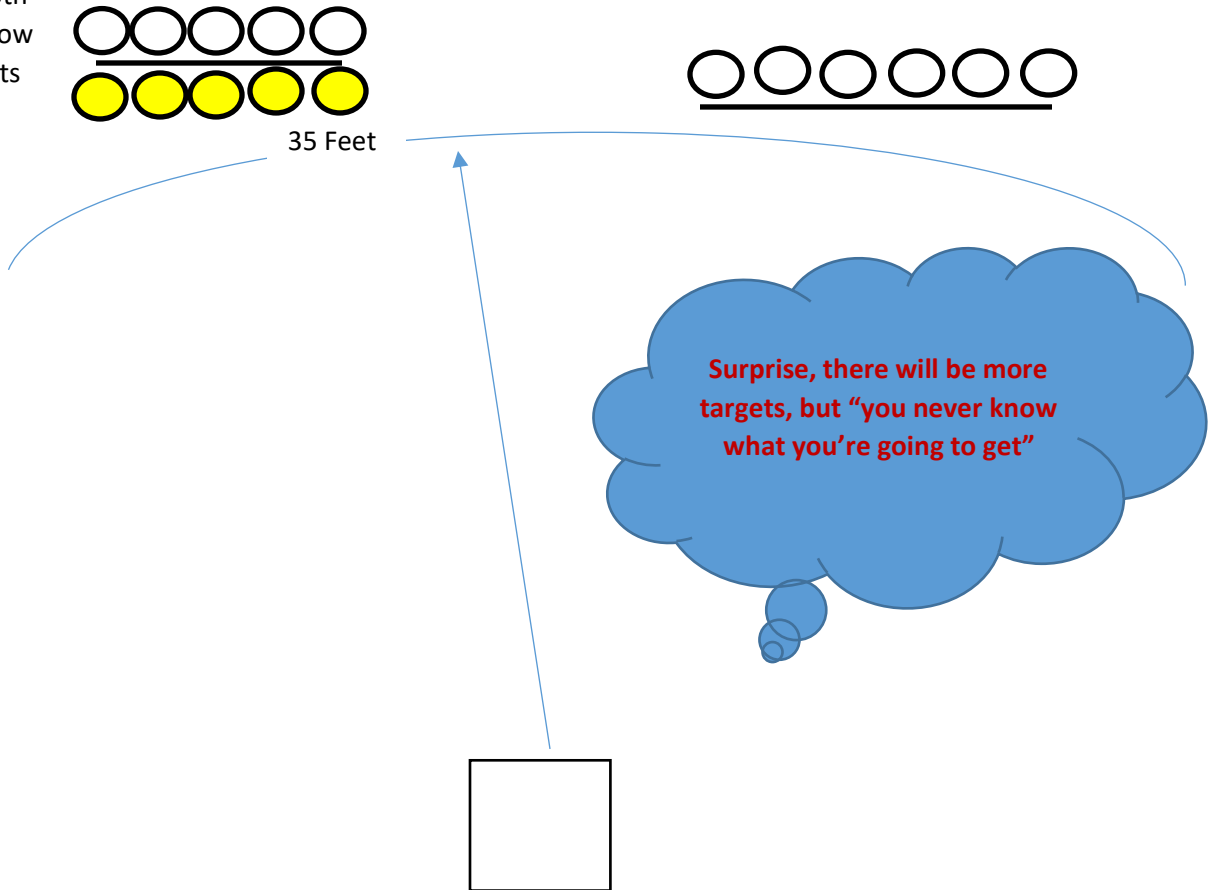


STAGE 3 (Bay 6) "Box 'o Chocolates" Calamity, A bunch of Targets

Handguns, white
top targets, only -
- -Carbines, both
white and yellow
(flipped) targets



From Starting Position (Down 45 degrees)

