

**TRP NOV MONTHLY 2024 – STAGE 1 - JAIL**

**AMMO: 10 PISTOL, 10 RIFLE AND 4+ SHOTGUN**

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED IN WINDOW 1**

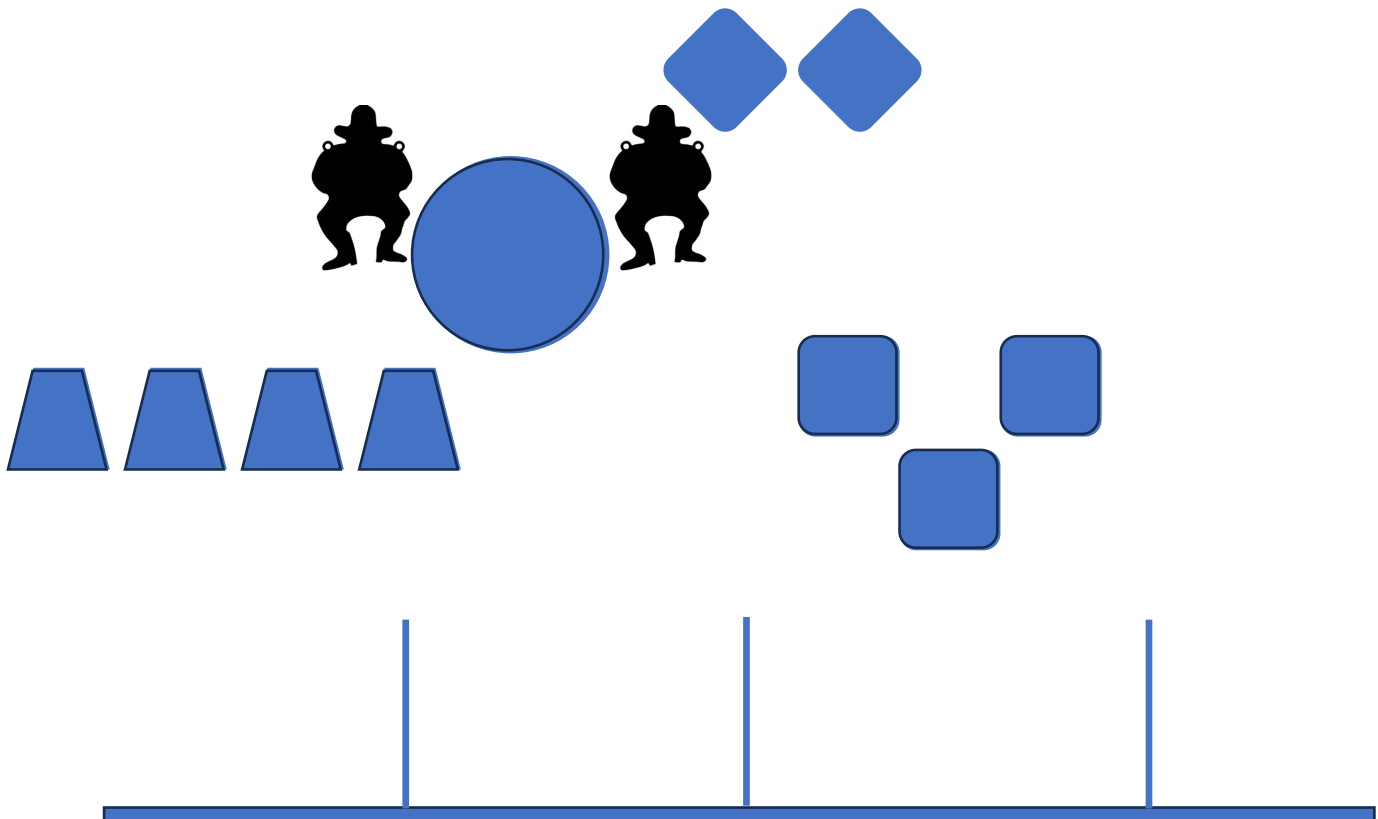
**SHOTGUN: STAGE ON RIGHT SHELF**

**SHOOTER STARTS: HANDS ON HAT**

**STARTING LINE: THE SHERIFF TURNED OUTLAW**

**AT THE BUZZER:**

- **FROM LEFT WINDOW, WITH RIFLE ENGAGE TARGETS IN A CAMEL SWEEP FROM EITHER END. EXP: 1-22-3-22-1-22-3**
- **FROM MIDDLE OPENING, ENGAGE PISTOL TARGETS PER RIFLE INSTRUCTIONS**
- **FROM RIGHT WITH SHOTGUN, KNOCK DOWN ALL SHOTGUN TARGETS**
- **NOTE: SWINGER IS NOT SWINGING**
- **CODY DIXON: ENGAGE CD TARGETS IN A 1-22-1-22 SWEEP FROM EITHER END**



