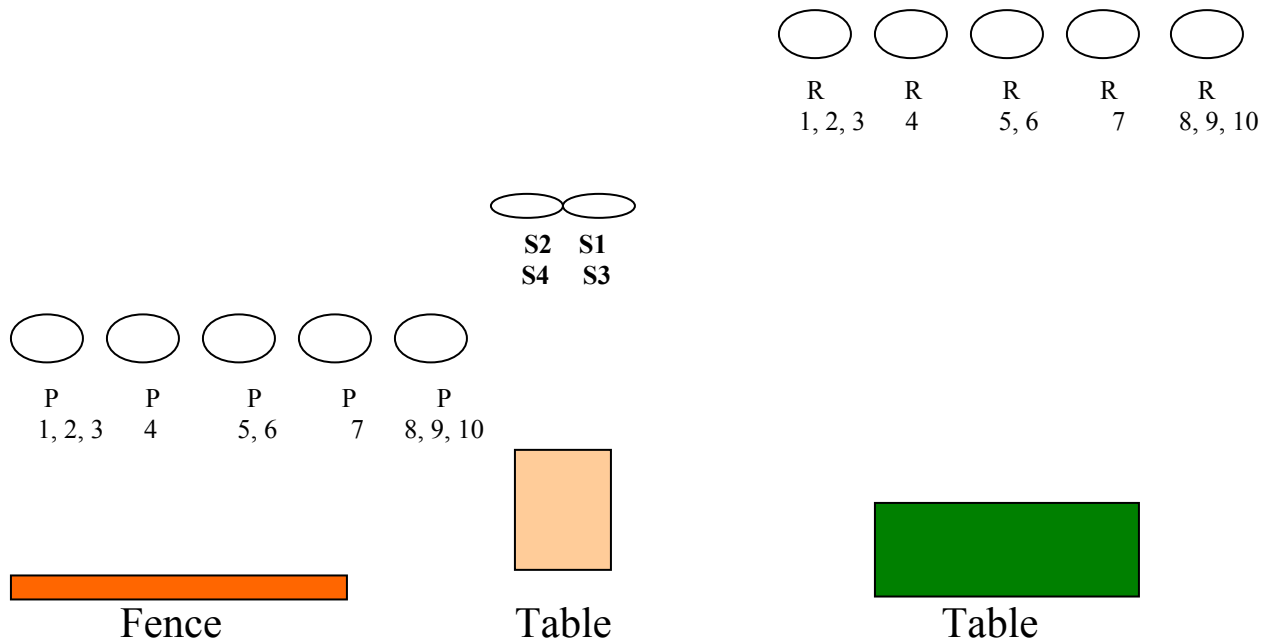


# STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

## Stage 1. **I'm going to blast you!**

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

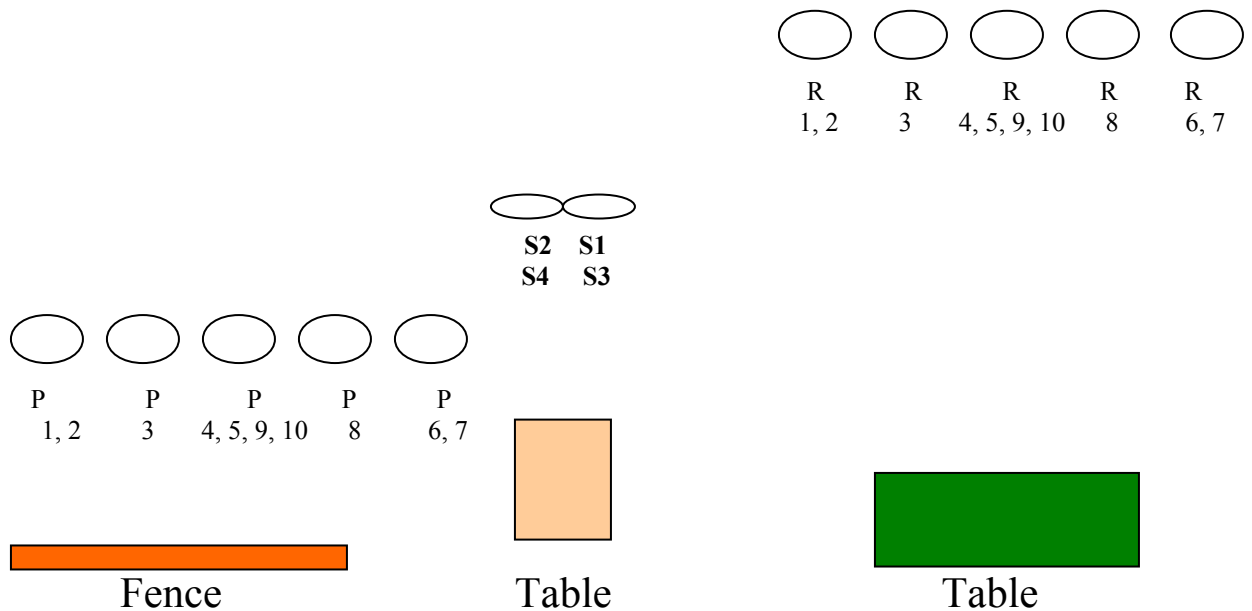
Shooter starts standing at the table, holding the shotgun with both hands. When ready, the shooter yells, "**I'm going to blast you!**" At the buzzer, sweep the shotgun targets twice from **right** to **left**.

Make shotgun safe.

From the rifle table, pick up the rifle and, from either end, engage the targets in a 3, 1, 2, 1, 3 sweep.

