

**2021 SASS Nevada State
Wild Bunch Championship**
Schedule of Events

Sunday, September 5th

11:00am - 12:00am Registration
12:00am - 3:00pm Side Matches (Bay 6 - Restaurant)

Monday, September 6th

7:30am - 8:00am Registration
8:00am Shooter's Meeting
8:15am Wild Bunch Main Match - 5 Stages
12:30pm Lunch - Provided by Battle Born Rangers

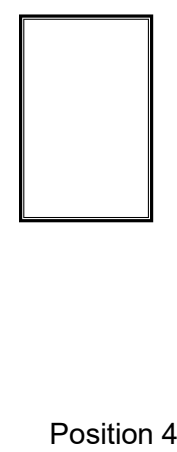
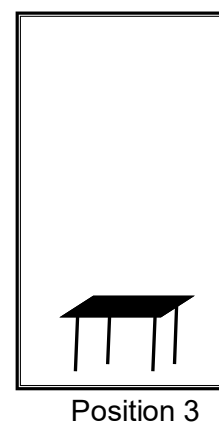
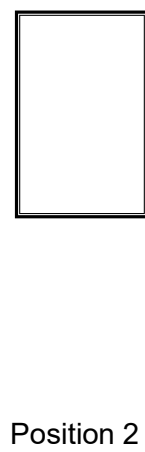
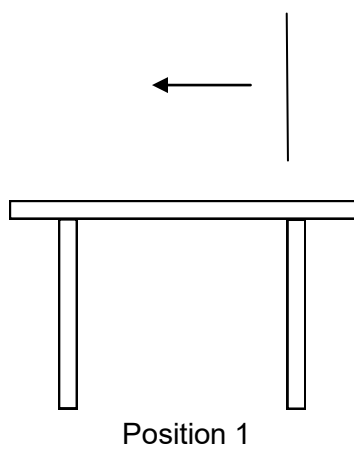
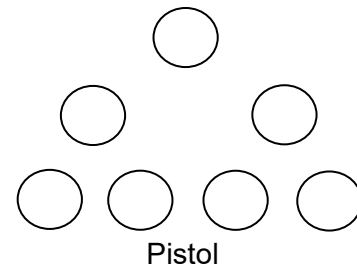
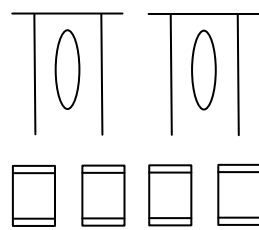
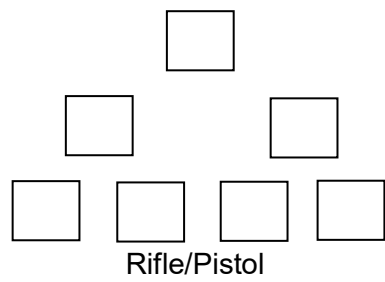
Tuesday, September 7th

8:00am Wild Bunch Main Match (Continued)
5 Stages
2021 Award Ceremony 30 minutes
after conclusion of the match.

Match Location:

**Fernley 95A Speedway
Located between Fernley
and
Silver Springs off Hwy 95A**

Bay 1, Stage 1: Livery Stable



28 Pistol - 7 Rifle - 6 Shotgun

Start: Shooters choice of starting position and gun order. Long guns staged appropriately. 3 shooting positions must be used.

When ready say: **"TBA"** Wait for the buzzer.

