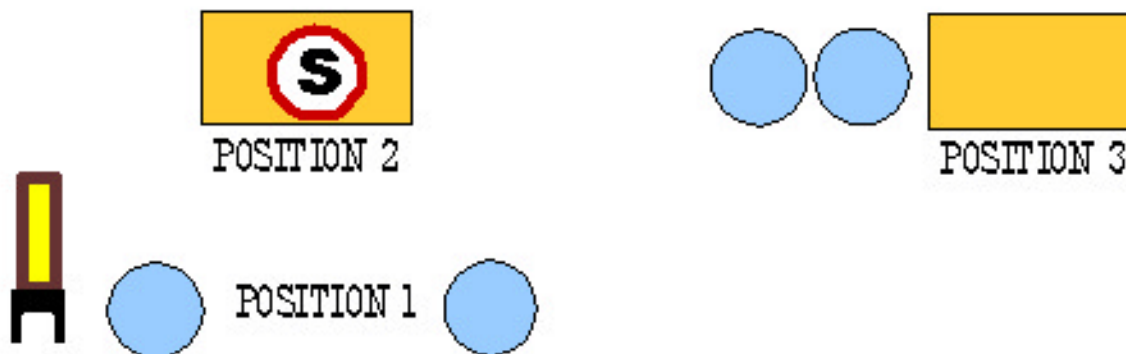
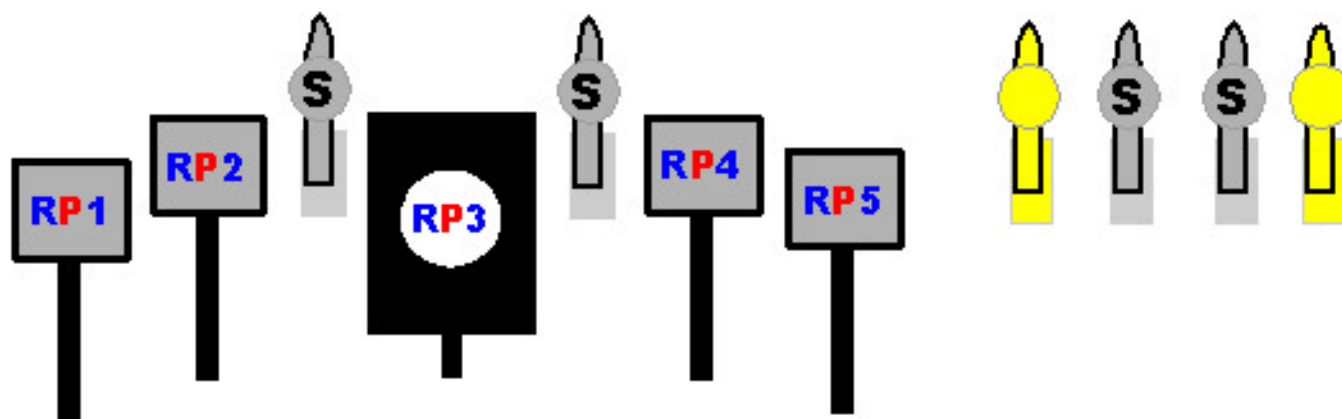


