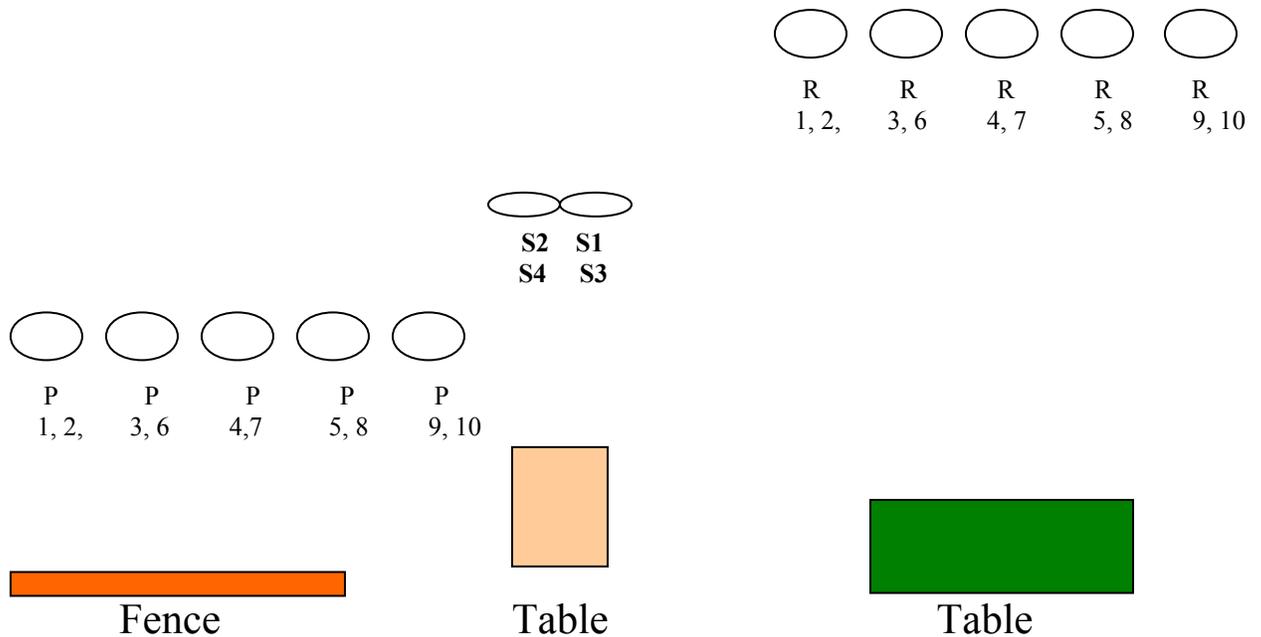


# STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. **Ready!**

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.

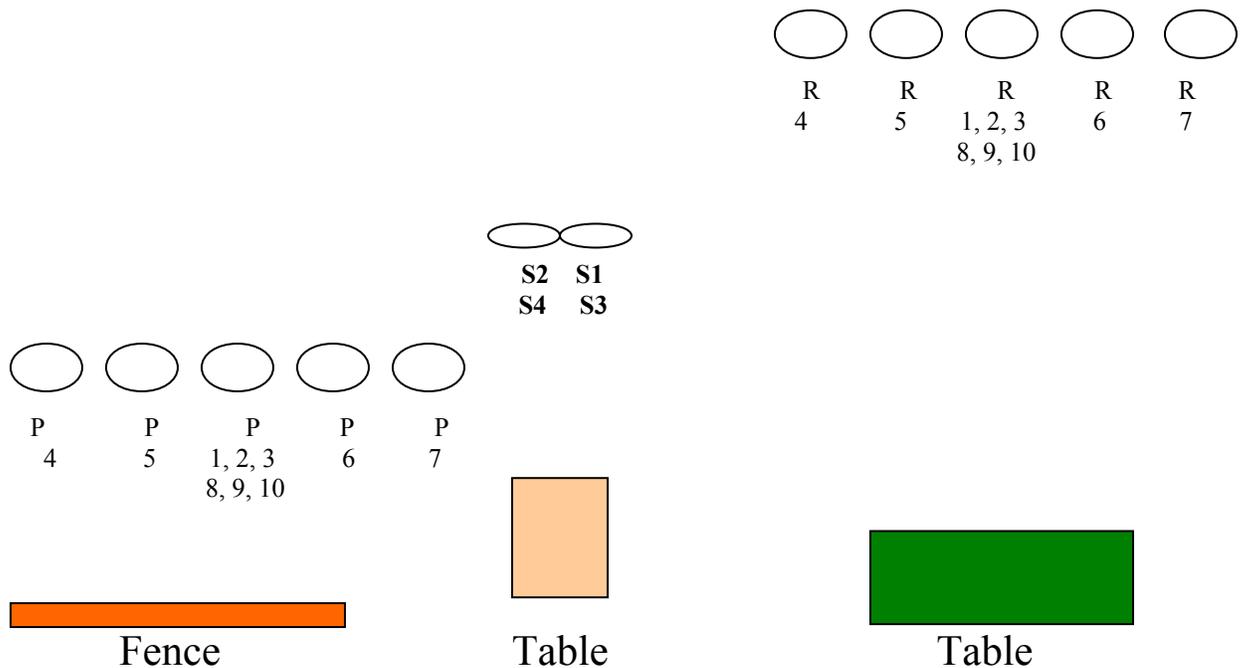
Shooter starts standing at the table, holding the shotgun with both hands. When ready, the shooter yells, "**Ready!**" At the buzzer, sweep the shotgun targets twice from **right** to **left**.

Make shotgun safe.

