

# THE BATTLE BORN RANGERS

23<sup>RD</sup> ANNUAL  
ROOP COUNTY DAYS

WILD BUNCH  
AND  
PLAINSMAN  
SIDE MATCHES  
STAGES



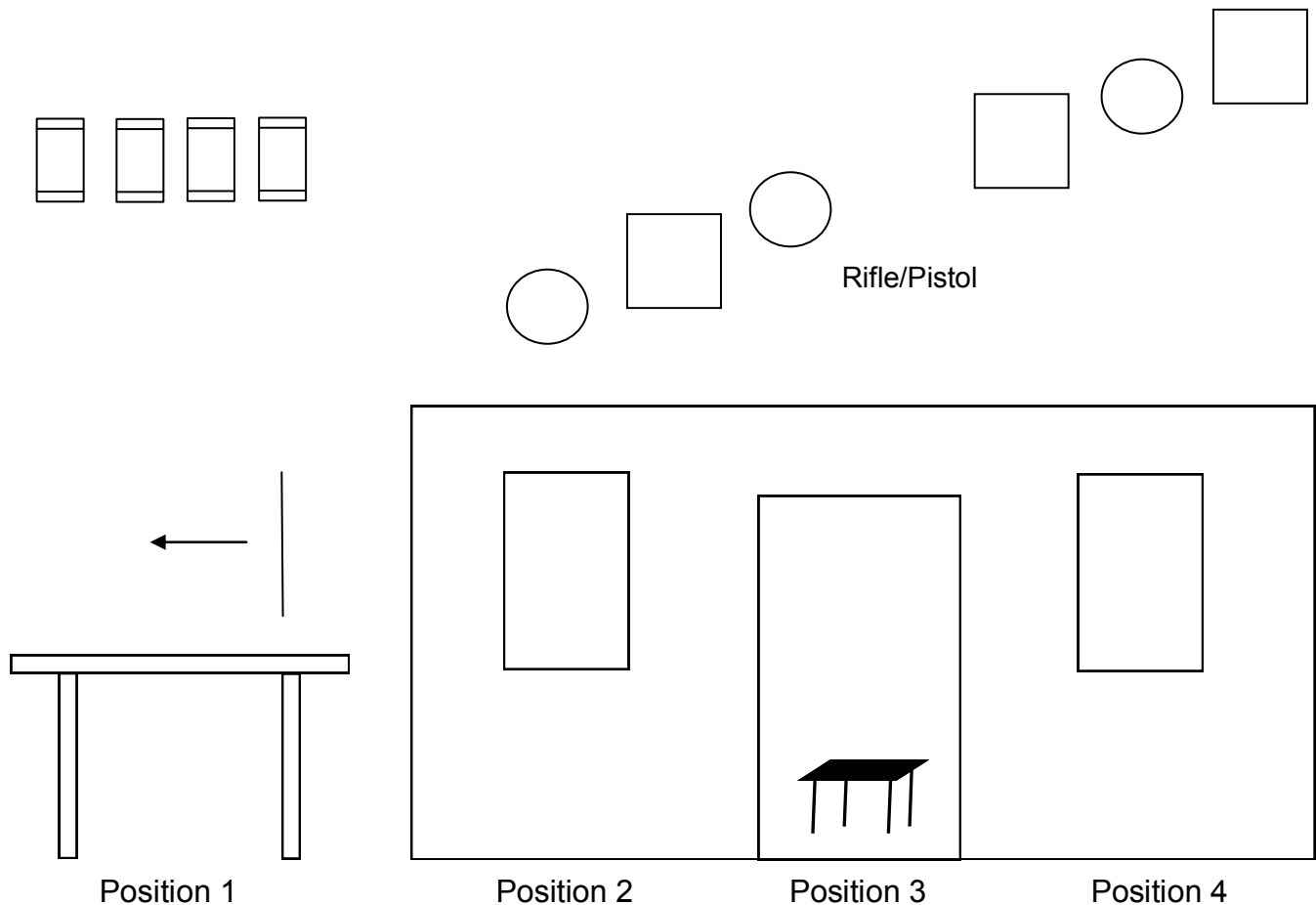
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# Bay 1, Stage 1: Livery Stable - Wild Bunch

