10 Rifle
10 Pistol
4+ Shotgun

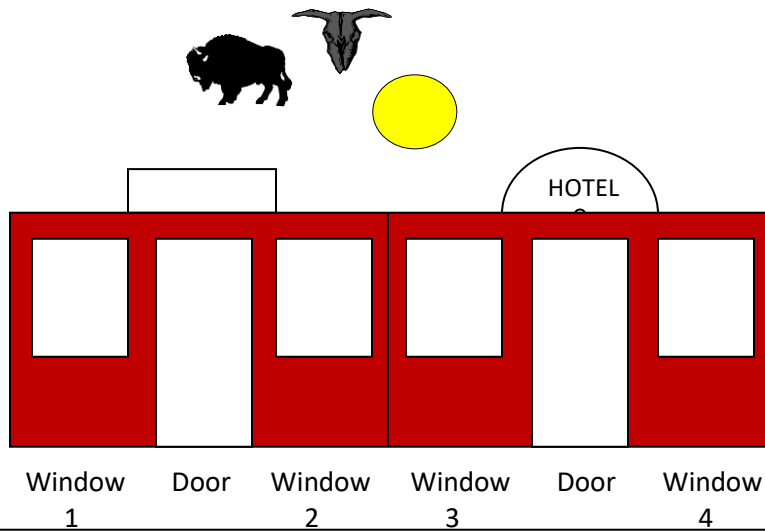| Window 1 | Door | Window 2 | Window 3 | Door | Window 4 |

RIFLE loaded with 10 RDS., **"In Hands"** from **WINDOW 1**. **SHOTGUN**, open & empty, in either **WINDOW 2** or **WINDOW 4. PISTOLS**, loaded with 5 RDS. apiece and holstered.

Shooter starts at **WINDOW 1, RIFLE at "In Hands"!**

<p align="center">**"Who was that masked man?"**</p>

At the signal, engage RIFLE targets in **a 10 RD., CONTINUOUS, 5 – 2 – 3 SWEEP!** Make RIFLE safe, MOVE…

… to **WINDOW 2** to engage PISTOL targets in the same manner as the RIFLE… **a 10 RD., CONTINUOUS, 5 – 2 – 3 SWEEP!** Holster **PISTOL/S**, MOVE…

… to **WINDOW 3**... to engage the **FIRST TWO** SHOTGUN targets, in any order, until down. With safe **SHOTGUN**, MOVE…

… to **WINDOW 4…** to engage the **FINAL 2** SHOTGUN targets in any order, until down!

Retrieve long guns and proceed to the unloading table.