



SASS Wild Bunch RO/MD Handbook

The RO portion of this handbook is to be used by those who have already completed the SASS ROI and ROII courses. The Match Directors portion is for those familiar with the SASS Match Directors guides. A great deal of the material needed to properly RO or direct a SASS Wild Bunch match is already available in the afore referenced materials. There is no reason to repeat that information here. If a specific area is not addressed in this handbook it is because all the necessary information is available in the current Action Shooting handbooks.

Table of Contents

Spirit of the Game	2
1911 Pistol Requirements.....	2
1911 Pistol Range Operations.....	4
Rifle Requirements.....	5
Rifle Range Operations.....	5
Shotgun Requirements.....	5
Shotgun Range Operations.....	5
Penalty Overview.....	6

MATCH DIRECTOR PORTION

Philosophy of Wild Bunch.....	7
Target selection and engagement suggestions.....	8
Additional things to consider.....	10
Sample equipment check list.....	11
Appendix A Power Factor testing procedures.....	13
Appendix B Sample stages.....	16

Spirit of the Game

The Wild Bunch participants are expected to adhere to the SASS "Spirit of the Game" attitude. For example there are over 3000 parts available for the 1911 series pistols in the Brownell's catalog alone. Every possible combination cannot and will not be addressed in this document.

Some illegal items, such as recoil reducing guide rods, are difficult to detect and shooters are expected to comply with the rules and be honest if asked about such items.

It is expected that both Match Directors and participants will understand the intent of the WB rules and abide by them. **Any modifications to firearms or any equipment not specifically listed in the WB Handbook or referenced in this manual is illegal.**

Some areas of the SASS Wild Bunch Handbook have left a few questions which will be addressed in the following sections of this manual.

1911 Pistol Requirements

Throughout this document the term 1911 pistol is used but includes the 1911A1 model as well as its clones.

Traditional Category Pistol Modification Clarifications

The frame and slide must conform to the "military style" 1911 or 1911A1 configuration e.g. no light rails, enlarged dust covers, etc.

The finish on Traditional pistols varies from polished blue to very matted parkerizing. All these finishes are legal. When we mention checkering, matting, stippling etc. it means actually cutting a pattern in the frame or slide. This is not legal on a Traditional pistol except for "cocking" serrations at the rear portion of the slide.

Front sights may be dovetailed, pinned or staked.

"Military style" sights means a simple blade front and blade rear.

Grips must be "GI style" wood or plastic. No wrap-around style grips allowed. There can be no rubber on the front, side or rear of the grip area.

No extended base pads on magazines. This means NO base pads of any kind. Bottom of the magazine must be flush with bottom of the frame.

Grip safety must be of 1911 or 1911A1 style only.

Short or long solid trigger allowed. No match triggers allowed. This means no "lightweight" triggers with holes, etc. Since almost no aftermarket triggers are available without over travel adjustment screws they are allowed Flat or arched mainspring housings permitted. **NOTE:** Since nearly all mainspring housings have some type of serrations, checkering, etc. they are allowed.

Modern Category Pistol Modification Clarifications

No recoil reducing devices are allowed. This means no Springcoil, STI, Fire Dragon, Hartts, tungsten or similar guide rods, full length dust covers, extra weights, etc. Dust cover light rails are legal.

No target style grips or thumb rests allowed. Crimson Trace or other laser grips are illegal. Wrap around grips that cover any of the front strap are illegal.

No "external rib" allowed on slide. This means no external rib such as a BoMar may be attached to the top of the slide by screws, welding or any other means. The top of the slide may be flattened and serrated, matted, etc. to reduce glare. The low "rib" provided as stock on some Colt Gold Cup pistols is legal.

No extended base pads on magazines. This means NO base pads of any kind. Bottom of the magazine must be flush with the bottom of frame.

5. Finger grooves on the front strap are illegal.

6. Checkered front strap and trigger guard allowed. This means any type of checkering, stippling, serrations, etc. are legal. This is also legal on the mainspring housing. **NOTE:** This is an **EXCEPTION** to the grip frame restrictions in the "Cosmetic Embellishment" section of the SASS rules.

Range Operations

1911 Pistol

When handling the 1911 the shooters **trigger finger must be OUTSIDE** the trigger guard when moving or reloading after the pistol is first charged. Typically a shooter is given the verbal warning "FINGER" the first time. A repeat violation earns the shooter a MSV penalty. Charging means the act of placing a live round in the chamber of the pistol.

1. Magazines shall be loaded with 5 rounds only. A shooter may load **LESS** than 5 rounds in a magazine if they desire.

2. At the end of the course of fire before holstering the pistol the following RO commands **will be used.**

UNLOAD and SHOW CLEAR: this means remove any live rounds and the magazine if one is inserted, and with the slide open hold the pistol so the official can see there is no magazine inserted and the chamber is empty.

SLIDE DOWN: This means allow the slide to go forward unimpeded, to battery.

HAMMER DOWN: While the pistol is pointed in a safe direction pull the trigger allowing the hammer to drop unimpeded.

HOLSTER: then place the cleared, safe pistol in the holster.

3. **All reloads shall be from slide lock.** If after firing all the rounds in the magazine the slide lock fails and the shooter needs to reload without moving they may do so without locking the slide back before inserting the new magazine. **This is considered a malfunction and safe reloads after any type of malfunction are legal.**

4. You may **NOT** reload a single round in the 1911 by placing it in the chamber and then closing the slide. **All/any ammunition must be reloaded from a magazine.**

5. If charged at the wrong time or location the pistol may be completely cleared without penalty. The pistol may NOT be re-holstered if it is not the next firearm to be used. It must be staged safely and then retrieved when needed.

6. **No matter what occurs during the stage, it is imperative to remember that the 1911 CANNOT be re-holstered until after the course of fire is completed and it is checked clear, and made safe.**

Rifle Requirements

Rifle must be a SASS legal main match rifle in .40 caliber or larger.

Rifle Range Operations

The penalty for overloading the rifle at the loading table has been **ELIMINATED**.

The penalty for leaving an empty case in an open rifle has been **ELIMINATED**.

All other normal SASS rules for the rifle are in effect.

Shotgun Requirements

The shotgun is restricted to the 1897 Winchester pump shotgun in 12 gauge only and clones. The 1897 "military style" model commonly referred to as a "trench gun" is allowed.

Shotgun Range Operations

The penalty for overloading the shotgun at the loading table has been **ELIMINATED**. The shotgun magazine tube may be loaded with up to the correct number of rounds for the target sequence. If the shotgun sequence is split the shooter may only load the number of rounds required for the first target string.

A loaded shotgun must be staged with the action closed, hammer down on an empty chamber. Unloading table officers should be thorough in checking the 1897 shotgun to be certain there are no rounds in the magazine. The penalty for leaving an empty hull in an open shotgun has been **ELIMINATED**. All other normal SASS rules for the shotgun are in effect.

Penalty Overview

ALL normal SASS penalties are in effect unless specifically mentioned as not applicable in WB. e.g. overloading the rifle, overloading the shotgun, leaving an empty case/hull in an open long gun, and some cosmetic embellishment areas. Other penalties specific to 1911 range operations are summarized here.

Minor Safety Penalties (10 seconds)

1. More than 5 rounds in a magazine.
2. Retrieving a dropped/ejected magazine.
3. Failure to have the trigger finger outside the trigger guard while moving.
4. Failure to have the trigger finger outside the trigger guard while reloading.
5. Reloading by placing a round in the chamber of the pistol and then closing the slide. (**ALL reloads must be from a magazine**)
6. Reloading the pistol with a round in the chamber (tactical reload)

Stage Disqualification

1. Re-staging the pistol with the slide forward or with a loaded magazine inserted. (per SASS rules the shooter has until the next firearm is fired to correct without penalty).
2. Moving with the slide forward. (SASS traveling rule)
3. Re-holstering the pistol without it being cleared by a stage official.
4. Leaving the loading table with a charged pistol.

