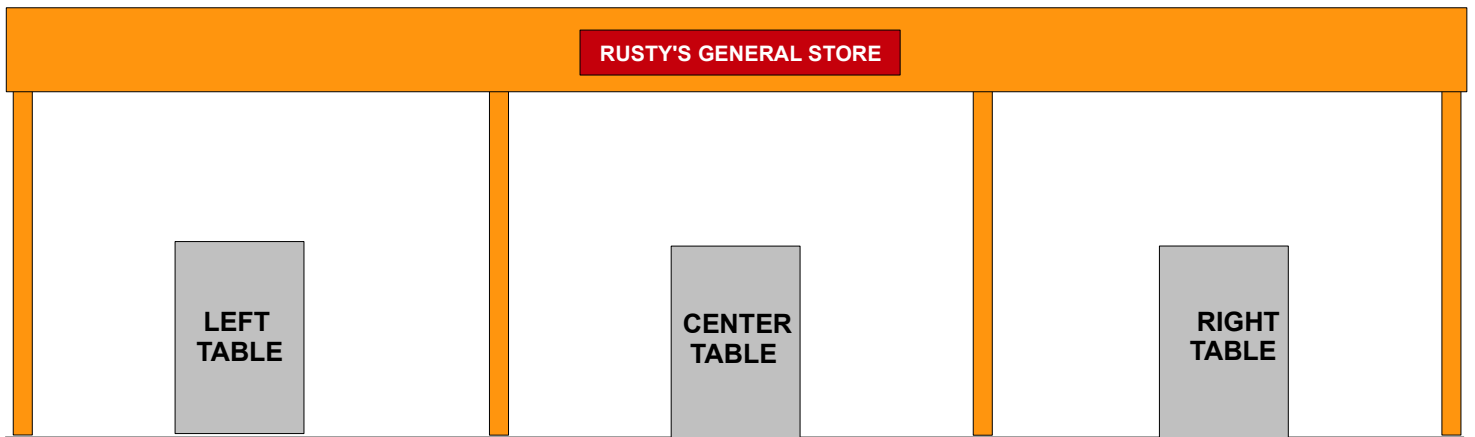
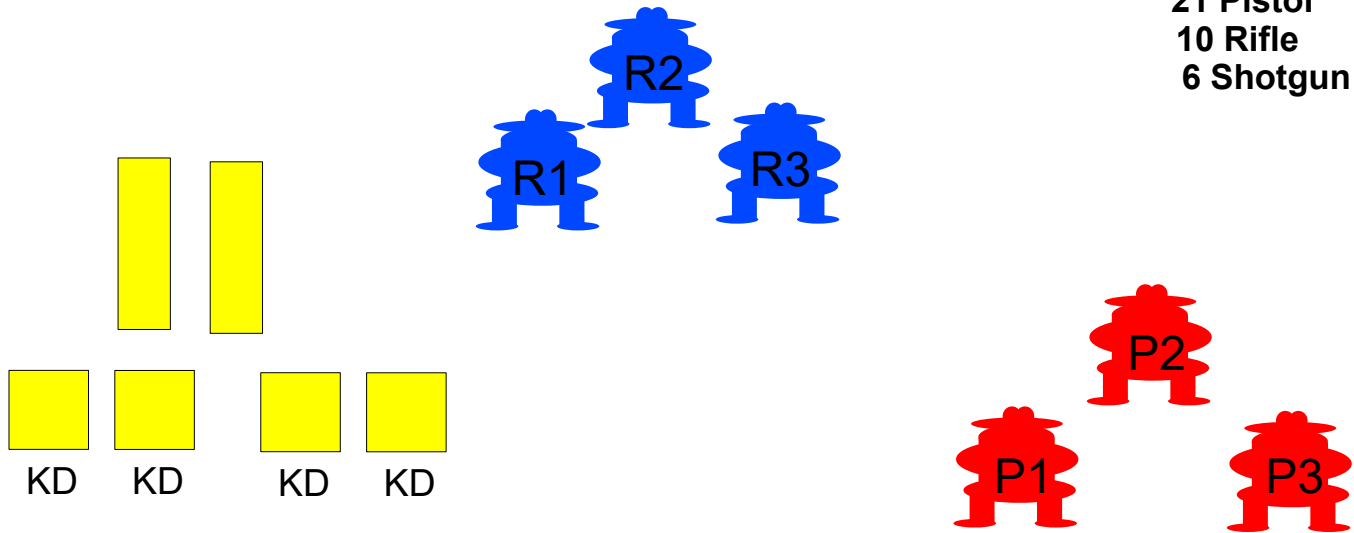


# Stage 1

## Rusty's General Store

Ammo required:  
21 Pistol  
10 Rifle  
6 Shotgun



### Stage Procedure:

**Pistol:** Slide forward, hammer down on an empty chamber, magazine loaded with (7) rounds and holstered. At least two magazine loaded with (7) rounds to be carried on your person.

**Rifle:** Loaded with (10) Rounds, action closed, HDOEC staged on middle table.

**Shotgun:** Action closed, HDOEC with (6) rounds in magazine tube staged on the right table

### Starting Position:

Standing in the left bay with shotgun at cowboy port arms. When the Shooter is ready say the line **"Let's go"**

**At the Beep:** With your shotgun, engage the knockdowns then sweep the chimes twice in either direction . Make shotgun safe on table and proceed to the middle bay. With your rifle triple tap the targets starting from right to left then place your last round on the middle cowboy Make rifle safe and proceed to the right bay. With your pistol double tap each cowboy from right to left than place last round on middle cowboy Repeat two more times. Show clear. Retrieve your long guns and proceed to the unloading table.