28 Pistol (Minimum of 7 Magazines Required)

7 Rifle



**Start:** Gun order and shooting position is shooters choice. Pistol loaded with 1 or 7 round(s) holstered. Shooter may stage up to 6 magazines at any **one** position before starting. Rifle staged safely.

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

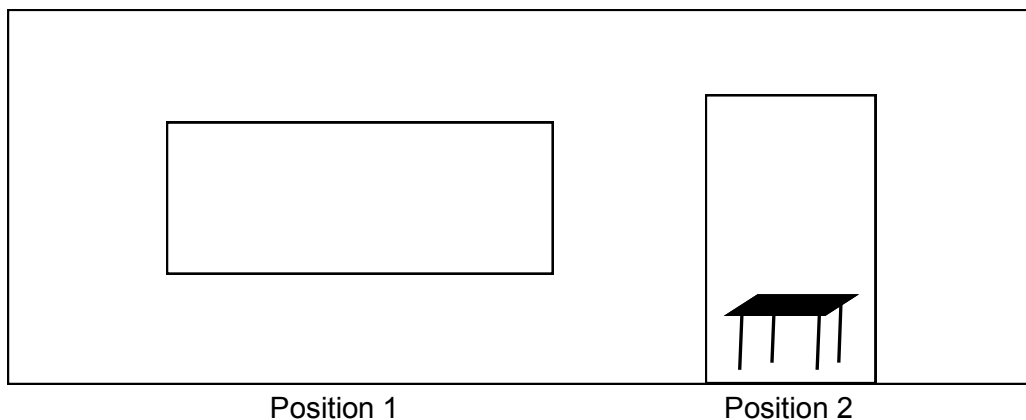
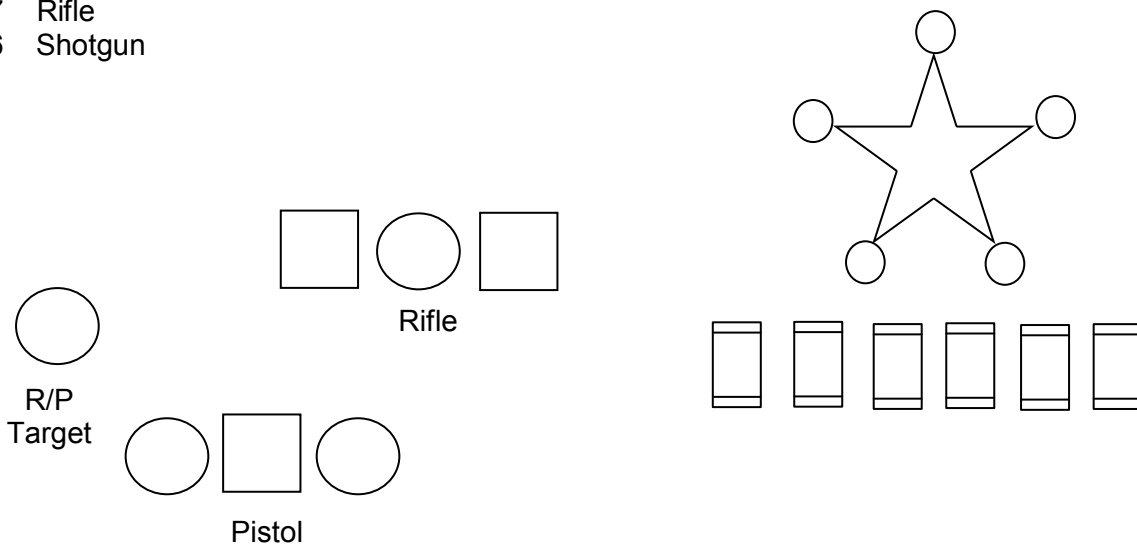
## At Signal:

