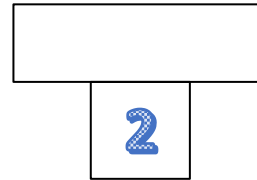
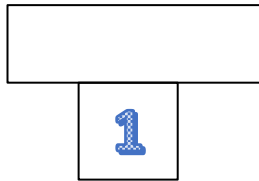
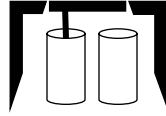


Stage 1



10 rifle, 10 pistol, 4+ shotgun

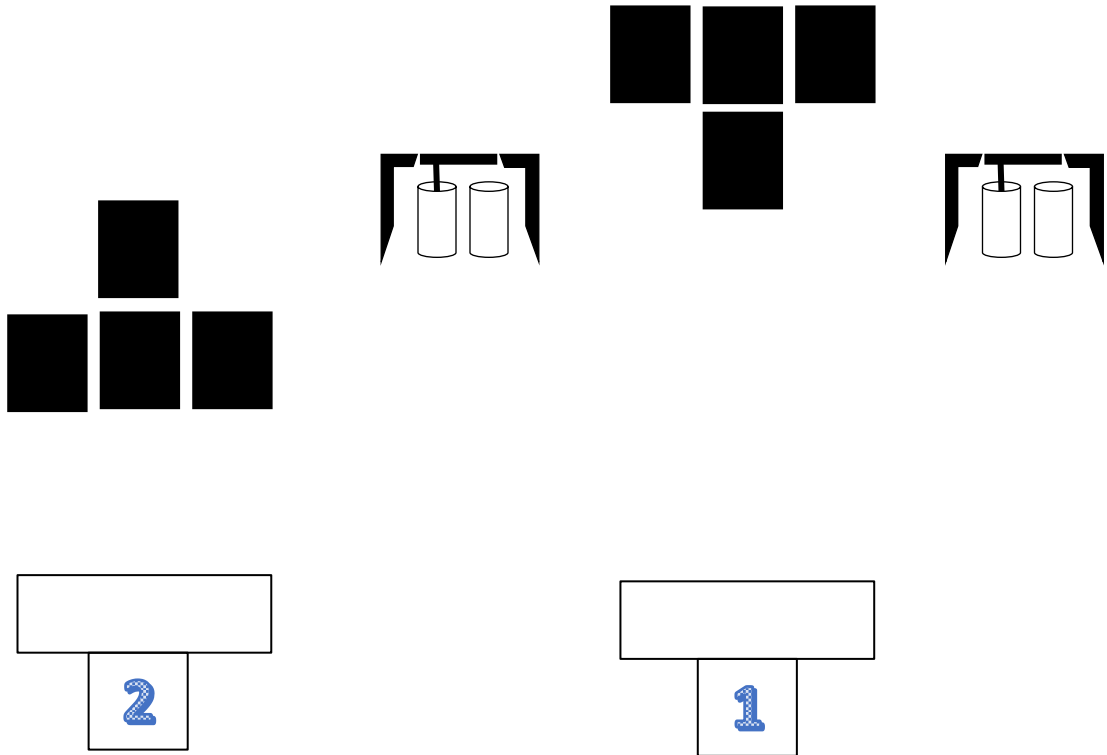
STAGING: Pistols holstered. Rifle at posit 2. Shotgun at posit of choice.

SEQUENCE: Start with gun of choice. RIFLE MAY NOT BE LAST

START: hands on table of gun of choice **Note – top single tgt for pistols and bottom single tgt for rifle are not in play. Right set of gongs are not in play**

ATB: Pistols – dbl tap center. Single tap outside tgts, dbl tap center, single tap outside tgts, dbl tap center. Rifle – same instructions as pistols. With SG shoot gongs 4 times – no dbl taps.

