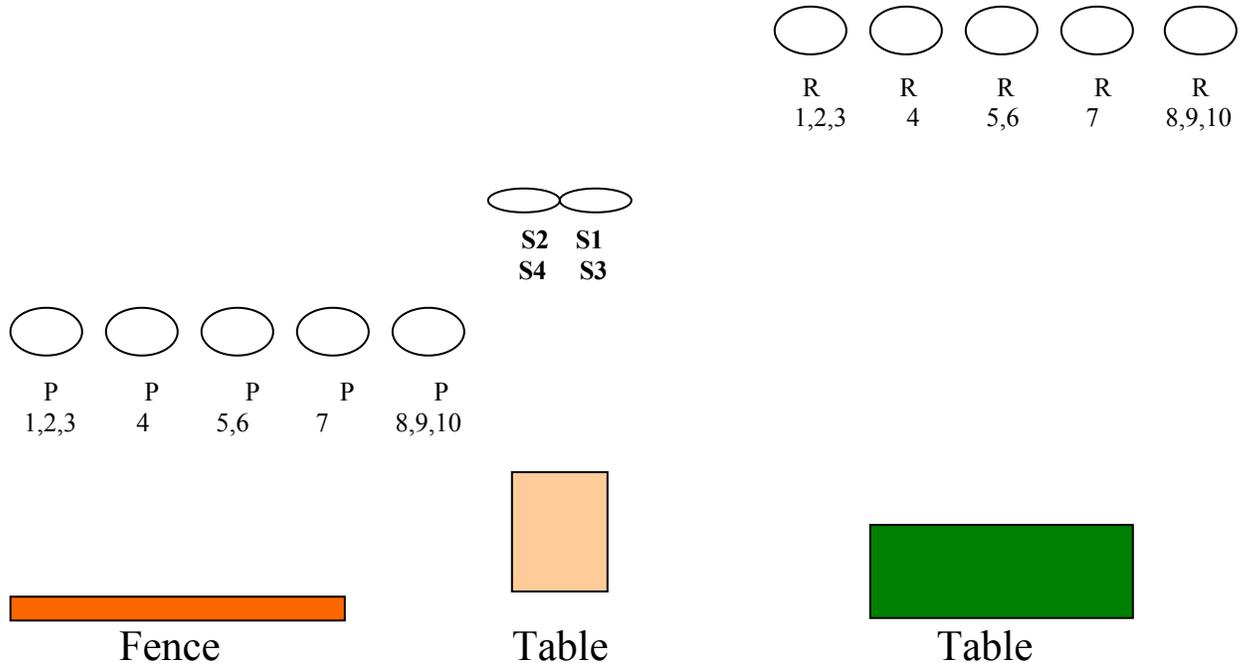


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. **Here we go!**

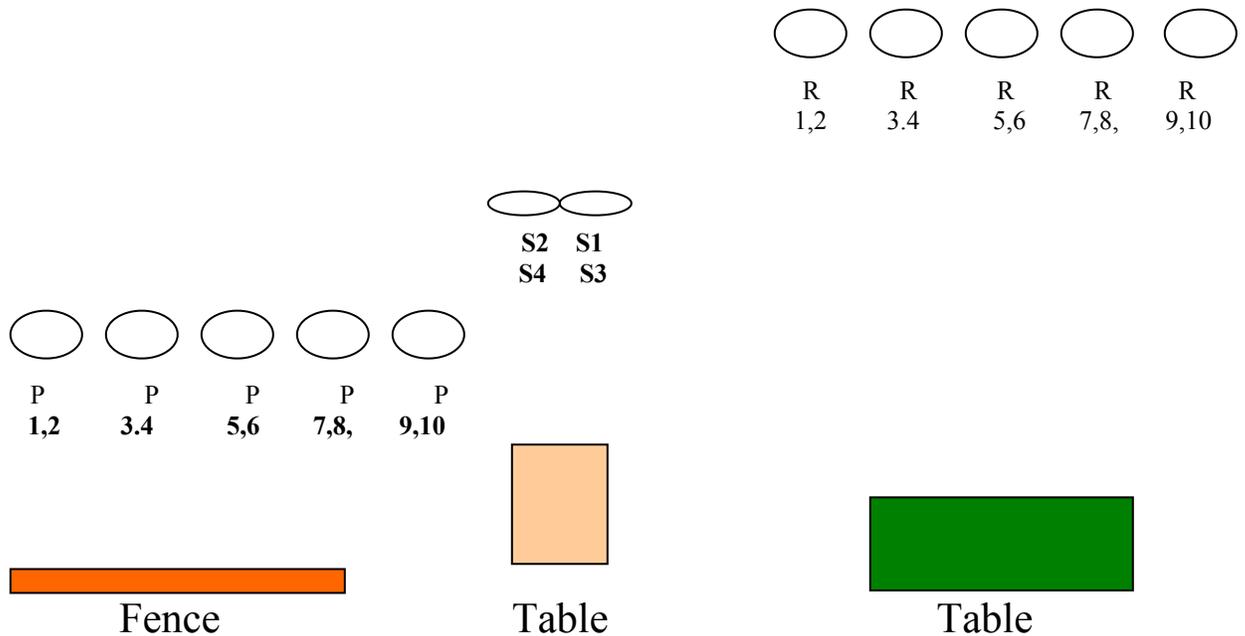
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, holding the rifle with both hands. When ready, the shooter yells, “**Here we go!**” At the buzzer, engage the targets starting on either end with a three, one, two, one, three sweep. Make rifle safe.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Place the shotgun, action open and empty back on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. **Here they come!**

