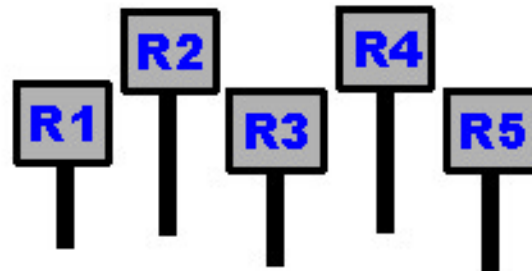
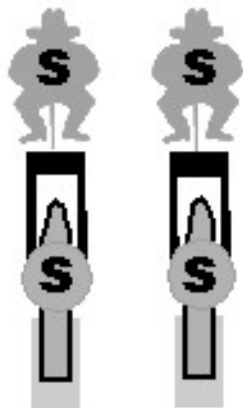
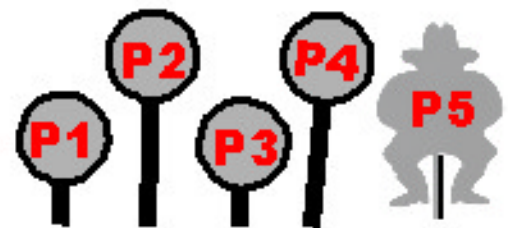


STAGE 1



**BONUS TARGET MUST BE
DOWN TO COUNT A 3 SEC,
BONUS. BONUS TARGET IS A
NO MISS TARGET.**



POSITION 1



POSITION 2



POSITION 3



10 RIFLE 10 PISTOL 4+ SHOTGUN

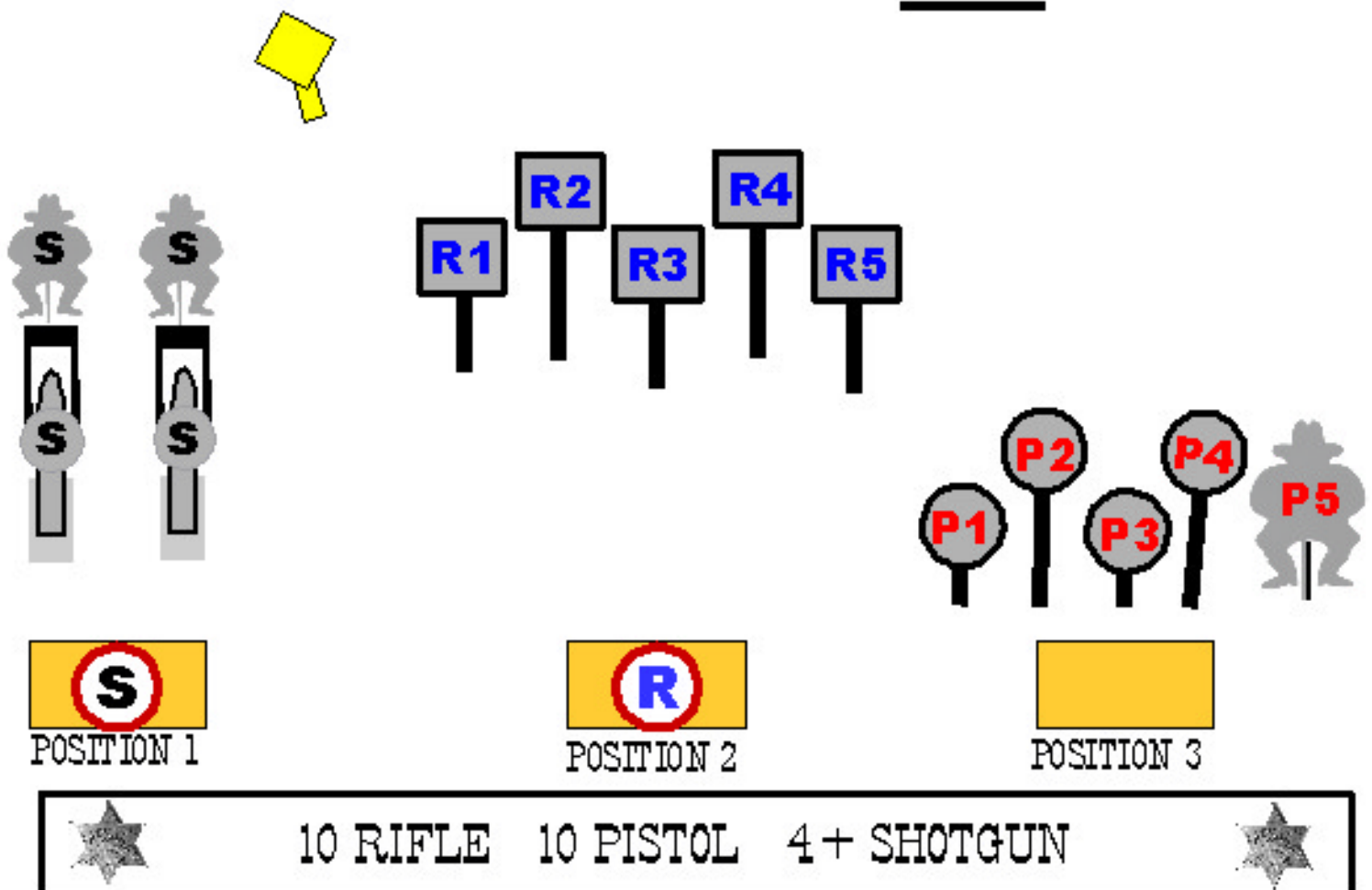


START: STANDING WITH HANDS ON HAT ON HEAD (IF NO HAT, TOP OF HEAD) @ POSITION 1. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1. RIFLE LOADED WITH 10 AND STAGED AT POSITION 2.

**WHEN READY SAY: " WE COME FOR JUSTICE ...
NOT VENGEANCE "**

AT THE BEEP: WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. MAKE SHOTGUN SAFE. THEN MOVE TO POSITION 2. WITH RIFLE ENGAGE TARGETS 