**TRP NOV MONTHLY 2024 – STAGE 2 – GENERAL STORE**

**AMMO: 10 PISTOL, 10 RIFLE AND 4+ SHOTGUN**

**Cody Dixon - 5 Rifle**

**PISTOLS: HOLSTERED**

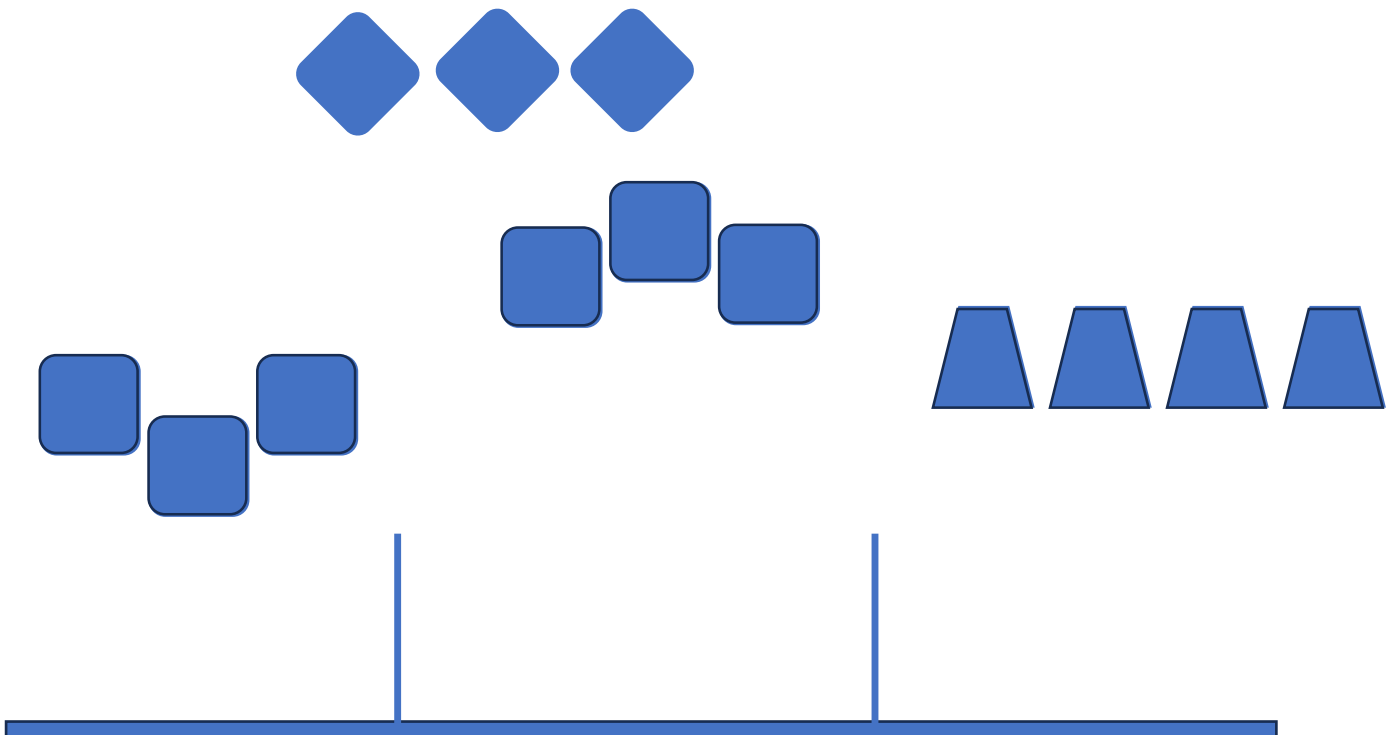
**RIFLE: STAGED IN MIDDLE OPENING**

**SHOTGUN: STAGED ANYWHERE**

**SHOOTER STARTS: HANDS ON SHELF  
STARTING LINE: WHERE IS EVERYBODY?**

**AT THE BUZZER:**

- **SHOOTERS CHOICE OF GUN ORDER, RIFLE NOT LAST**
- **FROM LEFT OPENING, ENGAGE PISTOL TARGETS IN A 3-4-3 SWEEP FROM EITHER END**
- **FROM MIDDLE OPENING, ENAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS**
- **FROM RIGHT OPENING, KNOCK DOWN ALL SHOTGUN TARGETS**
- **CODY DIXON: ENGAGE CD TARGETS IN A 1-3-1 SWEEP FROM EITHER END**



