

# 2022 SASS NEVADA STATE WILD BUNCH CHAMPIONSHIP

## *SCHEDULE OF EVENTS*

### **SUNDAY, SEPTEMBER 4<sup>TH</sup>**

11:00AM - 12:00PM      REGISTRATION  
1:00PM - 3:00PM      SIDE MATCHES (BAY 1 - LIVERY STABLE)

### **MONDAY, SEPTEMBER 5<sup>TH</sup>**

7:30AM - 8:00AM      REGISTRATION  
8:00AM                 SHOOTER'S MEETING  
8:15AM                 WILD BUNCH MAIN MATCH - 5 STAGES

### **TUESDAY, SEPTEMBER 6<sup>TH</sup>**

8:00AM                 WILD BUNCH MAIN MATCH  
                              (CONTINUED)  
                              5 STAGES  
12:30PM                LUNCH - PROVIDED BY BBR

## **2022 AWARD CEREMONY**

**30 MINUTES AFTER CONCLUSION OF THE MATCH**

### **MATCH LOCATION:**

**FERNLEY 95A SPEEDWAY  
LOCATED BETWEEN FERNLEY  
AND  
SILVER SPRINGS OFF HWY 95A**

# **THE BATTLE BORN RANGERS**

OFFERS A BIG 'THANK YOU' FOR COMING TO THE

## ***2022 SASS NEVADA STATE WILD BUNCH CHAMPIONSHIP***

WE ARE COMMITTED TO MAKING THIS A FUN, FRIENDLY SHOOT.

### ***SOME IMPORTANT INFORMATION CONCERNING RANGE GATES & WILDLIFE, PETS, & GENERATORS***

DURING THE EVENINGS MANAGEMENT REQUIRES US TO  
KEEP THE FRONT GATE LOCKED AT ALL TIMES.

AFTER HOURS THERE WILL BE A PHONE NUMBER WITH  
INSTRUCTIONS POSTED AT THE GATE FOR ENTRY.

WE WILL ALSO HAVE A COMBINATION PADLOCK LOCKING  
THE MAIN GATE IN THE EVENING.

***THE COMBINATION IS 1969***

IF YOU GO THROUGH THE GATE AFTER IT IS LOCKED ***PLEASE*** REMEMBER  
TO CLOSE AND LOCK IT AFTER YOUR ENTRY OR DEPARTURE  
EVEN IF IT'S A QUICK TRIP TO THE STORE.

**OUR LEASE DEPENDS ON US MINDING THE GATE  
AND KEEPING IT LOCKED WHEN RACE TRACK MANAGEMENT IS NOT PRESENT**

**PETS MUST BE KEPT ON LEASHES AT ALL TIMES  
AND  
ARE NOT ALLOWED ON THE FIRING RANGE  
OR  
IN THE PAVILION DURING MEALS**

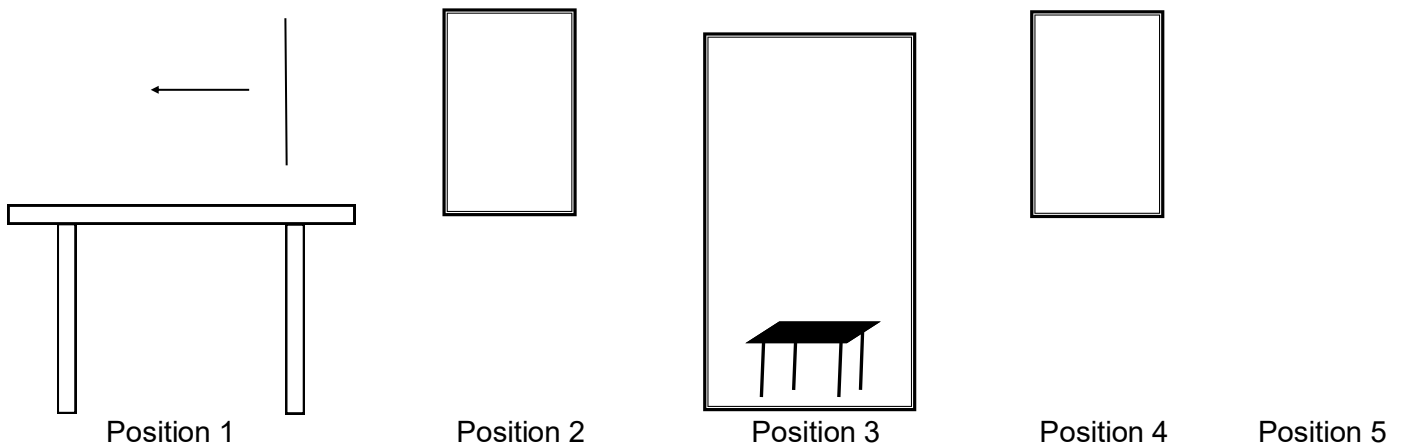
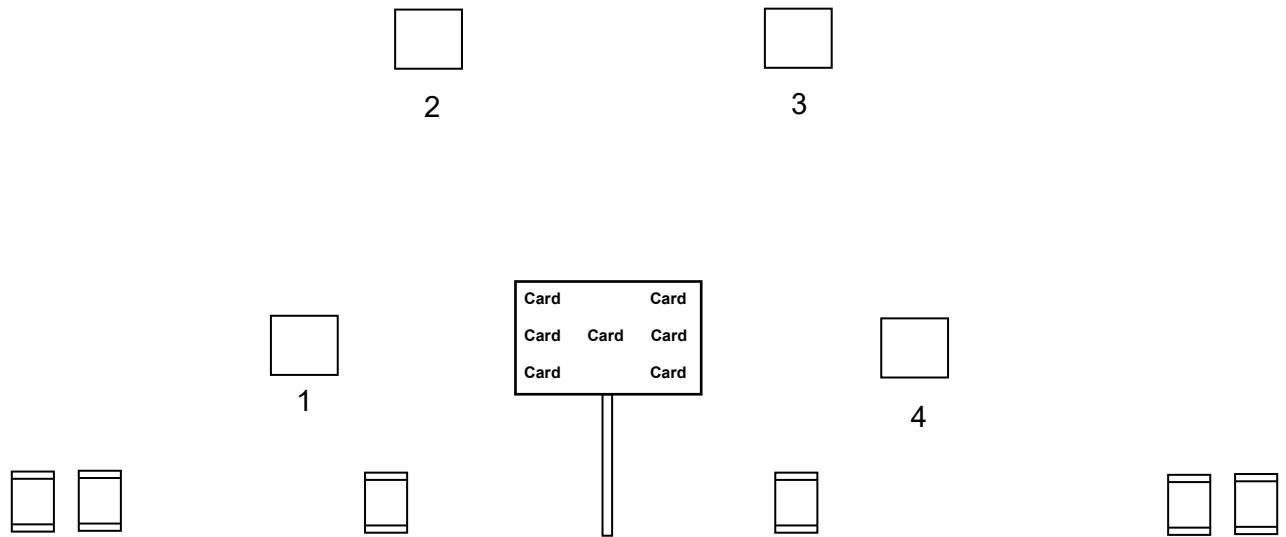
**PLEASE RESPECT THE WILDLIFE AT THE RANGE.**

