

**THE  
BATTLE BORN  
RANGERS  
2019  
SASS NEVADA  
STATE  
WILD BUNCH  
CHAMPIONSHIP  
STAGES**

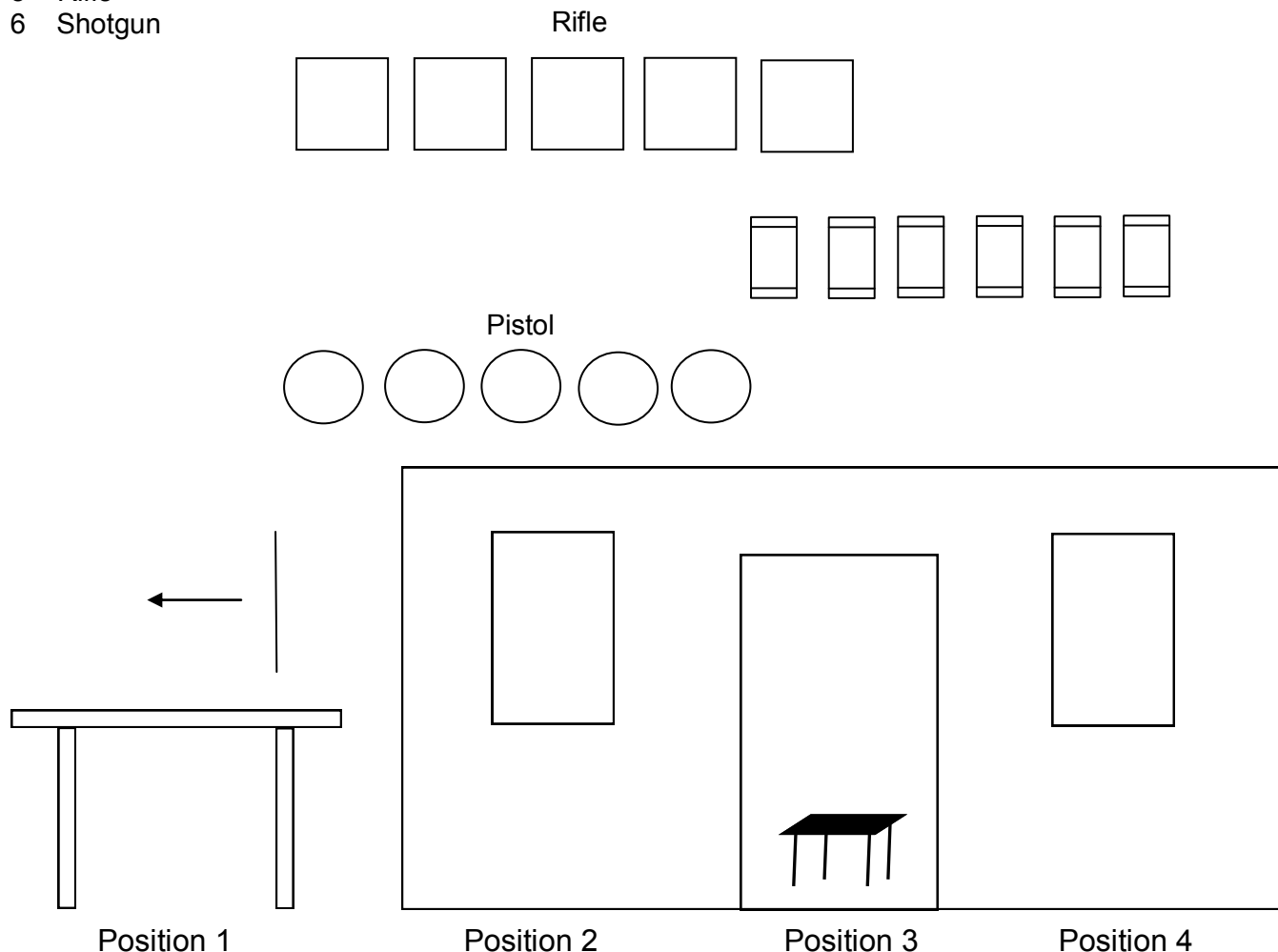
**SEPTEMBER 9TH AND 10TH, 2019**



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## Bay 1, Stage 1: Livery Stable

28 Pistol  
8 Rifle  
6 Shotgun



**Start:** Shooter's choice of starting position and gun order. Pistol loaded with 7 rounds holstered. Rifle and shotgun staged appropriately. Two shooting positions must be used.

