TRP APRIL 2025 MATCH - STAGE 1 - JAIL

AMMO: 10 PISTOL, 10 RIFLE 6+ SG

PISTOL: STAGED IN WINDOW 1

CD - 6 Rifle

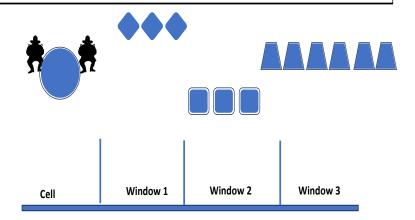
RIFLE: STAGED IN JAIL CELL

CD - RIFLE STAGED IN WINDOW 1

SHOTGUN: STAGED IN WINDOW 3

SHOOTER STARTS: IN JAIL CELL, ONE HAND ON EACH SWINGER RELEASE STARTING LINE: MY LUCK HAS RAN OUT

- ORDER IS RIFLE PISTOL SHOTGUN
- RELEASE SWINGER THEN WITH RIFLE PLACE AT LEAST 3 ROUNDS ON EACH TARGET IN ANY ORDER. (ROUND COUNT).
- MOVE TO WINDOW 2 AND ENGAGE PISTOL TARGETS PER RIFLE INSTRUCTIONS
- SHOTGUN, FROM WINDOW 3 ENGAGE THE 6 KNOCKDOWNS.
- CD: RIFLE STAGED IN WINDOW 1. SHOOTER STARTS IN JAIL CELL SAME STARTING POSITION. ATB: RELEASE SWINGER, MOVE TO RIFLE AND ENGAGE THE CD TARGETS WITH 2 ROUNDS EACH. PISTOL AND SHOTGUN INSTRUCTIONS ARE THE SAME.



TRP APRIL 2025 MATCH - STAGE 2 - GENERAL STORE

AMMO: 10 RIFLE, 10 PISTOL, 4+ SG

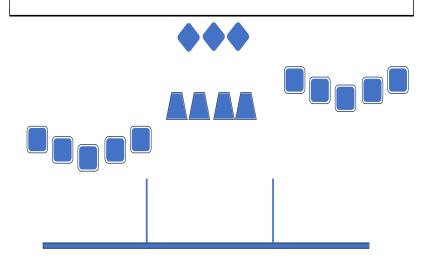
PISTOL: HOLSTERED

CD - 5 Rifle

RIFLE: STAGED IN RIGHT OPENING SHOTGUN: STAGED ANYWHERE SAFE

SHOOTER STARTS: GUN(S) IN HANDS AT POSITION OF CHOICE STARTING LINE: GOOD HELP IS HARD TO FIND

- WITH RIFLE NOT LAST
- PISTOL, FROM LEFT OPENING ENGAGE THE TARGETS IN A 2-1-4-1-2 STARTING ON EITHER END.
- RIFLE FROM RIGHT OPENING, ENGAGE THE RIFLE TARGETS PER PISTOL INSTRUCTIONS
- SHOTGUN, FROM CENTER OPENING, ENGAGE THE 4 KNOCKDOWNS.
- CD: ENGAGE THE CD TARGETS IN A 2-1-2 SWEEP FROM EITHER END



TRP APRIL 2025 MATCH – STAGE 3 - SALOON

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

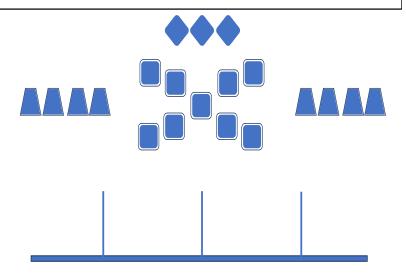
CD - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 2 OR 3 SHOTGUN: STAGED IN WINDOW 1 OR 4

SHOOTER STARTS: AT POSITION OF CHOICE HANDS ON HAT STARTING LINE: HOW CAN WE BE OUT OF WHISKEY?

