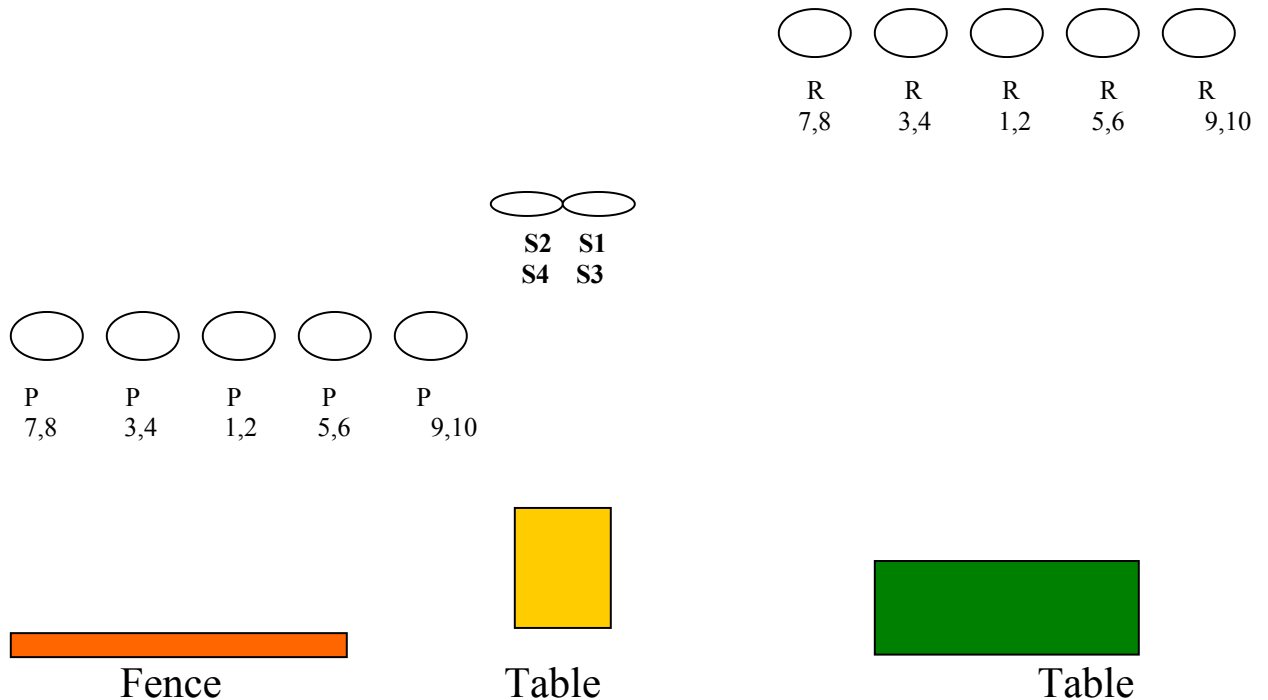


STAGE One



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. No talk, just shoot!

