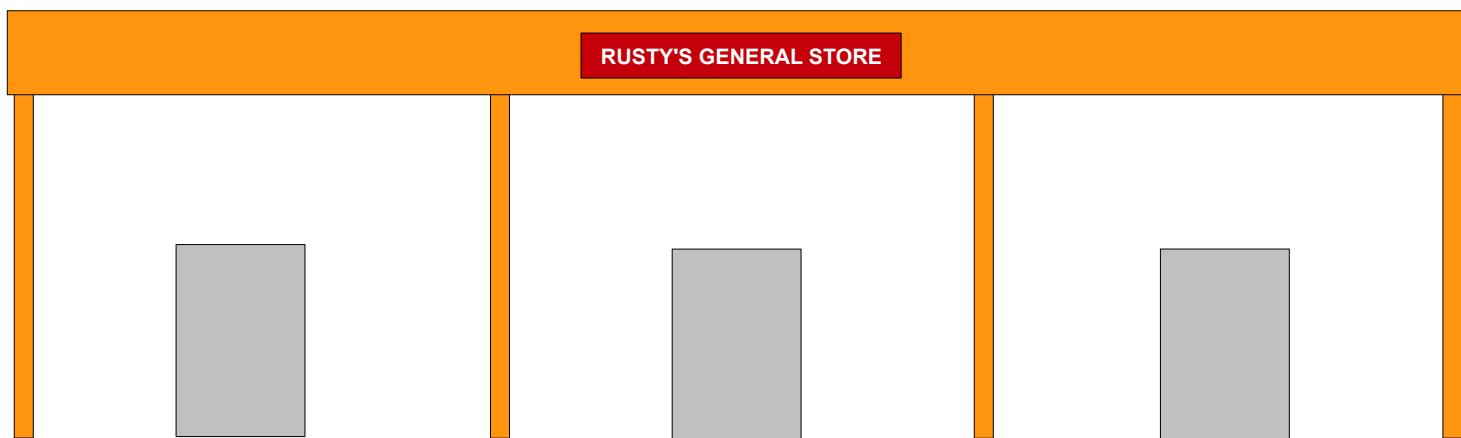
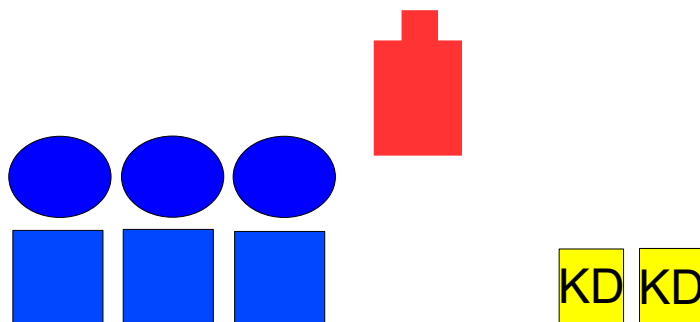


Stage 2

# Rusty's General Store

Ammo required: 10 Rifle, 10 Pistol, 2+ Shotgun



**Stage Procedure:** All safe staging, handling, and traveling rules apply. Rifle staged on middle table. Pistols, holstered. Shotgun staged on right table open and empty.

**Starting Position:** Shooter's choice as to which firearm to start with, but rifle can't be shot last. Starting with hands on pistols. When the shooter is ready say the line "Drop em like it's hot!"

**At the beep:** Starting from either side, with rifle and pistols engage the circles and squares in a Mozambique Sweep, which is double tap a square then single tap the circle above it, then repeat on the next two square/circle combos. Then with your tenth shot engage the IPSC target for a five second bonus. A miss on the bonus is not a miss. Engage knockdowns until down.

Working Cowboy – Rifle same as above. THEN with pistol, engage the middle square three times and the circle above it twice .