SATURDAY STAGE 2--- BAY 1B

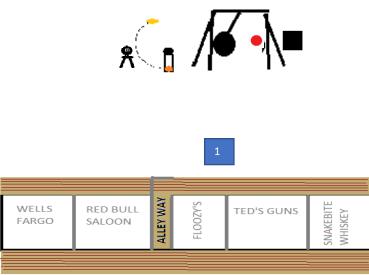
One Shooting Position: Pos. 1: Table outside Floozy's

<u>10 Pistol</u>:

<u>10 Rifle</u>: <u>Staged on Table</u>

<u>2+ Shotgun: In-Hand</u>

GUN ORDER -- SHOTGUN - RIFLE -- PISTOL



<u>START:</u> Position 1 <u>HANDS:</u> Holding Shotgun Indicate Ready: "You won't be movin' when I'm done with you!

AT THE BEEP:

<u>SHOTGUN from Pos. 1</u>: Engage the release and clay bird Miss on bird counts unless made up with a round on the paddle target

<u>RIFLE</u>: Engage the release to set the swinger in motion. Red target misses count. Release failures (if hit) do not count as misses -- keep shooting the release When the swinger moves - alternate rounds on the square and swinger <u>BEGIN ON THE SQUARE</u>

PISTOLS: Engage the swinger <u>ONLY</u> (not the square) with 10 more rounds