

**Texas Riviera Pistoleros**  
present



**DECEMBER 12-14, 2025**

# WELCOME

The Texas Riviera Pistoleros are honored that you chose to shoot with us at our annual match. Our goal is to provide a safe and fun cowboy action match that you will want to put on your calendar every year!

**We would like to thank each club member, volunteer, shooter, and friend that pitched in to make this match happen!**

We hope you enjoy the match!

We have one IMPORTANT request of you...

After the match, via email, each of you will receive a survey about the match. We want your **honest** feedback.

We want to know what we did right and more importantly what we can improve for our future annual matches.

These matches are for YOUR enjoyment and we want to do just that, ensure that you enjoy yourself while you are our guests.

Scan this QR Code to fill out the survey:



Thanks and Have Fun!

President:	Ginger Vitis
VP & Match Director:	Totes Magoats
Side Match Director:	Brushy Creek Bill & Mar-Lynn
TG & Long Range MD:	Hoss
Wild Bunch MD:	Mar-Lynn & Brushy Creek Bill
Wild Bunch TG	Mar-Lynn
Range Safety Officer:	Brushy Creek Bill
Sect. & Scoring:	El Catorce
Tres. & Registration:	Tocayo

## RANGE SAFETY RULES

1: All SASS rules and stage conventions apply. There are no separate Texas Riviera Pistoleros range rules.

2: Liability Release. A signed liability release is required for all persons on the range, shooters and visitors alike. This must be signed upon arrival. If you do not sign a release of liability, you're trespassing.

3: Eye protection is mandatory for all persons on the range. Hearing protection is highly recommended.

4: This is a cold range. All firearms must remain unloaded at all times except at the load table and while shooting a stage.

5: Load table: Firearms may be loaded only at the proper load table for that stage. Maximum of 3 persons at loading table. No other area may be used. Shooters should check each other while loading. Pistols should remain on the table until you're the next shooter. Never advance to the stage until you've been called up as the next shooter.

6: Unload table: All firearms must be cleared at the unload table after shooting the stage. Clearing them yourself is not good enough. You must have someone verify that they are clear.

7: Shooters who feel it's necessary, may hand off guns to another responsible person to safely enter a stage.

8: Everyone is a safety officer. Keep an eye on each other for safe gun handling. If any unsafe condition is seen, bring it up to your posse marshal or range official. A cease fire should be called if any unsafe condition that could result in immediate harm is observed.

9: Malfunctioning firearms should try to be cleared at the unload table. If for some reason they cannot be cleared there, the posse marshal will direct you the fumble area or another safe place to work on your gun. A Posse Marshal will assign somebody to accompany shooter. Do not go back to your cart with a malfunctioning firearm. Function testing of a firearm can only be done with the approval of a range official.

10: Alcohol consumption is not allowed on the range until all shooting is done for the day and all guns have been stowed away.

# 2025 Gunfight at Gamble Gulch

## Friday, December 12, 2025

- 11:00am Registration/Check-in open
- 1:00pm Long Range Side Match
- 1:00pm Mandatory Safety Brief - Wild Bunch
- 1:15pm Wild Bunch Side Match 3-Stages

## Saturday, December 13, 2025

- 07:30am Registration/Check-In opens
- 08:45am Mandatory Safety Briefing
- 09:00am 5 Main Stages
- 12:00pm Lunch - Included in Match Fee
- 1:30pm 4 Side Matches - Team Shoot, Blast From The Past, Rifleman, Fastest Stage

## Sunday, December 14, 2025

- 08:00 Cowboy Church on the range
- 08:45am Posse Roll Call
- 09:00am 5 Main Stages
- 12:00pm Lunch and Awards Banquet - Included in Match fee.

## Reminders

- All SASS rules apply
- Everyone is a Safety Officer
- Scoring is done electronically using Practiscore.  
Paper score sheet will be used only as backup.
- Score keepers will have shooter 'accept' their score at or near the unloading table at completion of shooter's run.
- Ask your PM or the MD if you need to repair or work on a firearm. They will direct you to an empty stage.
- Brass pickers, ensure you give the shooter the entire stage before picking up brass.
- Posse duties: everyone should be doing something on each stage. If you don't have a task, someone else has two.
- Not calling a penalty does not help the shooter, and it hurts every other shooter at the match.
- Please place trash, shells and unfired rounds in designated containers.

# Wild Bunch Side Match

3 - Stages

Friday @ 1:00 pm

Lots of action with 3 stages of Wild Bunch.

## Round Count:

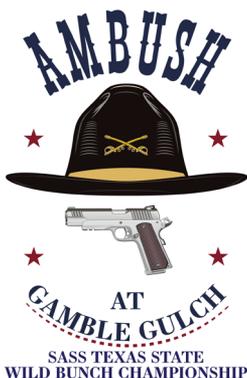
Pistol: 70 rounds

Rifle: 21 rounds - TR/DB - 19

Shotgun: 15 Rounds

There will be plenty of time if shooters want to shoot the Long Range side match after this side match.

