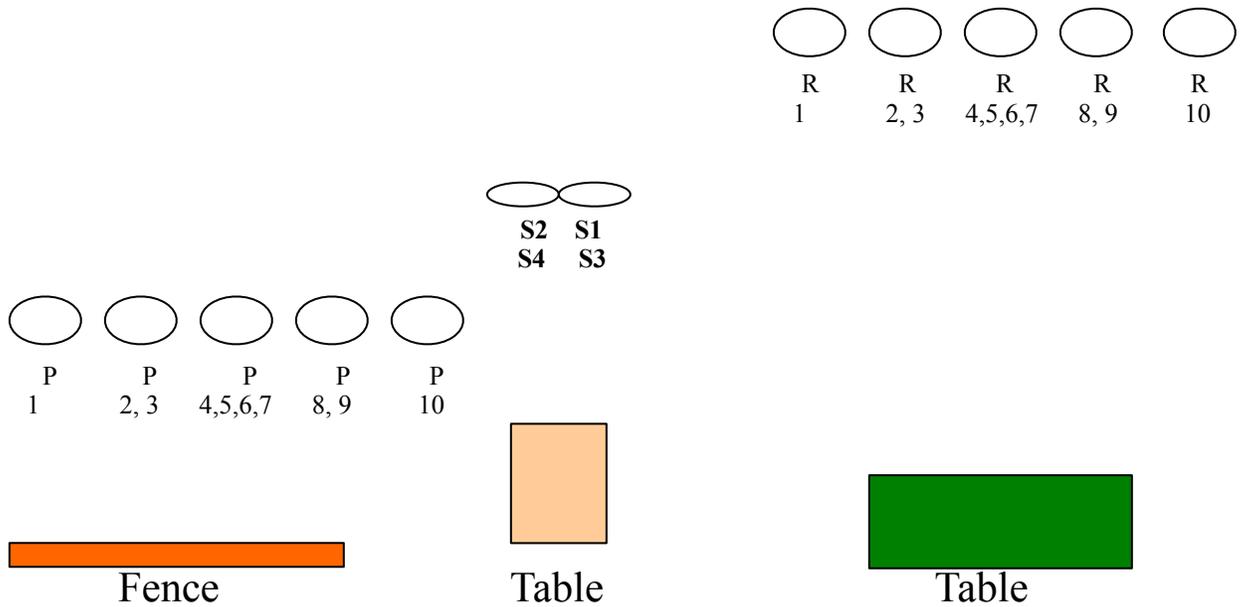


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. **I Warned Them!**

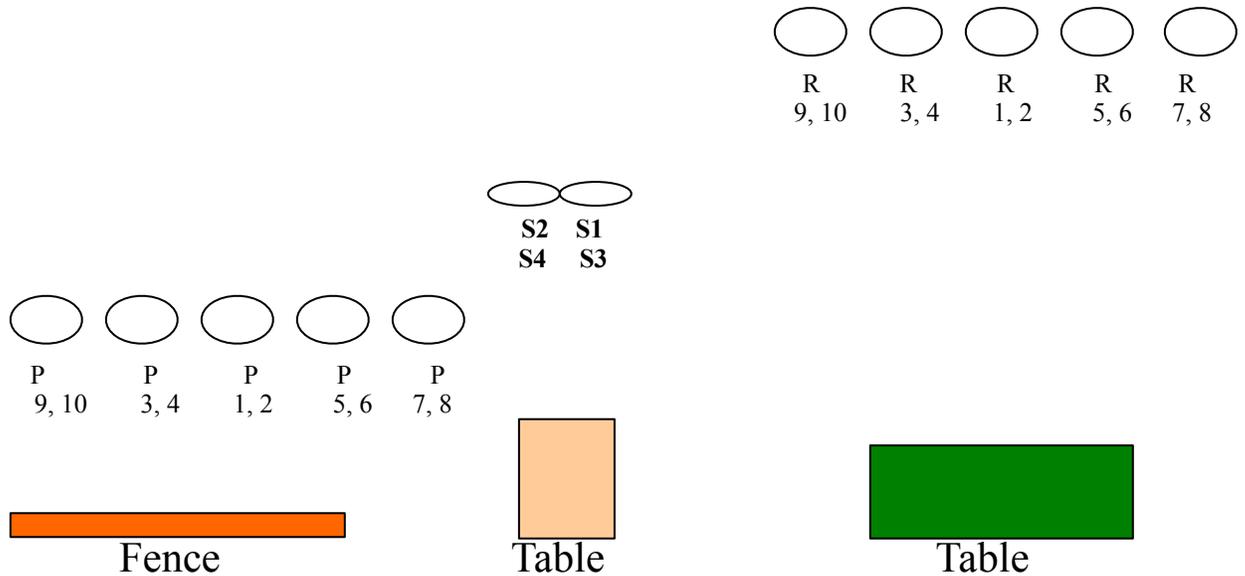
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their rifle. Rifle must remain flat on the table. When ready, the shooter yells, "**I Warned Them!**" At the buzzer, pick up the rifle and shoot the targets, starting on either end, in a 1, 2, 4, 2, 1 sweep. 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 (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. I'm Your Huckleberry!

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.

