# Mdorado Nevada State Championships 

## THE JOURNEY WEST

Wild Bunch State Champonships

## WILD BUNCH RULE REMINDERS

Shooters must have a working knowledge of the current SASS Wild Bunch Rules.
At the ready means standing in any position with hands anywhere, except touching guns, ammunition, or magazines, unless otherwise specified in stage directions.

In hand(s) means holding gun with both hands with the gun in any safe position including pointed at the target.
Hand on gun means hand gripping pistol completely in the holster, or hand or hands touching the long gun, but the long gun must be flat on the table. Hands cannot be under the long gun.

Magazines, spare rifle ammunition and shotgun shells may be staged anywhere as long as they are brought to the stage safely and legally.

Some of the Wild Bunch Rules are listed below as a reminder.
1911 magazines can be loaded at any time and will be loaded with up to 7 rounds.
Rifles will be loaded with up to the number of rounds required by the stage description but in any case, a maximum of 10 rounds.

Shotguns will be loaded with up to the number of rounds required by the stage description but in any case, a maximum of 6 rounds.

Once drawn, the 1911 may only be re-holstered if it has not been charged, or after it has been cleared by a match official at the end of the stage.

Always be cognizant of the 170 degree rule which includes both horizontally and vertically.
Finger must be out of the trigger guard of the 1911 while loading, moving, or clearing a malfunction.
NO DRY FIRING AT THE LOADING TABLE.
Magazines may be worn on either side of the body but must be worn vertically and conform to the shooter's body.
There is no penalty for overloading any firearm if the extra rounds are not used. If used, they are considered illegally acquired ammunition and result in a procedural. The extra shots are not scored. There will be no correction of time.

SPOTTERS. This is a State Championship match. The benefit of the doubt goes to the shooter. Please focus on your job when assigned. If you have trouble spotting, get someone to replace you.

A shooter who ejects a rifle or shotgun round in the middle of a shooting string has FOUR choices:
Re-engage same target; then reload at the end of the string for the last target = NO PENALTY
Re-engage same target w/NO reload $=$ Miss for the ejected (unfired) round
Skip to next target $\mathrm{w} / \mathrm{NO}$ reload $=$ Miss
Skip to next target $\mathrm{w} /$ reload $/$ return to re-engage skipped target $=$ Procedural
SASS Rule Exception for 2023: Long guns are safe to leave the shooter's hands as long as there is no live round in the chamber, action cycled, and muzzle pointed safely down range. If it is restaged for further use, the same conditions applies except the action does not have to be cycled.

All SASS Rules apply unless amended above

## Be Safe, and Have Fun!!

## Schedule of events

## Gate Code $=8486$

Monday 9-26-23
2:00 to 4:00PM - Registration open for Wild Bunch - Vendor Check in.
Tuesday
7:00 to 7:45AM - Registration for Wild Bunch
8:00AM - Wild Bunch safety meeting and first five stages begin
Wednesday
8:00AM - Final five stages of Wild Bunch
8:00 to 11:00AM Registration opens for Cowboy Match
1:00PM - Lunch and awards for Wild Bunch
1:00 to 4:00PM - Side matches will be open
2:00 to 4:00PM - Silhouette range will be open for sighting big bore rifles
2:00 to 3:30PM - Woman's transition class for Cowboy ( 15 spots only. First come first serve)
6:00PM - Poker and Karaoke
Thursday
8:00AM to 4:00PM - Registration for Cowboy main match
8:00AM to 10:30AM - Long Range and Big Bore
8:00AM to 4:00PM - Side Matches
9:00AM AND 1:00PM - Warm up Mini Matches
1:00PM - Plainsman Match
4:00PM - Range will go cold
6:00PM - Bingo
Cowboy clays will begin at dusk.
Friday
7:00 to 7:45AM - Registration for Cowboy Match is open
8:00AM - Opening ceremonies
First 6 main match stages will follow opening ceremonies
11:30AM (ish) - Lunch and Side match awards
4:00PM - Range will go cold
5:30PM - Potluck dinner and Campground activities

## Saturday

8:00AM - Last 6 main match stages
5:30PM - Banquet will begin at the golf course
6:30PM - Dinner will be served

## DIRECTIONS TO BOULDER RIFLE AND PISTOL CLUB

From Las Vegas - take Route 93 towards Boulder City. At the first stop light - Veteran's Memorial Highway - turn right. At Adams, turn left. Go three stop signs. At Utah, turn right. Just before you get to the Boulder City Landfill, there is a sign on your right announcing the Gun Club. Turn right onto the road. Follow the road to the gun range.

From Phoenix / Kingman - take Route 93 towards Las Vegas. At the first light in Boulder City, continue on Buchanan Avenue, straight ahead. At Adams, turn left. Go two stop signs to Utah Street and turn right. Follow the instructions above to the Gun Club.



