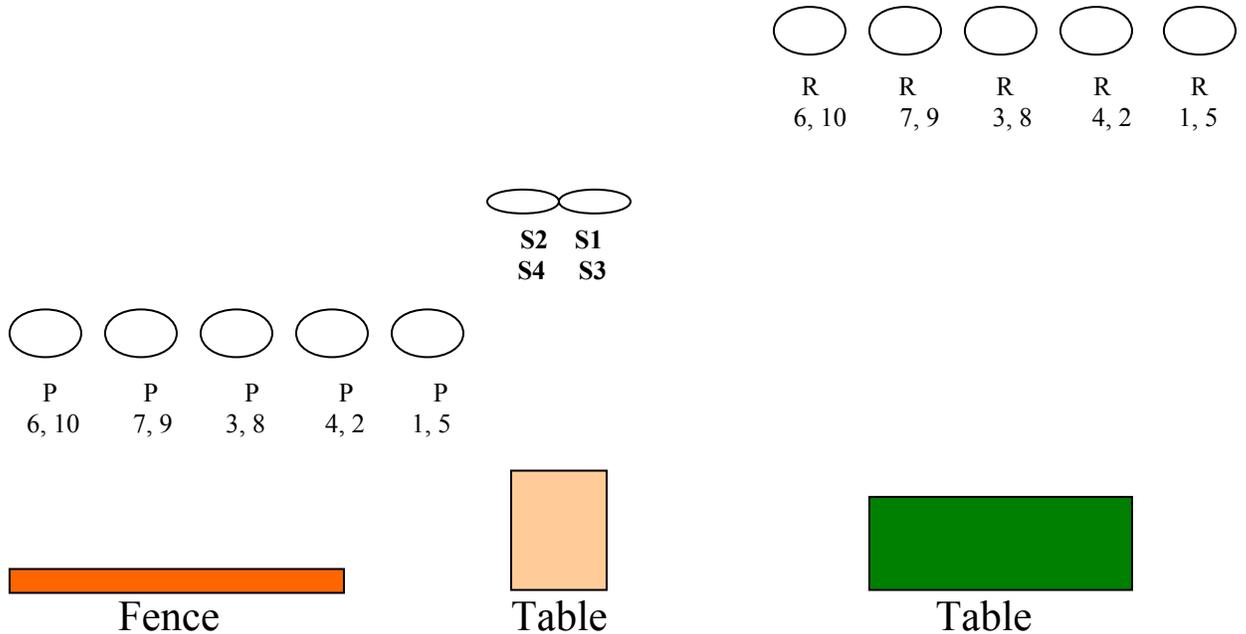


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Draw or Crawl!

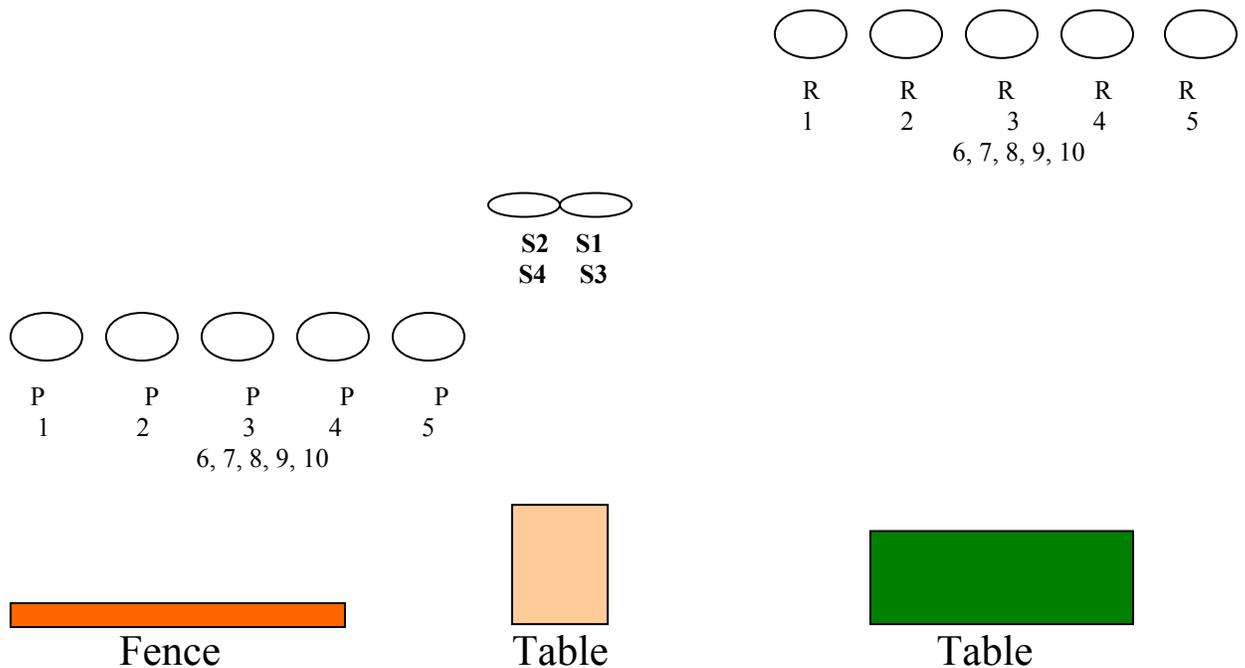
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged on the center table.

Shooter starts standing at the fence, hands at their sides. When ready, the shooter yells, “**Draw or Crawl!**” At the buzzer, beginning on the RIGHT, engage the first 3 targets in a Nevada Sweep. Then, beginning on the LEFT, engage the first 3 targets in Nevada Sweep. Wild Bunch, place open and empty pistol on the table provided.