If you enjoy Wild Bunch, join us for the SASS Texas State Wild Bunch Championship - Ambush at Gamble Gulch on May 08-10, 2026. Scan the QR code for registration.



**WILD BUNCH SIDE MATCH - GUNFIGHT 2025 – STAGE 1 - BOARDWALK**

**AMMO: 28 PISTOL, 7 RIFLE, 6 SHOTGUN**

**DB/TR - 6 Rifle**

**PISTOL: HOLSTERED**

**RIFLE: STAGED IN WINDOW 2**

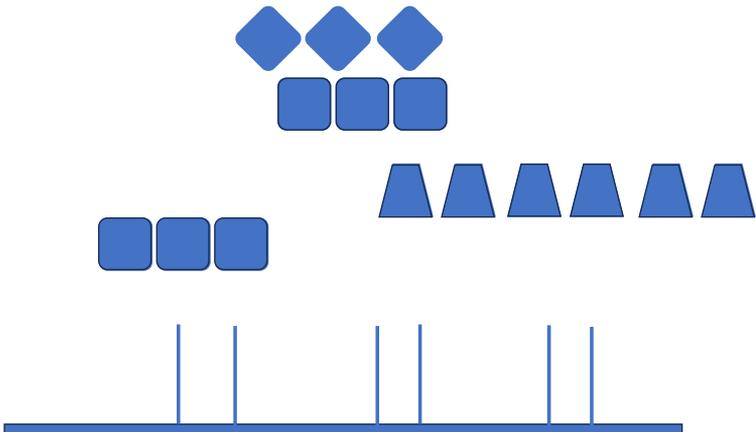
**SHOTGUN: STAGED IN WINDOW 3**

**SHOOTER STARTS: POSITION OF CHOICE, FIRST GUN IN HAND(S)**

**STARTING LINE: JINGLE BELLS, SHOTGUN SHELLS**

**AT THE BUZZER:**

- **SHOOTERS CHOICE OF GUN ORDER**
- **PISTOL SHOT FROM DOORWAY 1, WITH 2 MAGS, ENGAGE THE TARGETS IN A 2-3-4 SWEEP STARTING ON EITHER END, THEN PLACE 5 ROUNDS ON THE CENTER TARGET.**
- **FROM WINDOW 2 WITH PISTOL, REPEAT INSTRUCTIONS ON THE RIFLE TARGETS.**
- **FROM WINDOW 2 WITH RIFLE, ENGAGE RIFLE TARGETS IN A 2,3,2 SWEEP STARTING ON EITHER END.**
- **SHOTGUN ENGAGE 2 SG TARGETS FROM WINDOW 3, DOORWAY 3 AND WINDOW 4.**
- **TR/DB: FROM WINDOW 2, DOUBLE TAP SWEEP THE DB/TR TARGETS**



**WILD BUNCH SIDE MATCH - GUNFIGHT 2025 – STAGE 2 – BLACKSMITH**

**AMMO: 21 PISTOL, 7 RIFLE, 5 SHOTGUN**

**Cody Dixon - 6 Rifle**

**PISTOL: HOLSTERED**

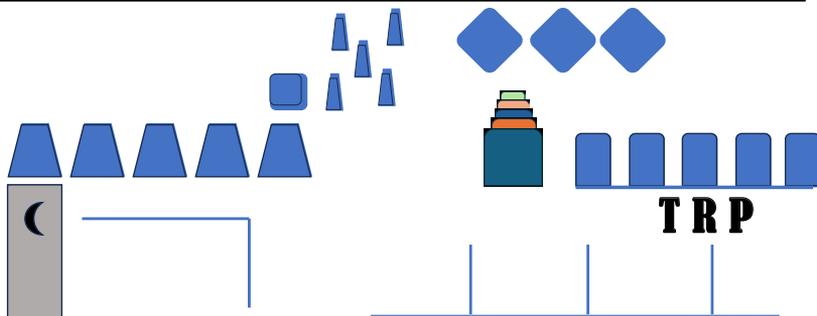
**RIFLE: STAGE IN WINDOW 2**

**SHOTGUN: STAGED ON SHELF AT OUTHOUSE**

**SHOOTER STARTS: WINDOW 4 WITH HAND ON HOLSTERED  
PISTOL STARTING LINE: PRESENTS GALORE**

**AT THE BUZZER:**

- RIFLE OR PISTOL FIRST
- FROM WINDOW 4 WITH PISTOL AND ONE MAG, ENGAGE PLATES ON RACK UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON ANY OF THE T-R-P TARGETS.
- MOVE TO WINDOW 2 AND ENGAGE THE TOMBSTONE PLATE RACK UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON THE DUMP TARGET.
- MOVE TO WINDOW 1 AND ENGAGE THE BUSHWHACKER TARGETS UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON THE DUMP TARGET
- WITH RIFLE FROM WINDOW 1, ENGAGE DUELING TREE UNTIL FLIPPED, PLACING ANY EXTRA ROUNDS ON THE DUMP TARGET.
- SHOTGUN FROM OUTHOUSE, ENGAGE 5 SHOTGUN TARGETS
- TR/DB: ENGAGE THE DB/TR TARGETS IN A 3-2-1 SWEEP FROM EITHER END. EX: 111-22-3