**If Pistol:** Starting on the left target and 6 magazines loaded with the same numbers of rounds indicated for each target, engage the R/P targets in the following manner: 1 on 1, 2 on 2, 3 on 3, 4 on 4, 5 on 5 and 6 on 6 for 21 rounds. With pistol engage shotgun knockdowns once each. Remaining rounds on any **single** R/P target for 7 rounds.

**If Rifle:** Engage each R/P target at least once each for 7 rounds.

## Bay 5, Stage 2: Restaurant - Wild Bunch

28 Pistol  
7 Rifle  
6 Shotgun



**Start:** Gun order and shooting position is shooters choice. Pistol loaded with 7 rounds holstered. Rifle and shotgun staged appropriately.

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

### At Signal

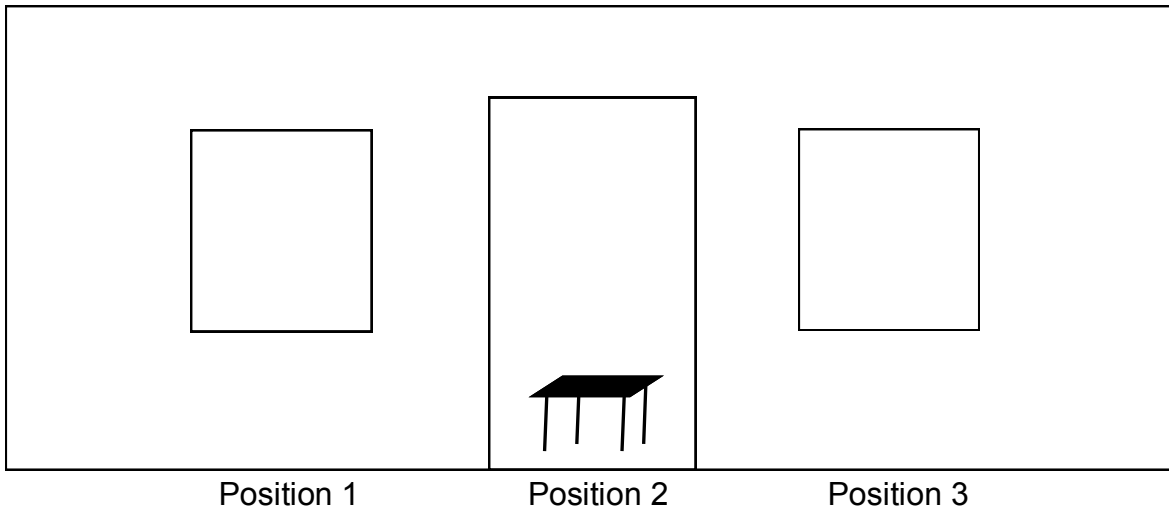
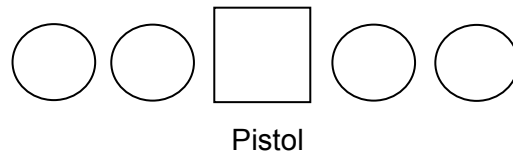
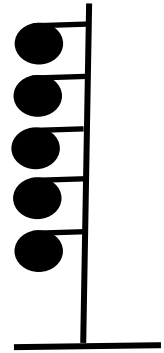
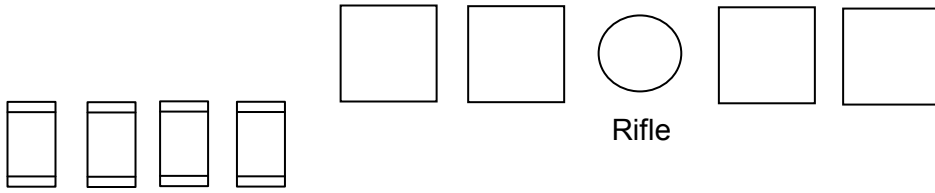
**If Pistol:** Engage Texas Star until all plates are down. Place any remaining rounds on any **single** pistol or rifle target for 7 rounds. In any order, double tap each 'P' target. Place last round on R/P Target for 7 rounds. In any order, double tap each 'R' target. Place last round on R/P Target for 7 rounds. In any order, engage the 'R' targets, 'P' targets and R/P Target with a single round each for 7 rounds.

