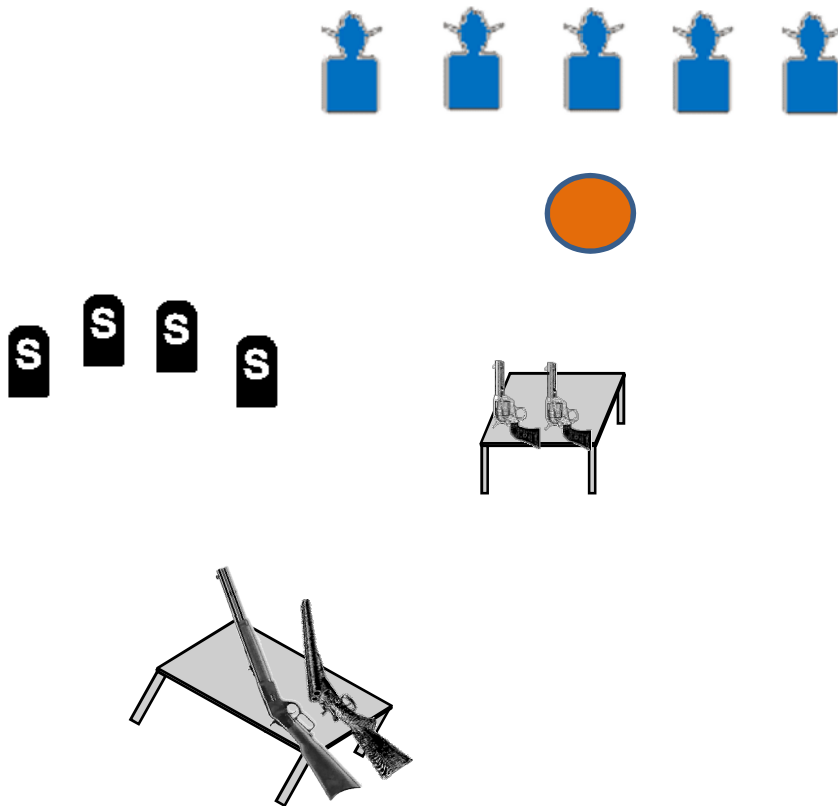




*South River Shootists'*  
*October 2024*  
*Match Stages*

## WARM UP

They're sneaking around for a punkin!  
**But Not My Punkin!!!**



**START**

**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Two pistols, loaded with five rounds each and holstered.  
Rifle, loaded with 10 rounds, in hand.  
Shotgun staged on the table.

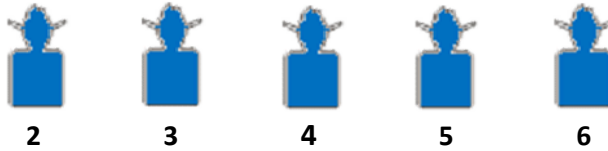
**Gun Order:** Rifle, Shotgun, Pistols

**Starting Position:** Standing with at least one foot behind table, rifle in hands.

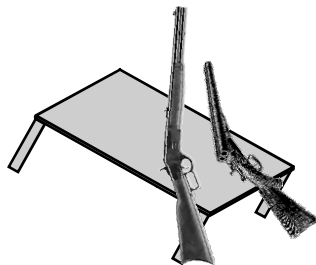
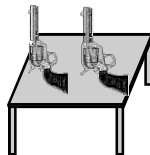
**Procedure:** Shooter will say "**Not MY Punkin'!**" and wait for the beep.  
ATB, engage the rifle/pistols targets in a double-tap Sweep from either end.  
**Make Rifle safe, pointing at side berm.**  
Shoot the shotgun knockdown targets. Make Shotgun safe.  
Move to forward table and engage pistols with same instructions as for the rifle.

