

# **THE BATTLE BORN RANGERS**

**WELCOMES YOU TO THE  
2020**



**APRIL 5 MATCH**

# Stage 1: Bordello

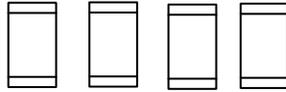
10 Pistol

10 Rifle

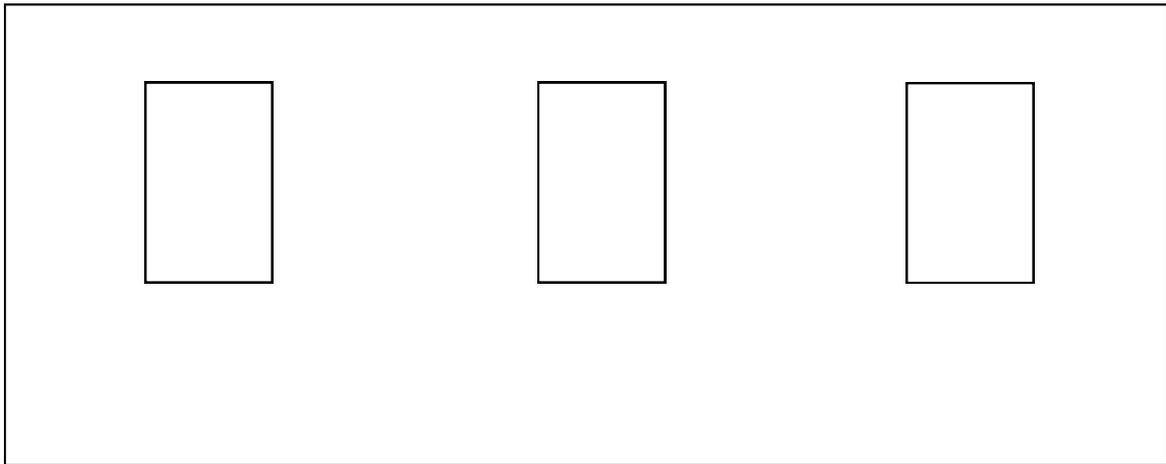
4+ Shotgun



Rifle



Pistol



Position 1

Position 2

Position 3

Position 4

Position 5

**Start:** Hands firmly grasping a gun belt of choice (Yours - **Not** someone else's). Shooter's choice of starting position and gun order. Pistols holstered. Rifle and shotgun staged appropriately. Must use 2 Shooting positions.

When ready say: ***"What the Heck !"*** Wait for the buzzer.

## At Signal:

**If Pistol:** Engage the 10 pistol plates. Plates left standing are counted as misses unless made up. At any point plates left standing may be made up by engaging with shotgun until down.

**If Rifle:** Engage the rifle targets with same instructions as pistol.

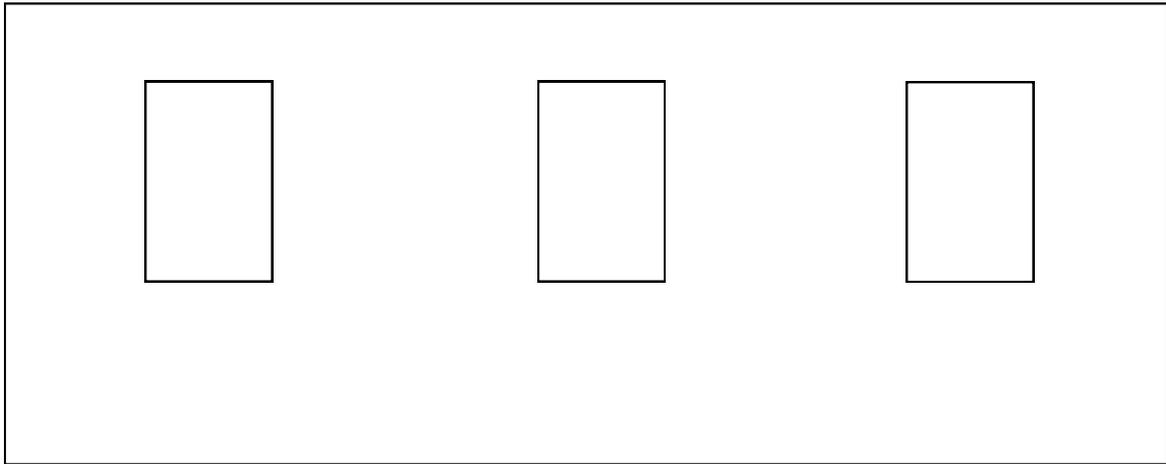
**If Shotgun:** Engage shotgun knockdowns - must go down.

