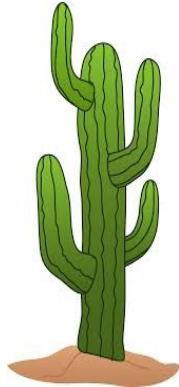
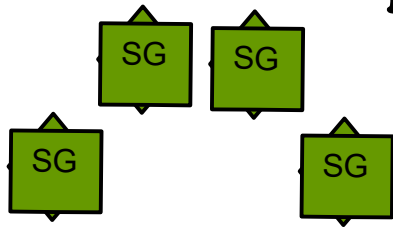


# NOVEMBER STAGE 1



LEFT TABLE



RIGHT TABLE



START PLATE

**ROUND COUNT: 10 RIFLE, 10 PISTOL, 4+ SHOTGUN**

**SHOOTER STARTS WITH RIFLE IN HANDS WITH ONE FOOT ON START PLATE, PISTOLS HOLSTERED AND SHOTGUN STAGED ON LEFT TABLE.**

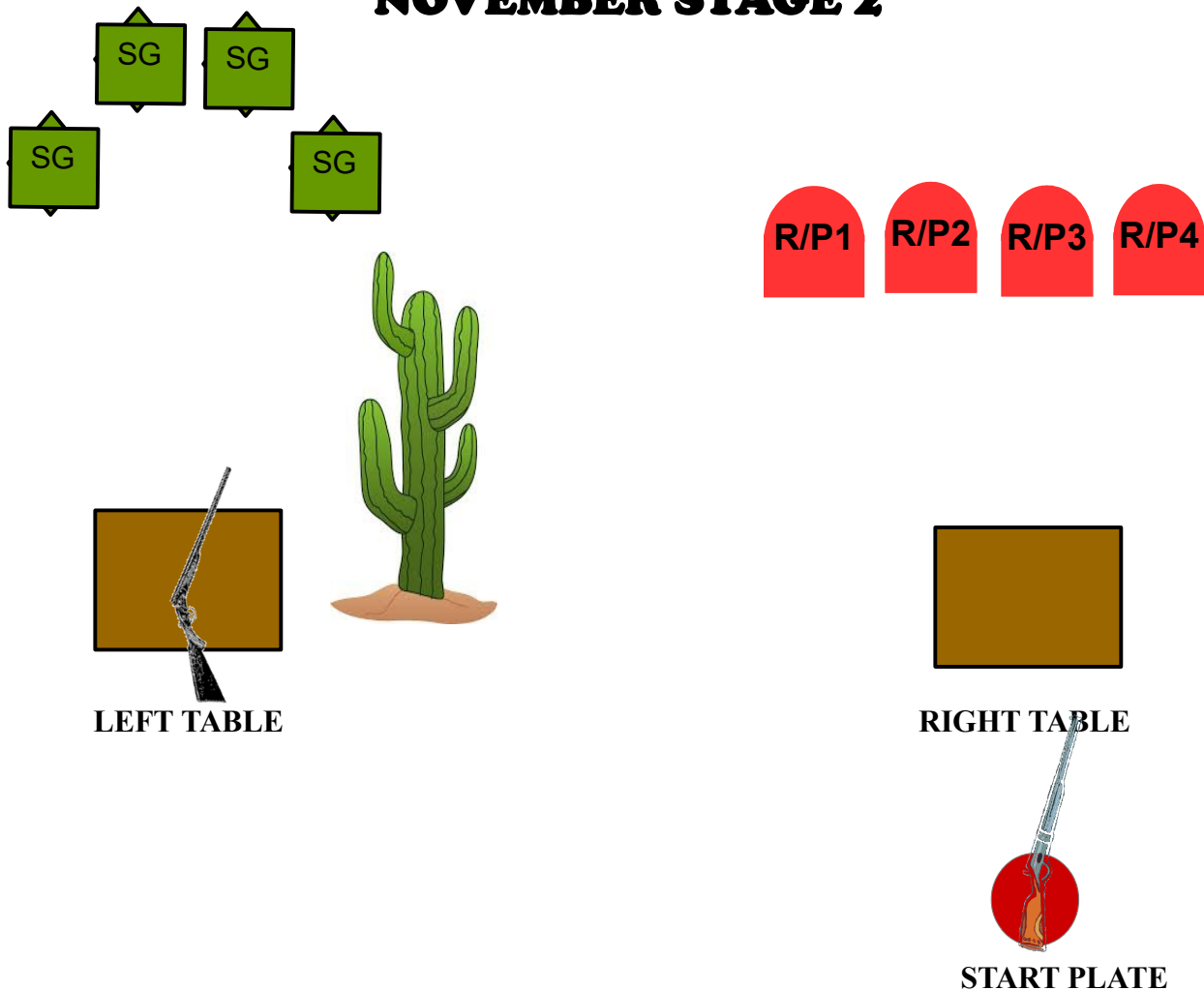
**LINE : NEVER TELL ME THE ODDS!**

**WITH RIFLE, STARTING ON EITHER END, SINGLE TAP SWEEP THE FOUR RIFLE TARGETS, THEN TRIPLE TAP R3, DOUBE TAP R2, THEN SINGLE TAP R1.**

**WHEN RIFLE COMPLETE, MOVE FORWARD TO RIGHT TABLE AND MAKE RIFLE SAFE, THEN ENGAGE THE PISTOL TARGETS WITH THE SAME INSTRUCTIONS AS THE RIFLE.**