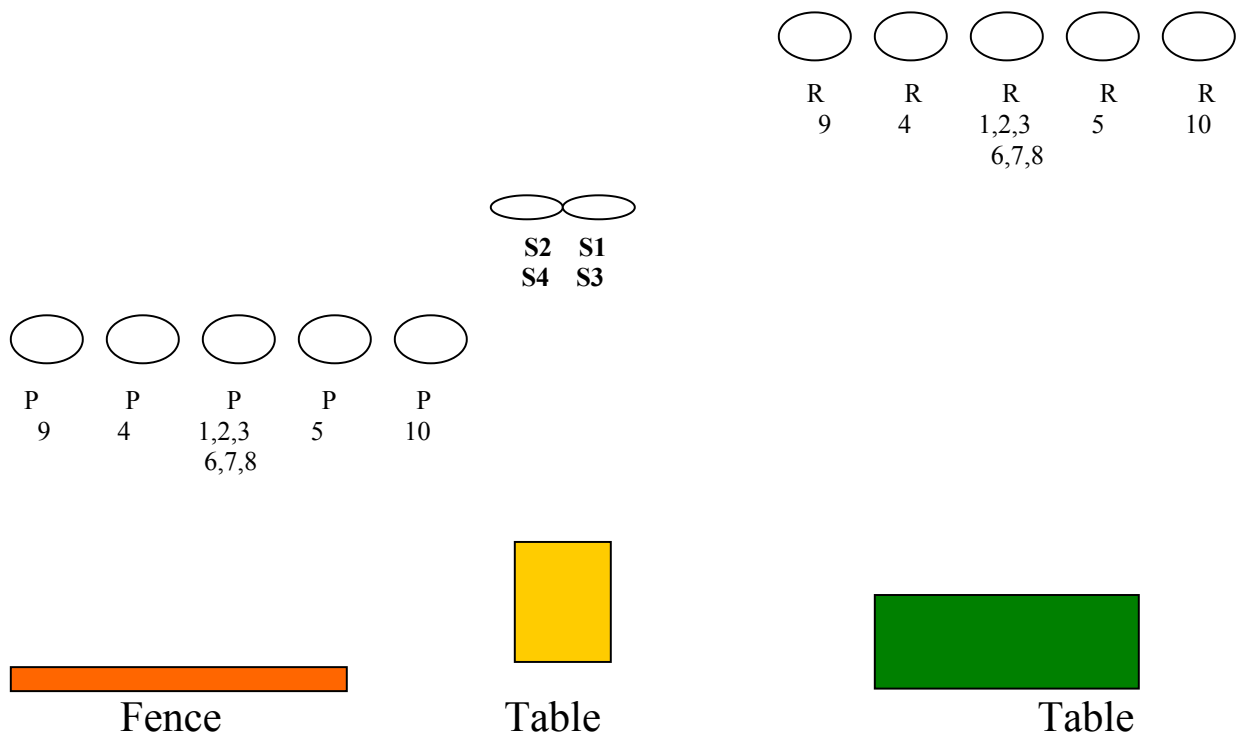
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with ten rounds staged on the table. Shotgun staged on the center table.

Shooter starts standing at the rifle table, both hands touching their pistol butts. When ready, the shooter yells, “***No talk, just shoot!***” At the buzzer, retrieve your rifle and shoot the rifle targets by first shooting the center target twice, then shoot the inside left target twice and then shoot the inside right target twice, then the outside left target twice and then the outside right target twice (no short cut). Place the rifle action open and empty back on the table.

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 five 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 Two



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. That's just great!

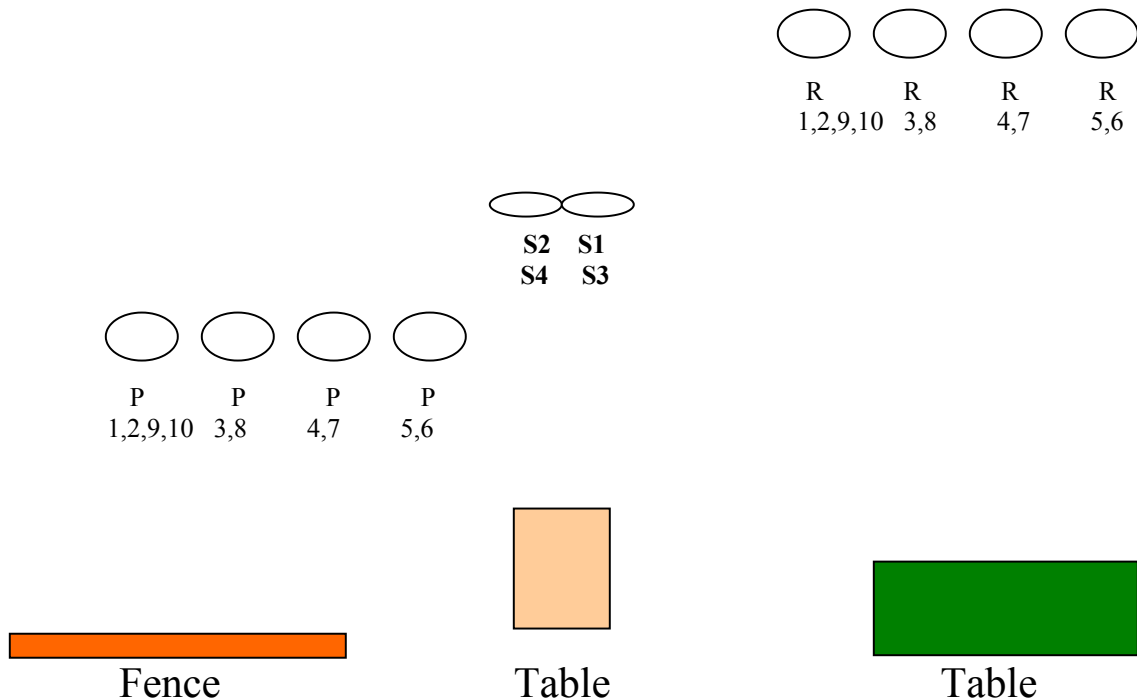
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with ten rounds staged on the table. Shotgun staged on the center table.

