

SASS Wild Bunch Match Directors Handbook

**Compiled and Edited
By The Wild Bunch Action Shooting RO Committee**

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SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

Table of Contents

MATCH DIRECTOR'S GUIDE	1
PHILOSOPHY OF WILD BUNCH MATCHES	1
TARGETS AND ENGAGEMENT RECOMMENDATIONS.....	1
SCORING AND TIMING	3
ADDITIONAL CONSIDERATIONS	3
SAMPLE EQUIPMENT CHECK LIST	4
TRADITIONAL PISTOL	4
MODERN PISTOL	4
PISTOL MAGAZINES.....	5
RIFLE.....	5
SHOTGUN.....	5
HOLSTERS, CARTRIDGE BELTS.....	5
APPEALS, CHALLENGES, AND PROTESTS.....	5
APPENDIX A – POWER FACTOR TESTING PROCEDURES	8
SETTING UP THE CHRONOGRAPH AREA	8
THE CHRONOGRAPH OPERATOR	8
SETTING UP THE CHRONOGRAPH.....	8
AMMUNITION SAMPLES.....	8
POWER FACTOR TESTING PROCEDURE	9
INCREASING EFFICIENCY	9
APPENDIX B – FIREARM LEGALITY TESTING.....	12
WILD BUNCH ACTION SHOOTING PISTOL CHECK SHEET.....	13
APPENDIX C – SAMPLE STAGES	14

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

MATCH DIRECTOR'S GUIDE

There are a large number of factors that must be taken into consideration when conducting a Wild Bunch match. Many of these are covered in the SASS Match Director's Guides. This guide should be used as a supplement to those publications as it covers things specific to Wild Bunch matches.

Philosophy of Wild Bunch Matches

Wild Bunch matches are typified by the use of large caliber firearms, high power factor ammunition, and high round count for each stage. Wild Bunch stages require different target placement, engagement sequences, and prop locations than normal Cowboy Action Shooting™ stages.

One of the best ways to grow your club's attendance for Wild Bunch matches is to provide a training session to interested shooters. The first time a Wild Bunch match participant fires a 1911 pistol should not be on the first stage of the match. Training, not only for the pistol, but for the pump shotgun should likewise be considered.

Wild Bunch competitors should NOT be intermixed with Cowboy Action Shooting™ competitors during a match. Wild Bunch is not intended to be a Cowboy Action Shooting™ category. **It is a totally separate match.**

Part of the appeal of Wild Bunch is the high-power factor ammunition coupled with the higher round count per stage, especially with the pistol. The shotgun round count should typically be five or six rounds.

Because Wild Bunch matches use the 1911 pistol instead of revolvers, it is vitally important each posse have at least one or more members who are intimately familiar with the pistol's operation. Malfunctions WILL occur. Not only will this familiarity allow the shooter to be coached safely through the course of fire, but if the shooter is unable to clear the pistol during the course of fire, someone must clear the pistol before it leaves the stage.

A greater emphasis is placed on shooting accuracy in Wild Bunch matches. Therefore, shotgun targets are designated as non-comstock (no makeups).

The high-power factor is an integral portion of Wild Bunch matches and checking pistol and rifle ammunition to ensure compliance should be expected by participants.

Targets and Engagement Recommendations

Because Wild Bunch matches are shot with large caliber firearms with much higher power factor ammunition, the use of reactive pistol and rifle (knockdown) targets is easily accommodated.

SINGLE ACTION SHOOTING SOCIETY

Wild Bunch Range Operations / Match Directors Handbook

Since the rifle must also use higher power factor ammunition, one may end a stage with the rifle without concern the sound of the final shot won't be picked up by the timer.

The use of more difficult targets, such as plate racks, dueling trees, and hostage targets, is both common and encouraged. The higher power factor ammunition easily makes these targets react, and the higher skill level required is appreciated by many Wild Bunch competitors.

It is important to remember; Wild Bunch is an Action Shooting sport that promotes speed, action, and accuracy. It is not a bullseye competition.

Wild Bunch Match Directors should ensure targets and sequences are appropriate for all skill levels. Wild Bunch Action Shooting stages are not bullseye shooting, but smaller and more distant targets than encountered in Cowboy Action Shooting™ are common and expected.

