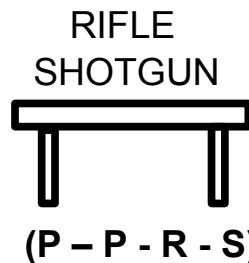
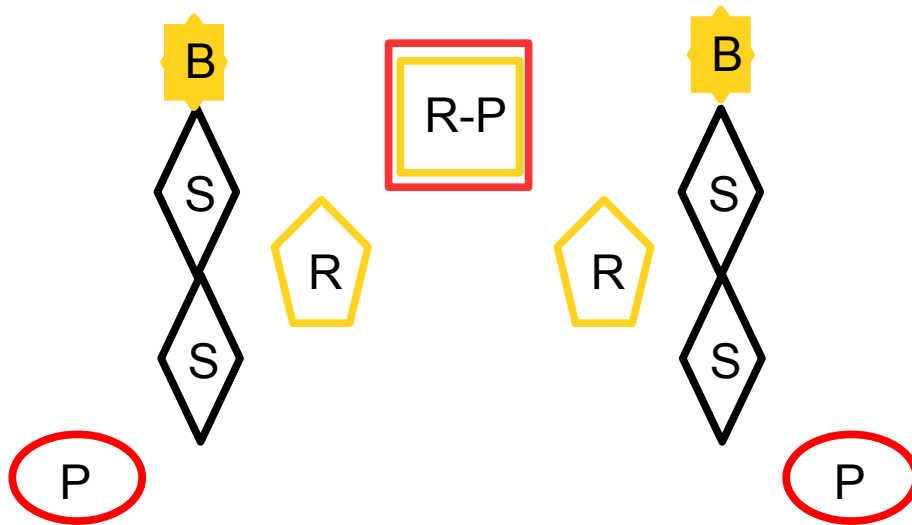


STAGE 1**



GUNS & AMMO:

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

RIFLE – 10 ROUNDS: HAMMER DOWN ON EMPTY CHAMBER, STAGED ON TABLE.

SHOTGUN – 2+ ROUNDS: OPEN & EMPTY, STAGED ON TABLE.

SHOOTING SEQUENCE: P – P – R – S

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS ON HAT.

ATB: DRAW FIRST PISTOL PLACING FIRST SHOT ON LARGE CENTER SQUARE THEN DOUBLE TAP BUFFALOS. REPEAT WITH SECOND PISTOL. RETRIEVE RIFLE PLACING FIRST SHOT ON LARGE CENTER SQUARE, THEN DOUBLE TAP COWBOYS. REPEAT SEQUENCE. MAKE RIFLE SAFE ON TABLE. RETRIEVE SHOTGUN AND ENGAGE POPPERS UNTIL DOWN. **KNOCKING DOWN 2 POPPERS WITH ONE SHOT IS WORTH A 5 SECOND BONUS EACH TIME.**