STAGE 1



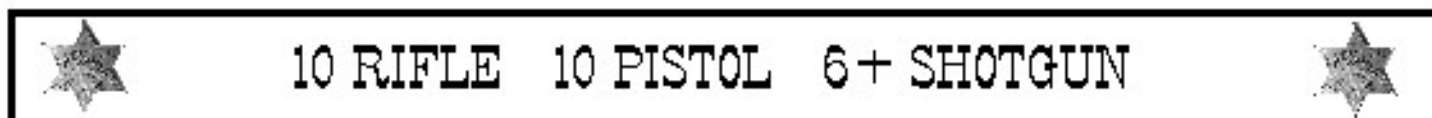
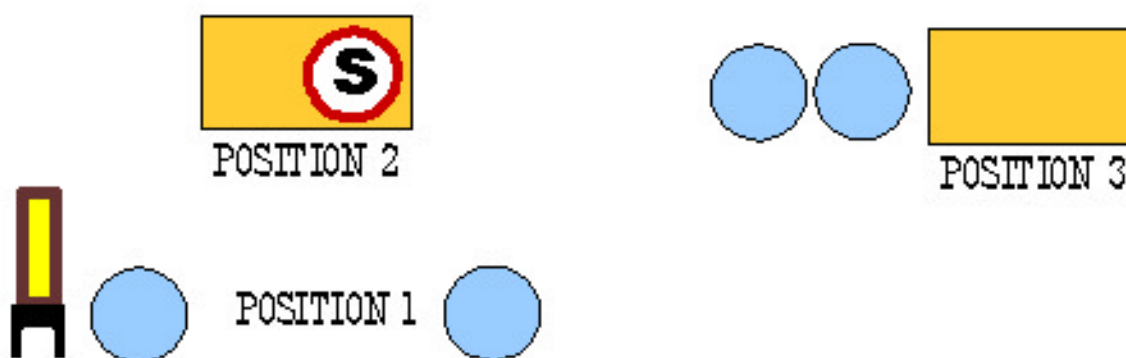
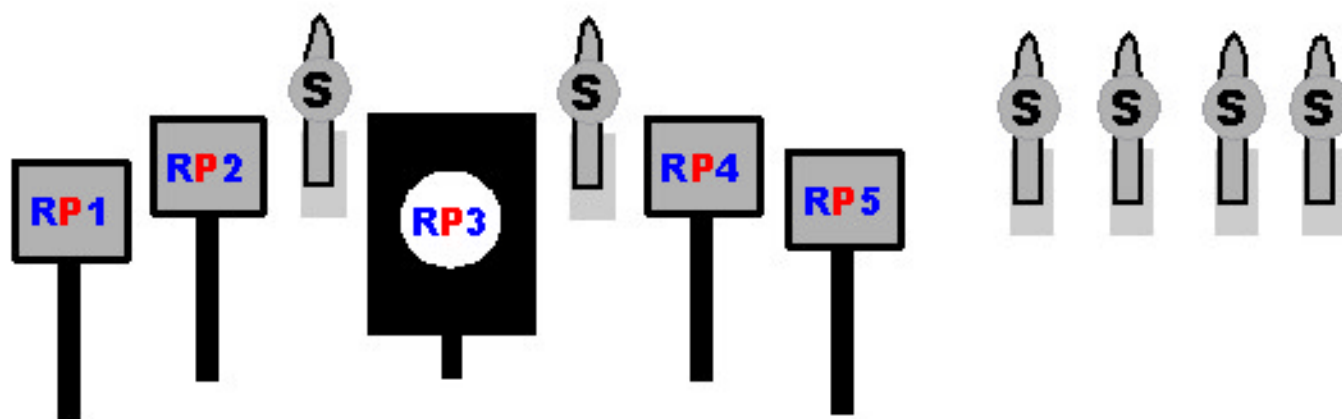
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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: " EASY THERE ... PARTNER "

