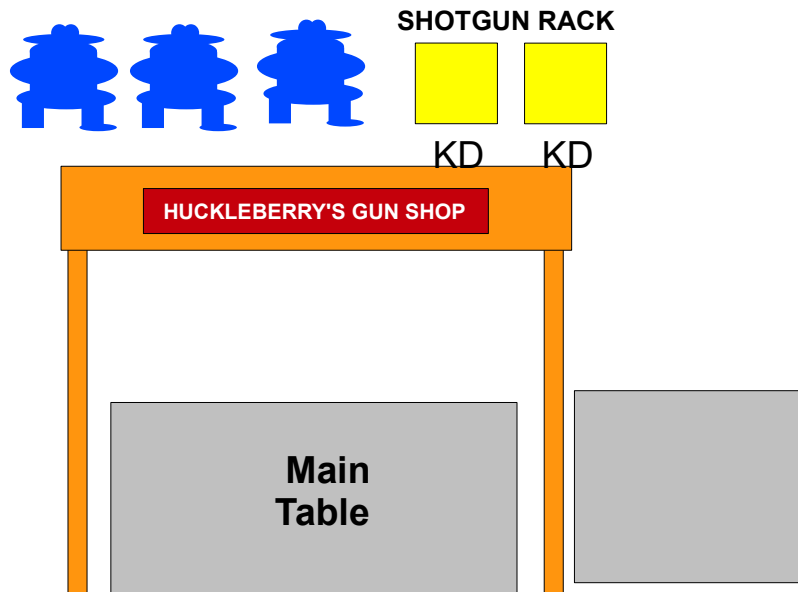


Stage 6 Huckleberry's Gun Shop

Ammo required: 10 Rifle 10 Pistol 2+ Shotgun



Stage Procedure:

Pistols loaded with (5) rounds, hammer down on an empty chamber. Rifle loaded with (10) Rounds, action closed, hammer down on an empty chamber staged on main table. Shotgun open and empty on either table.

Starting Position:

Standing behind the table with hands flat on table.
When the Shooter is ready say the line "Lets go"

At the Beep. Shooters choice as to which firearm to start with but you can't end with rifle. With your rifle triple tap each back cowboy then engage the middle cowboy with your last round. With pistols engage the front cowboys in the same pattern as rifle. With shotgun engage knockdown targets until down. Retrieve your firearms and proceed to the unloading table.