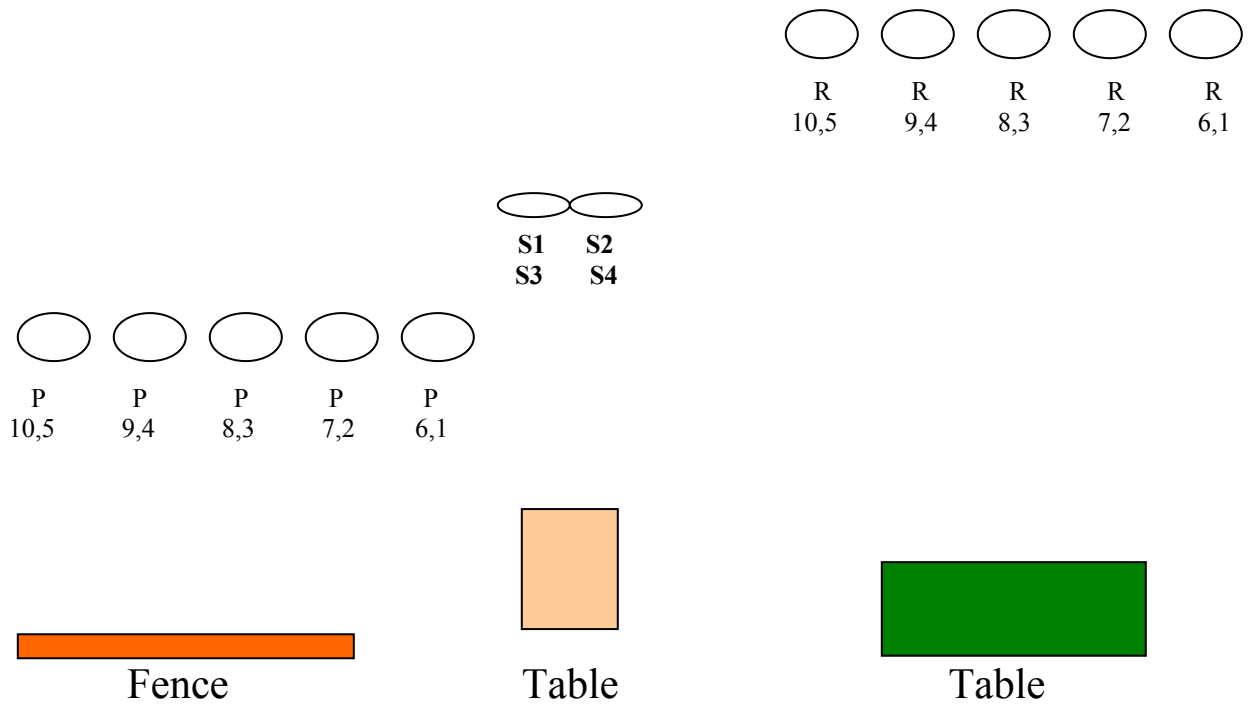


## STAGE ONE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 1. That does it!

You were peacefully having a drink and dreaming about your girl. Then your peace is broken by the sound of gunfire. Well, whoever interrupted your fantasy is in for trouble.

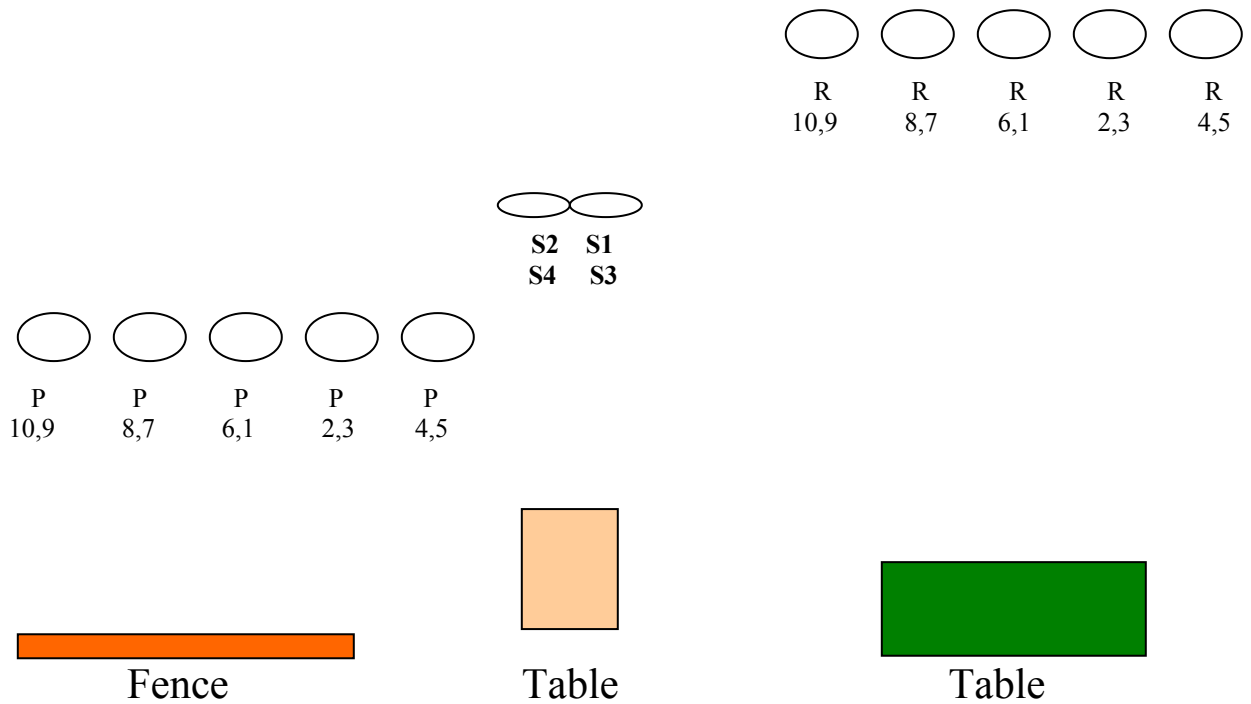
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands at your side. When ready, the shooter yells, “**That does it!**” At the buzzer, shoot the rifle targets from right to left twice. Return your rifle to the table action opened and empty.

