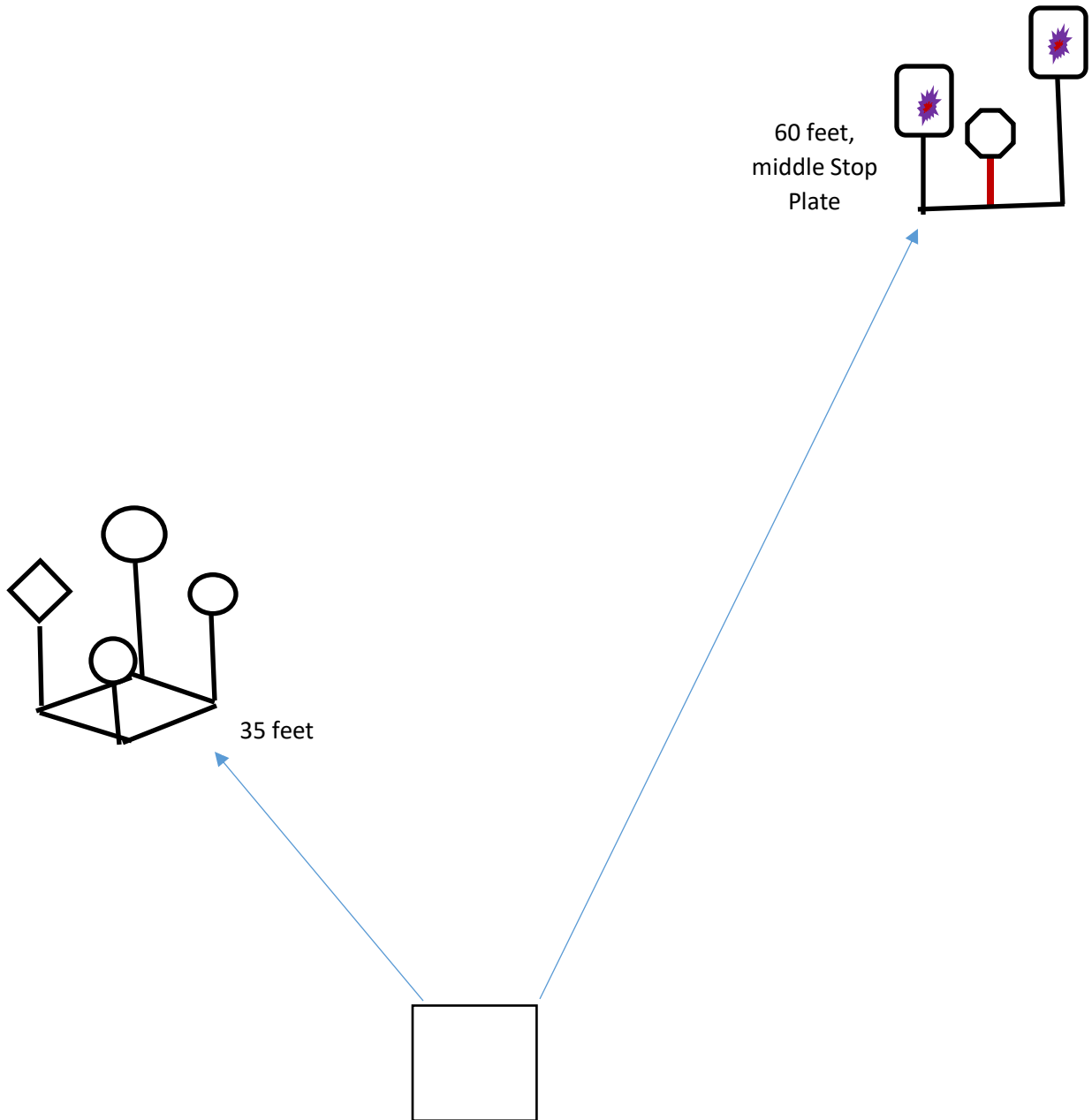


STAGE 1 "Magnificent Seven, 7 Targets x 4 Runs

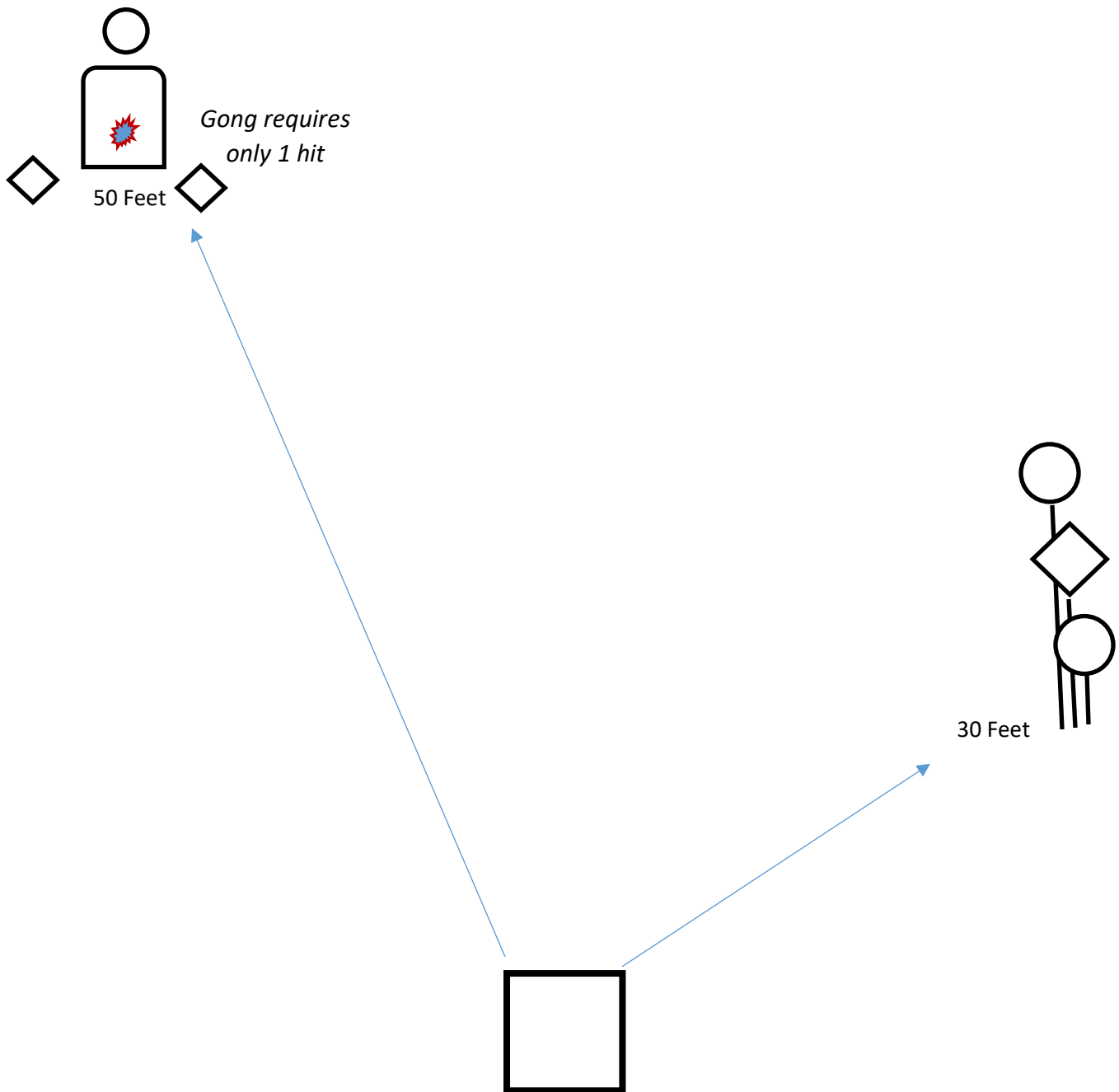


From Starting Position (Down 45 degrees)

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

- Note that the GONGs only require a single (1) hit each.
- Last, shoot the STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- **FOUR (4) Runs - - - Maximum time is 40 seconds. . . failure to hit Stop Plate is Max. time . . .**

STAGE 2 "Single Tapper" [4 runs by 7 targets]



