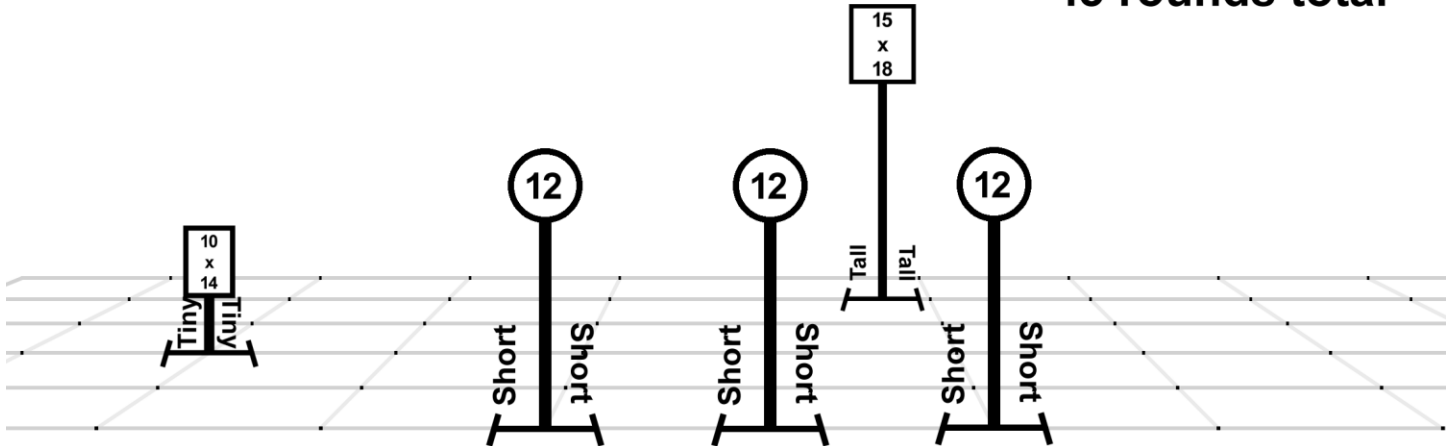


Stage 1

- ① - Shoot Rectangles
- ② - Shoot Circles

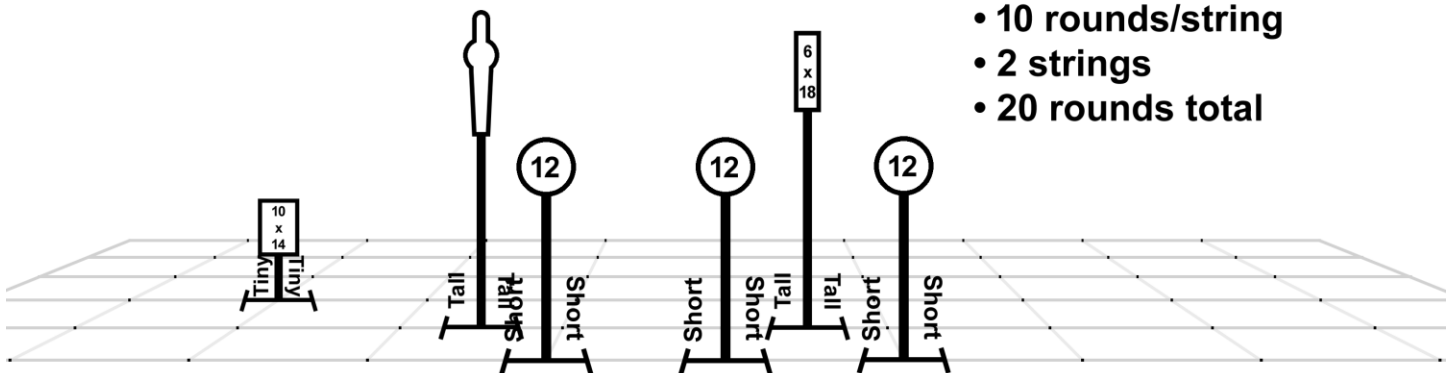
- 5 rounds/string
- 3 strings
- 15 rounds total



Stage 2

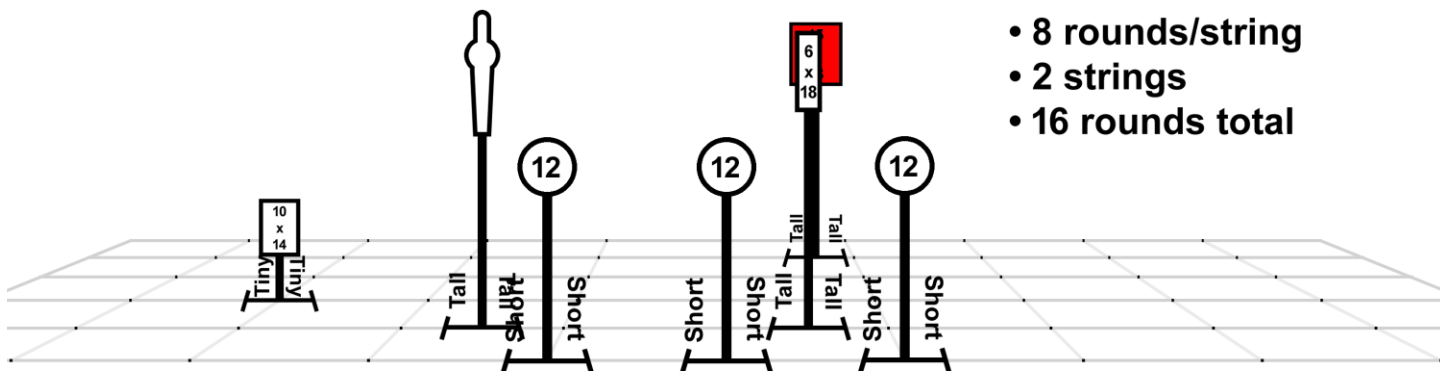
- ① - One round on each target, any order
- ② - Reload
- ③ - Double-tap Popper and 6x18, any order

- 10 rounds/string
- 2 strings
- 20 rounds total



Stage 3

- ① - First round on Popper
- ② - Shoot Circles
- ③ - Double-tap each rectangle
- Shooter's Choice reload (after 1st shot, before last)



- 8 rounds/string
- 2 strings
- 16 rounds total

Strikes on RED No-Shoot targets are counted as misses (3 sec penalty)