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

**On signal:**

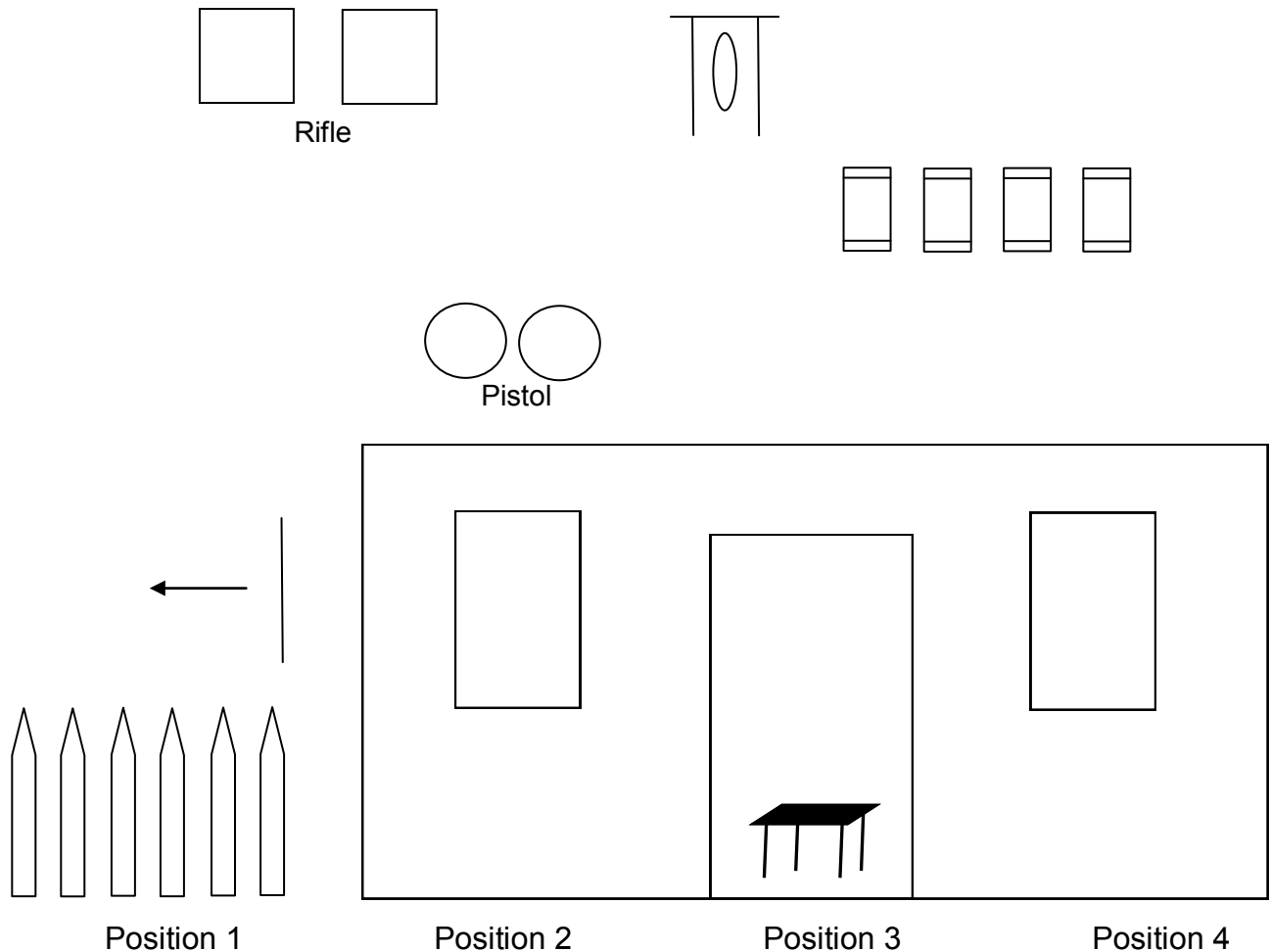
**If Pistol:** Engage each pistol target with four rounds. **Then** engage the pistol targets in a 2-1-2-1-2 round count for 28 rounds.

**If Rifle:** Starting from either end, sweep the rifle targets in a 2-1-2-1-2 order for 8 rounds.

**If Shotgun:** Engage the six shotgun knockdowns.

## Bay 2, Stage 2: Church

21 Pistol  
7 Rifle  
6 Shotgun



**Start:** Starting from Position 1 with rifle in hands. Pistol or shotgun order is shooter's choice. Pistol loaded with 7 rounds holstered. Shotgun staged safely. 3 shooting positions must be used.

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

### On Signal:

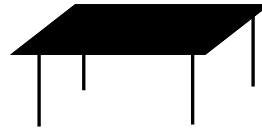
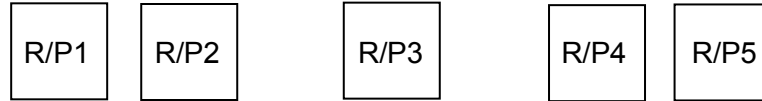
**With Rifle:** Starting on either end, engage the rifle targets with a 1 - 3 - 3 sweep for 7 rounds.