**WHEN PISTOLS COMPLETE, MOVE TO RIGHT TABLE AND WITH SHOTGUN; ENGAGE THE FOUR SHOTGUN TARGETS IN ANY ORDER.**

## NOVEMBER STAGE 2



**ROUND COUNT: 10 RIFLE, 10 PISTOL, 4+ SHOTGUN**

**SHOOTER STARTS WITH RIFLE IN HANDS WITH ONE FOOT ON START PLATE, PISTOLS HOLSTERED AND SHOTGUN STAGED ON LEFT TABLE.**

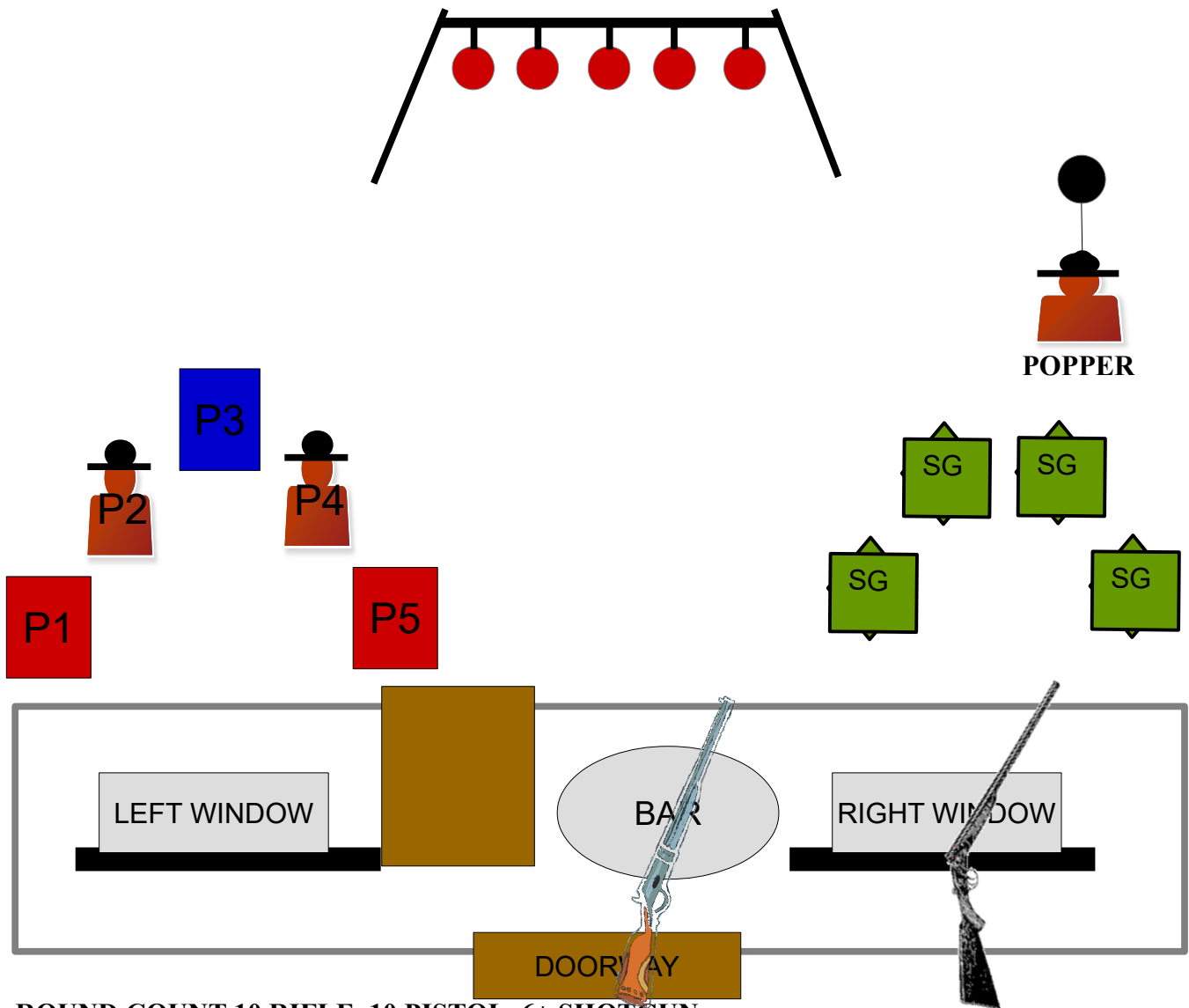
**LINE : SIT DOWN AND HAVE A CUP OF COFFEE WITH ME!**

**WITH RIFLE, SINGLE TAP EITHER INSIDE RIFLE TARGET, THEN, STARTING ON EITHER END SINGLE TAP SWEEP THE FOUR RIFLE TARGETS. THEN SINGLE TAP THE OTHER INSIDE PISTOL TARGET. THEN, STARTING ON EITHER END SINGLE TAP SWEEP THE FOUR RIFLE TARGETS.**

**WHEN RIFLE COMPLETE, MOVE FORWARD TO RIGHT TABLE AND MAKE RIFLE SAFE, THEN ENGAGE THE PISTOL TARGETS WITH THE SAME INSTRUCTIONS AS THE RIFLE.**

**WHEN PISTOLS COMPLETE, MOVE TO RIGHT TABLE AND WITH SHOTGUN; ENGAGE THE TWO INSIDE SHOTGUN TARGETS FIRST, THEN ENGAGE THE TWO OUTSIDE SHOTGUN TARGETS.**

