

DB/Clay Hayden



# W3G INVITATIONAL

ROUND COUNT

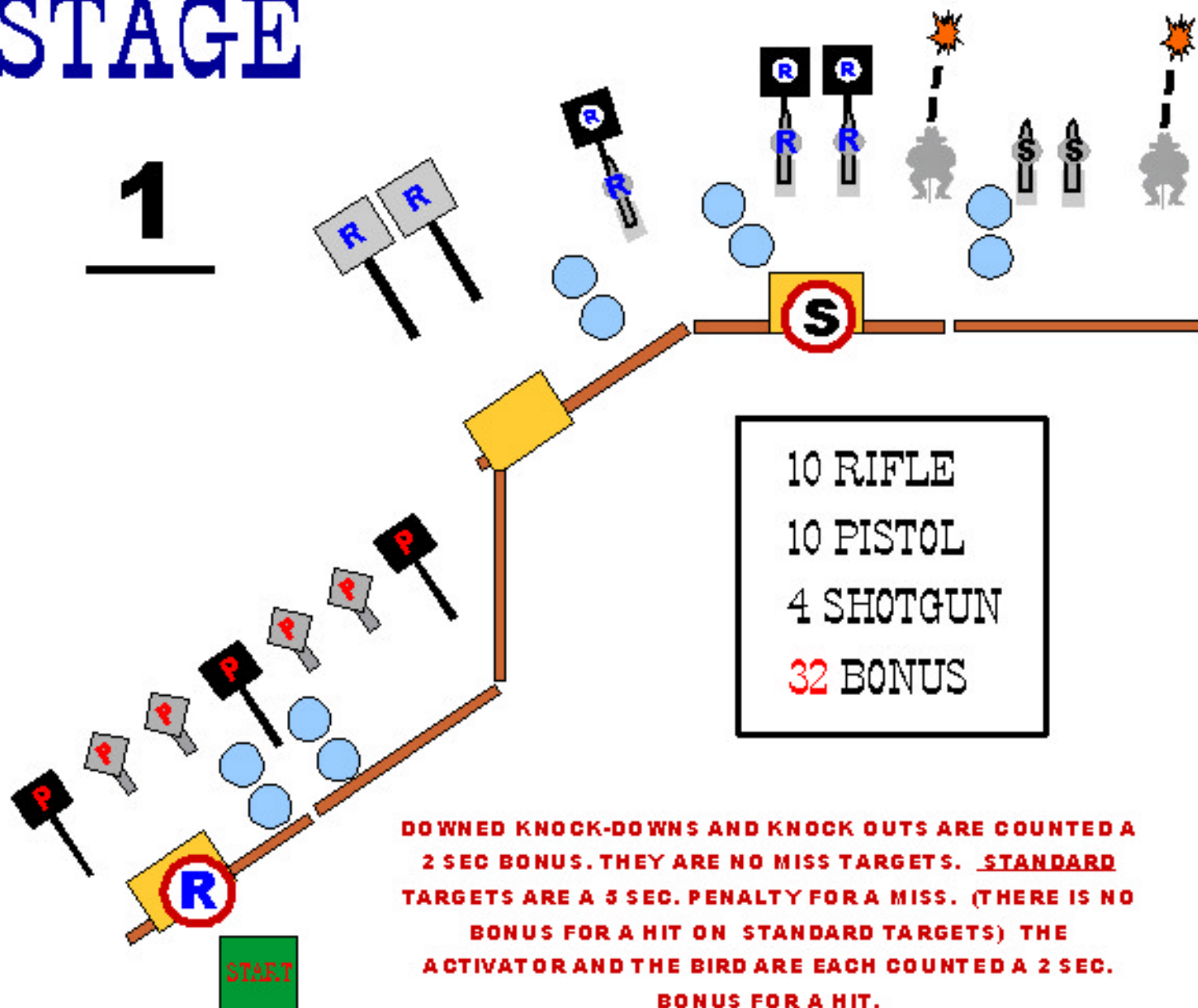
R=50

S=22

P=50

# STAGE

## 1



**START:** STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 1. SHOTGUN STAGED @ POSITION 3.

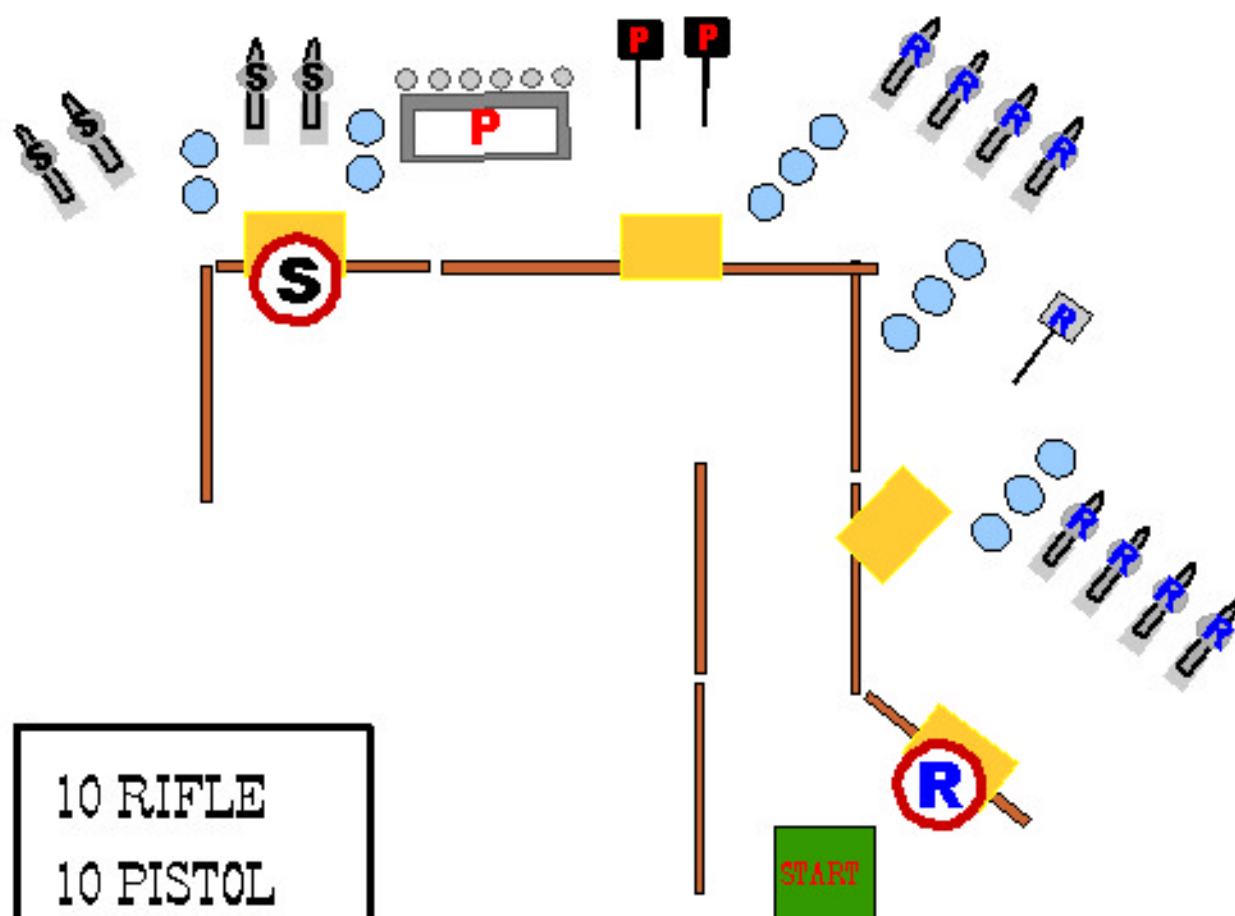
**WHEN READY SAY: " THAT TEARS IT "**

**AT BEEP: WITH PISTOL:** PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE THE 4 KNOCK-DOWNS..

**WITH RIFLE:** PLACE 2 ON THE STD. TARGET, ENGAGE 3 KNOCK-OUTS AND 3 KNOCK-DOWNS.

**WITH SHOTGUN:** ENGAGE 2 KNOCK-DOWNS THE ACTIVATORS AND THE BIRDS.

# STAGE 2



10 RIFLE  
10 PISTOL  
4 SHOTGUN  
36 BONUS

**DOWNED KNOCK-DOWNS AND KNOCK OUTS ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 5 SEC. PENALTY FOR A MISS. (THERE IS NO BONUS FOR A HIT ON STANDARD TARGETS)**

