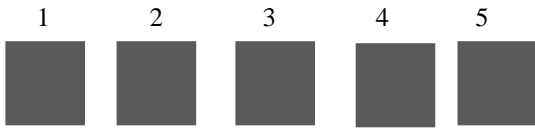
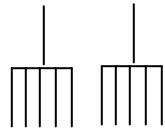


STAGE 1

PISTOL Targets

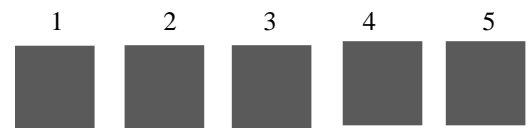


SHOTGUN Targets



S2/S4 S1/S3

RIFLE Targets



Fence



Shotgun
Table



Rifle Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1: Only a fool . . .

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

Shooter starts standing at the rifle table, holding gold nuggets in both hands. When ready, the shooter says, "*Only a fool would try to take my gold!*"

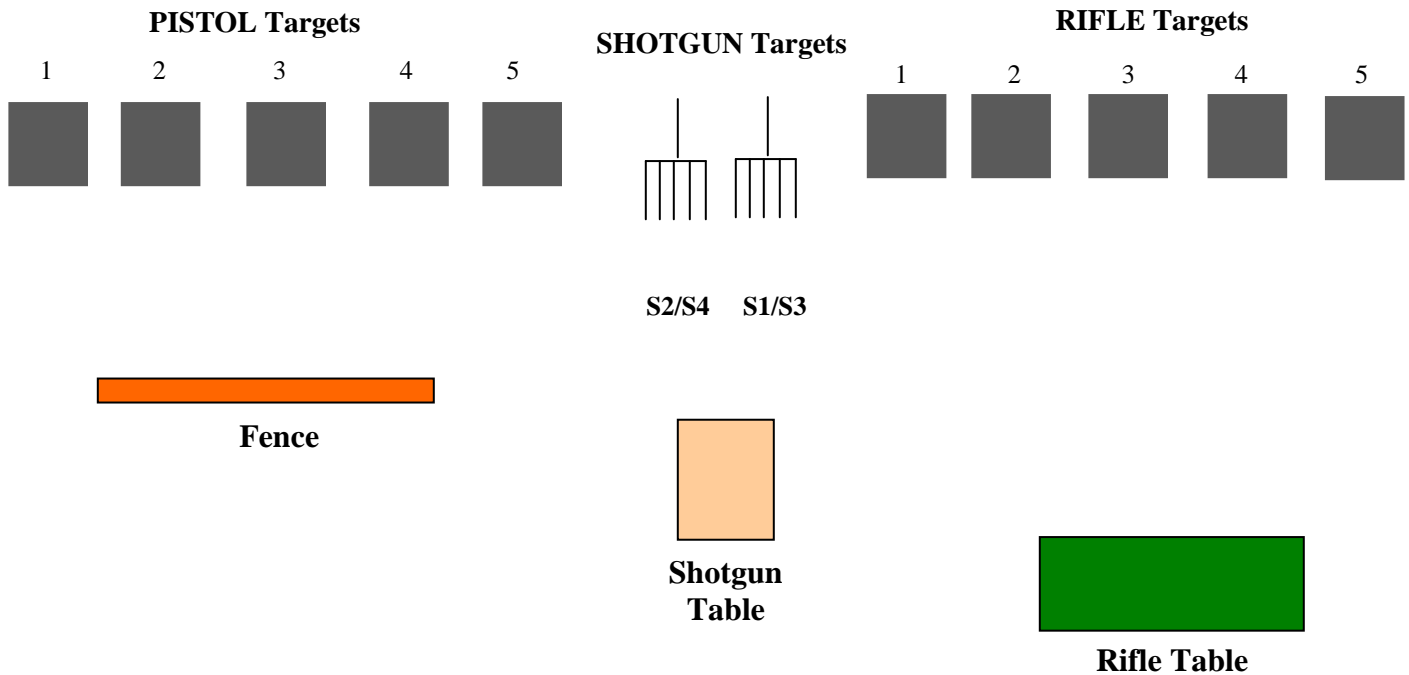
At the buzzer, put the gold nuggets in the bag – nuggets must go in the bag or it is a 10 second penalty. If a nugget lands on the table, the shooter can retrieve it and put it in the bag (no penalty). If a nugget lands on the floor, the shooter cannot retrieve it (10 second penalty). Engage the rifle targets by alternating on either the two far left targets for 4 rounds, then alternating on the two far right targets for 4 rounds, then placing 2 rounds on the center target . . . or . . . alternate on the two far right targets for 4 rounds, then alternate on the two far left targets for 4 rounds, then place 2 rounds on the center target. Make the rifle safe.

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

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

STAGE 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2: **This is getting complicated!**

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

Shooter starts standing at the rifle table with hands on pistol butts.