**If Pistol:** Starting on either end, engage the pistol targets with two separate 1 - 3 - 3 sweeps for 14 rounds. Starting from either end, engage the rifle targets with a 1 - 3 - 3 sweep for 7 rounds.

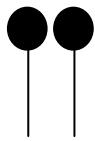
**If Shotgun:** Engage the shotgun swinger 2 times and the four shotgun knockdowns.

## Bay 3, Stage 3

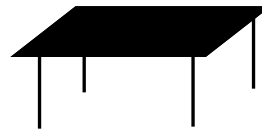
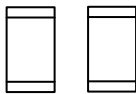
21 Pistol  
7 Rifle  
8 Shotgun



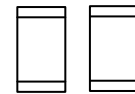
Position 3



Position 2



Position 1



**Start:** At Position 1 with thumbs hooked in gun belt. Pistol loaded with 7 rounds holstered. Rifle and shotgun staged appropriately. Gun order is rifle, shotgun, pistol.

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

### **On Signal:**

With rifle, engage the R/P targets in the following order: 2 on R/P1, 1 on R/P2, 1 on R/P3, 1 on R/P4 and 2 on R/P5 for 7 rounds. Make rifle safe in vertical rack or pointing at left berm.

### **Then**

From Position 1, with shotgun, engage the four shotgun knockdowns.

### **Then**

From Position 2 repeat shotgun instructions from Position 1. Make shotgun safe by pointing at left berm or take to Position 3.

### **Then**

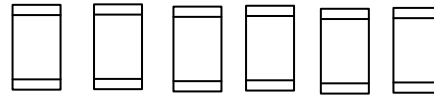
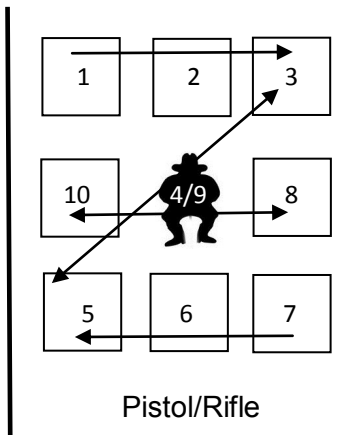
Move to Position 3. With pistol engage the R/P targets in the following order: 2 on R/P1, 2 on R/P2, 6 on R/P3, 2 on R/P4 and 2 on R/P5. **Then**, in any order, single tap R/P1, R/P2, R/P4, and R/P5 and 3 on R/P3 for 21 rounds.

# Bay 4, Stage 4: Bordello

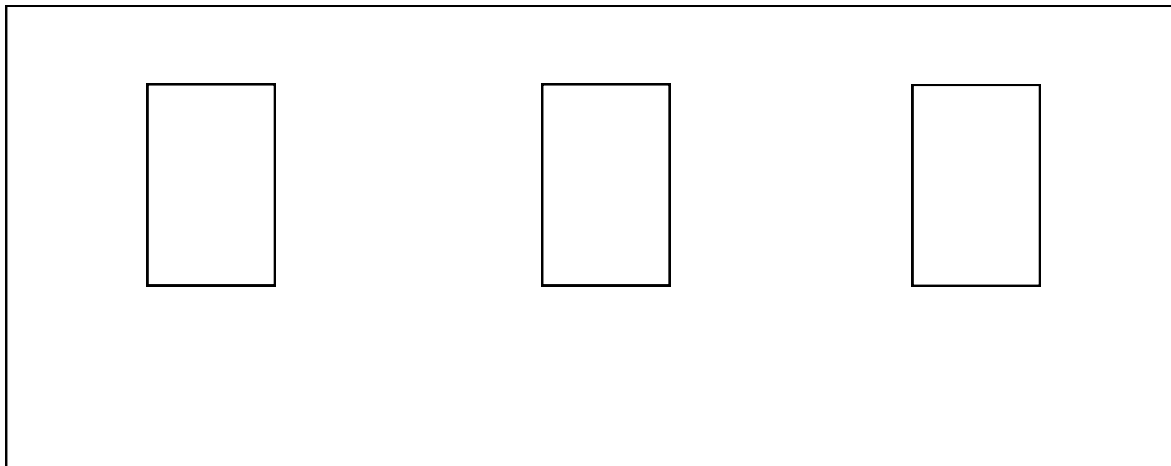
21 Pistol

10 Rifle

0+ Shotgun



Pistol Knockdowns



Position 1

Position 2

Position 3

**Start:** Hands firmly gripping hat. Shooters choice of starting position and gun order. Pistol loaded with 7 rounds holstered. Rifle and open/empty shotgun staged appropriately.

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

## On Signal:

**If Pistol:** Engage the pistol/rifle targets with a 'Z' (Zutter Sweep), double tapping each corner. Start on either 1 or 7 making a 'Z' and then across P8, P9, and P10 (or P10, P9 and P8) (i.e. 1,1,2,3,3,4/9,5,5,6,7,7,8,4/9,10). **Then** engage pistol knockdowns once each.

