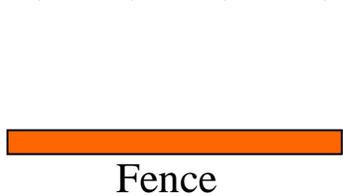
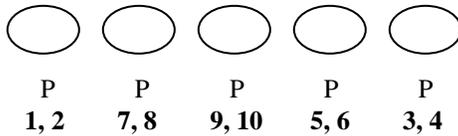
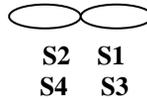
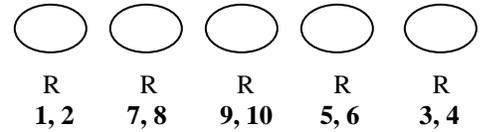


STAGE 1



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. I'm So Lonesome, I Could Cry!

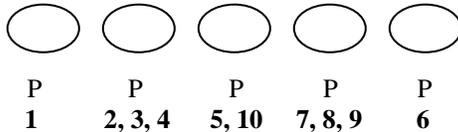
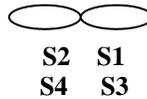
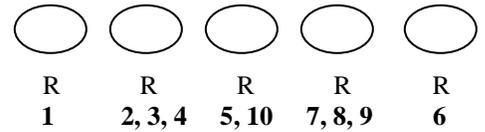
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, holding the rifle with both hands, muzzle must be touching the table. When ready, the shooter yells, "I'm So Lonesome, I Could Cry!" At the buzzer, double tap an outside target, then double tap the other outside target, then double tap an inside target, double tap the other inside target and finish with a double tap on the center target.

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



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. You Must be a Polecat!

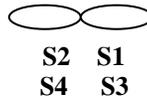
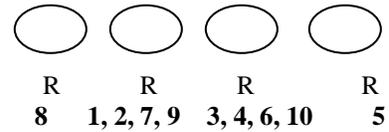
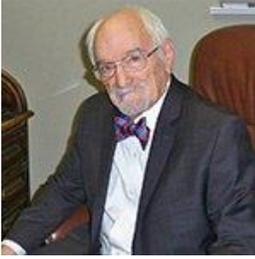
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their gun butts. When ready, the shooter yells, "You Must be a Polecat!" At the buzzer, pick up the rifle and beginning on either end, engage the targets in a 1-3-1 sweep. Then repeat, beginning on the other end.

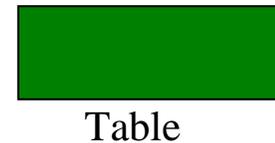
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Place the shotgun, action open and empty back on the table.

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



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



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. I'm Taking You to See the Judge!

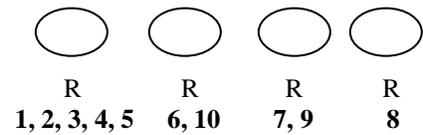
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the fence, with their hands on their gun butts. When ready, the shooter yells, "I'm Taking You to See the Judge!" At the buzzer, with your pistols engage the targets by double tapping the inner targets in any order, then from either end single tap sweep all 4 targets, then finish by putting 1 round on each inner target, any order. Wild Bunch will stage their open and empty pistol on the table provided.

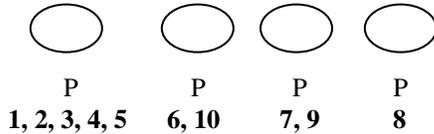
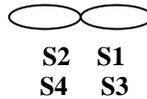
Move to the table, with your rifle engage the targets, in the same order as the pistol. Make rifle safe.

Move to the center table, pick up the shotgun and sweep the shotgun targets twice from **right** to **left**.

STAGE 4



R.I.P.
John Allen Keats
22 April 1940 - 10 January 2018



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. Vaya con Dios, Lonesome!

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, “Vaya con Dios, Lonesome!” 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.