### ***GENERATORS:***

***LOWER PARKING LOT: 6:00AM - 10:00PM***

***UPPER PARKING LOT: UNRESTRICTED***

# Bay 1, Stage 1: Livery 1776 to 2022



## 28 Pistol - 6 Rifle - 7+ Shotgun

**Start:** Shooting position and gun order shooters choice. Long guns staged appropriately. Must use 3 shooting positions.

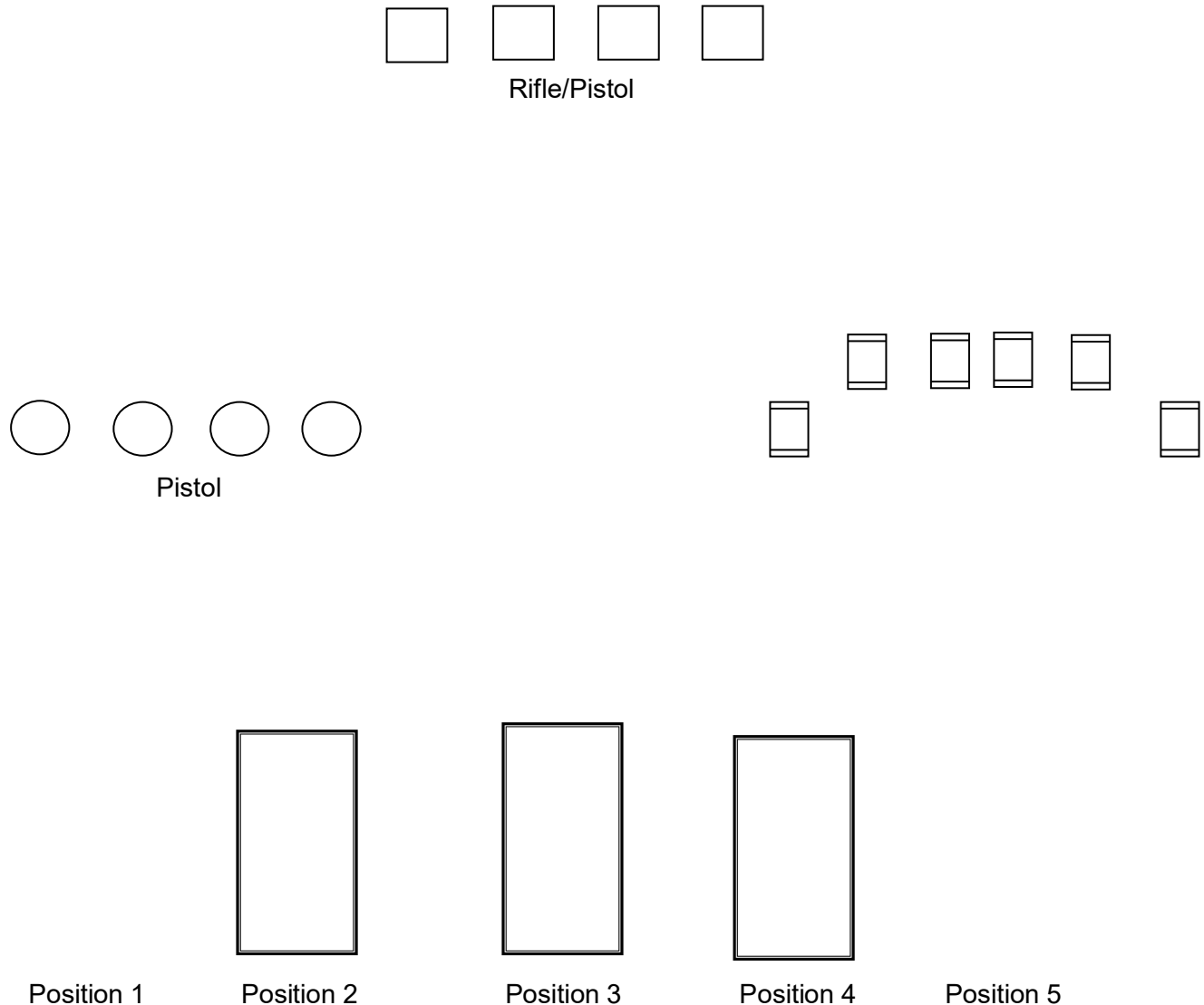
When ready say: **"TBA"** Wait for the buzzer.

