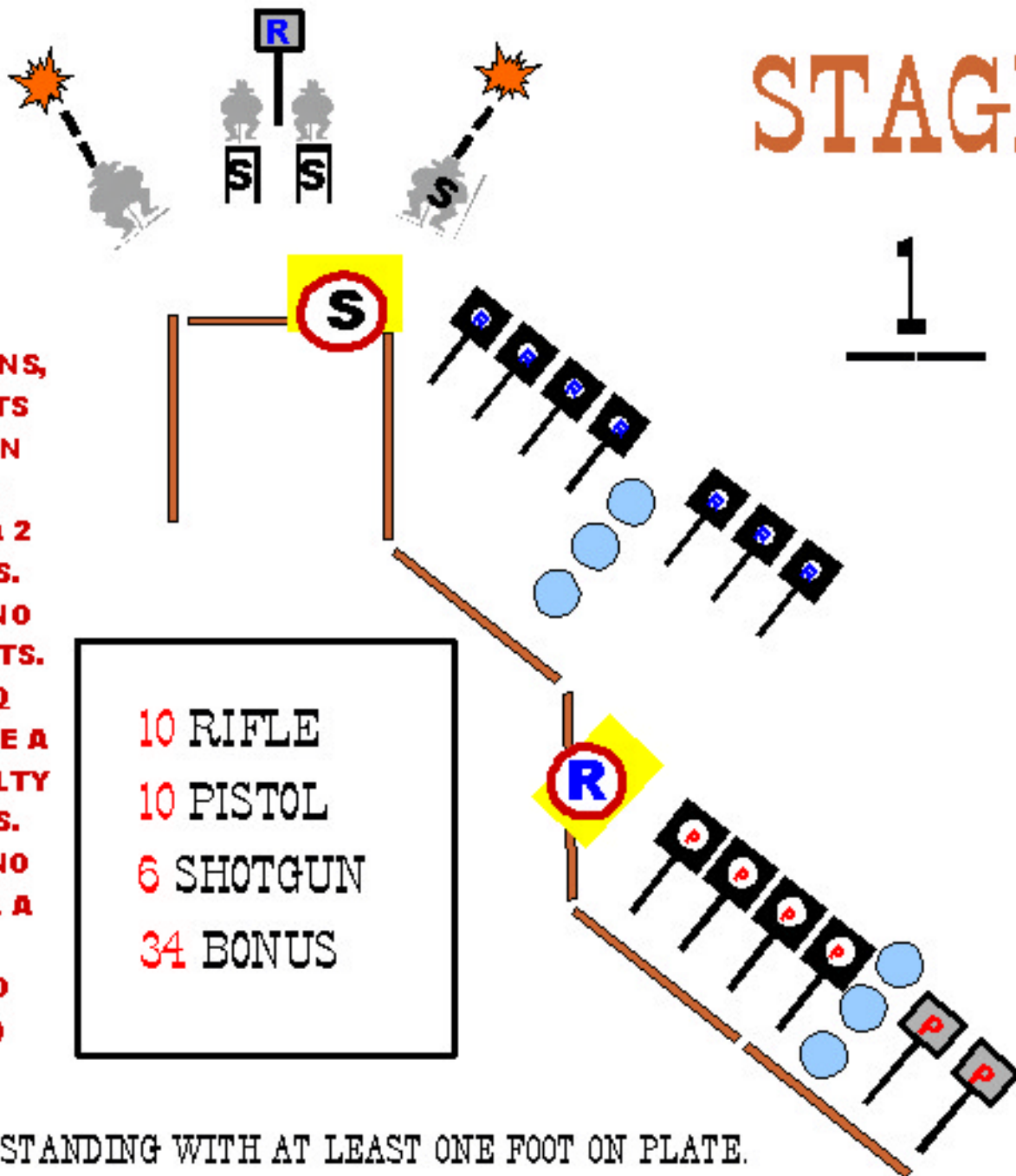


# STAGE

1

**DOWNED  
KNOCK-DOWNS,  
KNOCK OUTS  
AND HIT ON  
BIRD 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)**

10 RIFLE  
10 PISTOL  
6 SHOTGUN  
34 BONUS



**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 2.

**SAY THE LINE: " YOUR TIMES UP "**

**AT BEEP: WITH PISTOL:** PLACE 3 ROUNDS ON EACH STD. TARGET AND ENGAGE 4 KNOCK OUTS.

**WITH RIFLE:** ENGAGE 7 KNOCK-OUTS AND PLACE 3 ON THE STD. TARGET.

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

# STAGE

## 2

10 RIFLE
10 PISTOL
6 SHOTGUN
<b>36</b> BONUS

**DOWNED KNOCK-DOWNS AND KNOCK OUTS ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 3 SEC. PENALTY FOR A MISS. (THERE IS NO BONUS FOR A HIT ON STANDARD TARGETS)**