**WILD BUNCH SIDE MATCH - GUNFIGHT 2025 – STAGE 3 - CORRAL**

**AMMO: 21 PISTOL, 7 RIFLE, 4 SHOTGUN**

**TR/DB - 7 Rifle**

**PISTOL: HOLSTERED**

**RIFLE: STAGED ON SHELF IN LEFT PEN**

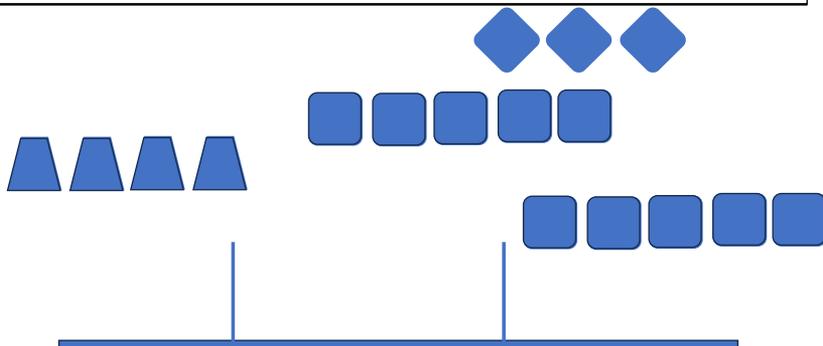
**SHOTGUN: STAGED VERTICALLY IN LEFT PEN**

**SHOOTER STARTS: POSITION OF CHOICE TOUCHING FENCE RAIL**

**STARTING LINE: I'M DREAMING OF A NEW 1911**

**AT THE BUZZER:**

- WITH RIFLE NOT LAST
- PISTOL FROM RIGHT OF WATER TROUGH, TRIPLE TAP THE CENTER TARGET, THEN DOUBLE TAP THE TWO TARGETS ON THE LEFT OR RIGHT. REPEAT INSTRUCTIIONS USING THE TWO TARGETS ON THE OPPOSITE SIDE.
- WITH PISTOL FROM BEHIND TROUGH, WITH ONE MAG, REPEAT INSTRUCTIONS ON THE RIFLE TARGETS.
- WITH RIFLE FROM LEFT PEN, REPEAT INSTRUCTIONS ON RIFLE TARGETS FOR 7 ROUNDS
- SHOTGUN FROM LEFT PEN, ENGAGE THE SG TARGETS
- TR/DB: TRIPLE TAP THE CENTER TARGET THEN DOUBLE TAP EACH OUTSIDE TARGET.



# Long Range Side Match

Friday @ 1:00 pm

## LONG RANGE RULES

- All guns unloaded until your turn to shoot. Must show clear at table before returning gun to rack. Store rifles in racks with action open.
- Be aware of livestock, call immediate cease-fire if animals are seen on range.
- Do not shoot trees.
- Only all lead bullets to be used.
- Will shoot in order signed up. 3 shooters on the line. One shooting, one on-deck and the third preparing. Far left table will accommodate Left handed shooters.
- A round that bounces off ground and hits the target counts as a hit.

## Rifle Caliber Single Shot

### COURSE OF FIRE:

- 2 sighters, if needed. 10 rounds for score.
- 3 shots on Ram @ 200 METERS = 2 points each
- 4 shots on Pig @ 300 METERS = 3 points each
- 3 shots on Big Square @ 388 METERS = 4 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand - 3 rounds

## Rifle Caliber Lever Action

Start with magazine loaded, lever closed, hammer down on empty chamber

### COURSE OF FIRE:

- 2 sighters, if needed. 10 rounds for score.
- 3 shots on Diamond @ 100 yards = 1 points each
- 4 shots on Turkey @ 150 yards = 4 points each
- 3 shots on Square @ 200 yards = 2 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand 3 rounds.