Match Disqualification for scoring purposes only

1. Ammunition that does not meet power factor.
2. Illegal equipment or an illegal or illegally modified firearm.

Category Reassignment

1. If the pistol of a shooter registered for Traditional is found to meet Modern requirements the shooter will not receive a time penalty but will be automatically transferred to the modern category for the entire match.

MATCH DIRECTOR'S GUIDE

There are a large number of factors which must be taken into consideration when conducting a Wild Bunch match. Many of these things are covered in the SASS Match Director's Guides. This guide should be used as a supplement to those publications as it covers things specific to Wild Bunch matches.

Philosophy of Wild Bunch Matches

Wild Bunch matches are typified by the use of large caliber firearms, high power factor ammunition, and high round for each stage. Wild Bunch stages require different target placement, engagement sequences, and prop locations than normal CAS stages.

One of the best ways to grow your clubs attendance for Wild Bunch matches is to provide a training session to interested shooters. The first time a WB match participant fires a 1911 pistol **should not** be on the first stage of the match. Training, not only for pistol, but for the 1897 shotgun should likewise be considered.

Wild Bunch shooters should NOT be intermixed with CAS shooters during a match. Wild Bunch is not intended to be a CAS category. **It is a totally separate match.**

Part of the appeal of Wild Bunch is the high power factor ammunition coupled with the higher round count per stage, especially with the pistol. The shotgun round count should typically be from of 5 or 6 rounds.

Because Wild Bunch matches use the 1911 style pistol instead of revolvers it is vitally important that each posse have at least one or more members who are intimately familiar with the pistol operation. Malfunctions **WILL** occur. Not only will this familiarity allow for the shooter to be coached safely through the course of fire, but if the shooter is unable to clear the pistol during the course of fire, someone must clear the pistol before it leaves the stage.

A greater emphasis is placed on shooting accuracy in WB matches. Therefore shotgun targets will be designated as non-comstock (no makeups).

The high power factor is an integral portion of Wild Bunch matches and checking of pistol and rifle ammunition to ensure compliance should be expected by participants.

Targets and Engagement Recommendations

Because Wild Bunch matches are shot with large caliber firearms with much higher power factor ammunition the use of reactive pistol and rifle (knockdown) targets is easily accommodated.

Since the rifle must also use higher power factor ammunition you may end a stage with the rifle without concern that the sound of the final shot won't be picked up by the timer.

The use of more difficult targets such as plate racks, dueling trees, hostage targets, etc. is both common and encouraged. The higher power factor ammunition makes these targets react easily and the higher skill level required is appreciated by many WB shooters. **It is important to remember, however, that Wild Bunch is an Action shooting sport that promotes speed, action and accuracy. It is not a bullseye competition.**

Wild Bunch match directors should keep targets and sequences appropriate for all skill levels. A smaller or more distant difficult target placed strategically in one or two stages in a match is fine, but this concept should be not dominate stage design.

Since the shotgun used is the 1897 Winchester, and it can be loaded at the loading table with the required number of shells for the shooting sequence. **Split shotgun sequences are discouraged.** Normal round count for the shotgun is 5 or 6 rounds.

The rifle is the least emphasized firearm in a Wild Bunch match. Stages with round counts lower than 10 are common.

Stage writing should center on shooting the pistol. The enjoyment and challenge of shooting the 1911 is what causes almost every Wild Bunch participant to sign up for a WB match.

Given the added emphasis on the pistol and because of the high power factor, quality **pistol targets should never be placed closer than 7 yards and low quality targets should be placed even further away to avoid excessive ricochet.**

Average pistol round count for a stage should be 15 to 25, although in some circumstances this can vary. Unusual stage designs that require excessive setup time, only using two firearms, etc. may dictate a deviation from these guidelines.

The use of multiple "dump" targets on a single stage for the purpose of solely increasing round count is generally discouraged as a common component of stage design. When used judiciously throughout a match dump targets can provide action, and fun. However they should be considered the exception and not the rule.

Remember you **MUST** provide a safe staging prop at **EVERY** location where the 1911 may be fired. Even if the sequence is not split and the pistol isn't required to be re-staged, a malfunction may occur and **The pistol CANNOT be re-holstered until the stage is completed and it is checked clear by a stage official.**

There are a number of sample stages included in the Appendices of this document. They provide

examples of how to utilize various targets and engagement scenarios. Clubs should consider using some of these stages and use them as guidelines when developing their own Wild Bunch stages.

ADDITIONAL CONSIDERATIONS

1. During the Safety Meeting be sure to stress that the trigger finger must remain outside the trigger guard while moving or reloading. Also remind shooters to be mindful of muzzle direction while reloading the 1911.
2. Have a checklist for the Posse Marshals to use before the match begins so they can verify that the pistols are legal for category and that all other equipment meets the rules.
3. Even though the 1911 is stressed in Wild Bunch it is a 3 gun match and stages without all 3 guns should be the exception rather than the rule.
4. The equipment for checking Power Factor should be set up and checked before the match begins. Instructions for conducting Power Factor testing are found in Appendix A.
5. **INCLUDE** in your match announcement/application verbiage similar to the following:

“The Wild Bunch match to be held by (insert match or club name) will be conducted using the SASS Wild Bunch rules. Please make yourself aware of these rules. They can be downloaded at:

http://www.sassnet.com/Downloads/RO/SASSWBHandbook_Oct2010_final.pdf (this may be updated from time to time, make sure to use the current version)

As a friendly reminder to shooters make sure they are aware that all Wild Bunch match pistol and rifle ammunition has a minimum power factor of 150. Power factor testing should be performed.

SAMPLE EQUIPMENT CHECK LIST

TRADITIONAL PISTOL:

Visually examine the pistol to determine if sights, hammer, trigger, grips, safeties, magazine and slide releases are correct.

Also examine slide and frame to ensure no illegal serrations or checkering are present.

Examine ejection port, if enlarged ensure factory original.

No guide rods or bull barrels are allowed. No extended magazine wells.

Check operation of thumb and grip safeties.

MODERN PISTOL:

Visually examine pistol to determine if sights, grips, and magazine release are correct.

No magazine wells or bull barrels allowed.

Examine guide rod if present to ensure it doesn't provide recoil reduction.

Full length dust covers and extra weights are not allowed.

Check operation of thumb and grip safeties.

PISTOL MAGAZINES:

Standard length only. NO base pads of any kind.

Magazine must fit flush with bottom of frame when inserted.

RIFLE:

Must be a SASS main match legal rifle in .40 caliber or larger.

SHOTGUN:

Must be a Winchester 1897 or clone in 12 gauge. Civilian or Military style.

HOLSTERS, CARTRIDGE BELTS, etc.

Loose ammunition (i.e. ammunition not in magazines) must be carried in a SASS main match legal manner.

Holsters, Cartridge belts, etc. must be made of traditional materials, (e.g. canvas or leather).

No metal or plastic "competition" type equipment.

Holster must cover the entire length of the slide and barrel from the muzzle TO the ejection port. (ejection port need not be covered)

Magazine pouches must be worn on the opposite side of the body from the handgun. They may hold 1 or 2 magazines.

Magazine pouches must be worn vertical and conform to the shooter's body. (i.e. not tilt out from the shooter's body)

APPENDIX A

This document contains the best current information on chronograph testing procedures. It includes information that can be used to set up the chronograph stage at any size match. At some matches the use of all the equipment and procedures outlined may not be practical. It is the Match Directors decision to determine how the chronograph stage will be run. **The decision of the Match Director on equipment and testing/inspection procedures is final.**

Chronograph station procedures:

The chronograph station is not just for the purpose of checking power factor. The chronograph station is also the time to do a final check for legality of firearms as well as ammunition. The operator should be prepared with a ruler or calipers to check rifle lever travel, a powder scale to weigh bullets, a scale to weigh pistols, and a bullet puller as well as the necessary chronograph equipment and forms to record the results. Firearm rules should also be available so any firearms which appear to have legality problems can be brought to the appropriate match official's attention.

