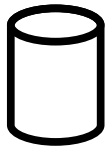
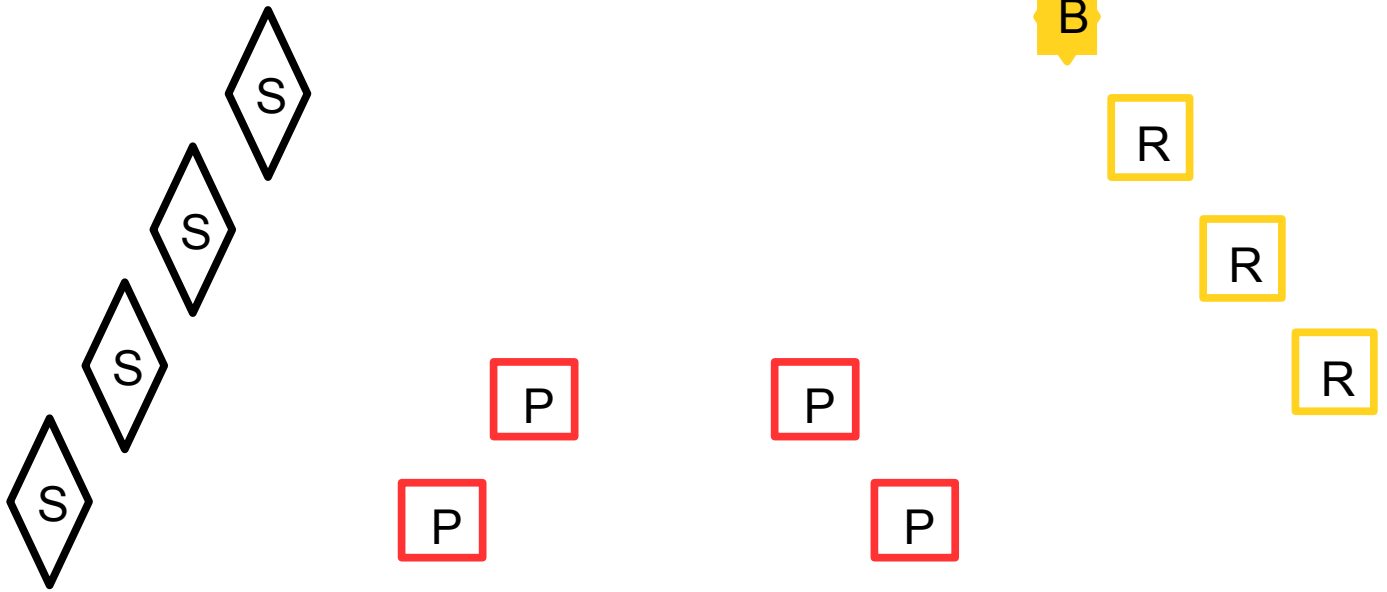
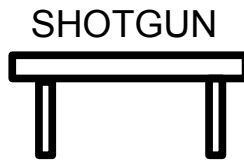


STAGE 4*



(S)



SHOTGUN

(P - P)



(R)

GUNS & AMMO:

RIFLE – 10 ROUNDS: HAMMER DOWN ON EMPTY CHAMBER.

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

SHOTGUN – 4+ ROUNDS: OPEN & EMPTY, STAGED ON TABLE.

SHOOTING SEQUENCE: R – P – P – S

STARTING POSITION: SHOOTER STARTS AT RIGHT BARREL WITH RIFLE AIMED AT FIRST TARGET.

ATB: TRIPLE TAP EACH TARGET STARTING WITH NEAREST, PUTTING LAST SHOT ON WHISKEY BOTTLE FOR A **5 SECOND BONUS**. MISS ON BONUS DOES NOT COUNT. MOVE TO AND MAKE RIFLE SAFE ON TABLE. DRAW FIRST PISTOL ENGAGING RIGHT PAIR OF TARGETS IN AN ALTERNATING SEQUENCE STARTING WITH NEAREST TARGET. ENGAGE LEFT PAIR OF TARGETS SIMILARLY WITH SECOND PISTOL. RETRIEVE SHOTGUN AND MOVE TO LEFT BARREL ENGAGING POPPERS UNTIL DOWN STARTING WITH NEAREST POPPER.