# Long Range Side Match

Friday @ 1:00 pm

## Pistol Caliber Lever Action

Start with magazine loaded, lever closed, hammer down on empty chamber

### **COURSE OF FIRE:**

- 2 sighters, if needed. 10 rounds for score.
- 3 shots on Buzzard @ 75 yards = 1 point each
- 3 shots on Diamond @ 100 yards = 2 points each
- 4 shots on Turkey @ 150 yads = 4 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand 3 rounds

# 4 Side Matches

## Saturday - Following Lunch

### BLAST FROM THE PAST

- This will be an 'Old School' stage with some fun on-the-clock activities.
- Round Count: 10 Pistol, 11 Rifle , 4+ Shotgun, Skill and maybe even a little luck.
- SIGN UP AT REGISTRATION OR AT LUNCH PRIOR TO THE EVENT

### TEAM SHOOT

- Teams of 4 will compete against other teams in a classic stage
- There will be 1 Pistolero with 10 rounds, 2 Rifleman - 1 with 10 rounds, the other with 11 rounds and 1 shotgunner with 4 rounds per team
- Round Count: 21 rifle, 10 pistol and 4 shotgun per team
- Teams will be randomly drawn
- Shot at Stage 8 - The Boardwalk
- SIGN UP AT REGISTRATION OR AT LUNCH PRIOR TO THE EVENT

### FASTEST RIFLEMAN

- 10 rounds from pistol caliber SASS legal match rifle.
- Shot from the **HIP!**
- Round Count: 10 rifle
- Best of 2 tries
- Shot at Stage 1 - The Range
- SIGN UP AT THE SIDE MATCH STAGE

### FASTEST STAGE

- Rifle, Pistol and Shotgun
- 10 Rifle, 10 pistol and 4 Shotgun
- Shot at Gallows stage
- All guns staged
- Place at least 1 round on every target
- Best of 2 tries
- Shot at Stage 3 - The Cemetery
- SIGN UP AT THE SIDE MATCH STAGE

**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 1 - OPEN RANGE**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED**

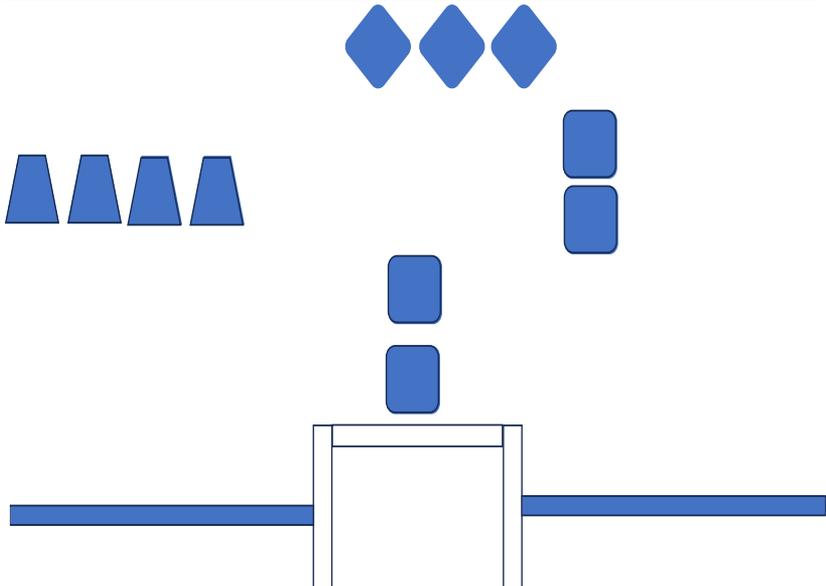
**RIFLE: STAGED ON RIGHT SHELF**

**SHOTGUN: STAGED ON LEFT SHELF**

**SHOOTER STARTS: TOUCHING SHELF  
STARTING LINE: MERRY CHRISTMAS YOU FILTHY ANIMALS**

**AT THE BUZZER**

- **STARTING WITH RIFLE, ENGAGE THE TARGETS IN A PROGRESSIVE SWEEP, ALTERNATING BETWEEN THE TWO TARGETS. CAN START ON EITHER TARGET. EX: 1-22-111-2222**
- **FROM CENTER OPENING WITH PISTOLS, ENGAGE PISTOL TARGETS PER RIFLE INSTRUCTIONS**
- **FROM LEFT OF OPENING, WITH SHOTGUN, ENGAGE ALL SHOTGUN TARGETS.**
- **CODY DIXON: ENGAGE TARGETS IN A 6 ROUND PROGRESSIVE SWEEP FROM EITHER END**



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 2 - BUCKBOARD**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOSLTERED**