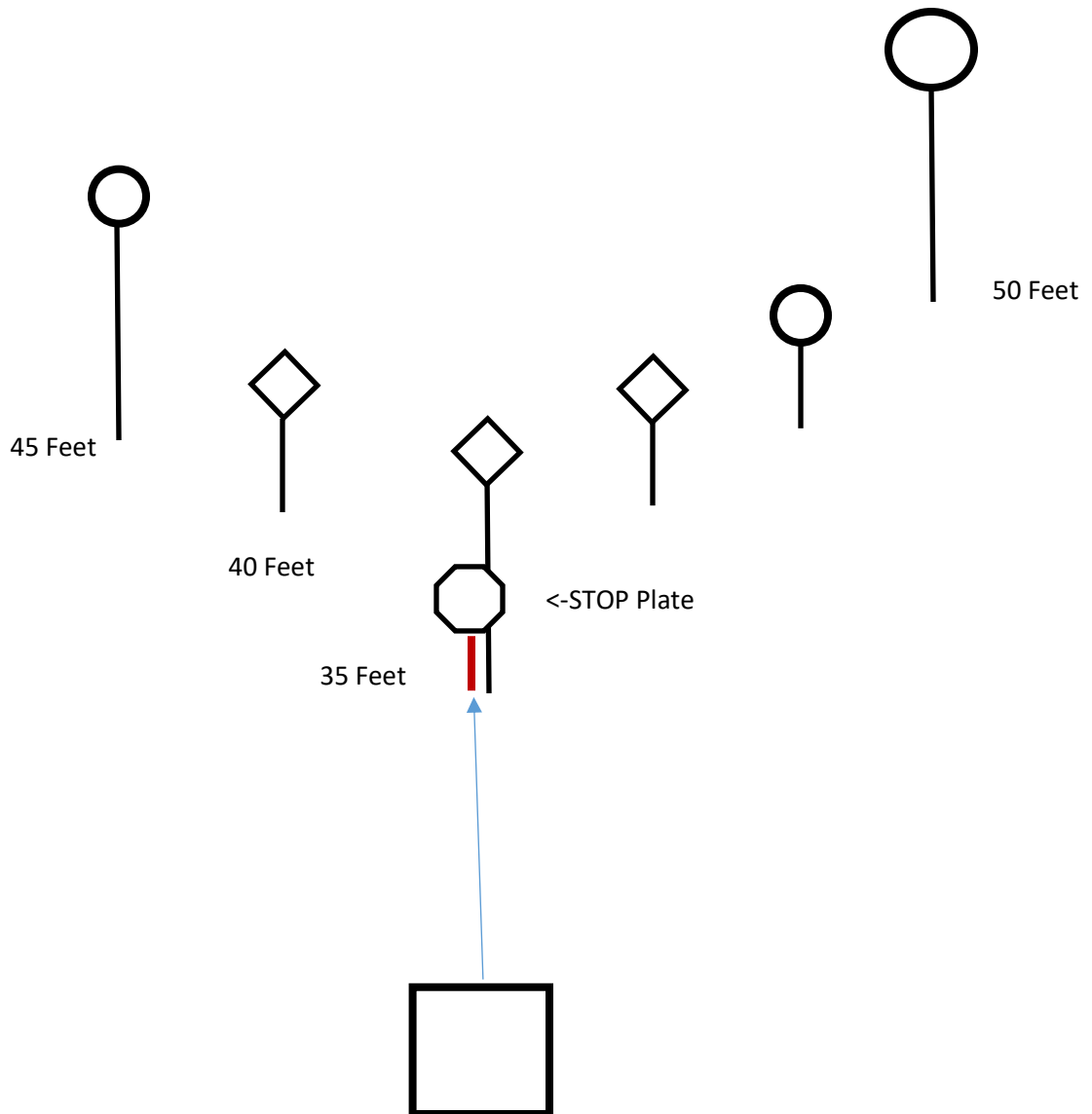
From Starting Position (Down 45 degrees)

At start signal, first, engage targets in any order (no STOP Plate)

- Note that the GONG only requires one hit
- **FOUR (4) Runs - - - Maximum time is 40 seconds.**

STAGE 3 "Check Mate"

