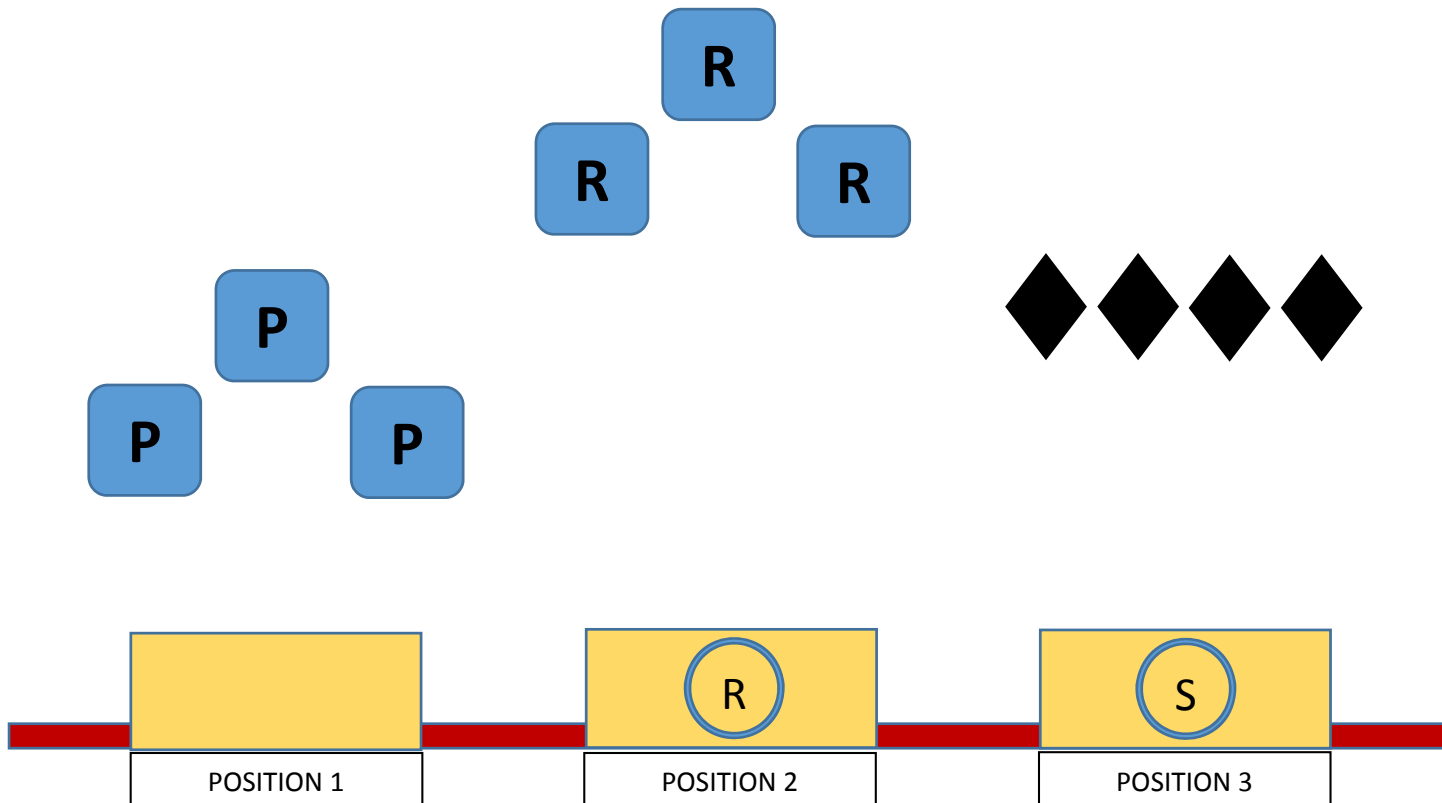


Stage 1



RIFLE - 10 ROUNDS

PISTOL - 10 ROUNDS

SHOTGUN - 4+ ROUNDS

START: STANDING AT **POSITION 1** OR **3**, HANDS ANYWHERE BUT NOT TOUCHING A GUN. RIFLE LOADED WITH 10 STAGED ON TABLE AT **POSITION 2**. SHOTGUN STAGED OPEN AND EMPTY AT **POSITION 3**. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: "BETTER KEEP A RIFLE HANDY!"