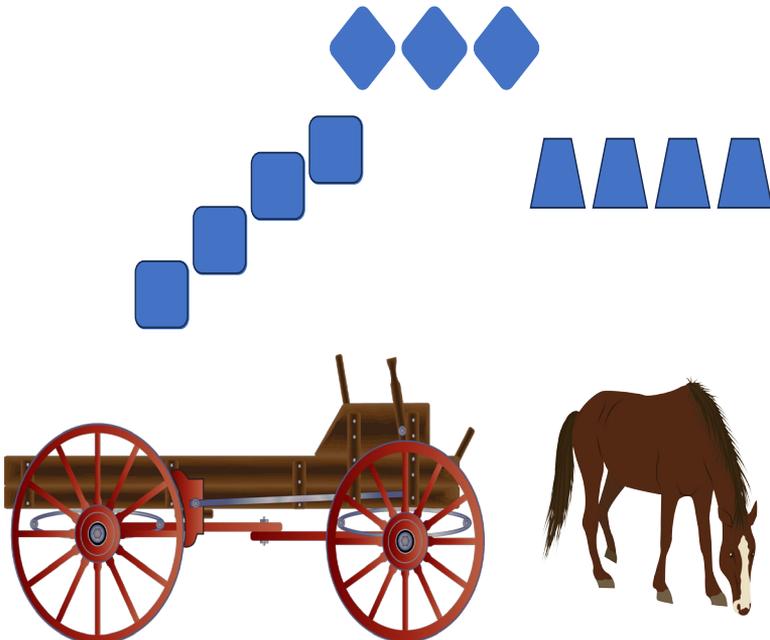
**RIFLE: STAGED ON BUCKBOARD**

**SHOTGUN: STAGED ON HORSE**

**SHOOTER STARTS: HANDS ON HAT  
STARTING LINE: HITCH UP THE REINDEER**

**AT THE BUZZER**

- SHOOTER CHOICE OF GUN ORDER, RIFLE NOT LAST
- FROM BUCKBOARD WITH BOTH RIFLE AND PISTOLS, ENGAGE APPROPRIATE TARGETS IN A PRESIDENTIAL SWEEP (4-5-4-7) FROM EITHER END. EX: 1111-22222-3333-4444444
- FROM HORSE WITH SHOTGUN, ENGAGE ALL SHOTGUN TARGETS
- CODY DIXON: ENGAGE CD TARGETS IN A 1-4-1 SWEEP FROM EITHER END
- CD SHOOTERS ENGAGE PISTOL TARGETS 4-5-1. I.E. 1111-22222-3



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 3 - CEMETERY**

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

**Cody Dixon - 5 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED ON RIGHT SHELF**

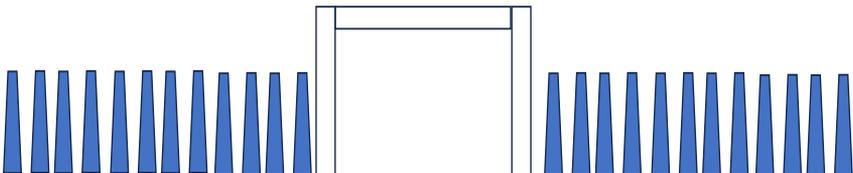
**SHOTGUN: STAGED ON LEFT SHELF**

**SHOOTER STARTS: CENTER OPENING - TEXAS SURRENDER**

**STARTING LINE: DON'T GET YOUR TINSEL IN A TANGLE**

**AT THE BUZZER:**

- WITH RIFLE NOT LAST
- SHOOTER STARTS IN CENTER OPENING, ENGAGE TARGETS IN A GAMBLE GULCH GUNFIGHTER SWEEP. DOUBLE TAP THE CENTER TARGET, THEN SINGLE TAP EACH OUTSIDE TARGET. REPEAT FOR 10 ROUNDS. EX: 22-1-3-22-1-3-22
- FROM RIGHT OF OPENING, ENGAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS
- FROM LEFT OF OPENING, ENGAGE ALL SHOTGUN TARGETS
- CODY DIXON: ENGAGE CD TARGETS BY DOUBLE TAPPING THE CENTER, THEN SINGLE TAP ALL TARGETS



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 4 - GALLOWS**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED OR STAGED**