When ready, the shooter says, ***"This is getting complicated!"***

At the buzzer, with your rifle, sweep the targets in a 1-3-2-3-1 sequence from either end. One round on the first target, 3 rounds on the second target, 2 rounds on the center target, 3 rounds on the 4th target, and 1 round on the last target. Make the rifle safe.

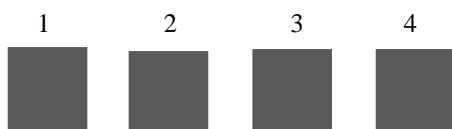
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

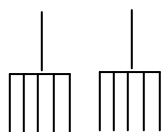
Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

STAGE 3

RIFLE Targets

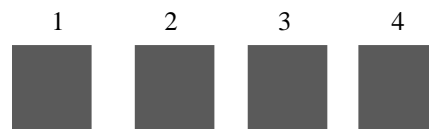


SHOTGUN Targets



S2/S4 S1/S3

PISTOL Targets



Rifle Table



Shotgun
Table



Fence

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3: **Stand still!**

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

Shooter starts standing at the rifle table with both hands flat on the table.

When ready, the shooter says, *“Stand still so I can shoot you!”*

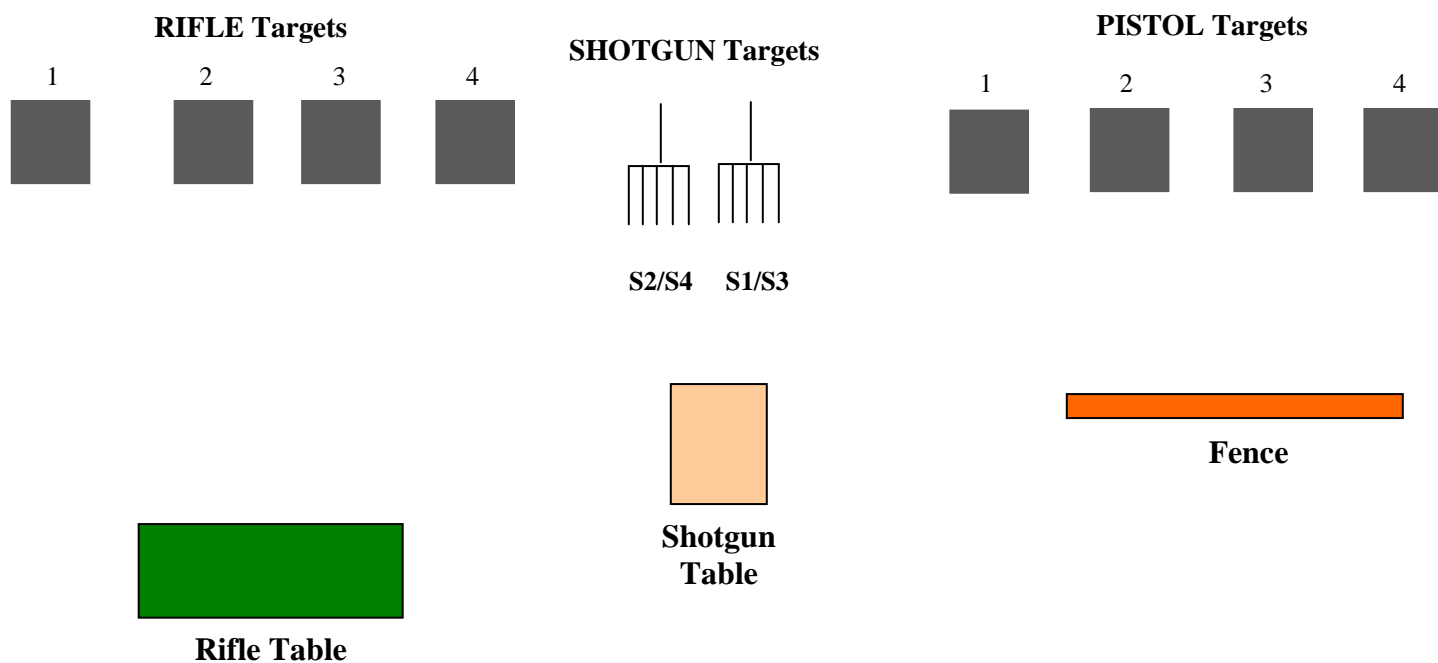
At the buzzer, with your rifle, starting on either end, shoot a continuous Nevada sweep for 10 rounds. Make the rifle safe.

Move to the shotgun table and sweep the shotgun targets twice from **right** to **left**. Make the shotgun safe on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. Polecat!

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 at the rifle table, One hand on your heart and the other holding the shot glass towards the sky (must be above the brim of your hat).

When ready, the shooter says, *“This one is for you Lonesome Polecat!”*

At the buzzer, put the shot glass on the table, pick up your rifle and, **beginning on either end**, put 10 rounds on the 4 targets in any order. Each target must be engaged with at least 1 round. Make the rifle safe.

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

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.