## NOVEMBER STAGE 3



**ROUND COUNT 10 RIFLE, 10 PISTOL, 6+ SHOTGUN**

**SHOOTER STARTS AT LEFT WINDOW WITH HANDS ON HAT. RIFLE STAGED ON CENTER BAR AND SHOTGUN STAGED AT RIGHT WINDOW.**

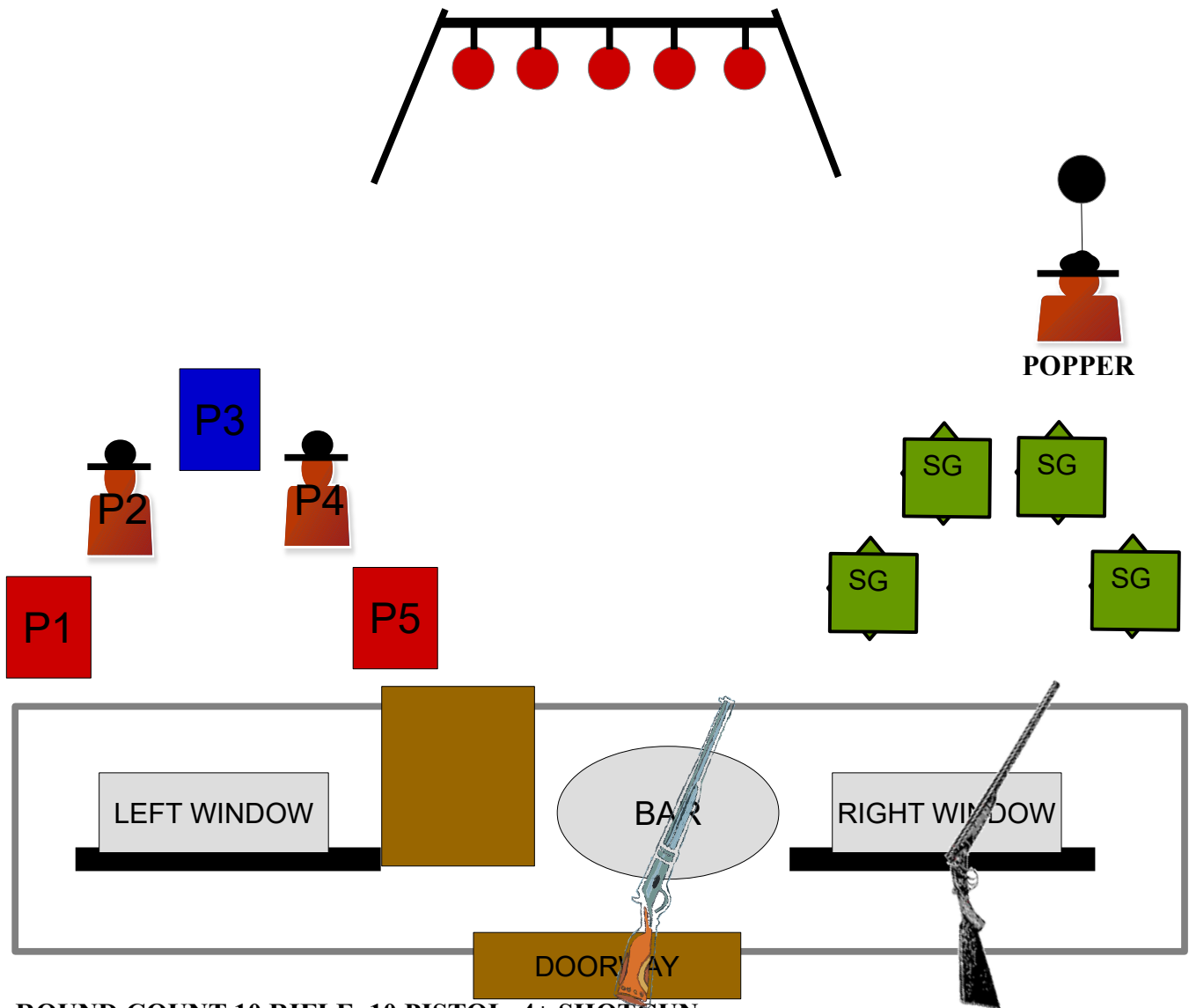
**LINE: THIS SHOULDN'T TAKE TOO LONG!**

**WITH PISTOLS SHOOT A DOUBLE TAP SWEEP STARTING ON EITHER END.**

**MOVE TO RIFLE AND REPEAT A DOUBLE TAP SWEEP FROM EITHER END ON THE RIFLE TARGETS.**

**WHEN RIFLE COMPLETE MOVE TO SHOTGUN, DROP THE 4 KNOCKDOWNS IN ANY ORDER THEN SHOOT THE POP UP. A HIT IS A 5 SECOND BONUS, A MISS IS NOT A PENALTY.**

