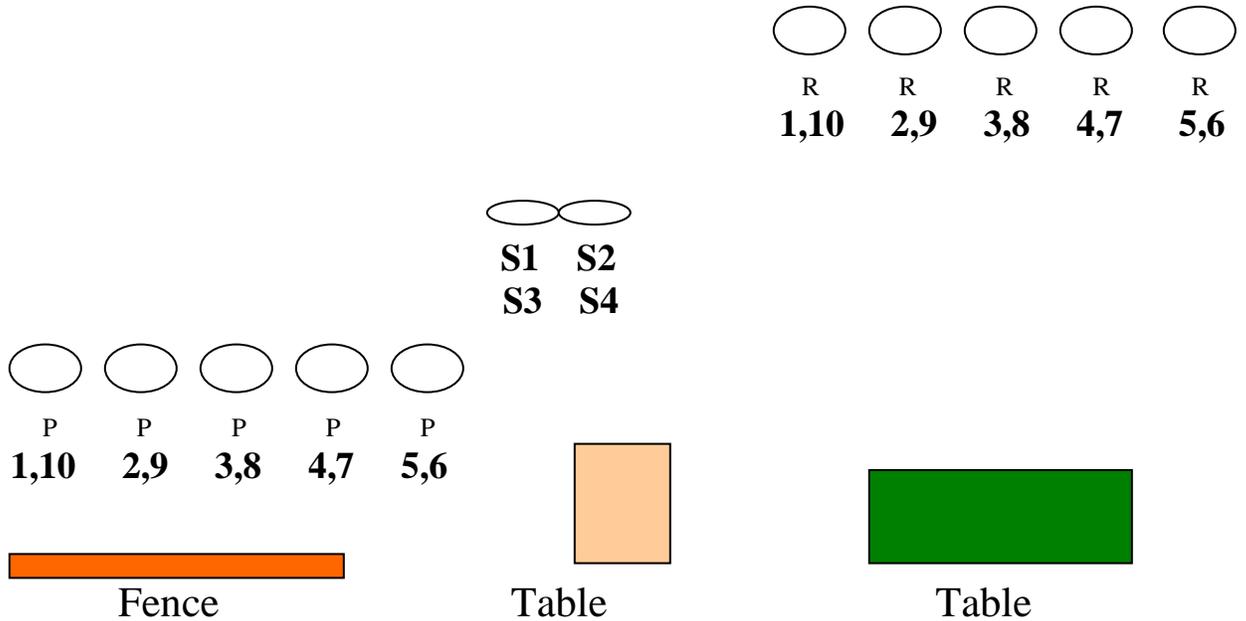


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

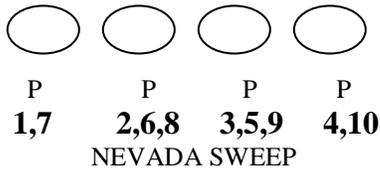
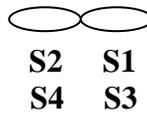
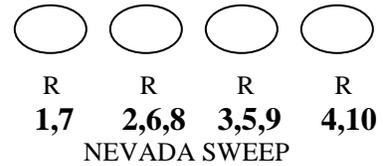
Stage 1. The Pig is Missing!

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, load two when RO tells you to. When ready, the shooter yells, "Here Piggy Piggy!" At the buzzer, sweep the shotgun targets twice from right to left. Make shotgun safe move to the rifle table. From the rifle table, pick up the rifle and, sweep the rifle targets from left to right then right to left.

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. The Pigs are Gone!

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.

