

# WILD BUNCH MATCH – (October 2020)

## Stage 1 – The Gaslight Theater

Friend, you better get another line of work; this one sure don't fit your pistol.



### **Ammunition and Staging:**

Rifle – 10 rounds, in hand.

Pistol – Loaded and holstered. Six magazines total.

Shotgun – 6 rounds, staged on either doorway shelf.

### **Starting Position**

Shooter starts in doorway, rifle at port arms.

### **Ready Line**

*"Friend, you better find another line of work. This one sure don't fit your pistol."*

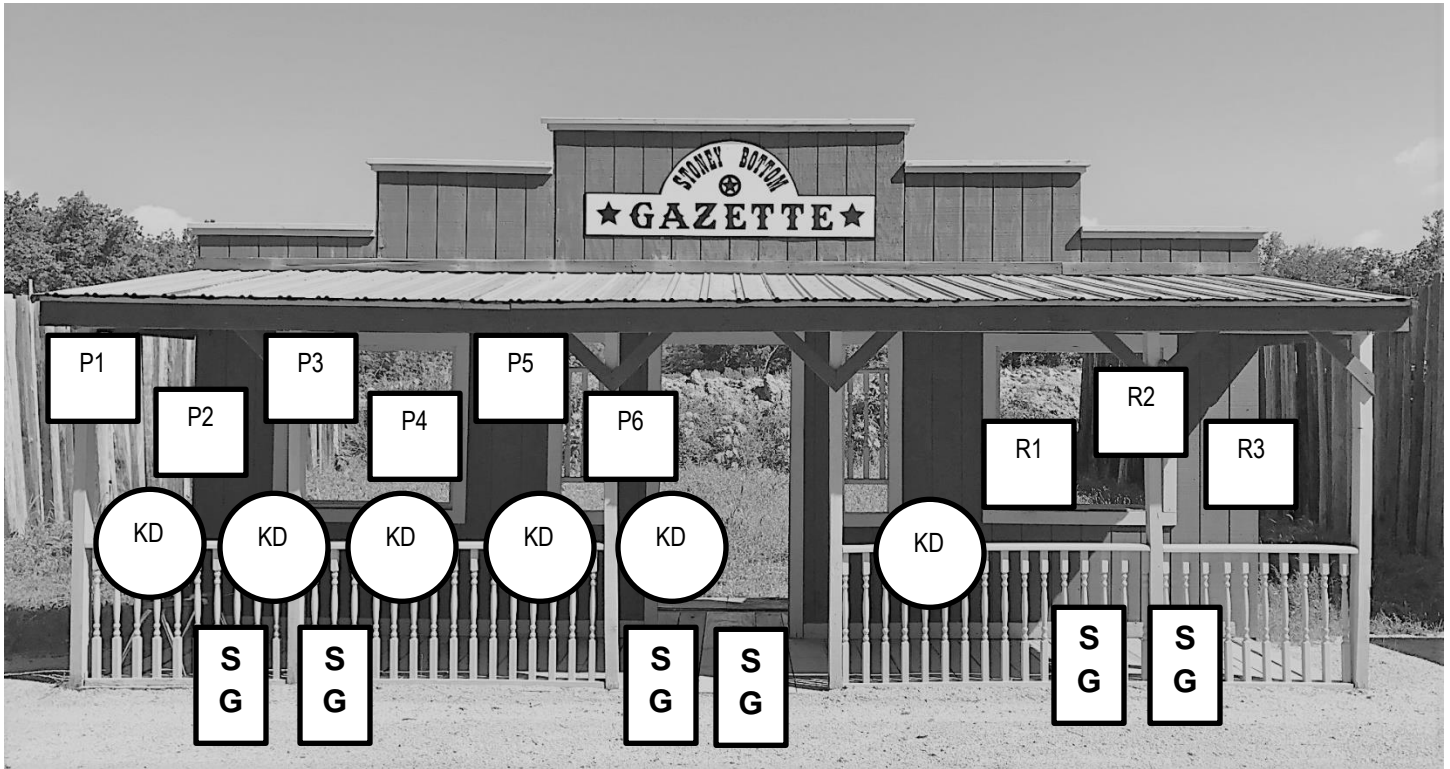
### **At The Beep**

With rifle, starting on either end target, sweep the rifle/pistol targets with one shot each, except R/P5 which is double-tapped. Through left window, engage RP1, RP2, RP3 and RP4 and RP5 with 7 rounds, engaging each target at least once. Repeat with a second magazine. Move to doorway and with two magazines, engage each RP target at least once. Move to right doorway and engage RP5, RP6, RP7, RP8, and RP9 with at least one round each. Repeat with another magazine. Make pistol safe on window shelf, move to doorway and engage all six shotgun targets.