Since the shotgun used is the 1897 Winchester or Model '12 and can be loaded at the loading table with the required number of shells for the shooting sequence, **split shotgun sequences are discouraged**. Normal round count for the shotgun is five or six rounds.

The rifle is the least emphasized firearm in a Wild Bunch match. Typical round count for the rifle is 7 – 10 rounds. If the rifle sequence is similar to a one magazine pistol sequence, seven rounds is common..

Stage writing should center on shooting the pistol. The enjoyment and challenge of shooting the 1911 is what causes almost every Wild Bunch participant to sign up for a Wild Bunch match.

Given the added emphasis on the pistol and because of the high-power factor, it is recommended that quality **pistol targets should not be placed closer than 10 yards and low-quality targets should be placed even further away to avoid excessive ricochet/splash-back.**

Recommended Steel Target Engagement Distances:

Pistol Targets	10 – 20 yards
Rifle Targets	15 – 30 yards
Shotgun Targets	13 – 25 yards

Size, type, and quality of targets will enter into a decision on distance.

Total round counts of 35 – 42 per stage are common. All three guns do not need to be used in every stage. At a 12-stage 2-day match, one could expect to see two stages with pistol only, two stages with pistol and rifle, two stages with pistol and shotgun, and the remaining six with all three guns. Typical round count for a pistol-only stage is 42 rounds.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

The use of multiple “dump” targets on a single stage for the sole purpose of increasing round count is generally discouraged as a common component of stage design. When used judiciously throughout a match, dump targets can provide action and fun. However, they should be considered the exception and not the rule.

Remember you **MUST** provide a safe staging prop at **EVERY** location where the 1911 may be fired. Even if the sequence is not split and the pistol isn't required to be re-staged, a malfunction may occur, and **the pistol CANNOT be re-holstered until the stage is completed, and it is checked clear by a stage official.**

SCORING AND TIMING

All SASS Wild Bunch Action Shooting sanctioned matches will be scored on total time. A Stage Disqualification (SDQ) and a Did Not Start (DNS) will be scored at 5 seconds times the total number of targets on that stage. A Did Not Finish (DNF) will be scored as the time already taken for what was shot plus 5 seconds times the number of targets not engaged plus any misses and other penalties already incurred on the stage.

The male and female competitors with the “Best Score” are recognized as the **Overall Wild Bunch** Action Shooting winners regardless of what category in which they shoot.

ADDITIONAL CONSIDERATIONS

1. Two Categories are always offered: Traditional and Modern. These two categories are “open” categories and may be shot by men, women, and juniors. Ladies may opt for protected categories: e.g., Lady Modern and Lady Traditional. Seniors (65 and older) may opt for protected Senior categories: Senior Modern and Senior Traditional (also “open” categories) as well as Senior Lady Modern, and Senior Lady Traditional. It is the Match Director's decision as to which (if any) protected categories are offered ... and based upon the number of entries, which protected categories will be honored.”
2. **Side match guidelines for BOLT ACTION MILITARY MATCH, TEDDY ROOSEVELT, AND DOUGH BOY can be found in the WBAS Handbook.**
3. During the Safety Meeting, be sure to stress the trigger finger must remain outside the trigger guard while moving or reloading. Also encourage shooters to be mindful of muzzle direction while reloading the 1911.
4. Have a checklist for the Posse Marshals to use before the match begins so they can verify the pistols are legal for category and all other equipment meets the rules.

SINGLE ACTION SHOOTING SOCIETY

Wild Bunch Range Operations / Match Directors Handbook

5. Even though the 1911 is stressed in Wild Bunch, it is a three-gun match, and stages without all three guns should be the exception rather than the rule.
6. The equipment for checking Power Factor should be set up and checked before the match begins. Instructions for conducting Power Factor testing are found in Appendix A.
7. **INCLUDE** in your match announcement/application verbiage similar to the following: **“The Wild Bunch match to be held by (insert match or club name) will be conducted using the SASS Wild Bunch rules. Please make yourself aware of these rules. The up to date rules can be downloaded from the SASS web site.”**

As a friendly reminder to shooters, make sure they are aware all Wild Bunch match pistol and rifle ammunition has a minimum power factor of 150. Power factor testing should be performed.