**If Pistol:** On targets 1, 2, 3 and 4 shoot a **'1776'** (round count) with 21 rounds. Engage the 7 playing cards with 1 round on each card with 7 rounds.

**If Rifle:** On targets 1, 2, 3 and 4 shoot a **'2022'** (round count) with 6 rounds.

**If Shotgun:** Engage shotgun knockdowns and stick holding cards. Stick must be shot in half to count. **Stick ONLY may be reengaged.**

## Bay 4, Stage 2: Bordello



### 28 Pistol - 10 Rifle - 6 Shotgun

**Start:** Shooters choice of starting position with gun of choice in hands.  
Long guns staged appropriately. 3 shooting positions must be used.

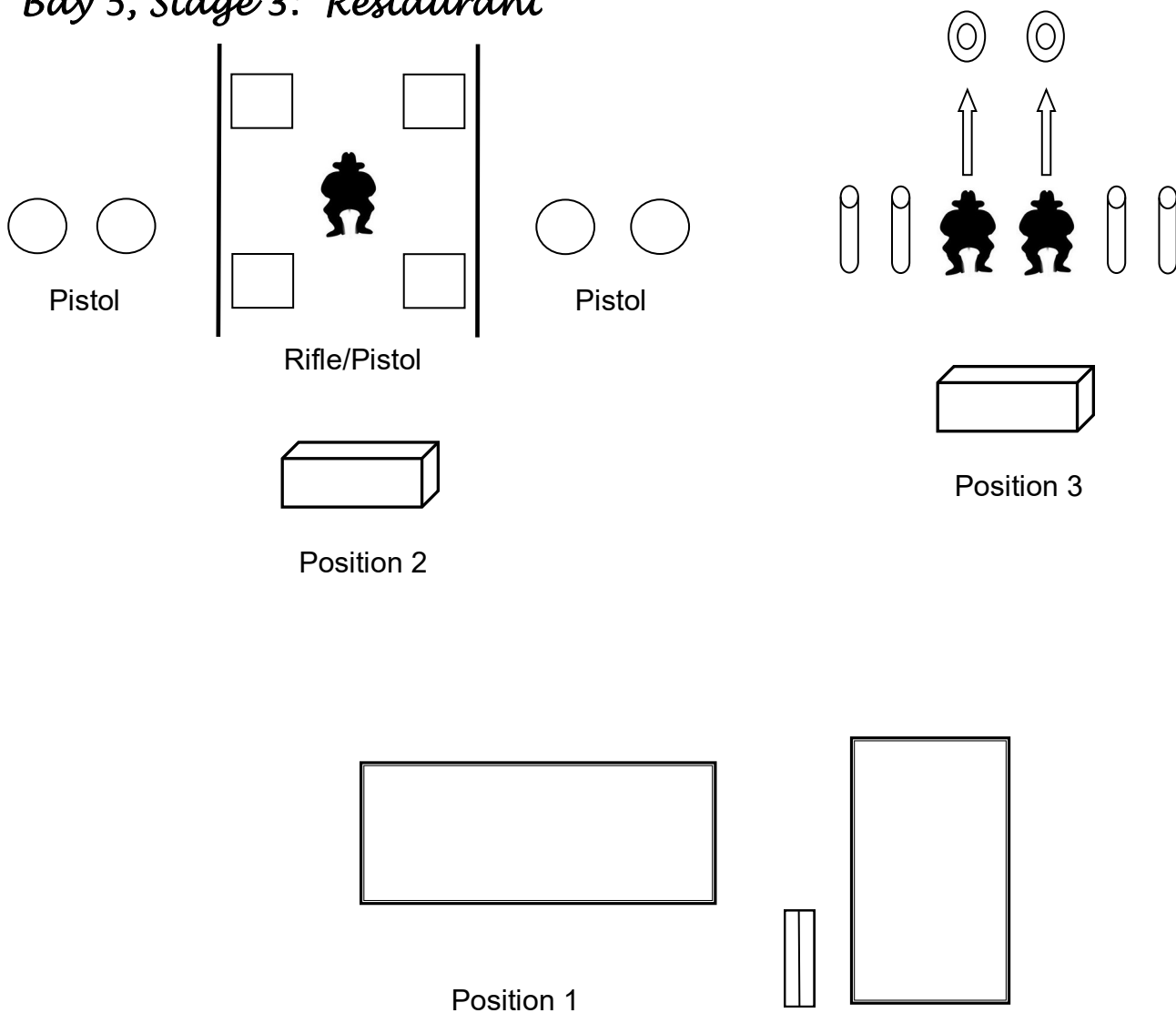
When ready say: **"TBA"** Wait for the buzzer.

