFLE FROM RIGHT OF OPENING ENGAGE THE CD TARGETS BY ALTERNATING BETWEEN THE 2 TARGETS FOR 5 ROUNDS**



TRP MAY MATCH 2024 – STAGE 3 - JAIL

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 6 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 1

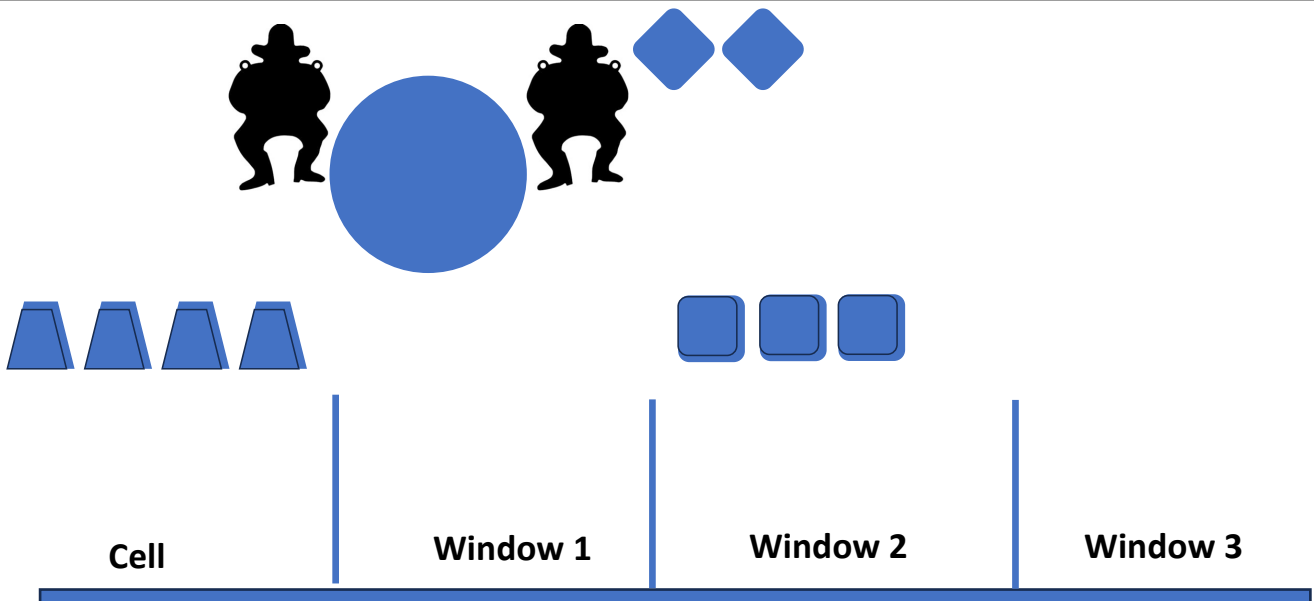
SHOTGUN: STAGE ON SHELF IN JAIL CELL

SHOOTER STARTS: HANDS TOUCHING RIFLE FLAT ON SHELF

STARTING LINE: I'M IN THE JAILHOUSE NOW

AT THE BUZZER:

- **FROM WINDOW 1 WITH RIFLE, ENGAGE RIFLE TARGETS BY PLACING 3 ROUNDS ON THE CENTER TARGET AND 1 ROUND ON EACH OUTSIDE TARGET THEN REPEAT.**
- **MOVE TO WINDOW 2 AND WITH PISTOLS ENGAGE PISTOL TARGETS WITH RIFLE INSTRUCTIONS**
- **MOVE TO SHELF IN CELL AND WITH SHOTGUN, KD SHOTGUN TARGETS**
- **CD: FROM WINDOW 1 - ENGAGE CD TARGETS BY SINGLE TAPPING A TARGET THEN DOUBLE TAP THE OTHER, THEN REPEAT.**
- **NOTE: SWINGER IS NOT SWINGING**