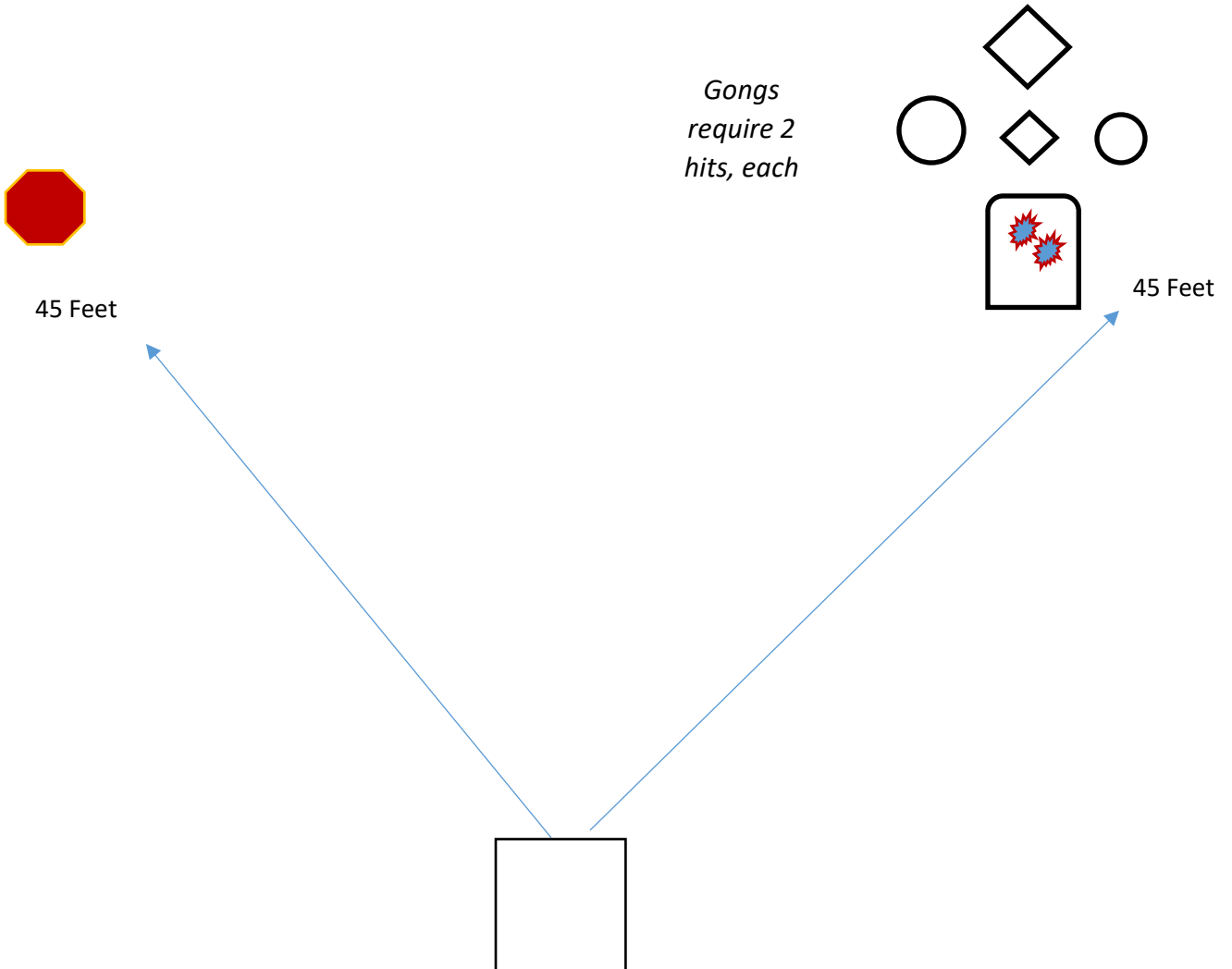
At start signal, engage targets in any order

- Targets that are clearly hit, but do not fall are counted as hits
- One (1) Run - - - Maximum time is 100 seconds. . .

IMPORTANT FOR YOUR SCORE PERFORMANCE:

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW
- Targets left "un-hit" within your gun division add 3 seconds each to your score
- **One Run Only, Maximum TIME is 90 Seconds**

STAGE 2 (Bay 7) "Seven Bells" [4 runs by 7 targets]

