**STAGE 1**

 R R R R R

 9,10 7,8 1, 6 2,3 4,5

  **S2 S1**

 **S4 S3**

 P P P P P

 9,10 7,8 1, 6 2,3 4,5

 Fence Table Table

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 at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands holding their rifle. When ready, the shooter yells, “**Ready!*”*** At the buzzer, shoot the targets, starting on the center target in a 1, 2, 2 sweep to either the right or left, then repeat in the opposite direction.

 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**

 R R R R R

 1,6 4,9 5,10 3,8 2,7

  **S2 S1**

 **S4 S3**

 P P P P P

 1, 6 4,9 5,10 3,8 2,7

 Fence Table Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. **Just how fast are ya!**

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, holding their shotgun with both hands. When ready, the shooter yells, “**Just how fast are ya!*”*** 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 on either end, engage the targets in this order, outside, outside, inside, inside, center, then repeat. 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**

 R R R R

 1,2,3,4 5, 6, 7 8, 9 10

  **S2 S1**

 **S4 S3**

 P P P P

 1,2,3,4 5, 6, 7 8, 9 10

 Fence Table Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. **I’ll show you how fast I am!**

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, hands at low surrender (above shoulders). When ready, the shooter yells, “**I’ll show you how fast I am!*”*** At the buzzer engage the targets per your shooting category, in a regressive sweep (4, 3, 2, 1) beginning on either end. 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**

 R R R R

 1,2,9,10 3,8 4,7 5,6

  **S2 S1**

 **S4 S3**

 P P P P

 1,2,9,10 3,8 4,7 5,6

 Fence Table Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **It’s Over!**

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, muzzle must be touching the table. When ready, the shooter yells, “**Its Over!*”*** At the buzzer, starting on either end engage the targets in a continuous Nevada sweep, doubling tapping the end 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.