

TRP OCT MONTHLY 2024 - STAGE 1 – OPEN RANGE

AMMO: 10 PISTOL, 10 RIFLE 4+ SHOTGUN

CD - 6 RIFLE

PISTOLS: HOLSTERED

RIFLE: STAGED ON RIGHT SHELF

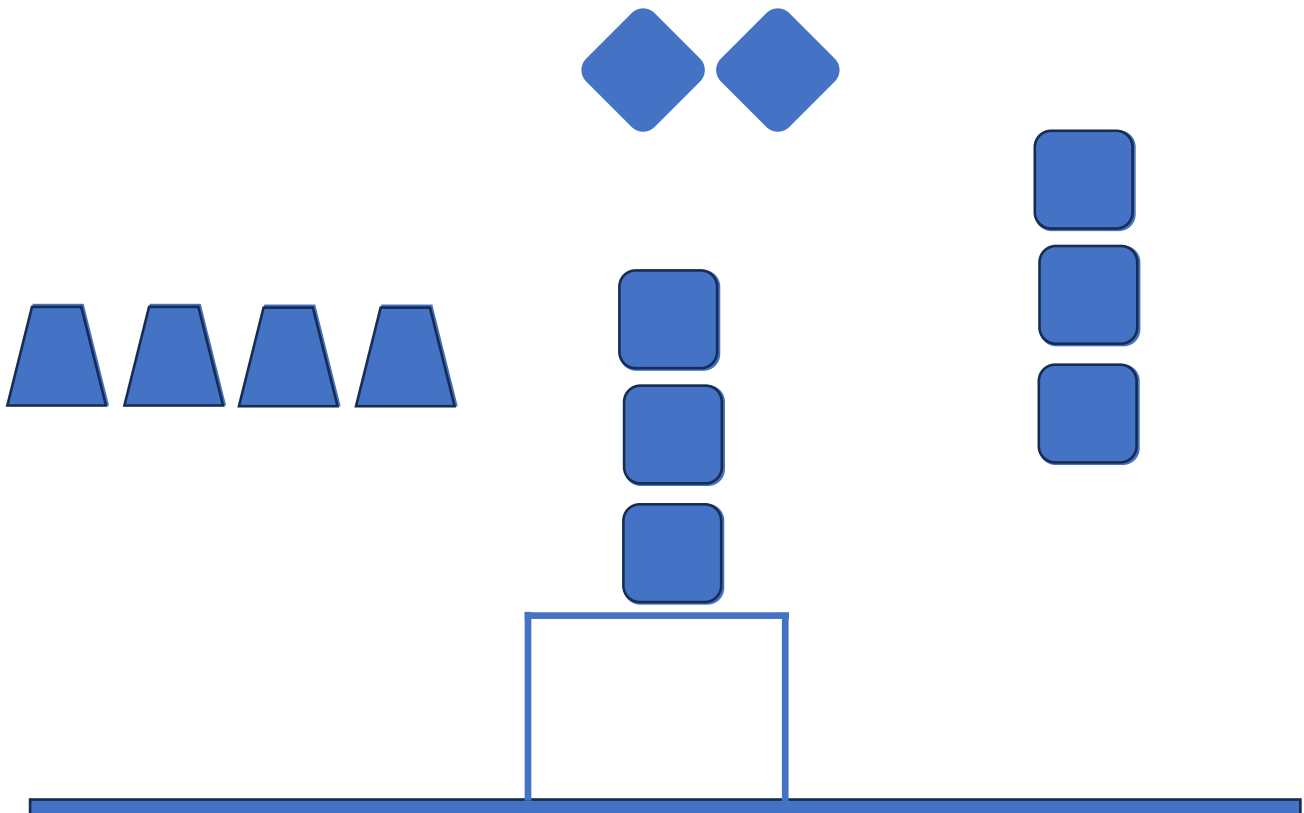
SHOTGUN: STAGED ON LEFT SHELF

SHOOTER STARTS: SHOTGUN IN HANDS - RIGHT OF OPENING

STARTING LINE: STILL HAS THAT NEW STAGE SMELL

AT THE BUZZER

- **WITH SHOTGUN LEFT OF OPENING, KD ALL SHOTGUN TARGETS**
- **WITH RIFLE FROM RIGHT OF OPENING, ENGAGE RIFLE TARGETS IN A PEDULUM SWEEP STARTING ON THE CENTER TARGET (CAN GO EITHER DIRECTION). EX: 2-1-1-2-3-3-2-1-1-2**
- **WITH PISTOL FROM OPENING ENGAGE PISTOL TARGETS WITH RIFLE INSTRUCTIONS**
- **CODY DIXON: ENGAGE CD TARGETS IN A 1-2-2-1-1-2 SWEEP FROM EITHER END**



