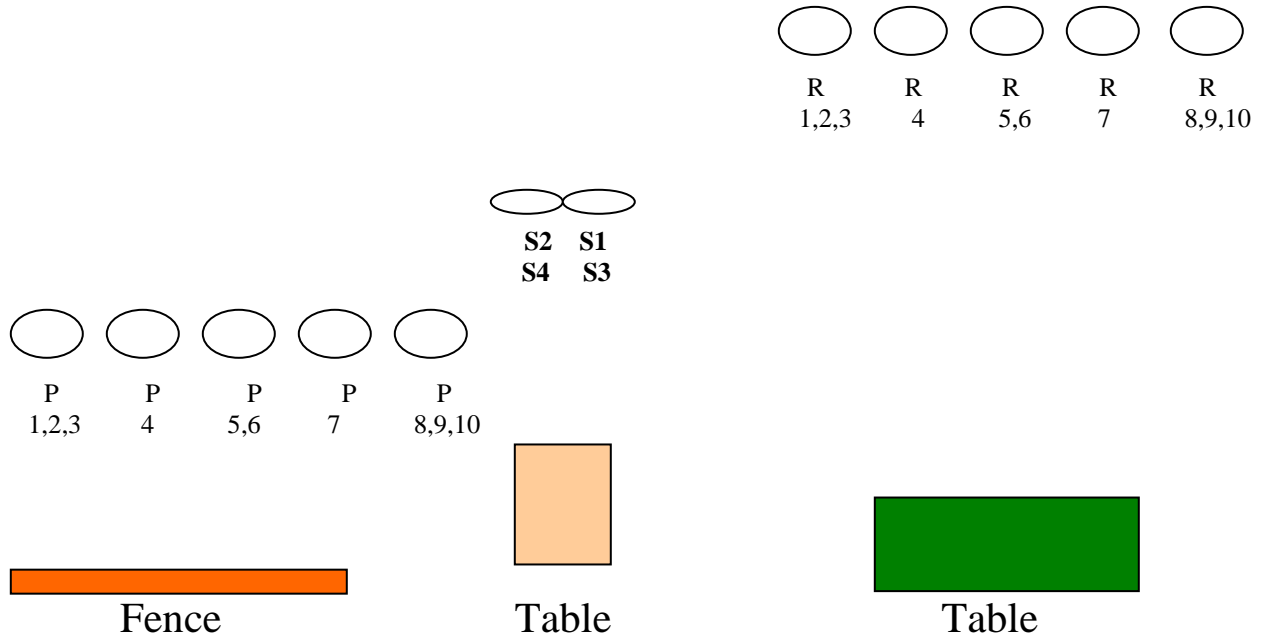


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Smile When You Say That!

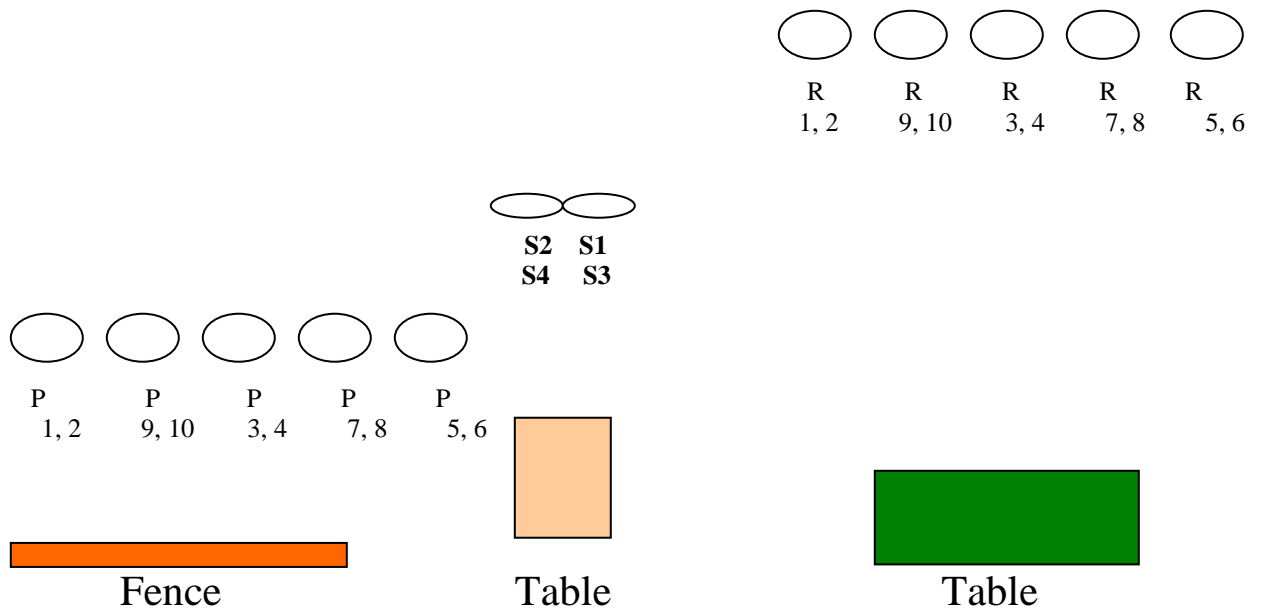
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their hat. When ready, the shooter yells, "Smile When You Say That!" At the buzzer, pick up the rifle and shoot the targets, starting on either end, in a 3, 1, 2, 1, 3 sweep.

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 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. Say When!

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.

