

Stage 1

RED HILLS RANGERS - NOVEMBER 2020

Round Count: 10 Revolver / 9 Rifle / 4+ Shotgun

Gun Order: Revolvers / Rifle / Shotgun / Revolvers

Staging: Revolvers holstered, rifle & shotgun staged on center table

Start: Standing behind left or right table, holding dynamite stick

Procedure: When ready, throw the dynamite at the barrel (if the dynamite goes in the barrel, shooter gets a 1 second bonus)

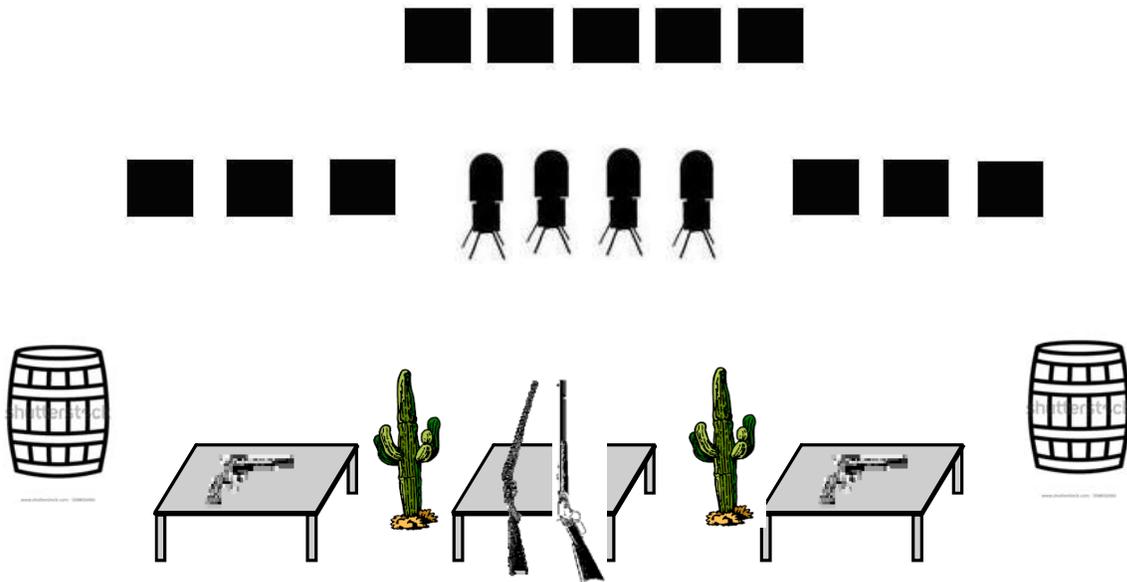
ATB:

Revolvers: Engage the close targets at the table with a Nevada sweep in either direction for 5 rounds

Rifle: Engage the far targets with a Nevada sweep in either direction (1-2-3-4-5-4-3-2-1 or 5-4-3-2-1-2-3-4-5)

Shotgun: Engage the knockdowns until down.