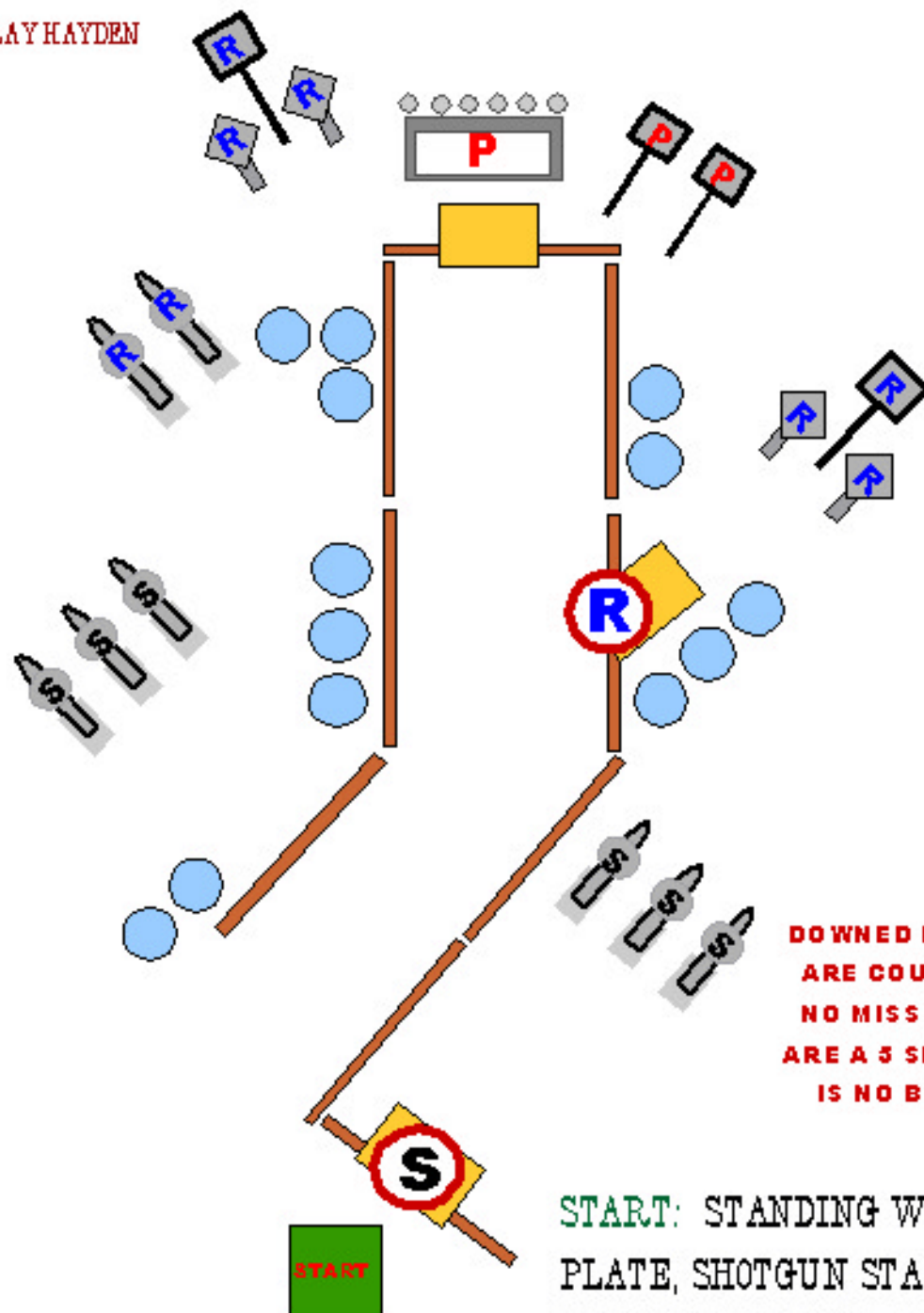
**START:** STANDING WITH AT LEAST ONE ON PLATE, SHOTGUN STAGED @ POSITION 1. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10. STAGED @ POSITION 2.

