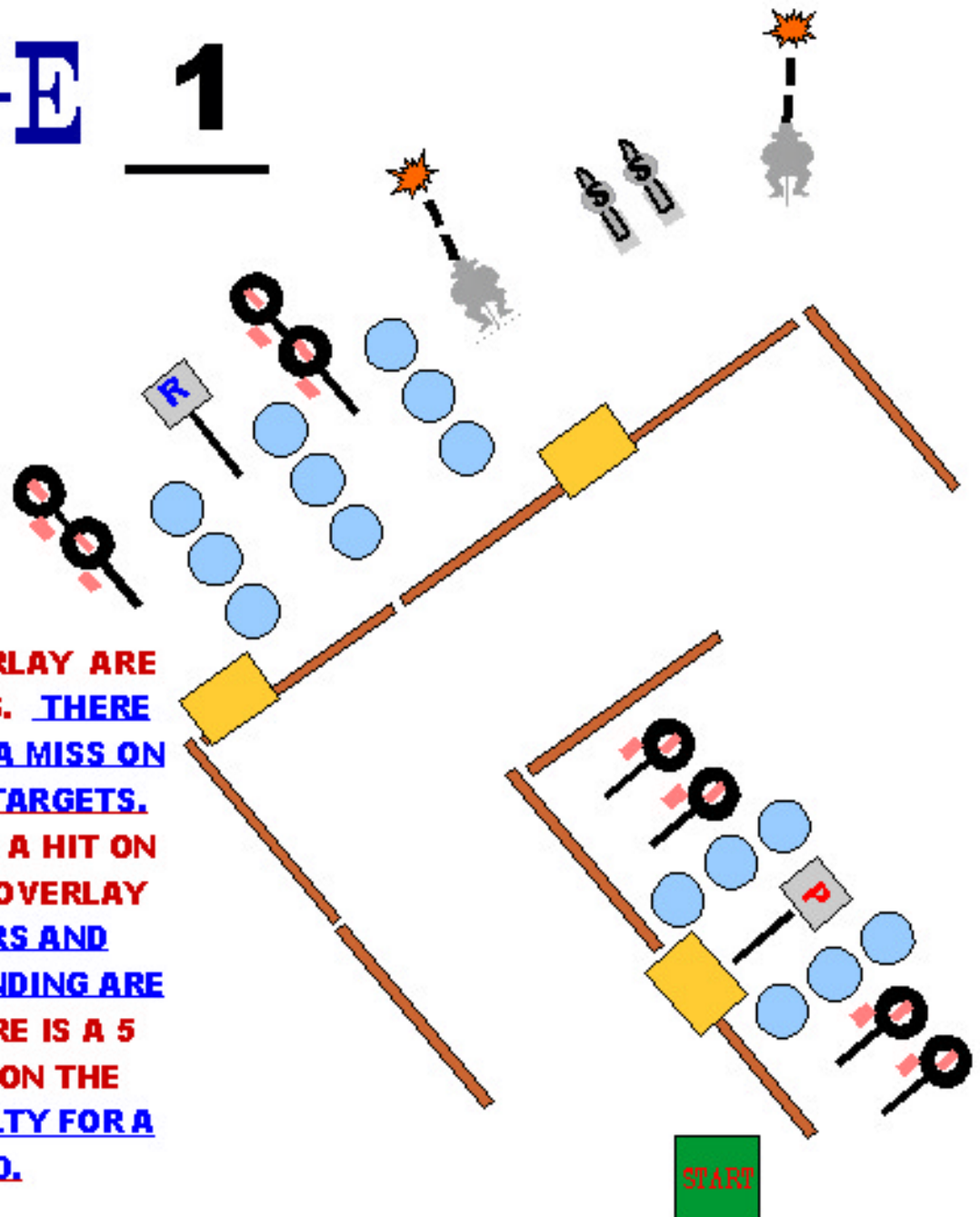


STAGE 1



10 RIFLE
10 PISTOL
6 SHOTGUN
26 BONUS

HITS ON THE SMALL OVERLAY ARE COUNTED A 1 SEC BONUS. THERE IS A 5 SEC. PENALTY FOR A MISS ON ALL STD. AND OVERLAY TARGETS. (THERE IS NO BONUS FOR A HIT ON THE BACK PART OF THE OVERLAY TARGETS) ACTIVATORS AND KNOCK-DOWNS LEFT STANDING ARE COUNTED A MISS. THERE IS A 5 SEC. BONUS FOR A HIT ON THE BIRD. THERE IS NO PENALTY FOR A MISS ON THE BIRD.

