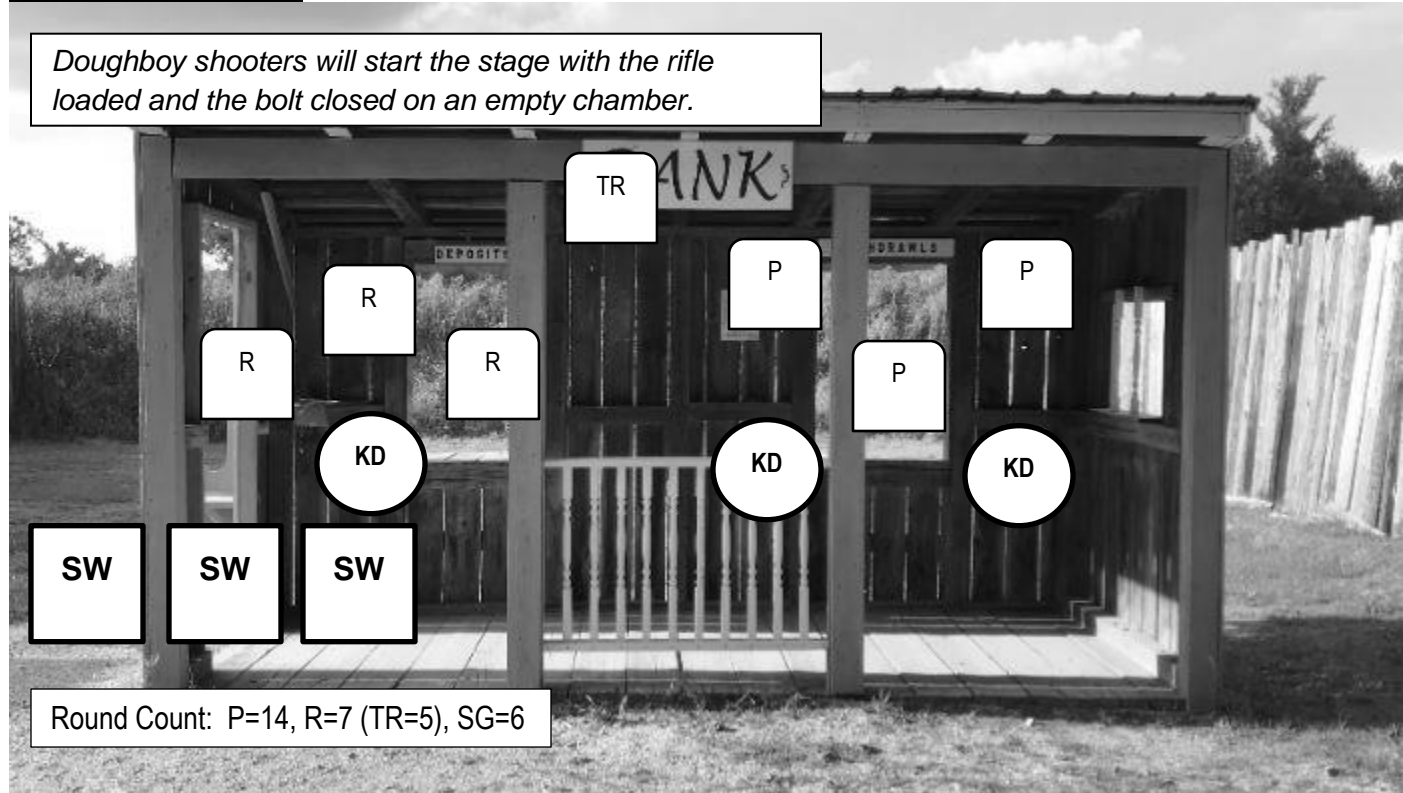


WILD BUNCH MATCH – (May 2025)

Stage 1 – The Bank



Ammunition and Staging:

Shotgun – 6 rounds, in hand.

Rifle – 7 rounds, staged on left window sill. (TR & Doughboy = 5 rounds)

Pistol – loaded with 7 rounds. 1 extra magazine. 14 rounds total.

Starting Position

Shooter starts at cactus, shotgun in hand.

Gun Order

Shotgun, rifle, pistol

Ready Line

“Don’t make any sudden moves.”