Setting up the chronograph area

The chronograph area needs to be laid out for efficiency and safety. Make sure there is a position marked for the shooter to wait until their turn. The actual table from which the firing will occur needs to be large enough to accommodate the chronograph operator and all associated equipment. Designate a location on the table for the shooter to place their firearms for testing and another area for the operator to place them after testing. Provide a chair for the operator. They will be firing many rounds and comfort is important. If possible cover the table to protect the operator and equipment from sun and precipitation.

The chronograph operator

The chronograph operator should be familiar with all the firearm regulations as well as the chronograph procedures. The operator shall load the collected ammunition and fire all the firearms through the chronograph. Shooters may NOT fire their own firearms. Try to keep the same cadence with each round and for each shooter. If one round sits in the chamber significantly longer than another the heat may affect velocity. Do NOT tip the barrel up or down between shots. Try to maintain it as level as possible. A pistol rest is helpful to maintain accuracy of shots through the chronograph.

Setting up the chronograph

The distance from the muzzle to the first start screen of the chronograph shall be 10 feet.

For maximum accuracy the chronograph should be enclosed in a box with controlled lighting. A chronograph out in the open is affected by ambient lighting conditions. Significant variations in velocity readings are possible on a sunny day depending on the direction of the sun. When building the chronograph enclosure remember do NOT use fluorescent lighting. The flicker and intensity will cause inaccurate or loss of readings. Only incandescent lighting should be used. The lights need to be placed directly over the skyscreens. The container needs to be at least a foot longer than the chrono/s and have fairly small openings (6-8") to limit outside light. Add a replaceable entrance port cover with a smaller 4-6" opening to act as a blast shield. Sub-sonic bullets need a blast shield as the gasses can reach the sensors before the bullet and give false readings. Due to the lighting it is important to have 120V power available

for the chronograph station. A small generator at least 25' away will work. 12 Volt light bulbs are available but they are expensive and draw down batteries quickly.

The chronograph in use, regardless of the brand or whether it is enclosed, is the OFFICIAL match chronograph and the test results are final.

Ammunition samples

Ammunition samples should be collected in a RANDOM fashion. Samples should be collected early in the match. Collect 5 rounds for each firearm. Some posses will reach the chronograph stage early. Ammunition from each shooter should be placed in a zip closed bag with their name and posse# label placed inside the bag to avoid loss. Ammunition from the entire posse will then be placed in a large zip closed bag with the posse# label placed inside the bag to prevent loss. All collected samples must be carefully controlled and be available at the chronograph station when the posse arrives. Additional samples may be collected from any shooter at any time non-compliant ammunition is suspected by match officials.

Shooters Responsibility

The shooter shall provide the chronograph operator with their firearms in a safe condition (rifle open and empty, pistol no magazine inserted, slide locked open). Firearms are to be placed on the chronograph table at the designated position. In addition to the firearms the shooter shall provide one empty pistol magazine to be used during testing. The shooter must then wait until testing is completed and their firearms placed in the designated testing completed area. The shooter may then retrieve their firearms and magazine and exit the chronograph station.

Power Factor Testing procedure

One round will have the bullet pulled and weighted. Then the remaining 4 rounds will be fired over the chronograph. The average velocity of all recorded rounds will be used to calculate power factor. A minimum of 2 readings on the chronograph will be necessary to determine power factor. If fewer than 2 velocities are recorded new samples must be collected and the ammunition retested. Power factor shall be calculated by multiplying the bullet weight in grains by the average velocity in feet per second and dividing the result by 1000.

Firearm Legality Testing

Pistols shall be weighed with the empty magazine provided by the shooter inserted. They shall be examined for category compliance and any non-military style parts (magazine release, grip safety, slide release, guide rod, etc.) examined for compliance. Rifle lever travel must be not less than 4 1/8" and shall be checked by the following procedure: With the action closed measure 3 inches back from the back edge of the trigger at the point where it enters the frame. Mark this point on both the bottom of the buttstock and the lever opposite the buttstock mark. Open the lever to its maximum extension and measure the distance between the two marks.

Increasing efficiency

If large numbers of shooters need to be tested two operators can be used. One would load the firearms and fire the rounds through the chronograph and the other would weigh bullets and check firearms for legality. This might require two separate tables for the operators.

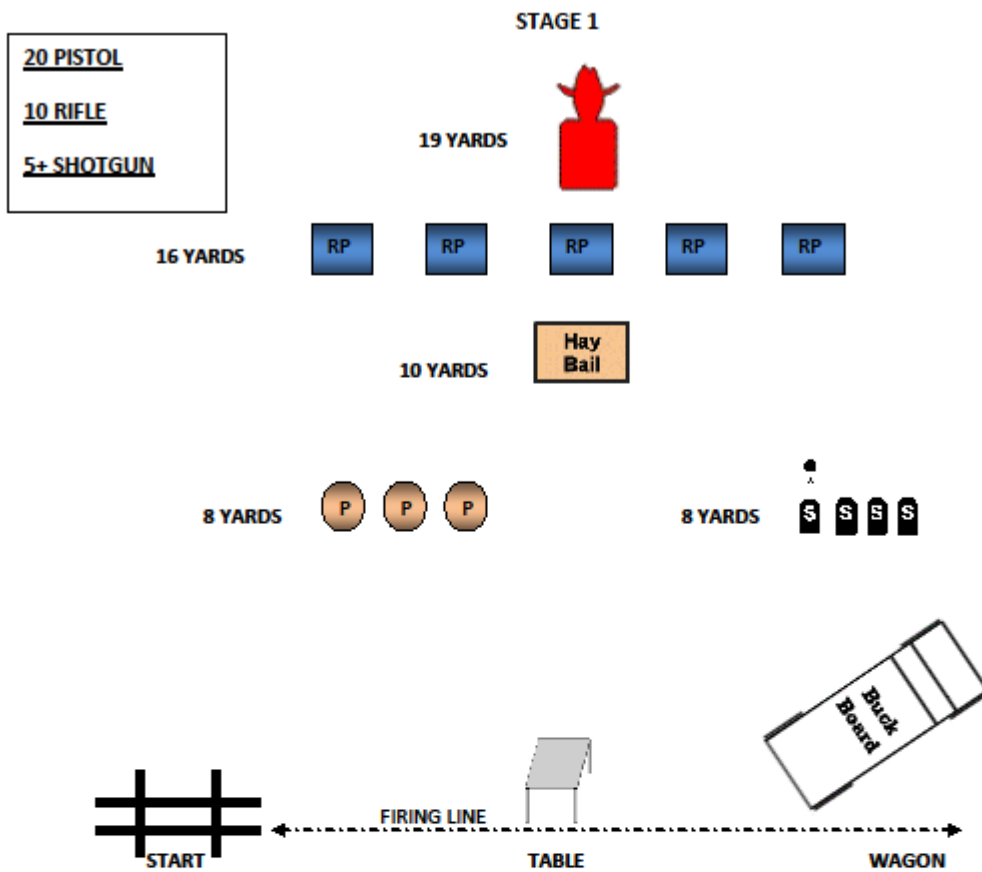
Cartridge Weight vs. Power Factor

Cal.	Bullet Weight	Cartridge Weight	Velocity
38-40	180gn.	285gn.	834fps.
44-40	180gn.	290gn.	834fps.
44-40	200gn.	310gn.	750fps.
44-40	225gn.	315gn.	667fps.
44Spec.	180gn.	294gn.	834fps.
44Spec.	185gn.	299gn.	811fps.
44Spec.	200gn.	314gn.	750fps.
44Spec.	230gn.	343gn.	653fps.
44Spec.	240gn.	353gn.	625fps.
44Mag.	180gn.	300gn.	834fps.
44Mag.	185gn.	305gn.	811fps.
44Mag.	200gn.	320gn.	750fps.
44Mag.	230gn.	350gn.	653fps.
44Mag.	240gn.	360gn.	625fps.
45 Colt	180gn.	300gn.	834fps.
45 Colt	185gn.	305gn.	811fps.
45 Colt	200gn.	320gn.	750fps.
45 Colt	230gn.	350gn.	653fps.
45 Colt	250gn.	370gn.	600fps.
45ACP	180gn.	275gn.	834fps.
45ACP	185gn.	280gn.	811fps.
45ACP	200gn.	294gn.	750fps.
45ACP	215gn.	309gn.	698fps.
45ACP	230gn.	324gn.	653fps.