1,2,3,4,5, 5,5,5,5,5.. THEN RELOAD ONE AND ENGAGE THE BONUS TARGET. MAKE RIFLE SAFE. THEN MOVE TO POSITION 3 AND WITH PISTOLS ENGAGE SAME AS RIFLE.. **STAGE OVER.**

STAGE 2

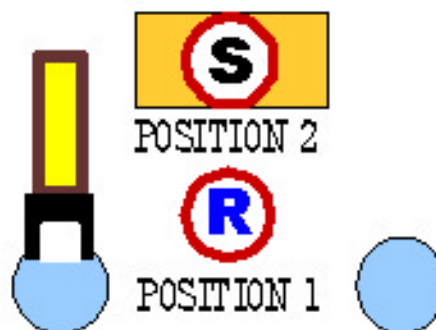
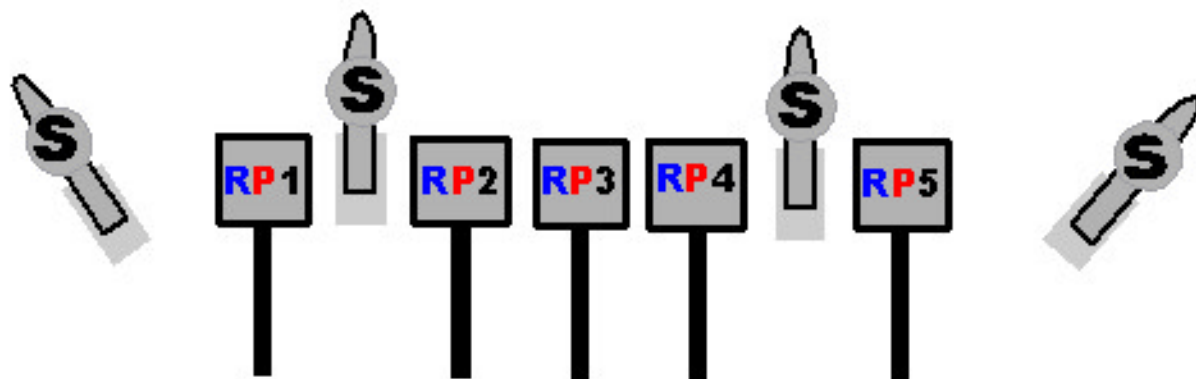


START: STANDING WITH HANDS ON BELT @ POSITION 1. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1. RIFLE LOADED WITH 10 AND STAGED AT POSITION 2.

WHEN READY SAY: "WHAT DO YOU WANT RINGO?"

AT THE BEEP: WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. MAKE SHOTGUN SAFE. THEN MOVE TO POSITION 2. WITH RIFLE ENGAGE THE RIFLE TARGETS 3,4,5,1,2 3,2,1,5,4. MAKE RIFLE SAFE. THEN MOVE TO POSITION 3 AND WITH PISTOLS ENGAGE SAME AS RIFLE. RETURN TO HOLSTER.
 STAGE OVER.