**Then** engage the 4/9 target with remaining round for 21 rounds.

**If Rifle:** Engage the pistol/rifle targets using the same instructions as pistol **without** double tapping corners for 10 rounds.

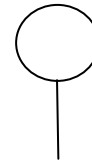
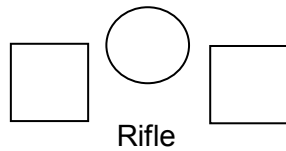
**If needed:** Shotgun may be loaded and fired at any point, after the pistol string, to engage any pistol knockdowns left standing.

## Bay 5, Stage 5: Restaurant

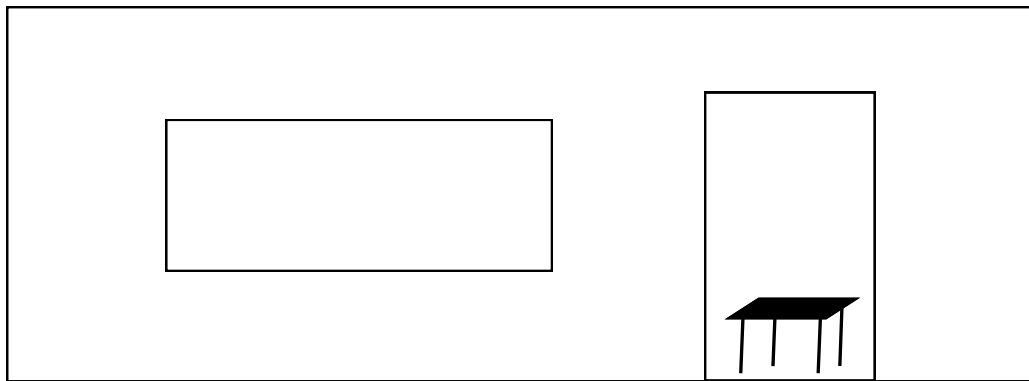
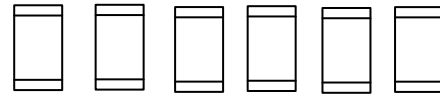
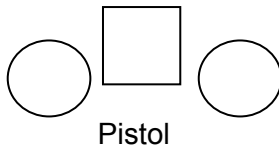
21 Pistol (**Bonus**)

10 Rifle

6 Shotgun



**Pistol Bonus**



Position 1

Position 2

**Start:** At Position 2 with shotgun in hands. Rifle staged appropriately. Pistol loaded with 7 rounds holstered. Pistol or rifle order is shooters choice.

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

### On Signal

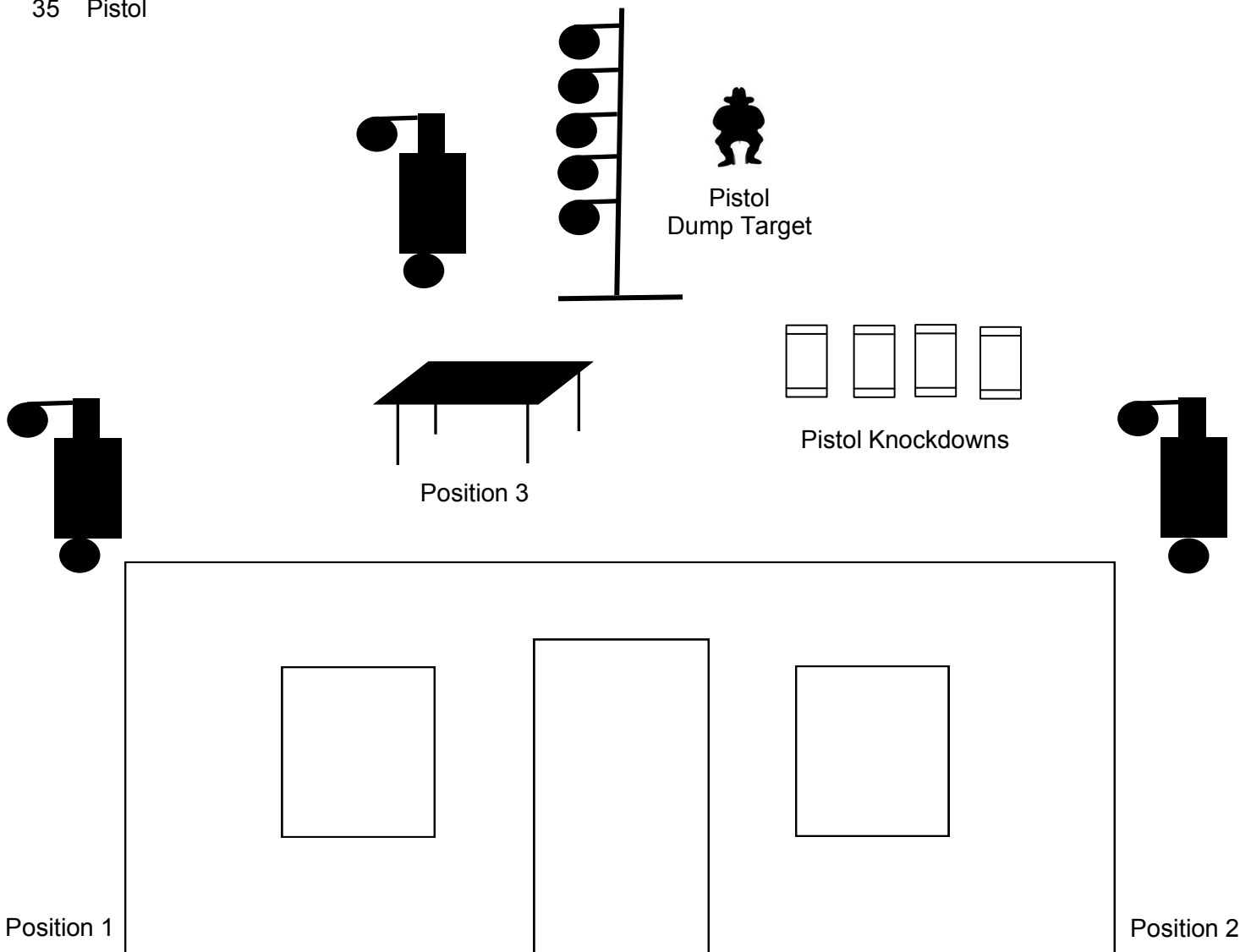
**With Shotgun:** Engage the shotgun knockdowns **left to right**.