## Stage 2: Bordello

- 10 Pistol
- 8 Rifle
- 3 Shotgun



Pistol/Rifle/Shotgun



Position 1

Position 2

Position 3

Position 4

Position 5

**Start:** Hands firmly gripping hat if you are wearing one, firmly grasping ears if you are not wearing a hat. Shooter's choice of starting position and gun order. Pistols holstered. Rifle and shotgun staged appropriately.

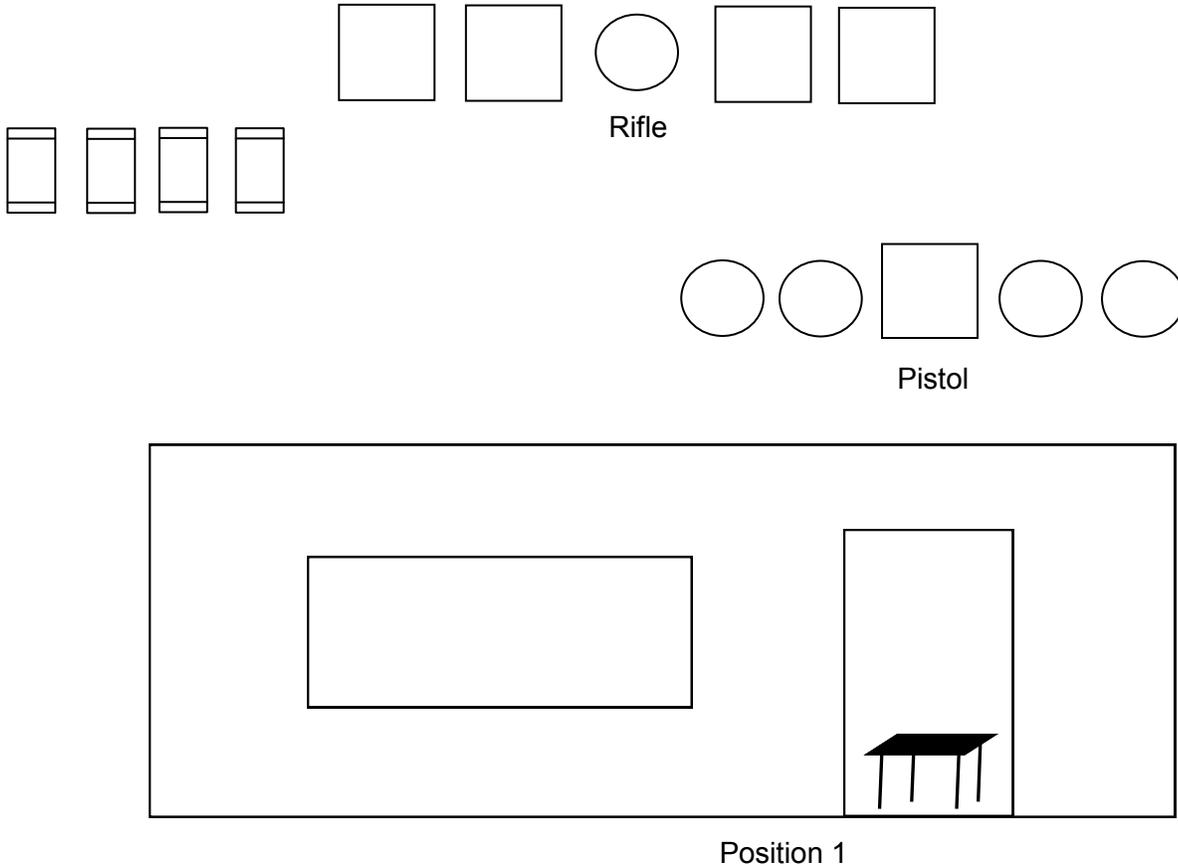
When ready say: ***"This seems easy enough !"*** Wait for the buzzer.

**At Signal:**

**If Pistol/Rifle/Shotgun:** In any order, engage the 3 Pistol/Rifle/Shotgun targets 7 times each.

## Stage 3: Restaurant

10 Pistol  
10 Rifle  
4+ Shotgun



**Start:** With both hands and one finger on each hand touching a **single** gun of choice. Gun order is shooter's choice. Pistols holstered. Rifle and shotgun staged appropriately. Must use two shooting positions.

When ready say: **"Haven't we done this before?"** Wait for the buzzer.