**If Rifle:** Engage the rifle targets with same instructions as 'R' targets above.

**If Shotgun:** Engage shotgun targets any order.

# Bay 6, Stage 3: Marshals Office - Wild Bunch

- 21 Pistol
- 7 Rifle
- 4 Shotgun



**Start:** Gun order and shooting position is shooters choice. Pistol loaded with 7 rounds holstered. Rifle and shotgun staged appropriately.

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

**On signal:**

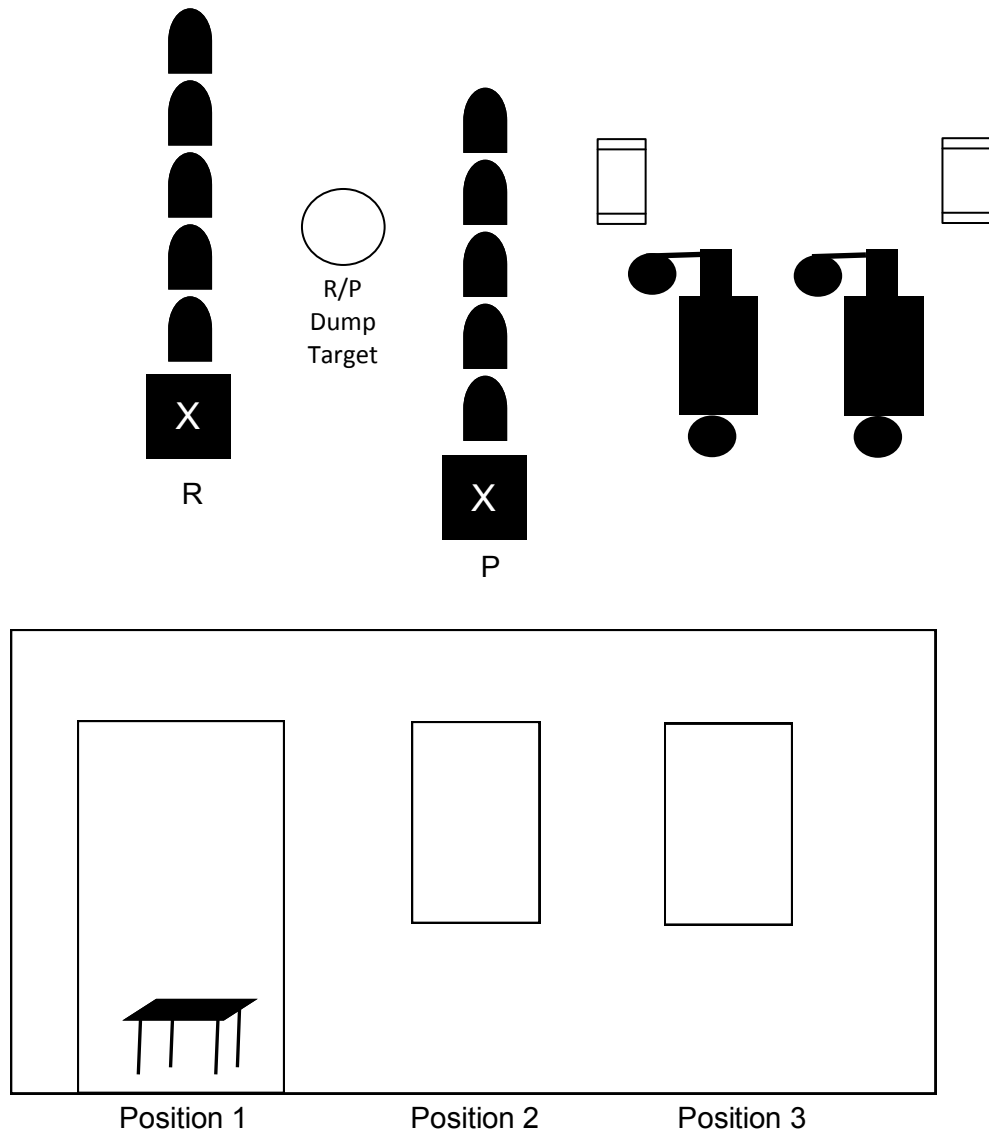
**If Pistol:** In any order, double tap the two outside pistol targets. Then engage the three center pistol targets with a single round each for 7 rounds. Repeat instructions on rifle targets. Engage the dueling tree. Plates must go half way around to count as hits. Place any remaining rounds on any **single** pistol target for 7 rounds.

