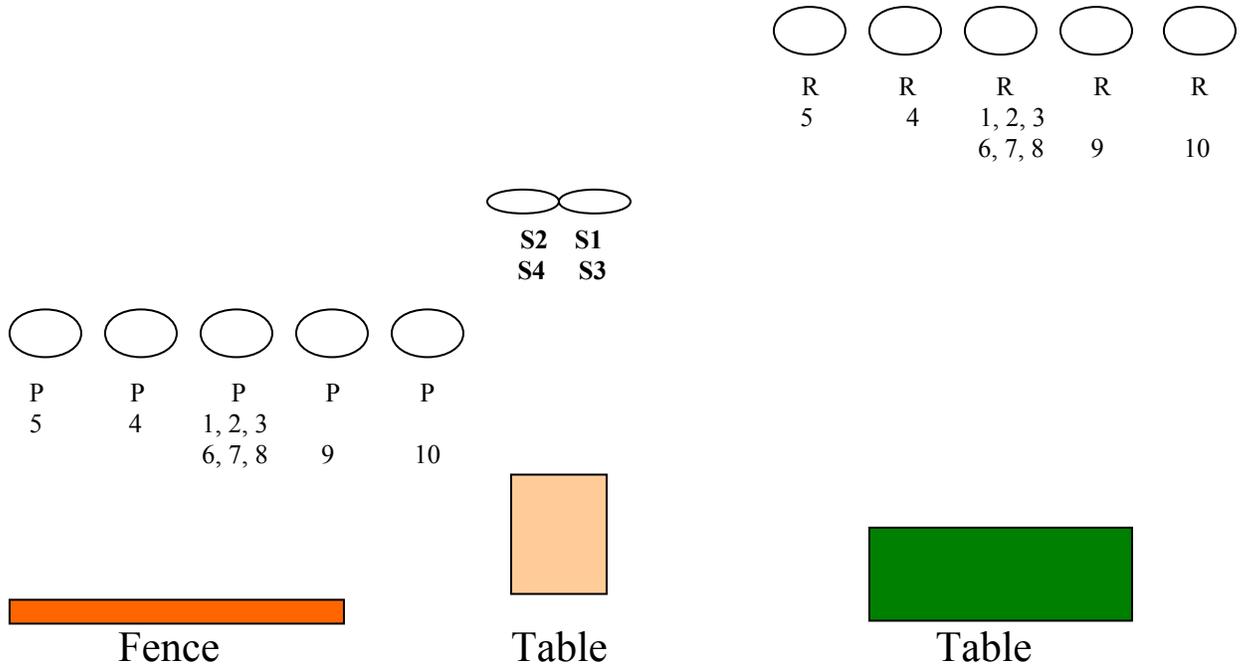


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. **I've got you now!**

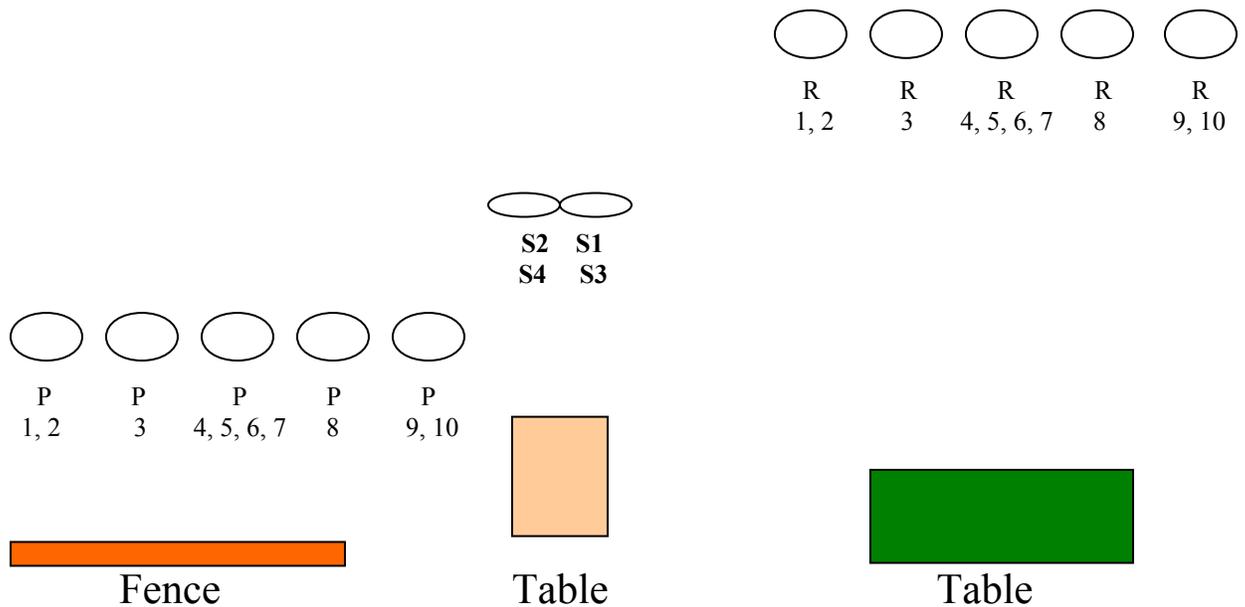
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, rifle in hand. When ready, the shooter yells, "**I've got you now!**" At the buzzer, put 3 rounds on the center target, then 1 round on each target on either the left or right side of the center target. Then place 3 rounds on the center target and 1 round on each target on the other side. 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 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'm pretty quick myself!