### On signal:

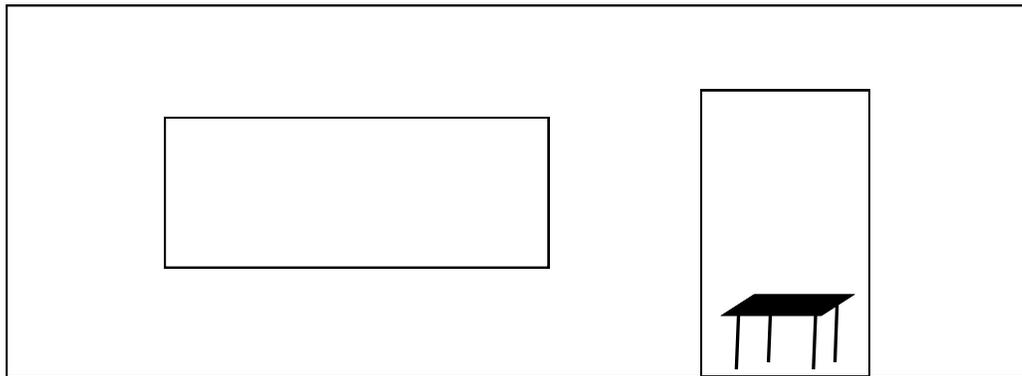
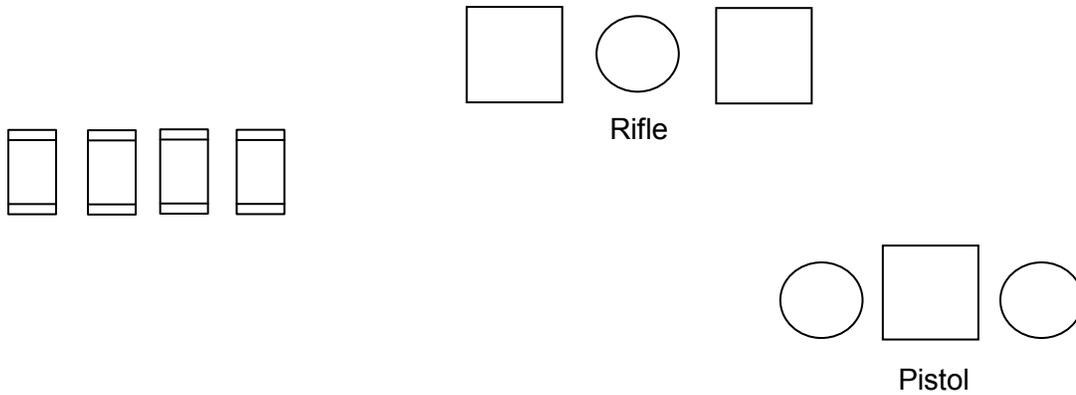
**If Pistol:** Starting on center pistol target, double tap the target. Then from either end single tap three adjacent targets back to the center for 5 rounds. Then again double tap center pistol target and starting on opposite end, single tap three adjacent targets back to the center.

**If Rifle:** Engage rifle targets with same instructions as pistol.

**If Shotgun:** Engage shotgun knockdowns - must go down.

## Stage 4: Restaurant

- 9 Pistol
- 9 Rifle
- 4 Shotgun



Position 1

**Start:** Palms touching the shooting platform in front of you. Gun order is shooters choice. Pistols holstered. Rifle and shotgun staged appropriately.

When ready say: ***"Who writes this stuff?"*** Wait for the buzzer.