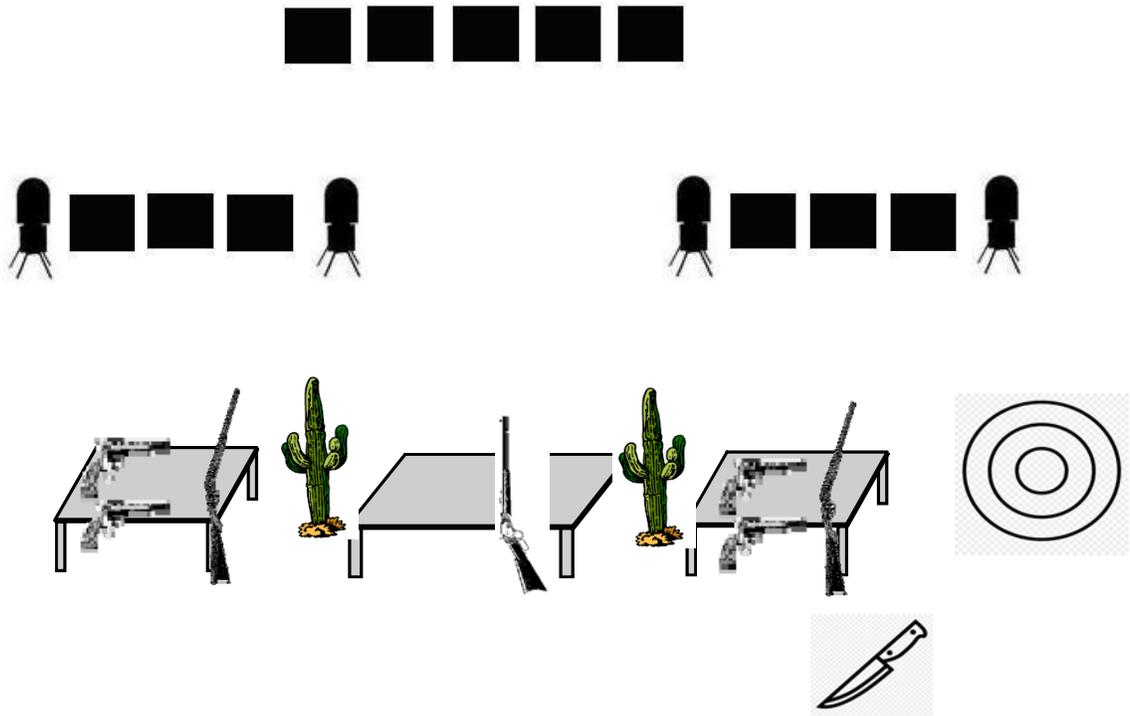
Revolvers: From the other table, engage the close targets there with a Nevada sweep in either direction for 5 rounds



Stage 2

RED HILLS RANGERS - NOVEMBER 2020

- Round Count:** 10 Revolver / 10 Rifle / 4+ Shotgun
- Gun Order:** Rifle / Revolvers / Shotgun
- Staging:** Revolvers holstered, rifle staged on center table, shotgun staged on either outside table
- Start:** Standing 3 steps behind right table, holding knife
- Procedure:** When ready, throw the knife at the target. If knife sticks in the target, shooter will receive a 1 second bonus
- ATB:**
- Rifle:** Engage the far targets with a Strider sweep in either direction (3-2-1-2-3-3-4-5-4-3 or 3-4-5-4-3-3-2-1-2-3)
- Revolvers:** From either outside table, engage the stationary targets with a single tap Nevada sweep in either direction for 5 rounds, starting on the center target, then repeat instructions.
- Shotgun:** Engage the knockdowns at each table until down. Knockdowns must be engaged outside the cactus on that side.



Round Count: 10 Revolver / 10 Rifle / 2+ Shotgun

Gun Order: Rifle / Revolvers / Shotgun

Staging: Revolvers holstered / Rifle & shotgun staged on center table

Start: Standing 3 steps behind right table, holding tomahawk

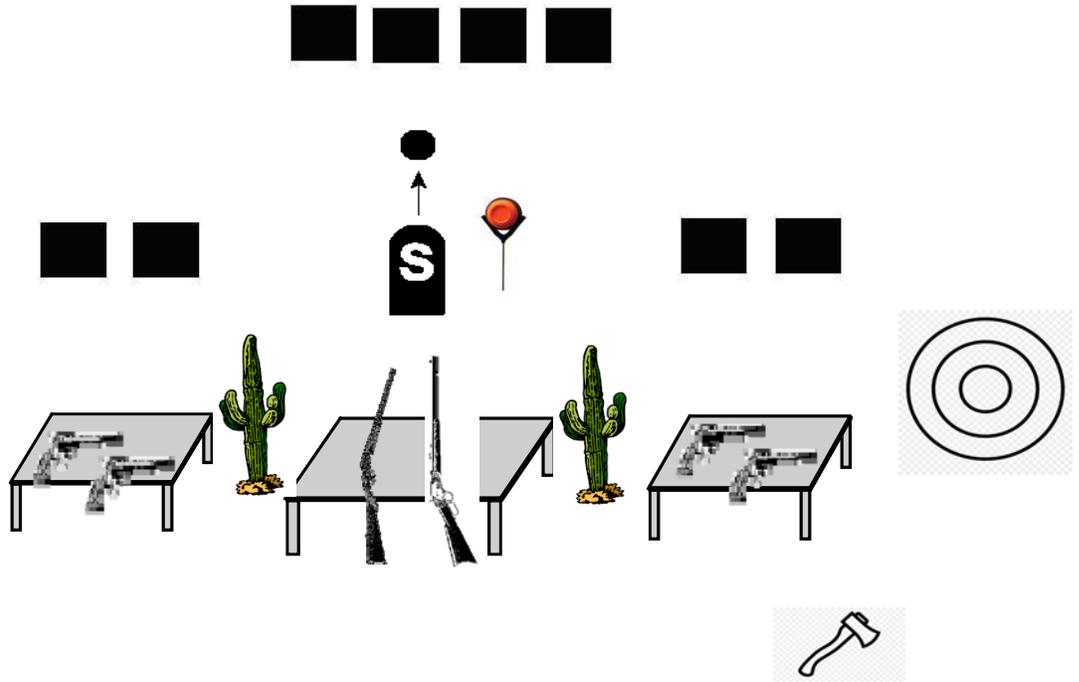
Procedure: When ready, throw the tomahawk at the target. If tomahawk sticks, shooter gets a 1 second bonus