**If Pistol:** Starting on either end, engage Pistol targets with a 3 - 4 - 3 - 4 sweep with 14 rounds.  
Engage Rifle/Pistol targets using same instructions with 14 rounds

**If Rifle:** Starting on either end, engage Rifle/Pistol targets with two single round sweeps.  
**No dirty sweep.** Then place last two rounds on the two middle targets with 10 rounds.

**If Shotgun:** Engage 4 inside shotgun knockdowns then 2 outside shotgun knockdowns.

## Bay 5, Stage 3: Restaurant



### 21 Pistol - 10 Rifle - 8 Shotgun

**Start:** At Position 1 with hands on rifle. Shotgun staged at either Position 1 or 3.

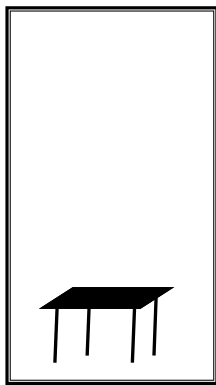
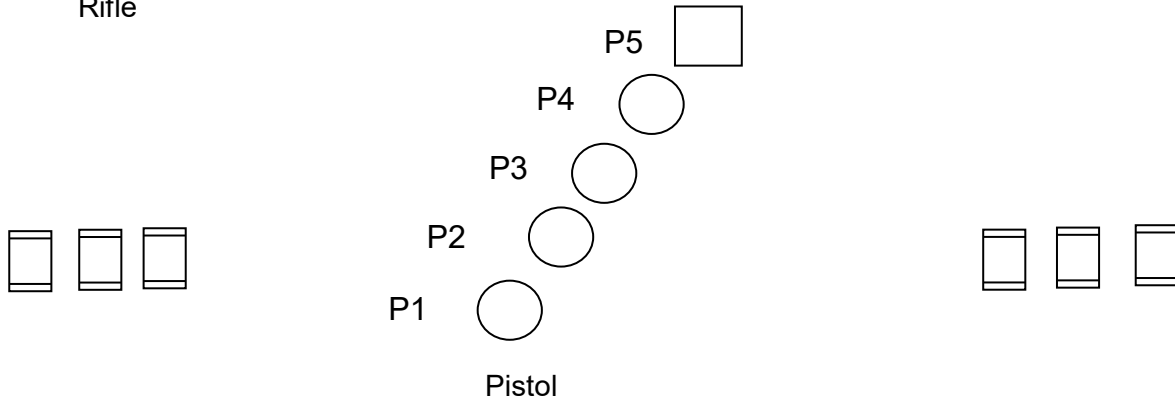
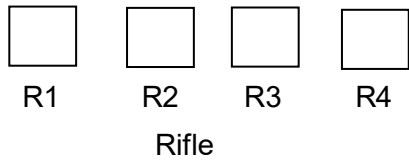
When ready say: **"TBA"** Wait for the buzzer.

**Rifle:** Starting on any corner Rifle/Pistol target, single tap all corner targets by alternating between the corner targets and double tapping center cowboy target with 10 rounds. Stage rifle appropriately for down range movement.

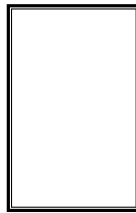
**If Pistol:** From Position 2, engage Rifle/Pistol targets by double tapping all targets with the same instructions as the Rifle/Pistol with 14 rounds. Starting on either side, on either the outside left or outside right target, Nevada Sweep targets with 7 rounds.

**If Shotgun:** From Position 3, engage the 2 cowboy poppers and pipes.

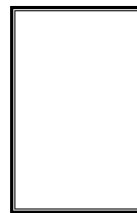
## Bay 7, Stage 4: Saloon



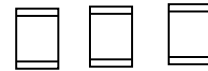
Position 1



Position 2



Position 3



Position 4

### 28 Pistol - 10 Rifle - 6 Shotgun

**Start:** Long guns staged appropriately. Must use 3 shooting positions.  
If starting at Position 4 with shotgun, shotgun in hands.