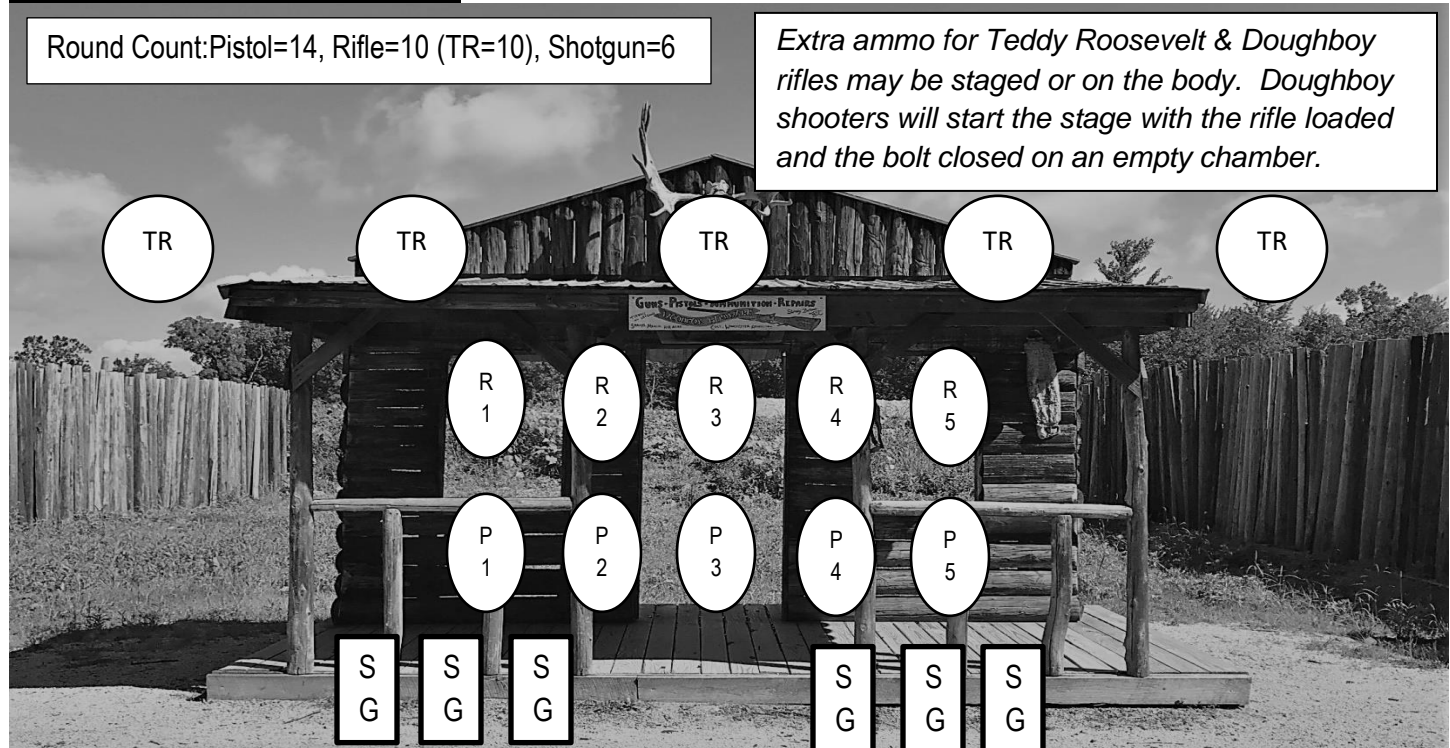
At The Beep

Engage each swinger target twice. A miss is scored as a miss. Stage shotgun safely on the cactus, or take it with you to the left window. With rifle through the left window, engage each rifle target three times, then knock down the knockdown target (failure to knock down any knockdown target is scored as a miss). (TR & Doughboy: engage each rifle target at least once and with your fifth shot engage the TR target. **DO NOT ENGAGE THE KNOCKDOWN!**). Through the right window, engage each pistol target twice then knock down one of the knockdown targets. Repeat with a one more magazine, knocking down the other knockdown target.

4 rifle stands, 3 pistol stands, 7 tombstone targets, 3 spider knockdowns, 3 swingers.

WILD BUNCH MATCH (May 2025)

Stage 2 – The Hardware Store



Ammunition and Staging:

Shotgun – 6 rounds, staged on either window shelf.

Rifle – 10 rounds, staged on either window shelf.

Rifle (TR & Doughboy) - loaded w/5 rounds + 5 rounds staged on window ledge or on body).

Pistol – loaded with 7 rounds, holstered. 1 extra magazine. 14 rounds total.

Starting Position

Shooter starts at doorway pistol in hand.

Gun Order

Pistol, rifle, shotgun

Ready Line

“.45 ACP -- because sometimes fat and slow will get the job done.”