**TRP NOV MONTHLY 2024 – STAGE 3 - SALOON**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED**

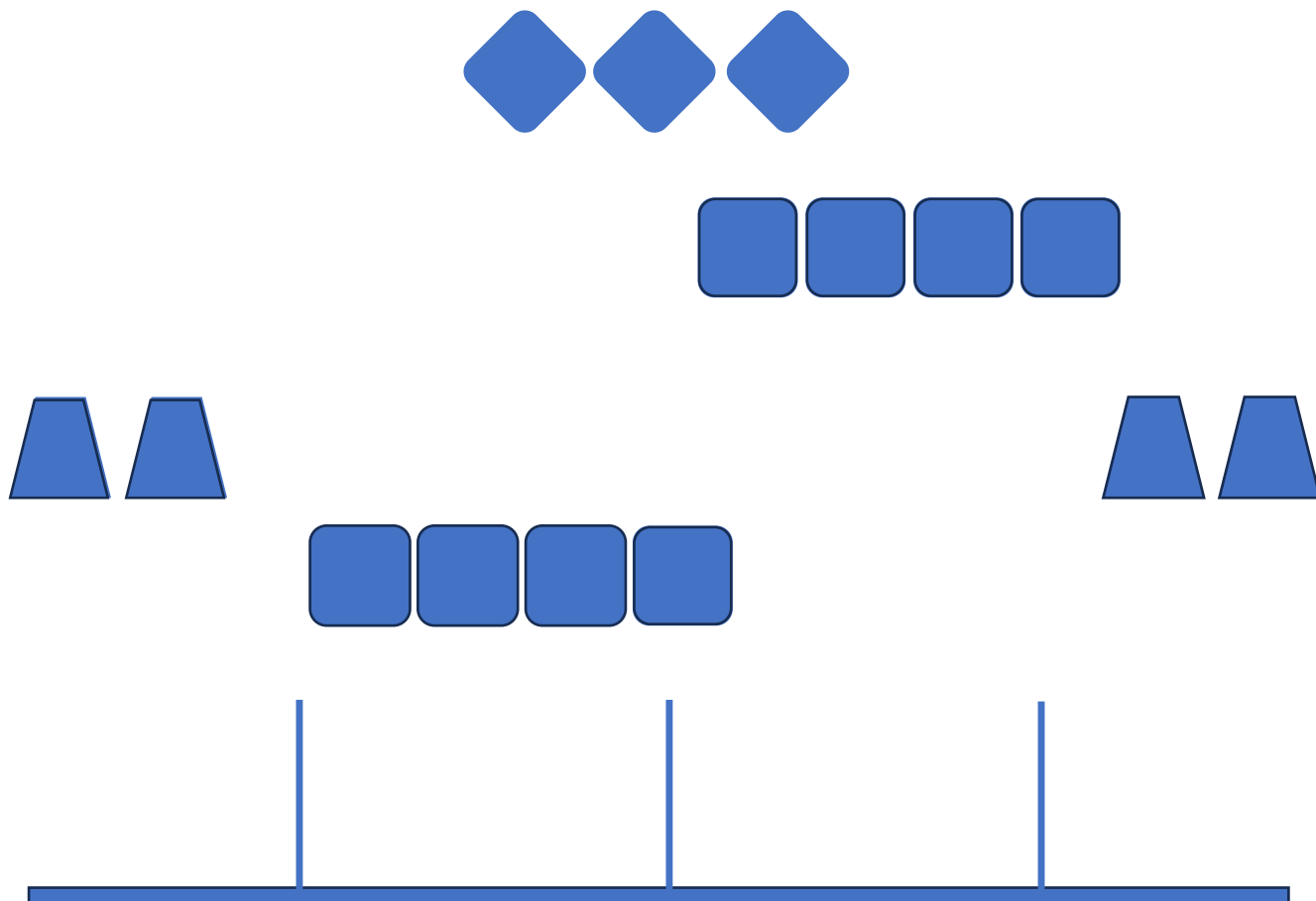
**RIFLE: STAGED IN OPENING 3**

**SHOTGUN: STAGED ANYWHERE**

**SHOOTER STARTS: POSITION OF CHOICE, GUN(S) IN HAND  
STARTING LINE: JUST LEAVE THE BOTTLE**

**AT THE BUZZER:**

- **SHOOTERS CHOICE OF GUN ORDER, RIFLE NOT LAST**
  - **KNOCK DOWN 2 SHOTGUN TARGETS FROM OPENINGS 1 AND 4. MAKEUPS FROM WHERE ENGAGED**