**WHEN READY SAY: " SOON IT WILL BE RAINING ... LEAD "**

**AT BEEP:** WITH SHOTGUN: ENGAGE THE 6 KNOCK-DOWNS.

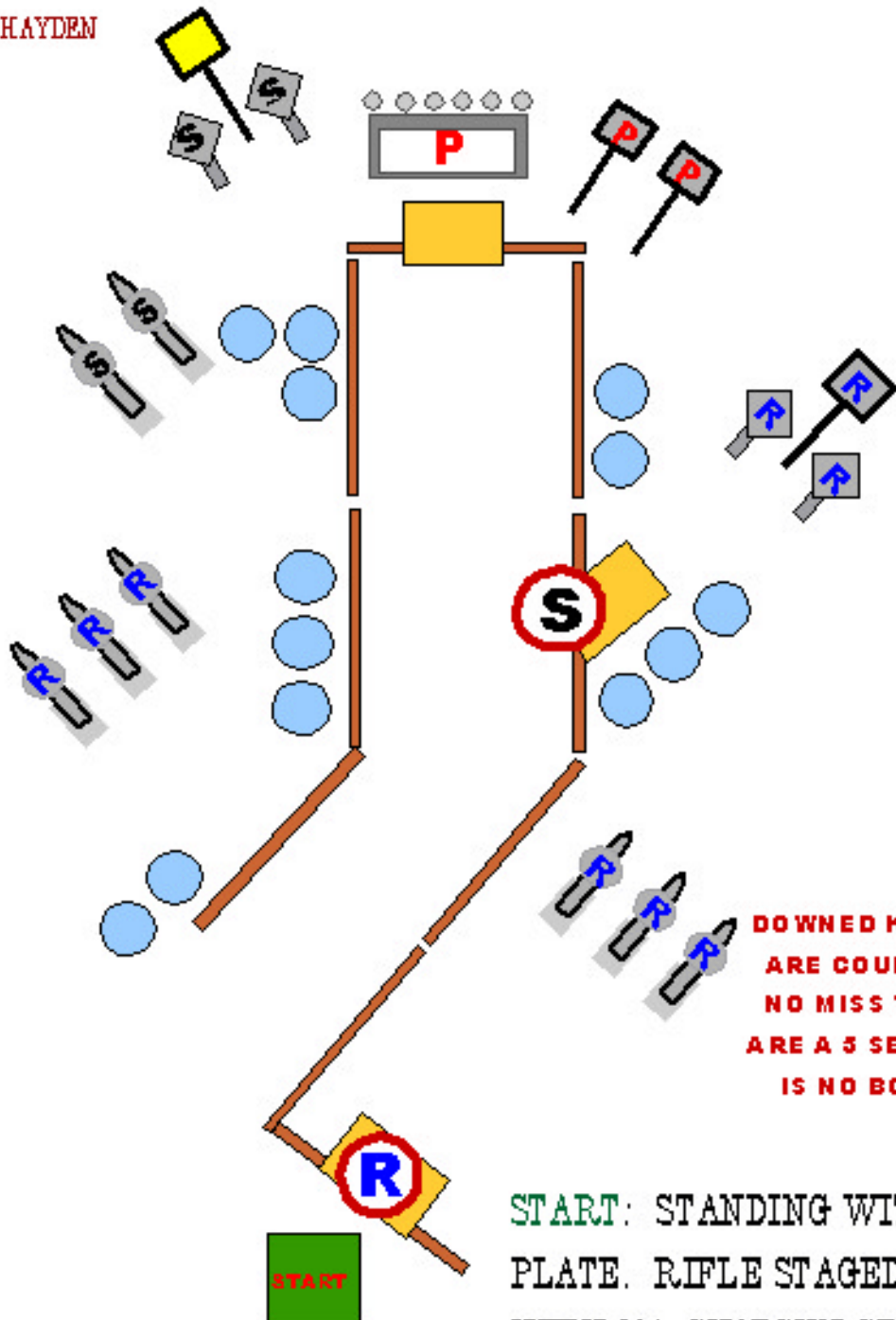
**WITH RIFLE:** ENGAGE 6 KNOCK-DOWNS AND PLACE 2 ON EACH STD. TARGET.

**WITH PISTOLS:** PLACE 2 ON EACH STD. TARGET AND ENGAGE THE PLATE RACK FOR 6.



# STAGE

## 3



- |                 |
|-----------------|
| 10 RIFLE        |
| 10 PISTOL       |
| 4 SHOTGUN       |
| <b>36</b> 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. RIFLE STAGED @ POSITION 1. ( LOADED WITH 10) SHOTGUN STAGED AT POSITION 2. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED.