At The Beep

With pistol through the doorway, engage pistol targets in the following manner: triple tap an end target, triple tap the other end, single tap the center target, then triple tap a middle target, triple tap the other middle target, then single tap the center target. For example: P1, P1, P1, P5, P5, P5, P3, P4, P4, P4, P2, P2, P2, P3. With rifle through a window, engage both outside targets, then both inside targets, then the center target. Repeat. (example: R1, R5, R4, R2, R3, R1, R5, R4, R2, R3). Teddy Roosevelt & Doughboy, engage distant TR rifle targets in the same manner. Reload and repeat. All shooters: knock down three shotgun targets through each window.

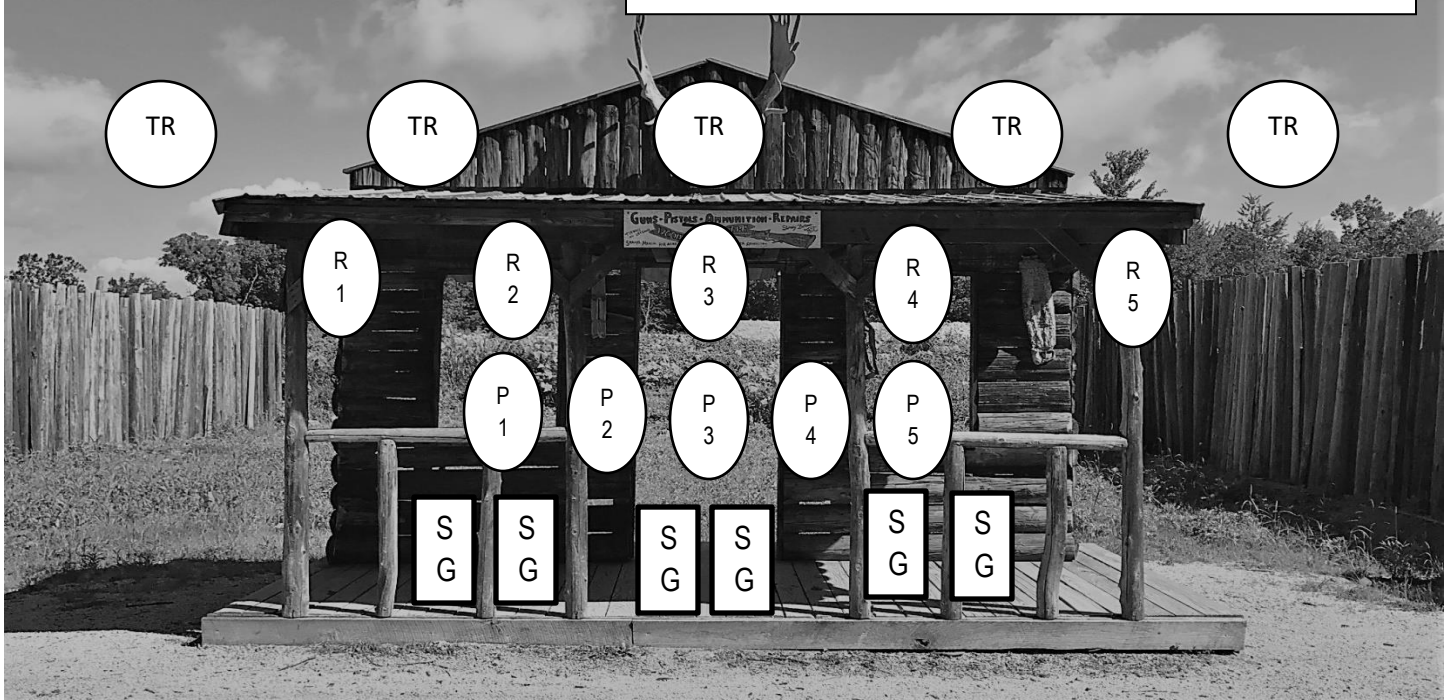
5 pistol stands, 10 rifle stands, 10 buffalo targets, 5 small round targets, 6 SG knockdowns

WILD BUNCH MATCH – (May 2025)

Stage 3 – The Hardware Store

Pistol=21, Rifle=7 (TR=5), Shotgun=6

Doughboy shooters will start the stage with the rifle loaded and the bolt closed on an empty chamber.



Ammunition and Staging:

Shotgun – 6 rounds, staged on either window shelf.

Rifle – 7 rounds, staged on either window shelf.

Rifle - (Teddy Roosevelt and Doughboy) – loaded w/5 rounds.

Pistols – loaded with 7 rounds, holstered. 2 extra magazines (21 rounds total).

Starting Position

Shooter starts at any shooting position, hands at your side.

Gun Order

Guns in any order – don't end with the rifle.