Velocity listed is minimum required to make a 150 power factor.

APPENDIX B

SASS Wild Bunch Action Shooting Sample Stages

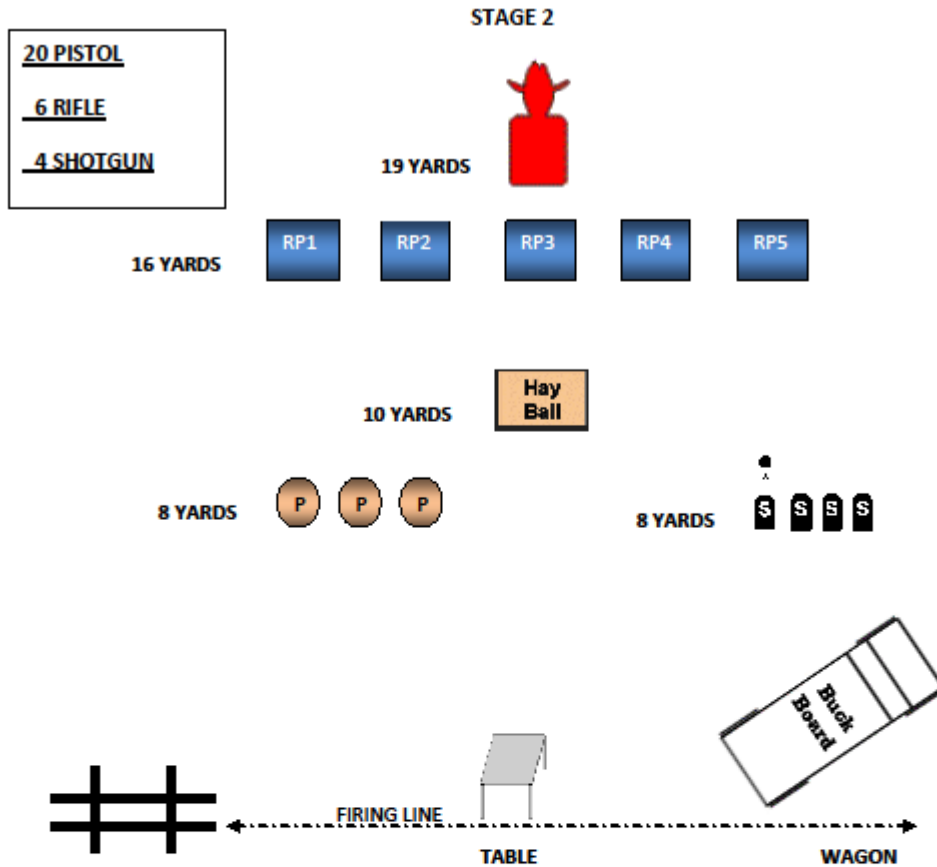


Pistol loaded with 5 round magazine and holstered. Rifle in hands at the fence, and shotgun loaded with 5 rounds in the wagon.

At the signal engage the five R targets in a 9 round Nevada sweep starting on either end. Place the 10th round on the large cowboy. Take the rifle to the wagon and make safe. With the shotgun engage the knockdown/ flyer first . You may re-engage the flyer while it is in the air if you miss your first shot. Then engage the standard knockdown targets. (If you fired more than one round at the flyer you may reload the extra round(s) to engage all the standard knockdowns). Make the shotgun safe.

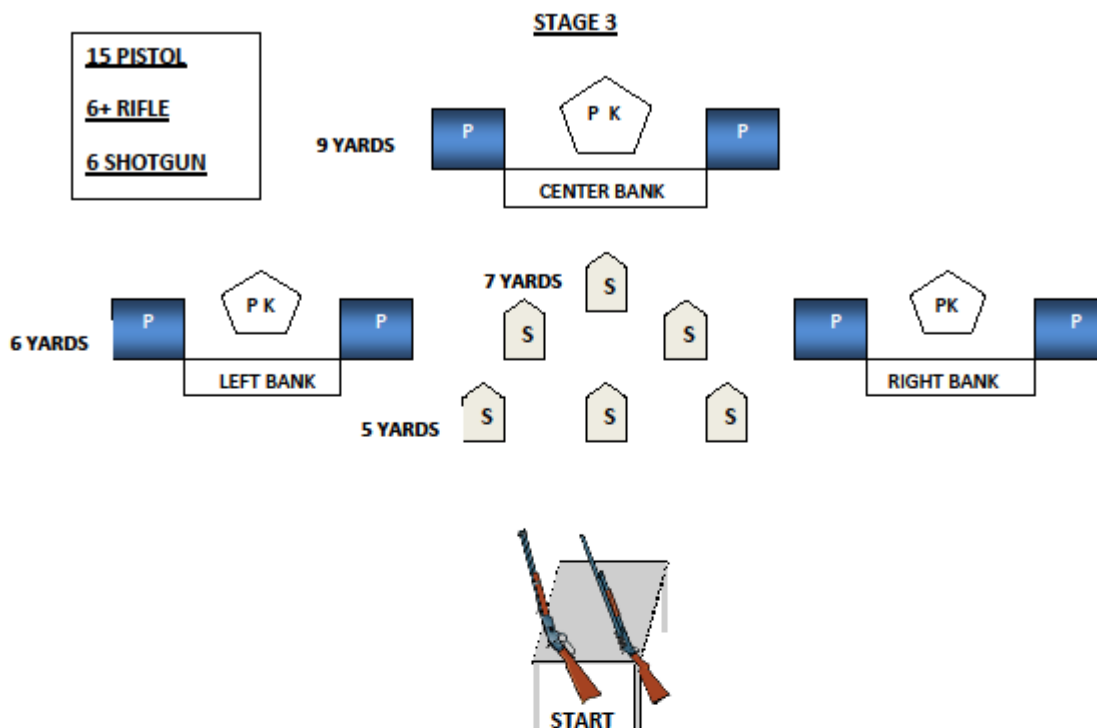
From the table with pistol engage the 3 P targets in a 5 round Nevada sweep. Repeat starting on the opposite end. Move to the bale and engage each R/P target once each, and then the Cowboy target 5 times.

All knockdowns must fall to count as a hit.



Shooter standing at table with hands in the surrender position. Pistol loaded with 5 round magazine and holstered. Rifle on table loaded with 6 rounds, and shotgun loaded with 4 rounds in the wagon.