TRP OCT 2024 Monthly - STAGE 2 - BUCKBOARD

AMMO: 10 PISTOL, 10 RIFLE 4+ SHOTGUN

CD - 5 RIFLE

PISTOLS: HOLSTERED

RIFLE: STAGED ON BUCKBOARD

SHOTGUN: STAGED ON BUCKBOARD

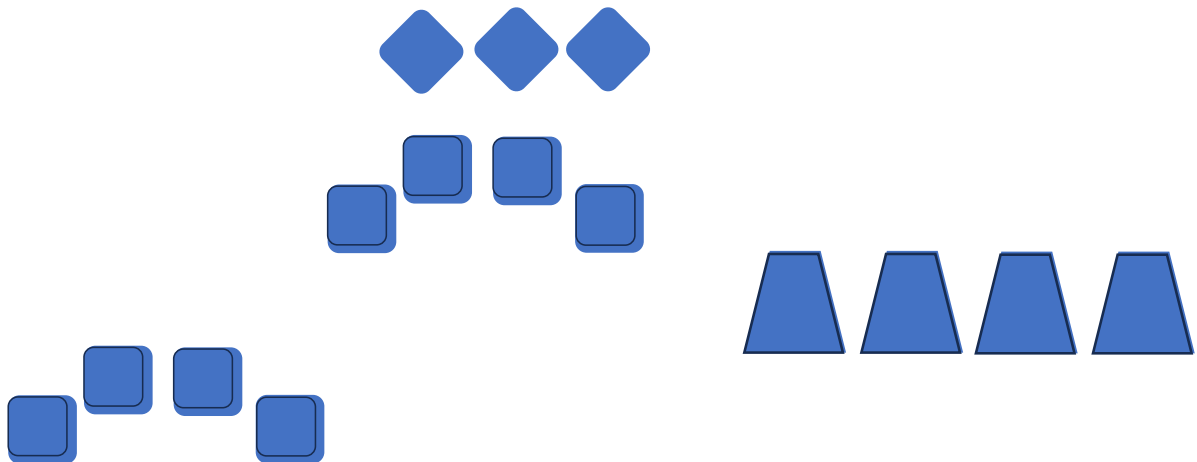
Shooter Starts: both hands touching a wagon wheel

Starting Line: Circle the Wagons

At the buzzer:

WITH RIFLE NOT LAST

- Engage rifle targets in a heavy Nevada sweep (double tapping end targets) from either end. ex: 11-2-3-44-3-2-11
- Engage Pistol targets per rifle instructions
- From in front of buckboard seat, KD all SG targets
- CODY DIXON: ENGAGE CD TARGETS IN A HEAVY NEVADA SWEEP FROM EITHER END: 11-2-33



