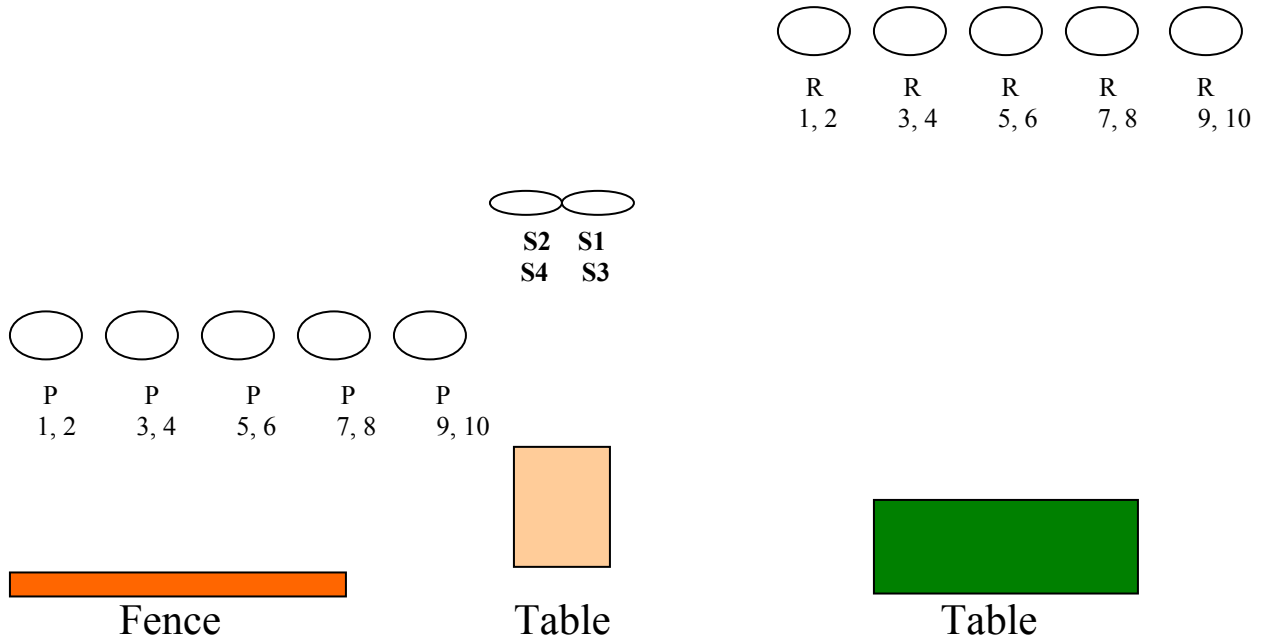


# STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. **All Right!**

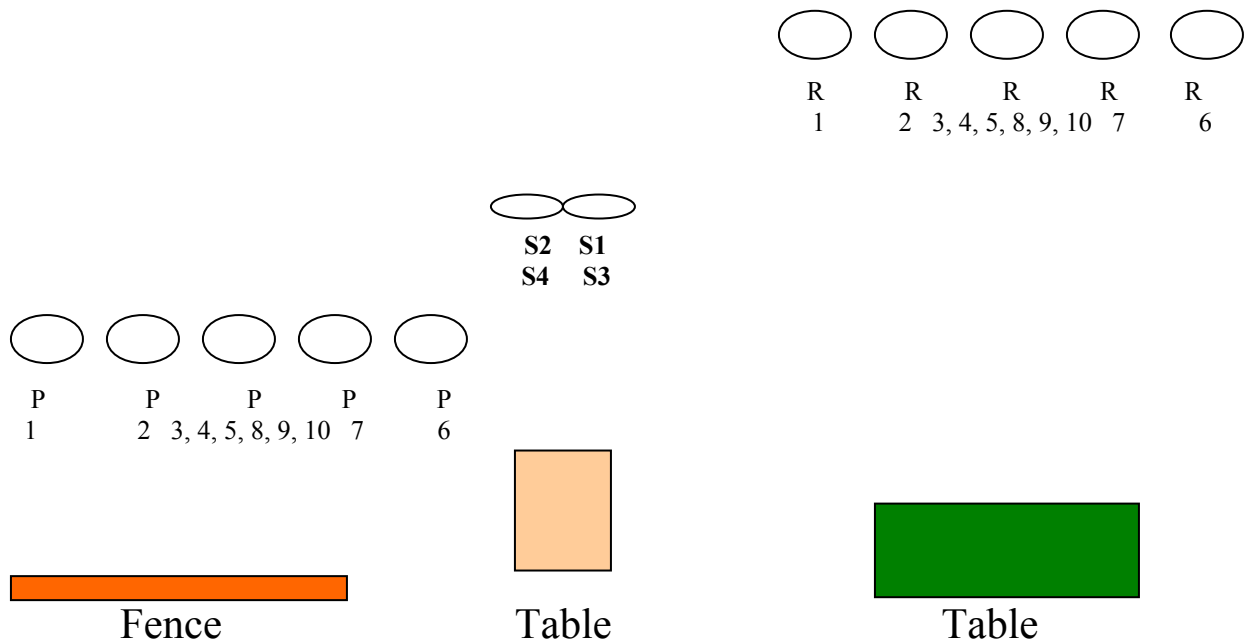
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table. When ready, the shooter yells, “**All Right!**” At the buzzer, pick up the rifle and shoot the targets in a double tap sweep, beginning on either 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 (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. **Are you ready?**