### **At Signal**

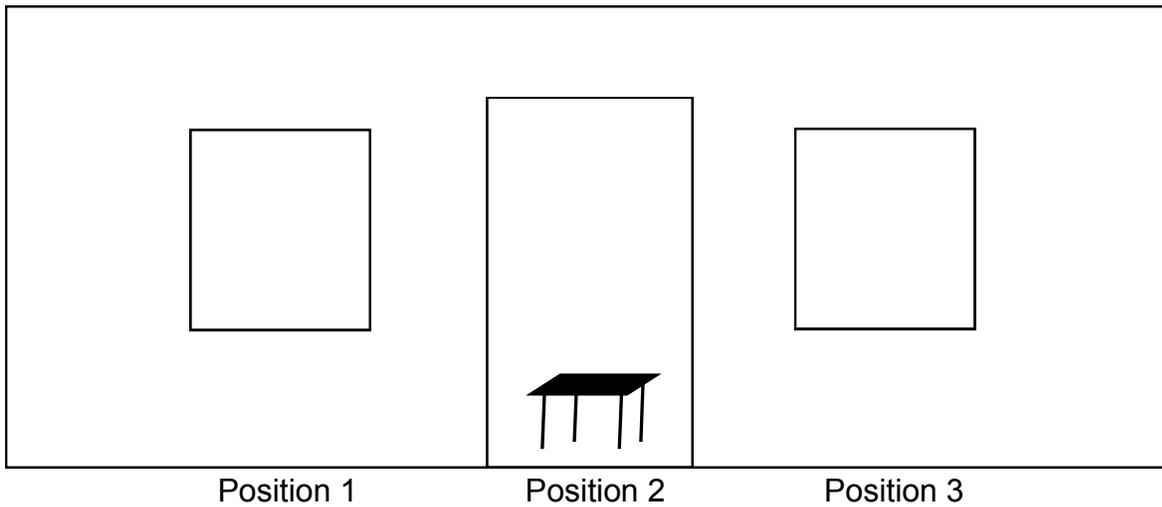
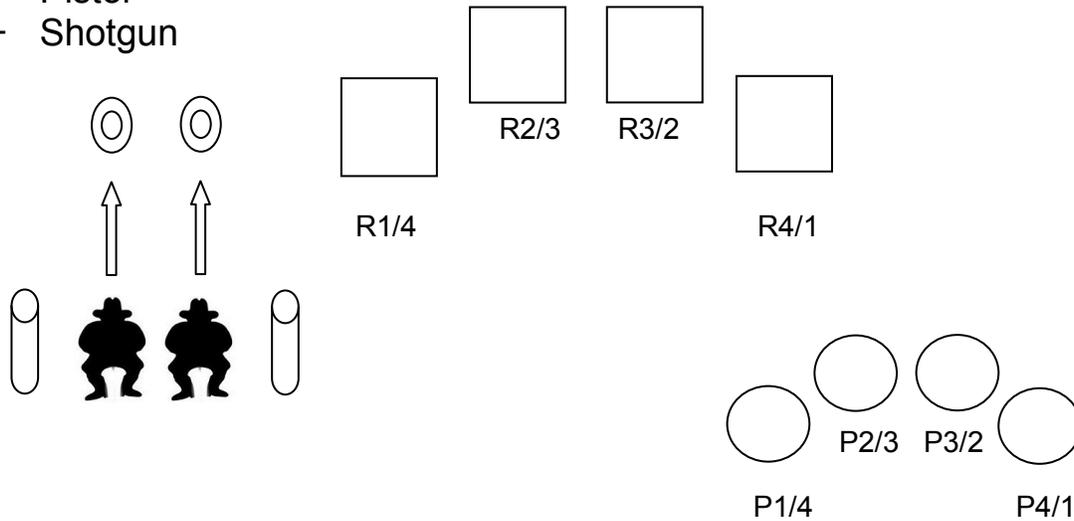
**If Pistol:** Starting on center pistol target, engage targets with a continues Nevada Sweep.

**If Rifle:** Engage rifle targets with same instructions as pistol.

**If Shotgun:** Engage shotgun knockdowns - must go down. ***No makeups.***

## Stage 5: Marshal's Office

10 Rifle  
 10 Pistol  
 4+ Shotgun



**Start:** Shooters choice of starting position and gun order with hand(s) touching gun(s) of choice.  
 Rifle and shotgun staged appropriately. Pistols holstered.  
 Must use 2 shooting positions.

When ready say: ***"I don't think I like this anymore."*** Wait for the buzzer.

### On signal:

**If Pistols:** Starting from either directions, engage the pistol targets in the following manner: 2 on P1, 3 on P2, 2 on P3, and 3 on P4.

**If Rifle:** Engage the rifle targets according to the pistol instructions.

**If Shotgun:** Engage the 2 shotgun poppers and clay birds.  
 Missed birds may be made up by engaging the pipe knockdowns.  
 Pipes engaged for missed bird(s) must go down to count.