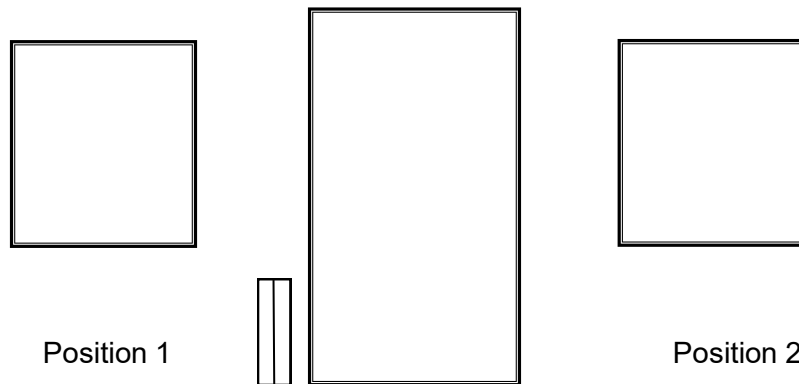
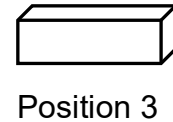
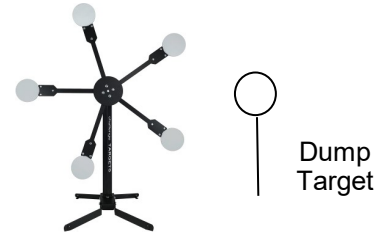
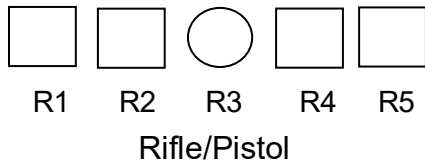
When ready say: **"TBA"** Wait for the buzzer.

**If Pistol:** Engage with a Progressive Sweep starting on P5 and alternating between P5 and P1 with 14 rounds.. i.e.: P5-1, P1-1, P5-1, P2-2, P5-1, P3-3, P5-1 and P4-4. Repeat starting on opposite end from 1st sweep with 14 rounds. i.e.: P5-1, P4-1, P5-1, P3-2, P5-1, P2-3, P5-1 and P1-4.

**If Rifle:** Starting on either end, engage Rifle targets with a Progressive Sweep with 10 rounds. i.e.: R1-1, R2-2, R3-3 and R4-4.

**If Shotgun:** Engage shotgun knockdowns.

## Bay 6, Stage 5: Marshals Office



### 21 Pistol - 10 Rifle

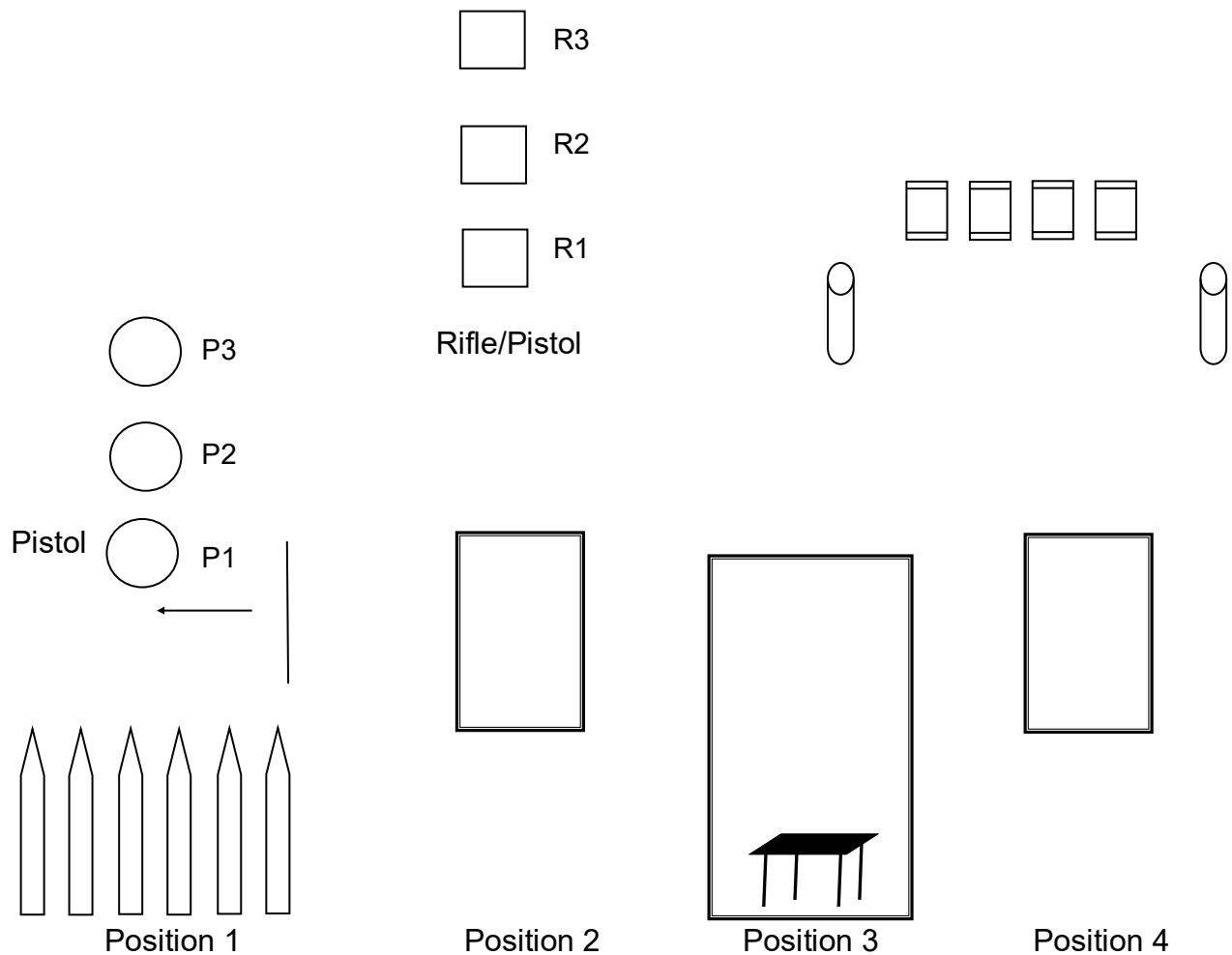
**Start:** With rifle, staged at either Position 1 or 2.

