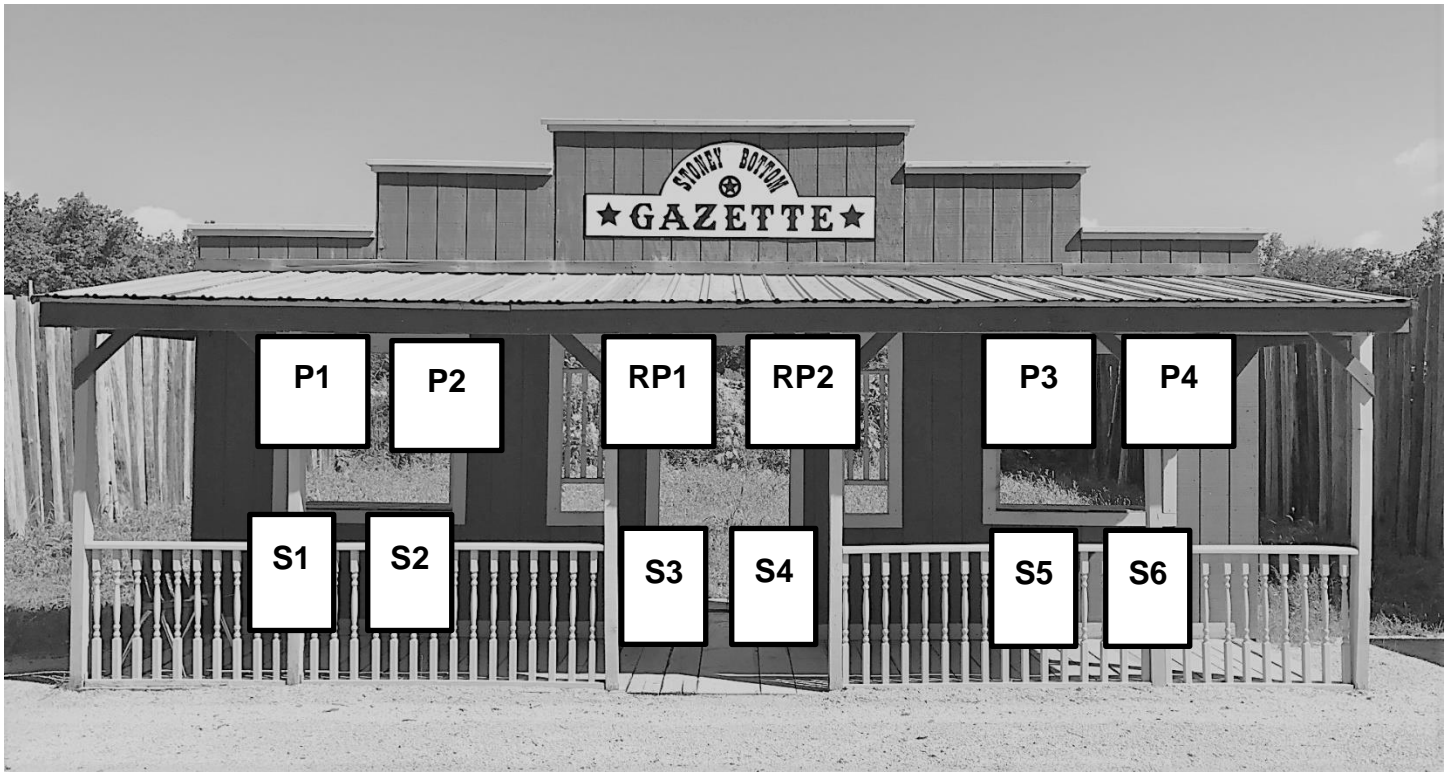


# THE WILD BUNCH (1969)

## Stage 1 – The Stoney Bottom Gazette



### **Ammunition and Staging:**

Shotgun – 6 rounds, staged on either right or left window ledge.

Rifle – 10 rounds, staged on opposite window ledge.

Pistol – Holstered, loaded with 7 rounds. 21 rounds total.

### **Starting Position**

Shooter starts at left or right window.