STAGE 3



10 RIFLE 10 PISTOL 4+ SHOTGUN

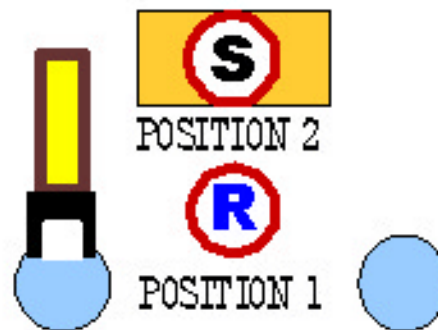
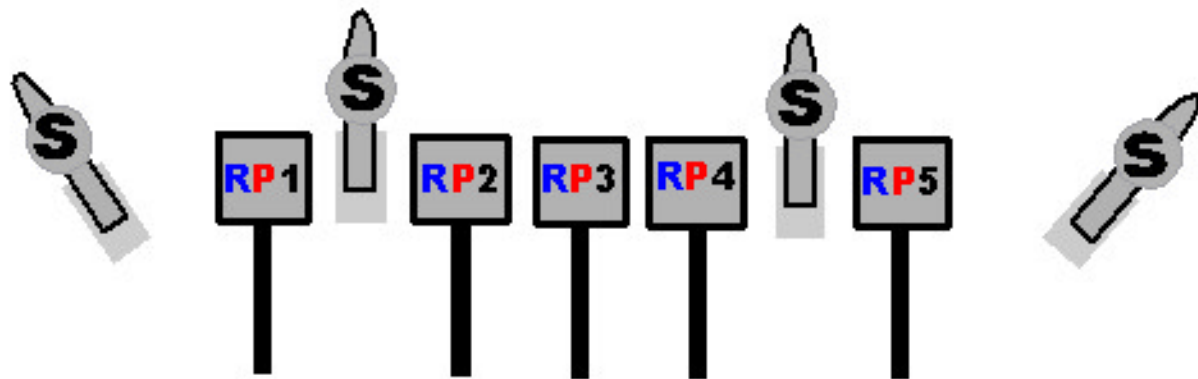


START: STANDING @ POSITION 1, RIFLE IN BOTH HANDS. LOADED WITH 10 ROUNDS. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2 .

WHEN READY SAY "ISN'T THAT A DAISY"

AT THE BEEP: WITH RIFLE ENGAGE THE 5 RP TARGETS 2 ON EACH, ANY ORDER. MOVE TO POSITION 2. MAKE RIFLE SAFE. THEN WITH PISTOLS ENGAGE SAME AS RIFLE.. RETURN TO HOLSTER. THEN WITH SHOTGUN ENGAGE THE 4 KNOCK-DOWNS, ANY ORDER. STAGE OVER.

