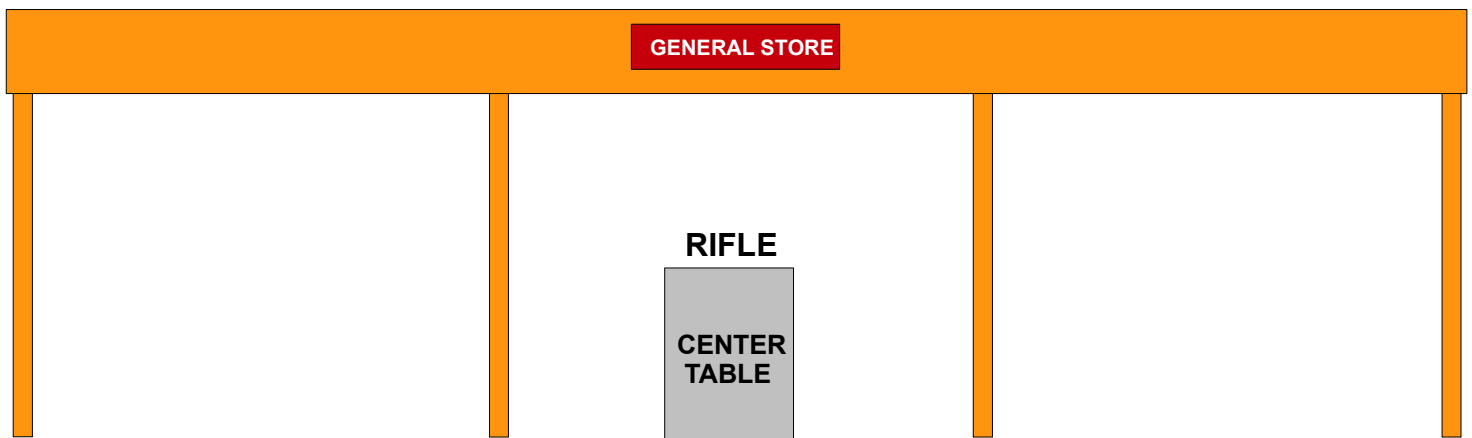
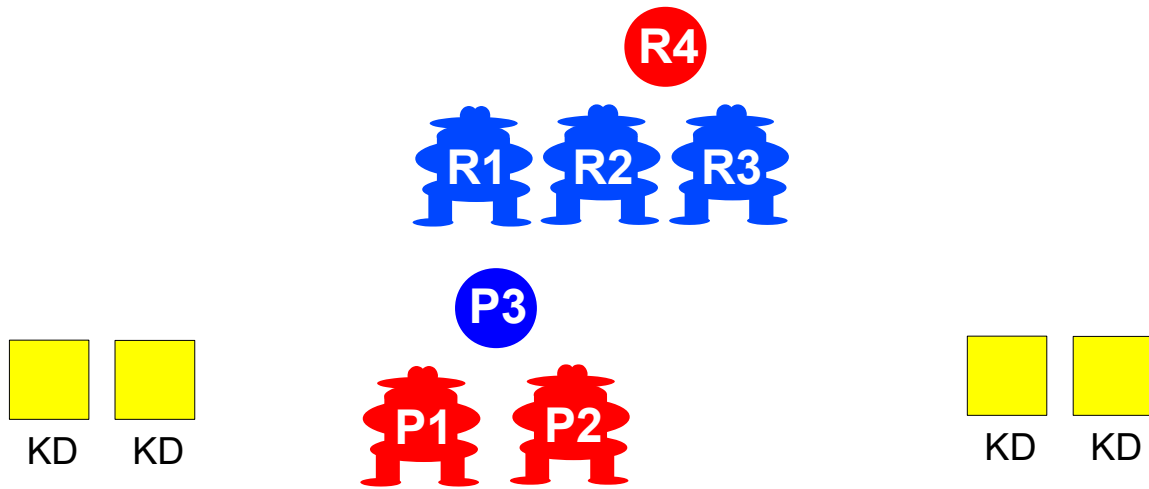


RUSTY'S GENERAL STORE

April 2018 Stage 2

Ammo required: 10 Rifle 10 Pistol 4+ Shotgun



START HERE —————> OR <———— START HERE

Shoot straight and you can pick up three Bonuses

Stage Procedure:

Pistols holstered with (5) rounds each, hammer down on empty chamber. Rifle loaded with (10) rounds, action closed, hammer down on empty chamber staged on table in the center bay. Shotgun open and empty to be held at Cowboy Port Arms.

Starting Position:

Standing in the center of the left or right bay with your Shotgun held at Cowboy Port Arms. When the Shooter is ready say the line "OK".

At the Beep, With your Shotgun shoot the Knockdowns in any direction until down. Make Shotgun safe and move to center bay. Re-stage Shotgun on table and retrieve your Rifle. Triple tap the **far** Cowboys in any direction then shoot the tenth round on the Circle for a bonus. A miss on the Circle is not a miss. Make Rifle safe and re-stage on table. With your first Pistol Double tap the **near** Cowboys in any direction then shoot the fifth round on the Circle for a bonus. A miss on the Circle is not a miss. Holster. Repeat with your second Pistol. Holster. Retrieve your Shotgun and move to the opposite bay you started from. With your Shotgun shoot the Knockdowns in any direction until down. Make Shotgun safe. Retrieve your Rifle & proceed to the unloading table. **Watch the 170 Rule when traveling with your Shotgun** Targets required: (5) Cowboys, (2) Circles, (4) Knockdowns