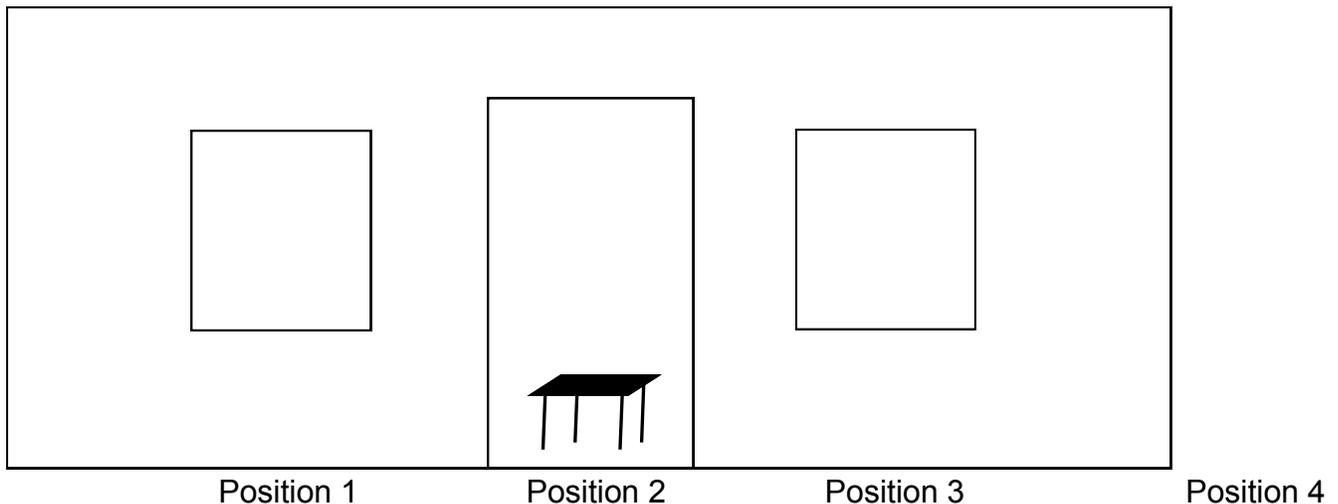
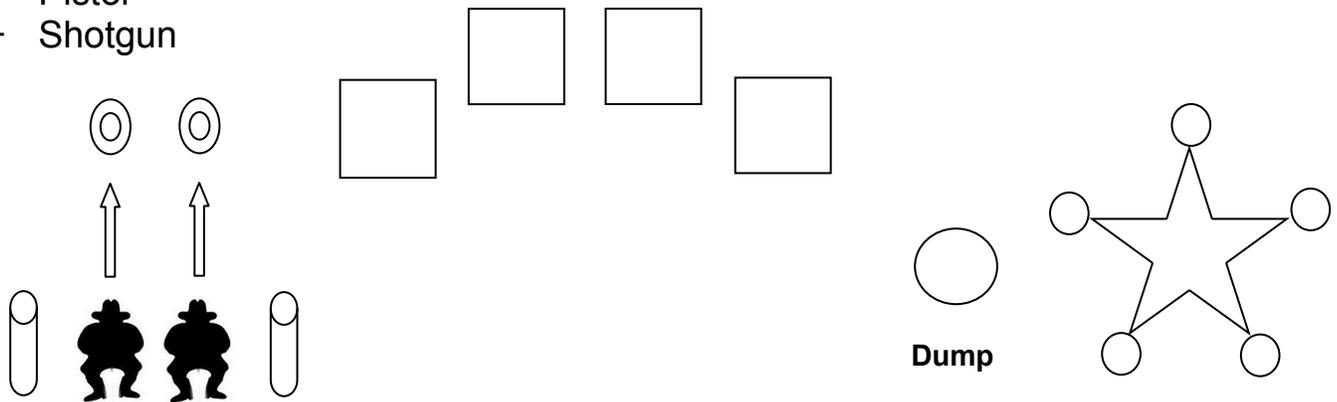
**3 Second Bonus for hitting both clay birds.**

## Stage 6: Marshal's Office

10 Rifle

10 Pistol

4+ Shotgun



**Start:** Shooter's choice of starting position and gun order with hand(s) firmly grasping **ANYTHING**.

Rifle and shotgun staged appropriately. Pistols holstered. Must use 3 shooting positions.

When ready say: **"I'm sure I don't like this anymore!"** Wait for the buzzer.

**On signal:**

**If Pistols:** Engage the Texas Star until all paddles are down. Engage the Dump Target with any remaining rounds. Misses on paddles do not count as misses. Misses on Dump Target and paddles left on Texas Star count as misses.

**If Rifle:** Engage the rifle targets with 5 rounds on a single target and the remaining 5 rounds on the other three targets without double tapping.

**If Shotgun:** Engage the 2 shotgun poppers and clay birds.

Missed birds may be made up by engaging the pipe knockdown for each bird missed **AND** a round down range for each bird missed. Pipes engaged for missed bird(s) must go down to count.

**3 second bonus for hitting both clay birds.**