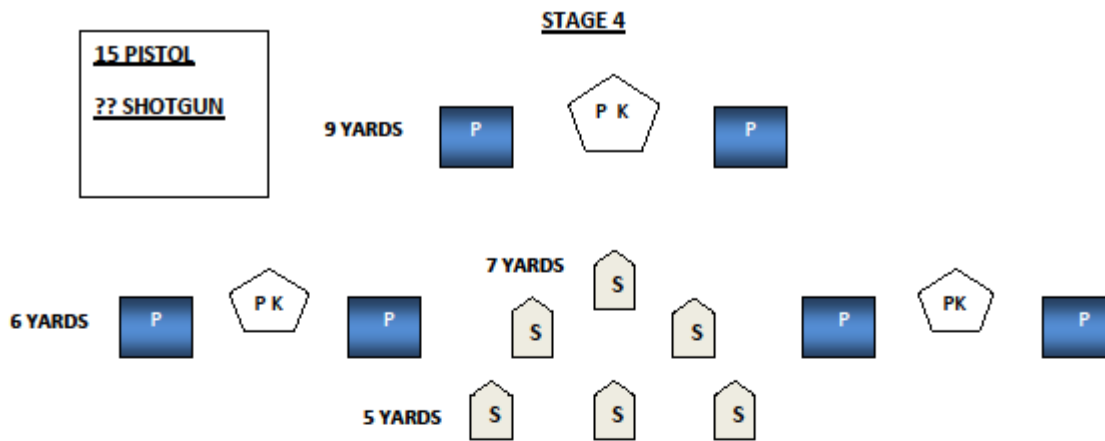
At the signal engage the cowboy and any 3 RP targets alternating the shots starting on the cowboy for 6 rounds. Make rifle safe. From the wagon with the shotgun engage the 4 knockdowns once each (NON COMSTOCK). Make shotgun safe. From the table shoot the 3 P targets in a 2-1-2 sweep from either direction, and repeat. Then with pistol starting on the cowboy alternate between the cowboy and each of the RP targets for 10 rounds.



Both rifle and shotgun loaded with 6 rounds each staged on table. Pistol loaded with a 5 round magazine and holstered. Shooter standing with hands on hat.

At the signal with shotgun engage all 6 shotgun targets (NON COMSTOCK) and make shotgun safe. With pistol engage the left bank stationary targets twice each and the knockdown once, any order. Repeat on the middle bank, and repeat on the right bank. Make pistol safe on table. With rifle shoot all 6 stationary targets once each. If any pistol knockdowns are standing you may reload the rifle and engage the standing knockdown(s) until down.

ALL KNOCKDOWNS MUST FALL TO COUNT AS A HIT.

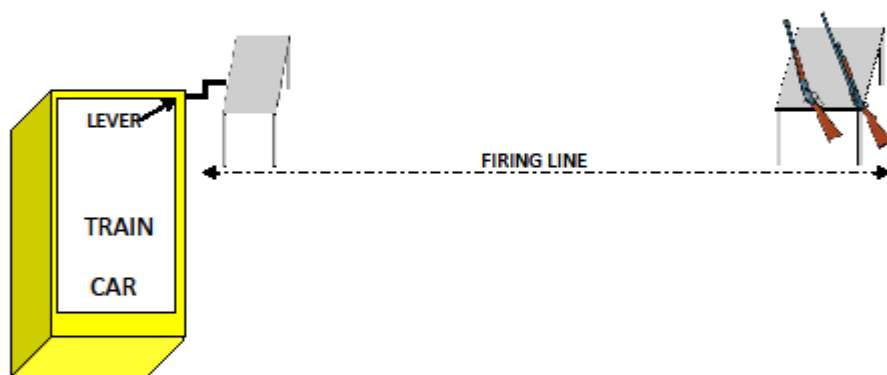
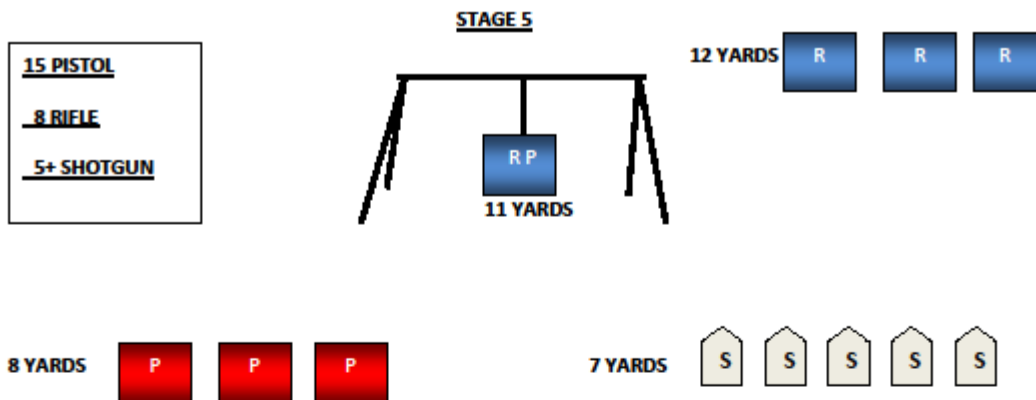


Shooter standing with both feet behind table, hand on pistol. Pistol loaded with a 5 round magazine and holstered. Open empty shotgun staged on table.

At the signal with pistol engage all 15 targets with one round each. Any knockdown left standing may be re-engaged with the shotgun. Stationary targets not hit are counted as a miss and may not be made up.

ALL KNOCKDOWNS MUST FALL TO COUNT AS A HIT.

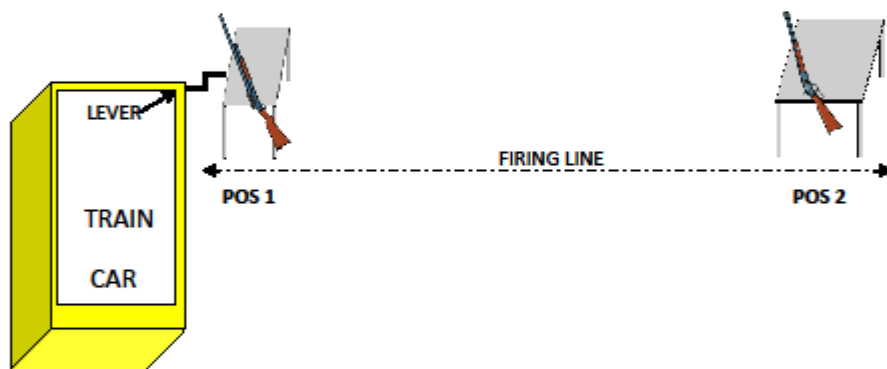
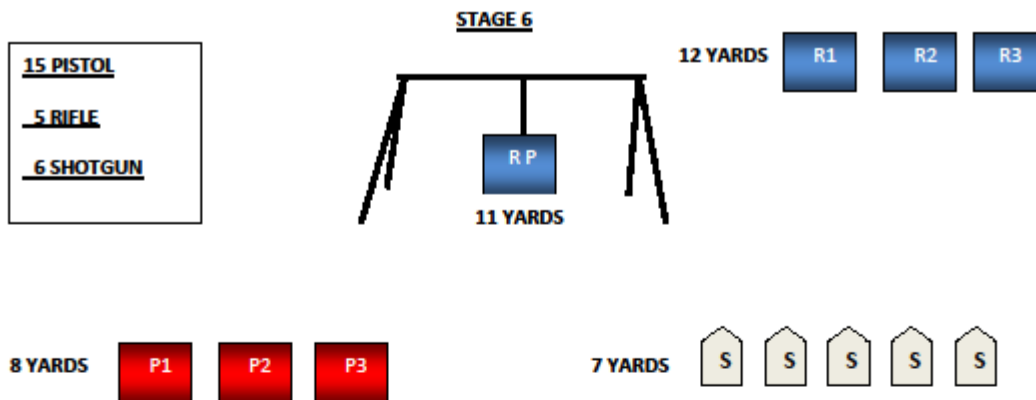




Shooter starts standing at train car with both hands on the lever. Pistol loaded with 5 round magazine, holstered. Rifle loaded with 8 rounds and shotgun loaded with 5+ rounds both staged on the table.

At the signal activate swinger target. With pistol engage swinger 5 times, then engage the 3 pistol targets in a double tap Nevada sweep from either end for 10 rounds. Take pistol to the table and make safe. With rifle engage the swinger and the 3 rifle targets twice each any order. With shotgun knock down the 5 shotgun targets (COMSTOCK RULE APPLIES).

Shotgun targets may be re-engaged until down.