Move to the rifle table, pick up the rifle and engage the targets as per the pistol instructions. Make rifle safe.

At the shotgun table, sweep the shotgun targets twice from **right** to **left**.

STAGE 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. Let's get them!

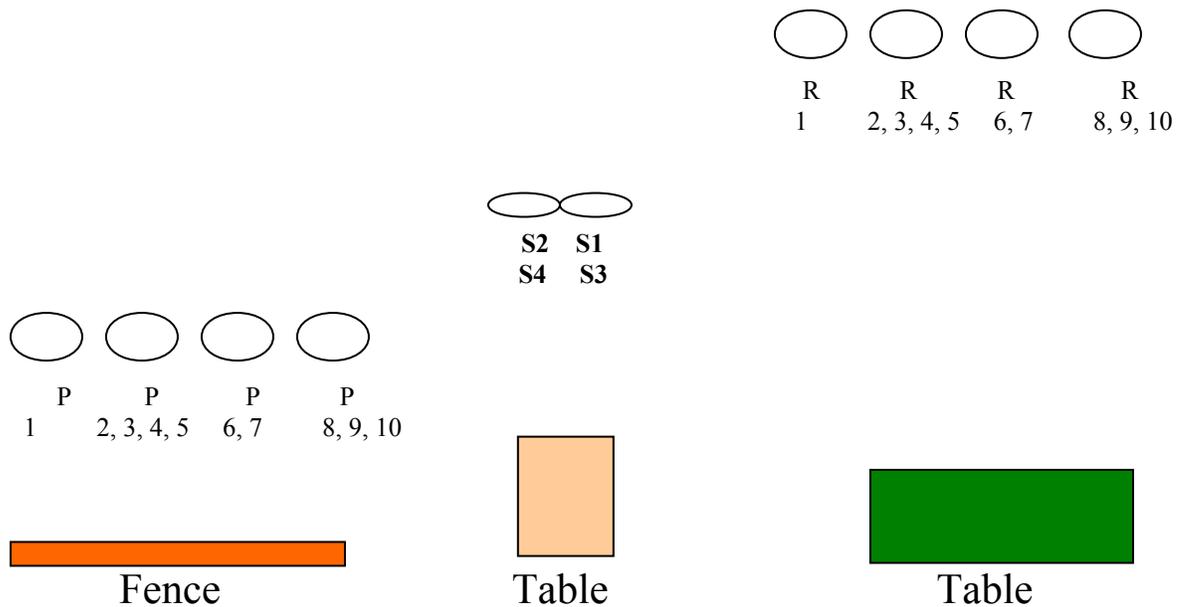
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their gun butts. When ready, the shooter yells, "**Let's get them!**" At the buzzer, pick up the rifle and shoot the targets, by sweeping the targets from either end and then put 5 rounds on the center target. 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 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. **This is different!**

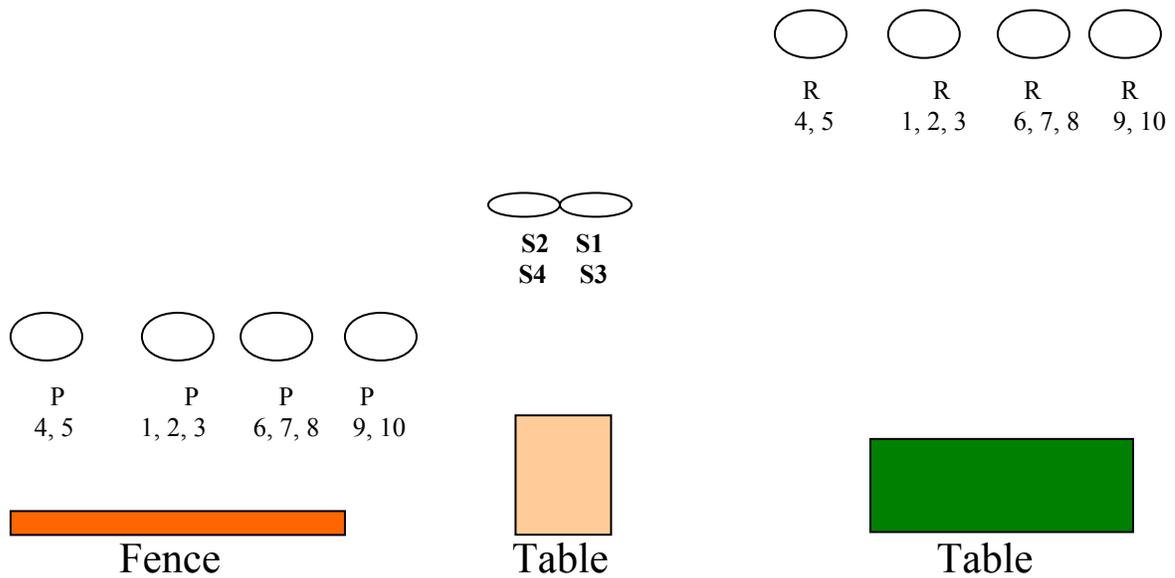
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, rifle in hand. When ready, the shooter yells, “**This is different!**” At the buzzer, engage the targets in a 1, 4, 2, 3 sweep from either end. 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 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **Drop it, or you're finished!**

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

Shooter starts standing at the center table, holding their shotgun with both hands. When ready, the shooter yells, "**Drop it, or you're finished!**" At the buzzer, sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

At the rifle table, put 3 rounds on an inside target and 2 rounds on an outside target, then repeat on the other targets.

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.