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 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. **I going to fill you full of lead!**

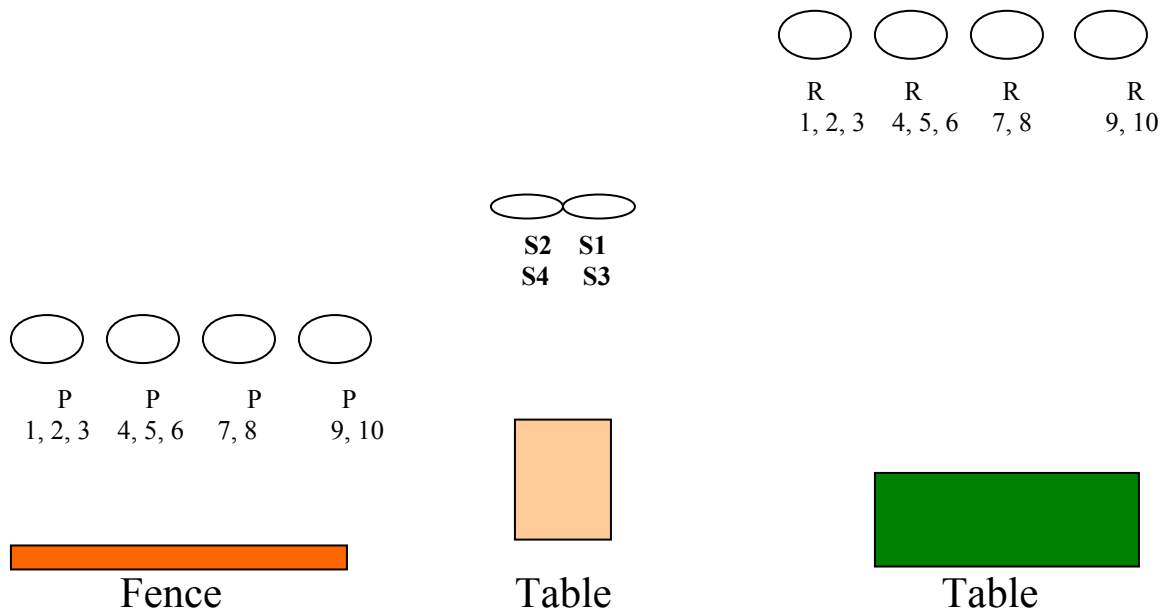
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their hat. When ready, the shooter yells, “**I’m going to fill you full of lead!**” At the buzzer, pick up the rifle and shoot the targets, starting on either end, in a 2, 1, 2, sweep and then repeat starting 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. 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. Draw, Yellabelly!

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.

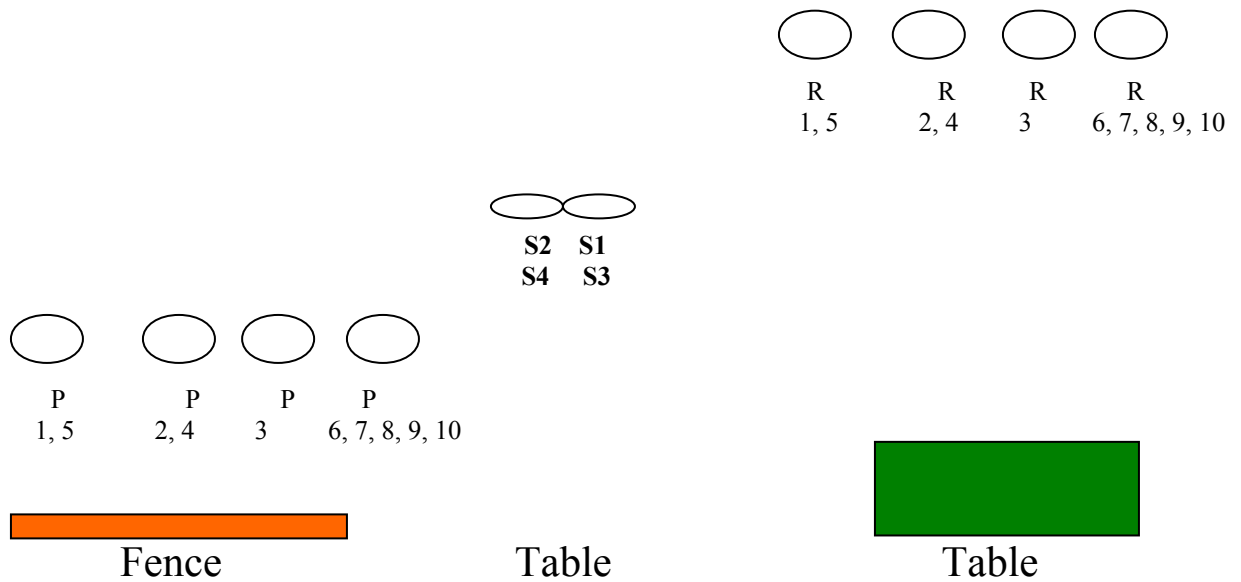
Shooter starts standing at the fence, with both hands on their gun butts. When ready, the shooter yells, “**Draw, Yellabelly!**” At the buzzer engage the targets per your shooting category in a 3, 3, 2, 2 sweep from either end. Wild Bunch, place your open and empty pistol on the table provided.

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

From the rifle table, engage the rifle targets, in the same order as the pistols.

Pick up your long guns and proceed to the unloading table.

# STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

## Stage 4. Let's Call it A Night!

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 with both hands. When ready, the shooter yells, "**Let's Call it A Night!**" At the buzzer, starting on either end, shoot the first 3 targets in a Nevada sweep and then put 5 rounds on the 4<sup>th</sup> target. 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.