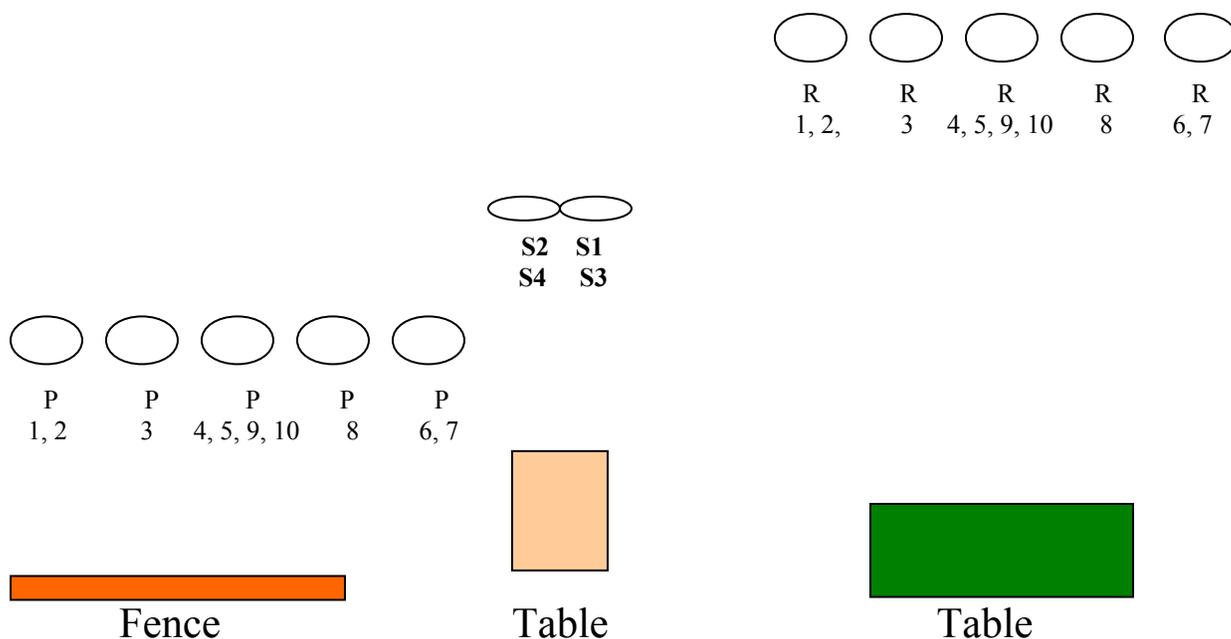


# STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

## Stage 1. What in Tarnation is Going On Around Here!

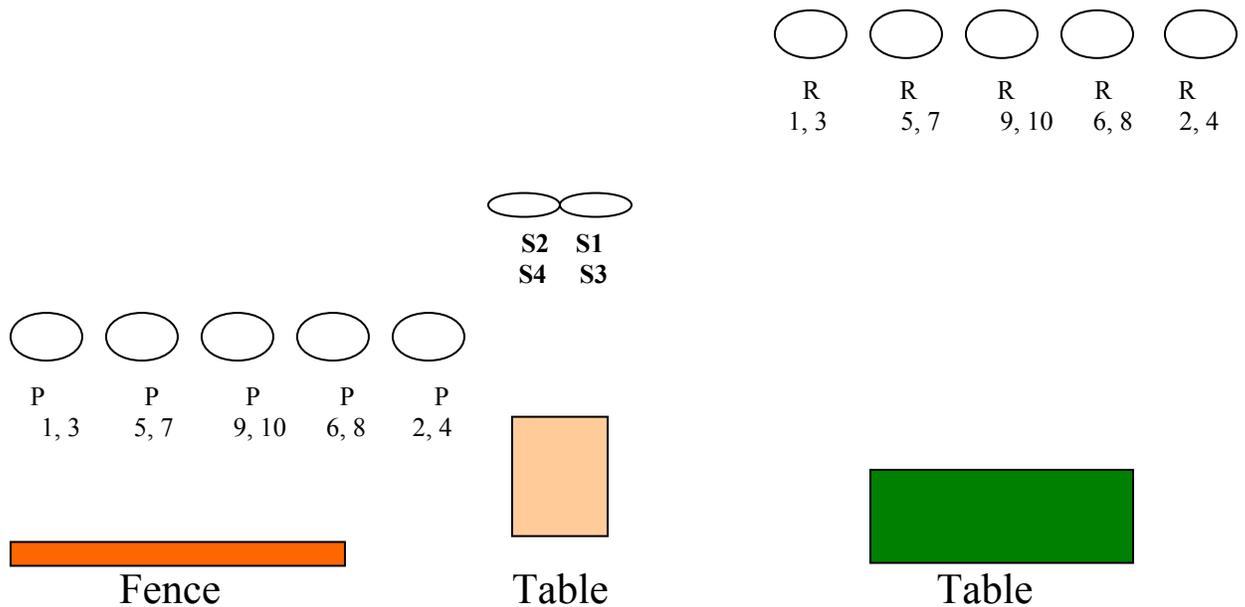
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their gun butts. When ready, the shooter yells, "**What in Tarnation is Going On Round Here!**" At the buzzer, pick up the rifle and shoot the targets, starting on either end, in a 2, 1, 2 sweep, then repeat, starting on the other end.

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 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 2. You Asked For It!

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.

