

Dealing with Mikulek-Man

This is how most advanced practical-pistol stages should begin.

After dealing with Mikulek-Man the shooter will continue with the rest of the shooting scenario.
The clock starts when shooter makes his move and ends when a designated target is properly hit.
(The head should weigh at-least 20 lbs.)



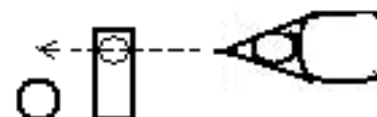
Start with hands at shoulder-level and palms forward.



Stiff-Arm the head.
It must clear the platform and fall to the ground.



After the stiff-arm
Hop Back out of reach
while drawing gun.



Shoot thru the opening
of Mikulek-Man.

Shooter begins by facing Mikulek-Man, (toe to toe.)

The clock will start when shooter "makes his move."

Shooter makes his move by stiff-arming the face of Mikulek-Man.

(The head must clear the platform and fall to the ground.)

Shooter hops/jumps back-away from Mikulek-Man as he draws his gun.

Shooter shoots thru the opening of Mikulec-Man as-soon-as he gets
"out of reach" of Mikulek-Man.

Do NOT shoot a hole in the frame-assembly of Mikulek-Man!