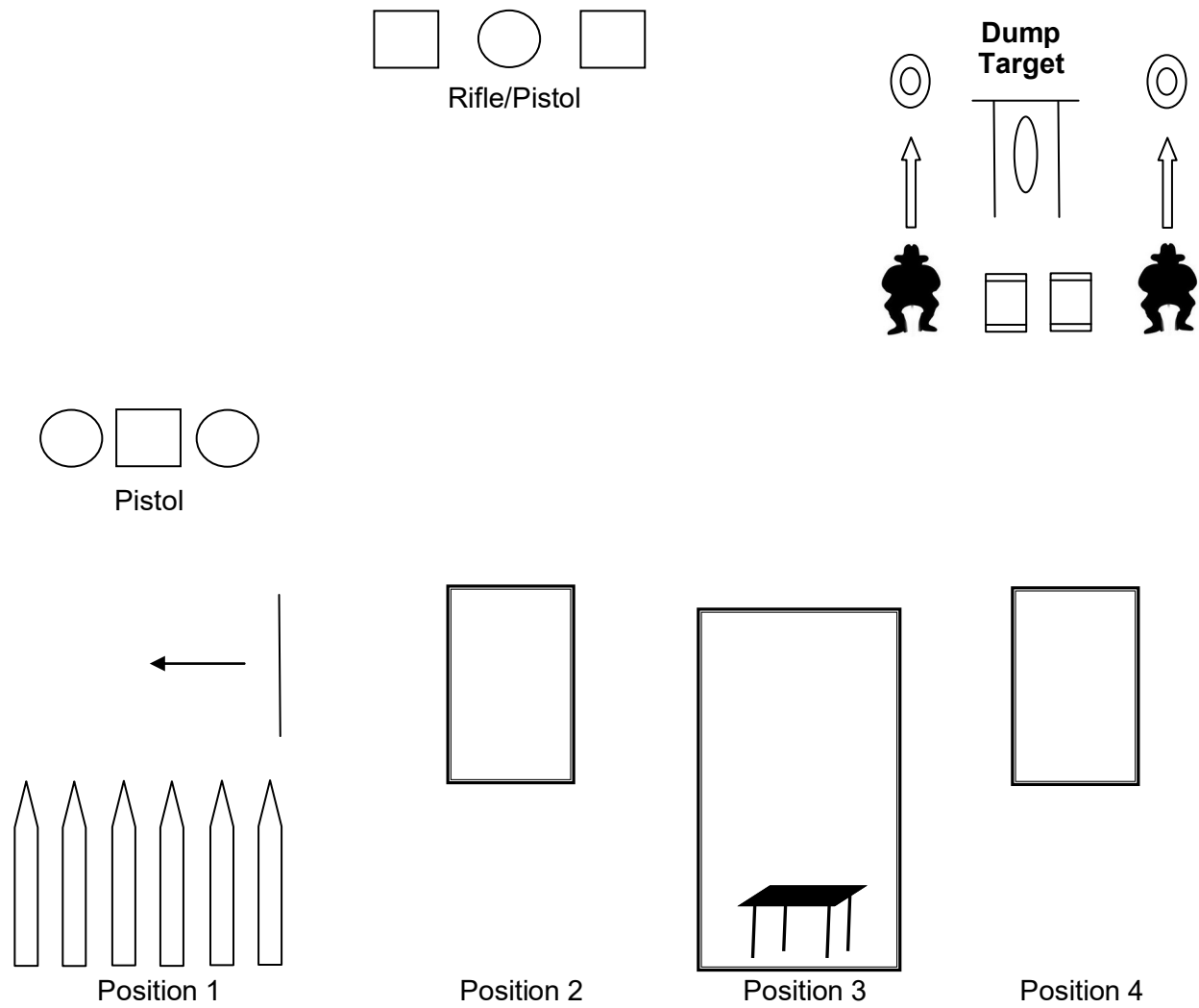
On signal:

If Pistol and 28 Rounds: Engage each pistol target with two rounds each. Repeat on rifle/pistol targets.

If Rifle and 7 Rounds: Engage each rifle/pistol target.

If Shotgun: Engage shotgun knockdowns and swingers any order.

Bay 2, Stage 2: Church



21 Pistol - 7 Rifle - 6+ Shotgun

Start: Starting from Position 1 with pistol in hand(s). Long guns staged appropriately and are shooters choice. 3 shooting positions must be used.

When ready say: **"TBA"** Wait for the buzzer.

