

Pilgrims, in November



Stage 1

10 Pistol, 10 Rifle, 3+ Shotgun

Rifle in on left table and Shotgun staged in right table. Pistols Holstered.

Shooter starts standing in door way hands on hips. Signal ready by saying

"Nothing's too good for the man who shot Liberty Valance!"

ON SIGNAL:

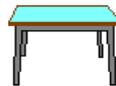
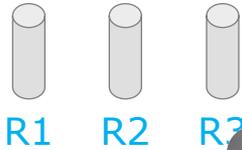
From door way move to move to right table engage the 3 shotgun targets S1, S2, & S3 any order. Make shotgun safe.

Move to left table engage four rifle targets R1, R2, and R3 with a continuous double tap Nevada sweep from either directions, make rifle safe. Move to center of room between tables table engage four pistol targets P1, P2, and P3 in the same manner as rifle with a continuous double tap Nevada sweep from either direction, holster

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.

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Stage 2

10 Pistol, 10 Rifle, 2+ Shotgun Shotgun in outhouse & Rifle on table in cabin, Pistols Holstered.

Shooter starts standing in cabin with hands in the air. Signal ready by saying **"Whoa, take 'er easy there, Pilgrim."**

ON SIGNAL:

Retrieve rifle and engage the three rifle targets R1,R2,R3 with a 1,3,1 sweep from either direction for 10 rounds make rifle safe.

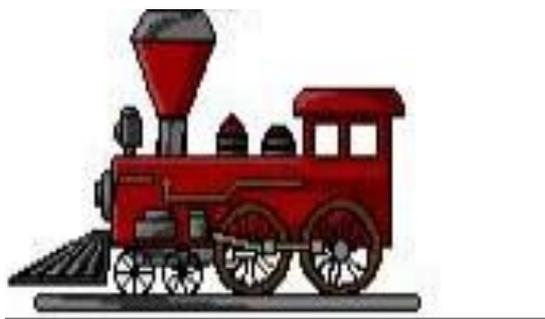
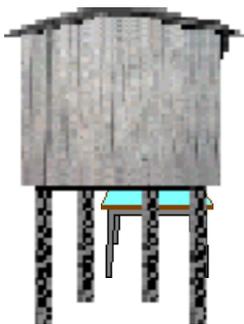
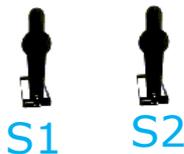
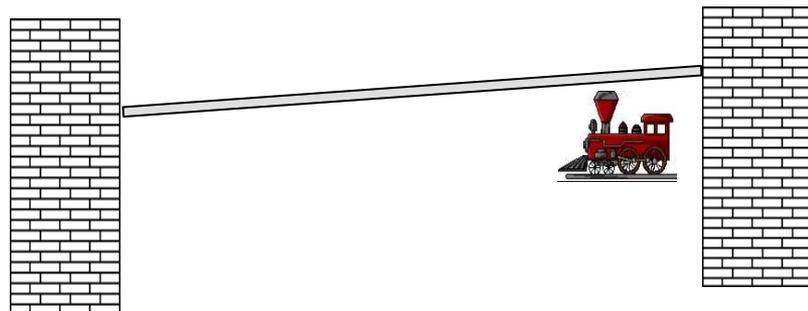
Move to table between buildings, with pistols engage the three pistols targets P1,P2,P3 with in the same manner as rifle with a 1,3,1 sweep from either direction for 10 rounds, holster.

Move inside outhouse retrieve shotgun engage the 2 shotgun targets S1, S2, in any order. Make shotgun safe.

The knockdowns must fall to avoid being scored as a miss.

Move inside outhouse Holster.

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Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in hand, Shotgun staged on table under water tower. Pistols Holstered.