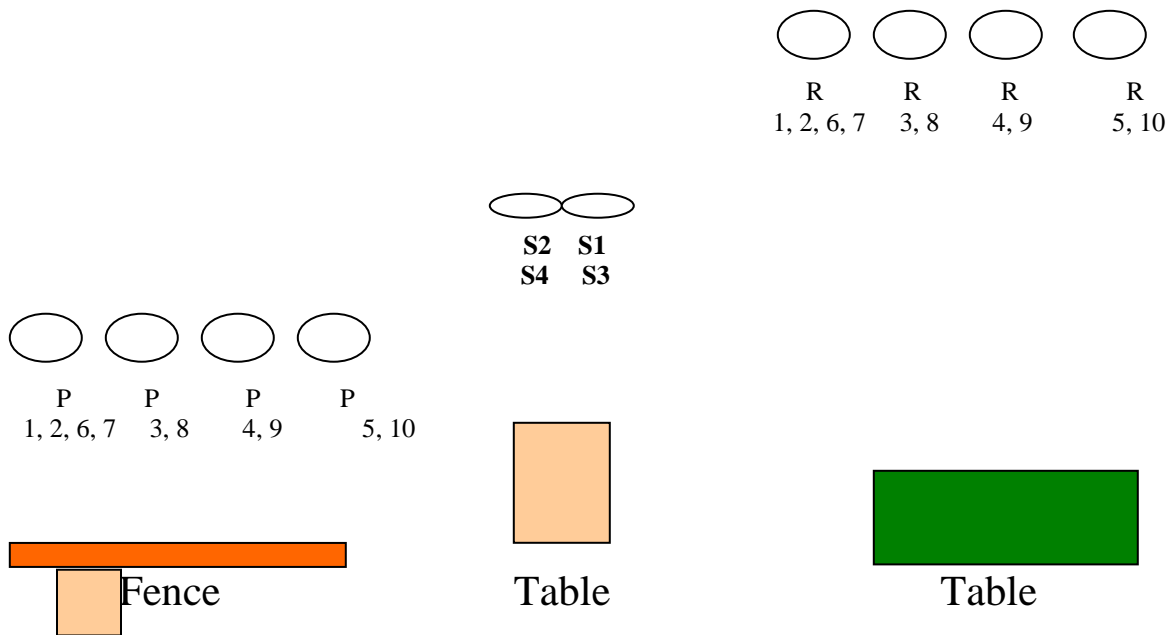
Shooter starts standing at the center table holding the shotgun with both hands. Load 2 rounds under TO supervision. When ready, the shooter yells, "Say When!" At the buzzer, sweep the shotgun targets twice from right to left.

Make shotgun safe.

From the rifle table, pick up the rifle and, from starting on either end, engage the targets by doubling tapping the end target, the center target, the other end target, an inside target and finish on the other inside target. (R1, R3, R5, R4, R2) or (R1, R3, R5, R2, R4)

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



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. **Draw!**

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.

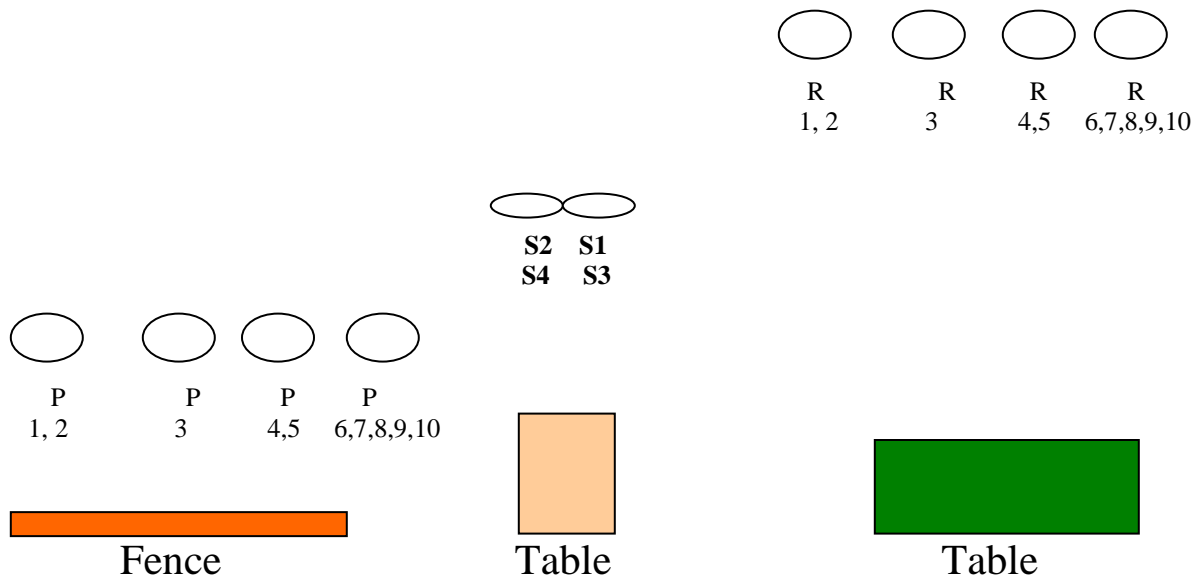
Shooter starts standing at the fence, with hands at their sides. When ready, the shooter yells, “**Draw!**” At the buzzer engage the targets per your shooting category, starting on either end, in a 2, 1, 1, 1 sweep, then repeat, starting from the same end. Wild Bunch, place your open and empty pistol 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. Drop The Gun!

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, "Drop The Gun!" At the buzzer, starting on either end, engage the targets in a 2, 1, 2, 5 sweep.

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.