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

**If Shotgun:** Engage shotgun targets any order.

# Bay 7, Stage 4: Saloon - Wild Bunch

21 Pistol  
7 Rifle



**Start:** Gun order and shooting position is shooters choice. Pistols loaded with 7 rounds holstered. Rifle staged appropriately.

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

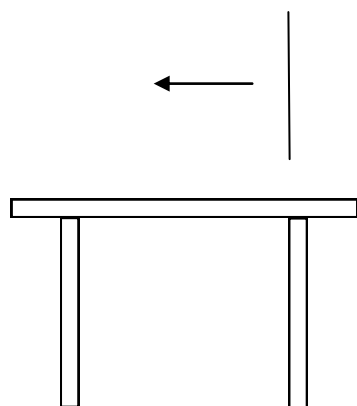
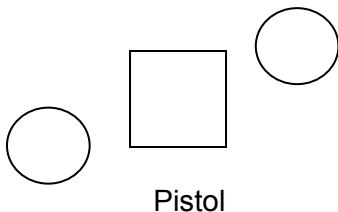
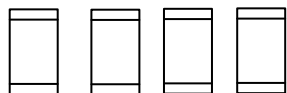
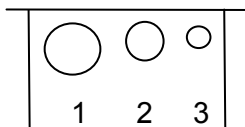
## On signal:

**If Pistol:** Engage the pistol tombstone rack with 7 rounds. Place any remaining rounds on R/P Dump Target. In any order, engage the two hostages and taker as follows: 1 on the taker, 2 on the head, 3 on the body and 1 to the groin (1 Second Bonus for each hit to the groin at each shooting position) for 14 rounds. Engage the shotgun knockdowns with a single round each and the two hostage bodies with the remaining 5 rounds for 7 rounds.

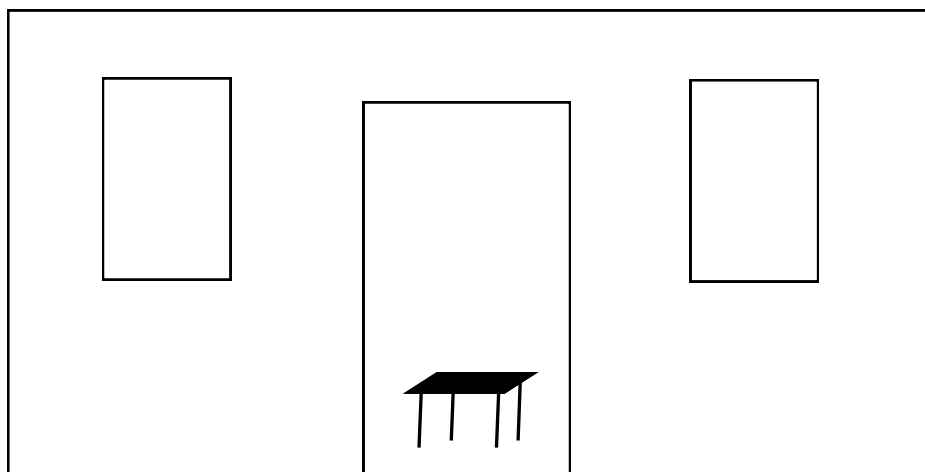
**If Rifle:** Engage the rifle tombstone rack with same instructions as pistol tombstone rack for 7 rounds. .

