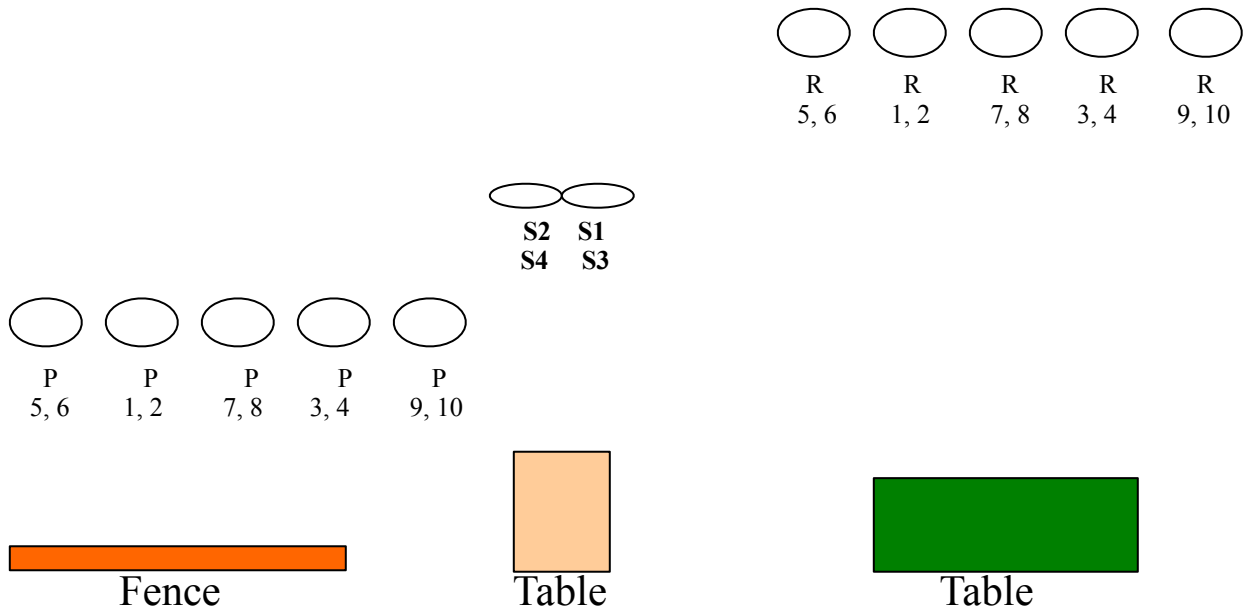


# STAGE 1



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

## Stage 1. I'm Ready for Some Fun!

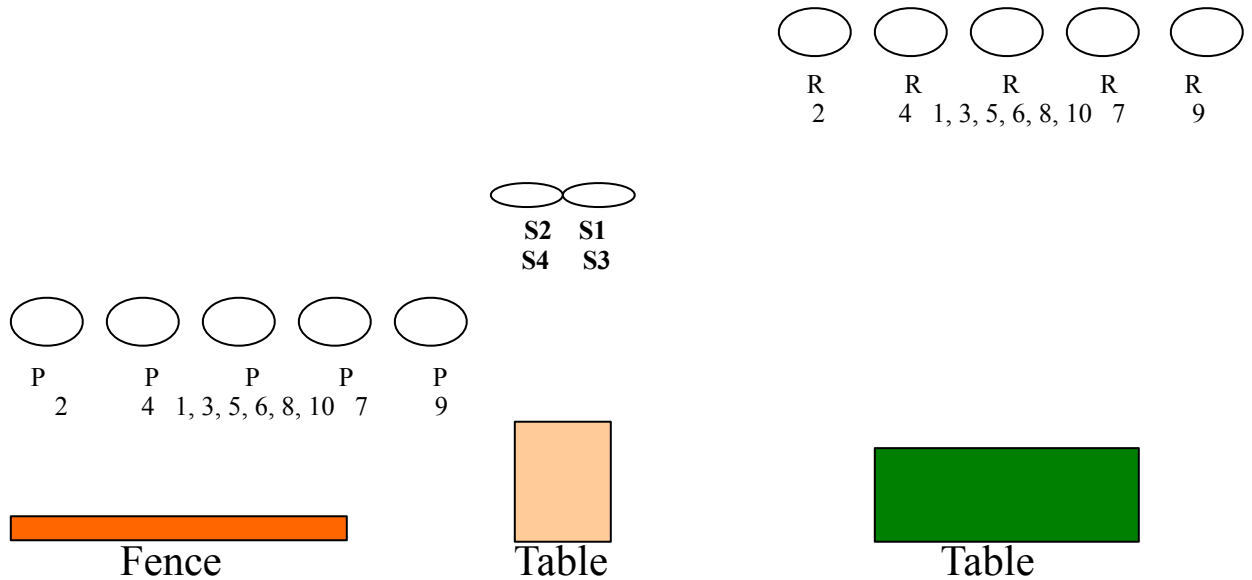
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, rifle in hand. When ready, the shooter yells, "I'm Ready for Some Fun!" At the buzzer, double tap the targets, in this order: inside left, inside right, outside left, center, outside right. 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 Told You to Get Out of My Way!**

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.