  - **RIFLE FROM OPENING 3, ENGAGE TARGETS IN A PROGRESSIVE SWEEP FROM EITHER END**
  - **PISTOLS FROM OPENING 2, ENGAGE TARGETS PER RIFLE**
- INSTRUCTIONS**
- **CODY DIXON: ENGAGE IN A PROGRESSIVE SWEEP FROM EITHER END**



**TRP NOV MONTHLY 2024 – STAGE 4 - BOARDWALK**

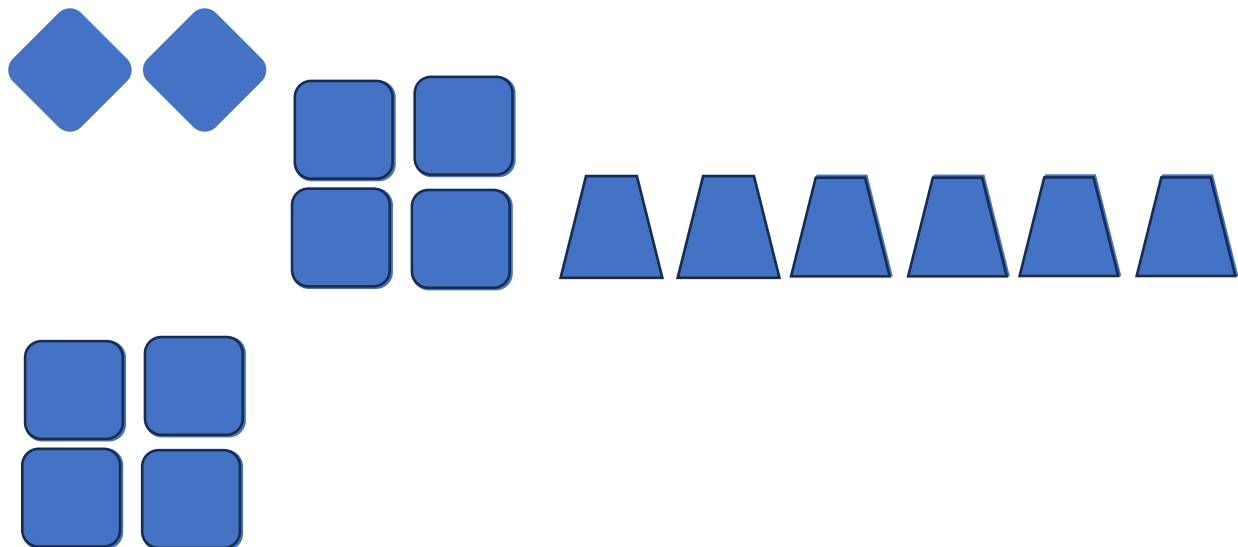
**AMMO: 10 PISTOL, 10 RIFLE, 4+  
SHOTGUN PISTOLS: HOLSTERED  
RIFLE: STAGED IN WINDOW 2  
SHOTGUN: STAGED ANYWHERE**