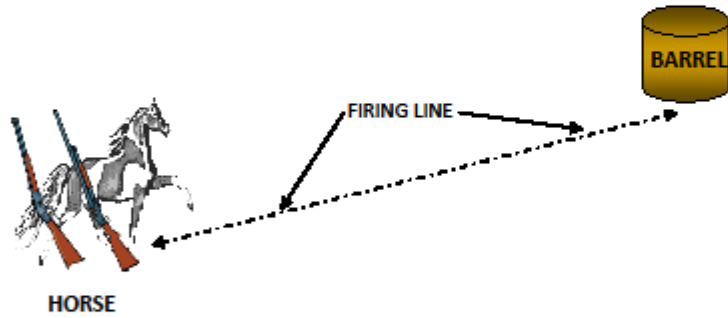
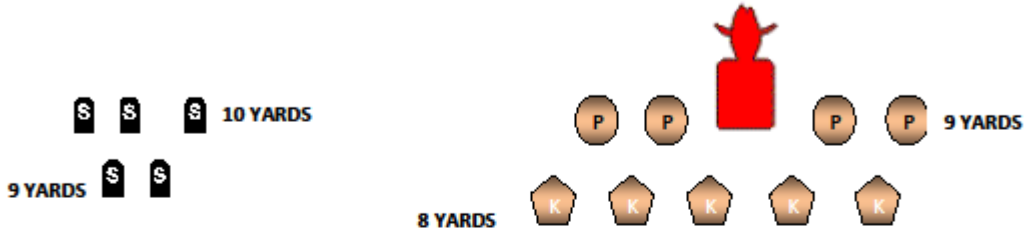
Shooter starts standing at POS 1 hands at sides. Pistol loaded with 5 round magazine, staged on the table at POS 1. Shotgun loaded with 6 rounds staged on the table at POS 1. Rifle loaded with 5 rounds on table at POS 2,

At the signal activate swinger target. With pistol engage P1, P2, and P3 once each and the swinger twice in any order for 5 rounds. Repeat the sequence for a 2nd 5 rounds, and then repeat a 3rd time. (total of 15 rounds). Make pistol safe on the table. With shotgun shoot the swinger target once, and moving to position 2 (with the hammer down on an empty shell, or the action open with a round on the carrier). From POS 2 shoot the 5 shotgun knockdowns in any order, and make shotgun safe (NON COMSTOCK). With rifle engage R1, R2, and R3 once each and the swinger target twice, in any order.

Shotgun targets are NON COMSTOCK and may not be re-engaged if missed.

STAGE 7

20 PISTOL
10 RIFLE
5 SHOTGUN

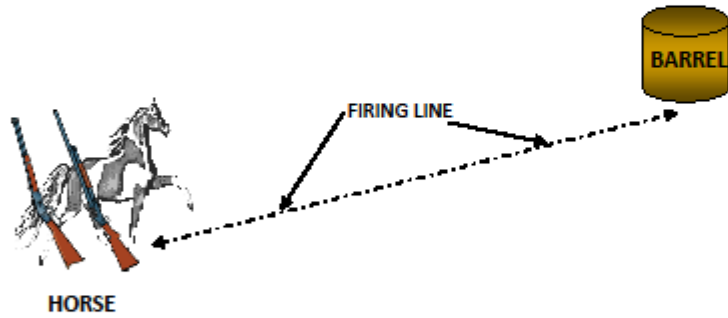
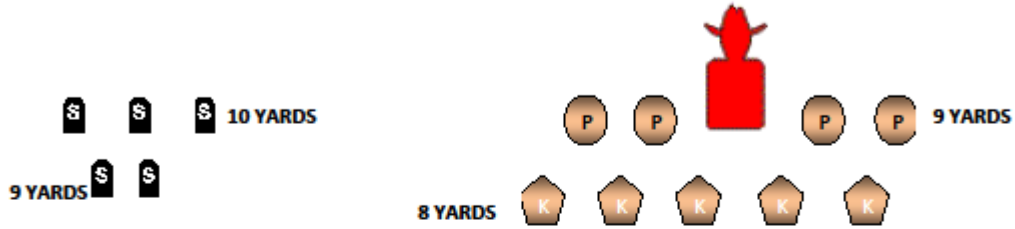


Shooter standing at Horse with hands at side. Rifle loaded with 10 rounds, and shotgun loaded with 5 rounds staged on the horse. Pistol loaded with a 5 round magazine, holstered.

At the signal with the shotgun shoot the 5 knockdown targets any order (NON COMSTOCK), and re-stage shotgun on horse. With rifle sweep the 5 "R" targets from left to right, for 5 rounds then from right to left for 5 rounds, and re-stage rifle on horse. Move to the barrel and with pistol engage the 5 stationary "P" targets with 1 round each, then the front "K" targets with one round each, and then the 5 stationary targets with one round each, and finally engage the large cowboy stationary "P" target with 5 rounds.

STAGE 8

20 PISTOL
7 RIFLE
5 SHOTGUN



Shooter standing at horse with hands at side. Rifle loaded with 7 rounds, and shotgun loaded with 5 rounds both staged on the horse. Pistol loaded with a 5 round magazine, holstered.

At the signal with rifle sweep the R-1 through R-5 from either end in a 1-2-1-2-1 sweep, and restage the rifle on the horse. With shotgun engage the 5 shotgun targets (NON COMSTOCK), and restage the shotgun on the horse.

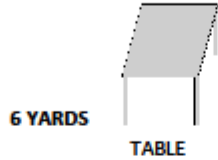
Move to the barrel and with pistol starting on any knockdown target alternate shots from the knockdown to the cowboy for 10 rounds. Then double tap sweep the 5 stationary pistol targets for 10 rounds.

STAGE 9

20 PISTOL
8 RIFLE
6 SHOTGUN

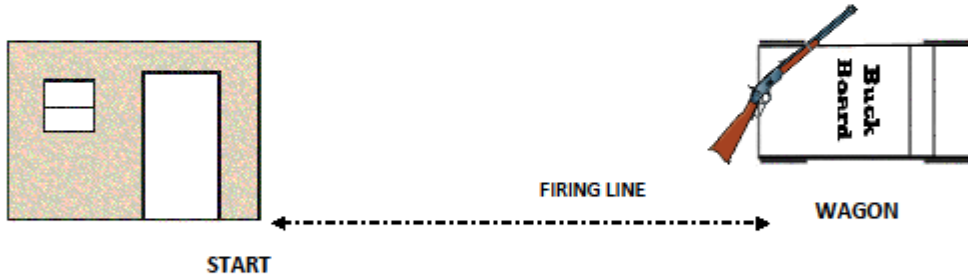
R1 R2 R3 R4 13 YARDS

9 YARDS S S



7 YARDS P P P P

6 YARDS S S S S

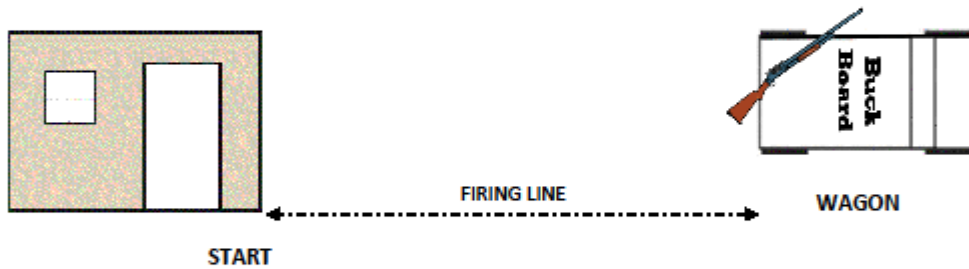
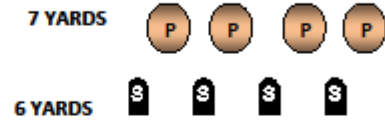
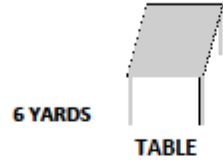
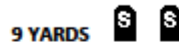


Shooter starts standing at building with shotgun in hand. Rifle loaded with 8 rounds, staged in wagon. Pistol loaded with a 5 round magazine, holstered.