SAMPLE EQUIPMENT CHECK LIST

Traditional Pistol

- Visually examine the pistol to determine if sights, hammer, trigger, grips, safeties, magazine, and slide releases are correct.
- Also examine slide and frame to ensure no illegal serrations or checkering are present.
- No guide rods or bull barrels are allowed.
- No extended magazine wells.
- Check operation of thumb and grip safeties.

Modern Pistol

- Visually examine pistol to determine if sights, grips, and magazine release are correct.
- No magazine wells or bull barrels allowed.
- Examine guide rod, if present, to ensure it doesn't provide recoil reduction.
- Full-length dust covers and extra weights are not allowed.
- Check operation of thumb and grip safeties.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

Pistol Magazines

- Standard length only.
- A pad may be added to the base of magazines so long as it conforms to the following requirements:
 - It is made of natural leather material only.
 - It is no larger than the contour of the base of the magazine.
 - The total thickness of the base pad may not extend more than 1/4" beyond the original base plate.

Rifle

- Must be a SASS main match legal rifle in .40 caliber or larger.

Shotgun

- Winchester 1897 or clone in 12 gauge. Civilian or Military style. Winchester Model '12 in 12 gauge is also allowed.

Holsters, Cartridge Belts

- Loose ammunition (i.e., ammunition not in magazines) must be carried in a SASS main match legal manner.
- Holsters and Cartridge belts must be made of traditional materials, (e.g., canvas or leather).
- No metal or plastic "competition" type equipment.
- Holster must cover the entire length of the slide and barrel from the muzzle TO the ejection port. (ejection port need not be covered)
- Magazine pouches must be worn vertical and conform to the shooter's body (i.e., not tilt out from the shooter's body).

APPEALS, CHALLENGES, AND PROTESTS

As outlined in detail within the Wild Bunch™ Action Shooting Range Operations Basic Safety Course materials, each course of fire has specific duties filled by members of each shooting group (posse) in order to facilitate a match. These judging responsibilities range from watching for misses and hits, correct target order engagement, appropriate completion of stage instructions, safety violations, legal or illegal equipment, appropriate ammunition, appropriate dress, and any category specific requirements. The shooter is the ONLY person who may question a call made by any of the Range Officers on the line. A shooter should always feel welcome to politely question any call made by the assigned Range Officers. If a shooter feels unfairly judged by the assigned Ranger Officers on any stage, it is required to follow this process and observe an appropriate chain of command. Remember, attitudes affect perception, and poor attitudes and shooting sports don't mix well.

SINGLE ACTION SHOOTING SOCIETY

Wild Bunch Range Operations / Match Directors Handbook

If there is a question, the shooter should politely approach the assigned Chief Range Officer (the timer operator) upon completion of the stage after all firearms have been made safe. These discussions must not cause backups for an entire shooting group, so they are held away from the firing line. The Chief Range Officer shall politely discuss any discrepancies or questions with regard to safety, penalties, or rules with the shooter. In an effort to resolve any discrepancies, The Chief Range Officer should ONLY include other assigned Posse Officials in these discussions. Other members of the posse or spectators are NOT to be included in any discussions. The use of recorded audio, video, or still photography cannot be used to make or challenge the call of Posse or Match Officials. Remember, the benefit of the doubt ALWAYS goes to the shooter. At this point, the Chief Range Officer must remain completely objective, review the evidence presented, research the rules, if necessary, and ultimately make the decision. So, if there is not absolutely conclusive evidence of a missed target, shooter error, safety or rule violation, the Chief Range Officer must make every effort to assist the shooter by relating any necessary scoring changes to the score keeper immediately upon resolution. In the event a Chief Range Officer's call is challenged by the shooter, the Chief Range Officer should know the chain of command to the next level of authority to settle any dispute.