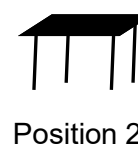
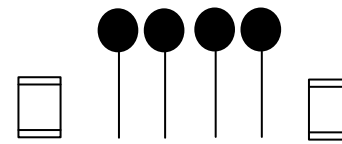
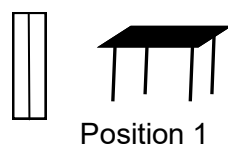
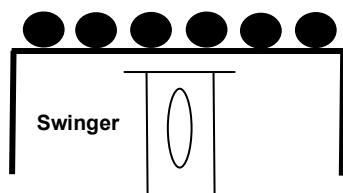
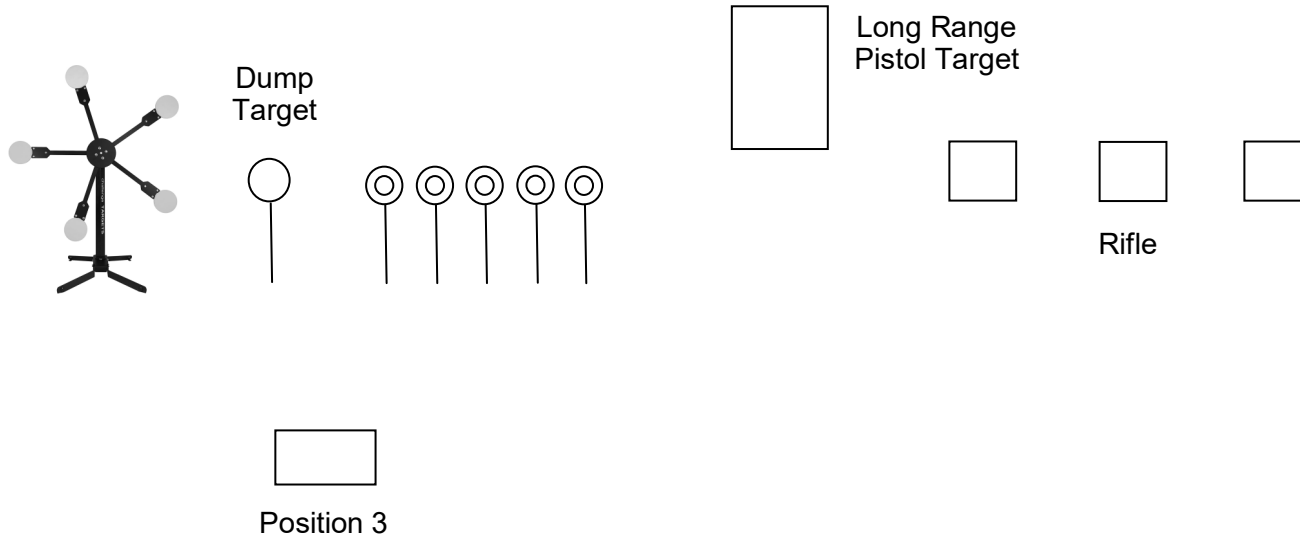
On Signal:

With Pistol and 21 Rounds: Engage the center target with three rounds, THEN outside targets with 2 rounds each, repeat. Repeat on rifle/pistol targets.

If Rifle and 7 Rounds: Engage the rifle/pistol targets with the same instructions as pistol

If Shotgun: Engage the 2 shotgun poppers and 2 knockdowns any order. Missed birds may be made up by engaging the Dump Target two times for one bird missed and three times for two missed birds.

Bay 3, Stage 3: Big Bay



28 Pistol - 7 Rifle

Start: Starting at Position 1 with thumbs hooked in gun belt. Long gun staged appropriately.

When ready say: **"TBA"** Wait for the buzzer.

On Signal:

With Rifle and 7 Rounds and Pistol and 7 Rounds: Starting from either end, engage the rifle targets with a 2 - 3 - 2 sweep. Make rifle safe by pointing at left berm or in vertical rack. With pistol and 7 rounds engage the plate rack. If remaining round, place on swinger. Plates left up or miss on Swinger are counted as misses.

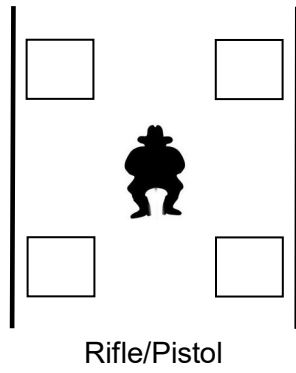
Then

From Position 2 with Pistol and 7 Rounds: Engage the knockdowns and the Long Range Pistol Target.

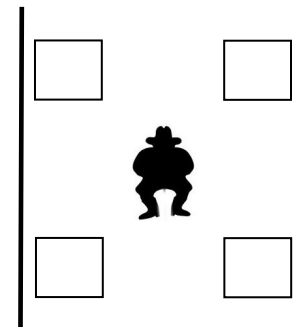
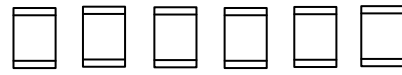
Then

From Position 3 with Pistol and 14 rounds: Engage the Texas Star and Clay Pigeons until all paddles are off the Texas Star and clay pigeons are broken. Place any remaining rounds on the Dump Target. Remaining paddles on Texas Star, unbroken clays or misses on Dump Target are counted as misses.

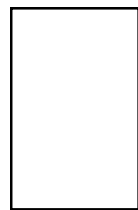
Bay 4, Stage 4: Bordello



Rifle/Pistol



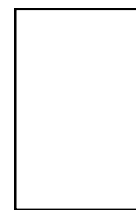
Pistol



Position 1



Position 2



Position 3

21 Pistol - 7 Rifle - 6 Shotgun

Start: Shooters choice of starting position and gun order. Long guns staged appropriately. 3 shooting positions must be used.

When ready say: "TBA" Wait for the buzzer.