At the signal with shotgun engage the 2 shotgun targets. Move safely to the wagon and engage the 4 shotgun targets. (Shotgun is NON-COMSTOCK). Stage shotgun in the wagon. With rifle engage the rifle targets twice each. Re-stage rifle in wagon. With pistol engage the 4 pistol targets AT LEAST twice each. Move to the table and with pistol engage the 4 "R" targets AT LEAST twice each.

STAGE 10

20 PISTOL
10 RIFLE
2 SHOTGUN



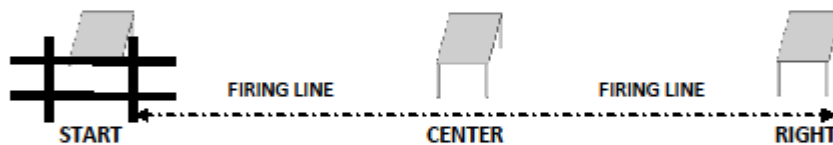
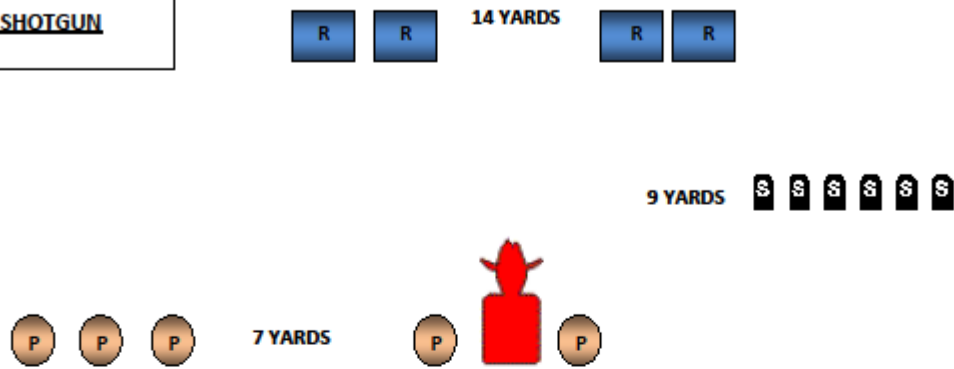
Rifle in hand loaded with 10 rounds, starting on the right side of the building. Shotgun loaded with 2 rounds staged in the wagon. Pistol loaded with 5 rounds and holstered.

At the signal with the rifle shoot 1 shotgun knockdown on the right side of the stage with the rifle and sweep R1-R4, then shoot the 2nd shotgun target with the rifle and sweep R1-R4 with the rifle. Take the rifle to the wagon and stage safely. With shotgun shoot any 2 shotgun targets. Re-stage shotgun in wagon.

With pistol shoot 1 knockdown and sweep the 4 "P" targets, and repeat. Move forward to the table and with pistol shoot R1-R4 in a 10 round continuous Nevada sweep.

STAGE 11

20 PISTOL
8 RIFLE
6 SHOTGUN



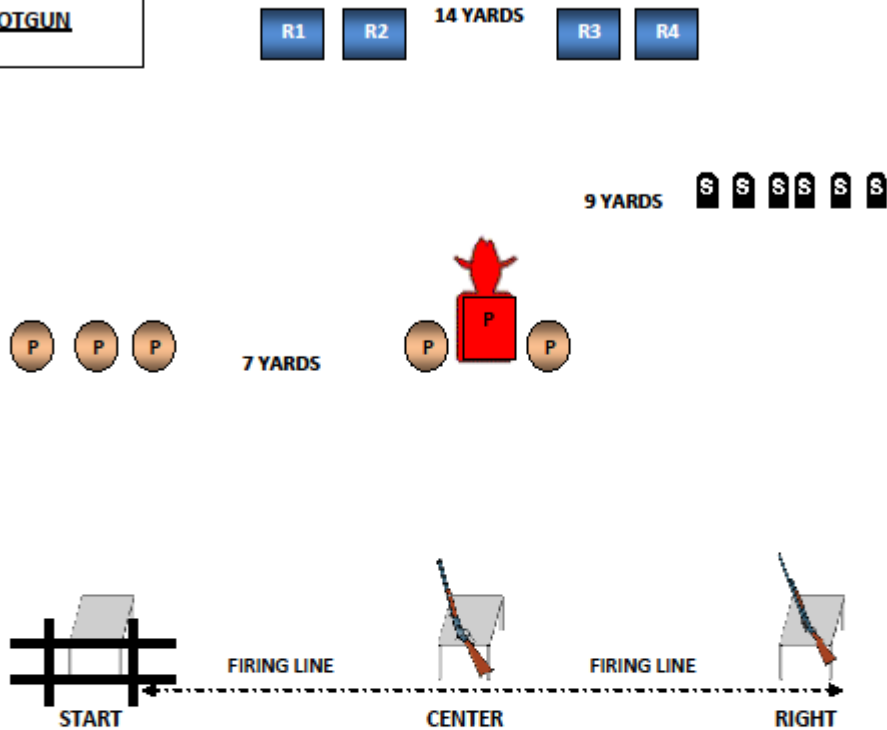
Shooter starts standing at the fence with both hands on hat. Pistol loaded with 5 rounds and holstered. Rifle loaded with 8 rounds staged on the center table. Shotgun loaded with 6 rounds staged on the right table.

At the signal engage the 3 "P" targets in front of the fence with a double tap Nevada sweep. Move to the center table, and with pistol engage the 2 "P" targets and the cowboy in a 5 round Nevada sweep. Then engage the cowboy for 5 rounds. Make pistol safe on table.

With rifle engage the 4 "R" targets twice each. Re-stage the rifle on the table. Move to the right table and shoot the 6 knockdown targets. (NON COMSTOCK)

STAGE 12

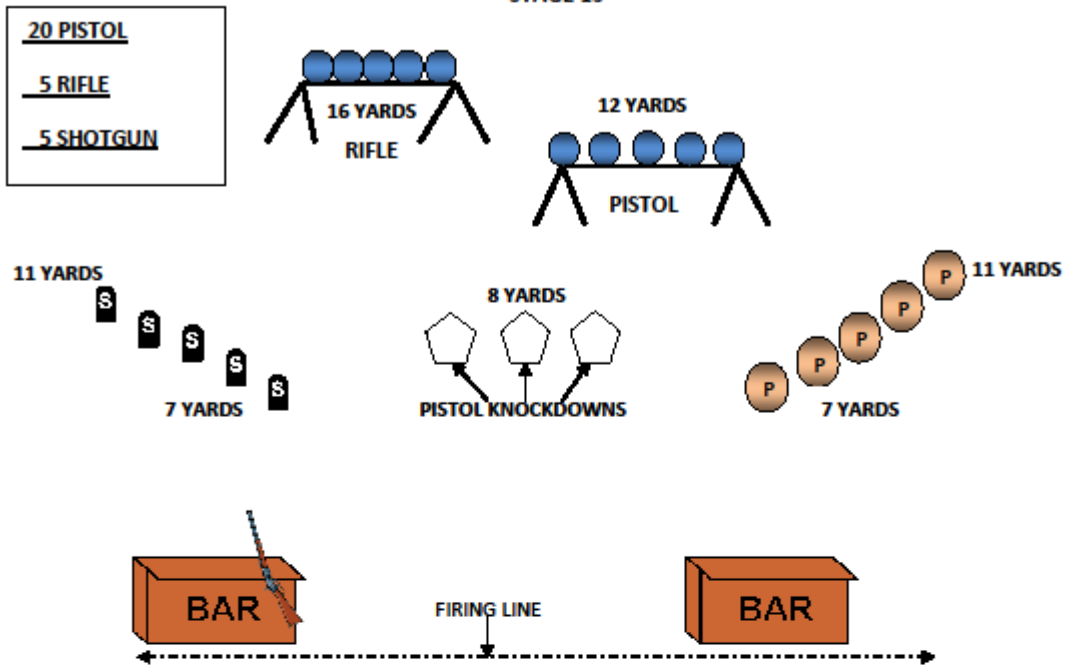
15 PISTOL
10 RIFLE
6 SHOTGUN



Shooter starts standing at the fence with both thumbs hooked in gun belt. Pistol loaded with 5 rounds and holstered. Rifle loaded with 10 rounds staged on the center table. Shotgun loaded with 6 rounds staged on the right table.