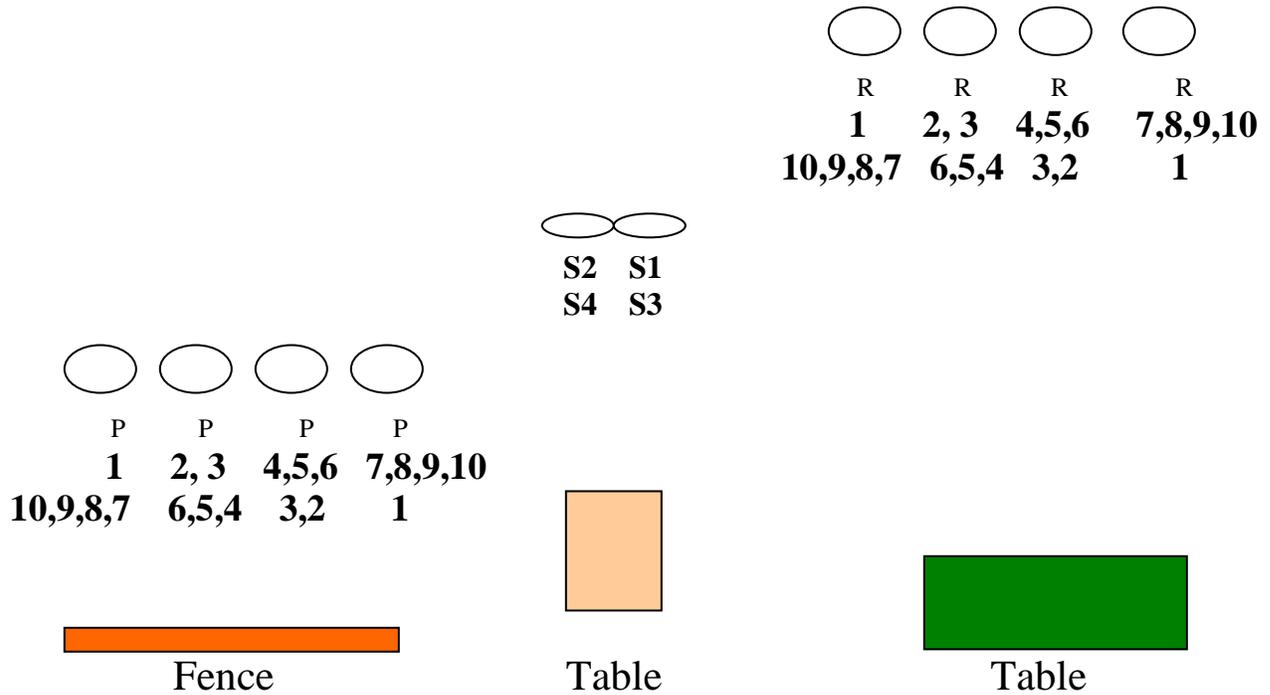
Shooter starts standing at the rifle table, holding the pig in both hands. When ready, the shooter yells, “**Petunia, I love my Little Piggy!**” At the buzzer put the Pig on the table if it falls off it is a 10 second penalty, pick up the rifle and shoot the targets, in a Nevada sweep, beginning on either end. Pick up the pig.

Move to the shotgun table, put the pig on the table. Again, if it falls off, it is a 10 second penalty. Then retrieve your shotgun and sweep the shotgun targets twice from right to left. Make shotgun safe and pick up the pig.

Move to the Fence and put the pig on the rest. Engage the pistol targets, per your shooting category, in a Nevada sweep beginning on either end. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

Pig must never touch the ground or it is a 10 second penalty. Pig cannot be picked up once dropped.

STAGE 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. The Chickens have Flown the Coop!