**START:** STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 1. SHOTGUN STAGED @ POSITION 4.

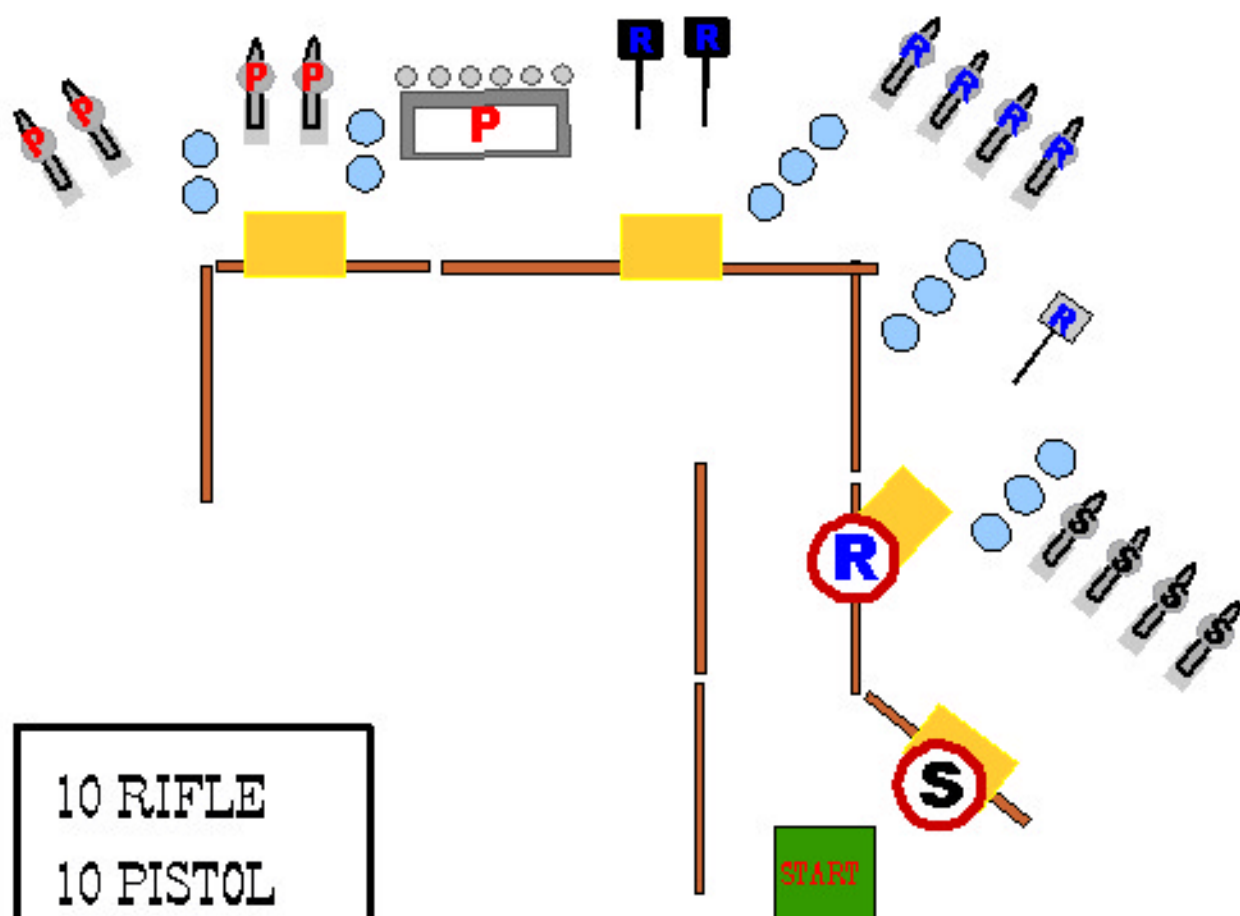
**SAY THE LINE: " ANYTIME YOUR READY "**

**AT BEEP:** WITH RIFLE: ENGAGE 8 KNOCK-DOWNS AND PLACE 2 ON THE STD. TARGET.

WITH PISTOL: PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE THE PLATE RACK 6X.

WITH SHOTGUN: ENGAGE 4 KNOCK-DOWNS.

# STAGE 3



10 RIFLE  
10 PISTOL  
4 SHOTGUN  
36 BONUS

**DOWNED KNOCK-DOWNS AND KNOCK OUTS ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 5 SEC. PENALTY FOR A MISS. (THERE IS NO BONUS FOR A HIT ON STANDARD TARGETS)**