**RIFLE: STAGED ON SHELF**

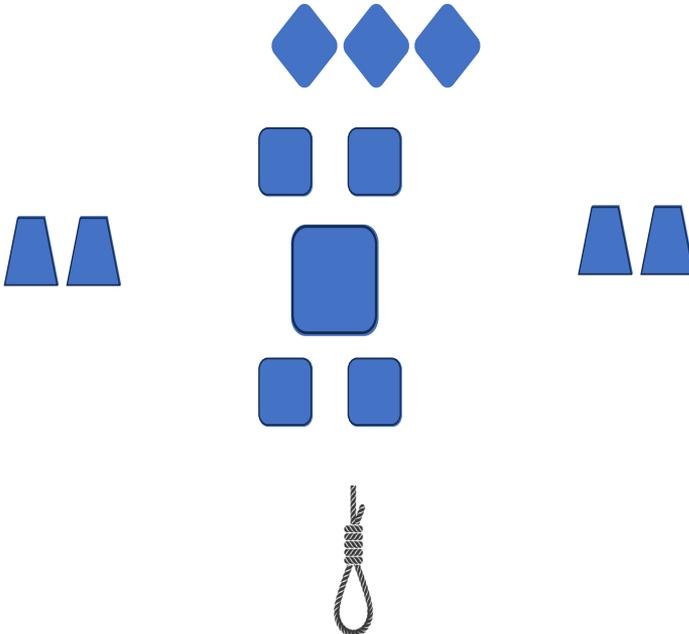
**SHOTGUN: STAGED ON SHELF**

**SHOOTER STARTS: BOTH HANDS TOUCHING ROPE**

**STARTING LINE: OUTLAWS WERE HUNG FROM THE CHIMNEY WITH CARE**

**AT THE BUZZER:**

- SHOOTERS CHOICE, RIFLE NOT LAST
- WITH RIFLE, ENGAGE RIFLE AND SHARED R/P TARGET IN A 3-4-3 SWEEP FROM EITHER END
- WITH PISTOL, ENGAGE PISTOL AND SHARED R/P TARGET PER RIFLE INSTRUCTIONS
- WITH SHOTGUN, ENGAGE ALL SHOTGUN TARGETS
- NOTE: PISTOLS CAN BE STAGED OR RETURNED TO LEATHER
- 
- CODY DIXON: ENGAGE TARGETS WITH 2 ROUNDS EACH



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 5 - JAIL**

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

**Cody Dixon - 5 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED IN WINDOW 2**

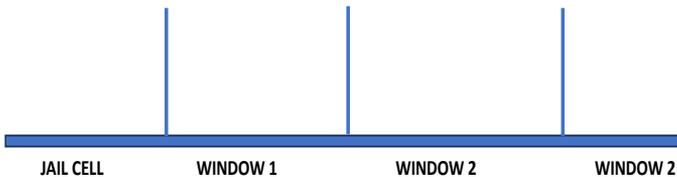
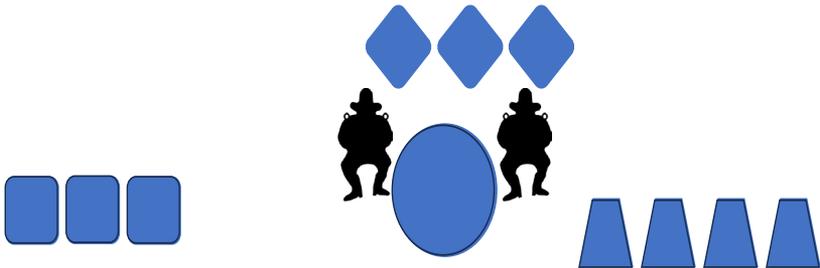
**SHOTGUN: STAGE IN WINDOW 3**

**SHOOTER STARTS: HANDS TOUCHING KEYS**

**STARTING LINE: DEAR SANTA, I WAS FRAMED**

**AT THE BUZZER:**

- WITH RIFLE NOT LAST
- FROM JAIL CELL, WITH PISTOLS, ENGAGE TARGETS IN A CONTINUOUS NEVADA SWEEP, DOUBLE TAPPING THE CENTER TARGET WITH EACH PASS. EX: 1-22-3-22-1-22-3
- FROM WINDOW 2, WITH RIFLE ENGAGE TARGETS PER PISTOL INSTRUCTIONS
- FROM WINDOW 3, WITH SHOTGUN, ENGAGE ALL SHOTGUN TARGETS
- CODY DIXON: ENGAGE CD TARGETS IN A 1-3-1 SWEEP FROM EITHER END
- NOTE: SWINGER IS NOT SWINGING



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 6 - GENERAL STORE**

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

**Cody Dixon - 6 Rifle**

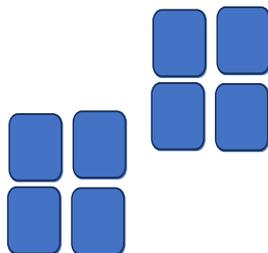
**PISTOLS: HOLSTERED**

**RIFLE: STAGED IN OPENING 2**

**SHOTGUN: STAGED ANYWHERE**

**SHOOTER STARTS: CHOKING CHICKEN  
STARTING LINE: COCK-A-DOODLE-DOO!  
AT THE BUZZER:**

- **WITH RIFLE NOT LAST**
- **PISTOLS FROM WINDOW 1, DOUBLE TAP BOTH LOWER TARGETS, THEN SINGLE TAP AN UPPER TARGET, THEN DOUBLE TAP BOTH LOWER TARGETS THEN SINGLE TAP THE OTHER UPPER TARGET**
- **WITH RIFLE FROM WINDOW 2, ENGAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS.**
- **WITH SHOTGUN FROM WINDOW 3, ENGAGE ALL SHOTGUN TARGETS.**
- **CODY DIXON: SINGLE TAP BOTH OUTSIDE TARGETS, THEN SINGLE TAP THE CENTER, REPEAT. EX: 1-3-2-1-3-2**