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

STAGE 2

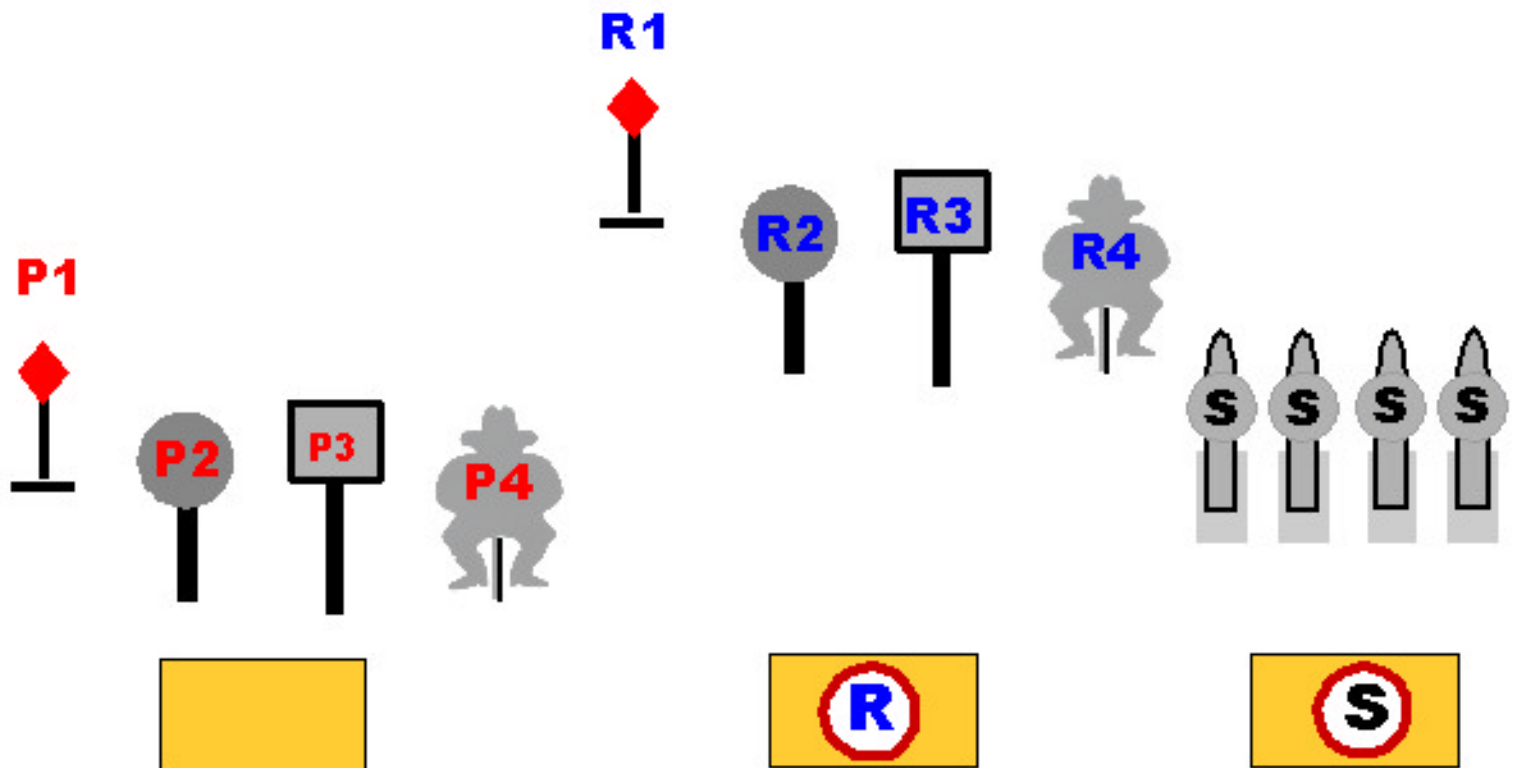


START: STANDING @ POSITION 1 RIFLE IN BOTH HANDS, LOADED WITH 10 ROUNDS. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2.

WHEN READY SAY: " TAKE IT SLOW AND EASY "

AT THE BEEP: WITH RIFLE ENGAGE THE RIFLE TARGETS R1, R2 ... R3, R3, R3,R3, R3, R3 ... R4, R5. MAKE RIFLE SAFE. MOVE TO POSITION 2 AND ENGAGE PISTOLS SAME AS RIFLE. HOLSTER. THEN WITH SHOTGUN ENGAGE THE 2 KNOCK-DOWNS. MOVE TO POSITION 3 AND ENGAGE 4 MORE KNOCK-DOWNS. ANY ORDER. STAGE OVER.

