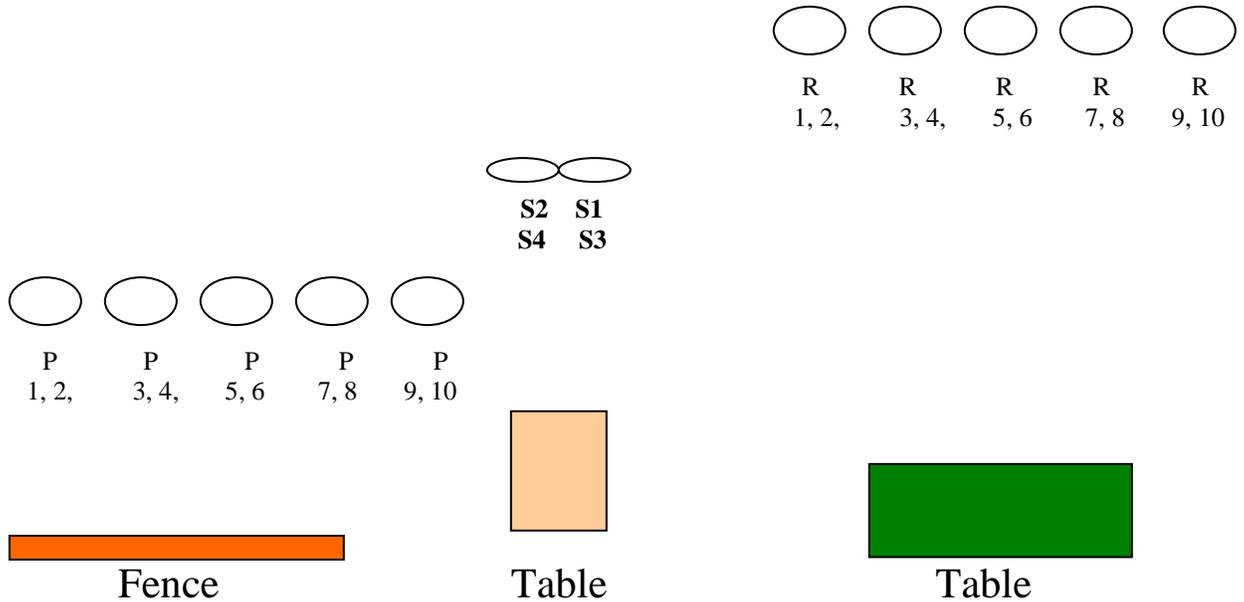


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Double Tap!

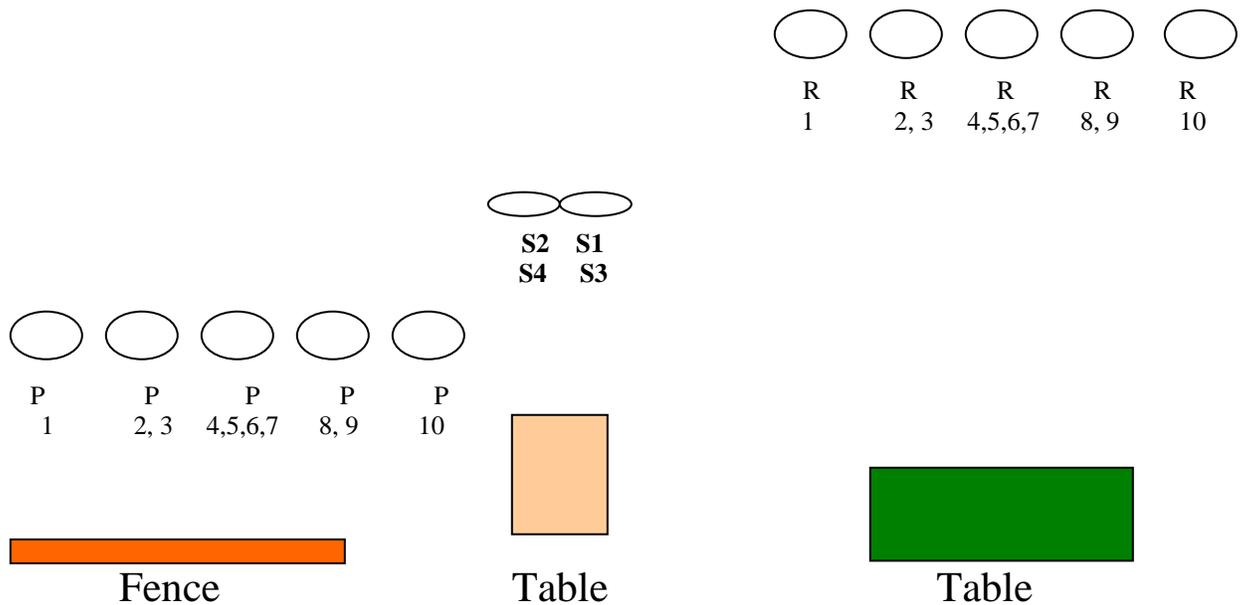
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their rifle. Rifle must remain flat on the table. When ready, the shooter yells, “**Double tap!**” At the buzzer, pick up the rifle and shoot the targets, starting on either end, in double tap sweep.

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. Here They Come!

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.