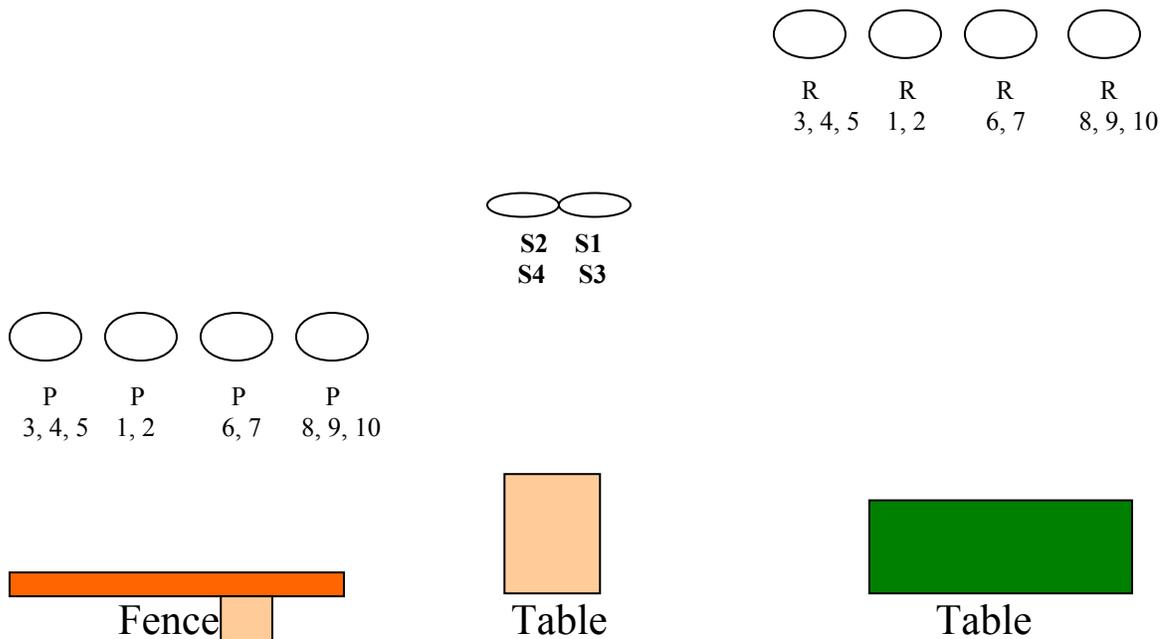
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, both hands touching their rifle, rifle must remain flat on the table. When ready, the shooter yells, "**I'm pretty quick myself!**" At the buzzer, pick up the rifle and beginning on either end, engage the targets in a 2, 1, 4, 1, 2 sweep. 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 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!**

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.

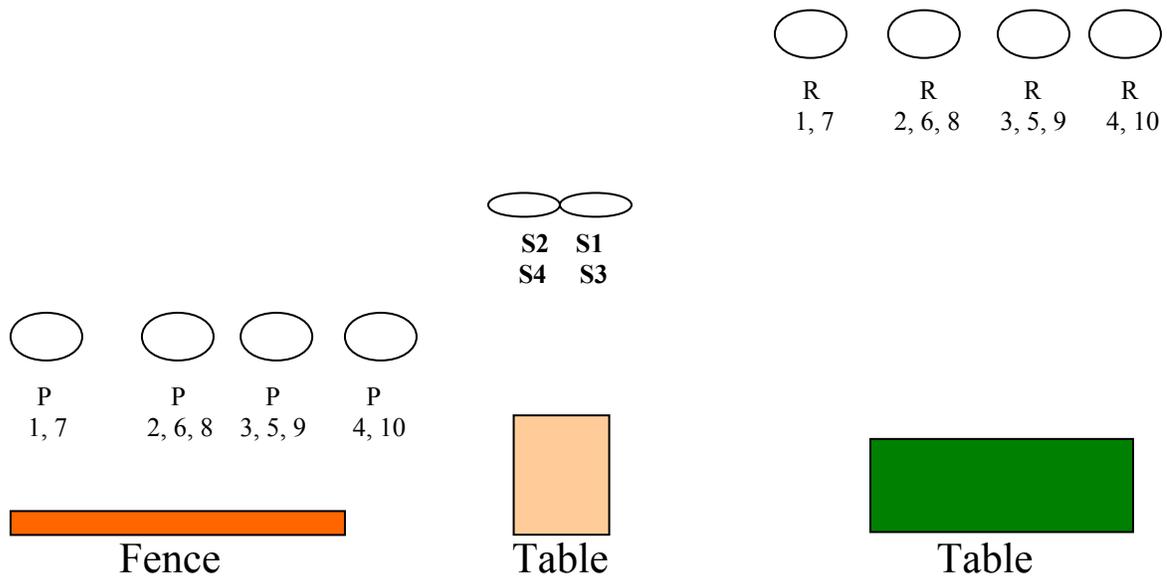
Shooter starts standing at the fence, with both hands touching their gun butts. When ready, the shooter yells, “**Draw!**” At the buzzer engage the targets per your shooting category by putting 2 rounds on an inside target and 3 rounds on an outside target. Then repeat using the other targets. Wild Bunch, place your open and empty pistol on the table provided.

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

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

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

STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **Don't move a muscle!**

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, shotgun in hand. When ready, the shooter yells, “**Don't move a muscle!**” 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 Nevada 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.