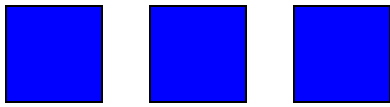


Duck Down Duke!

Stage 6

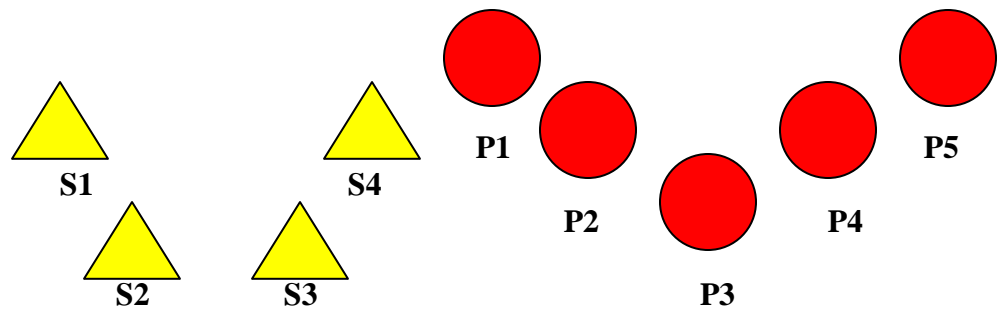
10 Pistol, 9 Rifle, 4 Shotgun



R1

R2

R3



Position A

Position B

Position C

Story: You're a Deputy Marshal in El Paso, Texas. It's a lazy summer night and you're standing in the doorway of the jail, waitin' for Marshal "Duke" to return from takin' a turn around town. Just as the Marshal is crossin' the street, you spot a whole passel of bushwackers, fixin' to ambush the Marshal. You holler for Duke to get down, as you blaze away, savin' the life of Marshal Duke, and becomin' the town Hero.

You will need: Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 9 rounds, with hammer down over an empty chamber on the rest at Position A. A shotgun, empty with action open, on the rest at position B, with at least 4 rounds on your person.

Directions: Start at Position C with you hands on your pistols. When ready, yell "Duck Duke!"

At the Signal: Draw your first pistol and engage the 5 pistol targets with one round each. Holster and draw your second pistol and do it again. Holster and move to Position C.

Pick up your rifle and sweep the pistol targets from left to right once, then sweep 'em again from left to right, but this time double tap the targets. Safely carry your EAO rifle to position B and set it down and pick up the shotgun and knock down the shotgun targets.

Take your firearms to the unloading table, muzzle up.