# Bay 1, Stage 1: Livery Stable - Plainsman

- 10 Pistol
- 3 Rifle
- 4+ Shotgun



Position 1



Position 2

Position 3

**Start:** With hands firmly grasping hat. Gun order and shooting position is shooters choice. Pistols holstered. Rifle and shotgun staged appropriately. Must use at least two shooting positions.

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

**At Signal:**

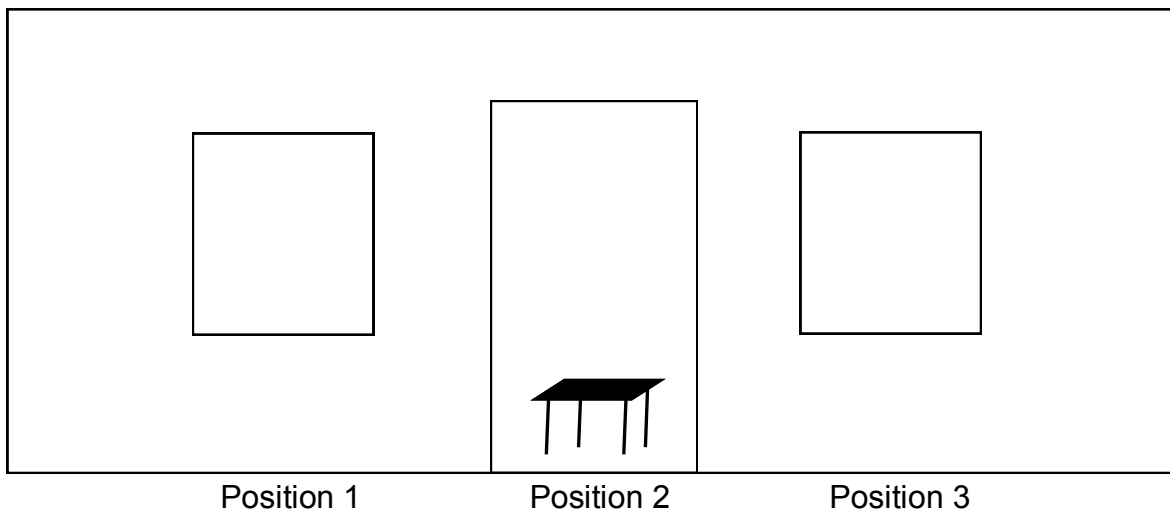
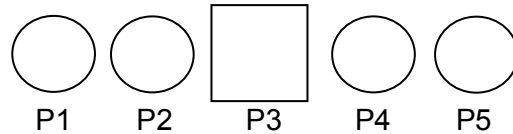
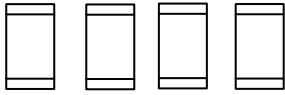
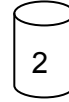
**If Pistol:** Starting on either end, Nevada Sweep the pistol targets for 10 rounds.

**If Rifle:** Engage the big bore swinger targets once each for 3 rounds.

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

# Bay 6, Stage 2: Marshals Office - Plainsman

10 Pistol  
4 Rifle  
4+ Shotgun



**Start:** With hands crossed on chest. Gun order and shooting position is shooters choice. Pistols holstered. Rifle and shotgun staged appropriately. Must use three shooting positions.