**If Pistol:** Starting from either end, engage the pistol targets with two separate triple tap sweeps. **Then** double the center target. With the remaining round engage the Pistol Bonus target for a 5 second bonus for 21 rounds. Miss on Pistol Bonus target does not count.

**If Rifle:** Starting from either end, engage the rifle targets in a triple tap sweep with the last round on the center target for 10 rounds.

# Bay 6, Stage 6: Marshals Office

35 Pistol



**Start:** With hands at high surrender at either position on the outside of the Marshals Office. Pistol loaded with 7 rounds holstered.

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

## On signal:

In any order, engage hostage 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 7 rounds. Move to the opposite Position and repeat for a total of 7 rounds.

## Then

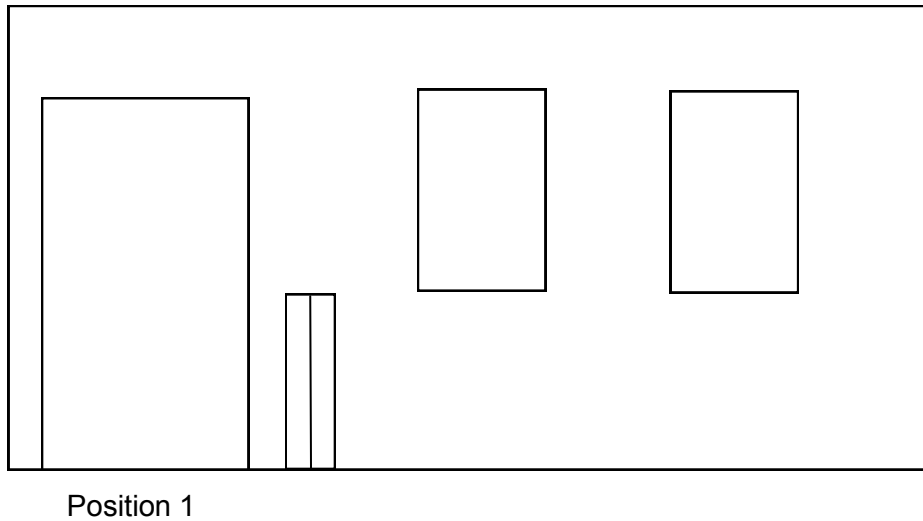
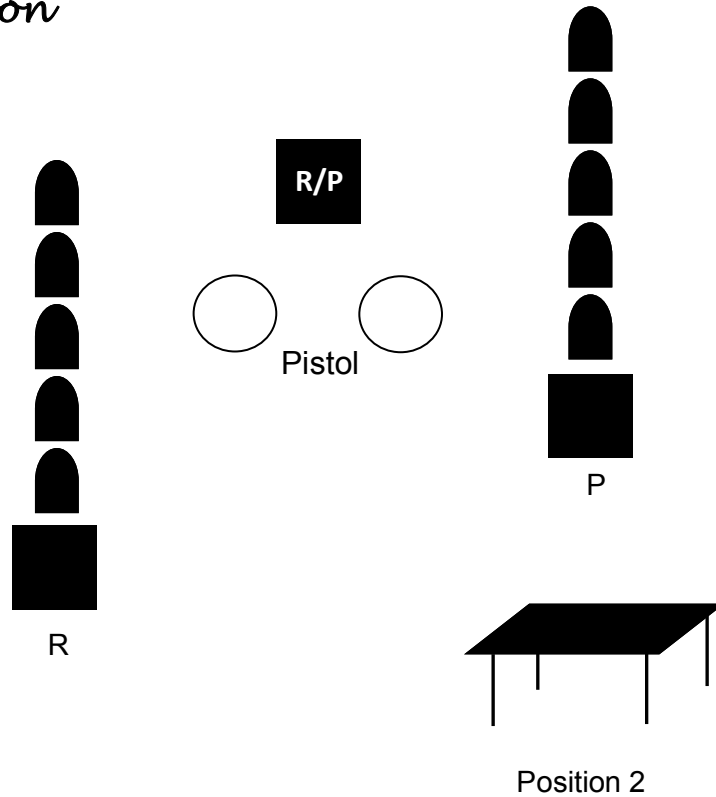
From the doorway, in any order, engage the 4 pistol knockdowns once each and the Pistol Dump Target with 3 rounds for 7 rounds.