**START:** STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 2. SHOTGUN STAGED @ POSITION 1.

**SAY THE LINE: " STAND CLEAR "**

**AT BEEP:**

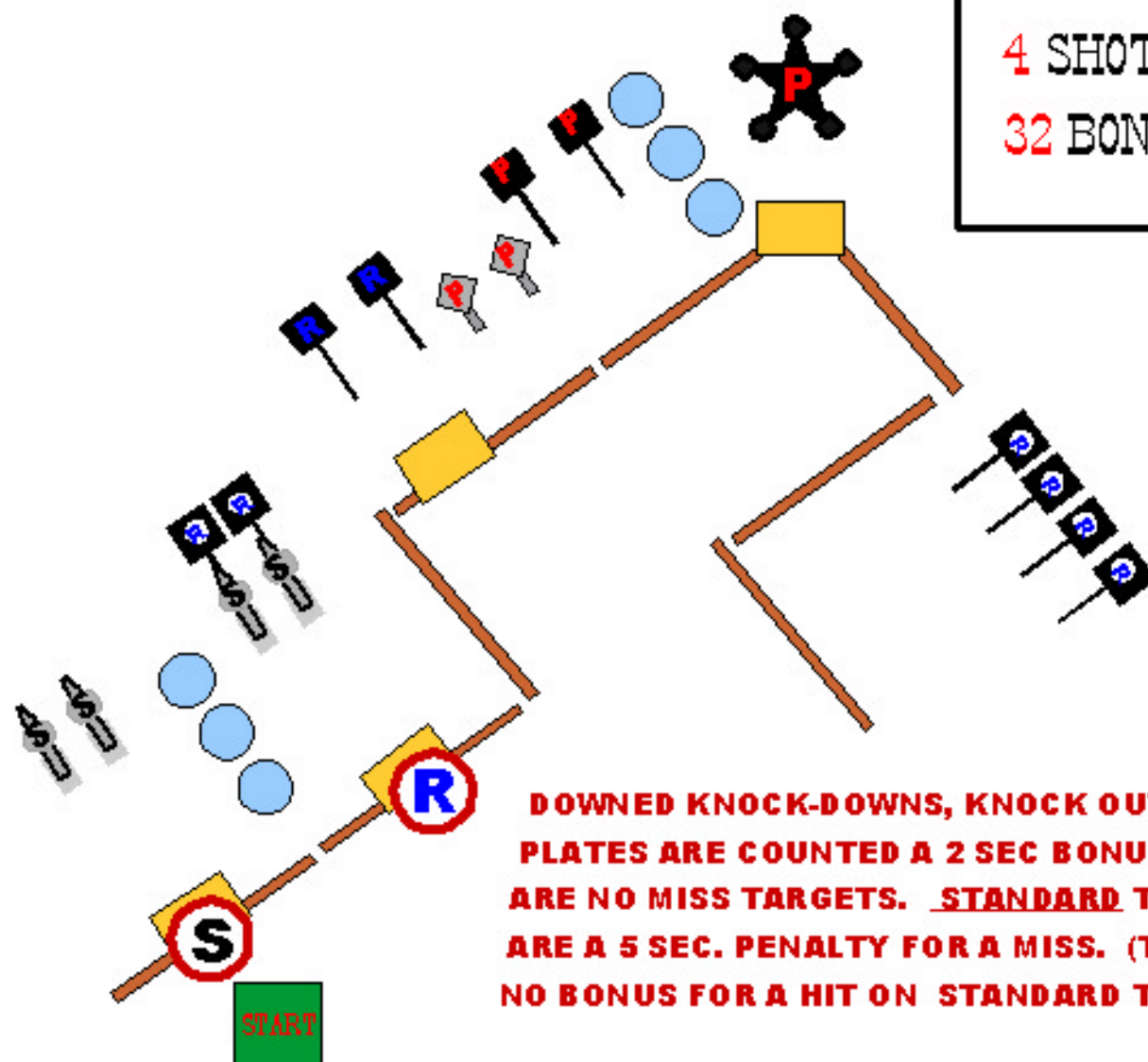
**WITH SHOTGUN:** ENGAGE 4 KNOCK-DOWNS.