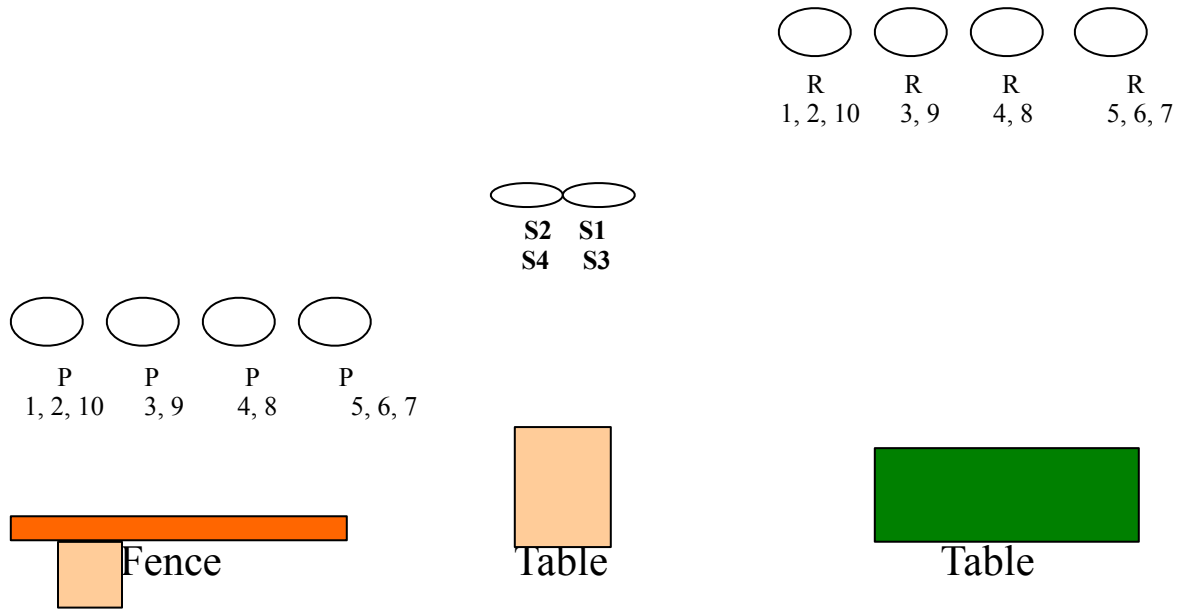
Shooter starts standing at the center table, shotgun in hand. When ready, the shooter yells, “**I Told You to Get Out of My Way!**” At the buzzer, sweep the shotgun targets twice from **right** to **left**.

Make shotgun safe.

From the rifle table, pick up the rifle and, engage the targets in this order: center, outside left, center, inside left, center, center, outside right, center, inside right, center. 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 3



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 3. **Dead or Alive, Makes no Difference to Me!**

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.

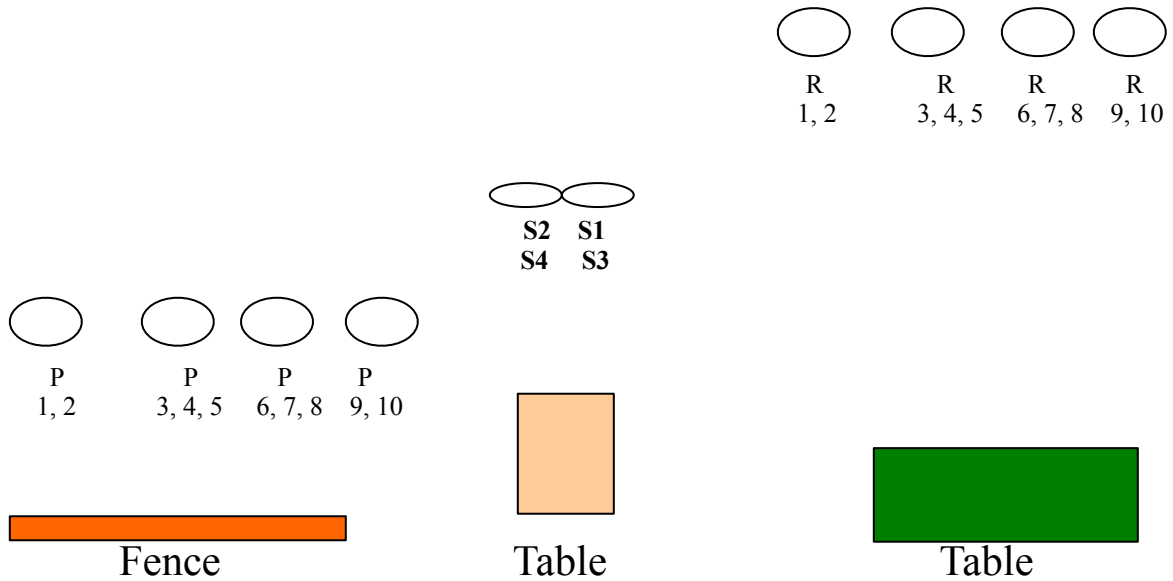
Shooter starts standing at the fence, with hands at their sides. When ready, the shooter yells, **“Dead or Alive, Makes no Difference to Me!”** At the buzzer engage the targets per your shooting category, starting on either end, by double tapping the first target, then single tapping the next 3 targets. Then repeat, beginning on the other 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. (No mirroring necessary)

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

# STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

## Stage 4. Let Them Have 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, “**Let Them Have It!**” At the buzzer, beginning on either end, engage the targets in a 2-3-3-2 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. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.