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 7 - SALOON**

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

**Cody Dixon - 7 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED IN OPENING 2**

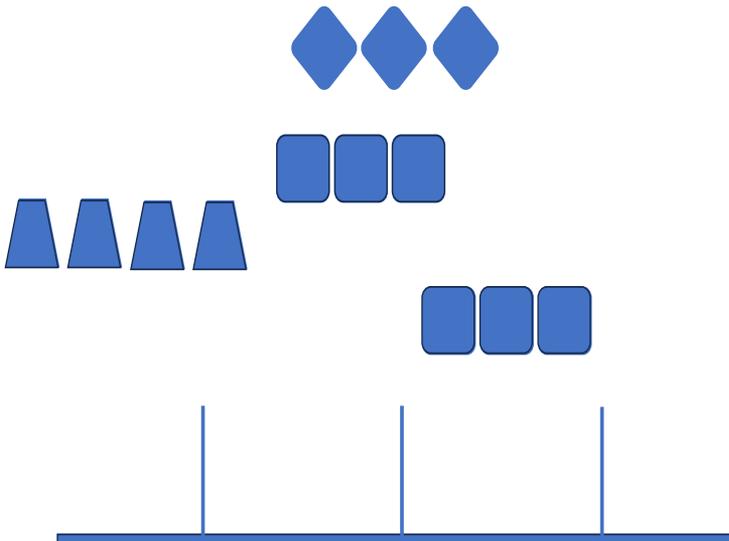
**SHOTGUN: STAGED ANYWHERE**

**SHOOTER STARTS: F-BOMB AT THE READY**

**STARTING LINE: HE'S BLITZEN AND AFTER A VIXEN**

**AT THE BUZZER:**

- **WITH RIFLE NOT LAST**
- **SHOOTER DROPS AN F-BOMB... (INTO BASKET).**
- **FROM WINDOW 1, ENGAGE ALL SHOTGUN TARGETS**
- **RIFLE FROM WINDOW 2, ENGAGE TARGETS BY SINGLE TAP SWEEPING THE 3 TARGETS, THEN DOUBLE TAP SWEEPING THE 3 TARGETS, THEN PLACE 10TH ROUND ON CENTER TARGET. (YES YOU CAN)**
- **PISTOLS FROM WINDOW 3, ENGAGE TARGETS PER RIFLE INSTRUCTIONS**
- **CODY DIXON: DOUBLE TAP SWEEP THE TARGETS, THEN SINGLE TAP CENTER TARGET**



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 8 – BOARDWALK**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED IN WINDOW 2**

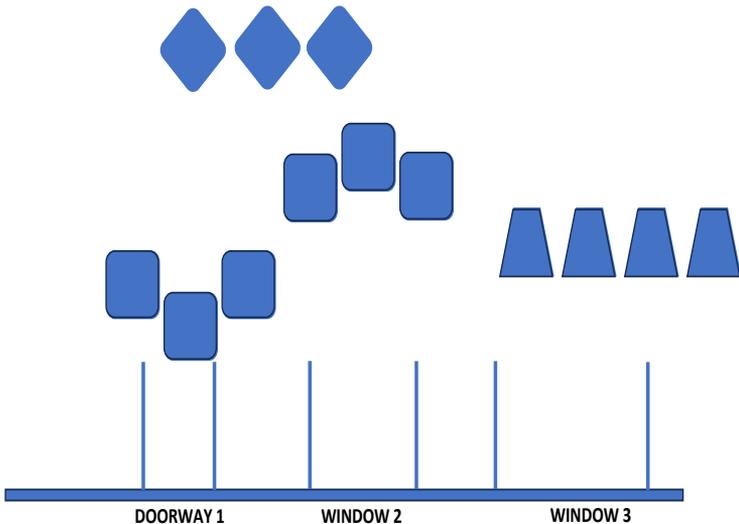
**SHOTGUN: STAGED ANYWHERE**

**SHOOTER STARTS: HANDS ON DOORFRAME**

**STARTING LINE: SON OF A NUTCRACKER!**

**AT THE BUZZER:**

- **FROM DOORWAY 1, WITH PISTOLS, PLACE 4 ROUNDS ON CENTER TARGET, THEN PROGRESSIVE SWEEP THE 3 TARGETS FOR 6 ROUNDS. I.E. 2222-1-22-333**
- **FROM WINDOW 2, ENGAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS**
- **FROM WINDOW 3, ENGAGE ALL SHOTGUN TARGETS**
  
- **CODY DIXON: PROGRESSIVE SWEEP THE CD TARGETS FOR 6 ROUNDS. I.E. 1-22-333**



**GUNFIGHT AT GAMBLE GULCH 2025 – STAGE 9 – BLACKSMITH**

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

**Cody Dixon - 6 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED IN OPENING 1**

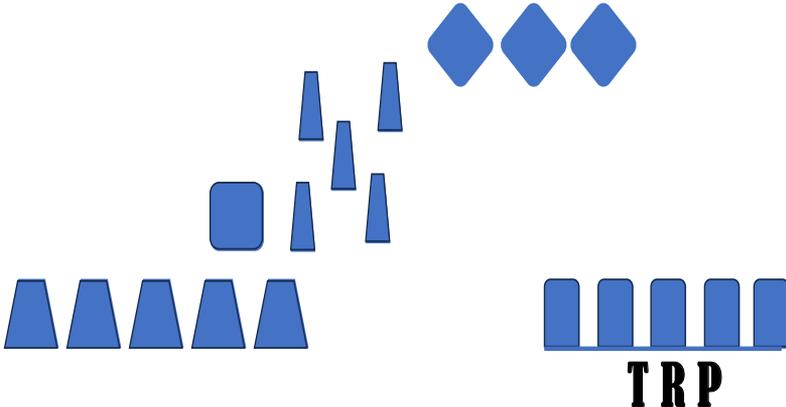
**SHOTGUN: STAGED ON EITHER SHELF NEAR OUTHOUSE**

