



RIFLE, loaded with 10 rounds, in **WINDOW 4**. **SHOTGUN**, open and empty, in the **FORT GATE**. **PISTOLS** loaded with 5 rounds apiece, holstered.

Shooter starts, '**Hands On**' your hat... from **WINDOW 4**.

"There's not many buffalo here!"

At the signal, engage the **RIFLE TARGETS** in a **10 RD., 3 – 4 – 3 SWEEP!** Make **RIFLE** safe **IN THE WINDOW...** MOVE...

... to the **FORT GATE**. Retrieve **SHOTGUN** to engage **SHOTGUN TARGETS** in any order, until down. Make **SHOTGUN** safe **ON THE TABLE**, MOVE...

... to **WINDOW 1**. From the **WINDOW**, with the **PISTOLS**, engage the **PISTOL TARGETS** in the same manner as the rifle... a **10 RD., 3 – 4 – 3 SWEEP!**

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