Any challenge must be taken directly to the Range Master for assistance in the resolution. The Range Master should politely conduct interviews with the individual challenging the decision as well as any and all of the assigned Posse Officials or individuals involved in the initial call being questioned. No video, recorded audio, still photography, or other persons should be included in these interviews. The Range Master must endeavor to research the situation, apply the evidence to the rules of the event, and ultimately make a decision on whether or not the original call will be upheld. In most cases, the Range Master will be at a distinct disadvantage in that s/he will not have been a witness to the initial call and therefore must look at the evidence presented very closely, often by visiting the stage where the call occurred. Challenges, such as questions of illegal ammunition, illegal firearms and/or modifications, illegal costuming, calls made away from the firing line, and such will generally require some sort of inspection or documentation process and should be handled with generous respect for the shooter being questioned. The assigned Posse Officials making the call should take all of these type challenges directly to the Range Master for assistance in resolution. Some of these type situations may require additional information from the shooter being challenged. The Range Master should gather any ammunition required for testing from the shooter being questioned while at the loading table position after completion of the loading process for all of their firearms. Ammunition velocities in question should be measured easily via chronograph. Costuming or equipment in question should be carefully referenced to the Wild bunch™ Action Shooting Handbook and RO materials. Objectivity is the key element here. The Range

SINGLE ACTION SHOOTING SOCIETY

Wild Bunch Range Operations / Match Directors Handbook

Master must attempt to see the situation from all aspects presented while applying the rules fairly. From here, if the initial call is upheld by the Range Master, the individual challenging the call has one other option available.

ONLY the individual who was the subject of the original call may file an official protest. A fee is usually attached to any official protests and must be collected at the time the protest is filed. It is also a good idea to have some sort of official protest form available that can list the identification of the shooter, information specific to the call being questioned, the identification of the Posse and Match Officials previously involved in the call, the date, time, and stage where the call was made. This official protest must be made ONLY to the Match Director. Once the Match Director has received the completed paperwork and any associated fees, s/he will appoint a jury to make the FINAL decision. This jury should be made up of at least three experienced people knowledgeable of the rules and preferably not aware of any details of the situation. At state level matches and higher, three Wild Bunch™ Committee members or Ambassadors, posse marshals, or RO Instructors should be used as the jury. The Match Director will serve only in an administrative role to assure the protest is handled fairly and will be responsible for conveying any changes of the shooter's score to the appropriate scoring personnel. The jury must objectively research the situation with all means available to them, apply the evidence to the rules of the event, and make the FINAL decision on whether or not the original call will be upheld. If the original call is overturned, any protest fees collected from the shooter should be refunded.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

APPENDIX A – Power Factor Testing Procedures

This document contains the best current information on chronograph testing procedures. At some matches the use of all the equipment and procedures outlined may not be practical. It is the Match Director's decision to determine how the chronograph stage will be run. The decision of the Match Director on equipment and testing/inspection procedures is final.

Setting up the Chronograph Area

The chronograph area needs to be laid out for efficiency and safety. Make sure there is a position marked for the shooter to wait until their turn. The actual table from which the firing will occur needs to be large enough to accommodate the chronograph operator and all associated equipment. Designate a location on the table for the shooter to place their firearms for testing and another area for the operator to place them after testing. Provide a chair for the operator. They will be firing many rounds and comfort is important. If possible, cover the table to protect the operator and equipment from sun and precipitation.

The Chronograph Operator

The chronograph operator should be familiar with the chronograph procedures. The operator shall load the collected ammunition and fire all the ammunition through the chronograph. Shooters may NOT fire their own firearms. Try to keep the same cadence with each round and for each shooter. If one round sits in the chamber significantly longer than another the heat may affect velocity. Do NOT tip the barrel up or down between shots. Try to maintain it as level as possible. A pistol rest is helpful to maintain accuracy of shots through the chronograph.

Setting up the Chronograph

The distance from the muzzle to the first start screen of the chronograph shall be 10 feet.

Radar-style chronographs are not affected by lighting.

The chronograph in use, regardless of the brand or whether it is enclosed, is the OFFICIAL match chronograph, and the test results are final.

Ammunition Samples

Ammunition samples should be collected in a RANDOM fashion. Samples should be collected early in the match. Collect five rounds for each firearm. Some posses will reach the chronograph stage early. Ammunition from each shooter should be placed in a zip closed bag with their name and posse number label placed inside the bag to avoid loss. Ammunition from the entire posse

SINGLE ACTION SHOOTING SOCIETY

Wild Bunch Range Operations / Match Directors Handbook

will then be placed in a large zip closed bag with the posse number label placed inside the bag to prevent loss. All collected samples must be carefully controlled and available at the chronograph station when the posse arrives. Additional samples may be collected from any shooter at any time non-compliant ammunition is suspected by match officials.