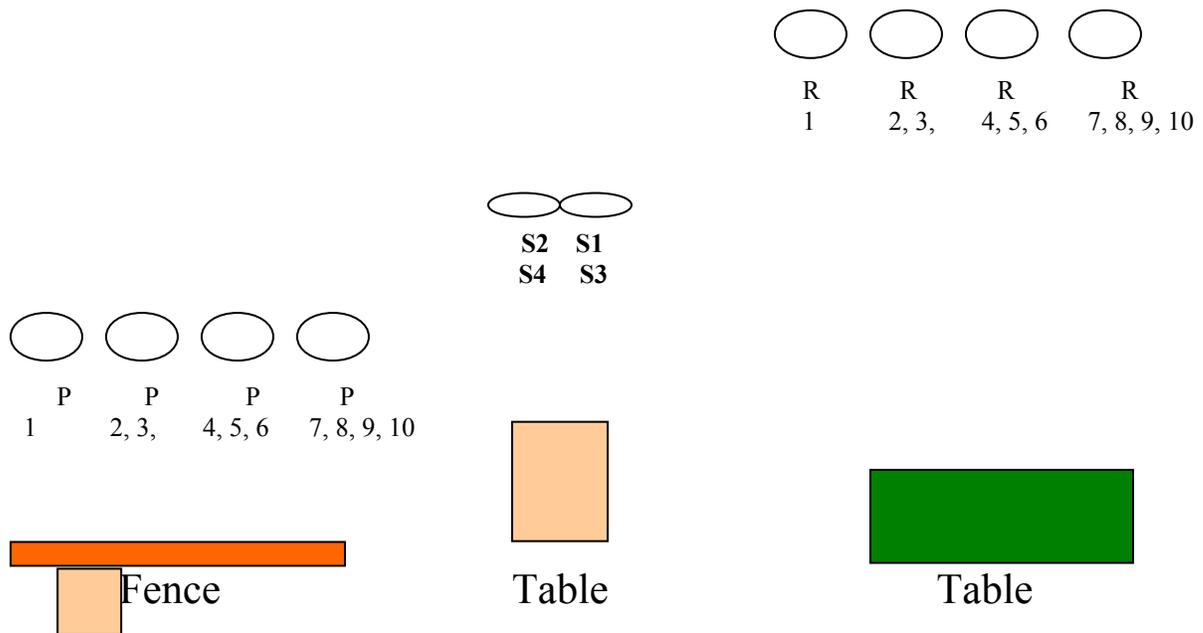
Shooter starts standing at the center table. When ready, the shooter yells, “You Asked For It!” At the buzzer, sweep the shotgun targets twice from **right to left**.

Make shotgun safe.

From the rifle table, pick up the rifle and, from starting on either end, engage the targets by Alternating on the outside targets twice, alternate on the inside targets twice and finish with a double tap on the center target. Make rifle 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 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 3. **Go For Your Gun!**

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.

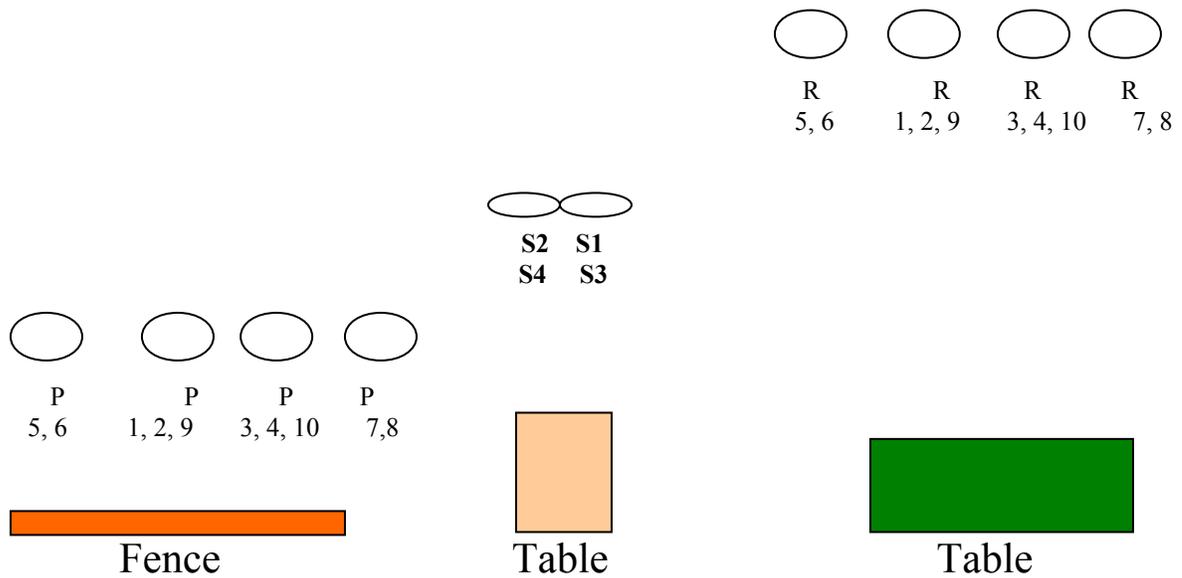
Shooter starts standing at the fence, with hands above their shoulders. When ready, the shooter yells, “**Go For Your Gun!**” At the buzzer engage the targets per your shooting category, starting on either end, in a Progressive Sweep. 1, 2, 3, 4. Wild Bunch, place your open and empty pistol on the table provided.

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

From the rifle table, engage the rifle targets, in the same order as the pistols.

Pick up your long guns and proceed to the unloading table.

## STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 4. **Blast 'Em!**

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, "**Blast 'Em!**" At the buzzer, double tap the inside left target end, then double tap the inside right target, then double tap the outside left target, then double tap the outside right target, single tap the inside left target and finish with a single tap on the inside right target. 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.