ATB:

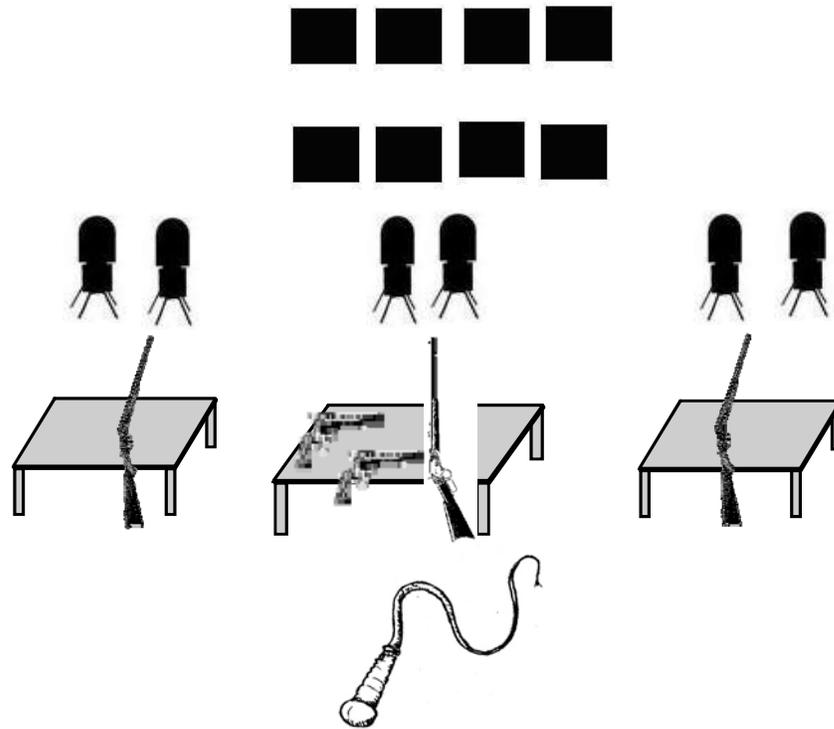
Rifle: Engage the far targets with a Nevada sweep in either direction, double tapping the outside targets (1-1-2-3-4-4-3-2-1-1 or 4-4-3-2-1-1-2-3-4-4)

Revolvers: From either outside table, engage the stationary targets there with 3 rounds on one target & 2 rounds on the other target, then repeat sequence

