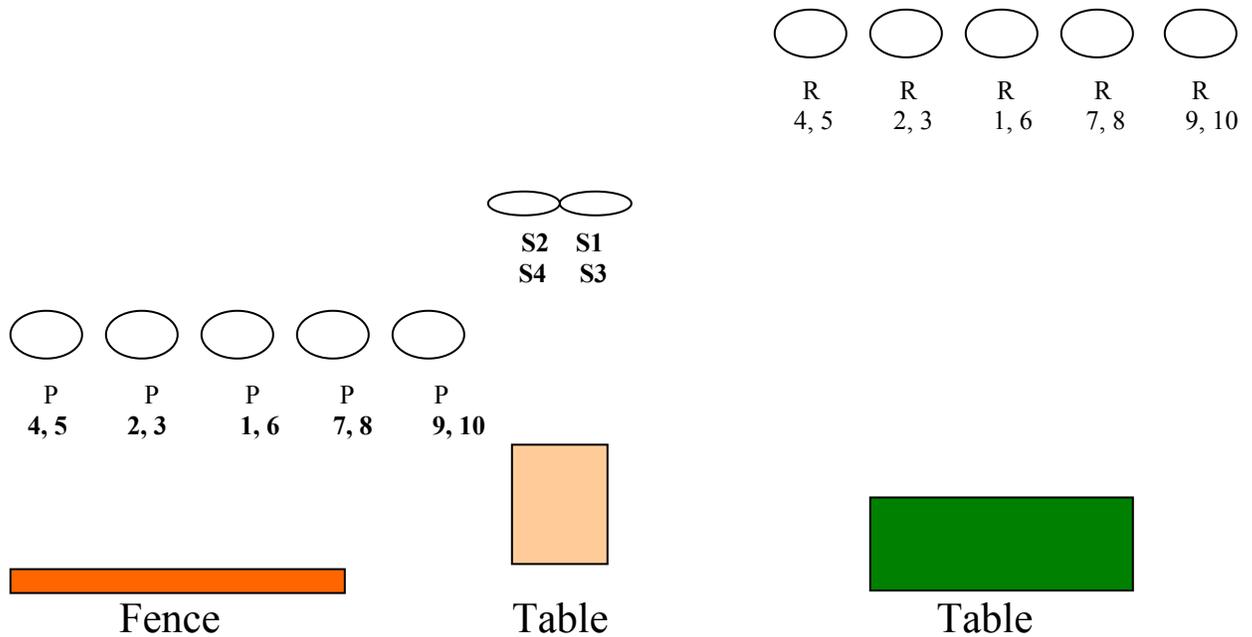


# STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. **Watch this!**

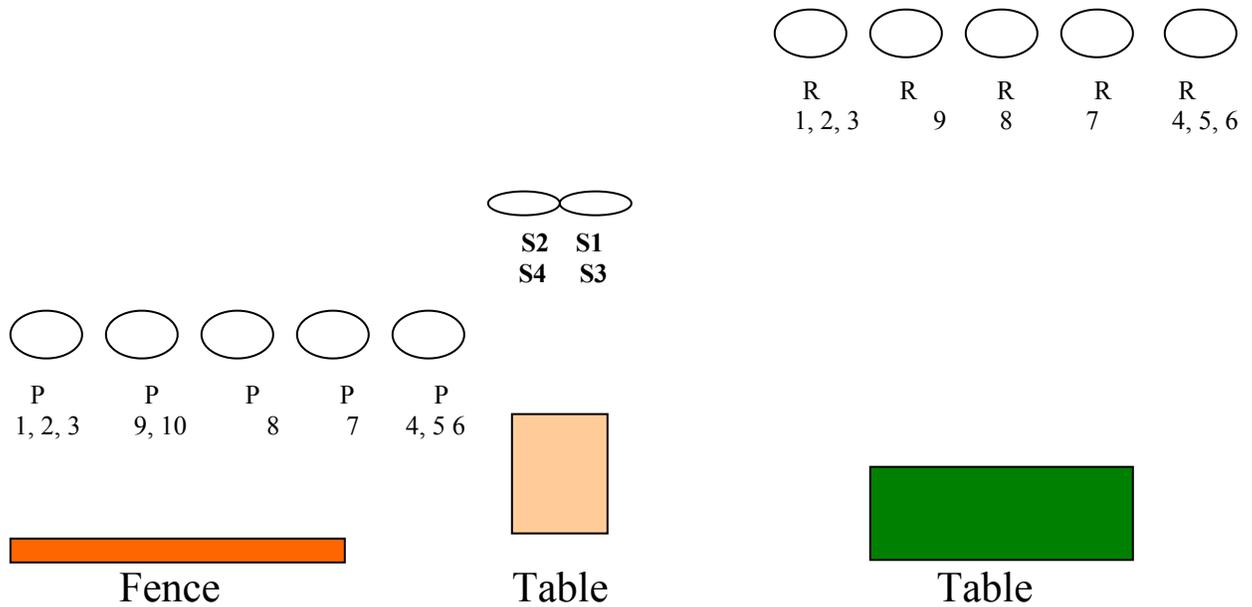
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, holding the rifle with both hands. When ready, the shooter yells, “**Watch this!**” At the buzzer, put 1 round on the center target, then double tap the 2 targets on the left or right side, then put 1 round on the center target and then double tap the other set of targets.