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

**Rifle:** Starting on either end, engage Rifle/Pistol targets in the following manner: Double tap R1 and R2, then single tap R3, then double tap R5, R4 then single tap R3 with 10 rounds.  
Stage rifle appropriately for down range movement.

**Pistol:** From Position 3, engage the Texas Star until all paddles are down with 7 rounds. If remaining rounds place on Dump Target. Paddles left on Texas Star or misses on Dump Target are counted as misses. Move to Position 4 and engage Rifle/Pistol targets in the following manner: Starting on either end, double tap R1 and R2, then triple tap R3 then double tap R5 and R4, then triple tap R3 with 14 rounds.

## Bay 2, Stage 6: Church



### 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.

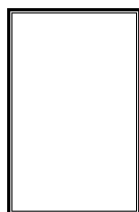
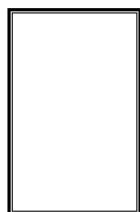
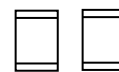
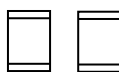
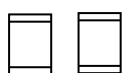
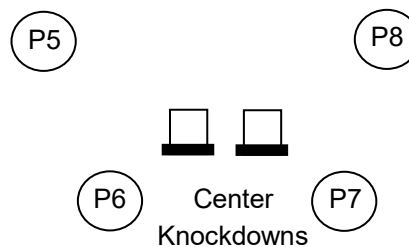
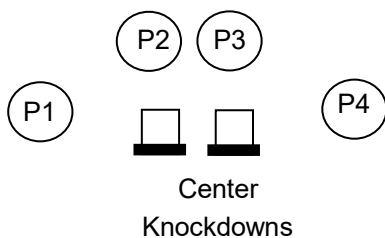
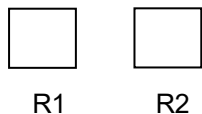
**If Pistol:** Starting on P1, engage Pistol targets with double tap Nevada Chimney Sweep for 14 rounds. Repeat on Rifle/Pistol targets with 14 rounds.

**If Rifle:** Single tap Rifle/Pistol targets with a same instructions as Pistol with 7 rounds.

**If Shotgun:** Engage shotgun knockdowns and pipes in the following order: Outside, outside then inside.



## Bay 4, Stage 7: Bordello



Position 1

Position 2

Position 3

Position 4

Position 5

### 28 Pistol - 6 Rifle - 8 Shotgun

**Start:** Shooter's choice of starting position and gun order. Long guns staged appropriately. 4 shooting positions must be used. If starting with shotgun at either Positions 1 or 5, shotgun in hands.

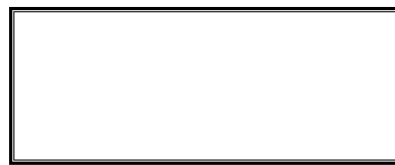
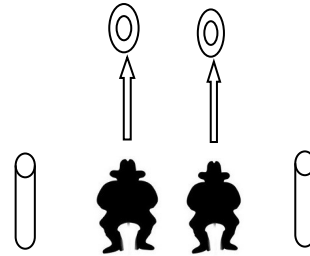
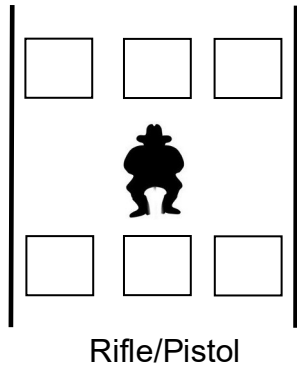
When ready say: **"TBA"** Wait for the buzzer.

**If Pistol:** Starting on either end, engage a Center Knockdown and P1 - P4 in a 2 - 1 - 2 - 1 sweep. Repeat using the other Center Knockdown with 14 rounds. Follow same instructions using a different position on Center Knockdowns and P5 - P8 with 14 rounds.

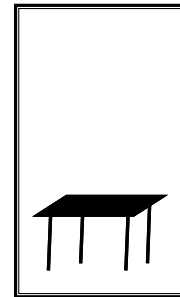
**If Rifle:** Starting on either end, alternate between R1 and R2 with a 2 - 1 - 2 - 1 sweep with 6 rounds.