Buckboard

TRP OCT MATCH 2024 – STAGE 3 - CEMETERY

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 6 Rifle

PISTOL: HOLSTERED

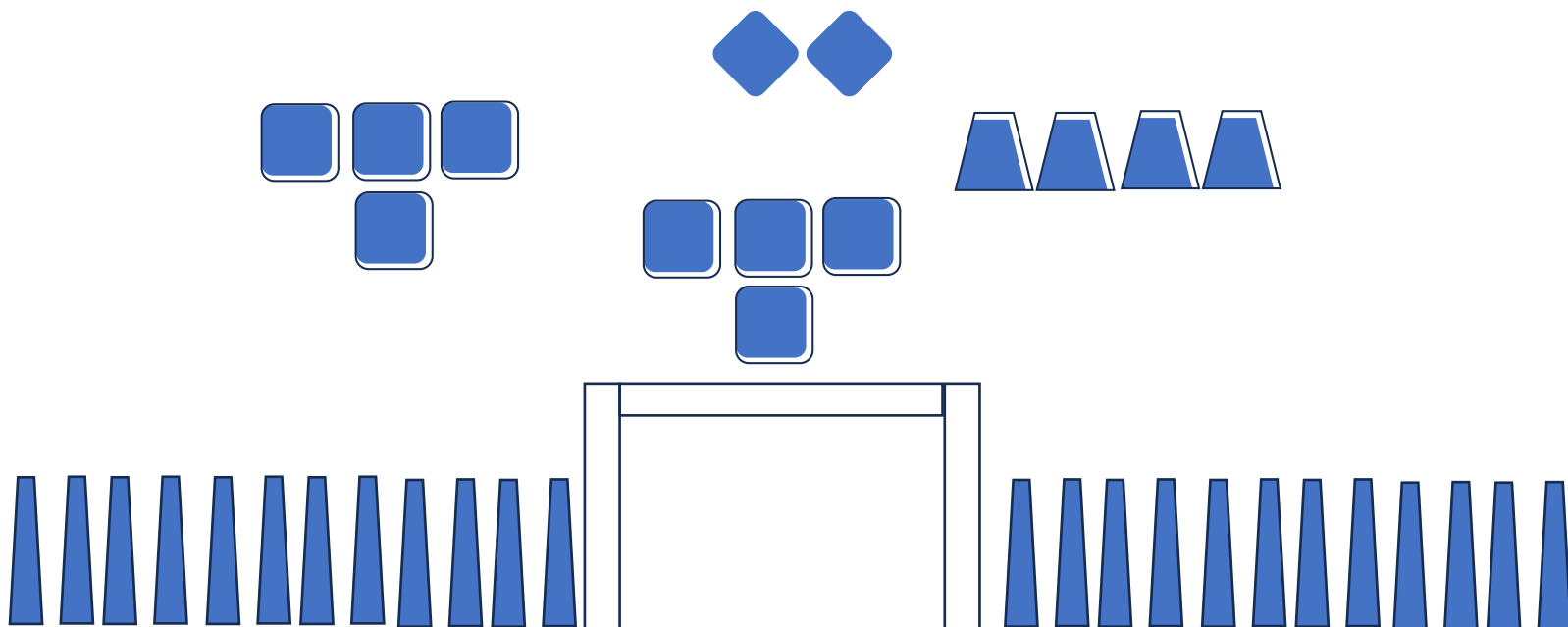
RIFLE: STAGED ON SHELF LEFT OF OPENING

SHOTGUN: STAGED ON SHELF RIGHT OF OPENING

**SHOOTER STARTS: GUN(S) IN HAND
STARTING LINE: WE'RE RUNNING OUTTA GRAVES**

AT THE BUZZER:

- **WITH RIFLE NOT LAST, SHOOTERS STARTS AT POSITION OF CHOICE WITH GUN(S) IN HAND**
- **FROM LEFT OF OPENING, WITH RIFLE, STARTING ON THE LOWER TARGET, ALTERNATE BETWEEN LOWER & UPPER TARGETS WITH 1 ROUND ON THE LOWER AND 2 ROUNDS ON EACH UPPER TARGET**
- **FROM CENTER OPENING WITH PISTOLS, ENGAGE PISTOL TARGETS WITH RIFLE INSTRUCTIONS.**
- **FROM RIGHT OF OPENING, KD ALL SG TARGETS**
- **CD: WITH RIFLE FROM LEFT OF OPENING ENGAGE THE CD TARGETS WITH 1 ROUND ON THE LEFT TARGET AND 2 ROUNDS ON THE RIGHT TARGET FOR 6 ROUNDS. EX: 1-2-2-1-2-2**



TRP OCT 2024 – STAGE 4 - JAIL

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 6 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 1 (NOT CELL WINDOW)