# STAGE 1

Countin on my Pumpkin



1



**START**

**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Pistols holstered, Rifle & Shotgun staged on table.

**Gun Order:** Shotgun, Rifle, Pistols

**Start:** 1 Hand on Shotgun, Other hand anywhere (Yes)

**Procedure:** Say, "I can't count that far!"

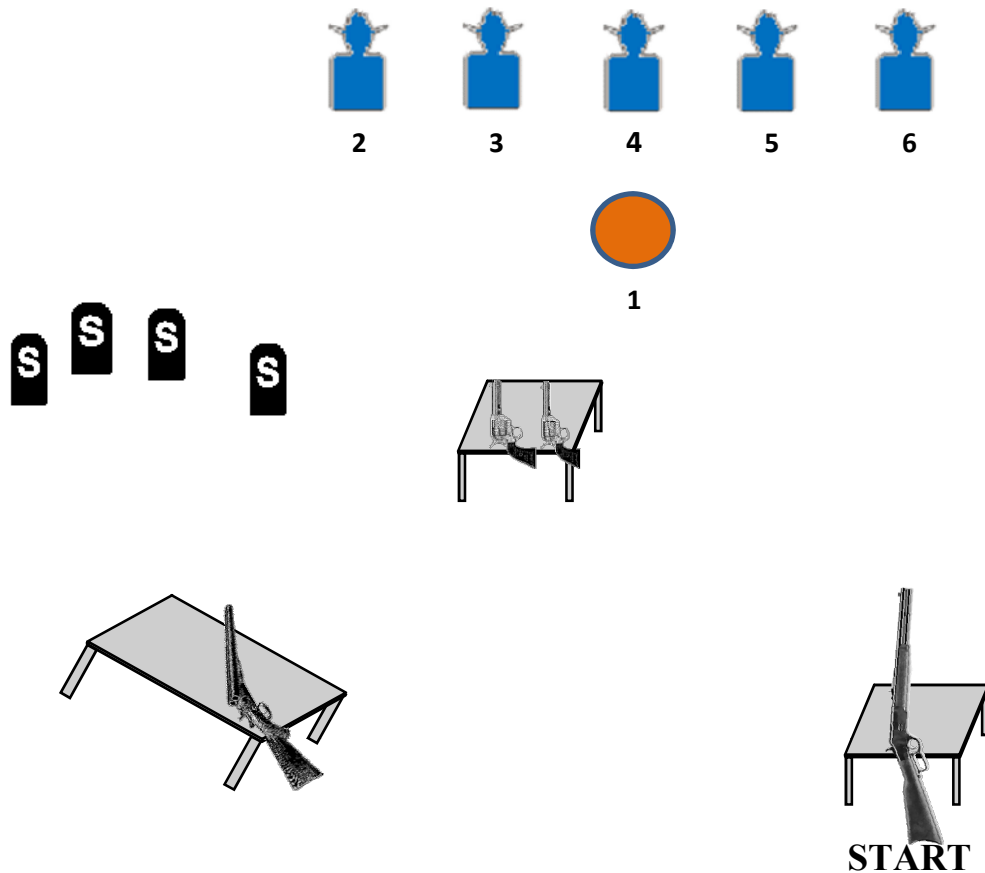
ATB: With shotgun, knockdown 4 shotgun targets.

With the Rifle engage the 6 targets in a 1,2,1,3,1,4,1,5,1,6 sweep, make rifle safe. (If on table, pointed at side berm)

Move to forward table and with revolvers engage the 6 revolver targets in a 1,2,1,3,1,4,1,5,1,6 sweep (*If 2-handed, 1st five 1,2,1,3,1; then 4,1,5,1,6*).

## STAGE 2

It's Your Pumpkin  
Make up Yer Own Funny Story



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Pistols holstered, Rifle on right table. Shotgun staged on Left table.

**Gun Order:** Rifle, Shotgun, Pistols

**Start:** Standing with at least one foot behind right table. Hands touching hat, posture of choice.

**Procedure:** When ready, say "**That's MY Story!!!**"

With rifle triple-tap R1, then shoot R2 through R6 once each (any order), then double-tap R1. Make the Rifle safe.

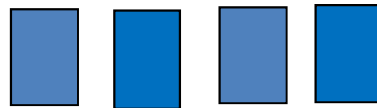
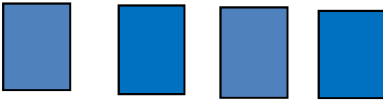
Shoot the shotgun targets **from staged location**.

Make shotgun safe anywhere.

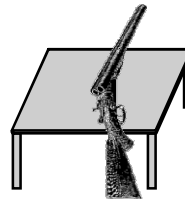
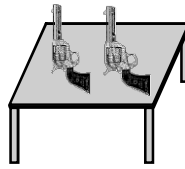
Move to forward table and, with pistols repeat the instructions for the rifle.

## STAGE 3

Fall Has Fallen



**START**



**Ammo:** Pistols 10, Rifle 10 Shotgun 6+

**Staging:** Two pistols, loaded with five rounds each and **holstered**.  
Rifle, loaded with 10 rounds, staged on left table.  
Shotgun staged on right table.