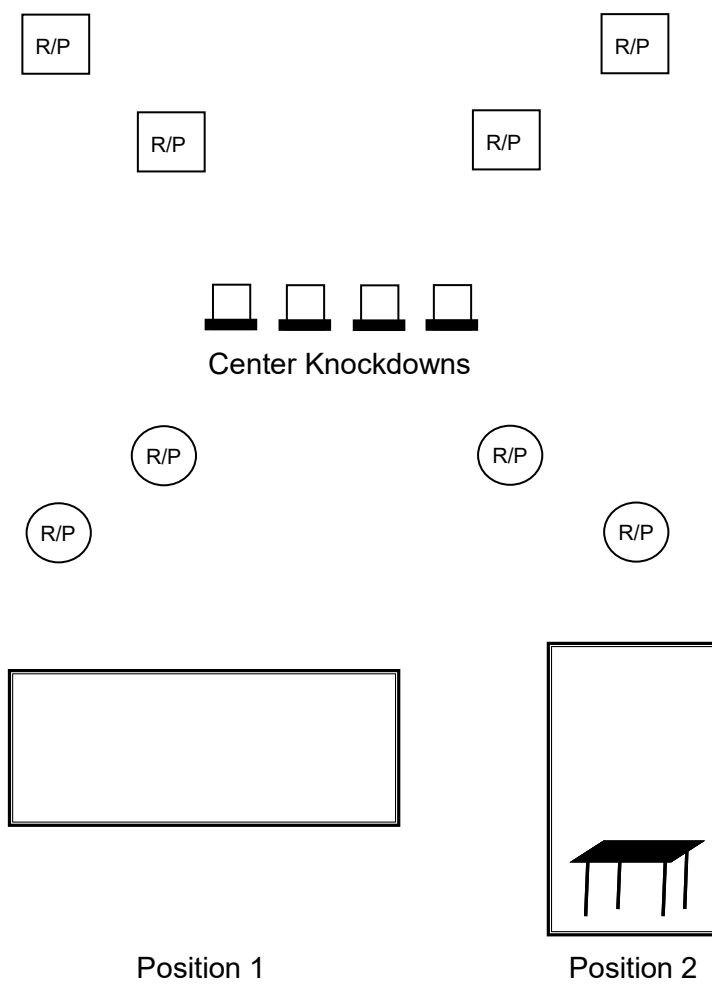
On Signal:

If Pistol and 14 Rounds: Starting on any corner pistol target, double tap all targets by alternating between the corner targets and center cowboy target.

If Rifle and 7 Rounds and Pistol and 7 Rounds: Repeat pistol instructions on rifle/pistol targets.

With Shotgun: Engage shotgun knockdowns any order.

Bay 5, Stage 5: Restaurant



21 Pistol - 7 Rifle

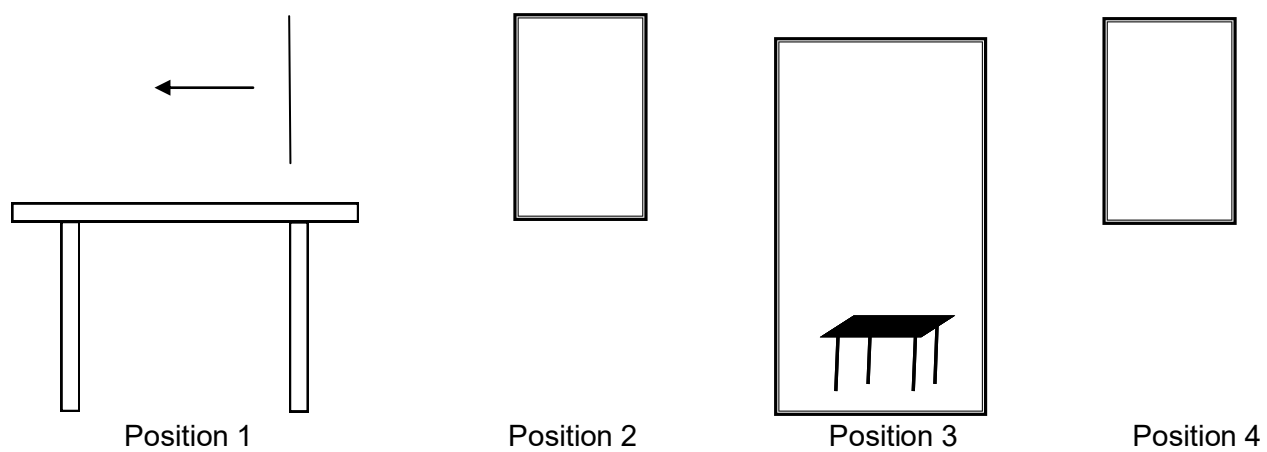
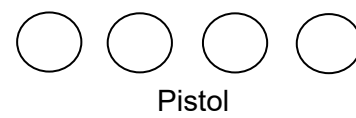
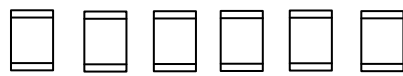
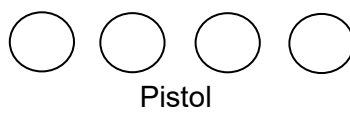
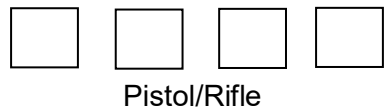
Start: Shooters choice of starting position and gun order.
Long gun staged appropriately.