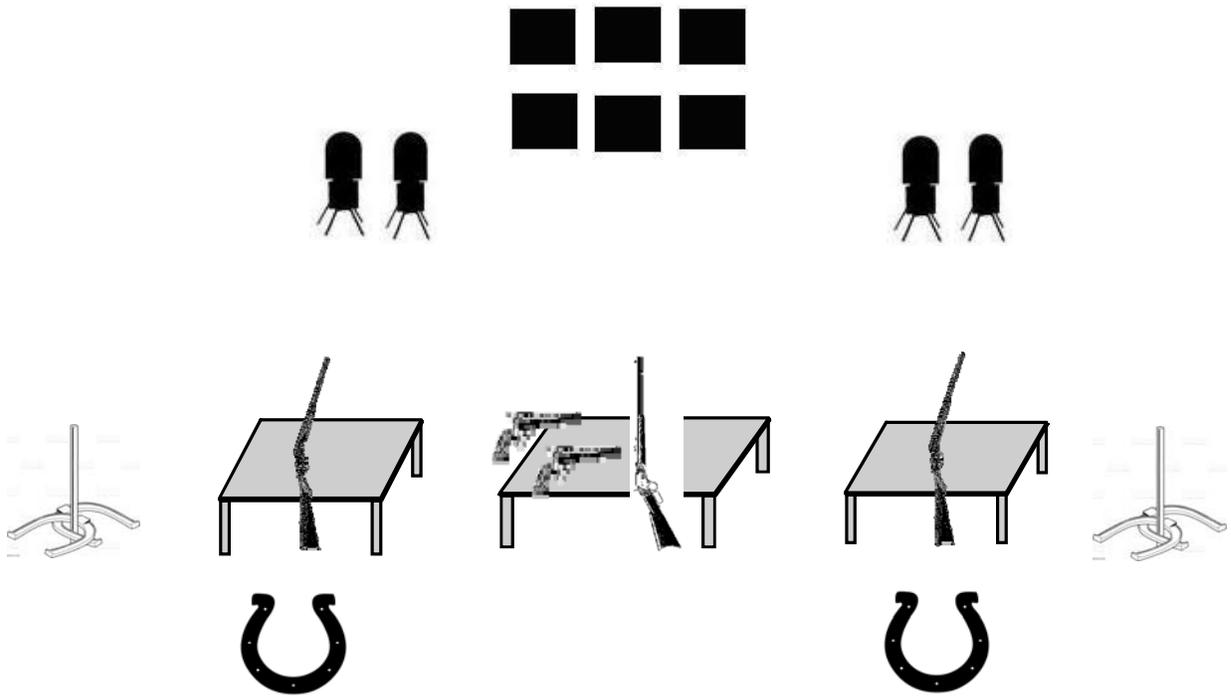
Shotgun: Engage the activator/bird tosser. If the flying clay is not broken in the air, engage the stationary clay as makeup.



- Round Count:** 10 Revolver / 10 Rifle / 6+ Shotgun
- Gun Order:** Rifle / Revolvers / Shotgun
- Staging:** Revolvers holstered / Rifle staged in doorway / Shotgun staged in either left or right window
- Start:** Shooter 3 steps back from doorway, holding whip
- Procedure:** When ready, crack the whip!
- ATB:**
- Rifle:** Engage the far targets with an Obama sweep in either direction (1-2-3-4-1-2-3-1-2-1 or 4-3-2-1-4-3-2-4-3-4)
- Revolvers:** Engage the close targets using rifle instructions
- Shotgun:** Shooting through each opening, engage the 2 knockdowns at each opening until down. Makeups from where engaged.



- Round Count:** 10 Revolver / 10 Rifle / 4+ Shotgun
- Gun Order:** Shotgun / Rifle / Revolvers
- Staging:** Revolvers holstered / Rifle staged in doorway / Shotgun staged in either window
- Start:** Shooter 3 steps back from either window, holding horseshoe
- Procedure:** When ready, throw the horseshoe. A ringer gets the shooter a 1 second bonus.
- ATB:**
- Shotgun:** Engage the knockdowns at each window until down, makeups where engaged
- Rifle:** Engage the far targets with an Indiana sweep in either direction (2-2-1-2-3 or 2-2-3-2-1) then repeat instructions
- Revolvers:** Engage the close targets using rifle instructions



- Round Count:** 10 Pistol / 10 Rifle / 4+ Shotgun
- Gun Order:** Rifle / Revolvers / Shotgun
- Staging:** Revolvers holstered / Rifle & Shotgun staged on table in doorway
- Start:** Standing upright with hands on hips
- Procedure:** When ready, say "**Finally, something simple!**"
- ATB:**
- Rifle:** Engage the far targets with 10 rounds on 3 targets
- Revolvers:** Using the close targets, repeat instructions for rifle
- Shotgun:** Engage the snakes until dead.