**WHEN READY SAY: " TALKS CHEAP "**

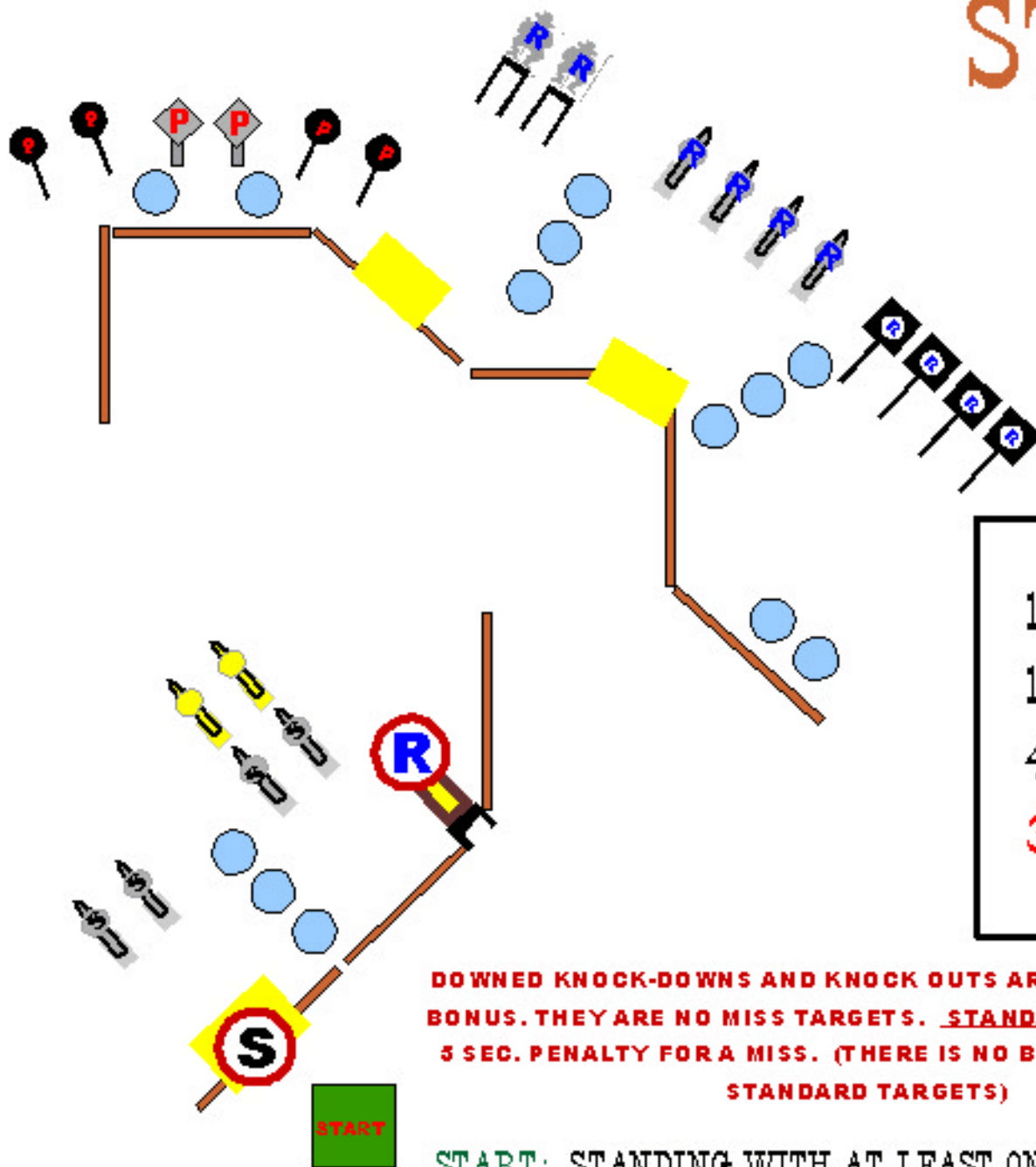
**AT BEEP: WITH RIFLE:** ENGAGE 8 KNOCK-DOWNS AND PLACE 2 ON THE STD. TARGET.

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

**WITH PISTOLS:** PLACE 2 ON EACH STD. TARGET AND ENGAGE THE PLATE RACK FOR 6.

## STAGE

4



10 RIFLE  
 10 PISTOL  
 4 SHOTGUN  
 32 BONUS

**DOWNED KNOCK-DOWNS AND KNOCK OUTS ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 3 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.

