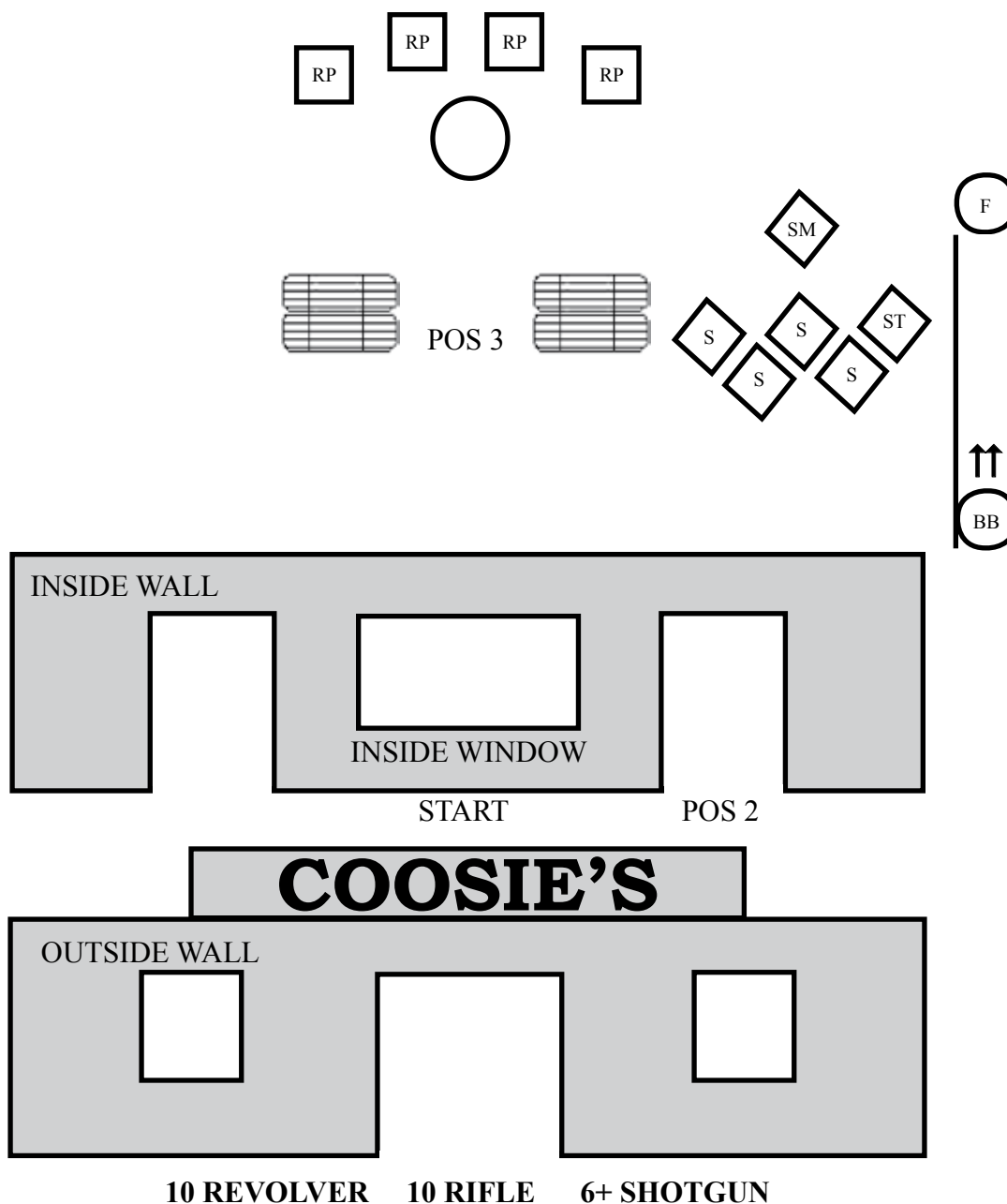


WR 2012 STAGE TWELVE



START: At the center window inside Coosie's, rifle loaded with 10 rds in hand (holding with both hands). Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged anywhere safely.

ON SIGNAL: With rifle engage any 2 RP targets once each, **then** the circle three times, **then** the other 2 remaining RP targets once each, **then** the circle three times, in that order. **Make rifle safe vertically.** Retrieve shotgun and move to POS 2 (the right doorway). With shotgun engage the 5 shotgun targets (S and ST) and the flying can (F) once **in any order**. The right shotgun target (ST) starts the bowling ball rolling. The rolling bowling ball trips the flying can! Missed flying cans may be made up on the shotgun make-up target (SM). Move to POS 3 (straw bales) and make shotgun safe. With revolvers engage all targets as per the instructions for the rifle.

Note: Buckaroos/Buckarettes do NOT have to engage the flying can, and may instead engage the make-up target. For the rest of us the flying can must be engaged, so if the can hits the ground before you can engage it, you must shoot two rounds at the make up.