START: STANDING WITH AT LEAST ONE FOOT ON STARTING PLATE. RIFLE STAGED @ POSITION 2, LOADED W/10. SHOTGUN STAGED @ POSITION 3. PISTOLS LOADED 5 EACH AND HOLSTERED.

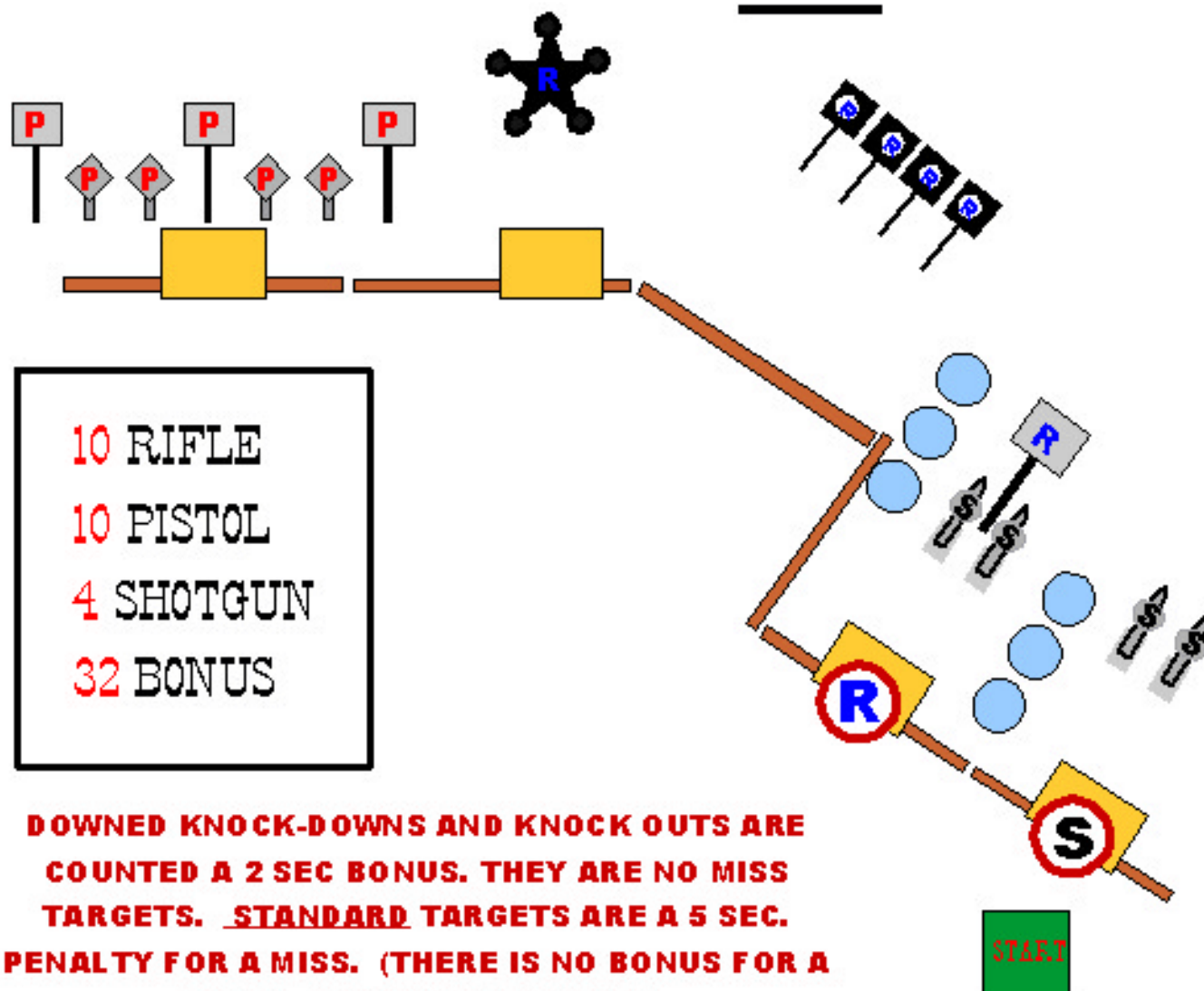
WHEN READY SAY: "WHAT'S ALL THIS THEN"

AT BEEP: **WITH PISTOLS:** PLACE 2 ON EACH SMALL OVERLAY AND 2 ON THE STD. TARGET.

WITH RIFLE: PLACE 2 ON EACH SMALL OVERLAY AND 2 ON THE STD. TARGET.