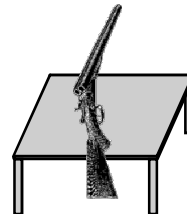
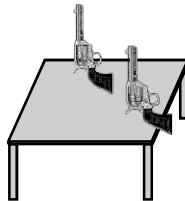
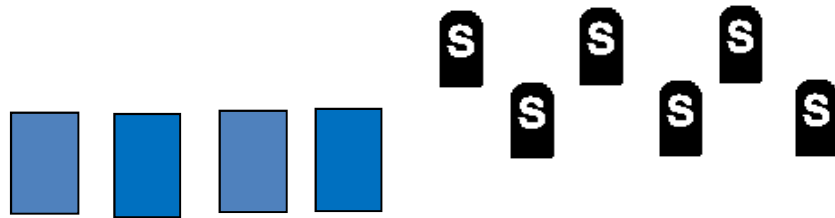
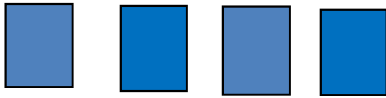
**Gun Order:** Rifle, Pistols, Shotgun.

**Starting Position:** Standing behind the LEFT table, Rifle at Port Arms.

**Procedure:** Shooter will say "**I'm not fallen for That!**" and wait for the beep.  
ATB: With rifle do a continuous Nevada sweep on the rifle targets, starting on either end. Make rifle safe..  
At center table shoot pistols with the same instructions as the rifle.  
Shotgun - shoot the four shotgun targets in any order. (Make shotgun safe).

## STAGE 4

TWO-Timing, Sometimes



**START**

**Ammo:** Pistols 10, Rifle 10 Shotgun 6+

**Staging:** Two pistols, loaded with five rounds each and holstered.

Rifle staged on Left table.

Shotgun staged on right table.

**Gun Order:** Pistols, Rifle, Shotgun

**Starting Position:** Standing behind Center table, hands on Pistols.

**Procedure:** Shooter will say "**Why you two-timing. . . !**" and wait for the beep.

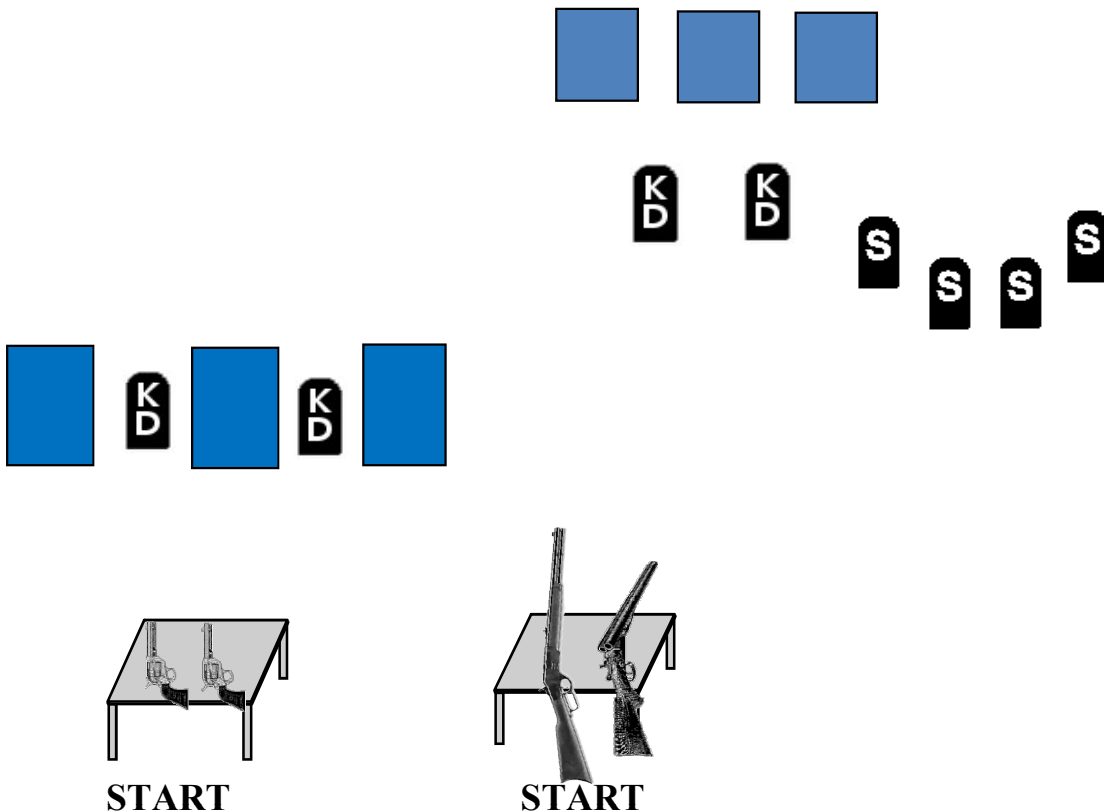
At the beep, with the Pistols do a continuous Nevada sweep, double-tapping every other target. 1 - 2 - 1 - 2 - 1 - 2 - 1 starting on either end.

