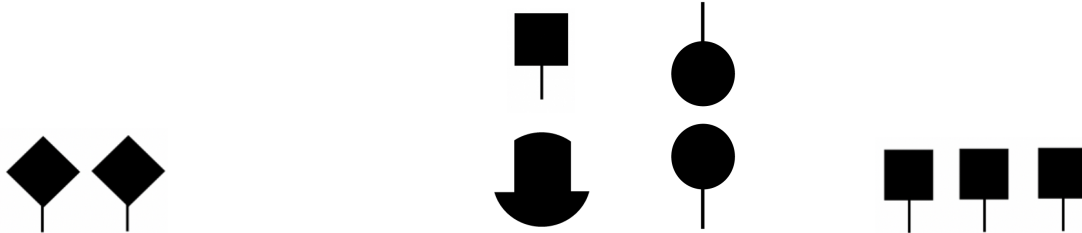
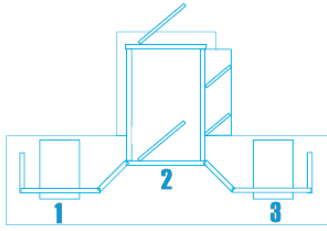


Bay 12 - Rose and Bev's Fine Millinery and Chocolates - Scenario A



STAGING: 10 rifle, 10 pistol, 2 plus shotgun, three shooting positions; Position 1 is at left window, Position 2 is at front doorway, and Position 3 is at right window. Rifle staged in gun rack on either side of doorway. Shotgun is staged on table at Position 3.

NOTE: The two diamond targets are for pistol at Position 1. The hat target opens the back door down the hallway to reveal the single square rifle target at Position 2. The two round targets are seen through the right window at Position 3 (the top round target opens the Position 2 front door), and the three square targets are for the rifle which are seen through a window on the right wall of the hallway after the front door opens.

START: Starting at Position 3, shooter is holding lady's hat in both hands.

SHOOTER INDICATES READY BY SINGING: "I wanna see this stage real-time!"

AT THE BEEP: Place hat on table. With your shotgun engage the hanging (top) round target to open front door of Millinery. Place second shot on lower round knock-down target. Safely stage shotgun in rack on either side of the doorway and retrieve rifle from rack. Proceed to the open doorway but do not cross white line. Through open window on right side of hallway, engage the three (3) square rifle targets in a LEFT to RIGHT sweep two times for a total of six shots. Turn to face the back of building to engage the hat target with the rifle to open the back door. When door opens, with remaining shot(s) engage the single square target for a bonus of two (2) seconds for each hit; no penalty for misses. Safely stage rifle in rack on either side of the doorway and proceed to Position 1 (left front window). At Position 1 with pistols, engage the two diamond targets in any order for five (5) shots on each target.