Move to the center table, retrieve your shotgun and shoot the two shotgun targets in two sweeps from LEFT to RIGHT. Return the shotgun to the table, action open and empty.

Move to the fence and engage the five pistol targets in the same order as the as the rifle targets. Pick up your long guns and proceed to the unloading table.

## STAGE TWO



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 2. Silence is Golden!

You have just finished shooting the varmint that ruined your fantasy and all is quiet. Silence is Golden.

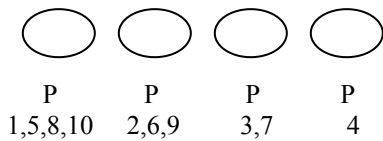
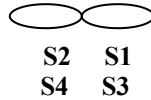
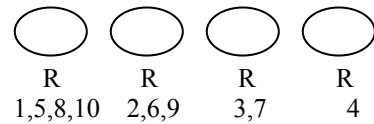
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands on your pistol grips. When ready, the shooter yells, “**Silence is Golden!**” At the buzzer, shoot the rifle targets by single tapping the center target, then double tap the inside right target, then double tap the outside right target. Then single tap the center target, double tap the inside left and then double tap the outside right target. Place the rifle action open and empty back on the table.

Move to the center table, retrieve your shotgun and shoot the two shotgun targets in two sweeps from **right** to **left**. Return the shotgun to the table, action open and empty.

Move to the Fence. Engage the five 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 THREE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

#### Stage 3. IT'S TOO QUIET!

*You are minding your own business trying to forget all the interruptions to your fantasy. But something is wrong, it is too quiet. You finish your drink, step away from the bar and yell "Let the shooting start".*

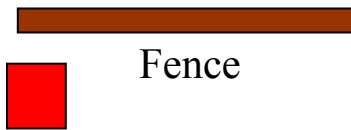
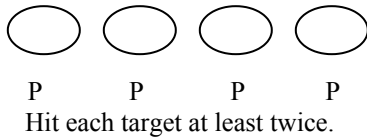
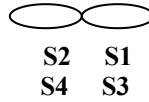
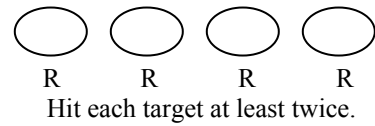
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing behind the table with the rifle held at cowboy port arms. When ready, the shooter yells, "***It's too quiet!***" At the buzzer, shoot the four rifle targets by single tapping them in the following order. Start with the outside left target, then the inside left target, then the inside right target, then the outside right target. Then you single tap the outside left target, then the inside left target, then the inside right target. Then you single tap the outside left target, then the inside left target, and finally the outside left target. Place the rifle open and empty back on the table

Move to the shotgun table. Pick up your scattergun and loading from your person, shoot the targets from **right** to **left** in two sweeps. Return the shotgun to the table, open and empty.

Move to the fence. Shoot the pistol targets in the same sequence as the rifle targets. WB category drop the magazine and show your pistol clear to the RO. Pick up your long guns and proceed to the unloading table.

## STAGE FOUR



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 4. ARE YOU HAPPY NOW?

*The shooting has finally stopped. Then someone yells out “Are you Happy Now?” There is nothing to do but start shooting again!*

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

Shooter starts standing behind the table with his hands flat on the table. When ready, the shooter yells, “*Are you happy now?*” At the buzzer, you must hit each of the rifle targets at least twice, but you may not hit any target more than twice in a row until you have shot all ten rounds.

Move to the shotgun table. Pick up your scattergun and loading from your person, shoot the targets from **right** to **left** in two sweeps. Return the shotgun to the table, open and empty.

Move to the fence. Shoot the pistol targets in the **same sequence** as the rifle targets. WB category drop the magazine and show your pistol clear to the RO. Pick up your long guns and proceed to the unloading table.