## Then

Moving to Position 3, engage the remaining hostage target in the same manner as the other two for 7 rounds. **Then**, in any order, engage the dueling tree. Plates must go half way around to count as hits. Place remaining rounds on the Pistol Dump Target for 7 rounds.

# Bay 7, Stage 7: Saloon

21 Pistol  
7 Rifle



**Start:** At Position 1 with rifle in hands. Pistol loaded with 7 rounds holstered.

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

## On Signal

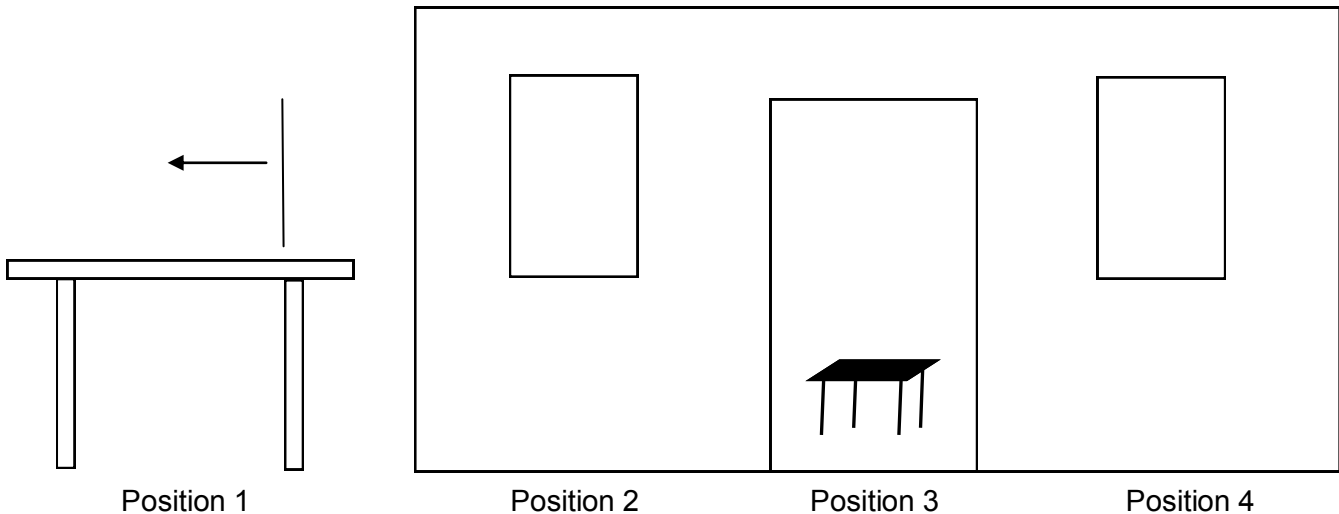
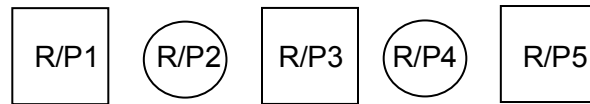
**With Rifle:** Engage 'R' tombstone rack until all plates are down. Remaining rounds on the R/P target for 7 rounds. **Make rifle safe in Vertical Rifle Rack or at Position 2.**

**With Pistol:** From Position 2 engage the 'P' tombstone rack with the same instructions as the rifle for 7 rounds. **Then**, in any order, place 6 rounds on each of the two pistol targets and 2 rounds on the R/P target for 14 rounds.