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## Stage 2 – The Stoney Bottom Gazette

The hell I do.



### **Ammunition and Staging:**

Rifle – 10 rounds staged on right window shelf.

Pistols – loaded with 7 rounds, holstered. Five magazines total.

Shotgun – 6 rounds, staged on either window shelf.

### **Starting Position**

Shooter starts at any shooting position.

### **Ready Line**

*"The hell I do."*

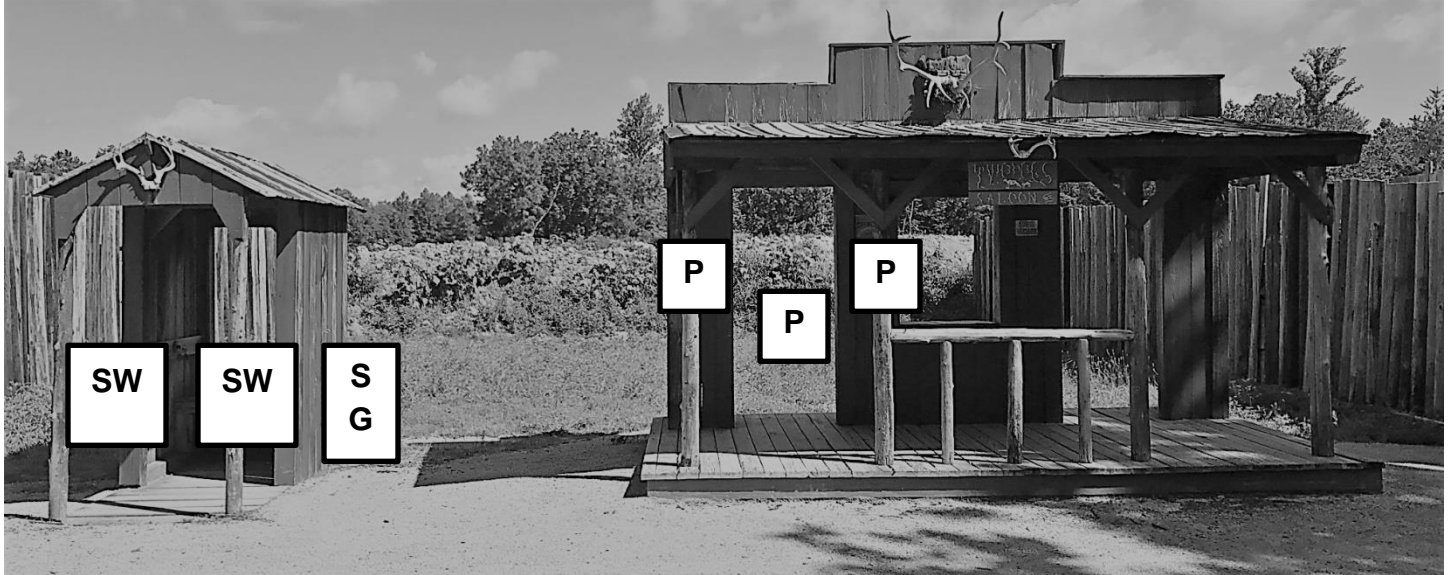
### **At The Beep**

Guns can be shot in any order. Through left window, with first pistol shot, knock down one knockdown target, then sweep the 6 pistol targets from either end. With second magazine, knock down a second knockdown target and sweep all six pistol targets from either end. Repeat with third, fourth, and fifth magazine. Through right window, with first rifle shot knock down the knockdown target, then sweep the three rifle targets from the same direction three times (starting on either end). From each shooting position, knockdown two shotgun targets.

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## Stage 3 – The Saloon

I don't believe I ever killed a man that didn't deserve it.



### **Ammunition and Staging:**

Rifle – 9 rounds staged on window shelf.

Pistol – Loaded with 7 rounds, holstered. 4 magazines total.

Shotgun – 5 rounds, staged on outhouse seat.

### **Starting Position**

Shooter starts at outhouse with hands on poles.

