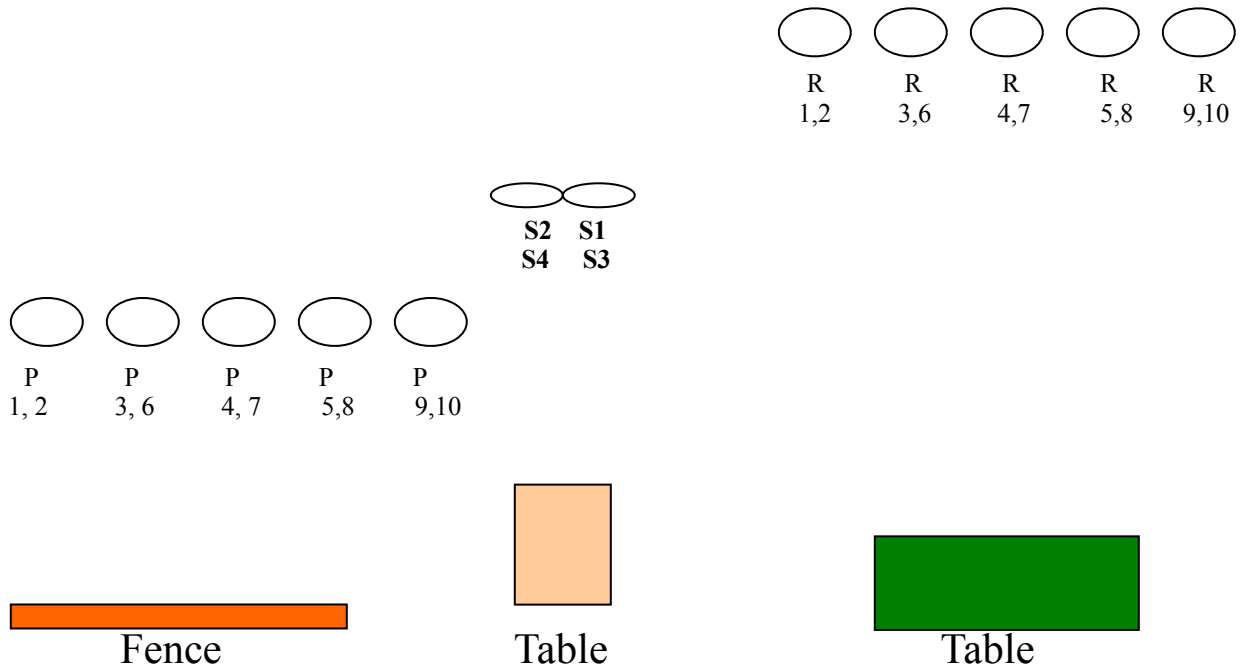


STAGE ONE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. GO AHEAD, SKIN THAT SMOKEWAGON

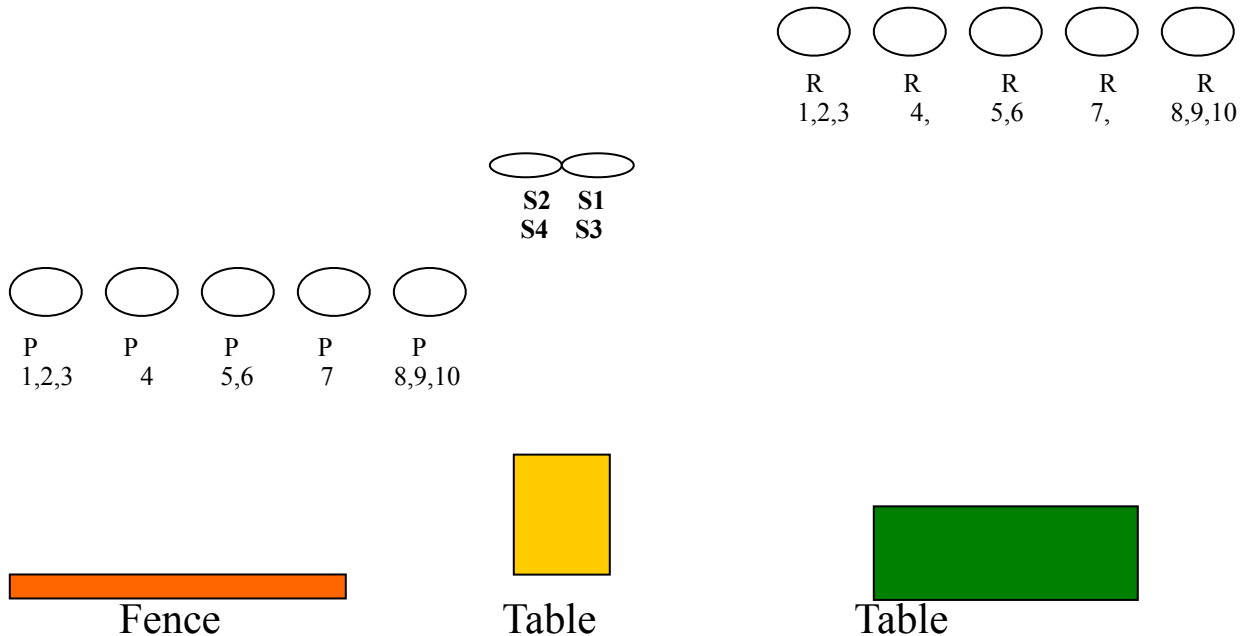
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands at your side. When ready, the shooter yells, “**Go Ahead, Skin that Smokewagon**”. At the buzzer (ATB), shoot the rifle targets in a Rattler Sweep. 1, 1, 2, 3, 4, 2, 3, 4, 5, 5. Return the rifle to the table, action open and empty.