Power Factor Testing Procedure

One round will have the bullet pulled and weighted. Then, the remaining four rounds will be fired over the chronograph. The average velocity of the three fastest recorded rounds will be used to calculate power factor. A minimum of two readings on the chronograph will be necessary to determine power factor. If fewer than two velocities are recorded, new samples must be collected and the ammunition retested. Power factor shall be calculated by multiplying the bullet weight in grains by the average velocity in feet per second and dividing the result by 1000.

Increasing Efficiency

Ammunition is picked up at random from shooters at the loading table or on the way there. Not everyone is tested, just a random, about 4 or 5 from each posse. 5 rounds of pistol and 5 rounds of rifle are used. If the shooter's ammo fails, the shooter comes with their own guns and is re-tested. If they pass, fine- if not, it is a MDQ for SCORING PURPOSES ONLY. They still get to shoot- just for no score. IF a shooter's ammo is not picked but they still want to confirm the power factor, they can attend during testing and their ammo can be tested. If it FAILS, that is still OK. They do not get the DQ because they brought the ammo and we do not know if or when it was used. Of course, they cannot use the ammunition going forward. This allows newer shooters who cannot test pf the opportunity to do so. We strongly recommend that ammo is at least 160 pf to give some leeway for temperature or the difference between chronographs at different matches. For Match Directors, it is recommended that as much testing as possible be done prior to the match starting. NOTE: Shooting for no score is only allowed for specific events of equipment not meeting the rules. Under no circumstances may a shooter be allowed to shoot for no score if they are disqualified for a safety infraction.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

SASS WILD BUNCH ACTION SHOOTING

CHRONOGRAPH RESULTS

MATCH NAME: _____ LOCATION: _____ DATE: _____

ALIAS & SASS#	PBW	AVG V	PPF	RBW	AVG V	RPF	COMMENTS

POSSE # _____

POSSE MARSHAL X _____

CHRONOGRAPH OPERATOR: X _____

Cartridge Weight vs. Power Factor

Cal.	Bullet Weight	Cartridge Weight	Velocity
38-40	180gn.	285gn.	834fps.
44-40	180gn.	290gn.	834fps.
44-40	200gn.	310gn.	750fps.
44-40	225gn.	315gn.	667fps.
44Spec.	180gn.	294gn.	834fps.
44Spec.	185gn.	299gn.	811fps.
44Spec.	200gn.	314gn.	750fps.
44Spec.	230gn.	343gn.	653fps.
44Spec.	240gn.	353gn.	625fps.
44Mag.	180gn.	300gn.	834fps.
44Mag.	185gn.	305gn.	811fps.
44Mag.	200gn.	320gn.	750fps.
44Mag.	230gn.	350gn.	653fps.
44Mag.	240gn.	360gn.	625fps.
45 Colt	180gn.	300gn.	834fps.
45 Colt	185gn.	305gn.	811fps.
45 Colt	200gn.	320gn.	750fps.
45 Colt	230gn.	350gn.	653fps.
45 Colt	250gn.	370gn.	600fps.
45ACP	180gn.	275gn.	834fps.
45ACP	185gn.	280gn.	811fps.
45ACP	200gn.	294gn.	750fps.
45ACP	215gn.	309gn.	698fps.
45ACP	230gn.	324gn.	653fps.

Velocity listed is minimum required to make a 150 power factor.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

APPENDIX B – Firearm Legality Testing

Pistols shall be weighed with the empty magazine provided by the shooter. They shall be examined for category compliance and any non-military style parts (magazine release, grip safety, slide release, guide rod, and the like) examined for compliance. Rifle lever travel must be not less than 4 1/8" and shall be checked by the following procedure: With the action closed measure three inches back from the back edge of the trigger at the point where it enters the frame. Mark this point on both the bottom of the buttstock and the lever opposite the buttstock mark. Open the lever to its maximum extension and measure the distance between the two marks.

If at all practical, the firearm legality testing, particularly with the pistol, should be performed before the main match begins. This will help the stages flow more smoothly and prevent the distraction of doing it during the match. It will also give shooters whose firearms fail inspection an opportunity to become compliant before the match begins.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

Wild Bunch Action Shooting Pistol Check Sheet

Maximum weight of empty magazine: 3.0 oz.

Maximum weight of Traditional pistol with empty magazine: 40.0 oz.

Maximum weight of Modern pistol with empty magazine: 42.0 oz.