### **Ready Line**

*"I don't believe I ever killed a man that didn't deserve it."*

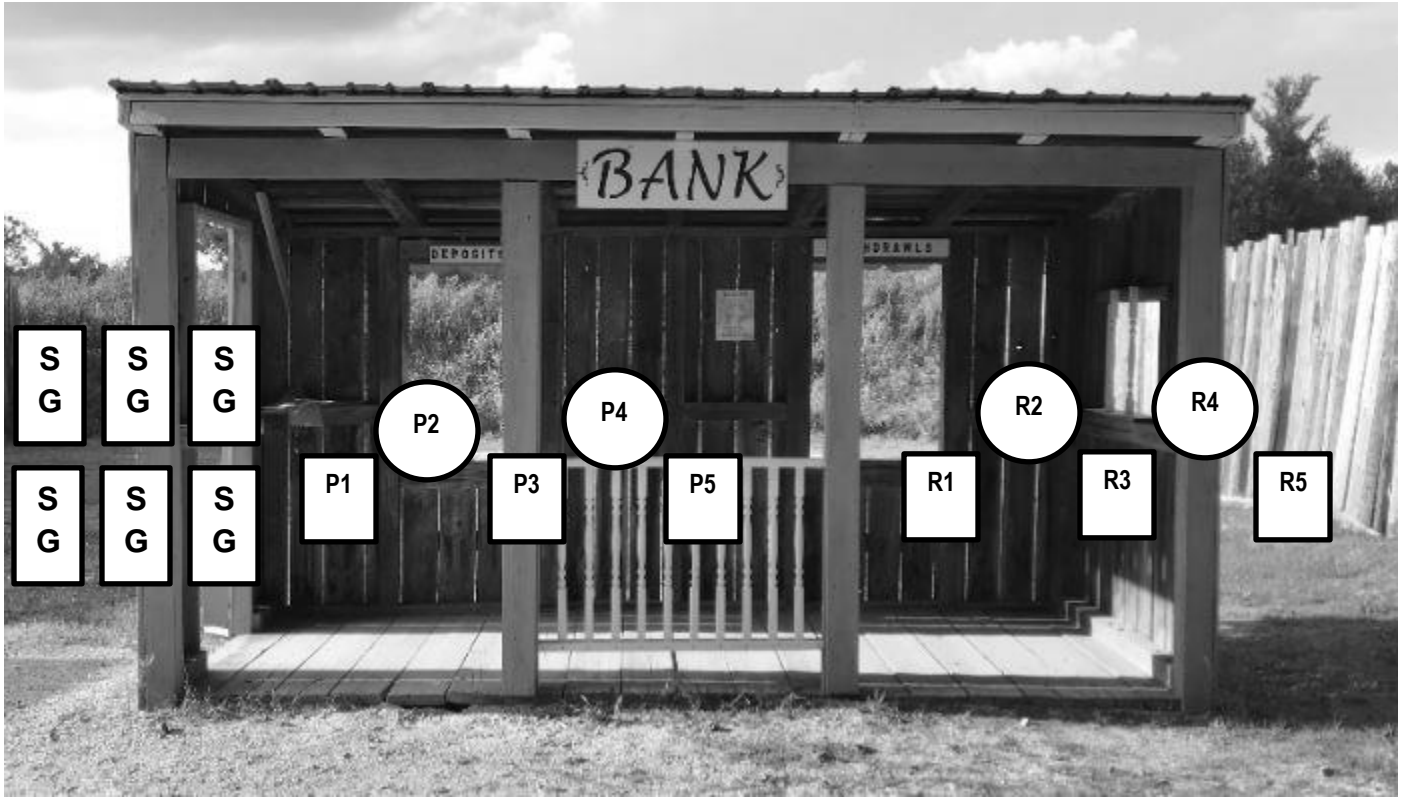
### **At The Beep**

Engage shotgun targets in a 5 round Nevada Sweep, starting on the left. Make shotgun safe and move to any place on the firing line between the outhouse and the Saloon and engage pistol targets in a 7 round Nevada Sweep starting on either end. Move to left doorway and repeat. Move to window and repeat. Move to right doorway and repeat. Make pistol safe on window shelf, pick up rifle and engage targets in a 9 round Nevada Sweep, starting on either end.

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## Stage 4 – The Bank

It isn't always being fast or even accurate that counts. It's being willing.



### **Ammunition and Staging:**

Rifle – 7 rounds stage on right window shelf.

Pistols – loaded with 7 rounds, holstered. Four magazines total.

Shotgun – 6 rounds, staged on cactus.

### **Starting Position**

Shooter starts standing next to cactus, one hand touching, but not holding, shotgun.