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

STAGE 4



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.

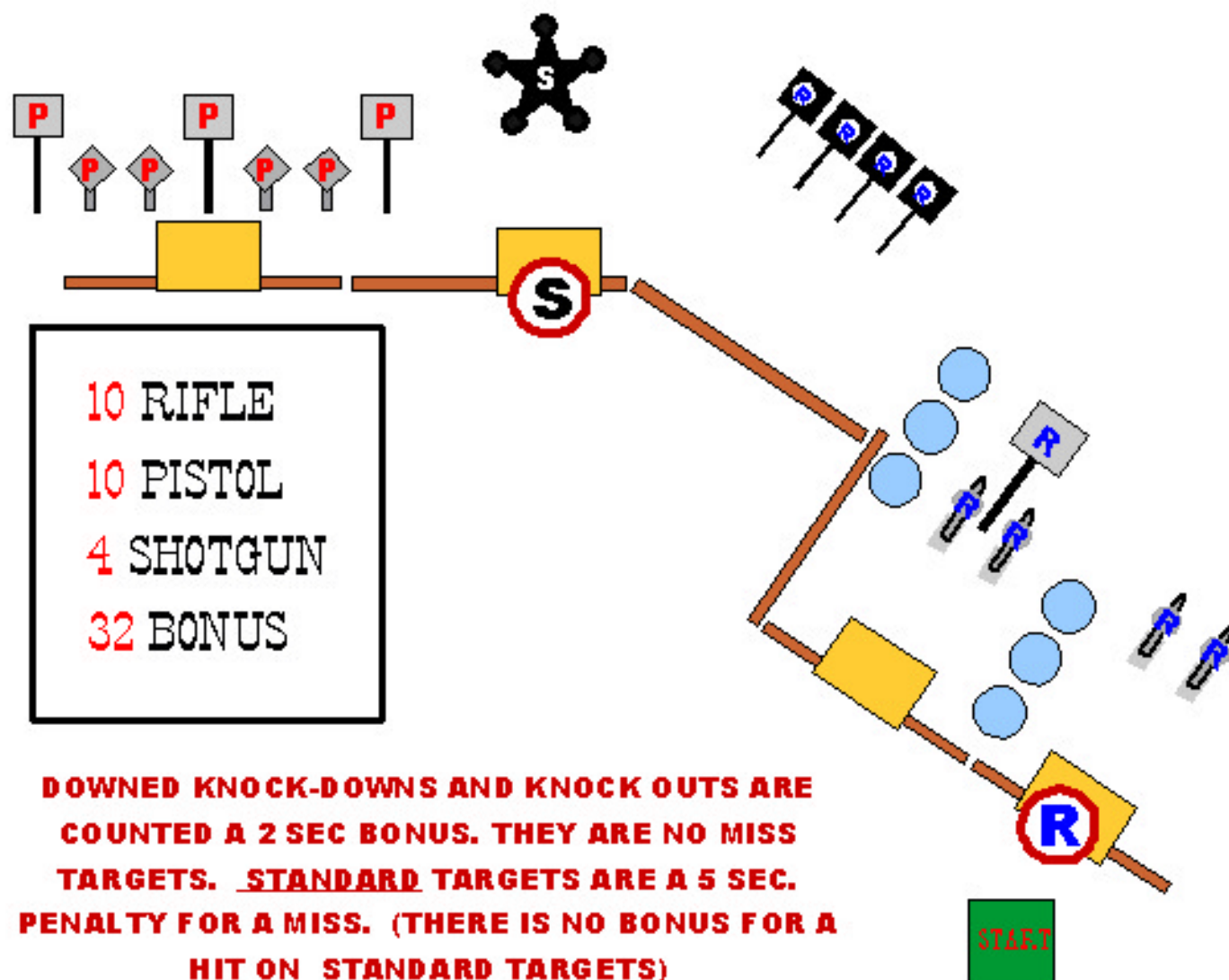
WHEN READY SAY: "IT'S NOT GOING TO BE EASY"

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

WITH RIFLE: PLACE 2 ON THE STD. TARGET, ENGAGE 4 KNOCK-OUTS AND ENGAGE THE STAR 4X.

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

STAGE 5



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 3.

WHEN READY SAY: " ANYTIME "

AT BEEP: WITH RIFLE: ENGAGE 4 KNOCK-DOWNS, 4 KNOCK-OUTS AND PLACE 2 ON THE STD. TARGET.

WITH SHOTGUN: ENGAGE THE STAR 4X (ONLY).

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