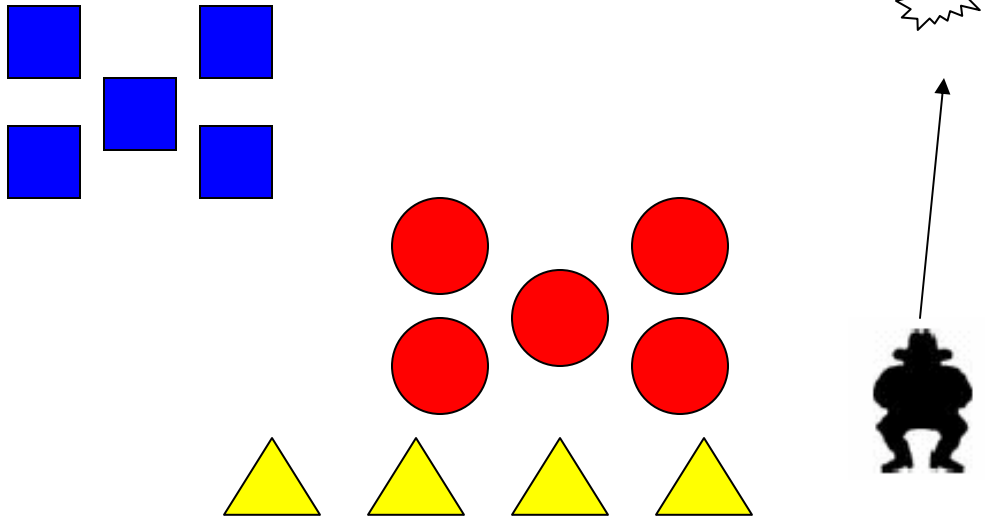


“Haphazard Hank”

Stage 3

10 Pistol, 10 Rifle, 6 Shotgun



“A”

Story: The telegraph operator runs across the street and tells you that the train has been robbed! You have to form a posse to get after the train robbers. As you head to the Sheriff’s office, you pass by the bank and hear a commotion. It is Haphazard Hank and his gang, and they are robbing the bank! You’re pappy told you that one bank robber in the hand is worth two train robbers in the bush, or something like that. Go get Hank!

You will need: Two pistols loaded with 5 rounds each and hammer down on empty chambers in your holsters. A rifle loaded with 10 rounds with hammer down over an empty chamber on the rest. A shotgun in your hands with at least 6 rounds on your person.

Directions: Start with the shotgun at Cowboy Port Arms (CPA) with both hands on the shotgun. When ready, yell “Halt Hank!”

At the Signal: Load and knock down the 5 shotgun targets and engage the aerial bird with your shotgun. You may engage them in any order. Breaking the bird before it hits the ground is a 5 second bonus. Set your shotgun on the rest and...

Pick up your rifle and engage the 5 rifle targets with 10 rounds, no double taps. Set the rifle on the rest and...

Using your two pistols, per your shooting style, engage the 5 pistol targets with 10 rounds, no double taps.