## Bay 1, Stage 8: Livery Stable

28 Pistol  
10 Rifle  
5 Shotgun



**Start:** Shooter's choice of starting position and gun order. Pistol loaded with 7 rounds holstered. Rifle and shotgun staged appropriately.

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

### On signal:

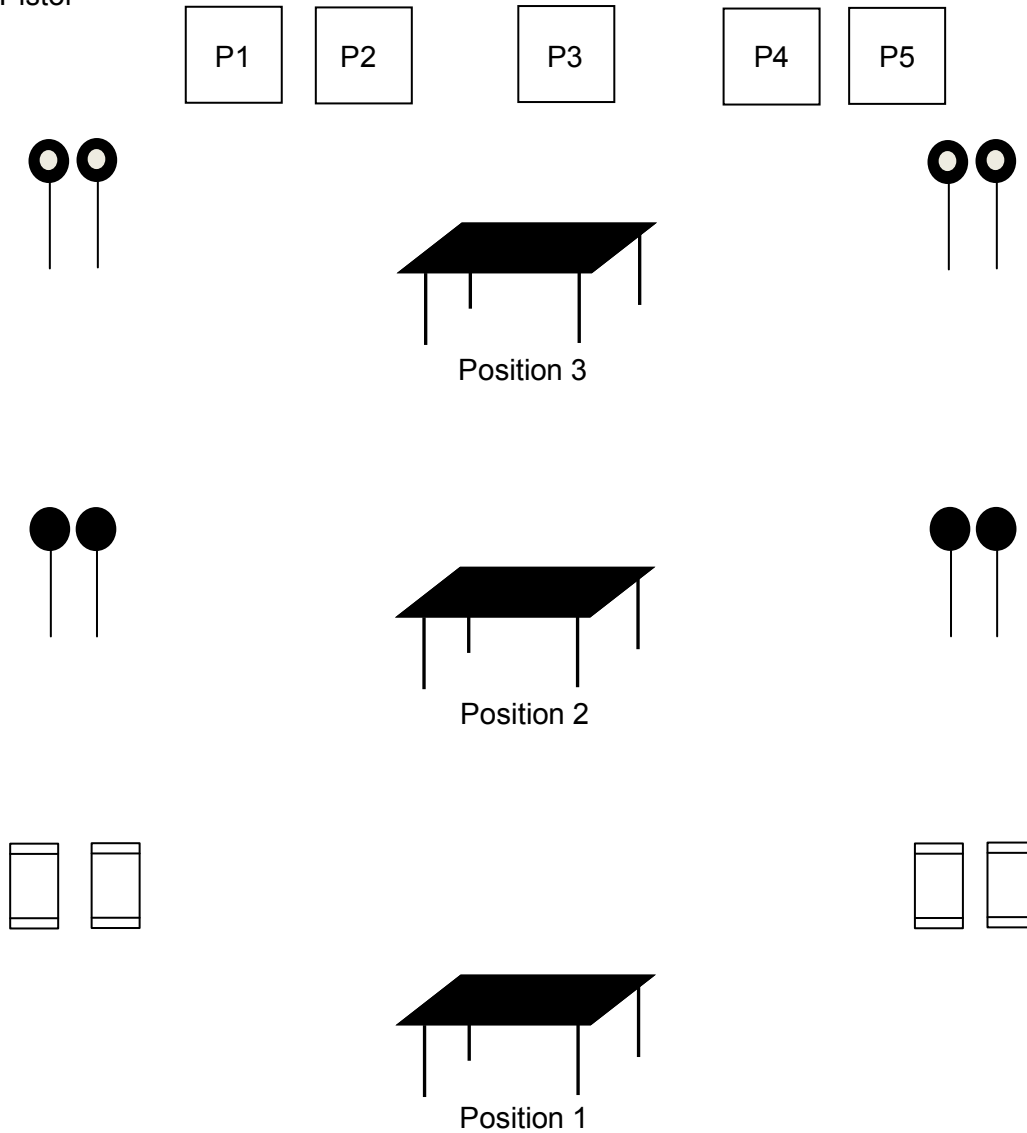
**If Pistol:** Double tap the pistol targets in following order: P1, P3, P5, P2 and P4. **Then** engage P3 with 4 rounds for 14 rounds. Repeat the same instructions using the R/P targets for 14 rounds.

**If Rifle:** Double tap the R/P targets in the following order: R/P1, R/P3, R/P5, R/P2 and R/P4 for 10 rounds.

**If Shotgun:** Engage the five shotgun knockdowns in the following order: S1, S3, S5, S2 and S4.

# Bay 3, Stage 9

35 Pistol



**Start:** With hands flat on table at Position 1. Pistol loaded with 7 rounds holstered.

When ready say: **“TBA”** Wait for the buzzer.

**On Signal:**

In any order engage the 4 knockdowns once each and P3 with 3 rounds for 7 rounds.