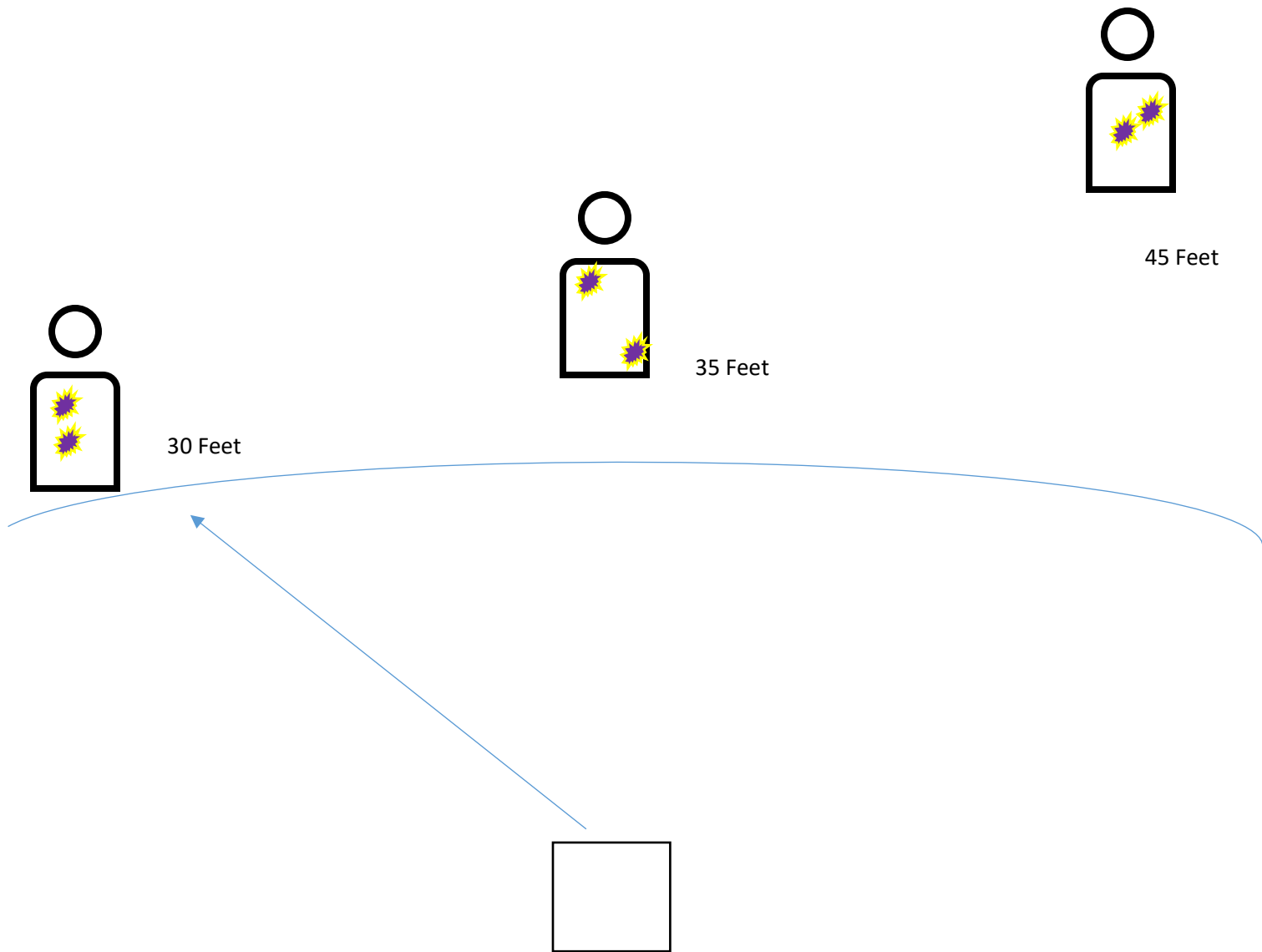


From Starting Position (Down 45 degrees)

At start signal, first, engage applicable regular targets (in any order)

- Note that the GONG requires 2 hits
- Last, shoot the STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- **THREE (3) Runs - - - Maximum time is 40 seconds. . . failure to hit Stop Plate is Max. time . . .**

STAGE 1 (Bay 8) "Three Bad Dudes" Both Handguns and Carbines 9 targets -times- 3 run strings

