



November 2013
Monthly Match
Stages

Stages by Man from Little River

Stage 1 November 2013 Bay 12

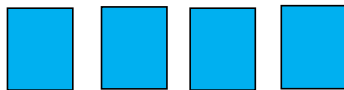
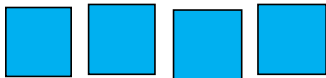
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Holiday seasons are upon the valley, but so is the thieves that take without caring

Starting Position: Standing behind the left table.

Staging: Two pistols loaded with five rounds each and holstered, rifle, loaded with 8 rounds, and shotgun, with at least four rounds on your person, both staged on the left table.

Procedure: Say "THIEVES" or indicate ready and wait for the beep. ATB, retrieve rifle and engage rifle targets with two rounds on each in any order. Return rifle to left table, retrieve shotgun and engage shotgun targets in any order. Using pistols as needed, engage the pistol targets with at least two rounds on each in any order.



START



Stage 2 November 2013 Bay 11

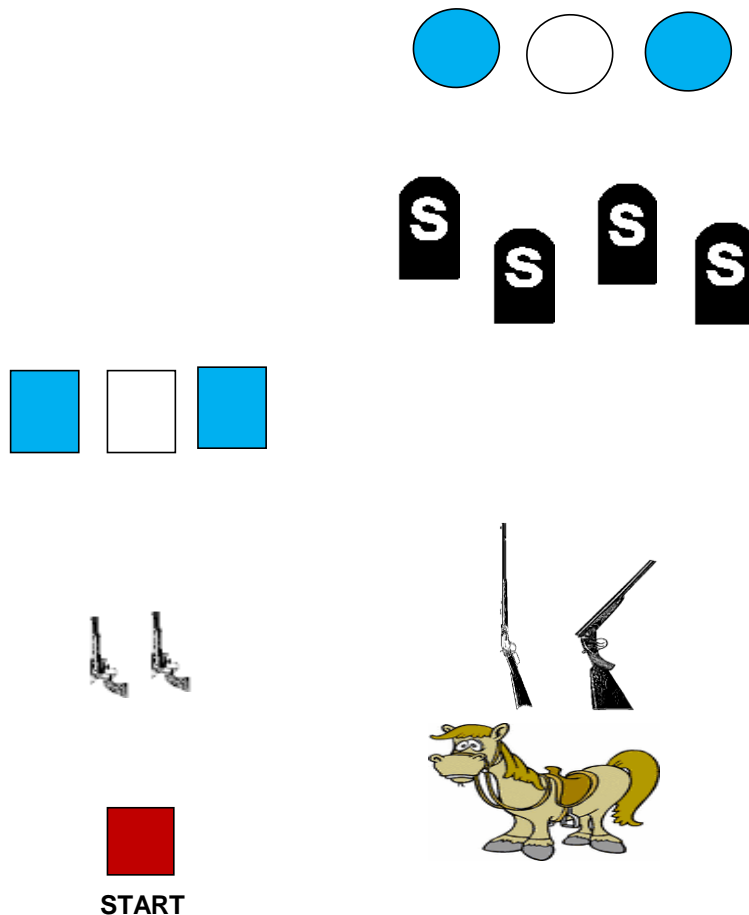
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The local folks begin to organize groups of cowboys to search out and stop the thieves.

Starting Position: Standing with at least one foot behind the starting stone.

Staging: Two pistols loaded with five rounds each and holstered, rifle, loaded with 10 rounds, and shotgun, with at least four rounds on your person, both staged on the horse.

Procedure: Say "TIME FOR ACTION" or indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a South River Sweep starting from either direction. Holster. Move to the horse, retrieve rifle and engage the rifle targets in a South River Sweep starting from either direction. Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order. **NOTE: A South River Sweep is shot the same as a Nevada Sweep except the center (White) target is shot with double taps.**



Stage 3 November 2013 Bay 10

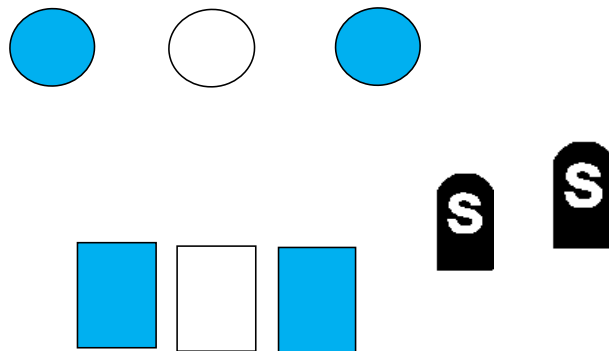
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

One group of cowboys encounter a band of thieves.