STAGE 4



10 RIFLE 10 PISTOL 4+ SHOTGUN



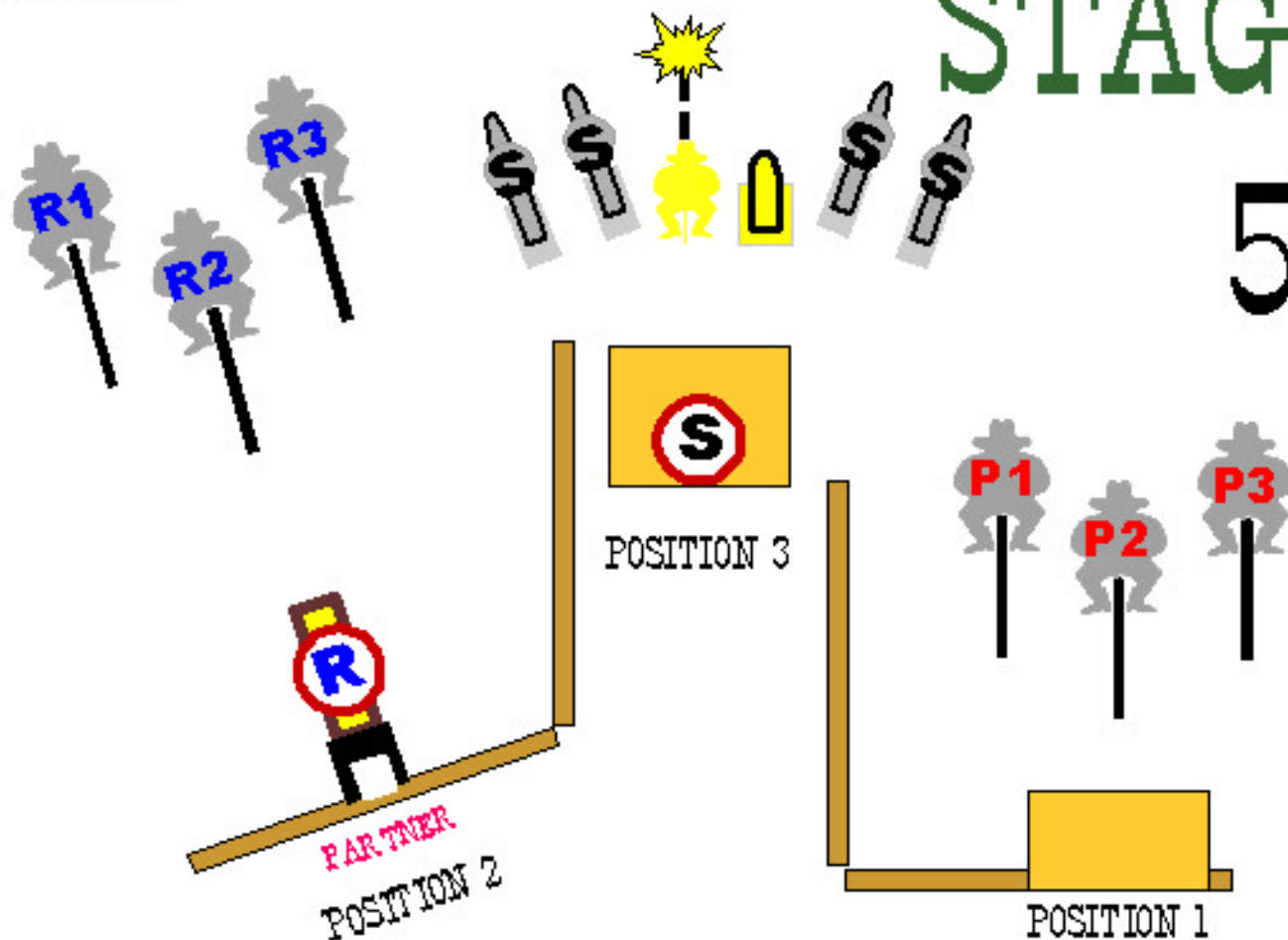
START: STANDING @ POSITION 1, RIFLE AT LOW PORT. LOADED WITH 10 ROUNDS.
 PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND
 EMPTY STAGED @ POSITION 2 .

WHEN READY SAY: " I'M YOUR HUCKLEBERRY "

AT THE BEEP: WITH RIFLE ENGAGE TARGETS 2 3 4 1 5, REPEAT. MOVE
 TO POSITION 2. MAKE RIFLE SAFE. THEN WITH PISTOLS ENGAGE TARGETS
 SAME AS RIFLE. RETURN TO HOLSTER. THEN WITH SHOTGUN ENGAGE THE
 4 KNOCK-DOWNS, ANY ORDER. STAGE OVER.