### **Ready Line**

*“It isn't always being fast or even accurate that counts. It's being willing.”*

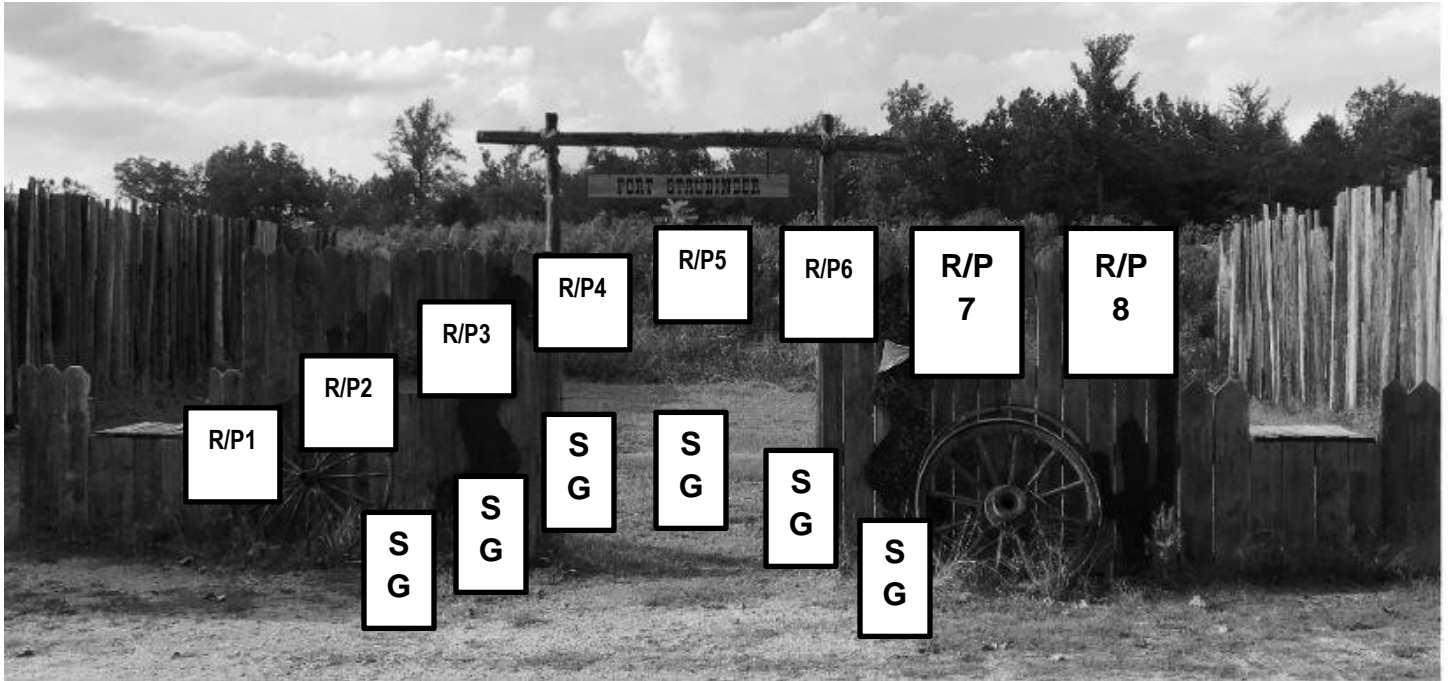
### **At The Beep**

Use shotgun to knockdown all shotgun targets. Make shotgun safe on cactus. Move to left window and use pistol to engage pistol targets in a sweep from either direction, engaging the square pistol targets once each, and double tapping the round targets (i.e., P1, P2, P2, P3, P4, P4, P5). Repeat from opposite end. Take pistol with you and make safe of right shelf for further use. Using rifle, engage rifle targets in the same manner as the pistol. Make rifle safe. Pick up pistol, and engage rifle targets in the same manner as you did through the left window, using two magazines..

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## Stage 5 – Fort Hopeless

"I won't be wronged. I won't be insulted. I won't be laid a-hand on.



### **Ammunition and Staging:**

Rifle – 8 rounds staged on table.

Pistols – loaded with 7 rounds, holstered. 4 magazines, total.

Shotgun – loaded with 6 rounds, staged on table.

### **Starting Position**

Shooter starts at table in any position, but not touching any guns.

### **Ready Line**

*"I won't be wronged. I won't be insulted. I won't be laid a-hand on."*

### **At The Beep**

Guns are shot in any order. This is a round count. Place 1 shot on R/P1, 2 shots on R/P2, 3 on 3, 4 on 4, 5 on 5, 6 on 6, 7 on 7, and 8 on 8. Engage all six shotgun targets.