Move to Left or Right table and, with Rifle, shoot rifle with the Pistols instructions.

Shoot the 6 shotgun targets until down. Make the Shotgun safe.

## STAGE 5

Let's Shoot



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Two pistols loaded with five rounds each and holstered.  
Rifle & Shotgun staged on the right table.

**Gun Order:** Shooter's choice. Rifle not last.

**Starting Position:** Standing behind either table, Hands crossed over chest.

**Procedure :** Shooter will say "**Let's Shoot!**"

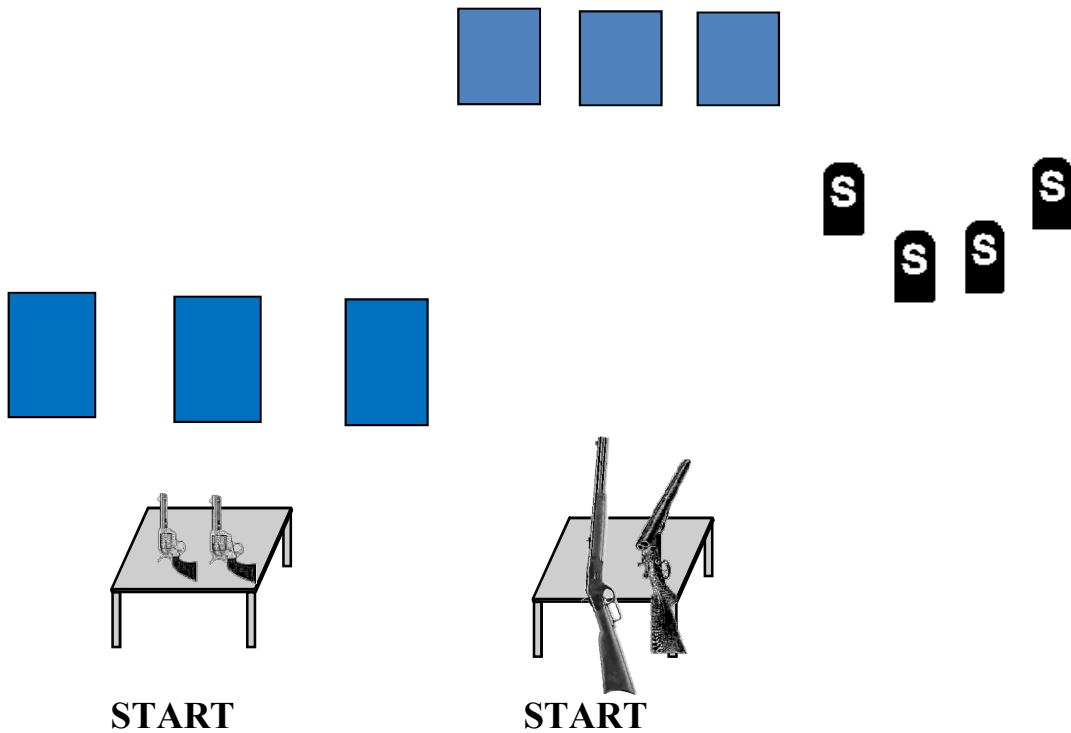
ATB: With pistols, shoot the 2 Knockdowns until down & place the remaining rounds on the stationary targets with at least one round on each.

Shoot the rifle with the Pistol instructions. KD's left standing are Misses, & there is no makeup with the Shotgun .

With Shotgun shoot the shotgun targets until down. Make the Shotgun safe.

## STAGE 6

Short on Information - 311



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Two pistols loaded with five rounds each and holstered.  
Rifle & Shotgun staged on the right table.

**Gun Order:** Rifle not Last, but starting OPPOSITE of what you did on Stage 5. If you did Pistols, Rifle, Shotgun, you must shoot Shotgun, Rifle, Pistols.

**Starting Position:** Standing behind the other table than where you started on Stage 5, posture of choice, Hands at Low Surrender.

**Procedure :** Shooter will say "**Three One One!**" and wait for the beep.

ATB, **if starting at left**, with the Pistols shoot shoot either end target 3 times, then once each on the other two. Repeat starting on the same target as before.

With the Rifle, repeat the pistol instructions.

Shoot the Shotgun targets until down, & make the shotgun safe.

**If starting on right**, shoot shotgun, rifle, then pistols.