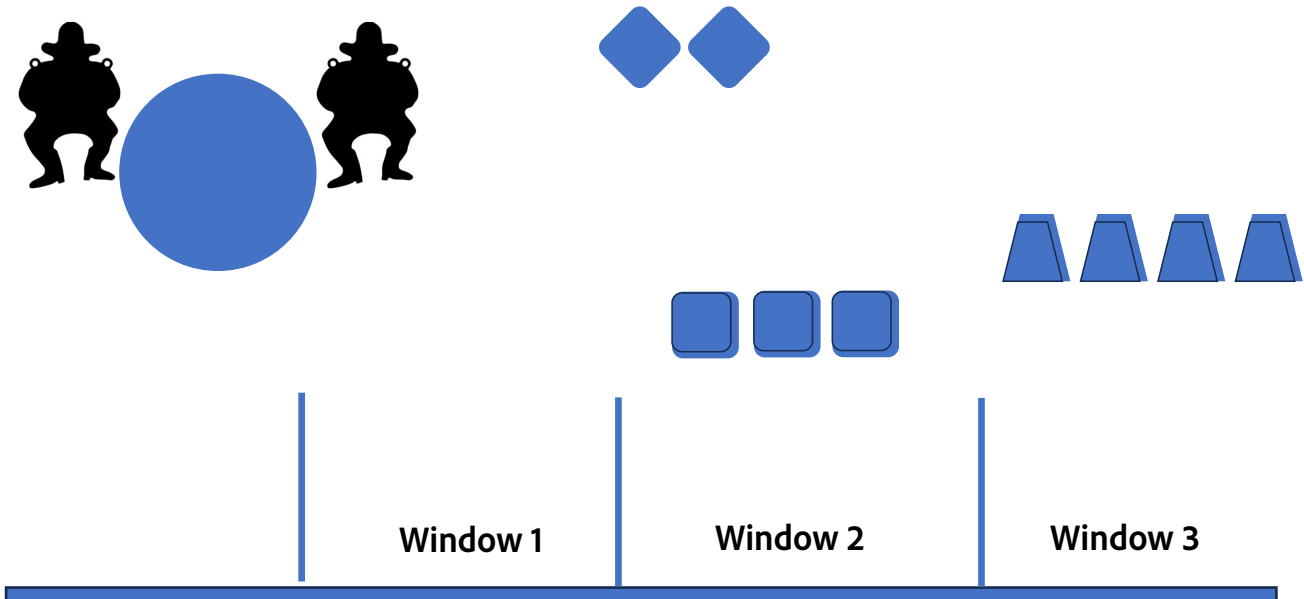
SHOTGUN: STAGED IN WINDOW 3

SHOOTER STARTS: HANDS ON HAT

STARTING LINE: SHERIFFS GONE MISSIN'

AT THE BUZZER:

- **WITH RIFLE FROM WINDOW 1 ENGAGE RIFLE TARGETS BY PLACING 2 ROUNDS ON A TARGET, 3 ROUNDS ON ANOTHER TARGET AND 5 ROUNDS ON THE REMAINING TARGET**
- **MOVE TO WINDOW 2 AND ENGAGE PISTOL TARGETS WITH RIFLE INSTRUCTIONS**
- **FROM WINDOW 3 KD ALL SHOTGUN TARGETS**
- **CD: FROM WINDOW 1 WITH RIFLE - ENGAGE CD TARGETS WITH 1 ROUND ON A TARGET, 2 ROUNDS ANOTHER TARGET AND 3 ROUNDS ON THE REMAINING TARGET**
- **NOTE: SWINGER IS NOT SWINGING**