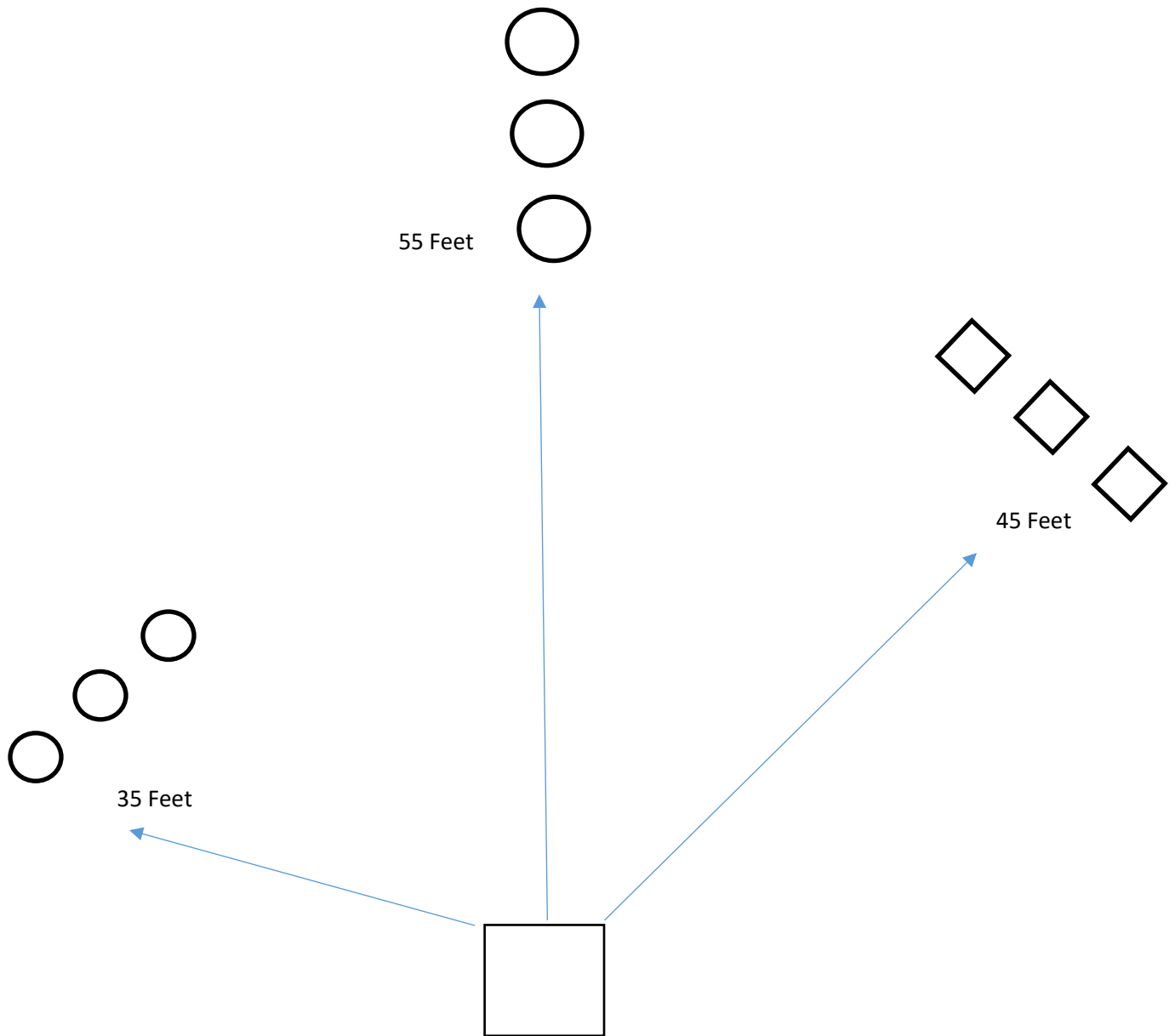


Start Position (Down 45 degrees)

At start signal

- Engage target plates in any order; however, gangsta gongs get two hits to the body and one hit to the head
- Plates left un-hit are scores with 3 seconds, each occurrence, added to run time
- Three (3) Runs, Only and Maximum Time is 40 Seconds

STAGE 4 (Bay 5) "Nine Ball" 3 runs 9 Target Ops



From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- THREE (3) Runs - - - Maximum time is 40 seconds. . .

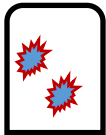
STAGE 5 (Bay 4) "Long Stop" 3 runs x 9 Target Ops



90 "plus" feet and this STOP gong (Carbines only) needs only **one** hit



60 feet (Handguns only)
Stop Plate

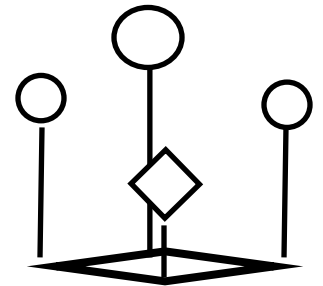


30 feet
and this
gong
requires
two hits



30 feet

45 feet



From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- Handguns shoot Red Stop Plate to end the String
- Carbines shoot Amber Stop Gong (once) to end the String
- Three (3) Runs - - - Maximum time is 40 seconds. . . Failure to hit Stop is Max. Time