Ready Line

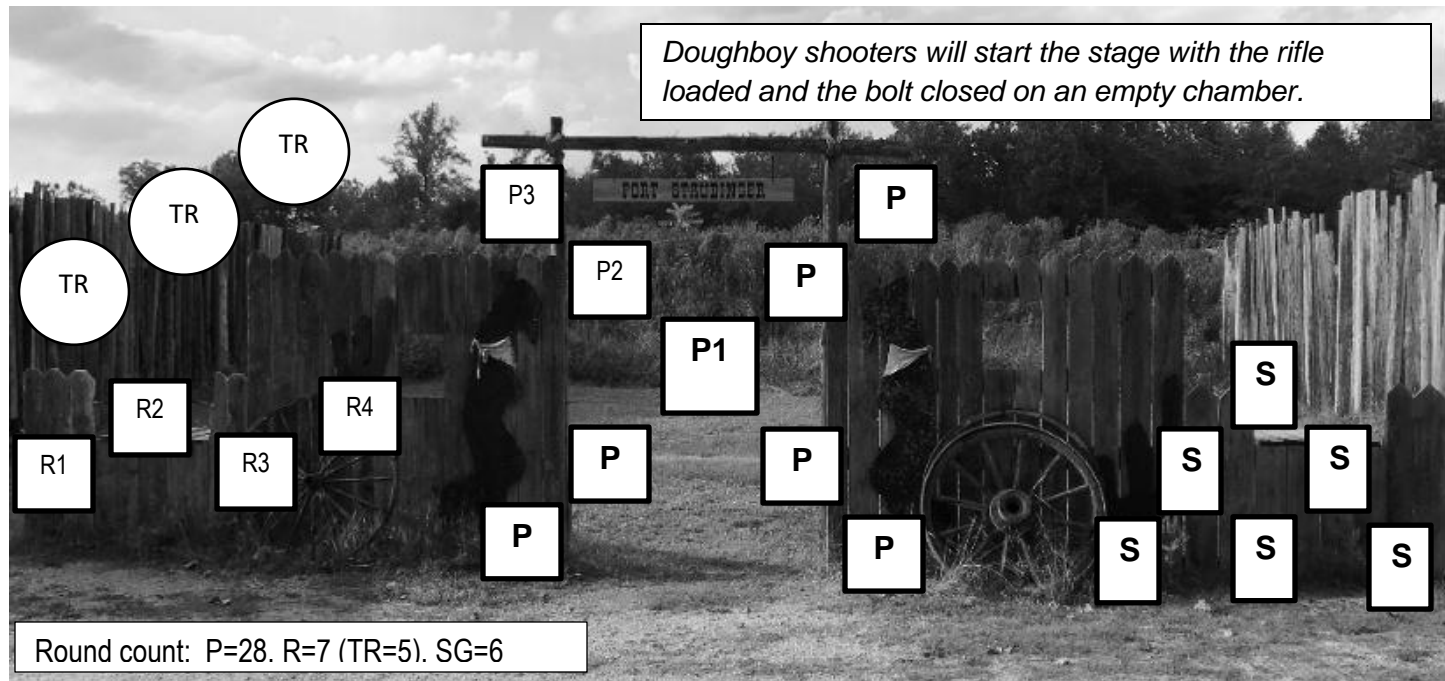
"Don't raise that iron!"

At The Beep

With pistol through the doorway, engage pistol targets in a 1-1-3-1-1 sweep from either end. Repeat with a second magazine from the other end. With pistol, repeat instructions with a third magazine on the rifle targets. With rifle, engage rifle targets in a 1-1-6-1-1 sweep. Teddy Roosevelt & Doughboy shooters: engage targets in a single tap sweep on the distant TR targets. All shooters: knock down two shotgun targets at each shooting position.

WILD BUNCH MATCH – (May 2025)

Stage 4 – Fort Staudinger



Ammunition and Staging:

Shotgun – 6 rounds, staged on right shelf.

Rifle – 7 rounds, staged on left shelf.

Teddy Roosevelt & Doughboy - loaded w/5 rounds.

Pistols – loaded with 7 rounds (3 extra magazines). 28 rounds total.

Starting Position

Shooter starts at left shelf with rifle in hand.