Stage 2



10 rifle, 10 pistol, 4+ shotgun

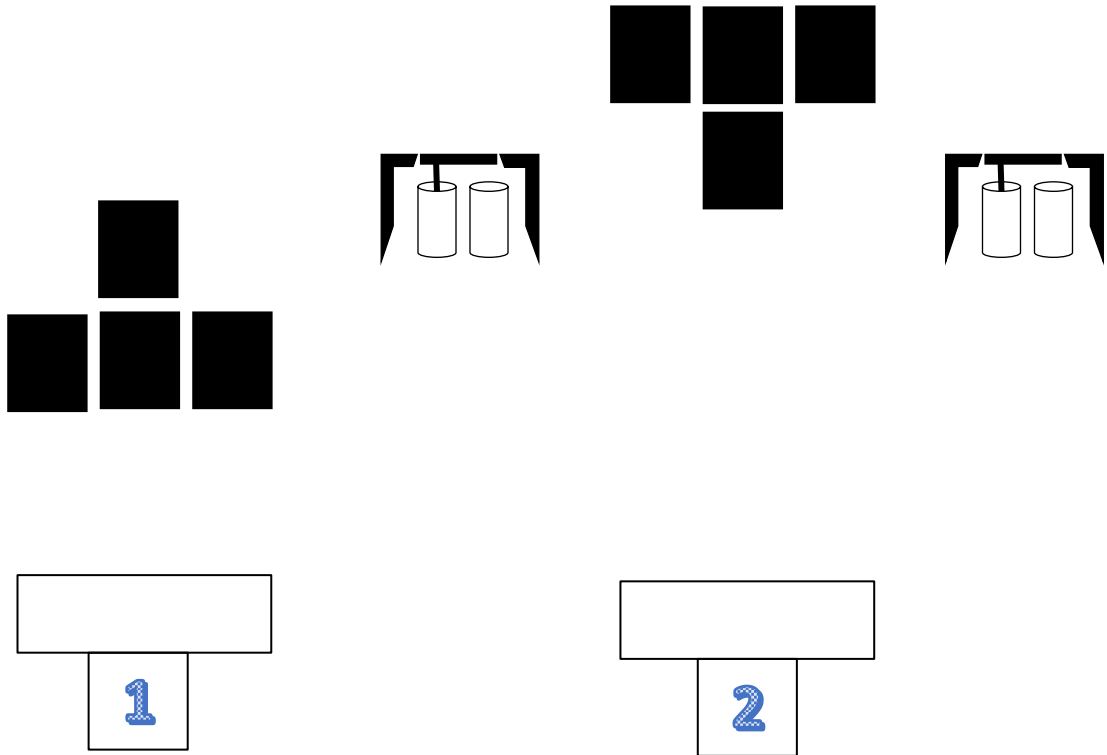
STAGING: Pistols holstered. Rifle at posit 2. Shotgun at posit of choice.

SEQUENCE: Start with gun of choice. RIFLE MAY NOT BE LAST

START: At the ready

ATB: With pistols put at least 1 shot on each P tgt, rifle same instructions as pistols, with SG shoot 4 gongs – any order

Stage 3



10 rifle, 10 pistol, 2+ shotgun

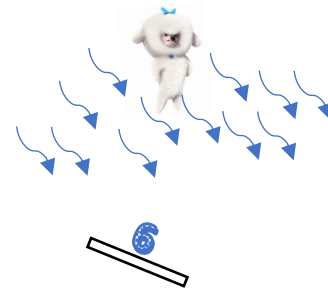
STAGING: Pistols holstered. Rifle at posit 2. Shotgun at posit of choice.

SEQUENCE: pistols then rifle then SG

START: hands touching hat brim

ATB: With pistols put 2 shots on each lower P tgt and 4 on top tgt, with rifle put 2 shots on each upper R tgt and 4 on lower tgt, with SG shoot 1 gong on each rack

Stage 4



10 rifle, 10 pistol, 6 shotgun

STAGING: Rifle at position 1, SG at position 6, pistols holstered.

SEQUENCE: Pistols then rifle then SG

START: At position 1 – hands on revolver(s)

ATB: At posit. 1 with pistols shoot an alternating dbl tap sweep on 2 lower tgts

With rifle dbl tap R tgt then move to P2 and dbl tap R tgt, move to P3 and dbl tap R tgt, move to P4 and dbl tap R tgt, move to P5 and dbl tap R tgt. Move to P6 and with SG for 6 shots, shoot as many snakes out of the snake pit to save FiFi!! Each snake out is a 2 second bonus!! (6 snakes = 12 second bonus)

With rifle you must have both feet behind the position indicator and planted before you shoot. Remember the “safe conditions” to move with a rifle