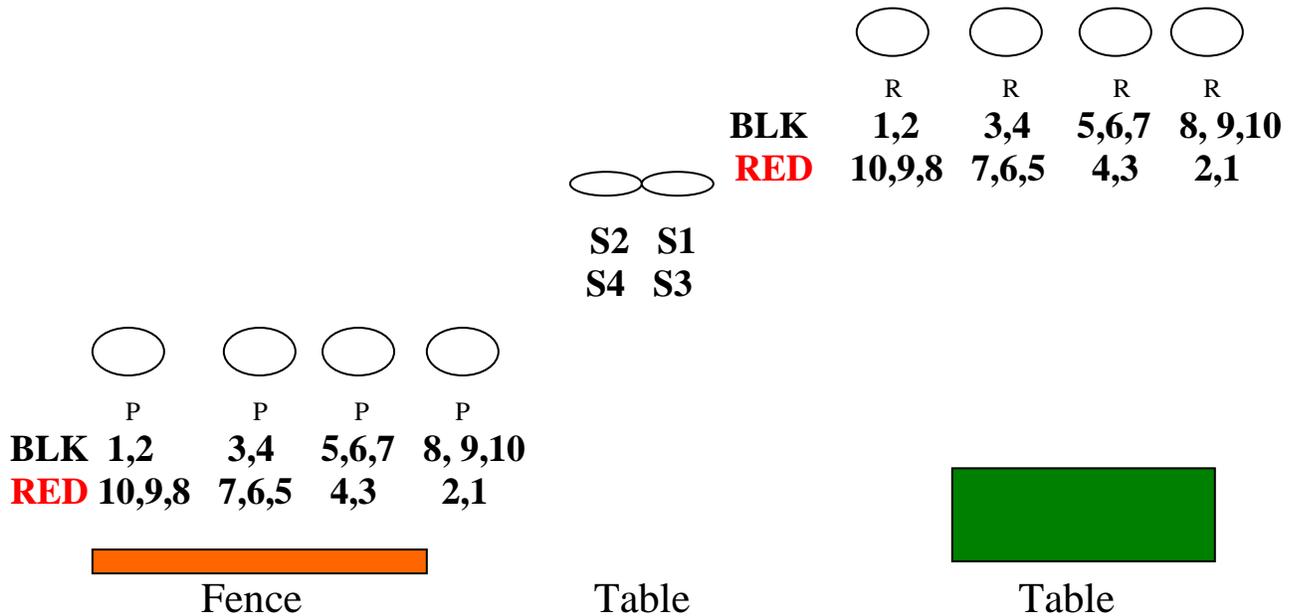
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands holding the Chicken. When ready, the shooter yells, "**Here Chick Chick Chick!**" At the buzzer put the chicken on the table, pick up the rifle engage the targets in a progressive sweep (1 on R1, 2 on R2, 3 on R3, and 4 on R4) starting on either end. 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, in the same as the rifle. 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

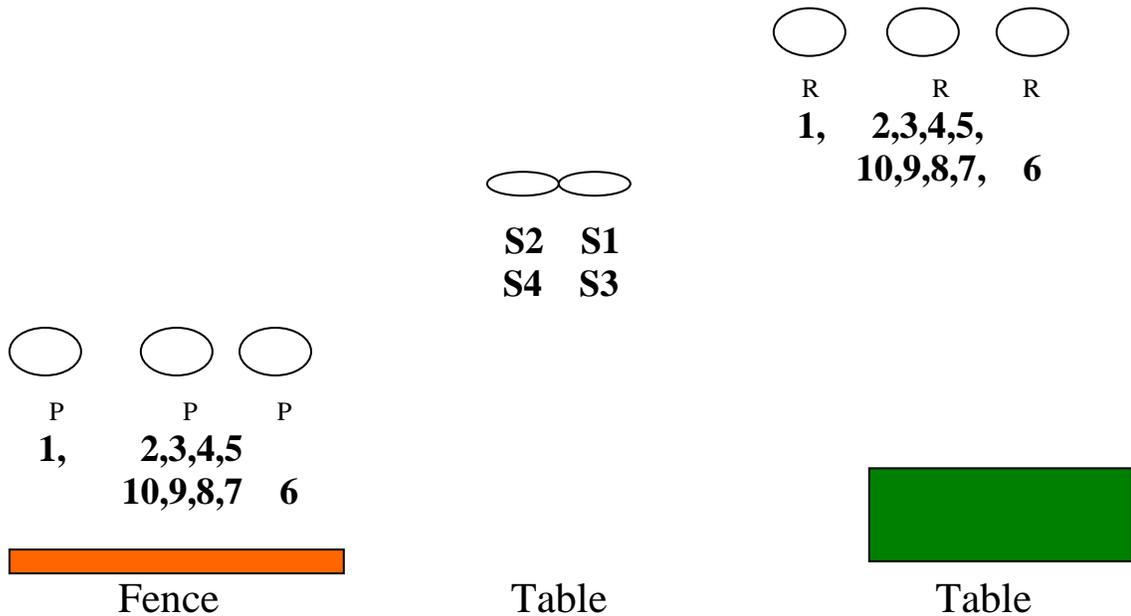
Stage 4. You Have Lost!

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. When ready, the shooter yells, “**You’ve Lost Pilgrim!**” At the buzzer cut the cards, if the card is black you start on the **left**, and if the card is Red you start on the **right**. Beginning on the proper end, sweep the targets in a 2 – 2 – 3 - 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. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 5



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 5. Have Fun!

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 with your hands high over your hat. When ready, the shooter yells, “**Shootem UP!**” At the pick up your rifle and engage the rifle targets by putting 1 round on an outside target and 4 rounds on the center target, then put 1 round on the other outside target and finish with 4 rounds on the center 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. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.