STAGE 3



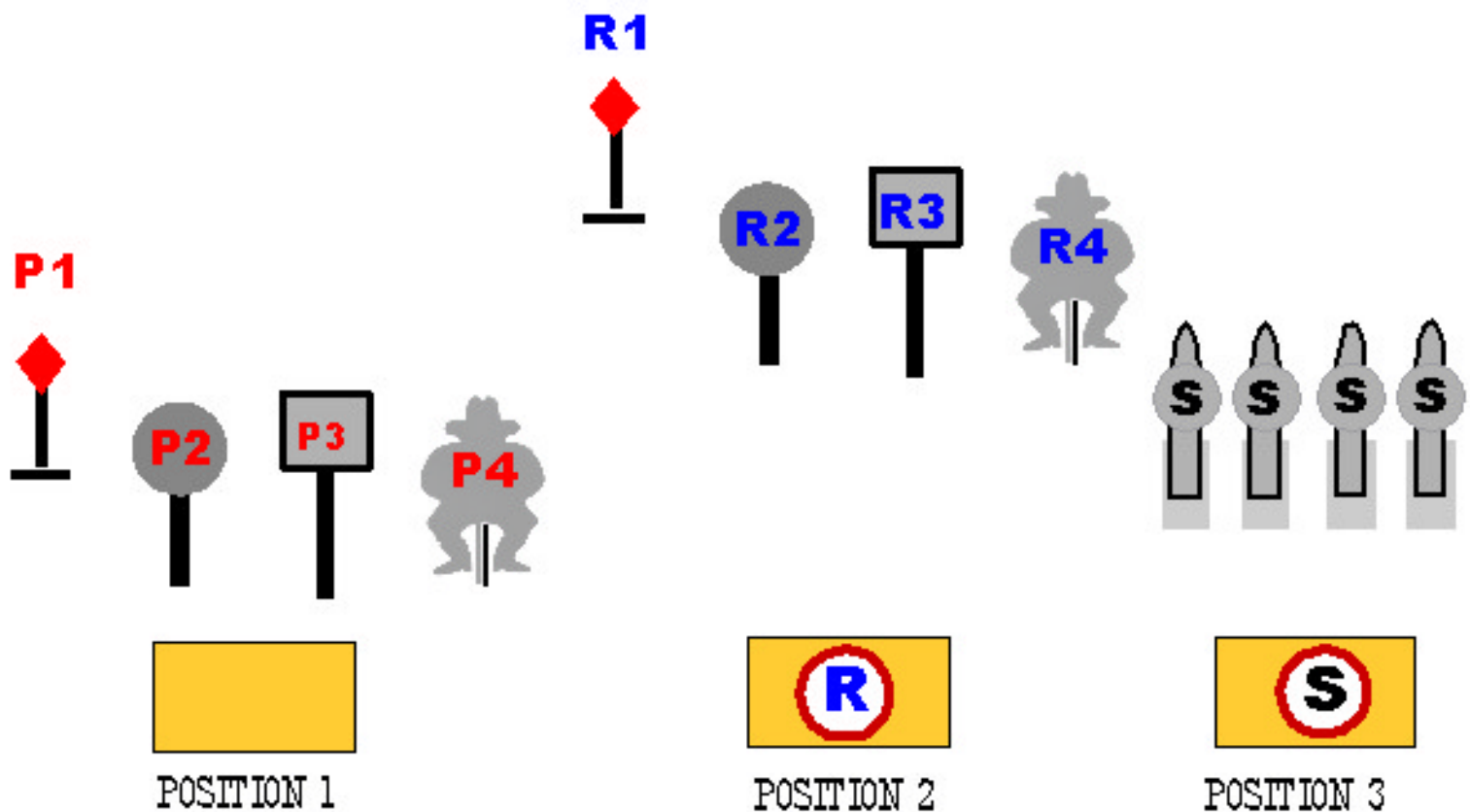
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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