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, 9 Rifle, 4 Shotgun

Stage 2. **Let's go!**

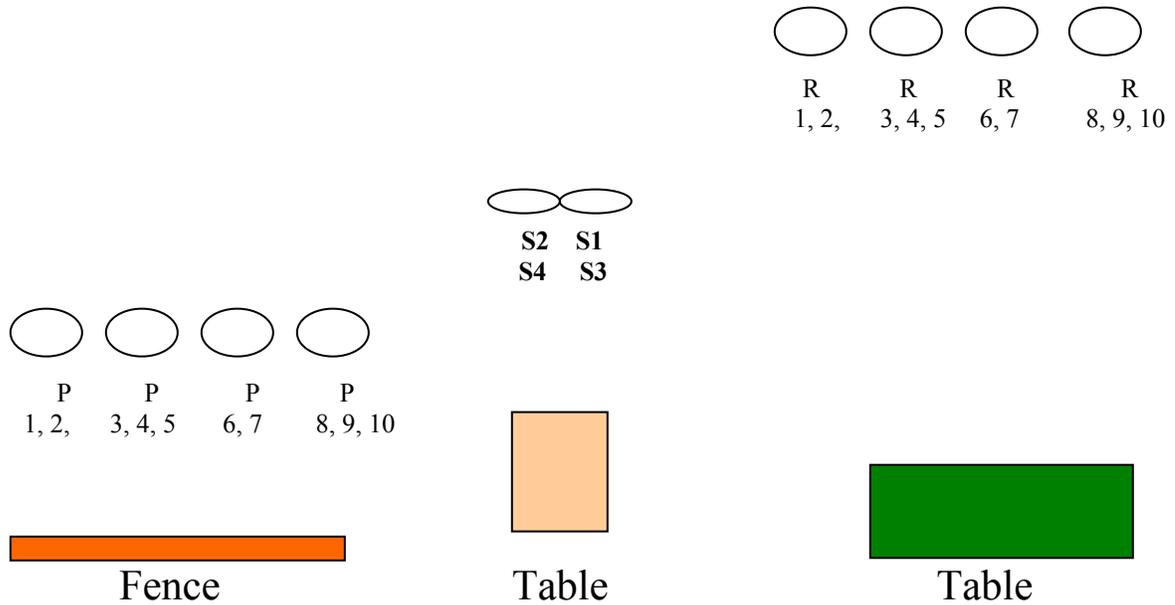
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their gun butts. When ready, the shooter yells, "**Let's go!**" At the buzzer, pick up the rifle and triple the outside targets in any order then sweep the 3 inner targets in either direction.

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, the 10<sup>th</sup> round goes on the last target (does not have to mirror). 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. You're a tinhorn!

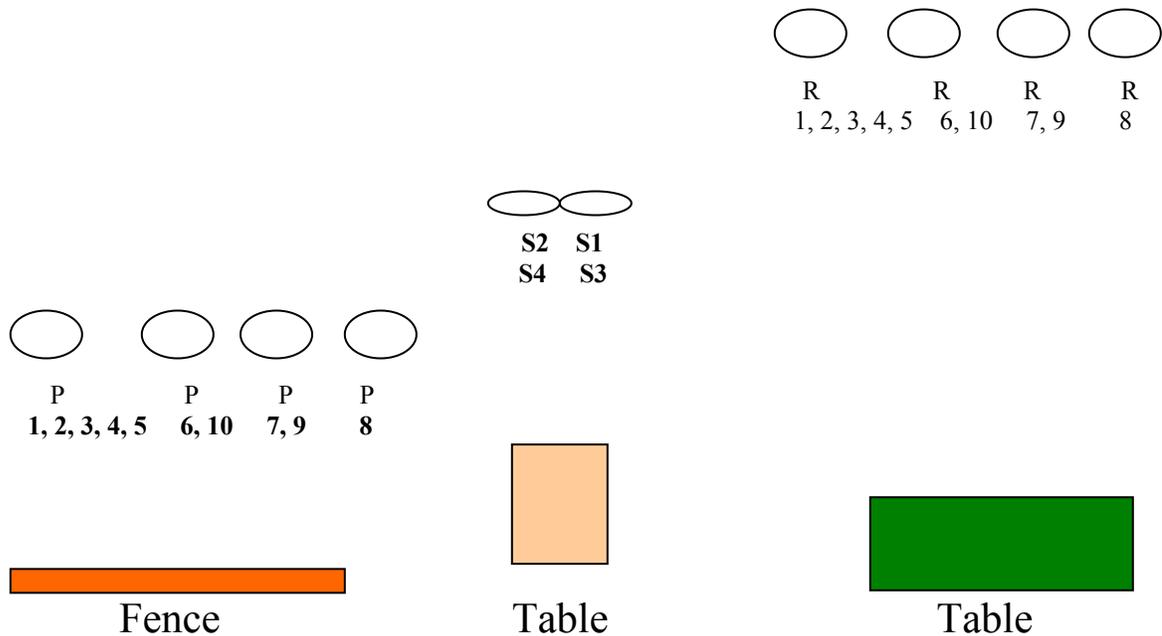
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the table, with their hands above their shoulders. When ready, the shooter yells, "**You're a tinhorn!**" At the buzzer, pick up the rifle and starting on either end shoot the targets in a 2, 3, 2, 3 sweep. 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 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. Nobody takes my guns!

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 their hands at their side. When ready, the shooter yells, “**Nobody takes my guns!**” At the buzzer, pick up the rifle and starting on either end put 5 rounds on the first target, then shoot a Nevada sweep on the 3 other targets. 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 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.