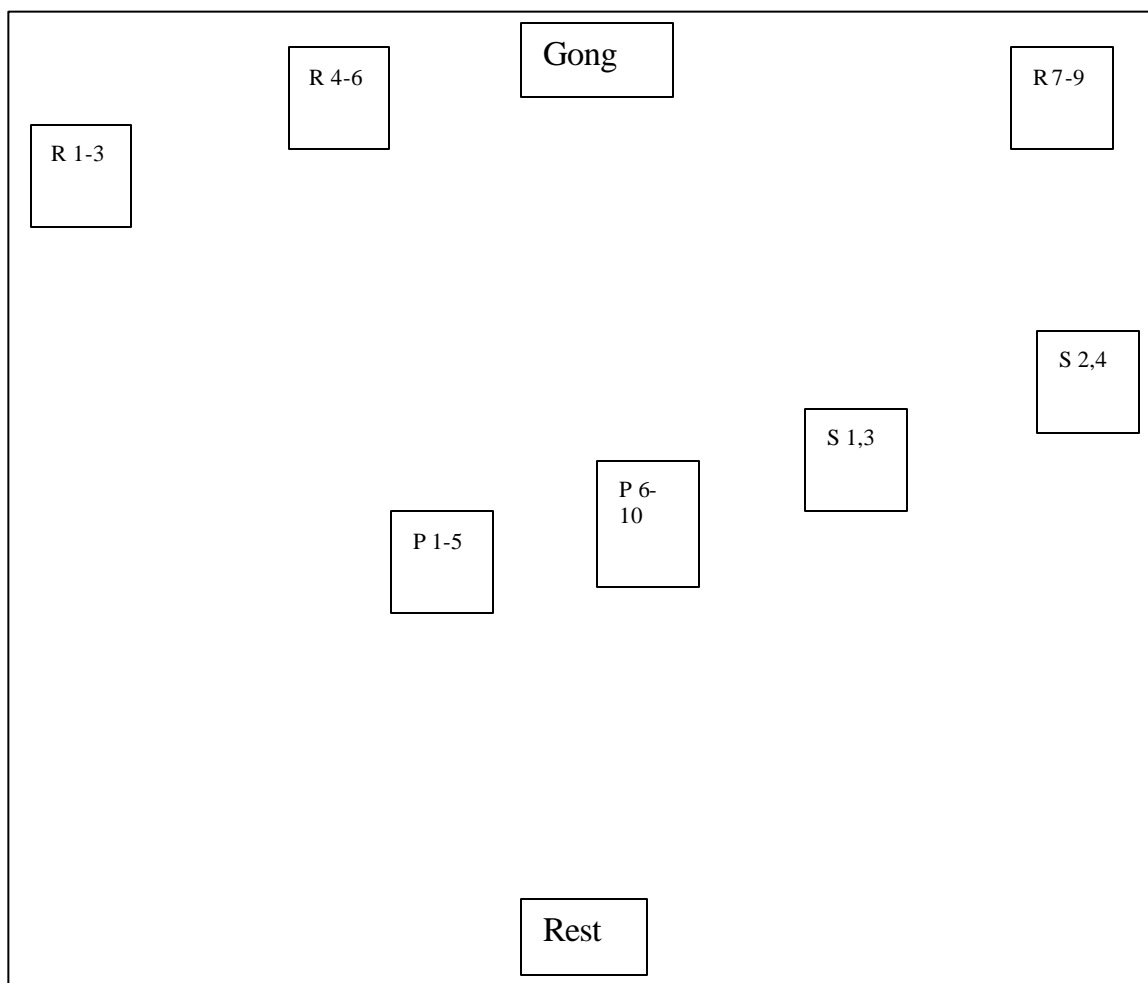


### Stage #3 – Henry Rifle



Cattlemen have overrun your land, burning you out of house and home with nothing but your trusty Henry rifle to defend yourself. When you try to take back your land, the head rancher and his gang of thugs call you out.

2 pistols loaded, hammers on empty chambers, holstered.

Rifle loaded with 10 rounds hammer on the empty chamber, held with both hands.

Shotgun open and empty, staged on the rest with four shells to be loaded from your person.

Start standing by the rest with your rifle in both hands, not shouldered, and pointing down range and say, “**Mister, you ever see what a Henry rifle can do in the hands of someone who knows how to use it?**” At the buzzer, triple tap the rifle targets from left to right. Put the 10<sup>th</sup> round in the 100 yard gong for a 5 second bonus. Stage the open and empty rifle back on the rest. Draw your first pistol and dump five into the left target, holster. Pick up your shotgun and sweep the swingers from left to right twice. Stage the open and empty shotgun back on the rest. Draw your second pistol and dump five into the

right target. *NOTE: If you jack out a live rifle round and don't reload one to engage the gong, you will receive a 10 second procedural.*