### **Ready Line**

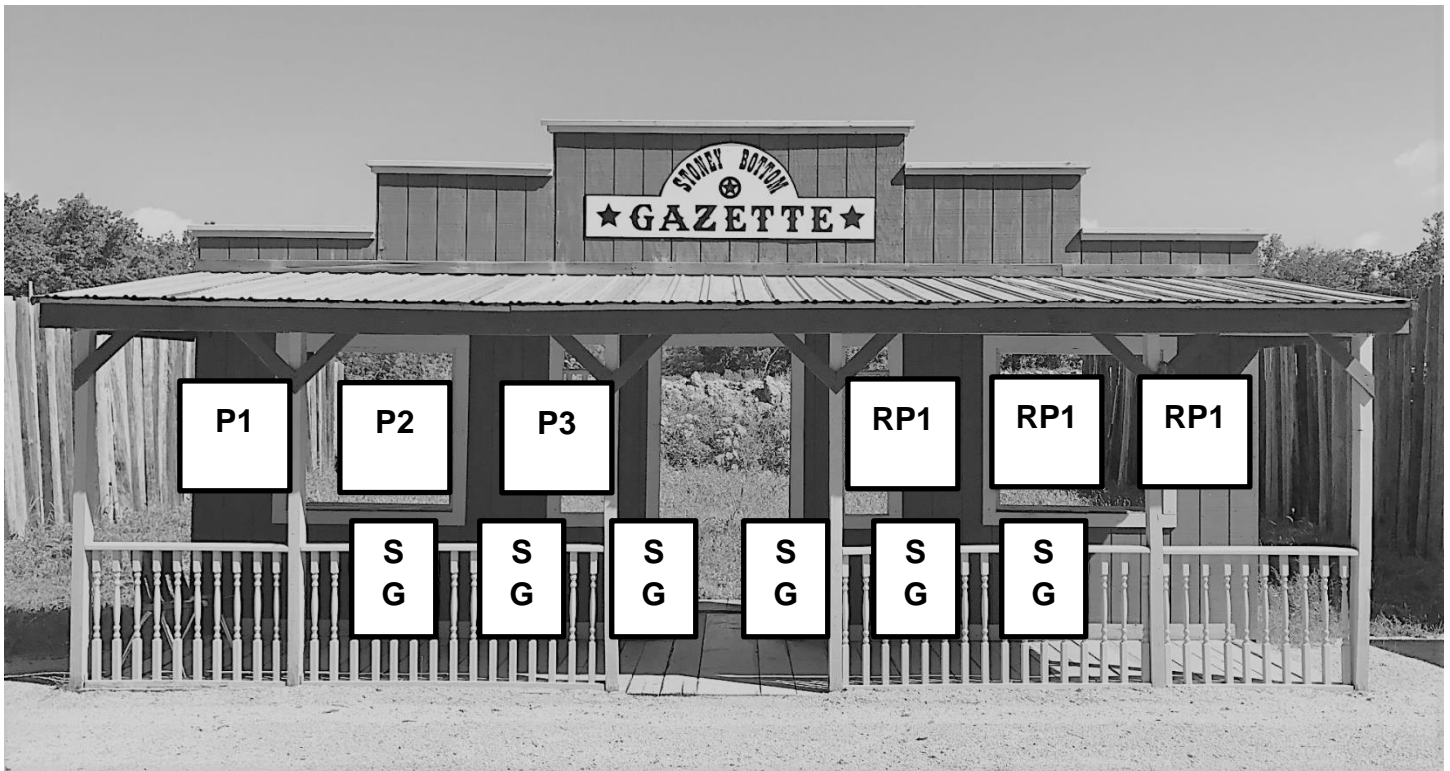
*“They’ll be waiting on us.”*

### **At The Beep**

Knock down two shotgun targets from each shooting position. Using rifle, through window, alternate 10 rounds on two **RP targets**, starting on either target. With pistol, alternate 7 rounds on 2 targets, engaging one set of targets from each shooting position.

# THE WILD BUNCH (1969)

## Stage 2 – The Stoney Bottom Gazette



### **Ammunition and Staging:**

Shotgun – 6 rounds, staged on right window ledge.

Rifle – 7 rounds, staged on right window ledge.

Pistol – Holstered, loaded with 7 rounds. 21 rounds total.

### **Starting Position**

Shooter starts at left window, hands on fully-holstered pistol.