## NOVEMBER STAGE 4



**ROUND COUNT 10 RIFLE, 10 PISTOL, 4+ SHOTGUN**

**SHOOTER STARTS DOORWAY WITH HANDS ON FRAME. RIFLE STAGED ON CENTER BAR , SHOTGUN STAGED AT RIGHT WINDOW AND PISTOLS HOLSTERED.**

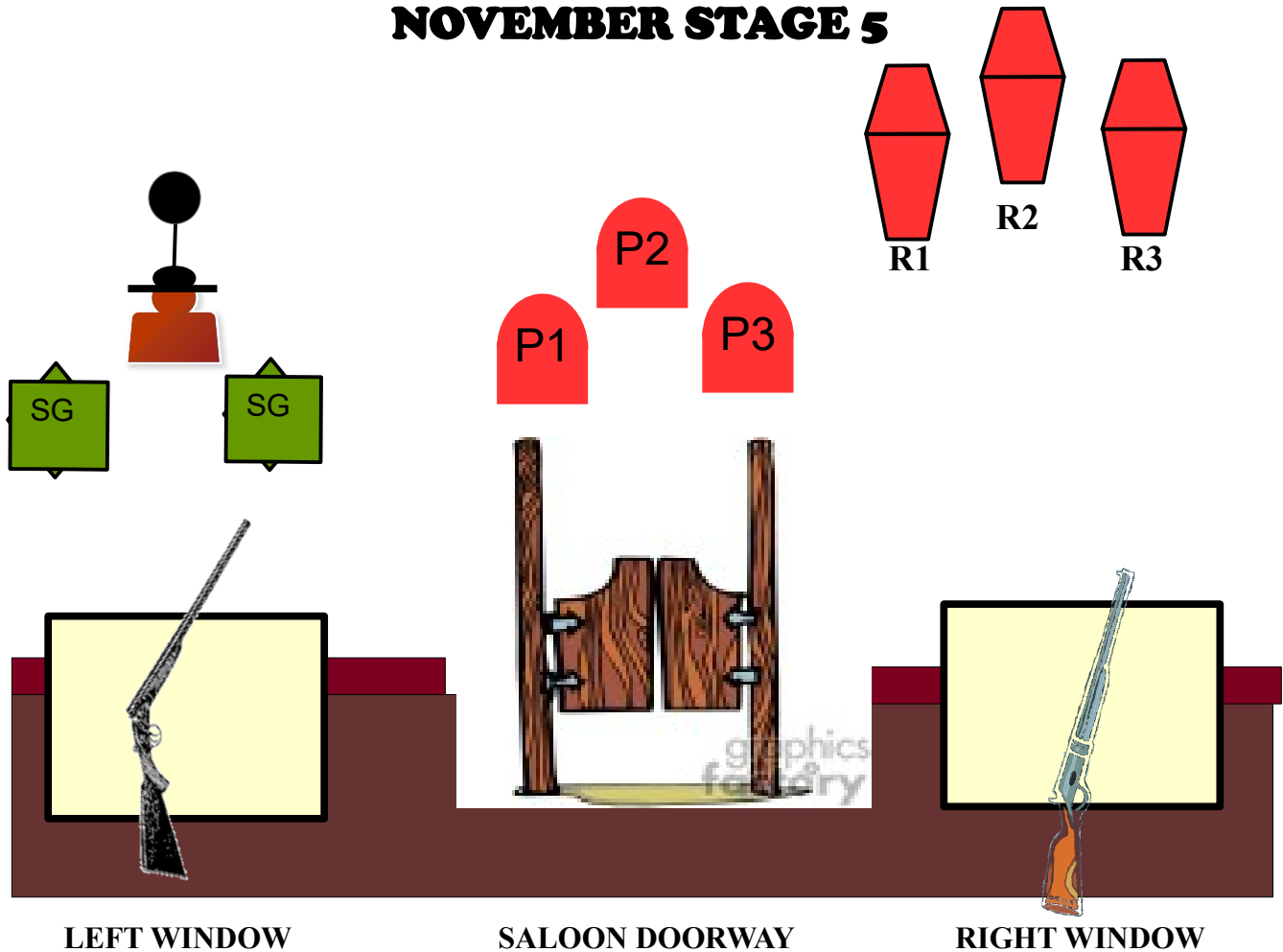
**LINE: OUTSIDE IN, INSIDE OUT!