Starting Position: Standing behind the horse with hands on your hat brim.

Staging: Two pistols loaded with five rounds each and holstered, rifle, loaded with 10 rounds, and shotgun, with at least two rounds on your person, both staged on the horse.

Procedure : Say "GIVE IT UP" or indicate ready and wait for the beep. ATB, retrieve rifle and engage the **White** rifle target with five rounds and then the **Blue** rifle targets with five rounds of alternating single shots starting from either direction. Return rifle to horse. With first pistol engage the **White** pistol target with five rounds. With second pistol engage the **Blue** pistol targets with alternating single shots starting from either direction. Holster. Retrieve shotgun and engage the shotgun targets in any order.



Stage 4 November 2013 Bay 1

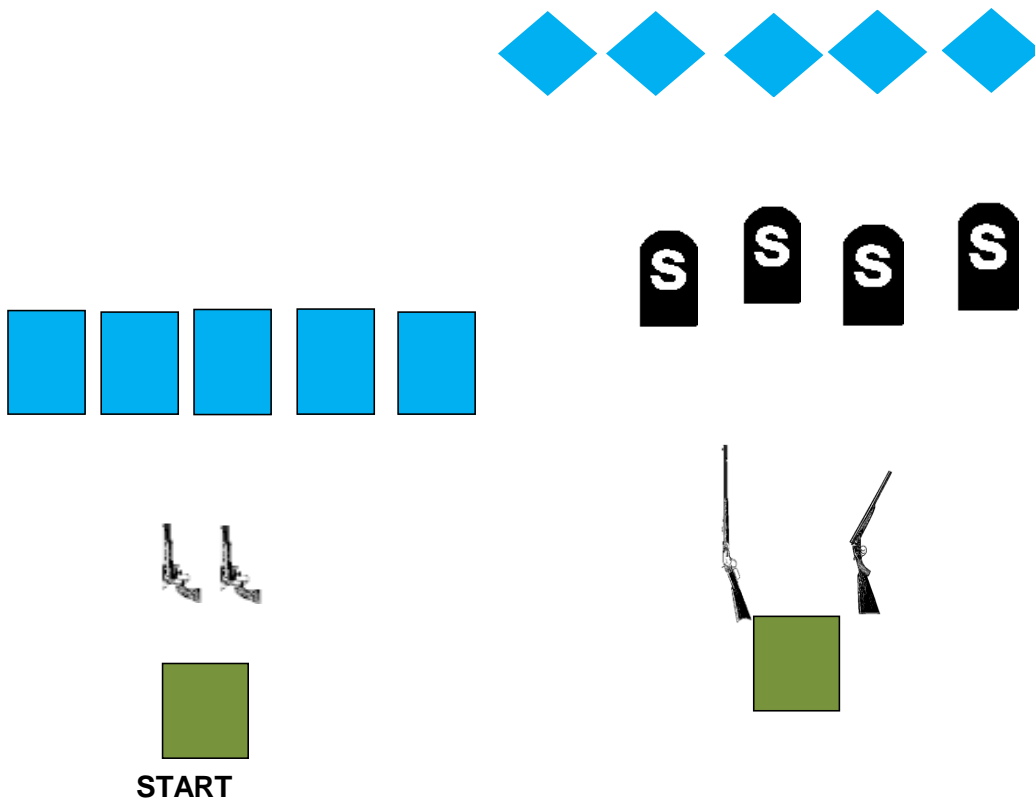
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The thieves manage to escape the first group of cowboys but are soon spotted by the second group of cowboys.

Starting Position: Standing behind the left barrel.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and Shotgun, with at least four rounds on your person, staged on the right barrel.

Procedure: Say "ENGAGE" or indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with two sweeps starting from either direction. Holster. Move to right barrel, retrieve rifle and engage the rifle targets with two sweeps from either direction. Return rifle to barrel, retrieve Shotgun and engage the shotgun targets in any order.