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

**On signal:**

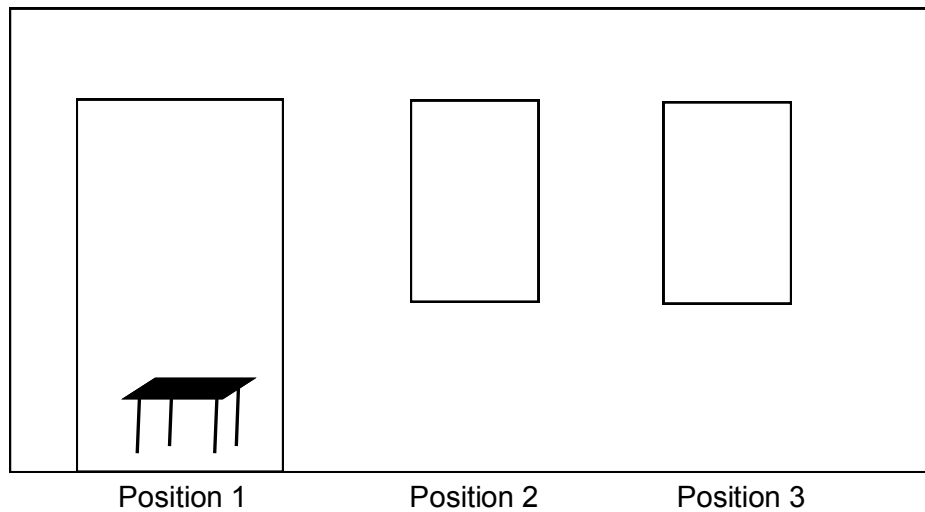
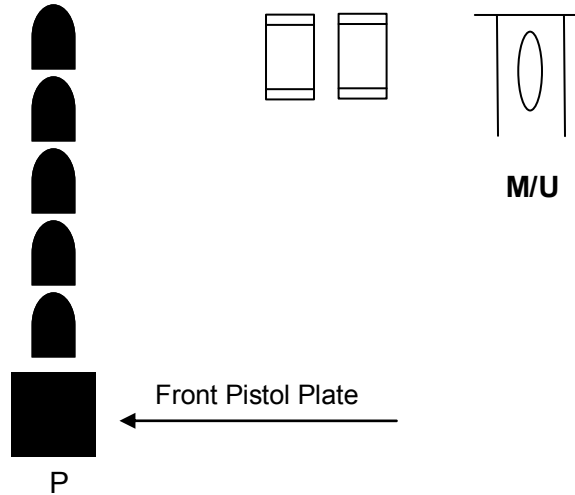
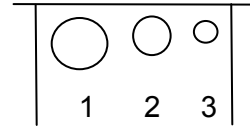
**If Pistol:** In any order, engage each pistol target with the number of rounds indicated: 3 on 1, 1 on 2, 2 on 3 1 on 4 and 3 on 5 for 10 rounds.

**If Rifle:** Sweep the Big Bore Targets in the following order: 1, 1, 2, 2 for 4 rounds

**If Shotgun:** Engage all shotgun targets in the following order: Inside, inside, outside and outside - must go down.

# Bay 7, Stage 3: Saloon - Plainsman

10 Pistol  
6 Rifle  
2+ Shotgun



**Start:** Gun order and shooting position is shooters choice. Pistols holstered. Rifle and shotgun staged appropriately.

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

### On signal:

**If Pistol:** Engage pistol tombstone rack until all plates are down. Place remaining rounds on Front Pistol Plate for 10 rounds. Plates left standing are counted as misses **unless made up**. Plates left standing on the tombstone rack may be made up by engaging the M/U target, with the shotgun for each plate left standing on the tombstone rack **after the shotgun sequence**.

**If Rifle:** Engage the big bore swinger targets as follows: 1, 1, 1, 2, 2, 3 for 6 rounds.

**If Shotgun:** Engage the two shotgun targets - must go down.