

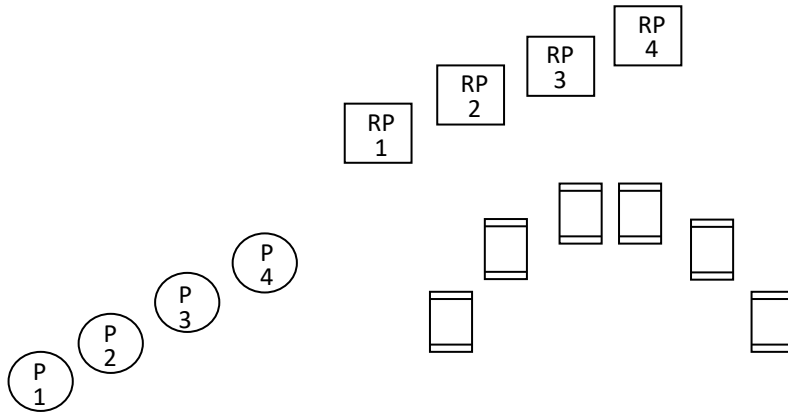
2026 November Battle Born Rangers - Wild Bunch

Stage 1

Pistol: 28

Rifle: 10

Shotgun 6+



Position 1



Position 2



Position 3



Position 4

Start: Shooters choice of starting position with gun of choice in hand(s).
Long guns staged appropriately. 2 shooting positions must be used.

When ready say: **“Looks like this is about to become interesting.”** Wait for the buzzer.

If Pistol: Starting from either end, engage the pistol targets in a 3 - 1 - 3 sweep and a 3 - 1 - 3 sweep starting on opposite end. Repeat instruction on the RP targets.

If Rifle: Starting on either end, engage RP targets in a 2 - 1 - 2 sweep and a 2 - 1 - 2 sweep starting on opposite end.

If Shotgun: Engage knockdowns in any order.

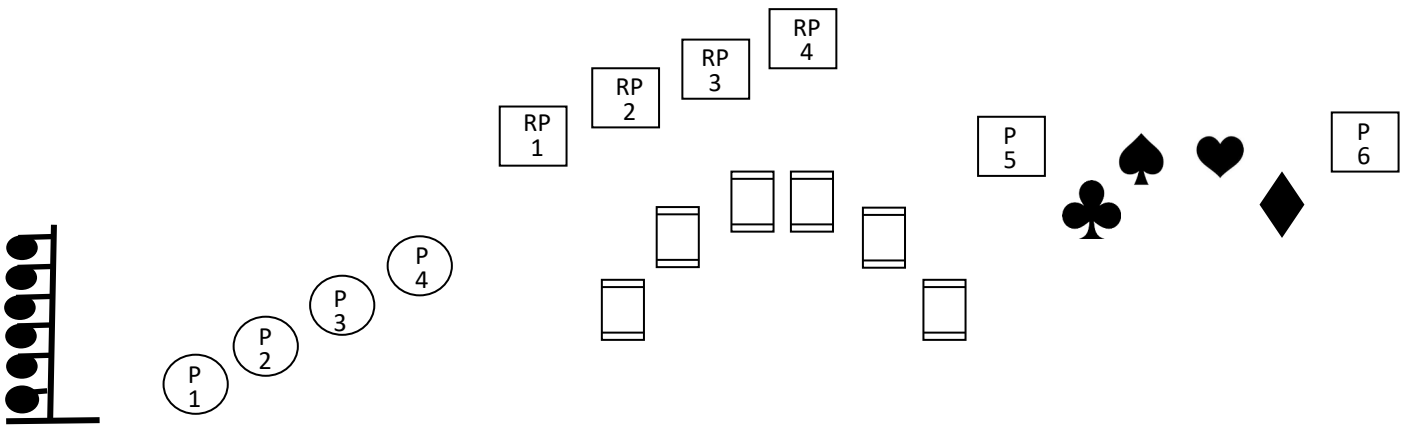
2026 November Battle Born Rangers - Wild Bunch

Stage 2

Pistol: 28

Rifle: 7

Shotgun 6



Position 1



Position 2



Position 3



Position 4

Start: Shooters choice of starting position and gun order at Wild Bunch default. Long guns staged appropriately. 4 shooting positions must be used.

When ready say: **“This ain’t no place for greenhorns.”** Wait for the buzzer.

If Pistol: Engage dueling tree. If remaining round, engage any pistol target. Paddles must go at least half way around to count as a hit. Miss on pistol dump target is a miss. Starting from either end, engage with a single tap Nevada Sweep on P1 - P4. Engage in the following order: With a single tap Nevada Sweep P5 - Spade - Heart - P6. Repeat on P5 - Club - Diamond - P6.