Match Name: _____ Posse # _____ Date: _____

Weighing Officer(s) _____

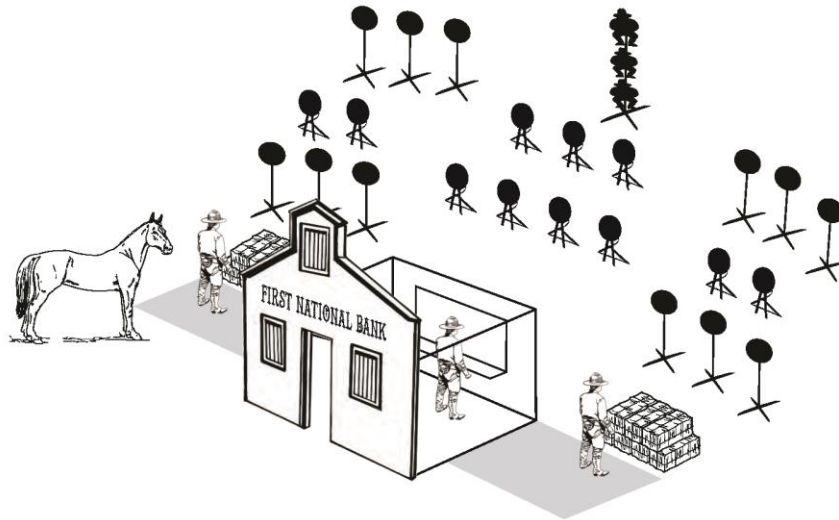
Shooter Alias/Shooter #	Category	Pistol Weight	Total Weight	Pistol Legal for Category & Safeties Work	Shooter Initials

APPENDIX C – Sample Stages

Following are the Wild Bunch stages from the 2018 END of TRAIL World Championship match. They are typical of high-quality stages encountered at this time.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 1, BAY 1
28 PISTOL, 7 RIFLE, 6 SHOTGUN



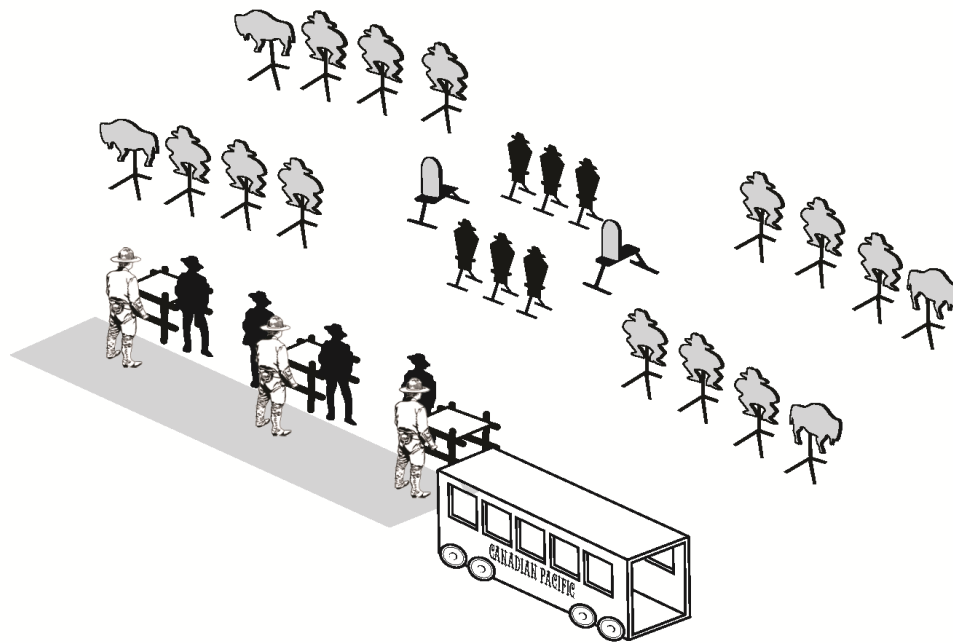
STAGING: Shotgun and rifle staged on shelf in building, pistol holstered.