AT BEEP:

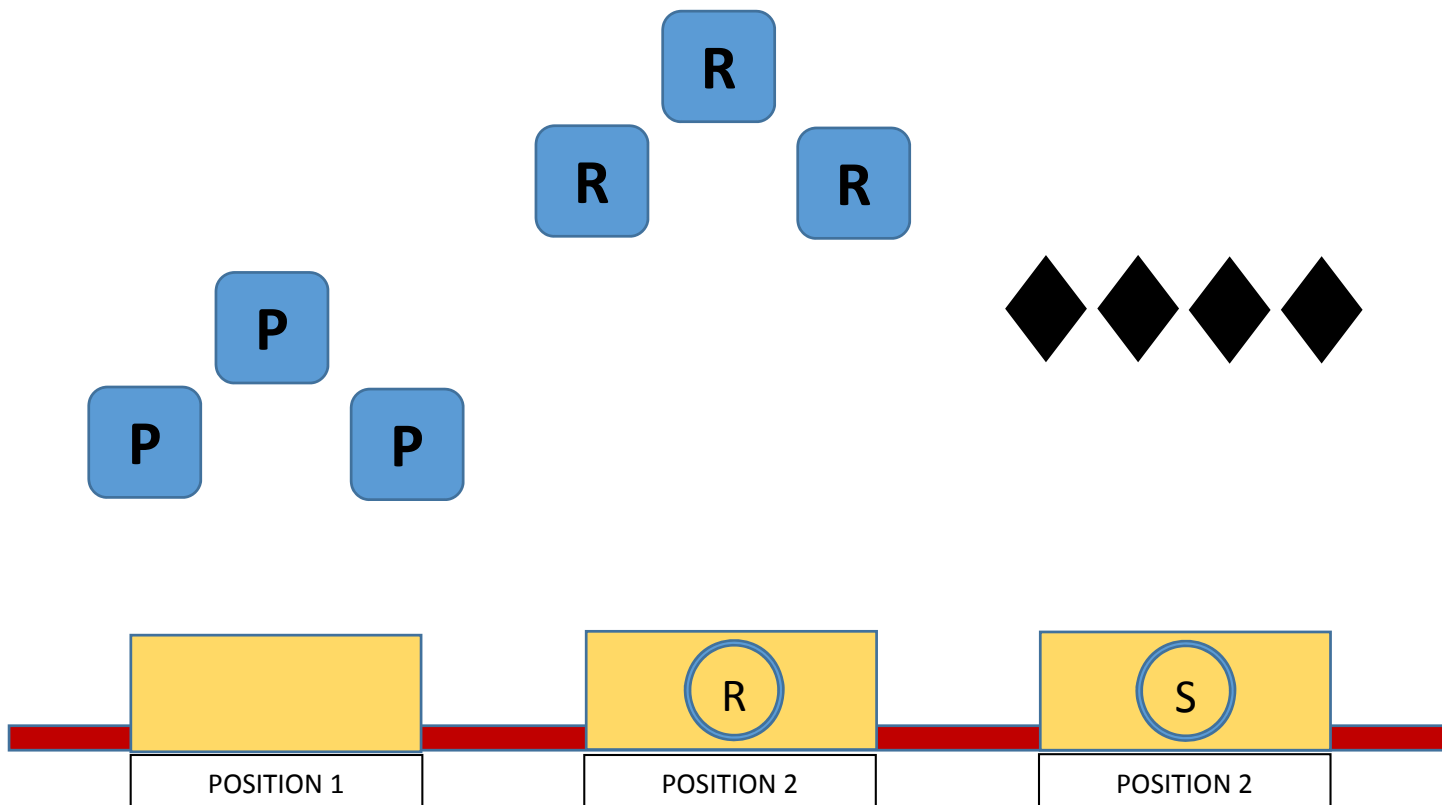
PISTOLS (POSITION 1,) PLACE AT LEAST 3 ROUNDS ON EACH PISTOL TARGET FOR 10 ROUNDS, NO DOUBLE TAPS.