- WITH RIFLE NOT LAST
- PISTOL, FROM WINDOW 2 OR 3,ENGAGE THE CLOSEST 5 TARGETS IN 2 SEPERATE SINGLE TAP SWEEPS FROM EITHER END (YES YOU CAN).
- RIFLE, FROM WINDOW NOT USED FOR PISTOL, ENGAGE THE FURTHER 5 TARGETS PER PISTOL INSTRUCTIONS.
- CENTER TARGET IS A SHARED PISTOL/RIFLE TARGET. RIFLE AND PISTOL NOT SHOT FROM SAME WINDOW.
- SHOTGUN, ENGAGE 4 KNOCKDOWNS FROM <u>EITHER</u> WINDOW 1 OR
 4.
- CD: ENGAGE THE TARGETS IN NEVADA SWEEP FOR 5 ROUNDS



TRP APRIL 2025 MATCH - STAGE 4 - BOARDWALK

AMMO: 10 RIFLE, 10 PISTOL, 4+ SHOTGUN

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CD - 6 Rifle

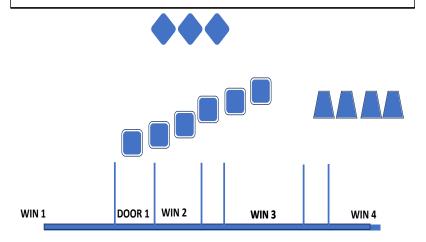
PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 2 SHOTGUN: STAGED IN WINDOW 3

SHOOTER STARTS: TEXAS SURRENDER

STARTING LINE: I HEAR THE TRAIN A COMIN'

- ORDER IS PISTOL RIFLE SHOTGUN
- WITH PISTOL FROM WINDOW 2, ENGAGE THE 4 LEFT MOST TARGETS IN A PROGRESSIVE SWEEP FROM EITHER END. EX: 1-22-333-4444
- WITH RIFLE FROM WINDOW 2, ENGAGE THE 4 RIGHT MOST RIFLE TARGETS IN A PROGRESSIVE SWEEP.
- SHOTGUN, FROM DOOR 3, ENGAGE THE 4 KNOCKDOWNS.
- CD: FROM WINDOW 3, ENGAGE THE TARGETS IN A PROGRESSIVE SWEEP SWEEP FROM EITHER END. EX: 1-22-333



TRP APRIL 2025 MATCH – STAGE 5 – BLACKSMITH

AMMO: 10 PISTOL, 10 RIFLE, 5+ SHOTGUN

CD - 6 Rifle

PISTOL: HOLSTERED RIFLE: WINDOW 1

SHOTGUN: IN HANDS AT OUTHOUSE

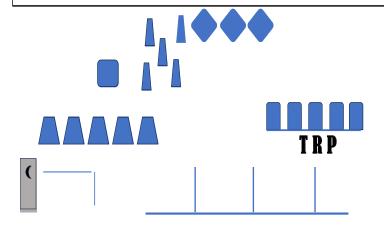
SHOOTER STARTS: AT OUTHOUSE SHOTGUN IN HANDS STARTING LINE: TIME TO DIG A NEW HOLE.

AT THE BUZZER:

- ORDER IS SHOTGUN RIFLE PISTOL
- SHOTGUN, ENGAGE THE 5 KNOCKDOWNS.
- RIFLE FROM WINDOW 1, KD ALL THE BUSHWHACKER TARGETS AND PLACE REMAINING ROUNDS ON DUMP TARGET
- PISTOL FROM WINDOW 4 ENGAGE THE PLATE RACK UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON ANY TRP DUMP TARGETS.

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• CD: ENGAGE THE TARGETS IN A DOUBLE TAP SWEEP FROM EITHER END.



AMBUSH AT GAMBLE GULCH - STAGE 6 - CORRAL

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

CD - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ON TROUGH

SHOTGUN: STAGED IN LEFT PEN EITHER VERTICAL OR ON SHELF

SHOOTER STARTS: AT POSITION OF CHOICE, HANDS AT SIDE STARTING LINE: HOW MUCH FOR THE MARE?

- WITH RIFLE NOT LAST
- PISTOL, FROM RIGHT OF TROUGH TRIPLE TAP THE LOWER TARGET AND SINGLE TAP 2 TOP TARGETS, REPEAT USING THE OTHER 2 TALL TARGETS.
- RIFLE FROM BEHIND TROUGH, ENGAGE RIFLE TARGETS PER PISTOL INSTRUCTION.
- SHOTGUN, FROM LEFT PEN, ENGAGE ANY 4 KNOCKDOWNS.
- CD: RIFLE FROM BEHIND TROUGH, ENGAGE THE CD TAGETS BY TRIPLE TAPPING THE CENTER TARGET, THEN SINGLE TAP EACH OUTSIDE TARGET.