WHEN READY SAY: " NOT MY PROBLEM "

AT THE BEEP: ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. MOVE TO POSITION 2. WITH RIFLE TARGETS 1 ON 1, 3 ON 2, 3 ON 3, 3 ON 4, ANY ORDER. MAKE RIFLE SAFE. MOVE TO POSITION 1. WITH PISTOLS ENGAGE TARGETS SAME AS RIFLE. STAGE OVER. **NOTE: A HIT ON THE SMALL TRIANGLE (R1 AND P1) ARE A 3 SEC. BONUS EA. R1 AND P1 ARE NO MISS TARGETS.**

STAGE 4

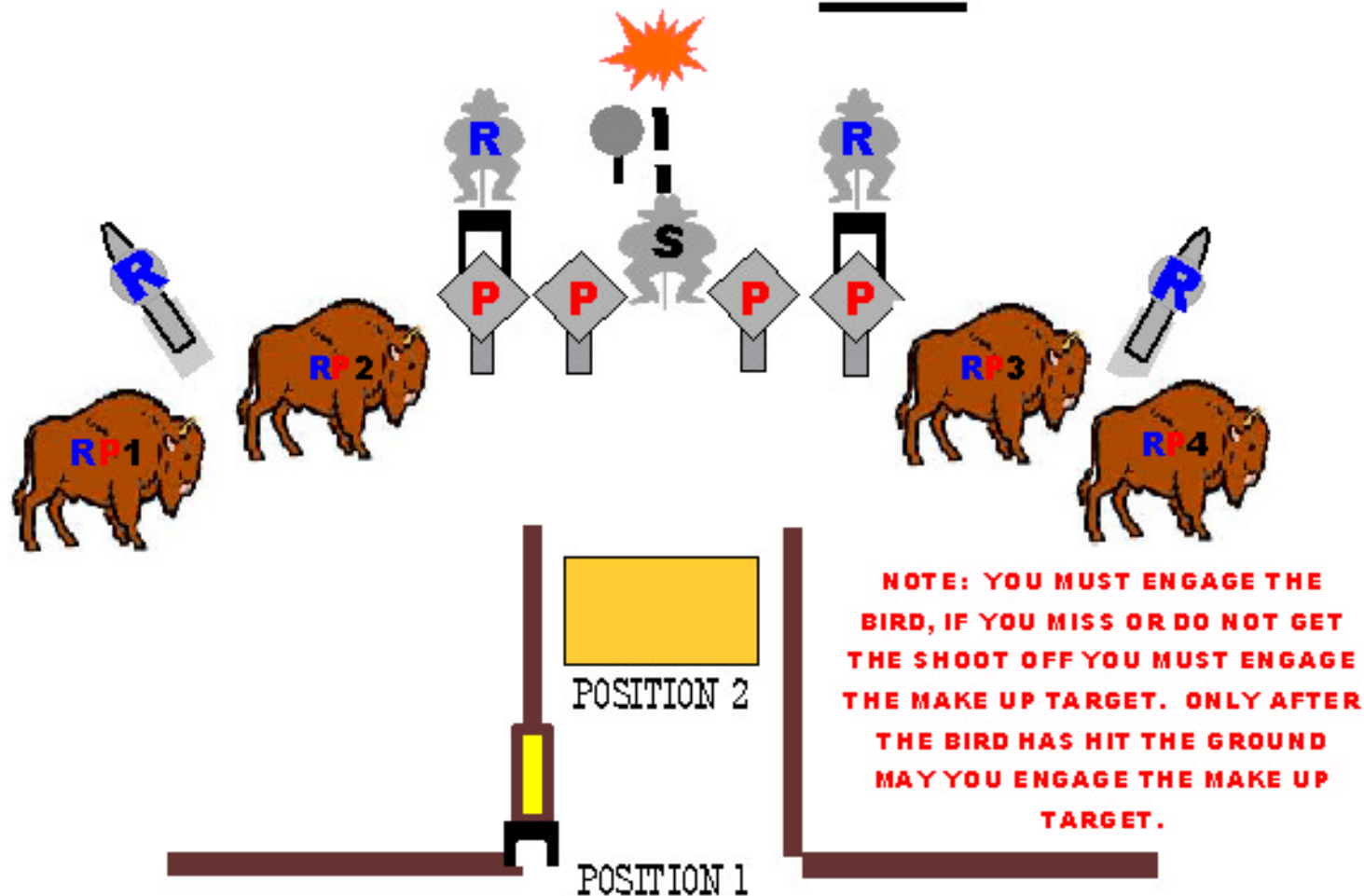


START: STANDING @ POSITION 3, HANDS ANYWHERE. RIFLE STAGED AT POSITION 2, LOADED WITH 10 ROUNDS, SHOTGUN OPEN AND EMPTY STAGED @ POSITION 3. PISTOLS LOADED WITH 5 EACH AND HOLSTERED.

WHEN READY SAY: "KEEP THOSE HANDS UP"

AT THE BEEP: ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. MOVE TO POSITION 2. WITH RIFLE STARTING FROM THE RIGHT, ENGAGE THE RIFLE TARGETS IN A REVERSE IRS SWEEP. (4 ON 4, 3 ON 3, 2 ON 2, 1 ON 1) MAKE RIFLE SAFE. MOVE TO POSITION 1. WITH PISTOLS ENGAGE TARGETS SAME AS RIFLE. STAGE OVER. **NOTE: A HIT ON THE SMALL TRIANGLE (R1 AND P1) ARE A 3 SEC. BONUS EA. R1 AND P1 ARE NO MISS TARGETS.**