TRP MAY MATCH 2024 – STAGE 4 – GENERAL STORE

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 5 Rifle

PISTOL: HOLSTERED

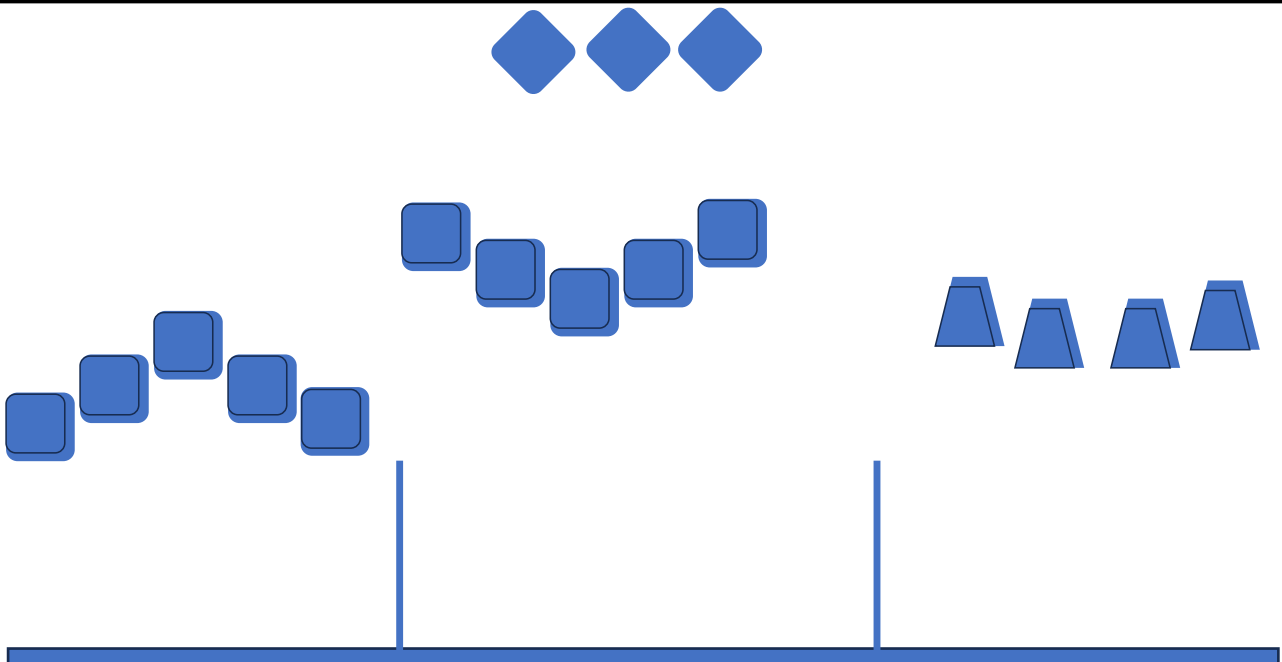
RIFLE: STAGED IN WINDOW 2

SHOTGUN: STAGED IN WINDOW 3

**SHOOTER STARTS: POSITION OF CHOICE HANDS ON HAT
STARTING LINE: WHO OWNS THIS ESTABLISHMENT?**

AT THE BUZZER:

- **WITH RIFLE NOT LAST**
- **FROM WINDOW 1 ENGAGE PISTOL IN A RATLER JOHN SWEEP. DOUBLE TAP TARGET 1, THEN SWEEP TARGETS 2, 3 & 4, THEN SWEEP TARGETS 2, 3 & 4 THEN DOUBLE TAP TARGET 5. EX: 11-2-3-4-2-3-4-55 - Can start on either end.**
- **FROM WINDOW 2, WITH RIFLE, REPEAT PISTOL INSTRUCTIONS ON RIFLE TARGETS**
- **WITH SHOTGUN IN WINDOW 3, KD ALL SHOTGUN TARGETS**
- **CD: ENGAGE THE CD TARGETS BY DOUBLE TAPPING AN OUTSIDE TARGET, THEN SWEEP THE 3 TARGETS WITH 1 ROUND EACH.**



TRP MAY Monthly 2024 - STAGE 5 SALOON

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 5 Rifle

PISTOLS: HOLSTERED

RIFLE: STAGED IN OPENING 2 SHOTGUN:

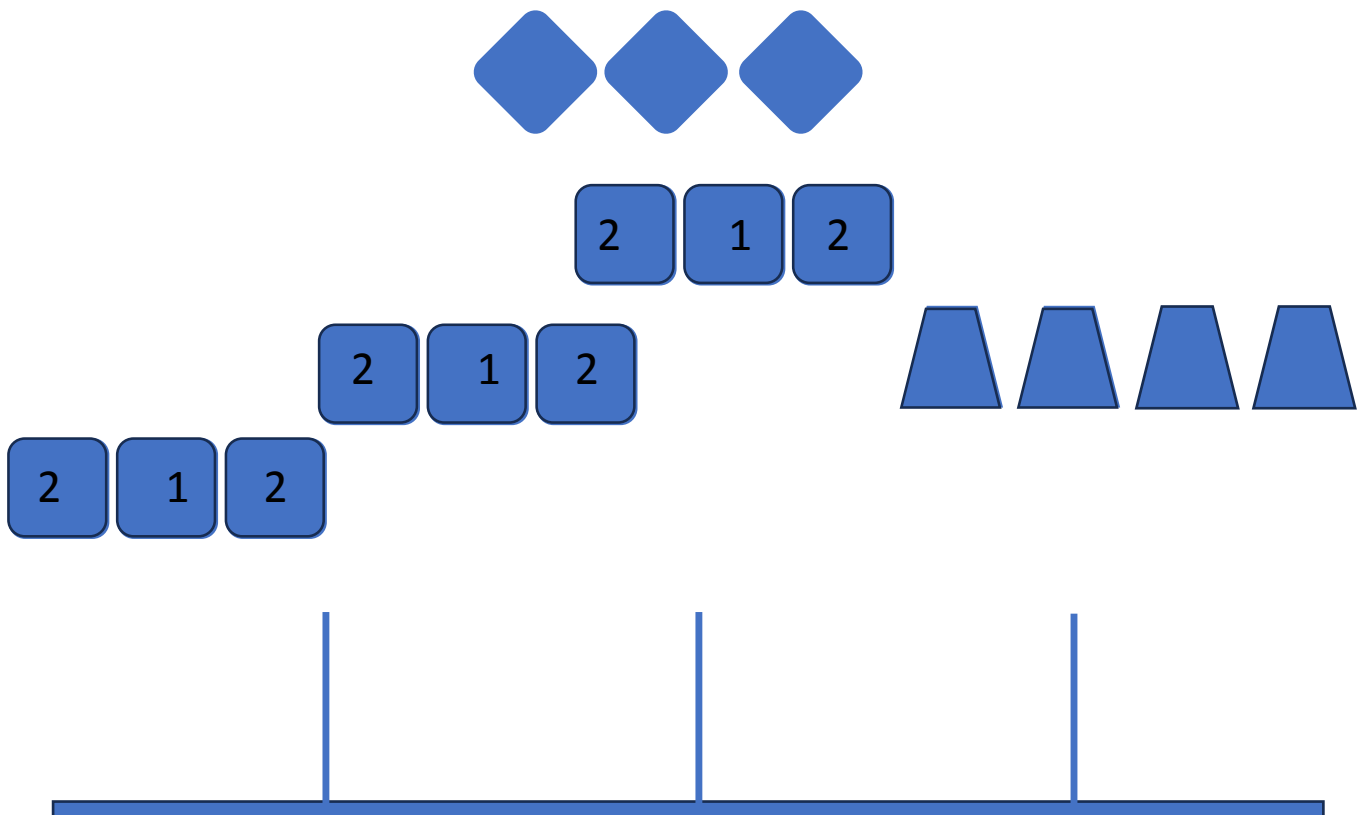
STAGED ANYWHERE

SHOOTER STARTS: A.G.A.P. NOT TOUCHING GUNS/AMMO

STARTING LINE: DON'T LET YOUR COWBOYS GROW UP TO BE BABIES

AT THE BUZZER

- SHOOTERS CHOICE OF GUN ORDER, RIFLE NOT LAST
- KNOCK DOWN SHOTGUN TARGETS FROM OPENING 4.
- WITH RIFLE FROM OPENING 2, ENGAGE THE MIDDLE AND FAR BANK OF TARGETS IN TWO SEPERATE 2-1-2 SWEEP FROM EITHER END
- PISTOLS FROM OPENING 1, ENGAGE MIDDLE AND CLOSE BANK OF TARGETS IN TWO SEPERATE 2-1-2 SWEEPS FROM EITHER END.
- CODY DIXON: ENGAGE CD TARGETS IN A 2-1-2 SWEEP FROM EITHER END



TRP MAY MATCH 2024 – STAGE 6 - BOARDWALK

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ANYWHERE

SHOTGUN: STAGED ANYWHERE

**SHOOTER STARTS: GUN OF CHOICE IN HANDS
STARTING LINE: I SAW A TURTLE HEADED WEST**

AT THE BUZZER:

- **RIFLE NOT LAST**
- **USING PISTOLS FROM DOORWAY 1 AND RIFLE FROM WINDOW 2, ENGAGE RIFLE/PISTOL TARGETS IN AN 1883 SWEEP FROM EITHER END.**
- **WITH SHOTGUN, ENGAGE 2 KNOCKDOWNS EACH FROM WINDOWS 3 AND 4. MAKE UPS FROM WHERE ENGAGED.**
- **CD: EGAGE PISTOL TARGETS FROM DOORWAY 1 IN 1-8-1 SWEEP AND ENGAGE RIFLE TARGETS FROM FROM WINDOW 2, IN A 2-3 SWEEP FROM EITHER END.**