RIFLE (POSITION 2,) PLACE AT LEAST 3 ROUNDS ON EACH RIFLE TARGET FOR 10 ROUNDS, NO DOUBLE TAPS.

SHOTGUN (POSITION 3,) SHOOT EACH KNOCK DOWN UNTIL DOWN.

NOTE: SHOOTER MAY START WITH ANY GUN BUT MAY NOT END WITH THE RIFLE

Stage 2



RIFLE - 10 ROUNDS

PISTOL - 10 ROUNDS

SHOTGUN - 4+ ROUNDS

START: STANDING AT **POSITION 2**, HANDS ANYWHERE (HOLDING A GUN OKAY). RIFLE LOADED WITH 10 AND AT **POSITION 2**. SHOTGUN STAGED OPEN AND EMPTY AT **POSITION 3**. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: "THEY COME AFTER ME...I'M PREPARED TO FIGHT!"

AT BEEP:

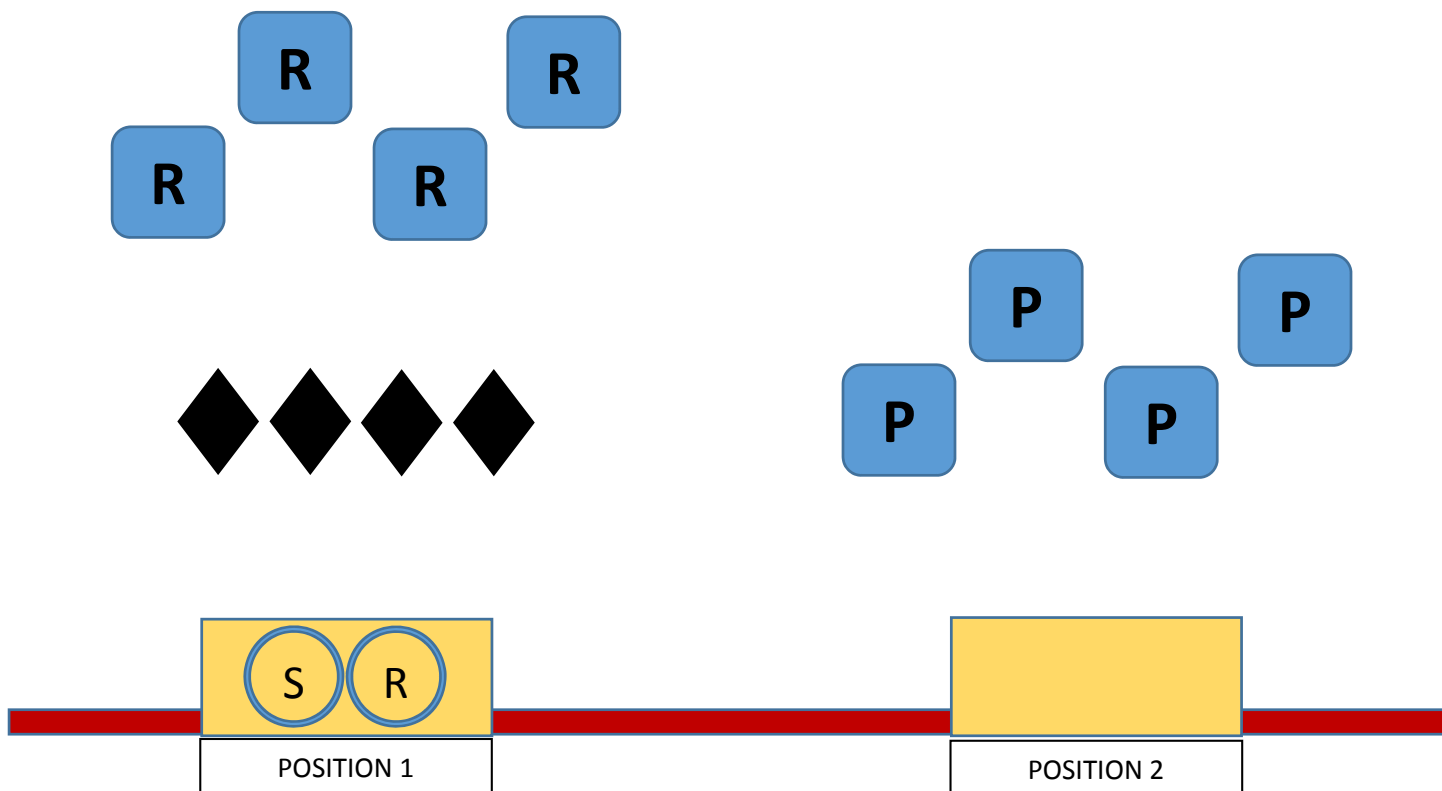
PISTOLS (POSITION 1,) DOUBLE TAP EACH PISTOL TARGET, **THEN** PLACE 4 ROUNDS ON CENTER TARGET.