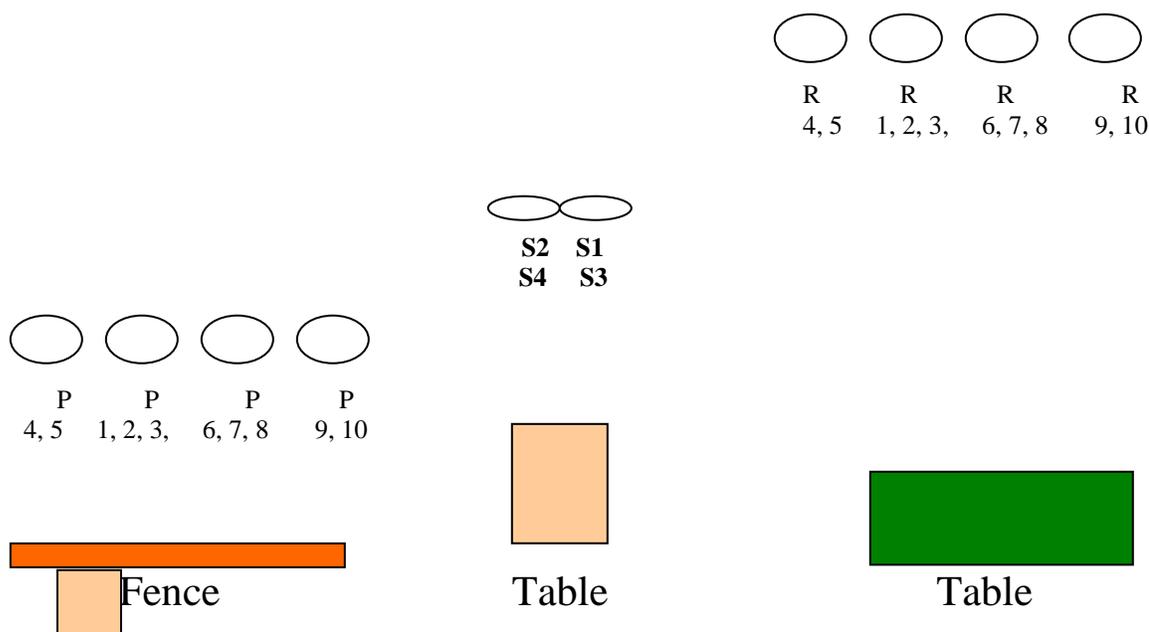
Shooter starts standing at the center table. When ready, the shooter yells, “Here They Come!” At the buzzer, sweep the shotgun targets twice from right to left.

Make shotgun safe.

From the rifle table, pick up the rifle and, from starting on either end, engage the targets by starting on either end in a 1, 2, 4, 2, 1 sweep. 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. **I'm Your Huckleberry!**

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.

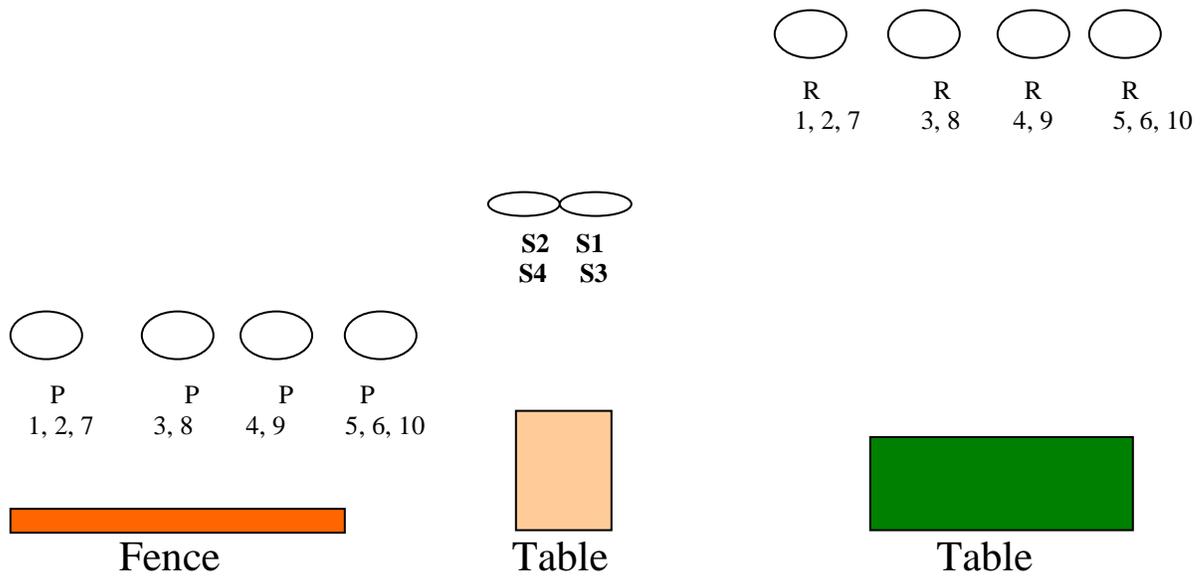
Shooter starts standing at the fence, per category with pistol(s) in hand (not cocked). When ready, the shooter yells, "**I'm Your Huckleberry!**" At the buzzer engage the targets per your shooting category, by putting 3 rounds on an inside target and 2 rounds on an outside target, then repeat with the other targets. 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. **Here We Go!**

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, "**Here We Go!**" At the buzzer, starting on either end, double tap the first target, put 1 round on targets two and three then double tap the end target, then starting on the first target sweep all 4 targets. 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.