**

**MOVE TO BAR AND WITH RIFLE SHOOT AN OUTSIDE, OUTSIDE, INSIDE, INSIDE, CENTER THEN CENTER, INSIDE, INSIDE, OUTSIDE, OUTSIDE.**

**MOVE TO LEFT WINDOW AND WITH PISTOLS REPEAT RIFLE INSTRUCTIONS SHOOTING AN OUTSIDE, OUTSIDE, INSIDE, INSIDE, CENTER THEN CENTER, INSIDE, INSIDE, OUTSIDE, OUTSIDE.**

**WHEN PISTOLS COMPLETE MOVE TO SHOTGUN, DROP THE 4 KNOCKDOWNS IN AN OUTSIDE, OUTSIDE, INSIDE, INSIDE PATTERN.**

## NOVEMBER STAGE 5



**ROUND COUNT: 10 RIFLE, 10 PISTOL, 4+ SHOTGUN**

**SHOOTING ORDER IS RIFLE, PISTOL, SHOTGUN.**

**SHOOTER STARTS AT RIGHT WINDOW WITH HANDS ON RIFLE.**

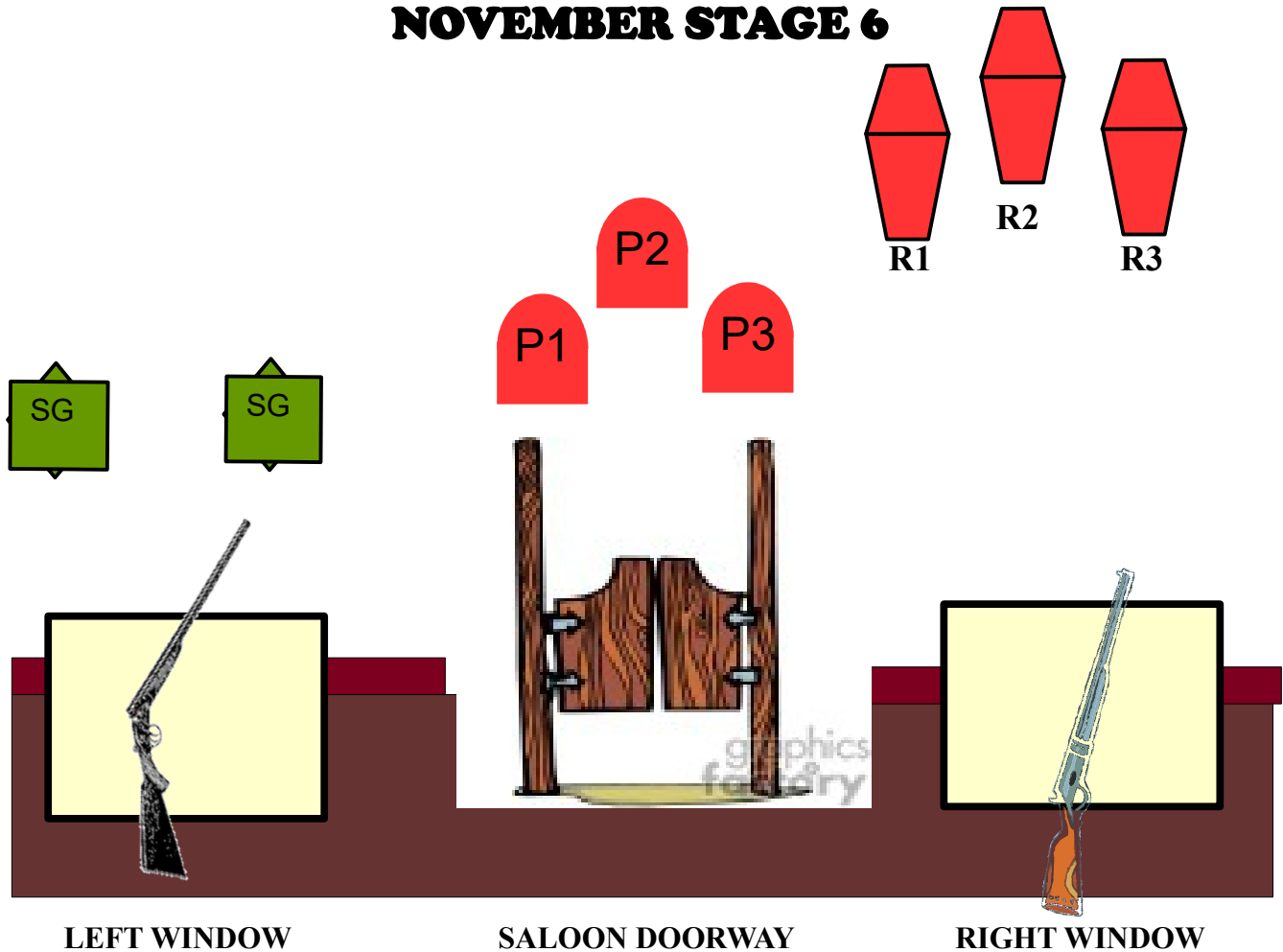
**LINE: I'M GONNA HAVE TO LEARN TO COUNT!**