From the rifle table, pick up the rifle and, starting from either end, engage the targets by double tapping the first target, then sweeping the next 3 targets, twice from the same direction, then double tap the end target.

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. **They're Robbing the Bank!**

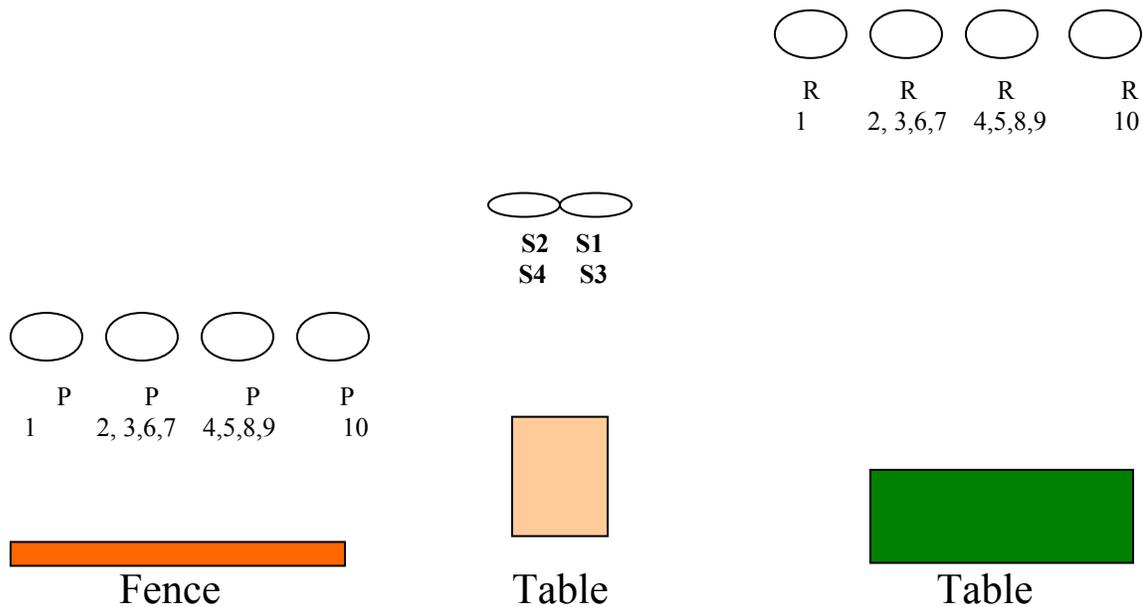
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching the table. When ready, the shooter yells, "**They're robbing the bank!**" At the buzzer, pick up the rifle and shoot the targets, by putting 3 rounds on the center target, then skipping the center target, sweep the targets from either end, then put 3 rounds on the center target.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle (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. **This'll be a Hoot!**

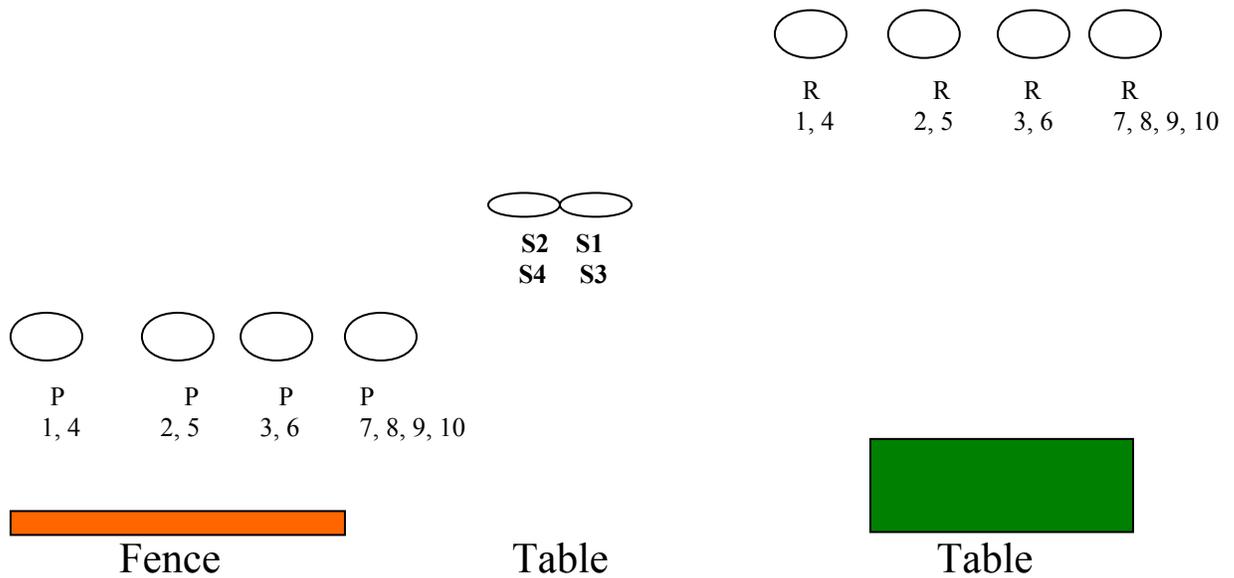
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their gun butts. When ready, the shooter yells, "**This'll be a Hoot!**" At the buzzer, pick up the rifle engage the targets in a 1,2,2,3,3,2,2,3,3,4 sweep from either end. Make rifle safe.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

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. **You're Finished!**

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 their rifle with both hands. When ready, the shooter yells, "**You're Finished!**" At the buzzer, starting on either end, sweep the first 3 targets twice from the same direction and then put 4 rounds on the 4<sup>th</sup> target. Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right to left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle (does not have to mirror). Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.