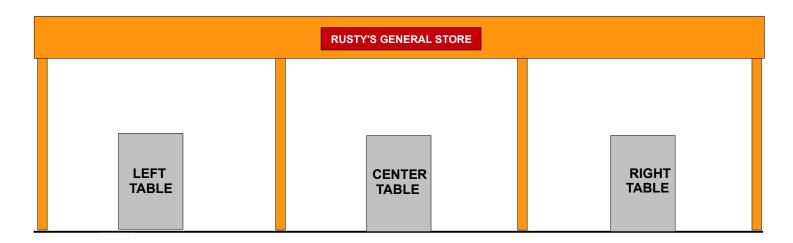
Rusty's General Store Ammo required: 21 Pistol 10 Rifle 6 Shotgun KD KD KD KD KD



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, sweep the chimes twice in either direction then engage the knockdowns. Make shotgun safe on table and proceed to the middle bay. With your rifle engage targets in a Nevada Sweep. Make rifle safe and proceed to the right bay. With your pistol engage the targets in a Nevada Sweep in any direction with seven rounds Repeat two more times. Show clear. Retrieve your long guns and proceed to the unloading table.