Shooter begins at center doorway with Rifle in hands.
Shooter will indicate ready by saying
"We've got to start thinking beyond our guns"

$$
\begin{aligned}
& \text { ATB } \\
& \begin{array}{l}
\text { With Rifle, engage the five plates on the star until down, then place any remaining rounds on the } \\
\text { Rifle plate. }
\end{array} \\
& \begin{array}{r}
\text { With Pistol, at either left or right window, engage the targets in a } 3,4,3,4 \text { sweep on four targets } \\
\text { beginning on any target. Then repeat at the other window. }
\end{array} \\
& \begin{array}{r}
\text { With Shotgun, at either the left or right doorway, engage four Shotgun targets in any order. Then } \\
\text { repeat at the other doorway. }
\end{array} \\
& \text { Two Shotshells may be loaded anytime after the beep. }
\end{aligned}
$$




Shooter begins inside the trading post with hands touching window frame. Shooter will indicate ready by saying "Back off of what?!"

## ATB

With Rifle at the right window, engage the Rifle targets in a Madd Mike Sweep beginning on either end.

$$
2 \text { on } 1,2 \text { on } 2,2 \text { on } 1,1 \text { on } 2
$$

With Pistol at the right window, engage the Rifle targets using the same instructions, then repeat.
Then, move to the left window and engage the Pistol targets using the same instructions.
With Shotgun, at the back building, engage the six knockdown targets in any order.
Shotgun targets may be engaged anywhere along the firing line


Shooter begins at the table with arms crossed the chest.
Shooter will indicate when ready by saying "He gave me his word!"

## ATB

With Pistols, double tap the three vertical plates on the left beginning on any plate, then place one round on the large plate. Then repeat.
THEN engage the three vertical plates on the right side using the same instructions as the left. Then repeat.

With Rifle, triple tap each of the three plates on the right.
With Shotgun, engage two knockdown, two poppers and the associated flyers in any order.


Shooter will need 7 magazines loaded with 1 round each for this stage
Shooter begins at the Bar with hands at low surrender.
Shooter will indicate when ready by saying
"Those days are closin fast!"

## ATB

With Pistol, engage the playing cards one time each. The shooter must change Magazine as needed. A one second bonus will be awarded for each card hit.

## A HIT on a card will be identified by anv deformation of the card

With Rifle, engage the Rifle targets in a double tap sweep from either direction.
With Shotgun, engage the Shotgun targets in any order.


Shooter begins at either the left table with Rifle at Port Arms. Shooter will indicate when ready by saying "It aint like it used to be, but it'll do"

## ATB

With Rifle, engage the Rifle targets in the following order:
Place one round on a Rifle target, then two rounds on the buffalo, then one rounds on another Rifle target, then two rounds on the buffalo, then place one round on the unused Rifle target.

With Pistol, at the left table, engage the Rifle targets using the same instructions, then repeat. From the right position, engage the Pistol targets using the same instructions. Then repeat.

With Shotgun, engage the Shotgun targets in the following order:
Engage three poppers and the associated flyers in any order.

## Shotgun targets may be engaged anywhere along the firing line. Buffalos are NOT expendable.



Shooter begins at the right haybale with Rifle in hands. Shooter will indicate ready by saying "Everybody's gotta die, just not today!"

## ATB

With Rifle, engage the two Rifle targets in an continuous alternating 2, 1, 2, 1, 2 sweep beginning on either target.

With Pistols, engage the Pistol targets in a 2, 1, 2, 1,2 sweep beginning on either end.
Then engage the Pistol target with four rounds each.
With Shotgun, engage six Shotgun targets in any order.


Shooter begins behind the barrel with hands on Pistol. Shooter will indicate when ready by saying. "Next time you make a mistake..."

## ATB

With Pistols, at the Barrel, engage the pistol targets in a continuous Nevada Sweep for fourteen rounds, then repeat on the Rifle targets from anywhere along the firing line.

With Rifle, at the fence, engage the Texas star until all are down, then place any remaining rounds on a Rifle target.

## Make Rifle safe for downrange movement.

With Shotgun, engage six knockdown targets in any order.
Shooter mav advance down rage, but no further than the hav bales


Shooter begins at the left window with hands on hips. Shooter indicates ready by saying "They wont get very far"

## ATB

With Pistol, engage the Pistol targets in a 1776 pattern, placing one round on target 1, seven rounds on target 2, seven rounds on target 3 and six rounds on target 4, in any order.

With Rifle, engage five clays and two Rifle targets in any order.

## Stage Rifle safe for down range movement

With Shotgun, engage six knockdown targets in any order.