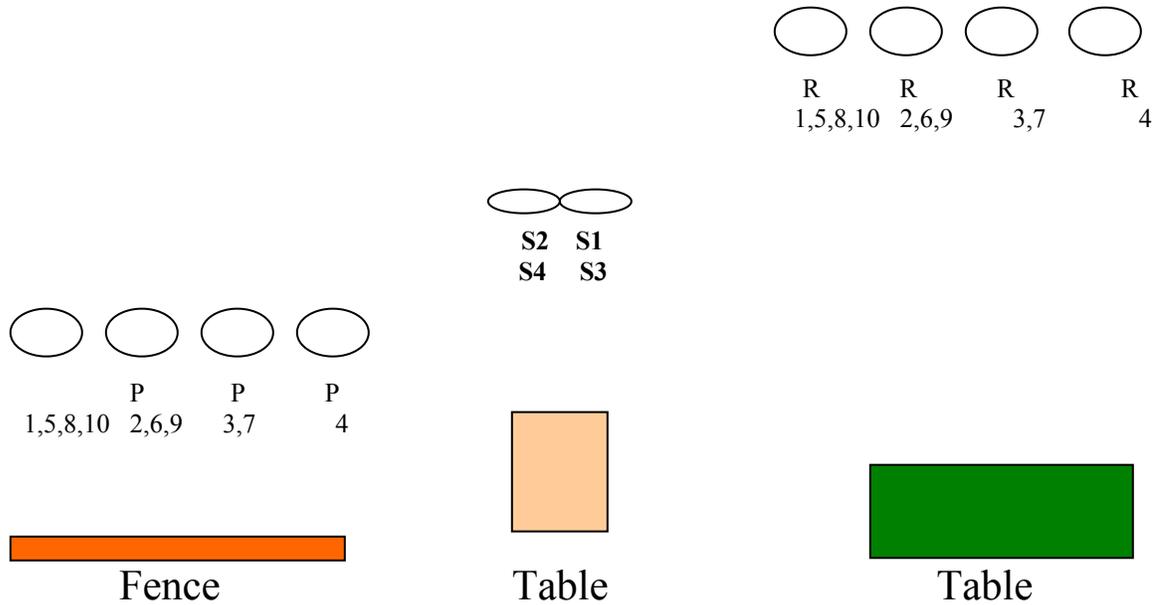
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their pistol butts. When ready, the shooter yells, “**Here they come!**” At the buzzer, pick up the rifle and engage the targets starting on either end with a double tap sweep.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right to left**. Place the shotgun, action open and empty back on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. WELL...SHUCKS!

