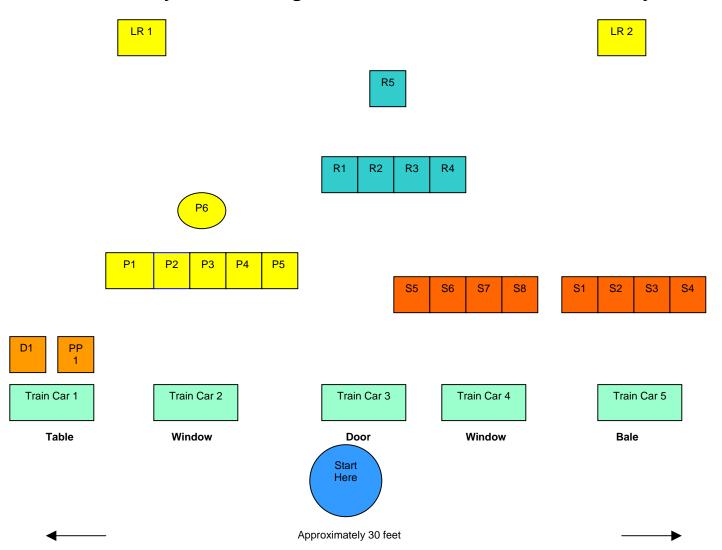
## The Great Train Robbery – Side Match

2-Derringer 5-Pocket Pistol 10-Pistol 10+ Rifle 8+ Shotgun 5-Bolt Action Military Rifle 3-Single Shot Rifle 5-45ACP or 3<sup>rd</sup> Cowboy Pistol



This could be your BIG chance. You are out for a Sunday ride and come up on the biggest train robbery of the year. You could be promoted from Deputy to Under Sheriff if ya can stop this one. But ya only have yer 2-six shooters. You're gonna have ta shoot what ya can find laying around.

There is a Derringer and Pocket Pistol <u>loaded and staged</u> at Car 1. Your Pistols are loaded w/ 5-rounds each and in your holsters. A Military Bolt Action <u>loaded w/ 5-rounds</u>, a 45ACP <u>or</u> 3<sup>rd</sup> Cowboy Pistol loaded <u>w/5-rounds are staged</u> at Car 2. There's a Cowboy Rifle <u>loaded w/ 10-rounds and staged</u> at Car 3. There is a Shotgun open and empty staged at Car 4 and a Single Shot Rifle <u>w/3rounds next to it</u> at Car 5. Shooter is standing in <u>Start Here</u> ring. When ready shooter says, "THIS IS MY BIG CHANCE". At the buzzer, SHOOTER CHOICE, move to Car 1 or Car 4. Targets are engaged as follows.

From Car 4 retrieve shotgun, move to Car 5 and engage the knockdowns outside/outside then inside/inside. Make SG safe, with Single Shot Rifle in off-hand stance Nevada sweep targets LR 1 and LR 2, make rifle safe, pick up SG and move back to Car 4 and engage knockdowns outside/outside then inside/inside. All shotgun targets must fall. Make shotgun safe and move to Car 3. With rifle engage R1 thru R4 with continuous Nevada Sweep. Re-load 2 rounds and engage R-5, the Bear. Shooter may load the 2-rounds at any time after the buzzer. Make rifle safe and move to Car 2. With pistols engage targets P1, P5, P2, P4, P3, P3, P2, P4, P1 then P5 in that order. Re-load one empty pistol with 5-rounds or pick up 45ACP or pre loaded 3<sup>rd</sup> Cowboy Pistol and engage P6 5-times. Holster or down empty pistol. With Military Bolt Action Rifle in off-hand stance engage LR 1 and LR 2 in a Nevada Sweep. Make rifle safe and move to Car 1. Retrieve Pocket Pistol and engage 5-target squares any order, one round per square. Make Pocket Pistol safe and retrieve Derringer. Engage Derringer target with 2-rounds. Make Derringer safe.

Reverse Car order if starting from Car 1. (Car 1 to Car 2 to Car 3 to Car 4 to Car 5 w/ open and empty SG and back to Car 4 w/open and empty SG. Shooter may load on the way to Car 5 and then back to Car 4 but may not close action).