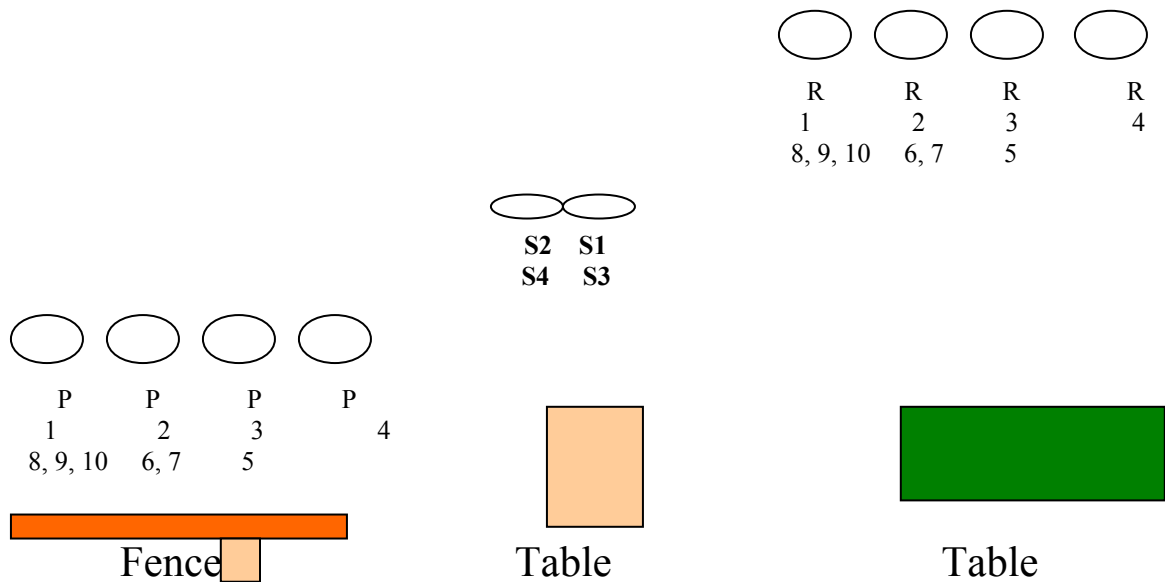
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their gun butts. When ready, the shooter yells, "**Are you ready?**" At the buzzer, pick up the rifle and beginning on either end engage the targets in a 1, 1, 3 sweep and then from the other end engage the targets in a 1, 1, 3, sweep.

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 (no mirroring required). 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 told you to get out of town!**

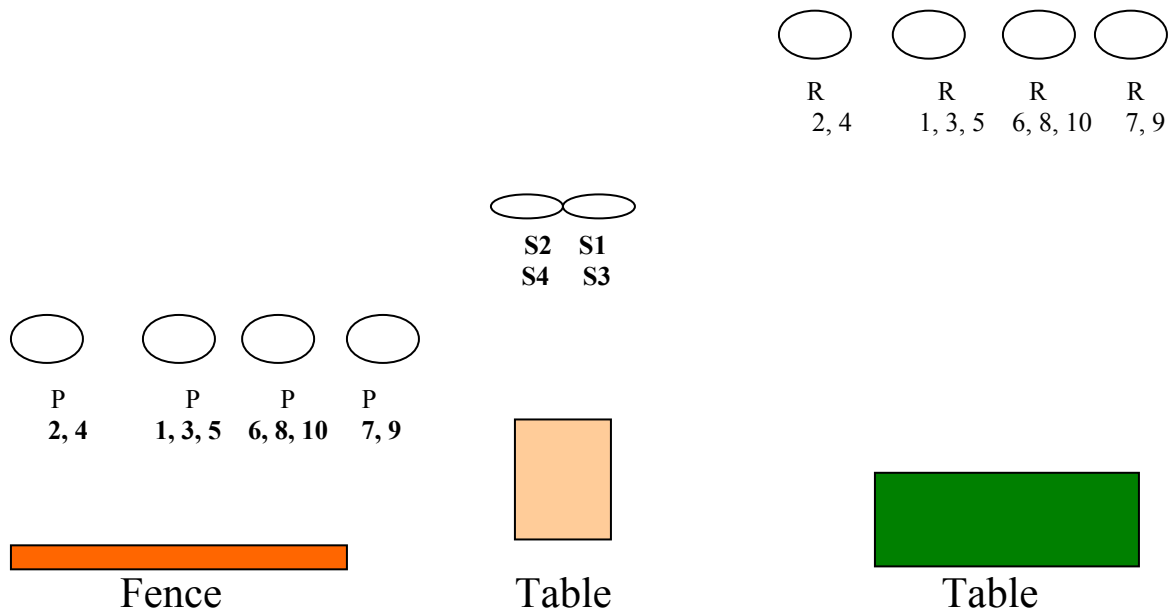
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the fence with both hands touching the top rail. When ready, the shooter yells, “**I told you to get out of town!**” At the buzzer, beginning on either end engage the targets in a Yuma Sweep (P1, P2, P3, P4, P3, P2, P2, P1, P1, P1). Wild Bunch, stage your open and empty pistol on the table provided.

Move to your rifle and engage the targets as per the pistol instructions. Make rifle safe.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**.

## STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **Time to call it a night!**

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 table, holding the rifle with both hands, muzzle must remain on the table. When ready, the shooter yells, "**Time to call it a night!**" At the buzzer, beginning on any target, alternate on two targets for 5 rounds then alternate on the other 2 targets for 5 rounds.

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.