### **Ready Line**

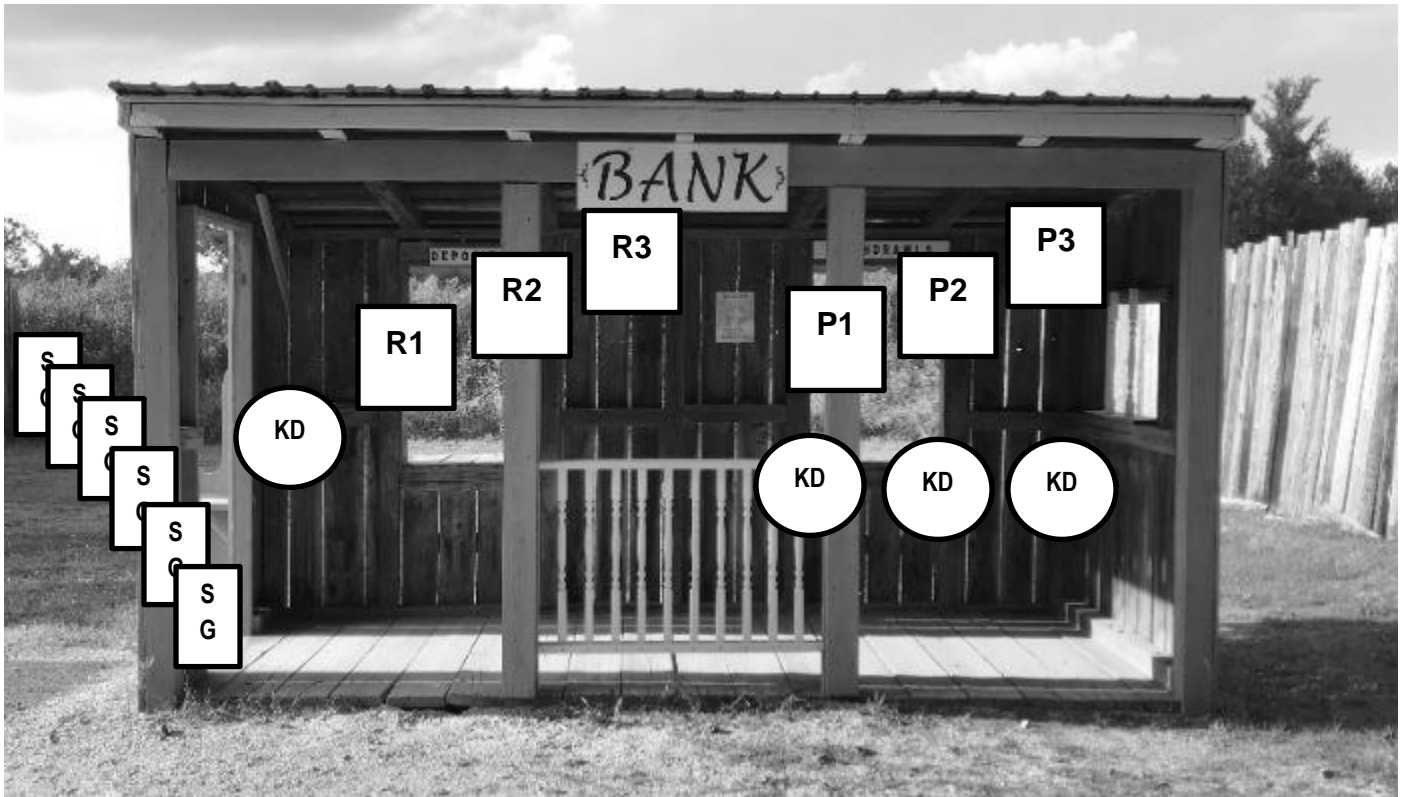
*“Let’s go.”*

### **At The Beep**

Engage pistol targets P1, P2 and P3 in a Nevada sweep from either end. Repeat with a second magazine. Move to right window and with pistol engage targets in a 7 round Nevada sweep starting on either end. Make pistol safe on shelf. Pick up rifle, and engage targets using the same instructions as the pistol. Make rifle safe. Pick up shotgun, and through doorway knock down all six shotgun targets.

# THE WILD BUNCH (1969)

## Stage 3 – The Bank



### **Ammunition and Staging:**

Shotgun – 6 rounds, staged vertically on cactus.

Rifle – 7 rounds, staged on left shelf.

Pistol – Holstered, loaded with 7 rounds, 2 extra magazines. 21 rounds total.

### **Starting Position**

Shooter starts at cactus, with hands on hat.