When ready say: **"TBA"** Wait for the buzzer.

On Signal

With Pistol and 21 Rounds and Rifle and 7 Rounds: Engage each R/P target 3 times each and the Center Knockdowns once each.

Bay 1, Stage 6: Livery Stable



35 Pistol - 7 Rifle - 6 Shotgun

Start: Hands at low surrender. Shooters choice of starting position and gun order. Long guns staged appropriately. 3 shooting positions must be used.

When ready say: **"TBA"** Wait for the buzzer.

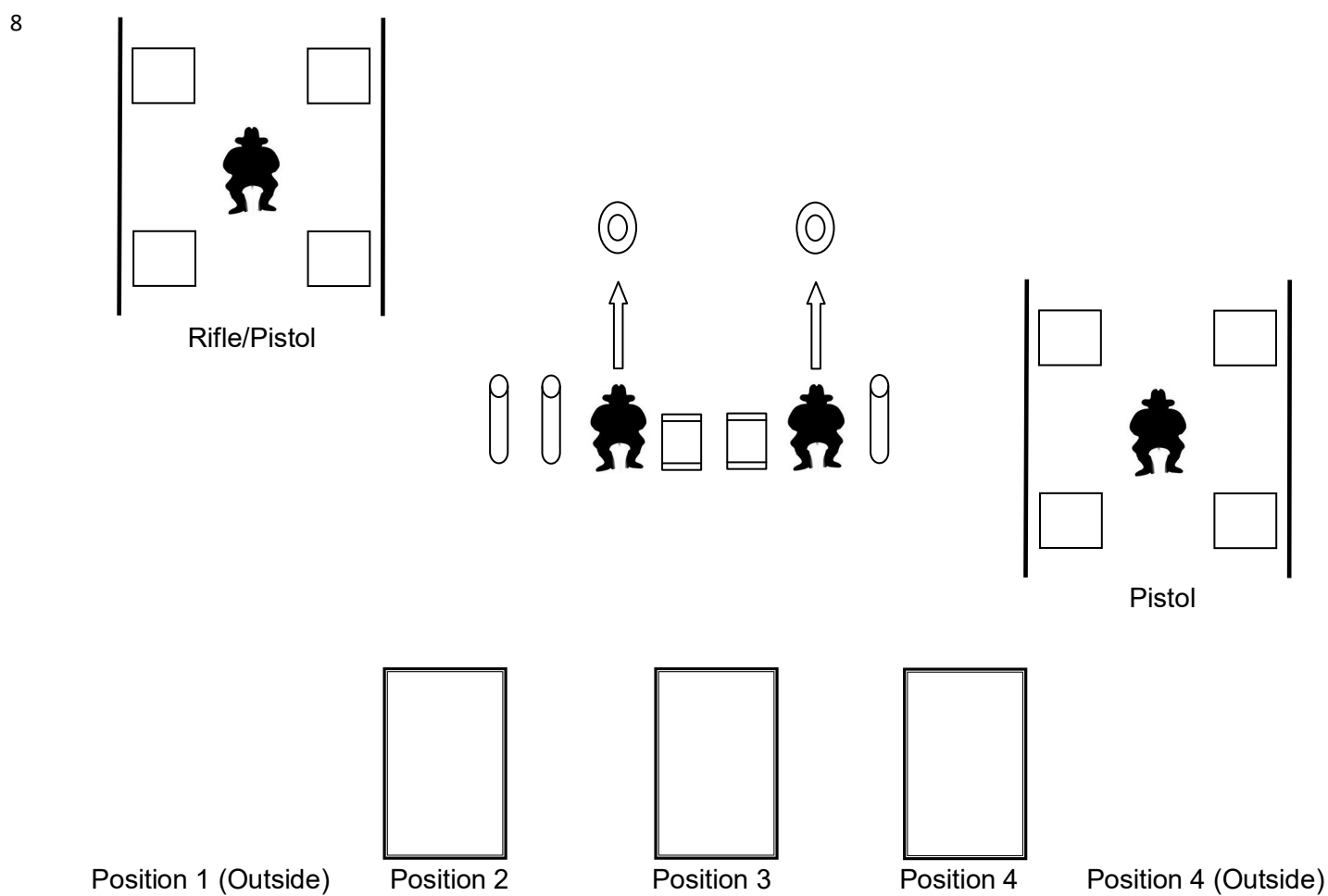
On signal:

If Pistol and 28 Rounds: Starting from either end, double tap the pistol targets with a Nevada Sweep. Repeat on the other set of pistol targets.

