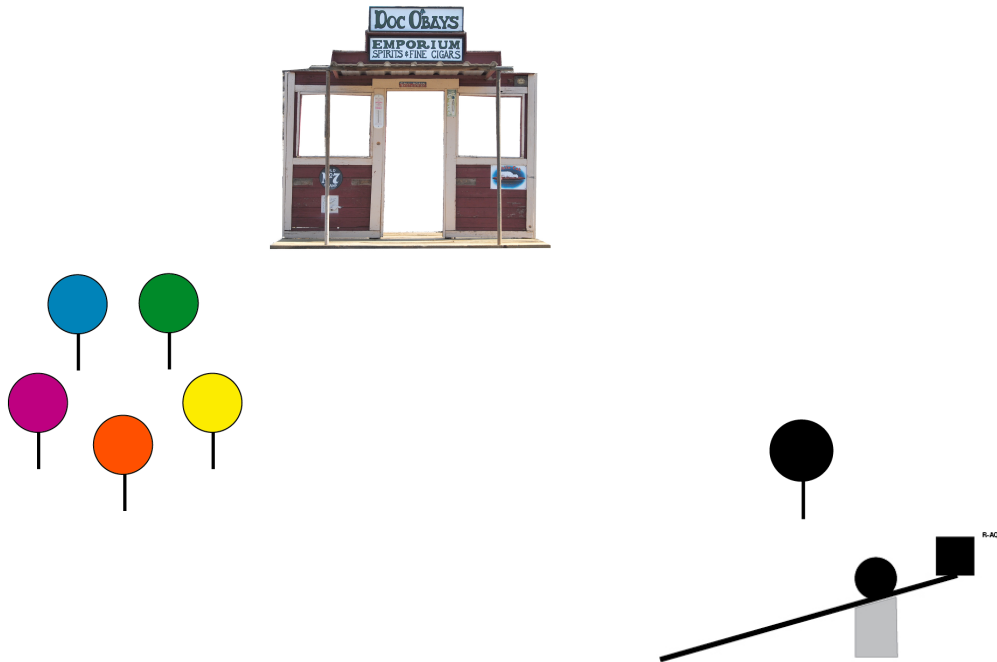


## Bay 5 - Doc O'Bay's Emporium - Scenario A



**STAGING:** 10 pistol, 10 rifle, 2 plus shotgun, two shooting positions: Position 1 is to the left of Doc O'Bay's and Position 2 is to the right of Doc O'Bay's. There is a bowl of real or imaginary M&Ms at Position 1.

**START:** At Position 1, pistols holstered, shooter has fists on table. Rifle staged at Position 1, and shotgun is staged anywhere safely.

**SHOOTER INDICATES READY BY SAYING:** "I can do this stage in six seconds!"

**AT THE BEEP:** Reach into real or imaginary bowl and pull out an M&M – check its color and pop it in your mouth. Begin with pistols, starting on the target with your M&M's color in a continuous counter-clockwise sweep. When you come back to your starting color (the 6<sup>th</sup> shot), engage that color with the 6<sup>th</sup> round, and then continue in a clockwise sweep for the remaining four shots. With the rifle, repeat the pistol instructions. With rifle made safe, move to Position 2 to engage the square trip target, to release the rabbit. Engage the rabbit when it clears the rails. The rabbit must be clear of the rail before being shot or a 10-second Procedural "P" penalty will be assessed. A miss on the rabbit must be made up by engaging the dump target.