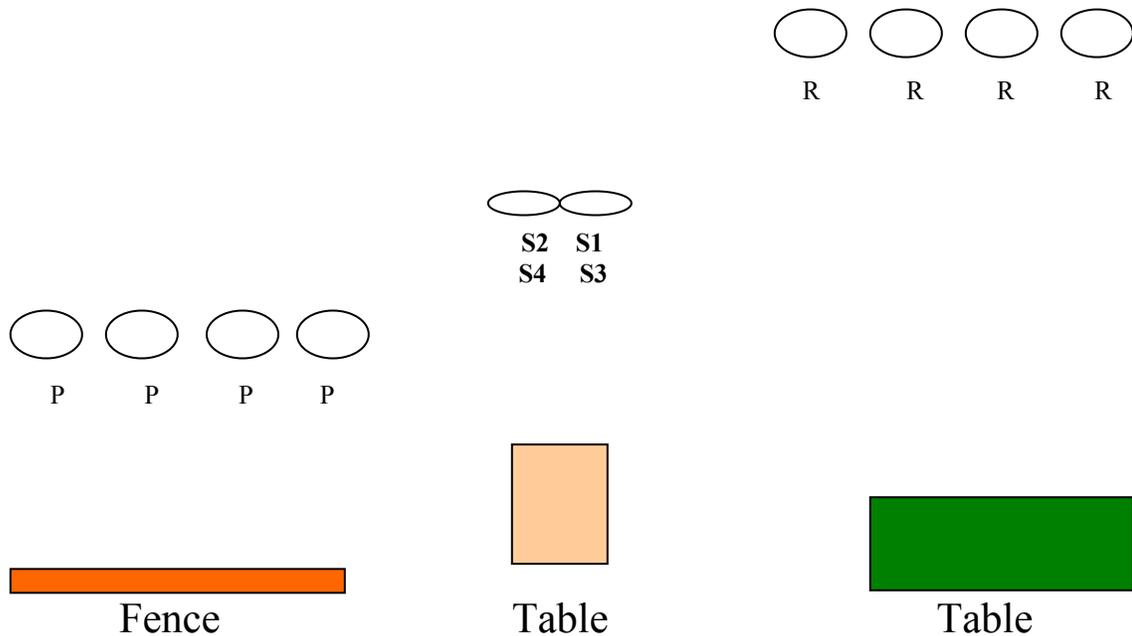
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun held at the center table.

Shooter starts standing at the shotgun table, holding the shotgun with both hands. When ready, the shooter yells, "**WELL...SHUCKS!**" At the buzzer, sweep the shotgun targets twice from **right** to **left**. Make shotgun safe. Can be carried to rifle table and made safe there.

Move to the rifle table, retrieve your rifle and shoot the targets starting on either end in a Badger sweep, 1,2,3,4,1,2,3,1,2,1. Place the rifle, action open and empty back on the table.

Move to the Fence. Engage the five pistol targets, per your shooting category, in the same order as the rifle. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. WHAT, YOU CAN'T VOTE FOR _____!

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the table, with one hand on your hip and shaking your fist with the other. When ready, the shooter yells, “**WHAT, YOU CAN'T VOTE FOR _____!!**” At the buzzer, pick up the rifle and put at least one round on each target, any order. Make rifle safe.

Move to the center table, pick up the shotgun and sweep the shotgun targets twice from **right** to **left**. Place the shotgun, action open and empty back on the table.

Move to the Fence. Engage the five pistol targets, per your shooting category, in the same order as the rifle. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.