If Rifle and 7 Rounds and Pistol and 7 rounds: Starting from either end, double tap the rifle/pistol targets with a Nevada Sweep.

If Shotgun: Engage shotgun knockdowns any order.

3 **Bay 4, Stage 7: Bordello**



28 Pistol - 10 Rifle - 6+ Shotgun

Start: Starting behind the poles in front of the center window. Heels on concrete edge. Shooters choice of starting position and gun order. Long guns staged appropriately. 3 shooting positions must be used.

When ready say: **"TBA"** Wait for the buzzer.

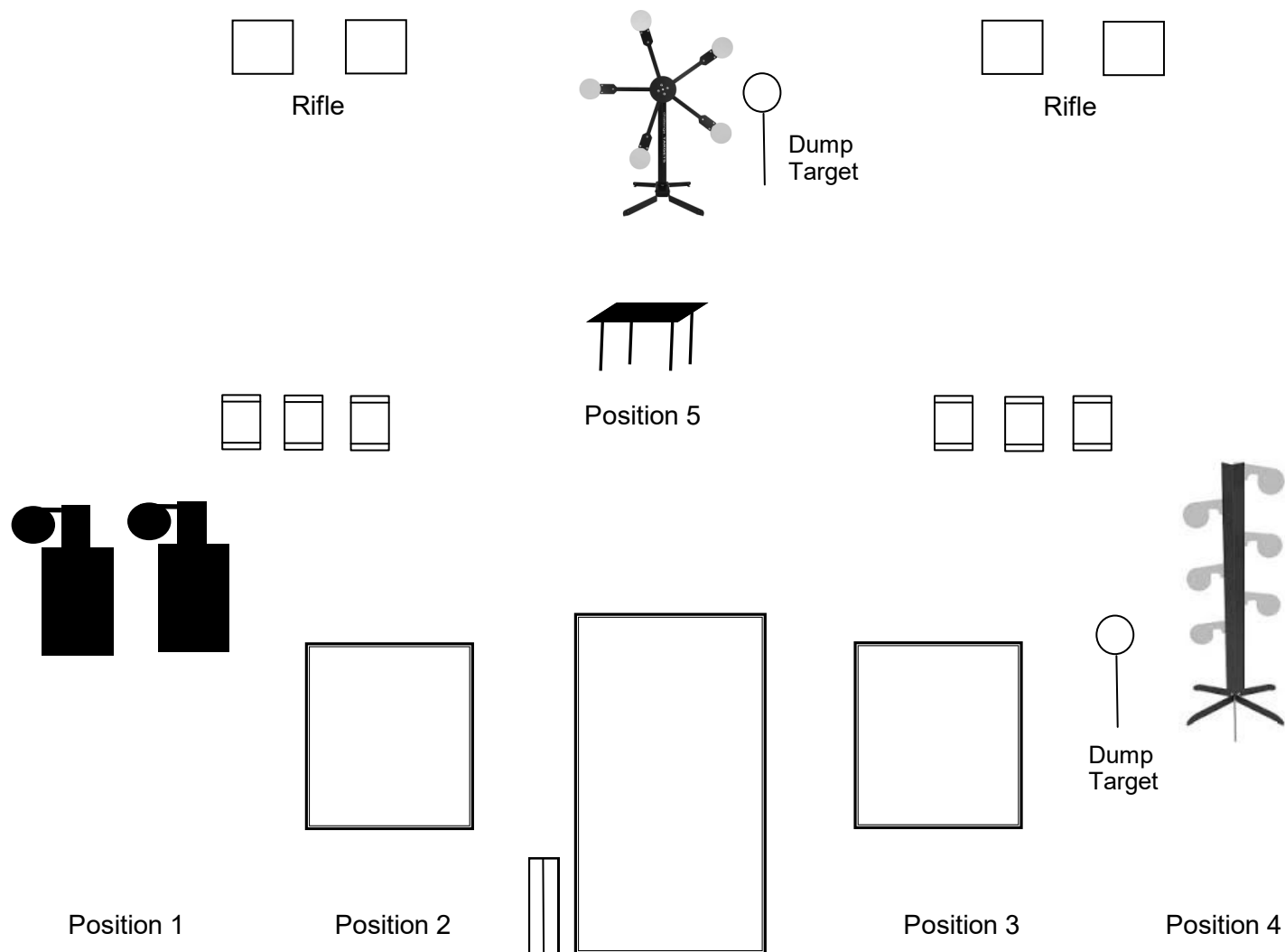
On Signal:

If Pistol and 28 rounds: Engage the pistol targets with two separate diagonal Nevada Sweeps by engaging the corner targets with single round each and double tapping the cowboy on each pass. Then repeat using other diagonal. Repeat instructions on the rifle/pistol targets.