STAGE

5



10 RIFLE 10 PISTOL 4+ SHOTGUN

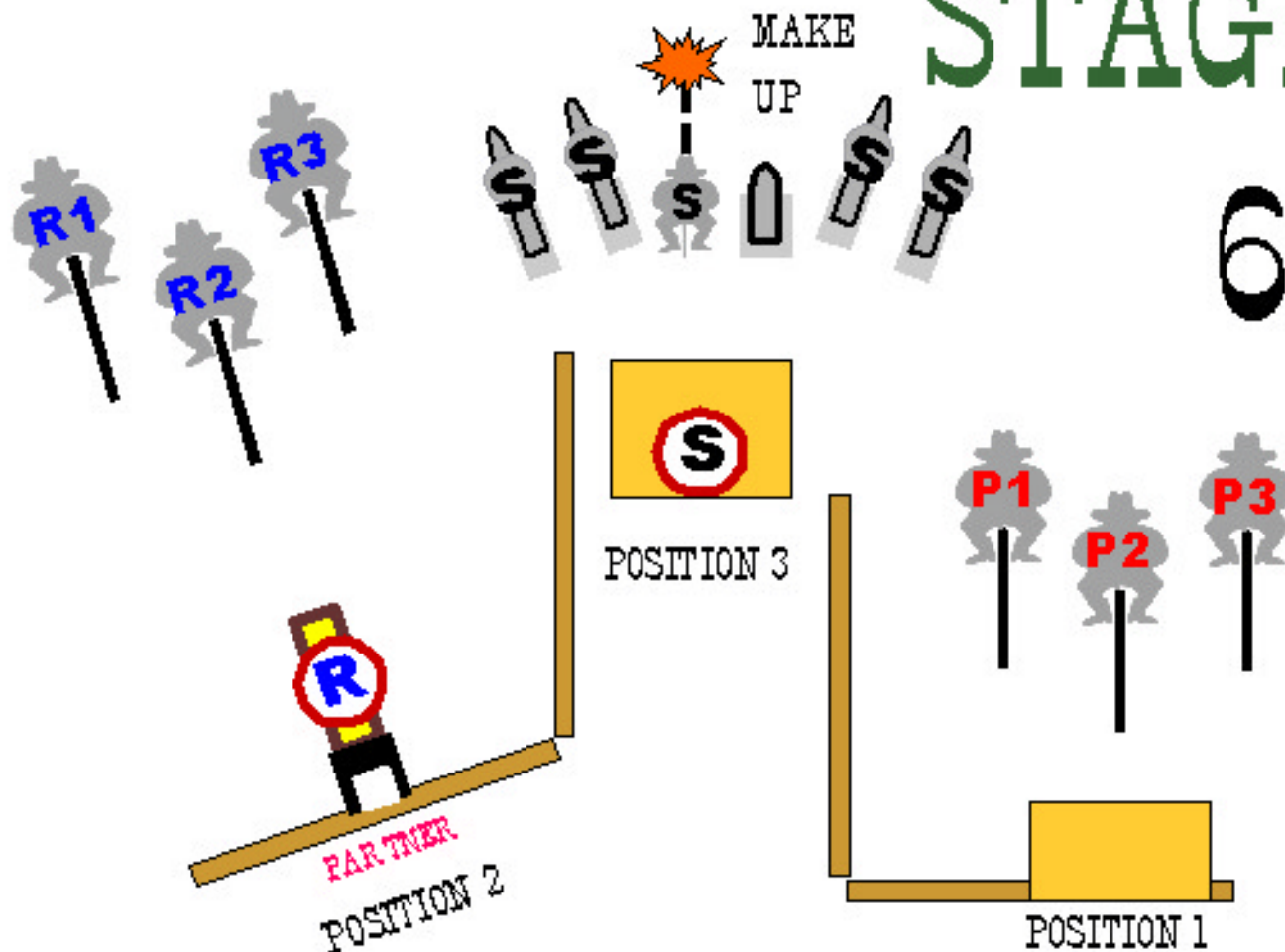


START: STANDING @ POSITION 1, HANDS RELAXED @ SIDE. RIFLE LOADED WITH 10 ROUNDS, STAGED @ POSITION 2. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 3.

WHEN READY SAY " GO AHEAD ... SKIN IT ... "

AT THE BEEP: WITH PISTOLS ENGAGE THE PISTOL TARGETS P2, P1, P2, P3, P2, P1, P2, P3, P2, P1. HOLSTER. MOVE TO POSITION 2 AND ENGAGE RIFLE SAME AS PISTOLS. MAKE RIFLE SAFE. THEN MOVE TO POSITION 3. WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, , ANY ORDER **STAGE OVER.**

STAGE



10 RIFLE 10 PISTOL 6+ SHOTGUN



START: STANDING @ POSITION 1, HANDS ANYWHERE, RIFLE LOADED WITH 10 ROUNDS, STAGED @ POSITION 2. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 3.

**WHEN READY SAY: "YOU CALLED THE THUNDER
WELL NOW YOU GOT IT"**

AT THE BEEP: WITH PISTOLS ENGAGE THE PISTOL TARGETS P1, P3, P1, P3, P1, P3, P1, P3 P2, P2. HOLSTER. MOVE TO POSITION 2 AND ENGAGE RIFLE SAME AS PISTOLS. MAKE RIFLE SAFE. THEN MOVE TO POSITION 3. WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, THE ACTIVATOR AND THE BIRD.

STAGE OVER. NOTE: YOU MUST ENGAGE THE BIRD, IF YOU MISS OR FAIL TO GET A SHOT OFF, YOU MUST ENGAGE THE MAKE UP TARGET. BUT ONLY AFTER THE BIRD HAS HIT THE GROUND MAY YOU ENGAGE THE MAKE UP TARGET.