STAGE 5



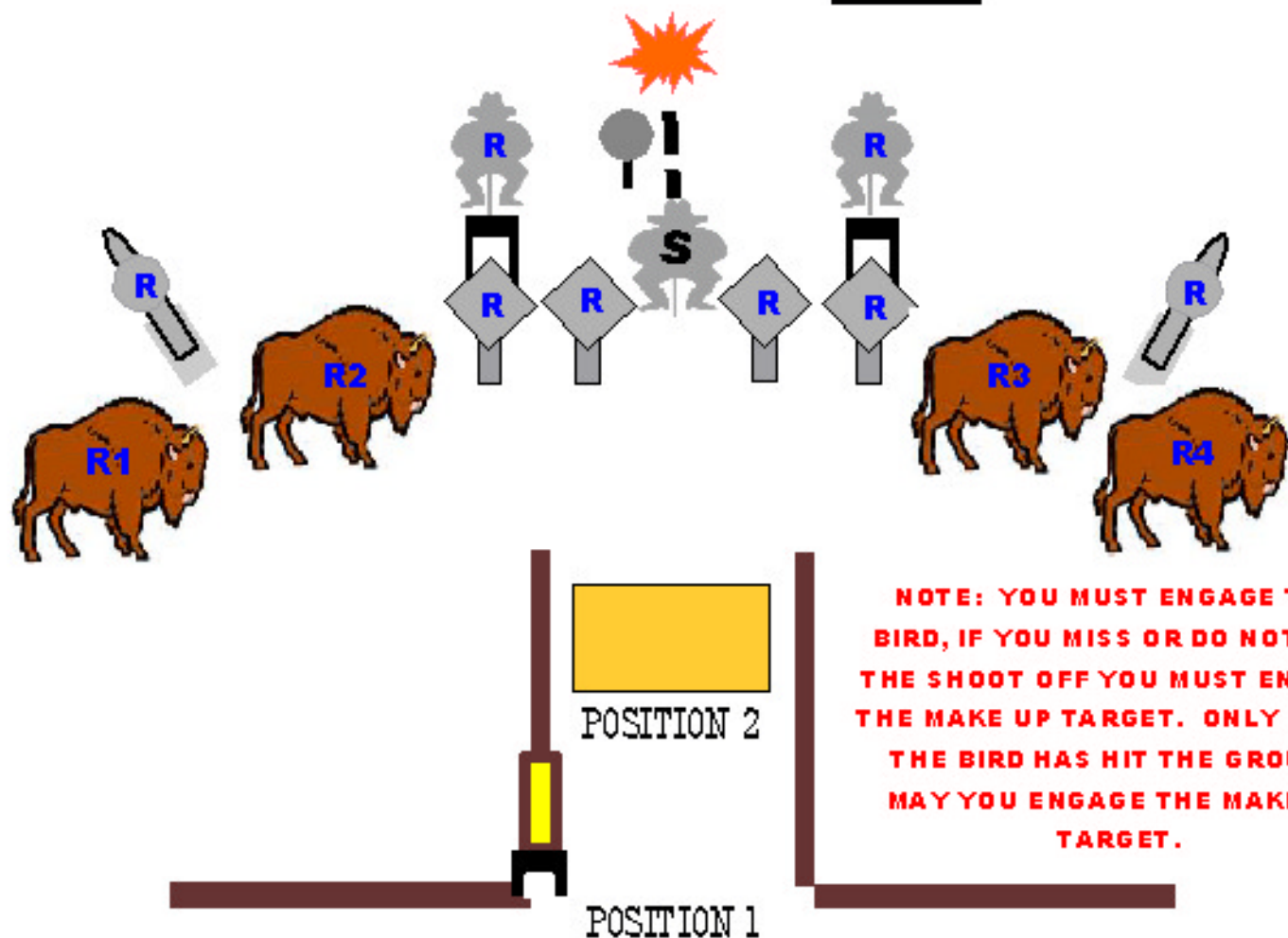
★ 10 RIFLE 10 PISTOL 2+ SHOTGUN ★

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

WHEN READY SAY: " THAT'S ALL VERY INTERESTING "

AT THE BEEP: WITH RIFLE PLACE 1 ON 1, 2 ON 2, 2 ON 3, 1 ON 4 AND ENGAGE THE 4 RIFLE KNOCK-DOWNS. ANY ORDER. MOVE TO POSITION 2. MAKE RIFLE SAFE. WITH PISTOLS ENGAGE THE 4 RP TARGETS SAME AS RIFLE AND ENGAGE THE 4 PISTOL KNOCK-DOWNS, ANY ORDER. THEN WITH SHOTGUN ENGAGE ANY REMAINING KNOCK-DOWNS, THE ACTIVATOR AND THE BIRD. ANY ORDER. (ANY KNOCK-DOWNS REMAINING UP ARE A MISS)
STAGE OVER.

STAGE 6



NOTE: YOU MUST ENGAGE THE BIRD, IF YOU MISS OR DO NOT GET THE SHOOT OFF YOU MUST ENGAGE THE MAKE UP TARGET. ONLY AFTER THE BIRD HAS HIT THE GROUND MAY YOU ENGAGE THE MAKE UP TARGET.



10 RIFLE 0 PISTOL 4+ SHOTGUN



START: STANDING @ POSITION 1, RIFLE @ LOW PORT, LOADED WITH 10. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2 .

WHEN READY SAY: " KEEP YOUR HEAD DOWN "

AT THE BEEP: WITH RIFLE PLACE 1 ON 1, 1 ON 2, 1 ON 3, 1 ON 4 AND ENGAGE 6 OF THE RIFLE KNOCK-DOWNS. ANY ORDER. MOVE TO POSITION 2. MAKE RIFLE SAFE. THEN WITH SHOTGUN ENGAGE ANY REMAINING KNOCK-DOWNS, THE ACTIVATOR AND THE BIRD. ANY ORDER. (ANY KNOCK-DOWNS REMAINING UP ARE A MISS) STAGE OVER.