**If Shotgun:** Engage shotgun knockdowns.

## Bay 5, Stage 8: Restaurant



Position 1



Position 2

### 21 Pistol - 7 Rifle - 6 Shotgun

**Start:** Shooter's choice of starting position and gun order. Long guns staged appropriately.

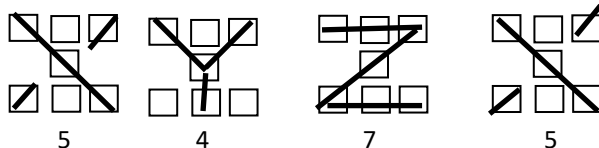
When ready say: **"TBA"** Wait for the buzzer.

**If Rifle:** Engage the Rifle/Pistol targets using the 'Z' pattern indicated below with 7 rounds.

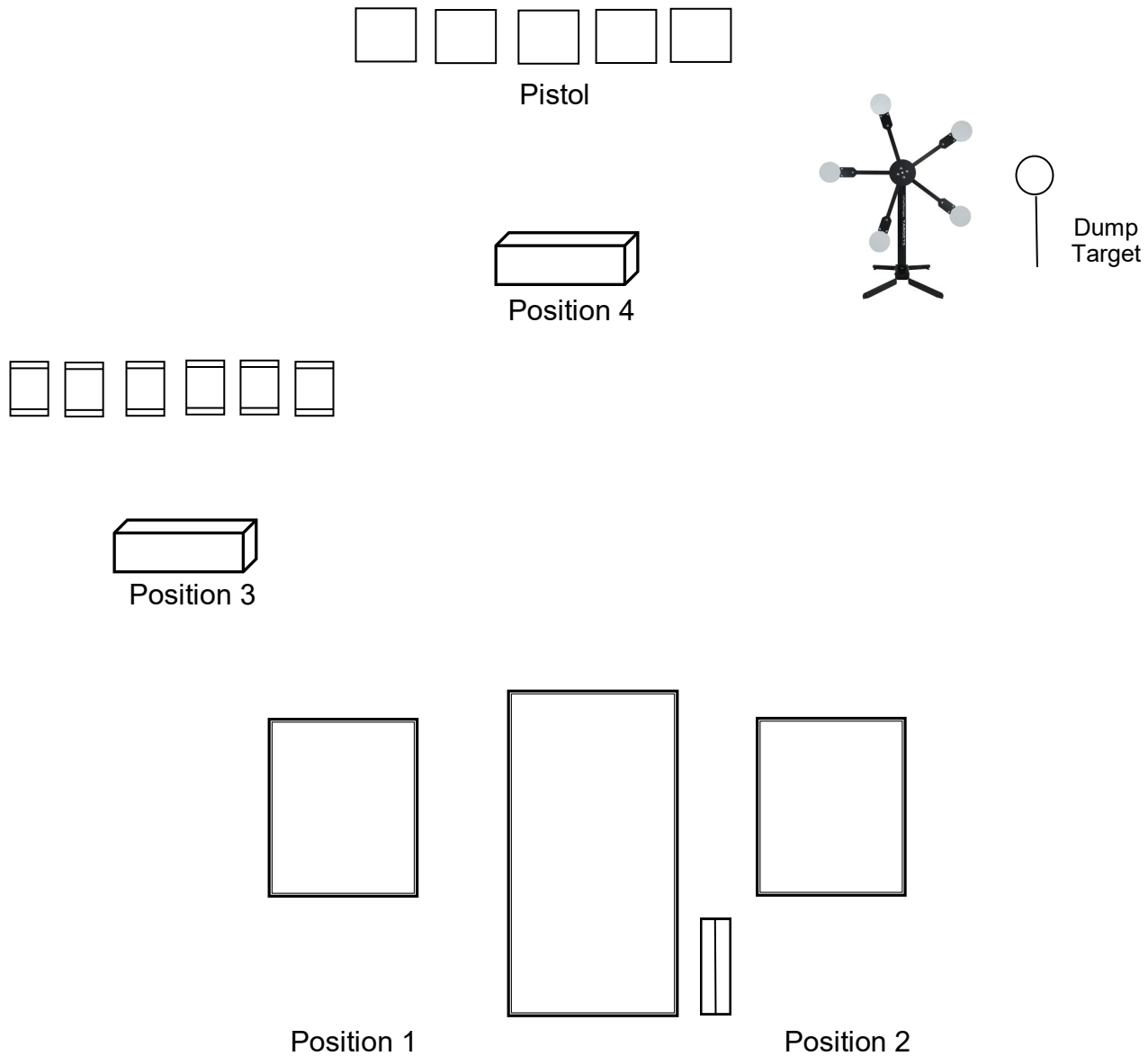
**If Pistol:** Using the following order and the diagrams listed below ('X', 'Y', 'Z' and 'X'), engage the Rifle/Pistol targets with 21 rounds.

