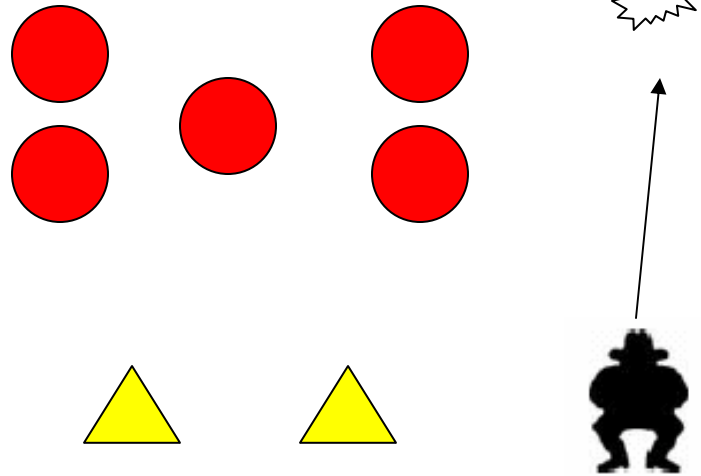


# “Turkeys and More!”

## Stage 4

10 Pistol, 10 Rifle, 4 Shotgun



“B”

“A”

**Story:** After the gunfight, things quiet down again and you move on to a more secluded part of the North Woods. You think you hear some turkeys coming, but the hair stands up on your neck, so you expect more trouble. You pick up your rifle, just in case... Just as you thought! When you cut loose with a turkey call, a pack of wolves charge in! As you open up on the wolves, the turkeys take flight and you try to get them as well. As you go to check on the turkeys, the wolves make a second charge, good thing your pistols are loaded!

**You will need:** Two pistols loaded with 5 rounds each and hammer down on empty chambers in your holsters. A rifle loaded with 10 rounds in your hands at Cowboy Port Arms (CPA). A shotgun on the rest with at least 4 rounds on your person.

**Directions:** Start with the rifle in your hands at CPA, when ready “call a turkey” (Try something different this time, if you can).

**At the Signal:** Engage the 5 targets with 10 rounds, no double taps. Set down the rifle pointed safely toward the berm and...

Pick up your shotgun and knock down the cowboy shotgun target and then engage the aerial bird. Breaking the bird in the air is a bonus, no penalty for missing the bird and if it breaks on launch, the shooter gets the bonus, but it must be engaged. Then knock down the other two shotgun targets. Set the shotgun on the rest pointed safely toward the berm, and move to position “B” and...

Using your two pistols, per your shooting style, engage the 5 targets with 10 rounds, no double taps.