**Then**

From Position 2, in any order engage the 4 lollipop knockdowns once each and P3 with 3 rounds for 7 rounds.

**Then**

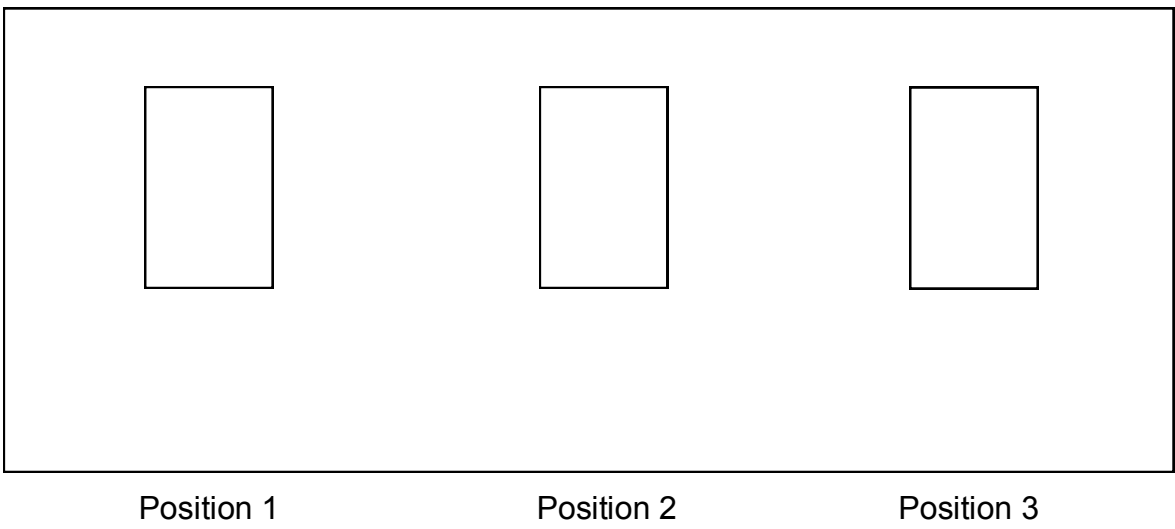
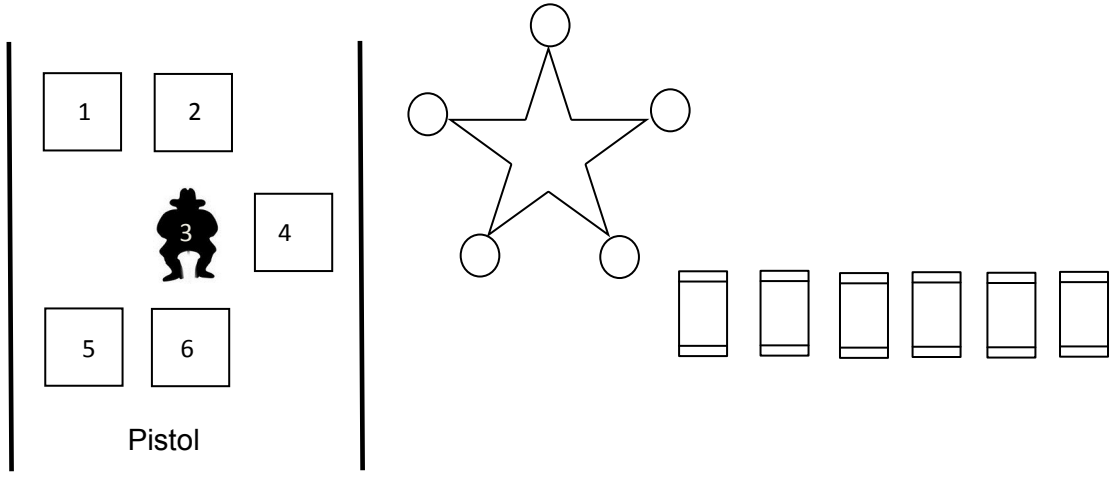
From Position 3, in any order, engage the clay birds once each and P3 with 3 rounds for 7 rounds.

**Then**, in any order, double tap R1, R2, R4, R5 and 6 on P3 for 14 rounds.

Misses on clay birds are not counted as misses. Each clay bird broken will receive a 1 second bonus.

# Bay 4, Stage 10: Bordello

- 21 Pistol
- 5 Rifle
- 6 Shotgun



**Start:** Starting position with pistol or rifle is shooters choice. Shotgun must be shot last. Rifle and shotgun staged appropriately. Pistols loaded with 7 rounds holstered. Must use two 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: 1 on 1, 2 on 2, 3 on 3, 4 on 4, 5 on 5 and 6 on 6 for 21 rounds.

**If Rifle:** Engage the paddles on the Texas Star with 5 rounds. Paddles must come completely off Texas Star to count.

**With Shotgun:** Engage the six shotgun knockdowns.