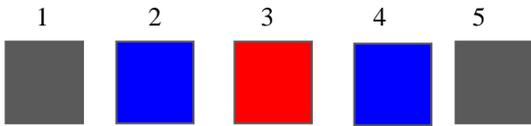
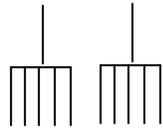


# STAGE 1

## PISTOL Targets

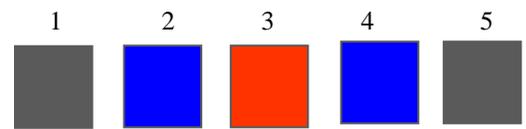


## SHOTGUN Targets

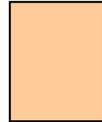


S2/S4 S1/S3

## RIFLE Targets



Fence



Shotgun  
Table



Rifle Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Hold My Dynamite . . .

Pistols loaded with 5 rounds each, hammers down on an empty chambers 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 a stick of dynamite in one hand; other hand on a pistol butt.

When ready, the shooter says, *“Hold my dynamite and watch this!”*

At the buzzer, using the same hand and throwing one stick at a time, toss each of the 5 sticks of dynamite into the box. Each stick that stays in the box is a 1 second bonus.

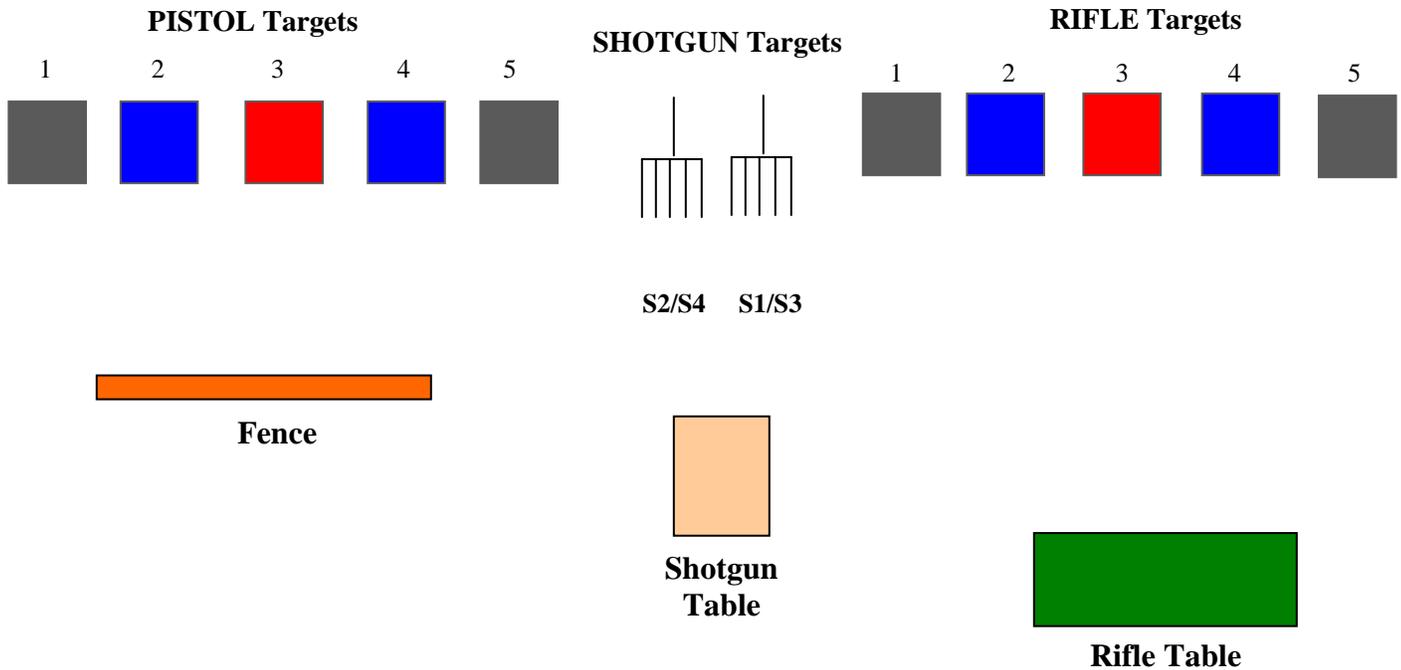
Starting on the center target, engage the rifle targets in a 3-1-1 sweep in one direction and then a 3-1-1 sweep in the other direction. Place 3 rounds on the center target, then 1 round on an inner target, then 1 round on the outer target on the same side; then 3 rounds on the center target, 1 round on the other inner target, and 1 round on the outer target on the same side. 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

### Ammo?

Pistols loaded with 5 rounds each, hammers down on an empty chambers and holstered. Rifle staged on the rifle table. Shotgun staged open and empty on the center table. **Four or more shotgun shells are placed in the ammo box on the table;** the RO will shake the box and place it on the table.