RIFLE (POSITION 2,) DOUBLE TAP EACH RIFLE TARGET, **THEN** PLACE 4 ROUNDS ON CENTER TARGET.

SHOTGUN (POSITION 3,) SHOOT EACH KNOCK DOWN UNTIL DOWN.

NOTE: SHOOTER MAY START WITH ANY GUN BUT MAY NOT END WITH THE RIFLE

Stage 3



RIFLE - 10 ROUNDS

PISTOL - 10 ROUNDS

SHOTGUN - 4+ ROUNDS

START: STANDING AT **POSITION 1** OR **2**, HANDS ANYWHERE BUT NOT TOUCHING A GUN. RIFLE LOADED WITH 10 STAGED ON TABLE AT **POSITION 1**. SHOTGUN STAGED OPEN AND EMPTY AT **POSITION 1**. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: "YOU WOULDN'T HAPPEN TO HAVE ANY OF THOSE COOKIES, WOULD YA?"

AT BEEP:

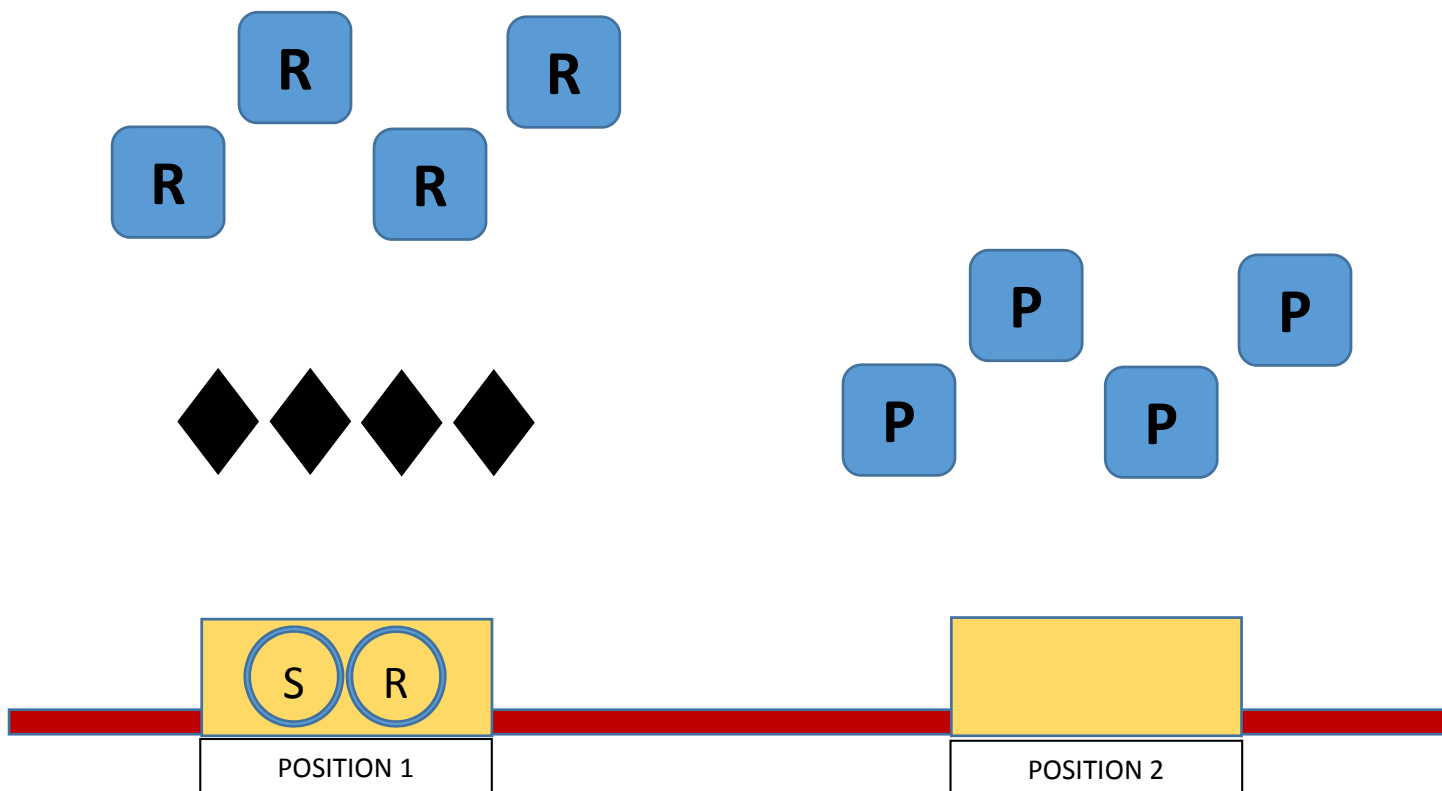
PISTOLS (POSITION 2,) SHOOT EACH PISTOL TARGET AT LEAST 2 TIMES EACH FOR 10 ROUNDS, NO DOUBLE-TAPS.

RIFLE (POSITION 1,) SHOOT EACH RIFLE TARGET AT LEAST 2 TIMES EACH FOR 10 ROUNDS, NO DOUBLE-TAPS.

SHOTGUN (POSITION 1,) SHOOT EACH KNOCK DOWN UNTIL DOWN.

NOTE: SHOOTER MAY START WITH ANY GUN BUT MAY NOT END WITH THE RIFLE

Stage 4



RIFLE - 10 ROUNDS

PISTOL - 10 ROUNDS

SHOTGUN - 4+ ROUNDS

START: STANDING AT **POSITION 1** OR **2**, HANDS ANYWHERE BUT NOT TOUCHING A GUN. RIFLE LOADED WITH 10 STAGED ON TABLE AT **POSITION 1**. SHOTGUN STAGED OPEN AND EMPTY AT **POSITION 1**. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: "I RIDE FOR THE BRAND!"

AT BEEP:

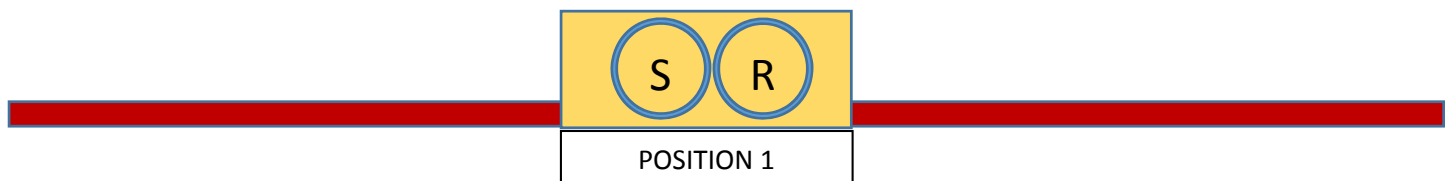
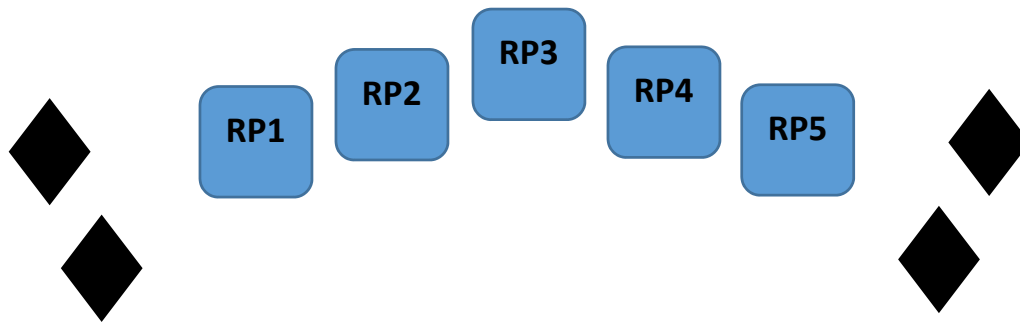
PISTOLS (POSITION 2,) SHOOT PISTOL TARGETS IN A "REVERSE IRS SWEEP" STARTING ON EITHER END.

RIFLE (POSITION 1,) SHOOT RIFLE TARGETS IN A "REVERSE IRS SWEEP" STARTING ON EITHER END.

SHOTGUN (POSITION 1,) SHOOT EACH KNOCK DOWN UNTIL DOWN.

NOTE: SHOOTER MAY START WITH ANY GUN BUT MAY NOT END WITH THE RIFLE

Stage 5



RIFLE - 10 ROUNDS

PISTOL - 10 ROUNDS

SHOTGUN - 2+ ROUNDS

START: STANDING AT **POSITION 1**, HANDS ANYWHERE BUT NOT TOUCHING A GUN. RIFLE LOADED WITH 10 STAGED ON TABLE AT **POSITION 1**. SHOTGUN STAGED OPEN AND EMPTY AT **POSITION 1**. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: "I GOT TUMBLEWEED FEVER!"

AT BEEP:

