



RIFLE loaded with 10 rounds, at “**Port Arms**” from the **RIGHT FENCE**. **SHOTGUN**, open and empty on the **TABLE**. **PISTOLS** loaded with 5 rounds apiece and holstered.

Shooter starts at the **RIGHT FENCE**, **RIFLE** at “**Port Arms**”!

“**Dead or alive, it’s your choice**”

At the signal... engage the **RIFLE** targets in **TWO, 5 RD., ALTERNATING SWEEPS... ONE SWEEP MUST BE ON THE VERTICAL PAIR of targets, ONE SWEEP MUST BE ON THE HORIZONTAL PAIR of targets!** MOVE... to make **RIFLE** safe **ON THE TABLE**...

... retrieve **SHOTGUN** and engage **SHOTGUN** targets in any order, until down. Make **SHOTGUN** safe **ON THE TABLE**, MOVE...

... to the **LEFT FENCE** and with the **PISTOLS**, engage the **PISTOL** targets in the same manner as the **RIFLE**... in **TWO, 5 RD., ALTERNATING SWEEPS... ONE SWEEP MUST BE ON THE VERTICAL PAIR of targets, ONE SWEEP MUST BE ON THE HORIZONTAL PAIR of targets!**

Holster pistols, retrieve long guns and proceed to the unloading table.