Move to the shotgun table, retrieve your shotgun and shoot the shotgun targets by single tapping them in two right to left sweeps. Place the shotgun, action open and empty, back on the table.

Move to the Fence. Engage the five 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 TWO



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. **GO AHEAD, FILL YOUR HAND**

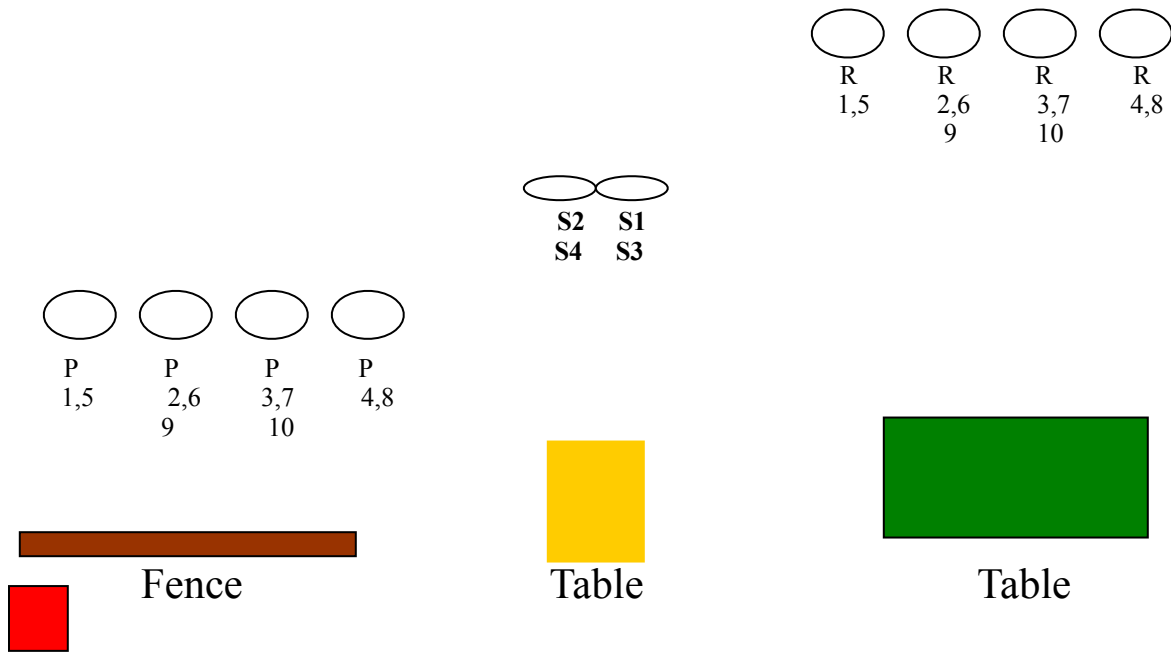
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with ten rounds staged on the table. Shotgun staged on the center table.

Shooter starts standing at the rifle table, both hands touching his hat. When ready, the shooter yells, “**Go Ahead, Fill Your Hand!**” At the buzzer, retrieve your rifle and shoot the rifle targets in a Lawman Sweep, 1, 1, 1, 2, 3, 3, 4, 5, 5, 5. Numbers indicate the number of the target. Place the rifle action open and empty back on the table.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Place the shotgun, action open and empty back on the table.

Move to the Fence. Engage the five 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 THREE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. SAY WHEN

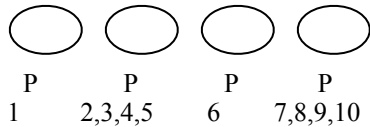
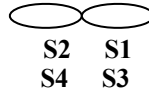
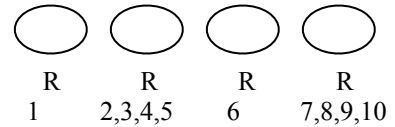
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table. Shooter starts standing behind the table with the rifle held at cowboy port arms. When ready, the shooter yells, “**Say When!**” At the buzzer, starting on the left, shoot the four rifle targets by sweeping left to right. Then repeat. Then, hit the inside left target, then the inside right target. Eg. 1, 2, 3, 4, 1, 2, 3, 4, 2, 3. Place the rifle open and empty back on the table.

Move to the shotgun table. Pick up your scattergun and loading from your person, shoot the targets from right to left in two sweeps. Return the shotgun to the table, open and empty.

Move to the fence. Shoot the pistol targets in the same sequence as the rifle targets. WB category drop the magazine and show your pistol clear to the RO. Pick up your long guns and proceed to the unloading table.

Note: The position of the rifle table and fence may be moved to give the shooters a different look.

STAGE FOUR



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. YOU'RE GOING DOWN

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

Shooter starts standing behind the table with your hands on your pistol grips. When ready, the shooter yells, "**You're Going Down!**" At the buzzer, starting on either end, shoot the five rifle targets in a 1, 4, 1, 4 sweep. Place the rifle on the table action open and empty.

Move to the center table. Pick up your scattergun and loading from your person, shoot the targets from **right to left** in two sweeps. Return the shotgun to the table, action open and empty.

Move to the Fence. Shoot the pistol targets in the same order as the rifle targets. Does not have to mirror. WB, show pistol clear, pick up your long guns and proceed to the unloading table.