TRP OCT 2024 – STAGE 5 – GENERAL STORE

AMMO: 10 PISTOL, 10+1 RIFLE, 4+ SHOTGUN

CD - 6 Rifle

PISTOL: HOLSTERED

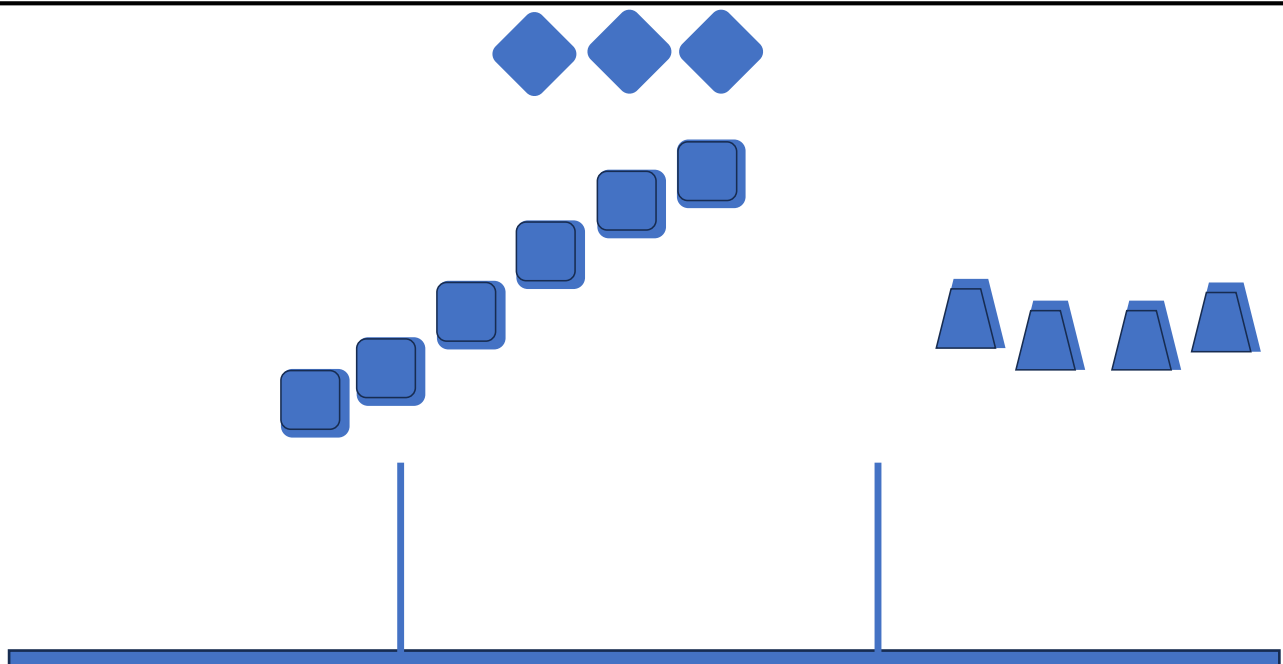
RIFLE: STAGED IN WINDOW 2

SHOTGUN: STAGED IN WINDOW 3

**SHOOTER STARTS: POSITION OF CHOICE HANDS ON SHELF
STARTING LINE: ONE MORE!**

AT THE BUZZER:

- **WITH RIFLE NOT LAST**
- **FROM WINDOW 2 WITH RIFLE AND PISTOLS, ENGAGE THE TARGETS IN A PROGRESSIVE SWEEP FOR 21 ROUNDS. RELOAD CAN BE DONE ANYTIME AFTER THE BEEP.**
- **WITH SHOTGUN FROM WINDOW 3, KD ALL SHOTGUN TARGETS**
- **CD: ENGAGE THE CD TARGETS IN A PROGRESSIVE SWEEP FROM EITHER END.**



TRP SEPT MATCH 2024 – STAGE 5 - BOARDWALK

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 6 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED WINDOW 2

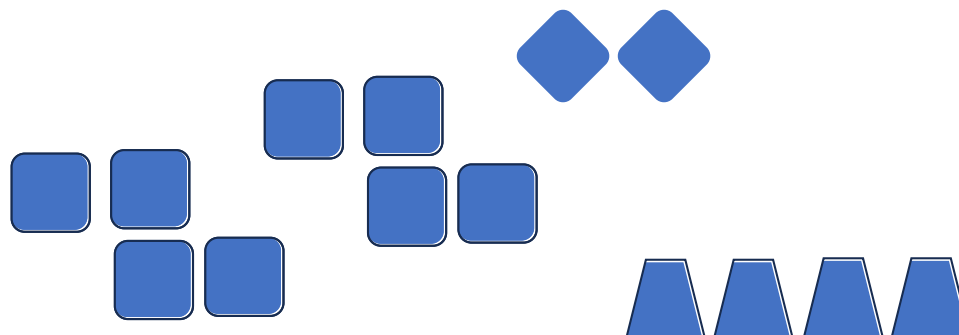
SHOTGUN: STAGED WINDOW 3

SHOOTER STARTS: RIFLE IN HANDS, BARREL TOUCHING SHELF

STARTING LINE: SADDLE THE HORSES

AT THE BUZZER:

- RIFLE NOT LAST
- WITH RIFLE FROM WINDOW 2, ENGAGE RIFLE TARGETS IN A HOOT SWEEP. SINGLE TAP EITHER OUTSIDE TARGET THEN DOUBLE TAP ALTERNATING ON THE TWO INNER TARGETS FOR 8 ROUNDS THEN SINGLE TAP THE REMAINING OUTSIDE TARGET.
- WITH PISTOLS FROM DOOR 1 ENGAGE THE PISTOL TARGETS WITH RIFLE INSTRUCTIONS
- WITH SHOTGUN, FROM WINDOW 3 KD ALL SG TARGETS
- CD: FROM WINDOW 2 ENGAGE CD TARGETS IN A 1-2-1-1-2-2 SWEEP (SINGLE SINGLE DOUBLE DOUBLE)



DOOR 1

WIN 2

WIN 3

WIN 4