Stage 5 November 2013 Bay 8L

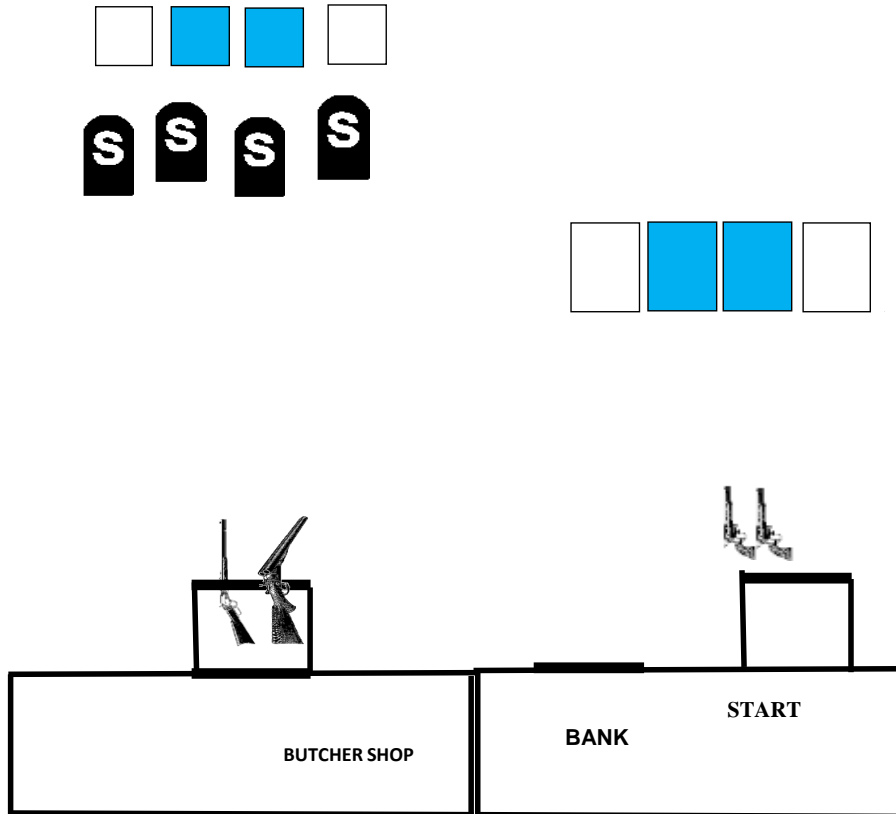
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The thieves are spotted heading toward town and the cowboys are close behind

Starting Position: Standing inside the Bank with hands on pistols.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the Butcher Shop table. Shotgun, with at least four rounds on your person, also staged on the Butcher Shop table.

Procedure: Say "AT THE BANK" or indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Cat Herders Sweep starting from either direction. Holster. Move to the Butcher Shop, retrieve rifle and engage the rifle targets in a Cat Herders Sweep, starting from either direction. Retrieve Shotgun and engage the shotgun targets in any order. **NOTE: A Cat Herders Sweep is shot the same as a Nevada Sweep except the end (White) targets are shot with double taps.**



Stage 6 November 2013 Bay 8R

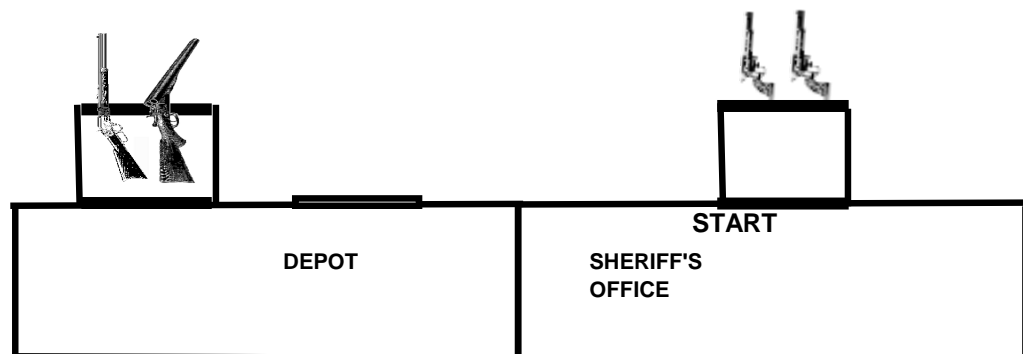
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The thieves are cornered in town and after a brief encounter of gunfire, they are taken to jail.

Starting Position: Standing inside Sheriff's Office.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the Depot counter. Shotgun, with at least four rounds on your person, staged on the Depot counter.

Procedure: Say "**IT'S OVER**" or indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep starting on the center (**White**) target. Holster. Retrieve rifle and engage the rifle targets in a double tap Nevada Sweep starting on the center (**White**) target. Retrieve shotgun and engage the shotgun targets in any order.



Warm up November 2013 Bay 10

Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

Warm up stage no story.

Starting Position: Standing behind the horse with hands on your hat brim.

Staging: Two pistols loaded with five rounds each and holstered, rifle, loaded with 10 rounds, and shotgun, with at least two rounds on your person, both staged on the horse.

Procedure : Shooter will indicate ready and wait for the beep. ATB, with first pistol engage the pistol targets in a 2-1-2 sweep from either direction. Repeat instructions with second pistol. With rifle engage rifle targets in two 2-1-2 sweeps from either direction. Retrieve shotgun and engage shotgun targets in any order.