Gun Order

Rifle, Pistol, Shotgun

Ready Line

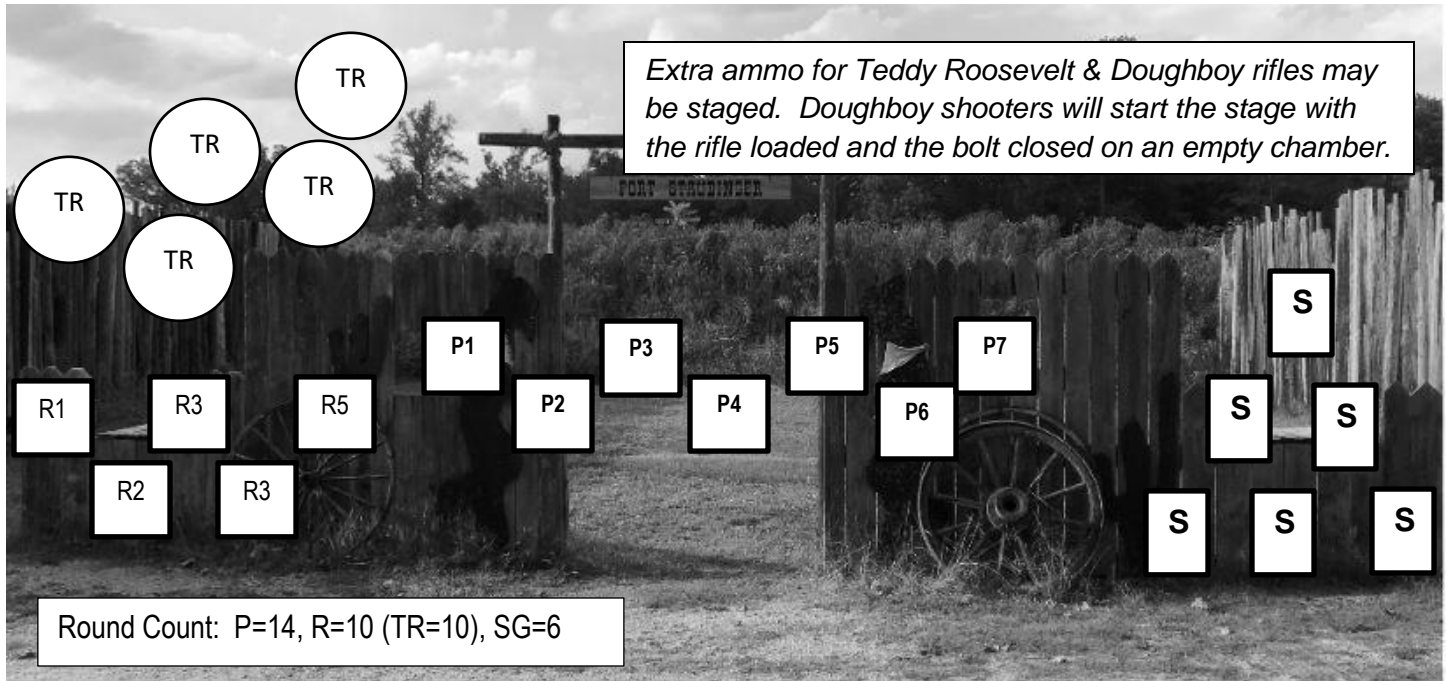
"This is better than a hog-killing!"

At The Beep

Wild Bunch shooters engage rifle targets in a Nevada sweep from either end (R1, R2, R3, R4, R3, R2, R1). Teddy Roosevelt shooters engage TR targets in a 5-round Nevada Sweep from either end. From fort entrance, with the first magazine, engage the pistol targets with a Nevada sweep starting on the center target (example: P1, P2, P3, P2, P1, P2, P3). Repeat instructions on each "arm" of the "X" with another magazine. Stage empty pistol on table. Move to shotgun and knock down all 6 shotgun targets.

WILD BUNCH MATCH (May 2025)

Stage 5 – Fort Staudinger



Ammunition and Staging:

Shotgun – 6 rounds, staged on right shelf.

Rifle – 10 rounds, staged on left shelf.

Rifle (Teddy Roosevelt & Doughboy): loaded with 5 rounds, +5 rounds staged on left shelf.

Pistols – 7 rounds, holstered. 1 extra magazine. 14 rounds total.

Starting Position

Shooter starts at fort entrance, hands on fully holstered pistol.

Ready Line

"Hold it right there!"

At The Beep

Engage pistol targets in a jackrabbit sweep, starting from either end (P1, P3, P5, P7, P6, P4, P2). Repeat from the opposite end. Stage pistol on table at fort entrance. Move to rifle and with first five rounds, engage rifle targets in a jackrabbit sweep (R1, R3, R5, R4, R2). Repeat with second five rifle rounds. (Teddy Roosevelt shooters: with 5 rounds, engage TR targets in the same manner. Reload and repeat). All Shooters: move to right shelf and knock down all six shotgun targets.

*Rifle stands = 10, pistol stands = 7, shotgun knockdowns = 6,
16" squares=12, small round = 5, (for stage 5: 20"square = 1).*