Shooter starts in train, rifle in both hands.
Signal ready by saying **"Hey, pilgrim! You forgot your pop-gun!"**

ON SIGNAL:

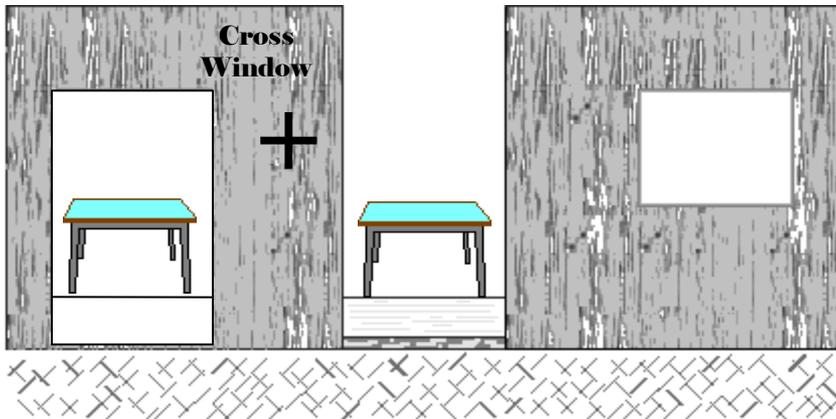
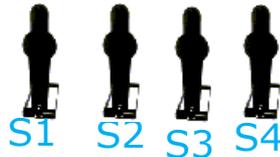
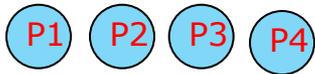
With rifle engage R1 (train) with 10 rounds, **Target must be released before engaged.** Make rifle safe. Move to table with pistols engage P1 & P2 with 9 rounds on P1, and 1 round on P2.

Move to water tower, retrieve shotgun and engage the 2 shotgun targets S1, S2 any order. Make shotgun safe.

The knockdowns must fall to avoid being scored as a miss.



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Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle on table in alley, Shotgun on table in Madam Orr's House, Pistols Holstered.

Shooter starts in ally pointing at the floor. Signal ready by saying

" Pilgrim, hold it. I said you, Valance; *you* pick it up!!"

ON SIGNAL:

Starting with rifle engage R1, R2, R3, and R4 with a San Juan sweep, 1-1-2-1-2-3-1-2-3-4. Think of sweeping repeatedly from left to right, adding one target with every pass make rifle safe.

Move to Church and engage pistol targets P1, P2, P3 and P4 in the same manner as rifle with a San Juan sweep, 1-1-2-1-2-3-1-2-3-4 holster.

Move to Madam Orr's house retrieve shotgun engage S1,S2, any order. Take shotgun with you to alley make shotgun safe.

The knockdowns must fall to avoid being scored as a miss.

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Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun
Shotgun & Rifle staged anywhere safely, Pistols Holstered.

Shooter starts at table hands at your side.
Signal ready by saying **"Courage can be purchased at yon' tavern!"**

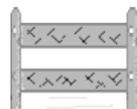
ON SIGNAL:

Retrieve rifle engage R1,R2, & R3, with 10 rounds, with two Indiana Sweeps 2-2-1-2-3 repeat. Make rifle safe.

With pistols engage P1,P2,& P3 in the same manner as the rifle with two Indiana Sweeps 2-2-1-2-3 . Holster.

Retrieve shotgun move to fence engage S1 & S2 in any order.

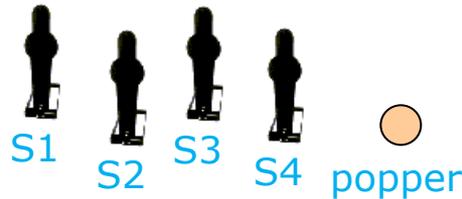
The knockdowns must fall to avoid being scored as a miss.



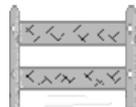
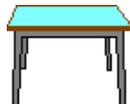
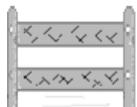
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R1



P1



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun Rifle in hands, and Shotgun staged anywhere safely, Pistols holstered.

Shooter starts at the left fence rifle in hands. Signal ready by saying **"You look-in' for trouble, Doniphan?!"**

ON SIGNAL:

With rifle engage R1 for 10 rounds.
Make rifle safe.

Move to table with pistols engage with 10 rounds Holster. Starting from the left.
Make rifle safe.

Finally retrieve shotgun move to right fence engage S1, S2, S3, S4 & S5 and popper, in any order. If popper is hit a 5 sec bonus will be added. It does not count as a miss.

The knockdowns must fall to avoid being scored as a miss.