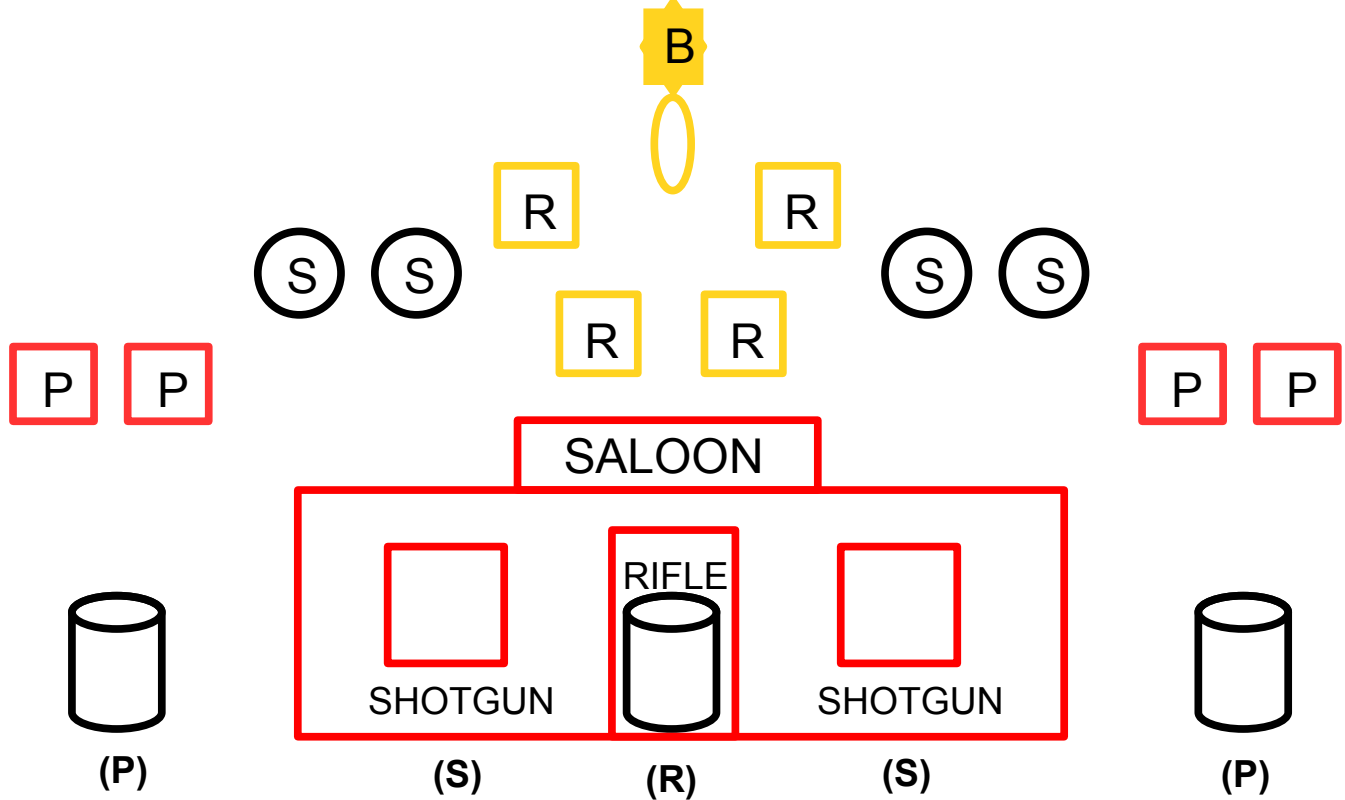


STAGE 3**
9-23-17



GUNS & AMMO:

PISTOLS – 5 ROUNDS EACH: HAMMERS DOWN ON EMPTY CHAMBERS, HOLSTERED.

SHOTGUN – 4+ ROUNDS: OPEN AND EMPTY.

RIFLE – 10 ROUNDS: HAMMER DOWN ON EMPTY CHAMBER, STAGED ON BARREL IN DOORWAY.

SHOOTING SEQUENCE: P – S – R – S – P

STARTING POSITION: SHOOTER STARTS AT EITHER SIDE WITH HANDS ON BARREL AND SHOTGUN STAGED AT NEAREST WINDOW.

ATB: ENGAGE FIRST PISTOL IN AN ALTERNATING SEQUENCE EITHER DIRECTION. MOVE TO NEAREST WINDOW. ENGAGE SHOTGUN TARGETS ONCE EACH. **MISSES COUNT!** MOVE TO DOORWAY **WITH SHOTGUN** AND MAKE SAFE ON BARREL. ENGAGE RIFLE TARGETS IN A CLOCKWISE SEQUENCE TWICE STARTING WITH WHISKEY BOTTLE. HITS ON WHISKEY BOTTLE ARE A **5 SECOND BONUS** EACH TIME BUT MISSES **DO NOT** COUNT. MAKE RIFLE SAFE ON BARREL AND MOVE TO NEXT WINDOW WITH SHOTGUN. ENGAGE SHOTGUN TARGETS ONCE EACH AND MAKE MAKE SHOTGUN SAFE AT WINDOW. MOVE TO NEXT BARREL AND ENGAGE SECOND PISTOL SAME AS FIRST.