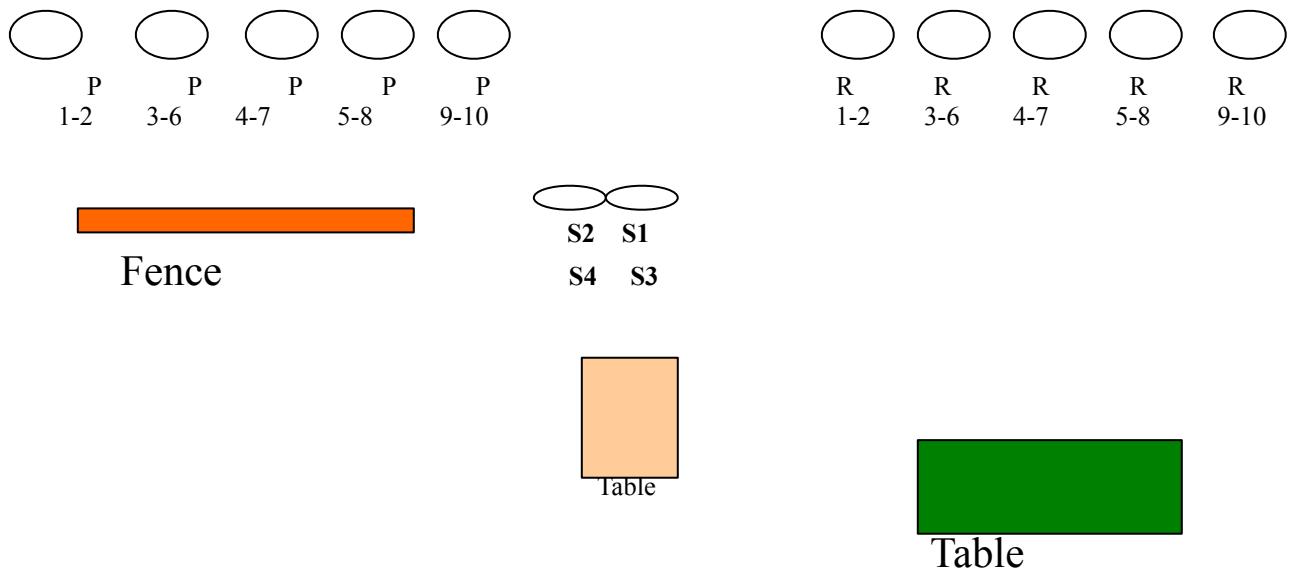


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Baby, It's Cold Outside!

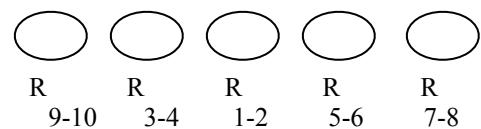
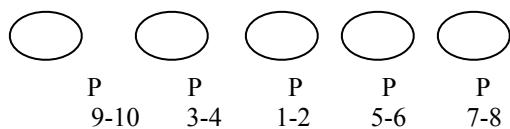
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, holding their rifle in both hands, muzzle must remain in contact with the table. When ready, the shooter yells, "Baby, It's Cold Outside!." At the buzzer, from either end, sweep the inside targets in a "Rattler" sweep. R1-R1-R2-R3-R4-R2-R3-R4-R5-R5. Make rifle safe.

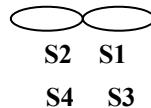
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from right to left. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 2



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. Here We Go!

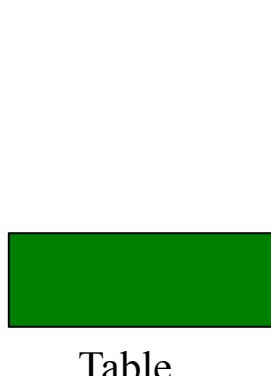
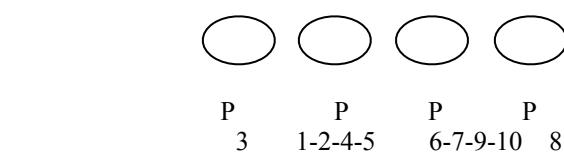
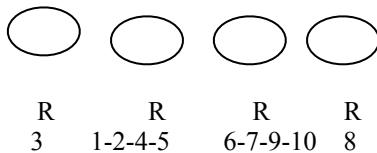
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table with their hands at their sides. When ready, the shooter yells, "**Here We go!**" At the buzzer, with your rifle, double tap the targets in a Center, Inside, Inside, Outside, Outside, pattern.

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, and engage the pistol targets, as per the rifle instructions. 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. **Smile, When you Say That!**

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, both hands touching the rifle. Rifle must remain flat on the table. When ready, the shooter yells, "**Smile, When You Say That!**" At the buzzer, with your rifle, engage the targets, using one pair of targets shoot a 2-1-2 sequence and then repeat on the other pair of targets. Make rifle safe.

Move to the shotgun table 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, no mirroring required. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 4



R R R R
1-2-3-4 5-6-7 8-9 10



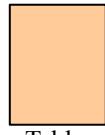
P P P P
1-2-3-4 5-6-7 8-9 10



S2 S1
S4 S3



Fence



Table

Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **Rustlers!**

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 on their gun butts. When ready, the shooter yells, "**Rustlers!**" At the buzzer, pick up your rifle, and from either end, sweep the targets in a Regressive (4-3-2-1) sweep. 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, as per the rifle instructions. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.