If Rifle and 10 Rounds: Starting on any corner, engage rifle/pistol targets with two separate diagonal Nevada Sweeps. All targets are engaged with a single round each.

If Shotgun: In any order, engage the two shotgun poppers, clay birds and shotgun knockdowns. Missed birds may be made up by engaging two pipes for one missed bird and three pipes for two missed birds. Pipes must go down to count.

Bay 6, Stage 8: Marshals Office



28 Pistol - 8 Rifle - 6 Shotgun

Start: Starting at either Position 2 or 3 with hands on hips. Long guns staged at positions 2 and 3.

When ready say: **"TBA"** Wait for the buzzer.

On signal:

If Rifle and 8 Rounds and Shotgun with 6 Rounds: If starting with rifle, from either end, engage the rifle targets with two sweeps. If starting with shotgun engage the shotgun knockdowns any order. Restage long guns by either pointing at berms or in vertical rack.

Then

With Pistol and 28 Rounds: If starting at Position 1, engage the pair of hostages as follows: Three rounds on each hostage and one round to either hostage taker. Repeat using the using the opposite hostage taker.

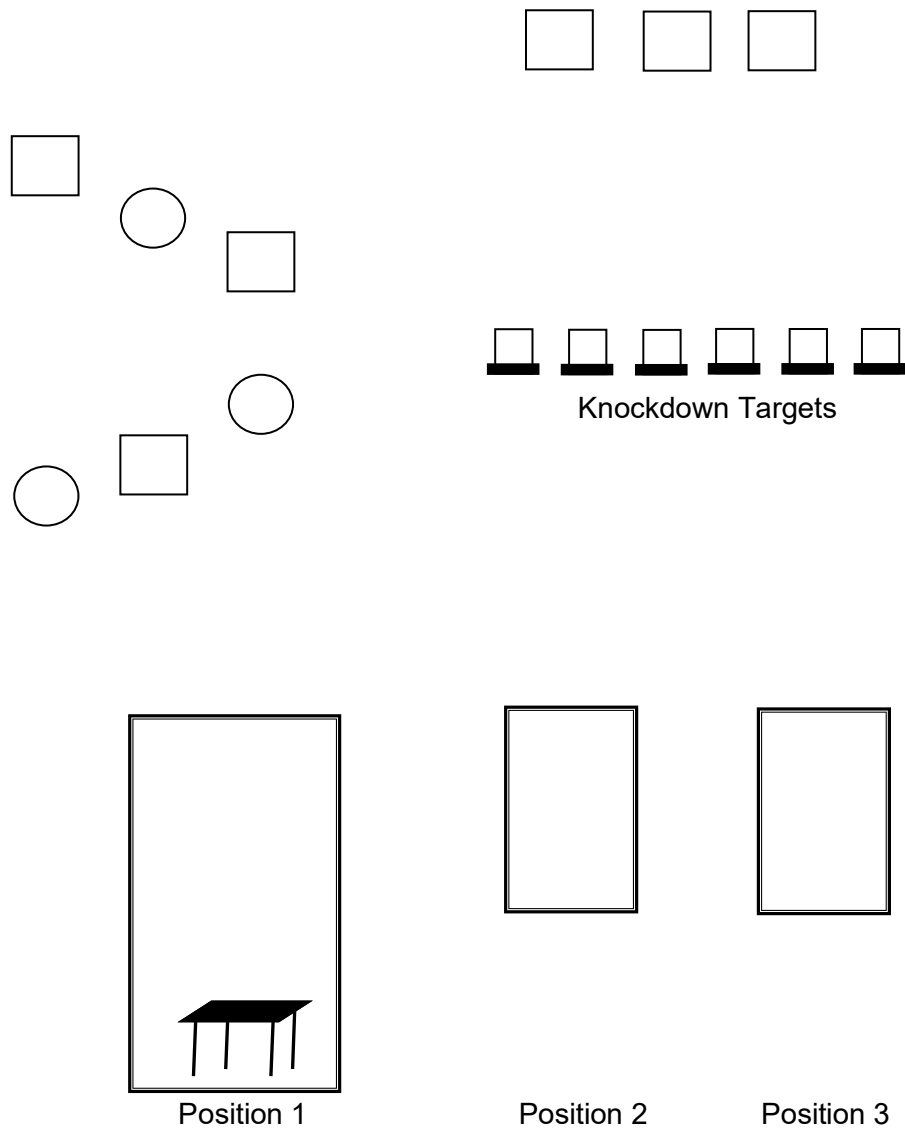
Then

Move to the Position 4: Engage the Dueling Tree. If remaining round place on Dump Target. Dueling Tree paddles must go half way around to count. Miss on Dump Target is a miss.