**SHOOTER STARTS: HANDS TOUCHING SHELF OR FENCE**

**STARTING LINE: HOOT'N LEADS TO HOLLER'N**

**AT THE BUZZER:**

- **WITH RIFLE NOT LAST**
- **FROM WINDOW 4 WITH PISTOLS, KNOCK DOWN ALL PLATES AND PLACE ANY EXTRA ROUNDS ON ANY OF THE T R P DUMP TARGETS.**
- **FROM WINDOW 1 WITH RIFLE, KNOCK DOWN ALL BUSHWACKERS AND PLACE ANY EXTRA ROUNDS ON THE DUMP TARGET**
- **WITH SHOTGUN FROM FENCE AT OUTHOUSE, ENGAGE ALL SHOTGUN TARGETS**
- **NOTE: MISSES ARE PLATES LEFT STANDING OR ON THE DUMP(S)**
- **CODY DIXON: FROM WINDOW 1, PLACE 2 ROUNDS ON EACH TARGET**



**WINDOW 1**

**WINDOW 4**

**GUNFIGHT AT GAMBLE GULCH – STAGE 10 - CORRAL**

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

**Cody Dixon - 7 Rifle**

**PISTOLS: HOLSTERED**

**RIFLE: STAGED VERTICALLY IN LEFT PEN**

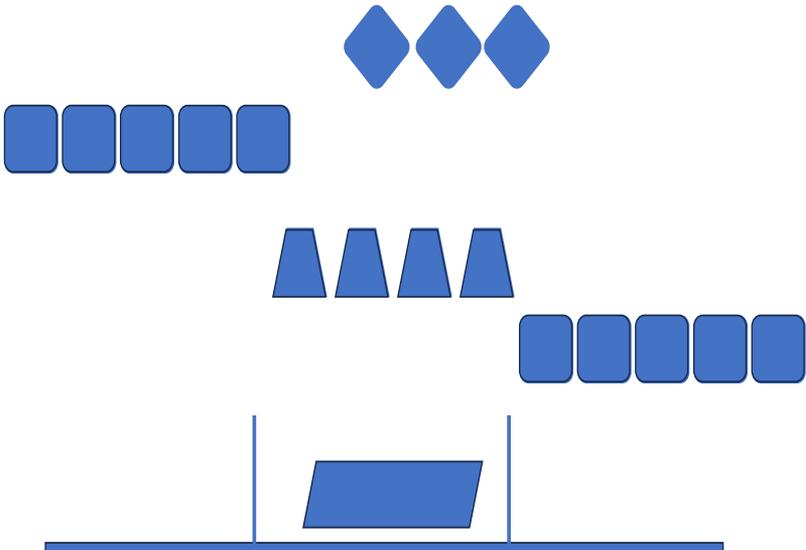
**SHOTGUN: ON TROUGH**

**SHOOTER STARTS: HANDS TOUCHING A FENCE RAIL**

**STARTING LINE: DEAR SANTA, I CAN EXPLAIN!**

**AT THE BUZZER:**

- **ORDER: RIFLE SHOT FIRST**
- **FROM LEFT PEN, WITH RIFLE, SINGLE TAP SWEEP ALL 5 TARGETS AND NEVEDA SWEEP THE 3 INSIDE TARGETS, SHOOTERS CHOICE WHICH SWEEP IS FIRST. RIFLE CAN BE RESTAGED ON SHELF**
- **FROM TROUGH, ENGAGE ALL SHOTGUN TARGETS**
- **FROM RIGHT OF TROUGH WITH PISTOLS, ENGAGE PISTOL TARGETS PER RIFLE INSTRUCTIONS**
- **CODY DIXON: CONTINUOUS NEVEDA SWEEP THE TARGETS FROM EITHER END**



# THANK YOU SHOOTERS!

Donations from the following:

- Rosie May Henry & W.H. Bell
- Brushy & Mar-Lynn
- Totes & Ginger
- Hoss
- Prickly Pear Peggy
- Mickey Blackwater & Silver Belle
- Ranger Tays
- Dreamchaser
- Whiskey Kid & Panhandle Cowgirl
- Tejas Caballeros
- Texican Rangers
- Plum Creek Shooting Society
- Green Mountain Regulators
- Starline Brass
- Kincade & Harmony Belle
- Dewey Knife Works
- Bear Creek Bullets

**MERRY  
CHRISTMAS!**