### **Ready Line**

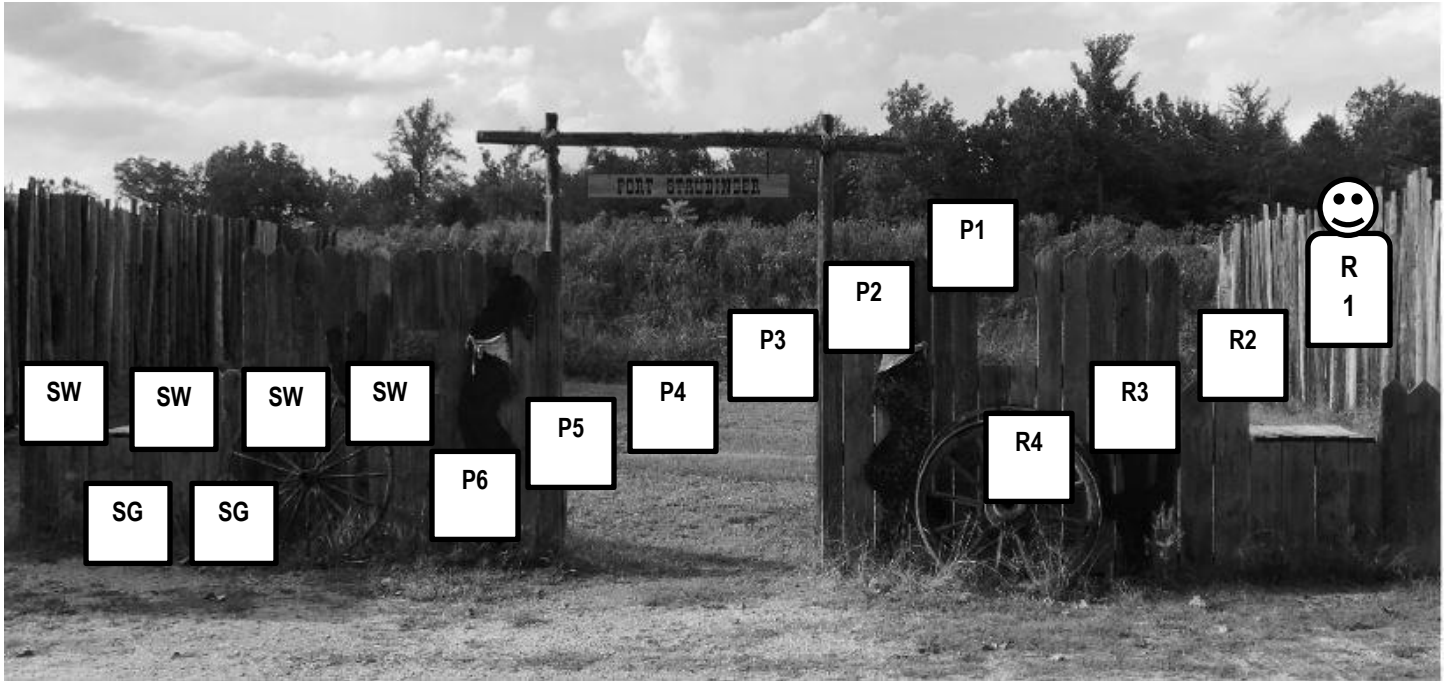
*“If they move, shoot ‘em.”*

### **At The Beep**

With shotgun, knock down all six shotgun targets. Make shotgun safe on cactus. Move to left window and with rifle double tap all three stationary targets, then knock down the knockdown target. Move to right window, double tap the three stationary targets, then knock down a knockdown target. Repeat with two more magazines. NOTE: Any knockdown targets remaining up at the end of the stage are counted as misses.

# THE WILD BUNCH (1969)

## Stage 4 – Fort Staudinger



### **Ammunition and Staging:**

Shotgun – 6 rounds, staged on left shelf.

Rifle – 10 rounds, in hand.

Pistols – Holstered with 7 rounds, 2 extra magazines. 21 rounds total.

### **Starting Position**

Shooter starts at right shelf, rifle shouldered pointed at R1.