**WITH RIFLE:** PLACE 2 ON EACH STD. TARGET AND ENGAGE 4 KNOCK-DOWNS.

**WITH PISTOL:** ENGAGE THE PLATE RACK 6X AND ENGAGE THE 4 KNOCK-DOWNS.

# STAGE 4

10 RIFLE  
10 PISTOL  
4 SHOTGUN  
32 BONUS



**START:** STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 2. SHOTGUN STAGED @ POSITION 1.

**WHEN READY SAY: " MAKE YOUR MOVE "**

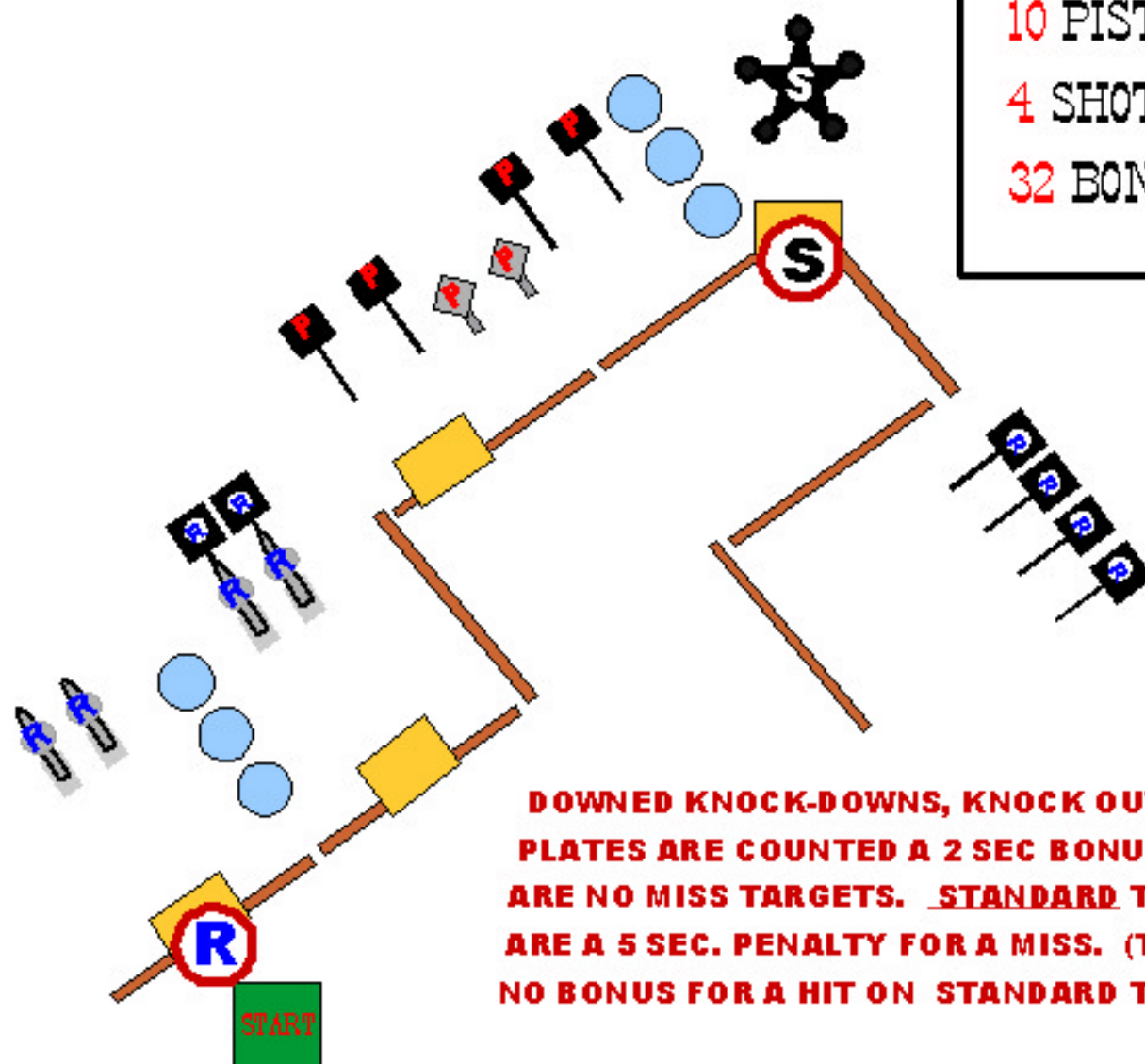
**AT BEEP:** WITH SHOTGUN: ENGAGE 4 KNOCK-DOWNS.

**WITH RIFLE:** ENGAGE 6 KNOCK-OUTS AND AND PLACE 2 ON EACH STD. RIFLE TARGET.

**WITH PISTOL:** ENGAGE 2 KNOCK-DOWNS, PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE THE STAR 4X.

# STAGE 5

10 RIFLE  
10 PISTOL  
4 SHOTGUN  
32 BONUS



**DOWNED KNOCK-DOWNS, KNOCK OUTS AND PLATES ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 5 SEC. PENALTY FOR A MISS. (THERE IS NO BONUS FOR A HIT ON STANDARD TARGETS)**

**START:** STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 1. SHOTGUN STAGED @ POSITION 4.

**WHEN READY SAY: "MAKE UP YOUR MIND"**

**AT BEEP:** **WITH RIFLE:** ENGAGE 4 KNOCK-DOWNS AND 6 KNOCK-OUTS.  
**WITH PISTOL:** PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE THE 2 KNOCK-DOWNS..  
**WITH SHOTGUN:** ENGAGE STAR 4X. (ONLY).