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

When ready, the shooter says, *“Where’s my ammo?”*

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 4<sup>th</sup> target, and 1 round on the last target. Make the rifle safe.

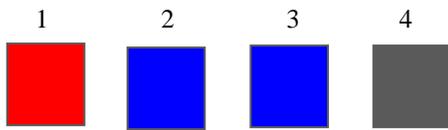
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Shooter must use the 4 shotgun shells from the ammo box before using any shells from their person. If a shell falls on the floor, shooter may **not** retrieve it. Instead use a round from your person. If the shooter needs more than four rounds, e.g. a round is dropped to the floor or a live round is ejected from the shotgun, additional rounds can be retrieved from the their person or the box (if extra rounds were placed in the box). 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.

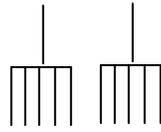
Wild Bunch, show your pistol clear and then holster when directed by the RO.  
Pick up your long guns and proceed to the unloading table.

# STAGE 3

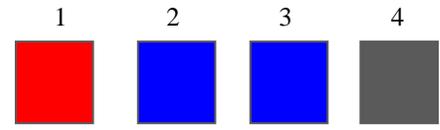
## PISTOL Targets



## SHOTGUN Targets



## RIFLE Targets



S2/S4 S1/S3



Fence



Shotgun  
Table



Rifle Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Nice Nuggets!

Pistols loaded with 5 rounds each, hammers down on an empty chambers 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 a gold nugget in each hand at chin level.

When ready, the shooter says, *“Nice Nuggets!”*

At the buzzer, put the nuggets in the bag – nuggets must go in the bag or it is a **10 second penalty**. If a nugget falls onto the table, the shooter may retrieve it to place it in the bag. Shooter may **not** retrieve nuggets from the floor. With your rifle, starting on either inside target, put 3 rounds on the inside target, then sweep all four targets from either end, then put 3 rounds on the other inside target. Make the rifle safe.

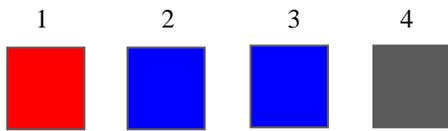
Move to the shotgun table and sweep the shotgun targets twice from **right** to **left**. Make the shotgun safe on the table.

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.

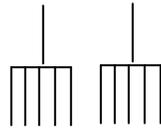
Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

# STAGE 4

## RIFLE Targets

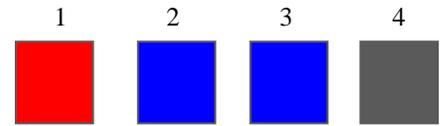


## SHOTGUN Targets



S2/S4 S1/S3

## PISTOL Targets



Rifle Table



Shotgun  
Table



Fence

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Cut The Cards!

Pistols loaded with 5 rounds each, hammers down on an empty chambers 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; one on each side of the cards, not touching any card or the rifle.

When ready, the shooter says, *“Let the cards decide!”*

At the buzzer, flip over one of the cards on the table. If a red card is turned over, shooter will start on the red target; if a black card is turned over, shooter will start on the black target.

With your rifle, starting on the end with the chosen color, shoot a 2-1-1-1 sweep, then shoot a 2-1-1-1 sweep from the other end. Make the rifle safe. You will TRIPLE TAP the end target.

