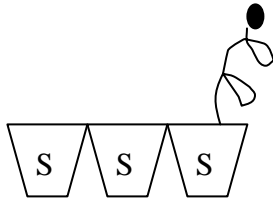


STAGE TWELVE

10 - Rifle

10 - Pistol

4+ - Shotgun



Start Position: At fence with rifle loaded with 10 rounds at port arms. Pistols loaded and holstered. Shotgun open and empty on **table 1**. Signify ready by saying, “**Make sure you shoot the carrier pigeon.**”

At Signal: Double tap the R targets any order and make safe. From Table 2 with pistols double tap the P targets in any order. Holster and move to Table 1. With shotgun shoot the four shotgun targets once each in any order. You must shoot at the charcoal. The knock downs can be made up. The charcoal is scored as a miss if missed, and as a 5 second bonus if hit.