7 Targeted x 4 Runs

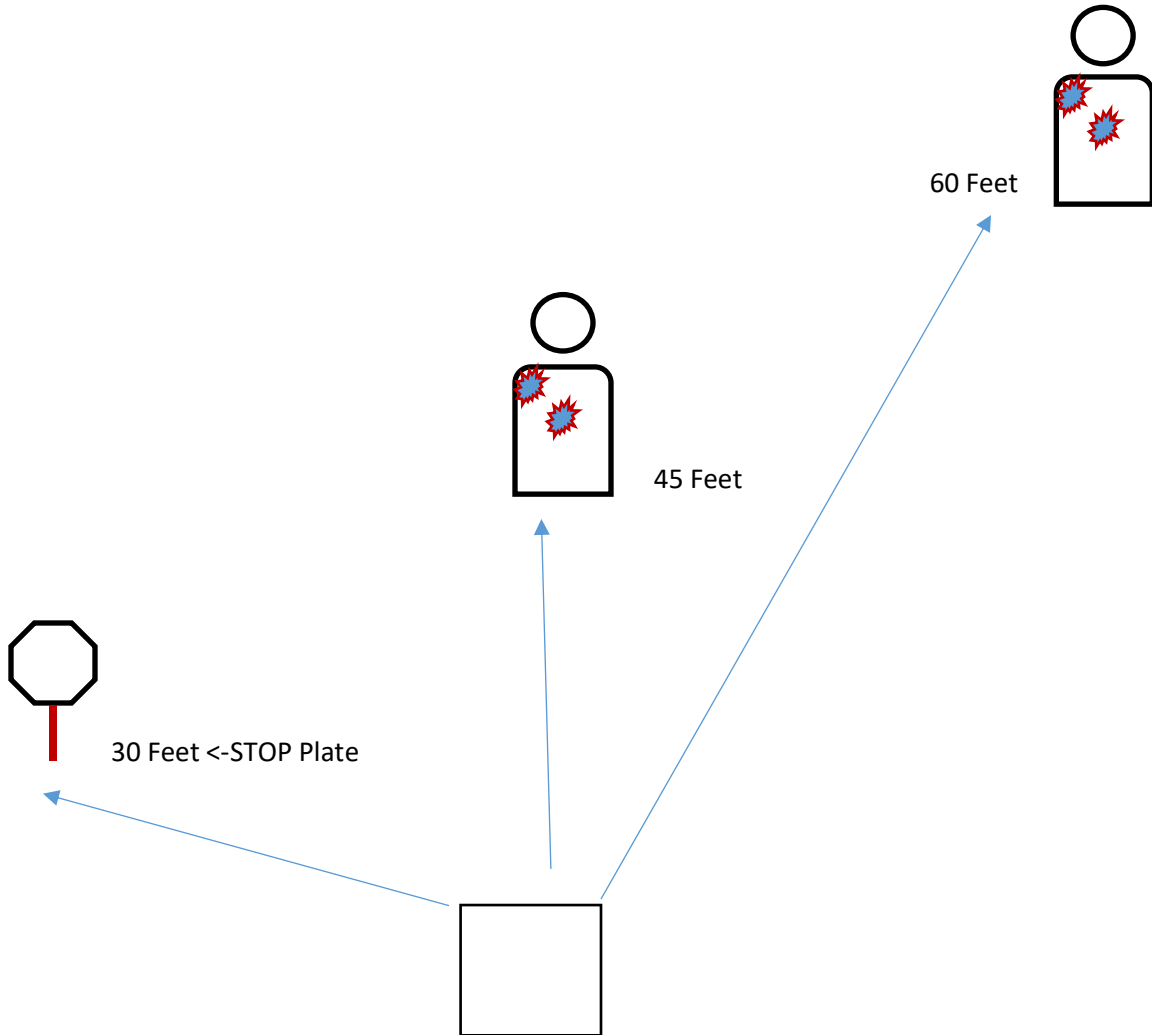


From Starting Position (Down 45 degrees)

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

- Last, shoot the STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- **FOUR (4) Runs - - - Maximum time is 40 seconds. . . failure to hit Stop Plate is Max. time . . .**

STAGE 4 "Double Splat" 4 Runs x 7 Target Ops



From Starting Position (Down 45 degrees)

At start signal, first, engage each Gangstas with two hits to Gong body and one hit to head plate

- Finally shoot (hit) the STOP Plate to end the run- - - Maximum time is 40 seconds. . .

STAGE 5 "Calamity Jane" ONE Run x 28 Target Ops

Set Up Crew will place:

- 2 in-line Plate Racks (5 targets, each)
- 10 Knock Off Targets on T-bases
 - 2 Ground Squirrels
 - 6 Pepper Poppers

No closer than 30 feet



From Starting Position (Down 45 degrees)

At start signal, engage falling steel plates in any order (no Stop Plate)

- One Run Only, 28 Natural Target Opportunities
- MAXIMUM TIME IS CALLED AT 100 seconds. . .