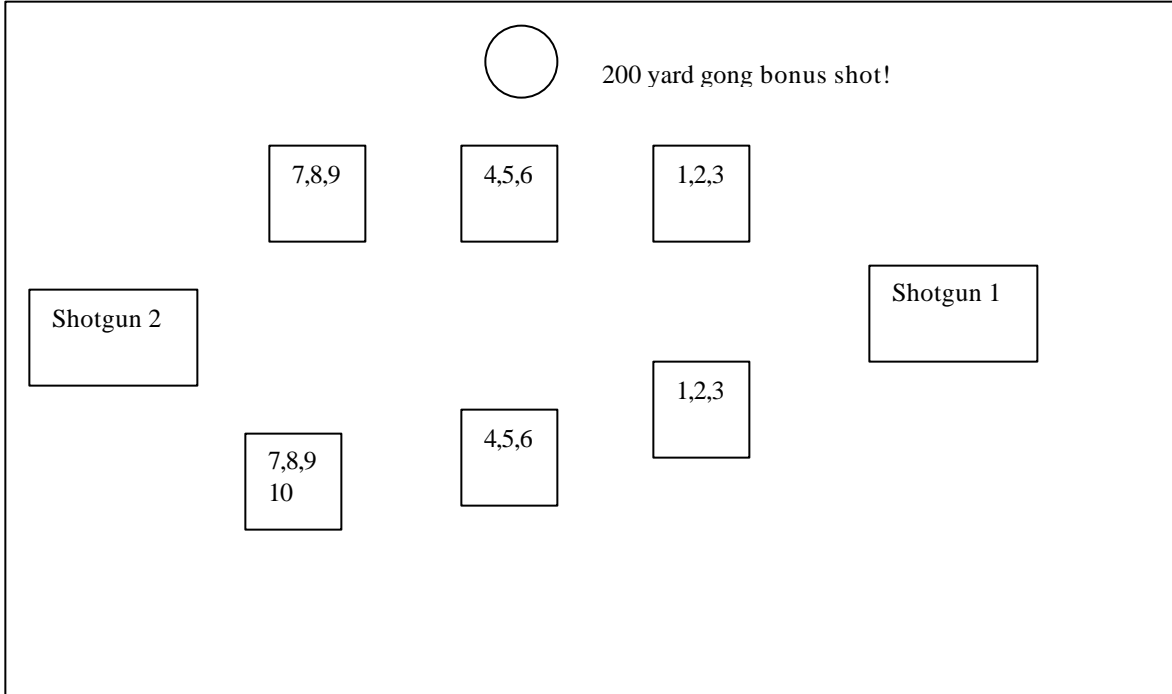


Ambushed! (Part 1)



You and yer pards are out chasin down a cattle rustler. You come around a bend in the trail and get ambushed! You draw yer rifle, shotgun, and pistols to clear 'em out! Don't forget the one way out behind the rocks!

Shotgun stages on a hay bale with action empty and open, 2 rounds to be loaded from your person.
Pistols holstered with five rounds each, hammer on an empty chamber.
Rifle held at port arms with 10 rounds in the magazine, hammer on the empty chamber.

Shooter starts by saying **"It's an ambush!"** Shooter engages the 3 rifle targets, triple tapping from right to left. 10th round is shot at the 100 yard out gong. 5 second bonus for a hit! Rifle is placed on the haybale action open and empty. Shotgun is retrieved and the 2 swingers are shot from right to left. Shotgun is returned to the haybale, action empty and open. Pistol targets are swept from right to left and triple tapped (first 2 targets are triple tapped, last is 4).