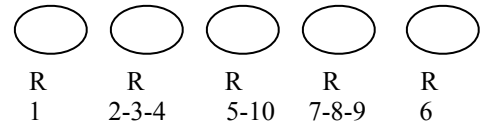
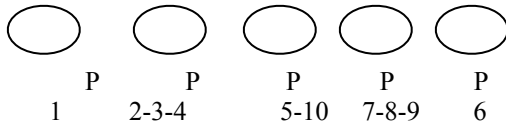
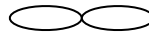


STAGE 1



Fence



S2 S1
S4 S3



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. Dead or Alive, Clear My Name!

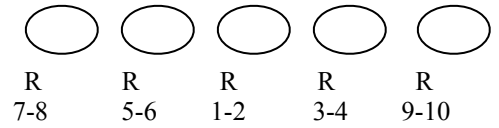
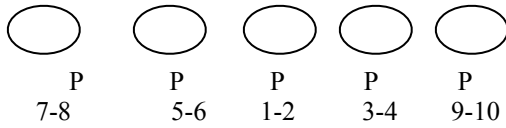
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands on pistol butts. When ready, the shooter yells, “Dead or Alive, Clear My Name!” At the buzzer, pick up your rifle and beginning on either end, engage the targets in a 1-3-1 sweep and then repeat beginning on the other end. Make rifle safe.

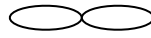
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from right to left. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 2



Fence



S2 S1
S4 S3



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. That Big Talk isn't Worth Diddly Squat!

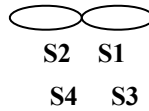
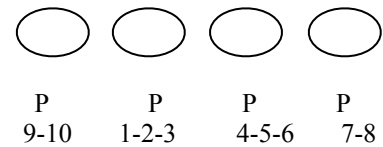
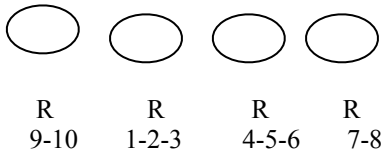
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands at their sides. When ready, the shooter yells, "That Big Talk isn't Worth Diddly Squat!" At the buzzer, with your rifle, put two rounds on each target in the following order: Center, Inside, Inside, Outside, Outside. 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, and engage the pistol targets, as per the rifle instructions. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

STAGE 3



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. **Time for a Missouri Boat Ride!**

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

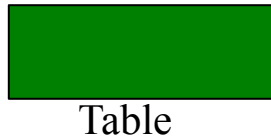
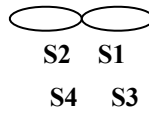
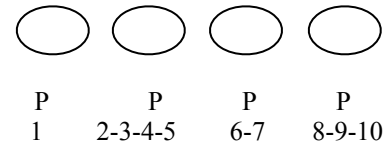
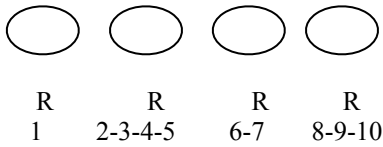
Shooter starts standing at the rifle table, holding the rifle with both hands pointed at the first target. When ready, the shooter yells, “**Time for a Missouri Boat Ride!**” At the buzzer, with your rifle, engage the targets by putting 3 rounds on each inside target and then 2 rounds on each outside target. Make rifle safe.

Move to the shotgun table 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 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **I'm Gonna Whup You Like a Worn Out Mule!**

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 the table. When ready, the shooter yells, "**I'm Gonna Whup You Like a Worn Out Mule!**" At the buzzer, pick up your rifle, and beginning on either end, engage the targets in a 1-4-2-3 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, as per the rifle instructions. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.