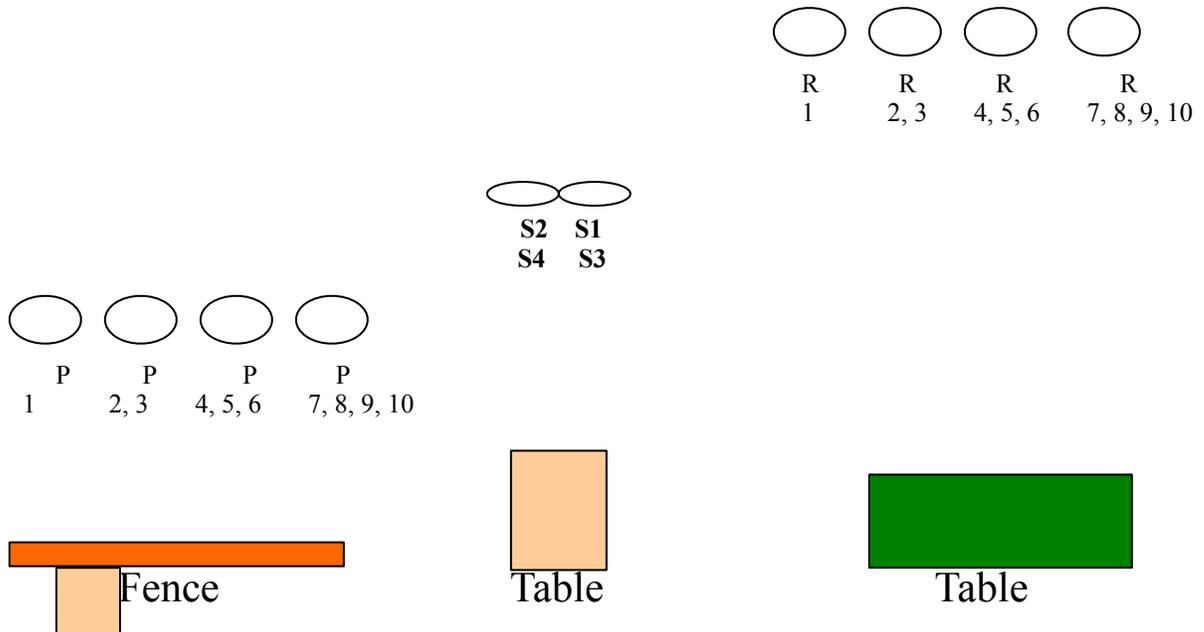
Shooter starts standing at the center table holding the shotgun with both hands. Load 2 rounds under TO supervision. When ready, the shooter yells, "I'm Your Huckleberry!" At the buzzer, sweep the shotgun targets twice from right to left.

Make shotgun safe.

From the rifle table, pick up the rifle and, starting on the center target, engage the targets by doubling tapping the center target, the inner targets and then the outside targets. (Exp. R3, R3, R2, R2, R4, R4, R5, R5, R1, R1)

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. **Draw or Get Out of Town!**

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.

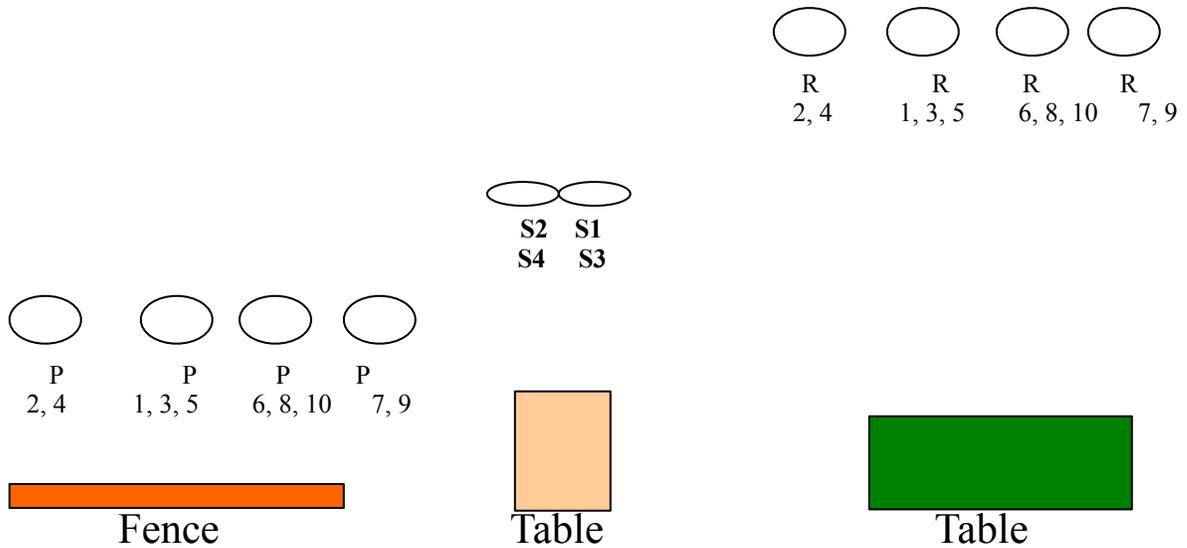
Shooter starts standing at the fence, with hands on their gun butts. When ready, the shooter yells, “**Draw or Get Out of Town!**” At the buzzer engage the targets per your shooting category, starting on either end, in a Progressive Sweep (1, 2, 3, 4). Wild Bunch, place your open and empty pistol on 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. Does not have to mirror.

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

STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. Now You've Done It!

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 remain touching the table. When ready, the shooter yells, "Now You've Done It!" At the buzzer, starting any target, engage the targets by alternating on one pair of targets for 5 rounds then alternating on the other pair for 5 rounds.

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.