At the signal engage any 2 of the "P" targets in front of the fence by alternating for 5 shots. Move to the center table and make pistol safe. With rifle, engage R1 and R2 for 5 rounds alternating, and R3 and R4 for 5 rounds alternating. Make rifle safe and with pistol engage any 2 "P" targets in front of the table for 5 shots alternating. Then with pistol engage any 2 R targets alternating for 5 rounds. Take pistol to right table and make safe. With shotgun engage the 6 shotgun targets. (NON COMSTOCK)

STAGE 13



Shooter starts standing behind left bar with a shotgun loaded with 5 rounds in hand. Rifle loaded with 5 rounds staged on the bar, and a pistol loaded with 5 rounds holstered.

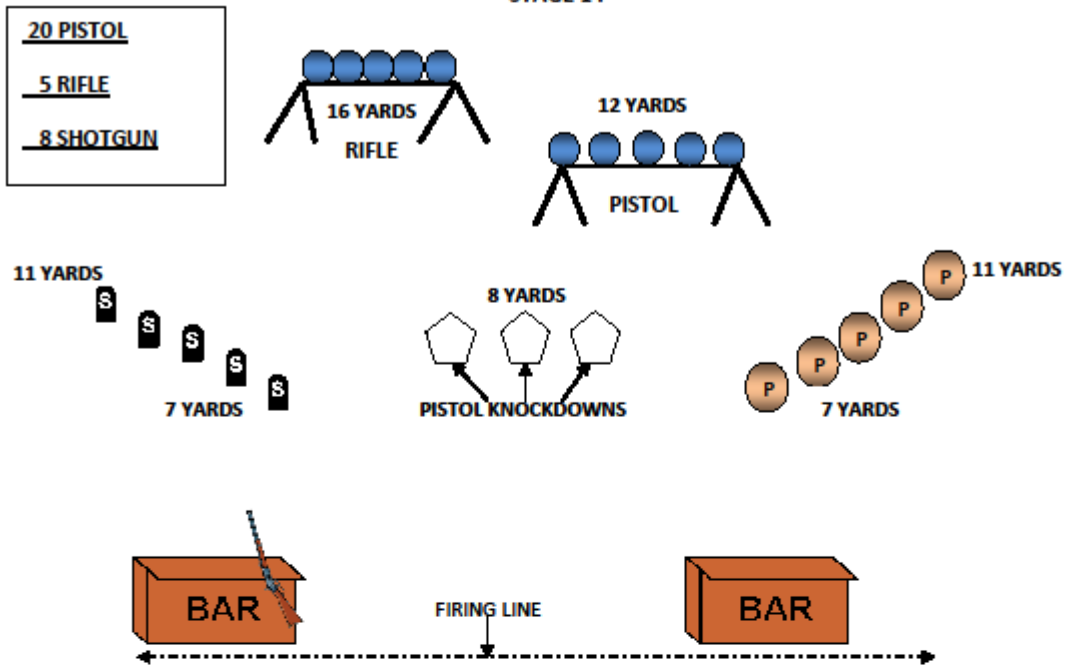
At the signal, with shotgun engage the 5 shotgun knockdown targets (NON COMSTOCK) . Stage shotgun on bar. With rifle engage the 5 plates on the rifle knockdown rack, and stage the rifle safely on the bar.

Move to any position between the left and right bar, and with pistol engage the 3 pistol knockdowns and the 5 plates on the pistol knockdown rack with 10 rounds. After knocking down all 8 targets if you have any extra rounds remaining shoot them safely down range.

Move to the right side bar and engage the "P" targets in two 5 round sweeps from the same direction.

ALL KNOCKDOWN TARGETS MUST FALL TO COUNT AS A HIT.

STAGE 14



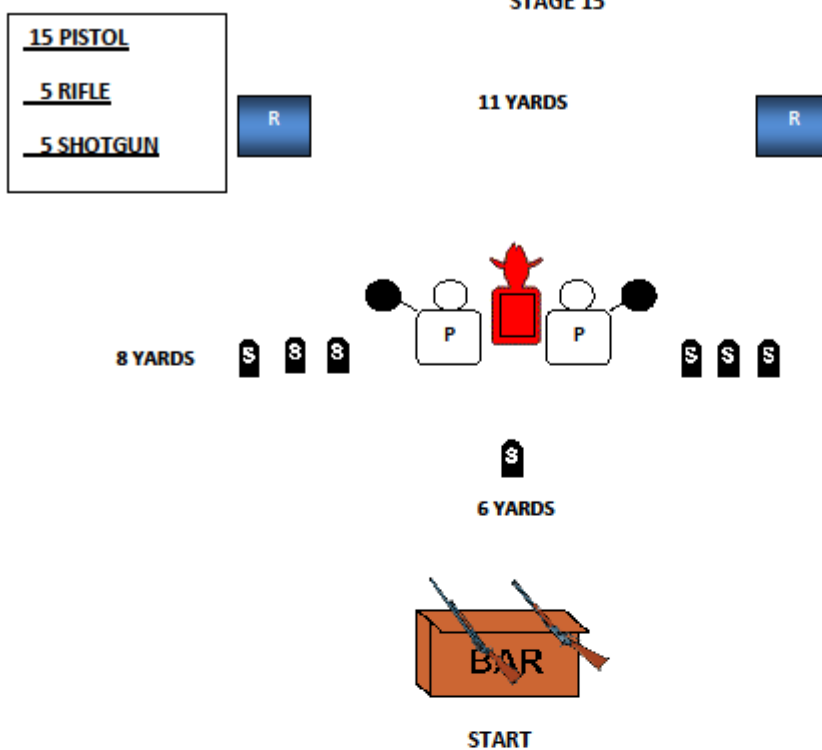
Shooter starts standing behind right bar with hands on bar. Shotgun loaded with 6 rounds on the left bar. Rifle loaded with 5 rounds staged on the bar, and a pistol loaded with 5 rounds holstered.

At the signal, with rifle engage the 5 plates on the rifle knockdown rack. Stage rifle on bar. With the pistol engage the "P" targets in a 15 round progressive sweep starting on either end. Then engage the 5 plates on the pistol knockdown rack. Stage the pistol safely on the right bar.

Move to the left side bar. With shotgun engage the 5 shotgun knockdown targets and the 3 pistol knockdown targets in any order. (NON COMSTOCK)

ALL KNOCKDOWN TARGETS MUST FALL TO COUNT AS A HIT.

STAGE 15



Shooter starts standing behind the bar with hands on pistol. Shotgun loaded with 5 rounds and rifle loaded with 5 rounds both staged on the bar. Pistol loaded with 5 rounds holstered.

At the signal, with pistol engage either of the small black targets with one round. Then engage the 3 stationary pistol targets at least once each with 4 rounds. Repeat the sequence starting on the opposite small black target.

Then with pistol shoot one shotgun knockdown target, and place one round each on the stationary pistol targets, and with the last round shoot any other shotgun knockdown target. Make pistol safe on the bar.

With shotgun shoot the remaining 5 shotgun knockdown targets (NON COMSTOCK), and make shotgun safe.

With rifle engage all stationary Rifle and Pistol targets once each.