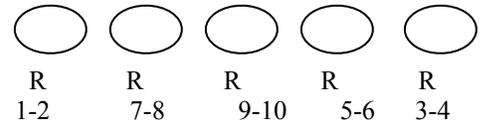
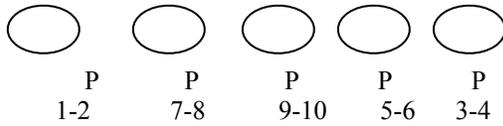


STAGE 1



Fence



S2 S1
S4 S3



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Does This Mean We Aren't Friends Anymore?

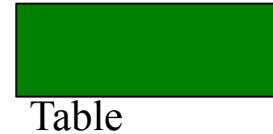
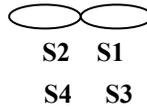
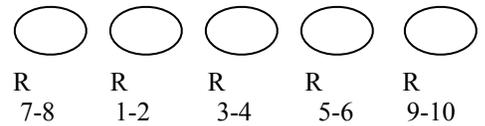
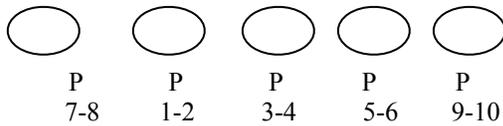
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands flat on the table. When ready, the shooter yells, "Does This Mean We Aren't Friends Anymore?" At the buzzer, double tap the targets in an Outside, Outside, Inside, Inside, Center pattern. 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



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. **I'm Your Huckleberry!**

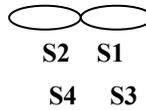
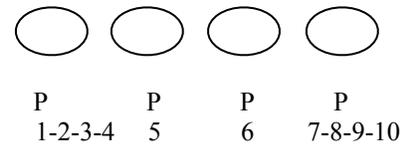
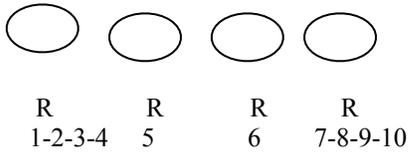
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table holding the rifle with both hands, parallel to the ground, waist high. When ready, the shooter yells, "**I'm Your Huckleberry!**" At the buzzer, with your rifle, starting on the either end, double tap the three inside targets, then double tap the outside targets beginning on the same 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, 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



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. **You First!**

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.

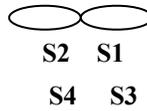
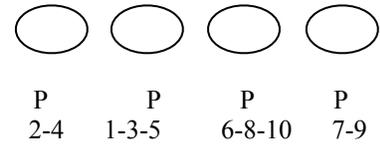
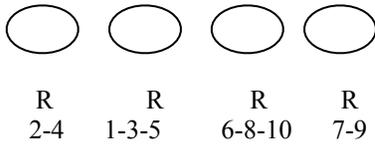
Shooter starts standing at the rifle table, both hands on their gun butts. When ready, the shooter yells, "**You First!**" At the buzzer, with your rifle, engage the targets in a 4-1-1-4 sweep beginning on either end. Make rifle safe.

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



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. You Die First, Get 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, both hands touching their rifle, the rifle must remain flat on the table. When ready, the shooter yells, “You Die First, Get It?” At the buzzer, pick up your rifle, and alternate for 5 rounds on one pair of targets and then repeat on the other pair of 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, as per the rifle instructions. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.