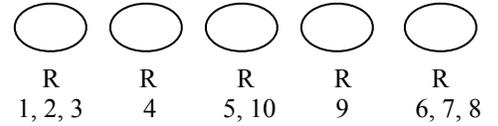
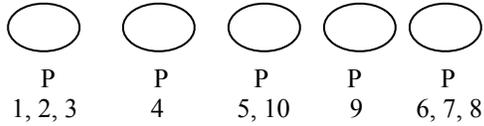


# STAGE 1



Fence



S2 S1  
S4 S3



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

## Stage 1. Now You've Done It!

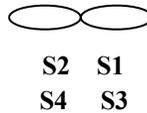
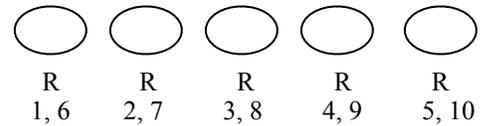
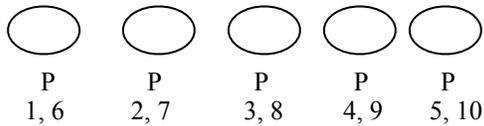
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands at their sides. When ready, the shooter yells, "Now You've done it!" At the beep, with your rifle, beginning on either end, engage the targets in a 3-1-1 sweep, then repeat beginning on the other end.

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, with your pistols, engage the targets, per your shooting category, in the same order as the rifle (does not have to mirror). Pick up your long guns and proceed to the unloading table.

## STAGE 2



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 2. Go Ahead, Skin That Smokewagon!

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.

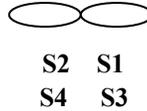
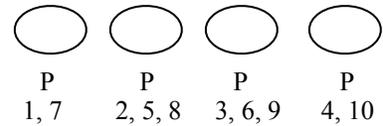
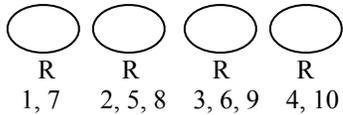
Shooter starts standing at the rifle table, hands flat on the table. When ready, the shooter yells, **“Go ahead, skin that smokewagon!”** At the buzzer, pick up the rifle and, engage the targets in two single tap sweeps, beginning on the same end. Make rifle safe.

Move to the shotgun table and with the shotgun, 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.

## STAGE 3



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 3. **Nobody Calls Me A Liar!**

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.

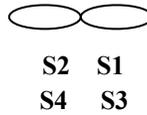
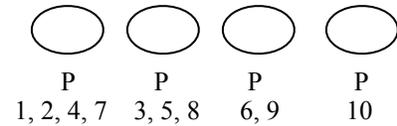
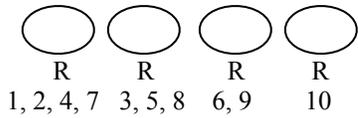
Shooter starts standing at the rifle table, with hands on gun butts. When ready, the shooter yells, “**Nobody Calls Me a Liar!**” At the buzzer, with your rifle, engage the targets, in a “Twisty Sweep” (R1, R2, R3, R4, R2, R3, R1, R2, R3, R4), beginning on either end.

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

From the fence, per your shooting category, engage the pistol 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



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 4. **You're Out of Time, Pilgrim!**

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 in the Duke position. When ready, the shooter yells, "**You're Out of Time, Pilgrim!**" At the buzzer, beginning on either end, engage the targets in the following order: R1, R1, R2, R1, R2, R3, R1, R2, R3, R4. Sequence is (1, 1-2, 1-2-3, 1-2-3-4) 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.

**Duke position:** with the rifle buttstock on your hip, with one hand on the rifle, the other hand on your pistol on the opposite side from the rifle. Feet must be "squared" towards the firing line.