**If Shotgun:** Engage the two cowboy poppers and pipes.

**'Z' sequence must start on upper left or lower right corner.**



## Bay 6, Stage 9: Marshals Office



### 28 Pistol - 7 Rifle - 6 Shotgun

**Start:** With hands on rifle at either Position 1 or 2. Shotgun stage appropriately.

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

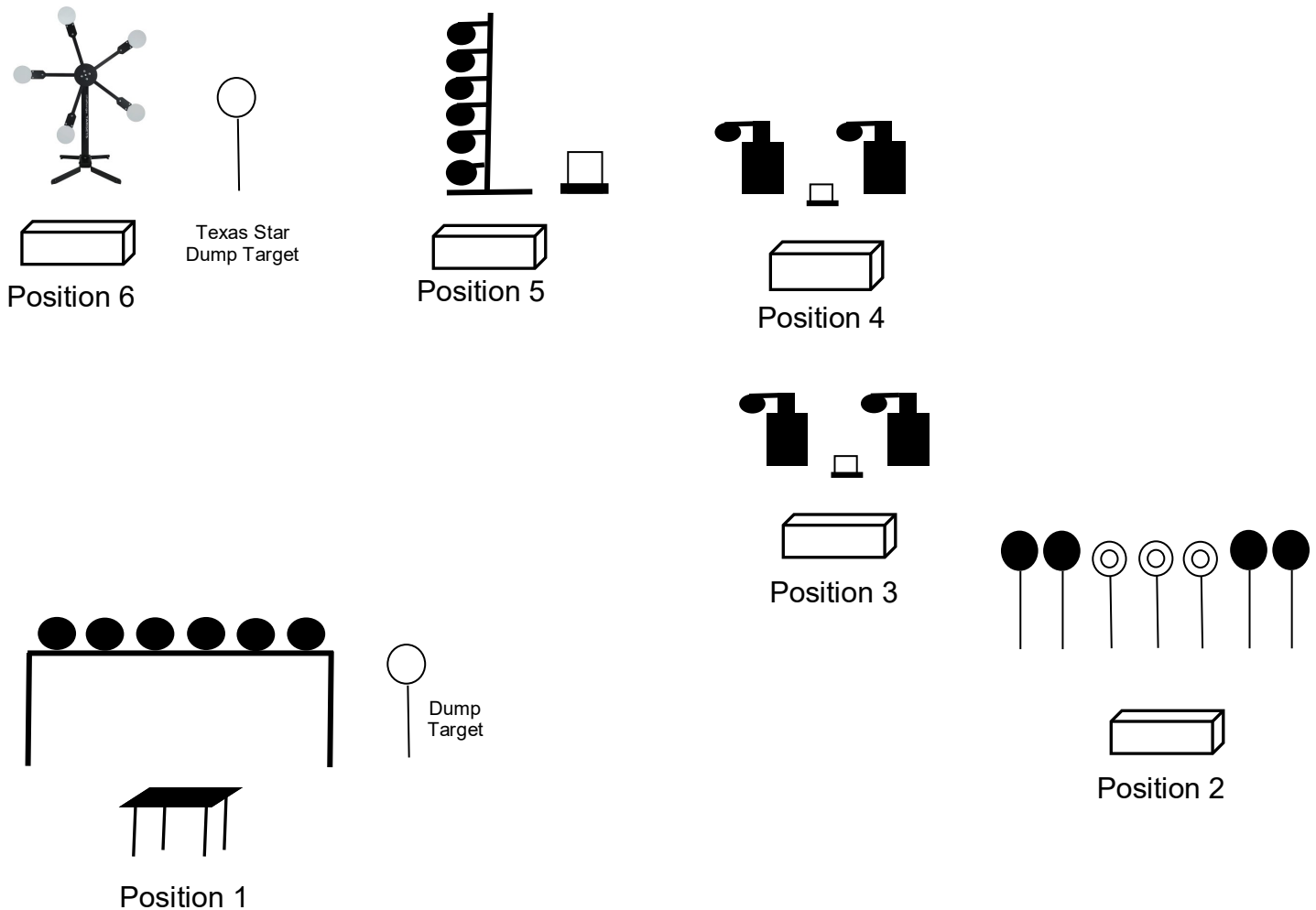
**Rifle:** From either Position 1 or 2, engage the Texas Star until all paddles are down with 7 rounds. If remaining rounds place on Dump Target. Paddles left on Texas Star or misses on Dump Target are counted as misses.

Stage rifle appropriately for down range movement.

**Shotgun:** Then from Position 3: Engage the shotgun knockdowns.  
Stage shotgun appropriately for downrange movement.

**Pistol:** Then from Position 4, starting on either end, engage each Pistol target with 4 rounds.  
**Then** engage each pistol target with a 2 - 1 - 2 - 1 - 2 sweep with 28 rounds.

## Bay 3, Stage 10: "Let's Finish This" Shoot Out



### 42+ Pistol

**Start:** Start at Position 1 and moving, in order, through Position 6.

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

- Position 1:** Engage plates with 6 rounds and 1 on Dump Target.
- Position 2:** Engage 4 lollipops and 3 clay birds.
- Positions 3 and 4:** In any order, engage 1 on knockdown, 2 on each hostage and 1 on each hostage taker.
- Position 5:** Engage Dueling Tree paddles with 1 round each and 1 round on knockdown. Paddles must go half way around to count.
- Position 6:** Engage Texas Star until all paddles are down. Place any remaining rounds on the Texas Star Dump Target. Paddles left on Texas Star are misses.
- Make Ups:** Any misses may be made up on Texas Star Dump Target Including misses on the Dump Target.