**WITH RIFLE, STARTING ON EITHER END, ENGAGE THE THREE RIFLE TARGETS IN A 2 – 5 – 3 SWEEP. MAKE RIFLE SAFE.**

**MOVE TO SALOON DOORWAY AND WITH PISTOLS, STARTING ON EITHER END ENGAGE THE THREE PISTOL TARGETS IN A 2 – 5 – 3 SWEEP.**

**MOVE TO LEFT WINDOW AND WITH SHOTGUN SHOOT THE TWO KNOCKDOWNS FIRST THEN ENGAGE THE POPPER. A HIT IS A 5 SECOND BONUS. A MISS IS NOT A MISS.**

## NOVEMBER STAGE 6



**ROUND COUNT: 10 RIFLE, 10 PISTOL, 2+ SHOTGUN**

**SHOOTING ORDER IS SHOTGUN, RIFLE, PISTOL.**

**SHOOTER STARTS AT LEFT WINDOW, SHOTGUN IN HANDS, PISTOLS HOLSTERED AND RIFLE STAGED AT RIGHT WINDOW.**

**LINE: I'M ALMOST OUT OF SHOTGUN SHELLS!**

**SHOTGUN IS SHOT FROM THE LEFT WINDOW; SHOOT THE TWO KNOCKDOWNS UNTIL DOWN. MAKE SHOTGUN SAFE.**

**MOVE TO RIGHT WINDOW AND WITH RIFLE, STARTING ON EITHER END, TRIPLE TAP R1, SINGLE TAP R2, SINGLE TAP R3. REPEAT INSTRUCTIONS WITH REMAINING 5 ROUNDS. YES, YOU MAY. (3-1-1;3-1-1). MAKE RIFLE SAFE.**

**PISTOLS ARE SHOT FROM THE SALOON DOORWAY; ENGAGE THE PISTOL TARGETS WITH THE SAME INSTRUCTIONS AS THE RIFLE.**