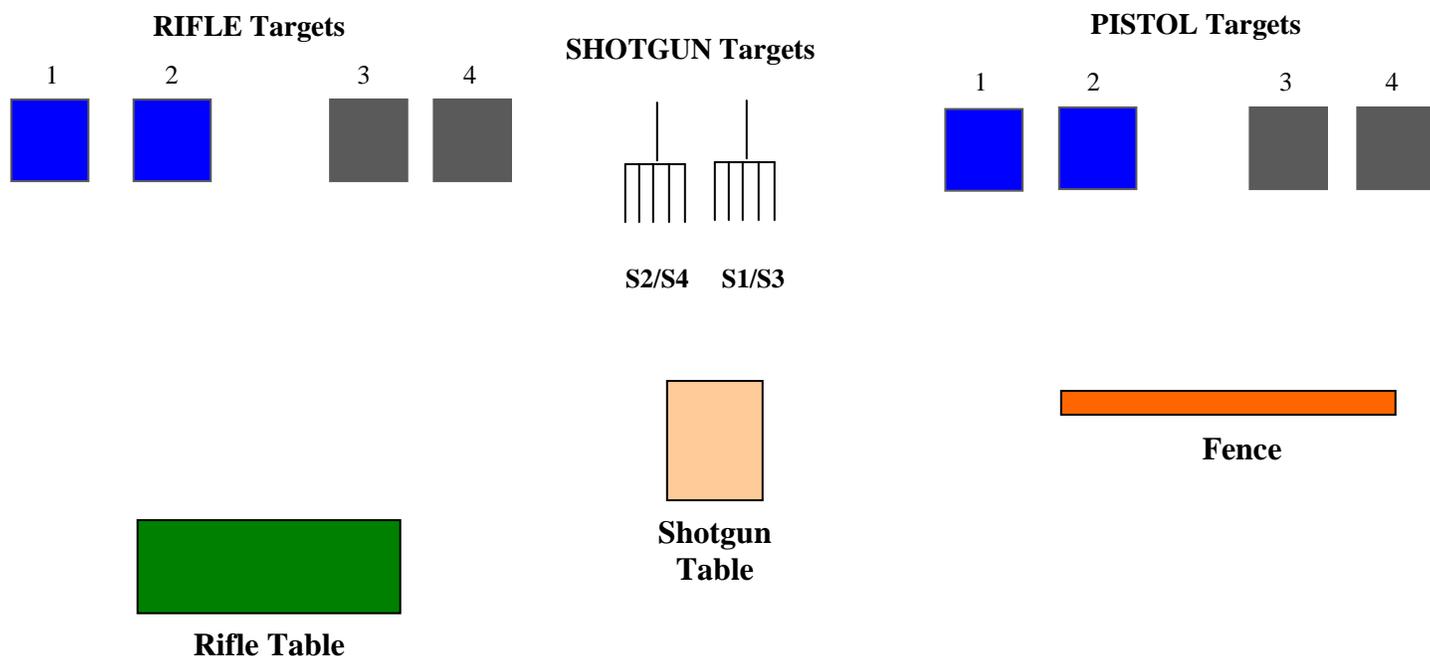
Move to the shotgun table and sweep the shotgun targets twice from right to left. Make the shotgun safe on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle. Pistol sequence must be the same as the rifle sequence (must start on the chosen color).

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 5



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### 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 at or above the shooter's chin).

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

At the buzzer, put the shot glass on the table. No penalty if the glass falls off the table. With your rifle and beginning on either the two left targets or the two right targets and beginning on either target of the pair, alternate on the two targets for 5 rounds; then alternate on the other two targets for 5 rounds – again starting on either target of the pair. Make the rifle safe.

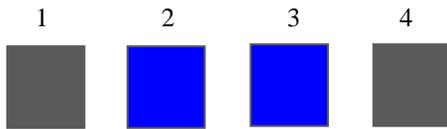
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from right to left. Make shotgun safe on the table.

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.

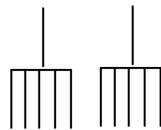
Wild Bunch, show your pistol clear and then holster when directed by the RO.  
Pick up your long guns and proceed to the unloading table.

## STAGE 6

### RIFLE Targets

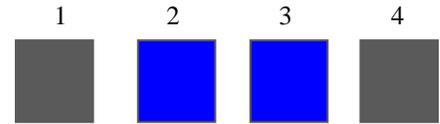


### SHOTGUN Targets



S2/S4 S1/S3

### PISTOL Targets



Rifle Table



Shotgun Table



Fence

Round count: 10 Pistol, **8 Rifle**, **2 Shotgun**

### Let's Make This Fast!

Pistols loaded with 5 rounds each, hammers down on an empty chambers and holstered. Rifle loaded with **8 rounds** and 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, not touching your rifle.

When ready, the shooter says, *“Let's make this fast!”*

At the buzzer, with your rifle, starting on either end, shoot a double-tap sweep for 8 rounds. Make the rifle safe.

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

Move to the Fence. Starting on either end, engage the pistol targets in a double-tap sweep for 8 rounds and then put one round on each of the center targets in any order.

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.