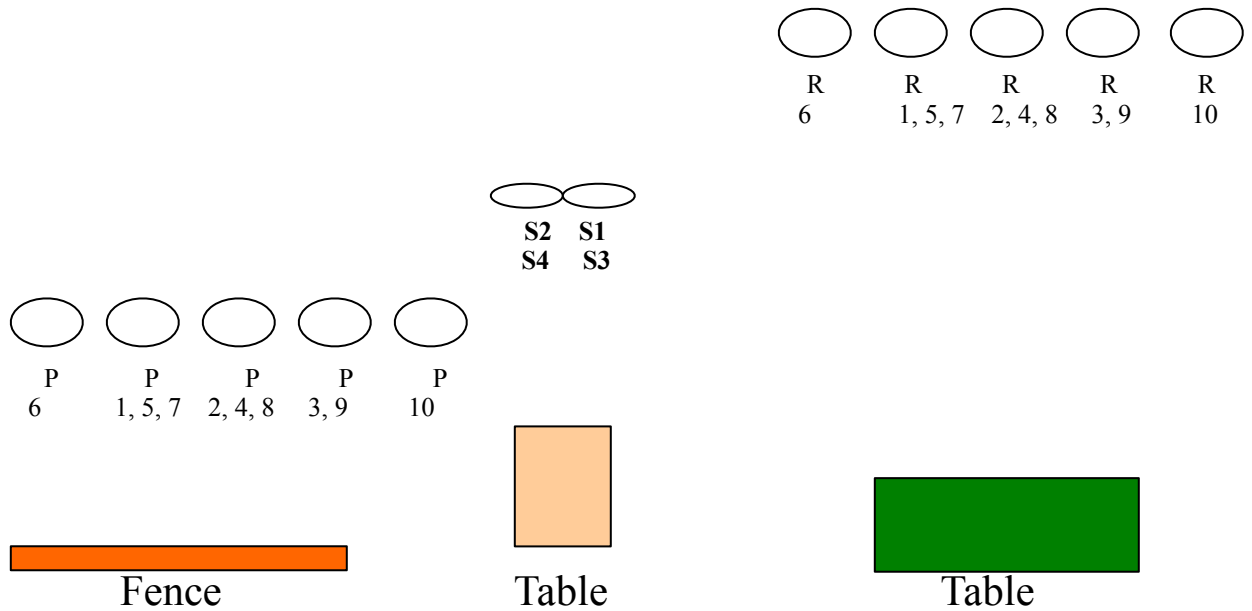


STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Let'er Buck!

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

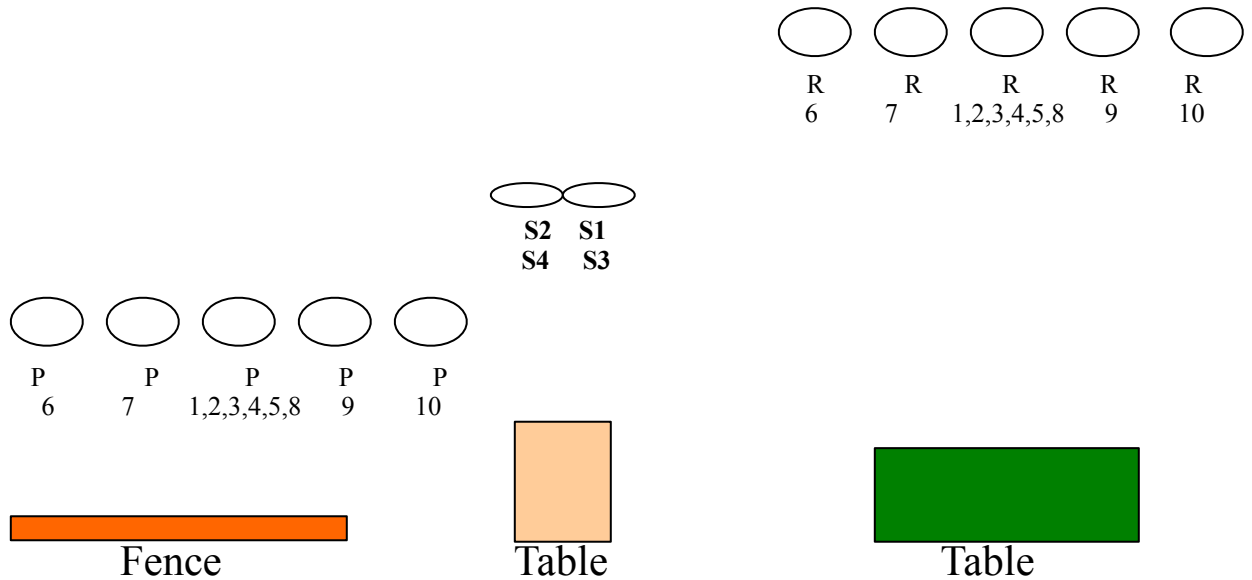
Shooter starts standing at the center table, both hands touching the table. When ready, the shooter yells, "Let'er Buck!" At the buzzer, sweep the shotgun targets twice from **right** to **left**.

Make shotgun safe.

From the rifle table, pick up the rifle and, starting on an inner target, engage the three inside targets in a Nevada Sweep, then beginning on either end, sweep all 5 targets. Make rifle 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. Go For Your Gun!