Shooter starts standing at the rifle table, both hands touching his hat. When ready, the shooter yells, "***That's just great!***" At the buzzer, retrieve your rifle and shoot the rifle targets by first shooting the center target 3 times, then shoot the inside left target once and then shoot the inside right target once, then shoot the center target 3 times, then the outside left target once and then the outside right target once. Place the rifle action open and empty back on the table.

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 five 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. Well, Hell's Bells!

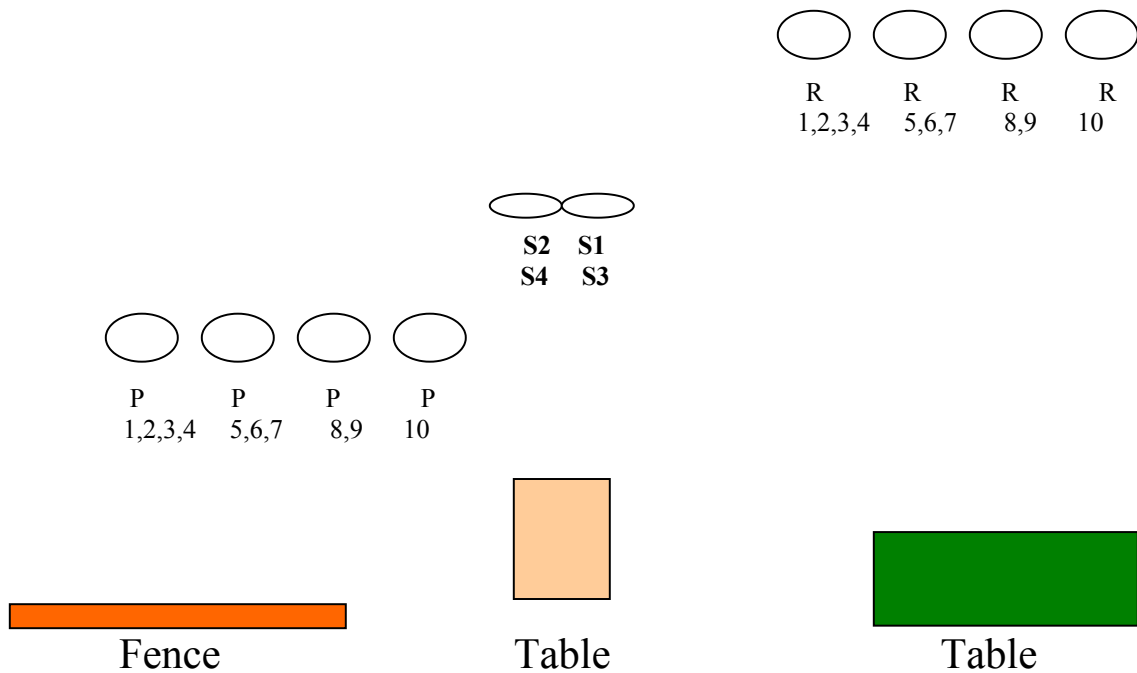
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, holding the rifle with both hands, with the muzzle touching the table. When ready, the shooter yells, "**Well, Hell's Bells!**" At the buzzer, engage the targets starting on either end with a Nevada sweep, double tapping the end targets. Make rifle safe.

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 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **YOU DON'T CARE IF I SHOOT DO YOU? IT MAKES ME FEEL BETTER!**

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. When ready, the shooter yells, “**YOU DON'T CARE IF I SHOOT DO YOU? IT MAKES ME FEEL BETTER!**” At the buzzer, engage the targets starting on either end with a regressive sweep (4 on 1, 3 on 2, 2 on 3 and 1 on 4).

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.