**Cody Dixon - 5 Rifle**

**SHOOTER STARTS: TEXAS SURRENDER  
STARTING LINE: MY HORSE IS LAME**

**AT THE BUZZER**

- **STARTING FROM DOORWAY ONE, PLACE 2 ROUNDS ON A LOWER TARGET THEN 2 ROUNDS ON AN UPPER TARGET, REPEAT ON THE OTHER LOWER AND UPPER TARGET**
- **WITH RIFLE FROM WINDOW 2 , ENGAGE RIFLE TARGETS USING PISTOL INSTRUCTIONS.**
- **WITH SHOTGUN KNOCK DOWN 2 SHOTGUN TARGETS FROM WINDOW 3 AND DOOR 3. MAKEUPS FROM ANYWHERE**
- **CODY DIXON: ENGAGE CD TARGETS IN A 2-3 SWEEP FROM EITHER END**



**TRP NOV MONTHLY 2024 – STAGE 5 – BLACKSMITH**

**AMMO: 10 PISTOL, 10 RIFLE, 5+ SHOTGUN**

**Cody Dixon - 5 Rifle**

**PISTOLS: HOLSTERED**

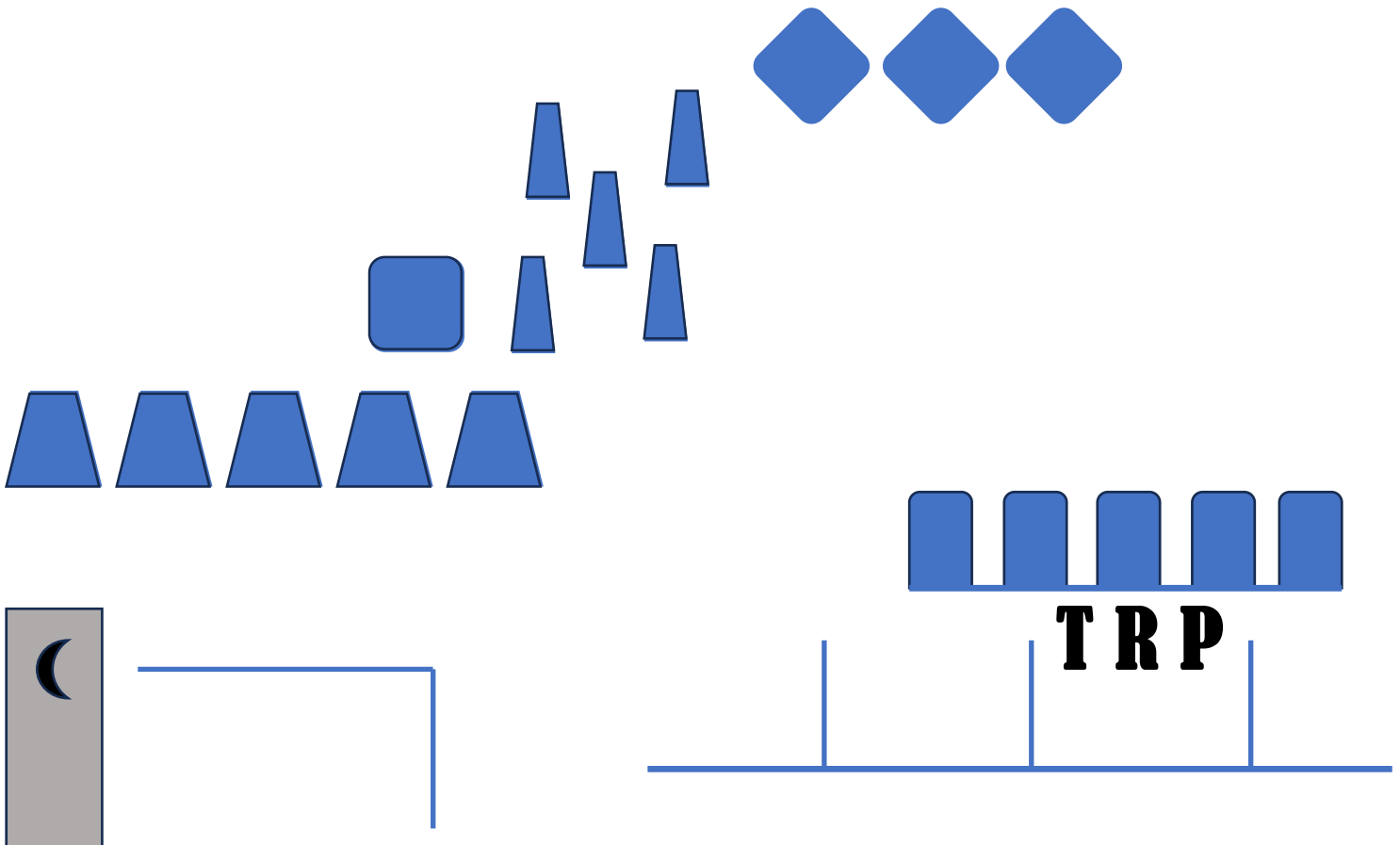
**RIFLE: STAGE IN OPENING 1**

**SHOTGUN: STAGED ON FENCE SHELF NEAR outhouse**

**SHOOTER STARTS: SHOTGUN IN HANDS  
STARTING LINE: TIME TO DIG A NEW HOLE**

**AT THE BUZZER:**

- **WITH SHOTGUN FROM FENCE AT outhouse, KNOCK DOWN ALL SHOTGUN TARGETS**