### **Ready Line**

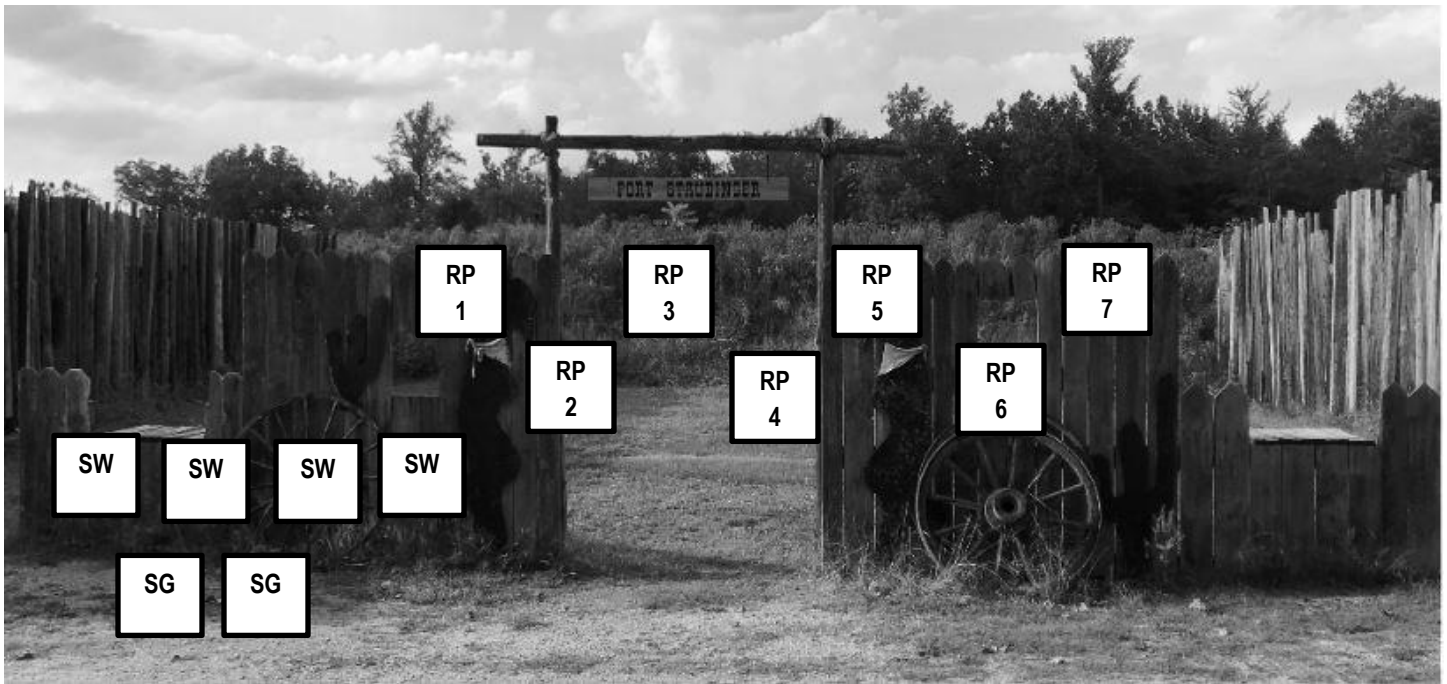
*“Hold them here ‘til the shooting starts.”*

### **At The Beep**

With rifle, place one round on R1, two on R2, three on R3, and four on R4 (this is a round count). Make rifle safe on shelf. Move to fort entrance and using pistol place one round on P1, two on 2, three on 3, four on 4, five on 5, and six on 6 (this is a round count). Make pistol safe on table at fort entrance. Move to left window and engage all four swinger targets and knock down two knockdown targets in any order.

# THE WILD BUNCH (1969)

## Stage 5 – Fort Staudinger



### **Ammunition and Staging:**

Shotgun – 6 rounds, staged on left shelf.

Rifle – 7 rounds, staged on table at fort entrance.

Pistols – Holstered with 7 rounds, 1 extra magazine. 14 rounds total.

### **Starting Position**

Shooter starts at left shelf, holding stick of dynamite.

### **Ready Line**

*"Any trouble --- no guns for the General."*

### **At The Beep**

With shotgun, (in any order) engage all four swingers, and knock down two knockdown targets. From table at fort entrance, using rifle, engage targets in a jackrabbit sweep (RP1, RP3, RP5, RP7, RP6, RP4, RP2) starting on either end. With pistol, engage the targets in the same manner.