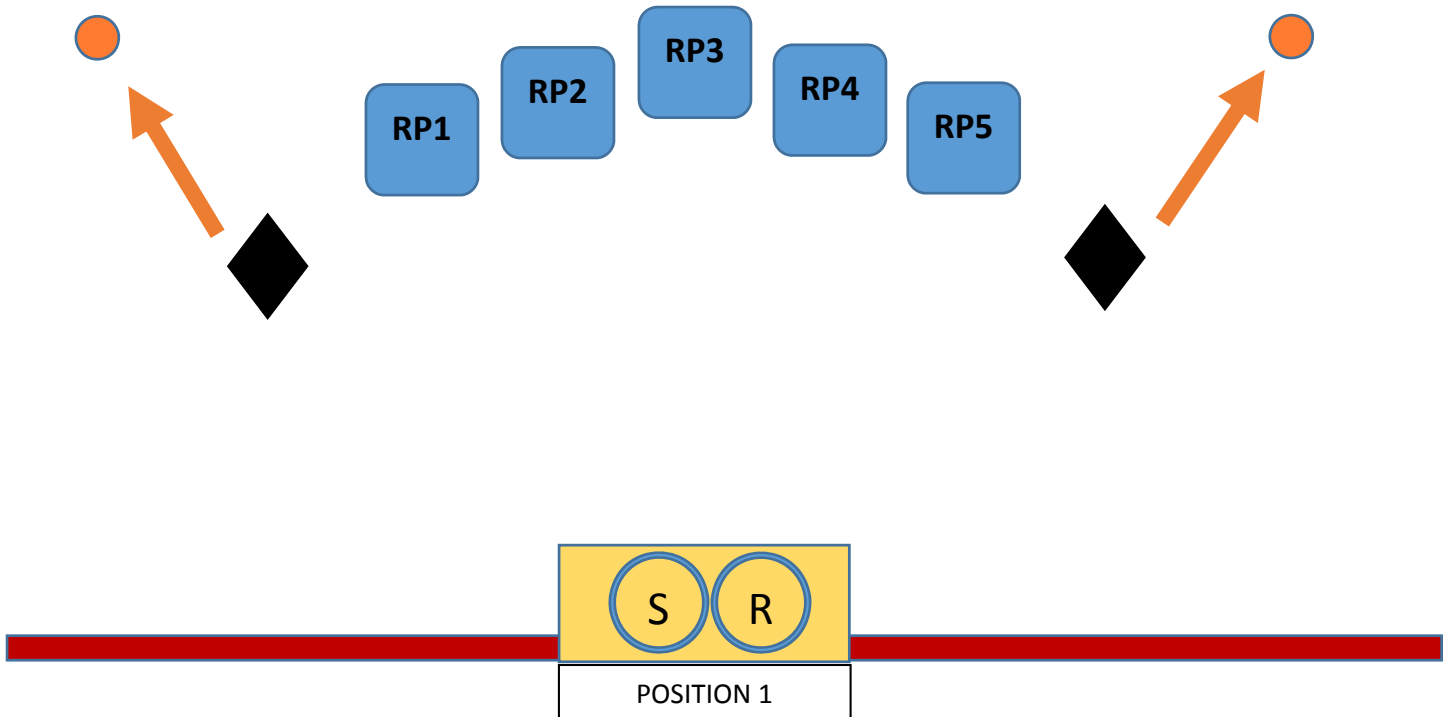
PISTOLS (POSITION 1,) NEVADA SWEEP RP1-RP3 FOR 5 ROUNDS STARTING AND ENDING ON RP3 **AND** NEVADA SWEEP RP3-RP5 FOR 5 ROUNDS STARTING AND ENDING ON RP3.

RIFLE (POSITION 1,) NEVADA SWEEP RP1-RP3 FOR 5 ROUNDS STARTING AND ENDING ON RP3. **AND** NEVADA SWEEP RP3-RP5 FOR 5 ROUNDS STARTING AND ENDING ON RP3.

SHOTGUN (POSITION 1,) SHOOT THE 4 KNOCK DOWNS UNTIL DOWN.

NOTE: SHOOTER MAY START WITH ANY GUN BUT MAY NOT END WITH THE RIFLE

STAGE 6



RIFLE - 10 ROUNDS

PISTOL - 10 ROUNDS

SHOTGUN - 2+ ROUNDS

START: STANDING AT **POSITION 1**, HANDS ANYWHERE BUT NOT TOUCHING A GUN. RIFLE LOADED WITH 10 STAGED ON TABLE AT **POSITION 1**. SHOTGUN STAGED OPEN AND EMPTY AT **POSITION 1**. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: "NO ONE GAVE IT TO ME, SON. I FOUGHT FOR IT!"

AT BEEP:

PISTOLS (POSITION 1,) STRAIGHT SWEEP THE RP TARGETS STARTING ON EITHER END FOR 5 ROUNDS.

THEN, STRAIGHT SWEEP THE RP TARGETS IN THE OPPOSITE DIRECTION FOR 5 ROUNDS.

RIFLE (POSITION 1,) STRAIGHT SWEEP THE RP TARGETS STARTING ON EITHER END FOR 5 ROUNDS.

THEN, STRAIGHT SWEEP THE RP TARGETS IN THE OPPOSITE DIRECTION FOR 5 ROUNDS.

SHOTGUN (POSITION 1,) SHOOT EACH KNOCK DOWN UNTIL DOWN AND EACH OPTIONAL BIRD FOR A POSSIBLE 3-SECOND BONUS PER BIRD HIT.

NOTE: SHOOTER MAY START WITH ANY GUN BUT MAY NOT END WITH THE RIFLE