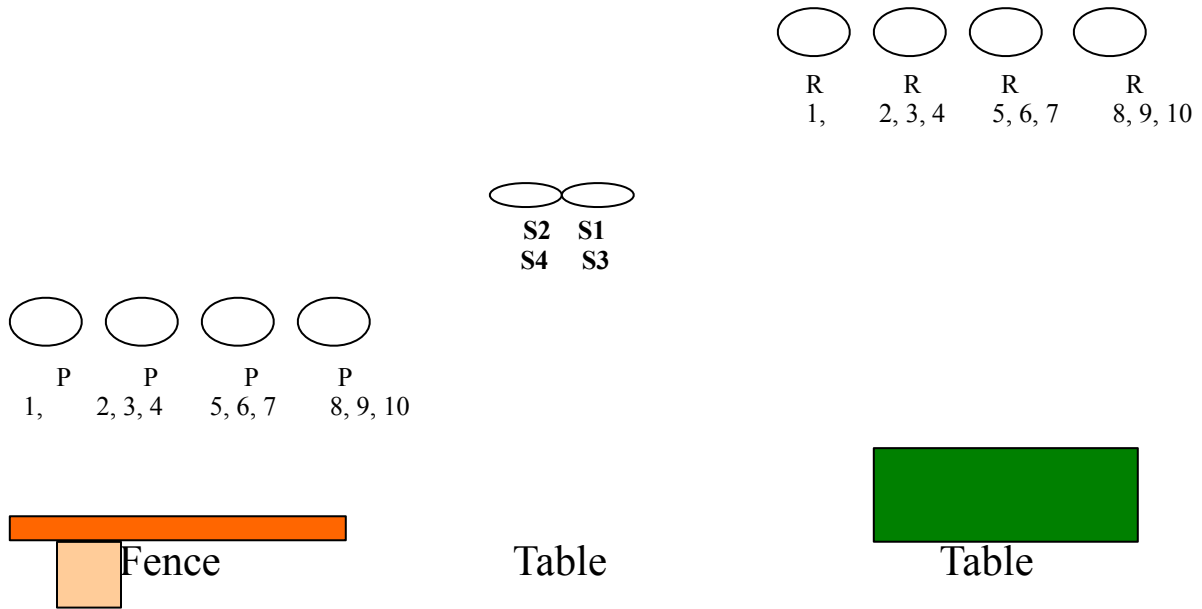
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the fence, both hands touching their hat. When ready, the shooter yells, "Go For Your Gun!" At the buzzer, put 5 rounds on the center target, then sweep all 5 targets from either end. Wild Bunch, place your empty, open 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.

Move to the rifle table. Engage the targets in the same order as the pistols. (does not have to mirror).

STAGE 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. **You Were Told to Get Out of Town!**

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.

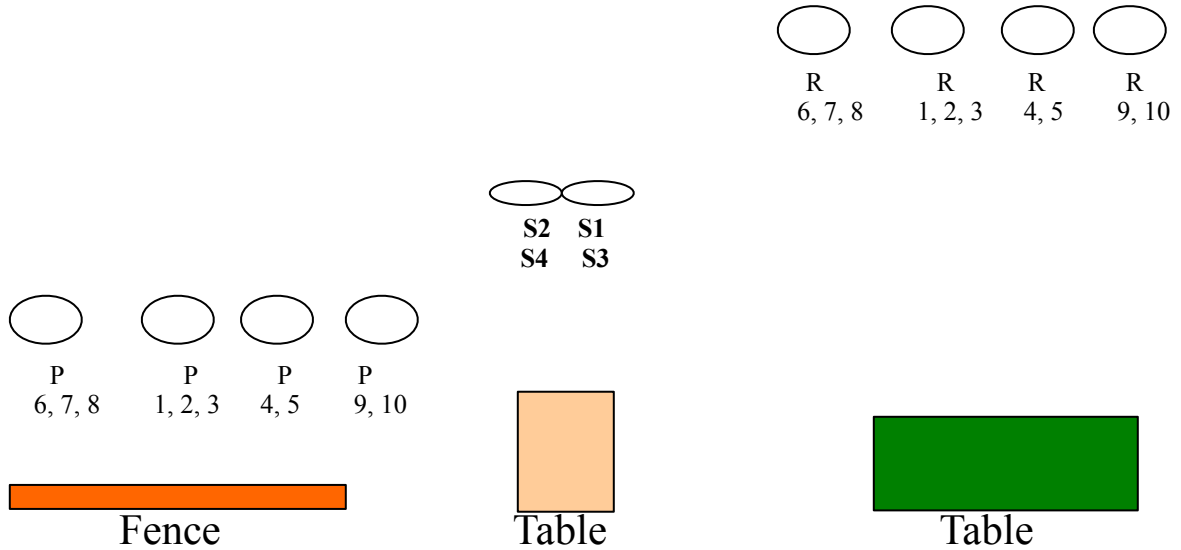
Shooter starts standing at the fence, with both hands on their gun butts. When ready, the shooter yells, “**You Were Told to Get Out of Town!**” At the buzzer engage the targets per your shooting category by sweeping the targets, beginning on either end, in a 1-3-3-3 sweep. Wild Bunch, place your open 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. **This is it!**

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, "**This is it!**" At the buzzer, place 3 rounds on the left inside target and 2 rounds on the right inside target. Then place 3 rounds on the left outside target and 2 rounds on the right outside target. 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.