**AT BEEP:**

**WHEN READY SAY:**

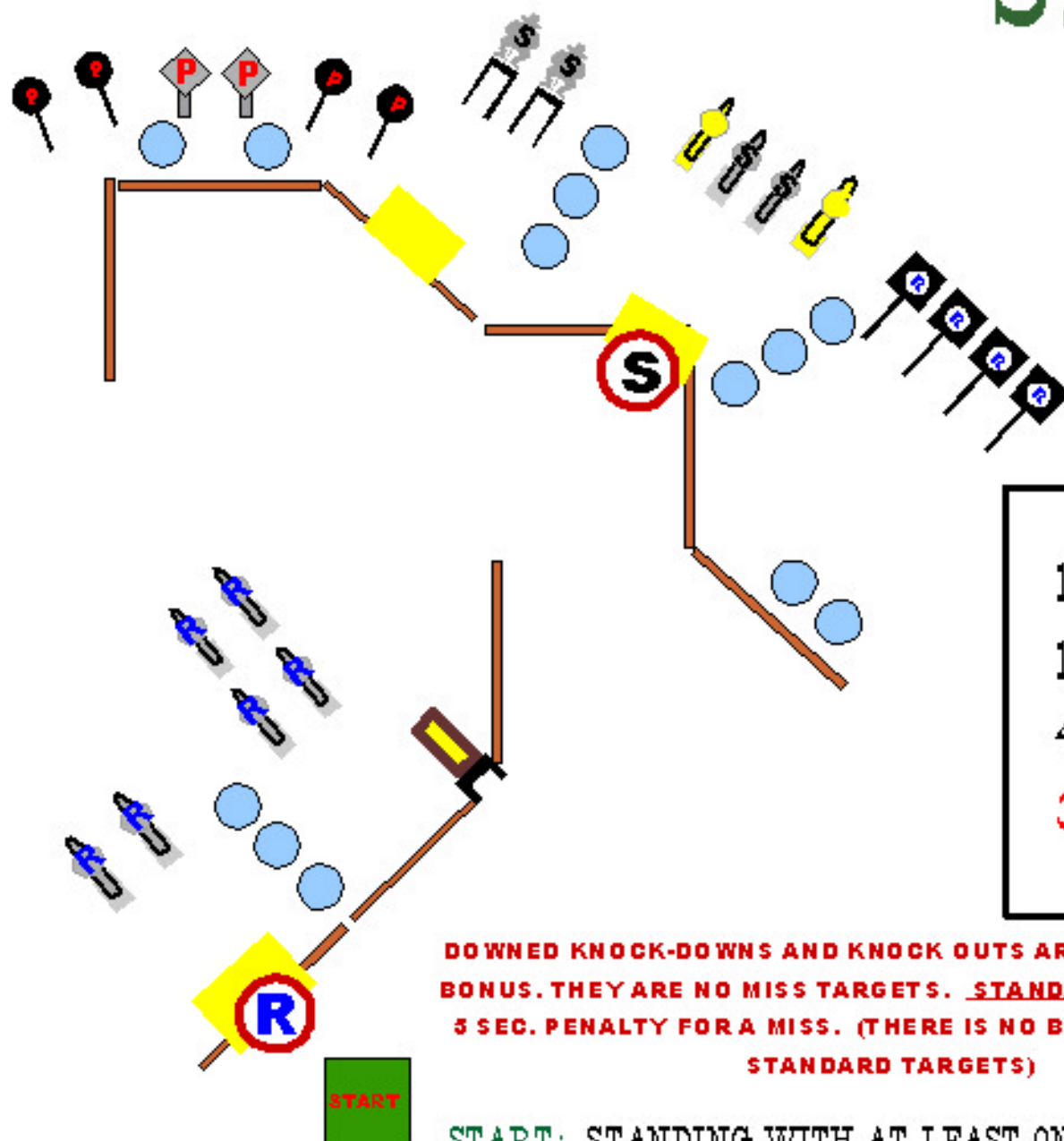
**" THAT TEARS IT "**

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

**WITH RIFLE:** ENGAGE 4 KNOCK OUTS AND THE 6 KNOCK-DOWNS.

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

## STAGE

5

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 3 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 3.

**WHEN READY SAY: " COME AND GET IT ! "**

**AT BEEP:**

**WITH RIFLE:** ENGAGE 6 KNOCK-DOWNS AND 4 KNOCK OUTS.

**WITH SHOTGUN:** ENGAGE THE 6 KNOCK-DOWNS.

**WITH PISTOL:** PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE 2 KNOCK OUTS.