If Rifle: Starting on either end, single tap RP1 - PR4 with a Nevada Sweep.

If Shotgun: Engage knockdowns in any order.

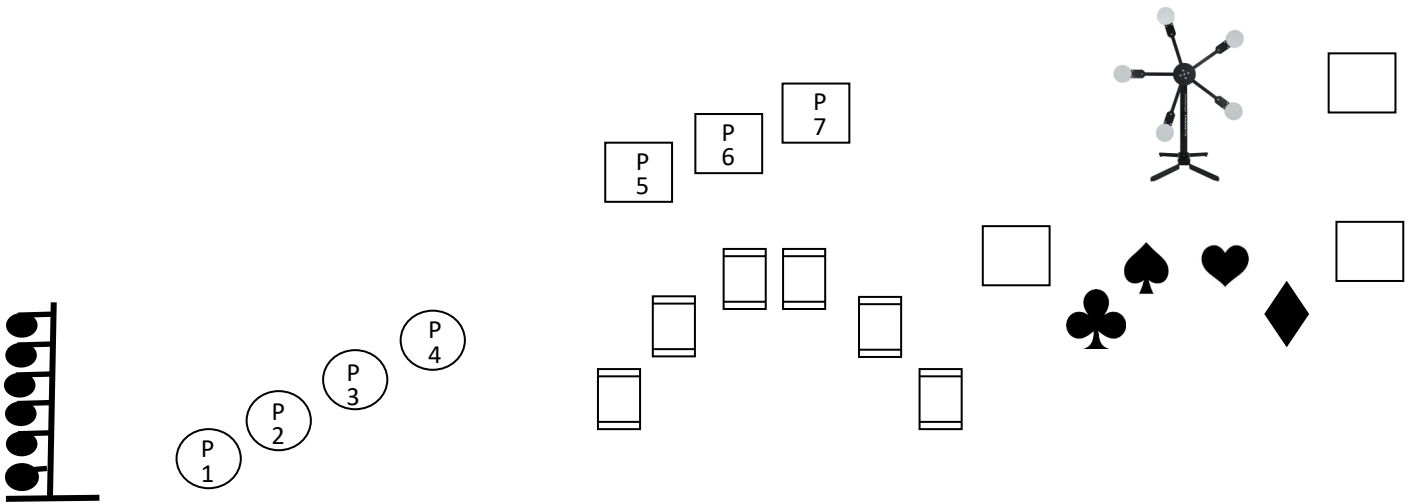
2026 November Battle Born Rangers - Wild Bunch

Stage 3

Pistol: 28

Rifle: 7

Shotgun 6



Position 1



Position 2



Position 3



Position 4

Start: Shooters choice of starting position at Wild Bunch default.
Long guns staged appropriately. 4 shooting positions must be used.

When ready say: **“Keep your pants buttoned. It only gets worse.”** Wait for the buzzer.

If Pistol: Engage dueling tree with same directions as Stage 2. Engage P1 - P7 with two rounds each. Double tap the Spade and Heart and single tap the Club and Diamond; then place remaining round on right or left side of targets. Double tap the Club and Diamond and single tap the Spade and Heart; then place remaining round on the opposite side target of the first pistol string.

If Rifle: Engage the Texas Star until all paddles are down. If remaining rounds, place on Texas Star Dump Target. Paddles left on Star and misses on Dump Target are misses. .

If Shotgun: Engage knockdowns in any order.

2026 November Battle Born Rangers - Wild Bunch

Stage 4

Pistol: 39 (+)

Shotgun 8 (+)

Miniature Mucho Federalizes Stage - with twists. . . .

Start: Any position with hands at Wild Bunch default. Shooting positions start at Position 1 through Position 6 and include space between positions. Texas Star (Position 5) must be shot last. Long guns staged appropriately.

Misses:

All misses on static targets may be made up.

Shotgun knockdowns misses may only be made up with handgun.

When ready say: **“Remember, this ain’t in no Sunday Shool Meeting.”** Wait for the buzzer.

If Pistol: Engage dueling tree until all paddles are at least half way around. Engage all static targets with 2 rounds each. Engage Texas Star by moving down range and placing at least one foot on the marker.

If shotgun: Engage 4 knockdowns. Engage the two cowboy poppers/birds with 4 rounds. Engaging the cowboys first and then the birds, will earn shooter a 10 second bonus IF both birds are hit. Missed birds, for both sequences, may be made up by firing a single round down range for missed bird(s). Make shotgun safe for down range movement. If failure to do so, RO will direct shooter back to correct shotgun position and a 10 Second Safety will be assessed.

Note:

Iffin’ you can not carry enough magazines for the stage, stage spare magazine carefully!!

The End