- **FROM WINDOW 1 WITH RIFLE, KNOCK DOWN ALL BUSHWACKERS AND PLACE ANY REMAINING ROUNDS ON THE DUMP TARGET**
- **FROM WINDOW 3 WITH PISTOLS, KNOCK DOWN ALL PLATES AND PLACE ANY REMANING ROUNDS ON ANY OF THE T R P DUMP TARGETS.**
- **NOTE: MISSES ARE PLATES LEFT STANDING OR ON THE DUMP(S)**
- **CODY DIXON: FROM WINDOW 1, NEVADA SWEEP FROM EITHER END**



**TRP NOV MONTHLY 2024 – STAGE 6 - CORRAL**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED ON TROUGH**

**SHOTGUN: ON SHELF IN LEFT PEN**

**SHOOTER STARTS: HANDS TOUCHING FENCE RAIL**

**STARTING LINE: MY HORSE THREW A SHOE**

**AT THE BUZZER:**

- **WITH RIFLE NOT LAST**
- **FROM RIGHT OF TROUGH, WITH PISTOLS ENGAGE PISTOL TARGETS IN A DOUBLE TAP SWEEP STARTING ON EITHER END**
- **FROM TROUGH WITH RIFLE, ENGAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS**
- **FROM LEFT PEN KNOCK DOWN ALL SHOTGUN TARGETS**
- **CODY DIXON: ENGAGE CD TARGETS IN A DOUBLE TAP SWEEP FROM EITHER END.**