Then

Move to Position 5: Engage the Texas Star until all paddles are down. If remaining rounds place on Dump Target. Paddles left on Texas Star or misses on Dump Target are counted as misses.

Bay 7, Stage 9: Saloon



21 Pistol - 10 Rifle - 2 Shotgun

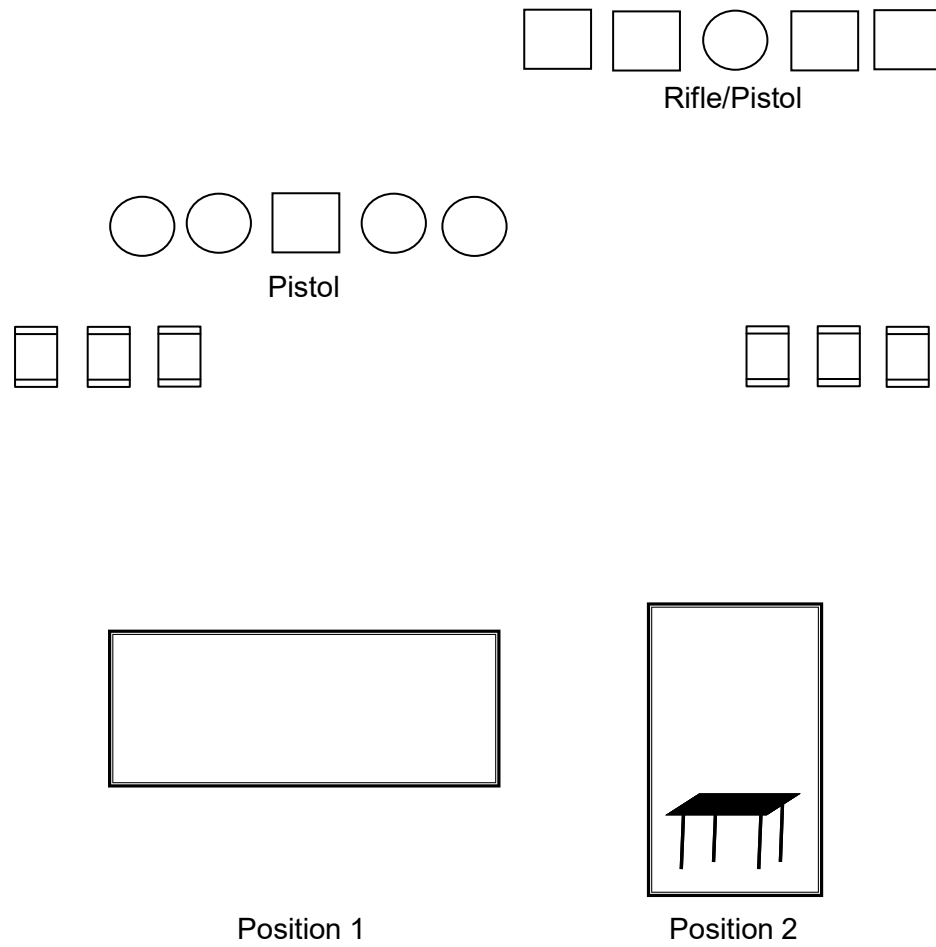
Start: With gun of choice in hand(s). Shooting position and gun order is shooters choice. All other guns staged appropriately.

When ready say: **"TBA"** Wait for the buzzer.

On Signal

In any order, engage knowdown targets once each and all other targets 3 times each using pistol with 21 rounds, rifle with 10 rounds and shotgun with 2 rounds.

Bay 5, Stage 10: Restaurant



21 Pistol - 7 Rifle - 6 Shotgun

Start: Touching gun of choice. Shooting position and gun order is shooters choice. Long guns staged appropriately.

When ready say: **"TBA"** Wait for the buzzer.

On Signal:

If Pistol and 21 Rounds: Engage the pistol targets with three rounds on the center target and then a single round on the other four targets, repeat. Repeat on rifle/pistol targets.

If Rifle and 7 rounds: Engage the rifle/pistol targets with same instructions as the pistol targets.

If Shotgun: Engage shotgun knockdowns any order.