STARTING POSITION: Standing at any position, when ready, say, ***"I want GOLD ... not washers!!"***

PROCEDURE: In any order, with the rifle from the shelf, engage the far three cowboys twice each and one knockdown. With the shotgun from the shelf, engage six knockdowns. With the pistol, using both outside positions, engage any three stationary pistol targets twice each and a knockdown, then repeat the instructions on the other three stationary targets. Move to the other outside position and repeat the instructions.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 2, BAY 2
28 PISTOL, 8 SHOTGUN



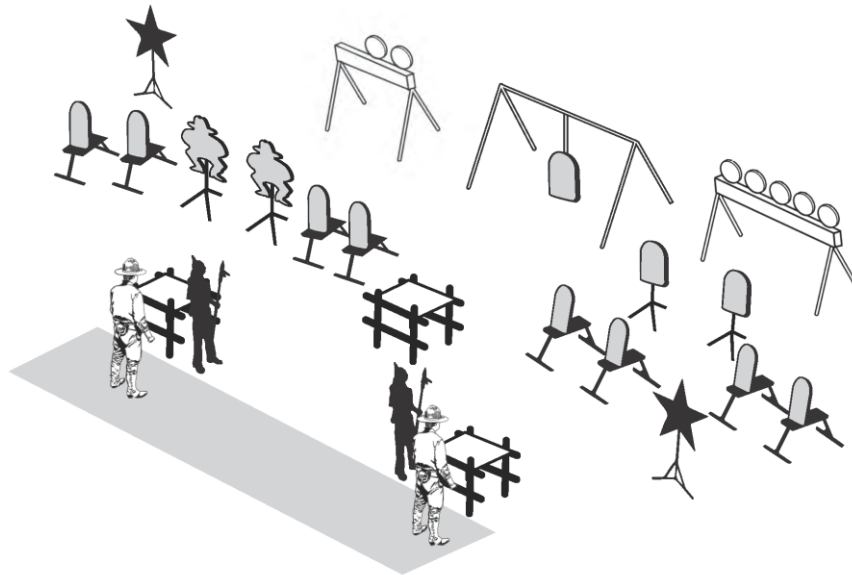
STAGING: Shotgun staged at the center position; pistol holstered.

STARTING POSITION: Shooter starts at any position, when ready, say, *"They're after the rifles!"*

PROCEDURE: At buzzer, from either outside position, with the pistol Nevada sweep the close pistol targets, then repeat on the far pistol targets. From the other outside position repeat the instructions. With the shotgun from the center position, engage the eight knockdowns. You may start and end at any position.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 3, BAY 3
42 PISTOL



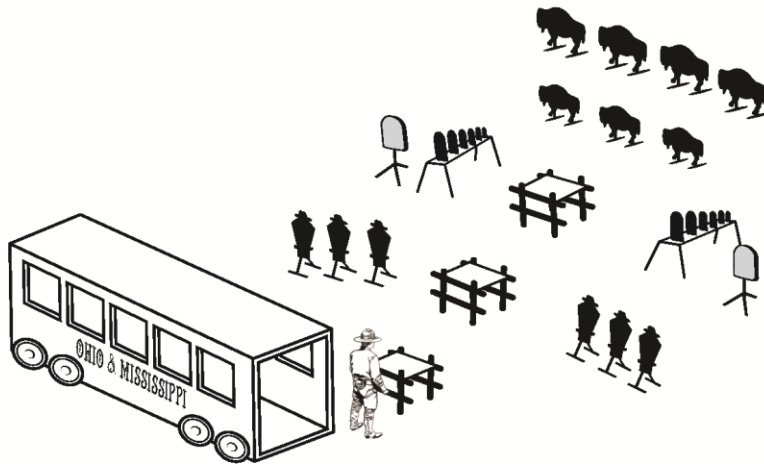
STAGING: Unloaded pistol staged on either outside position. Slide forward, hammer down.

STARTING POSITION: Standing at either outside position, hands in the surrender position with one magazine in hand. When ready, say, ***“Here come the Cabernets!”***

PROCEDURE: At buzzer, engage the knockdowns once each, the stationary targets twice each and the star six times. The star can only be engaged three times with each magazine. Move to the other outside table and repeat. Move to the center position, release the lever and beginning on the swinger, alternate with the plate rack targets and swinging target for fourteen rounds.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 4, BAY 4
28 PISTOL, 7 RIFLE, 6 SHOTGUN



STAGING: Shotgun and rifle are staged on the first shelf, pistol holstered.

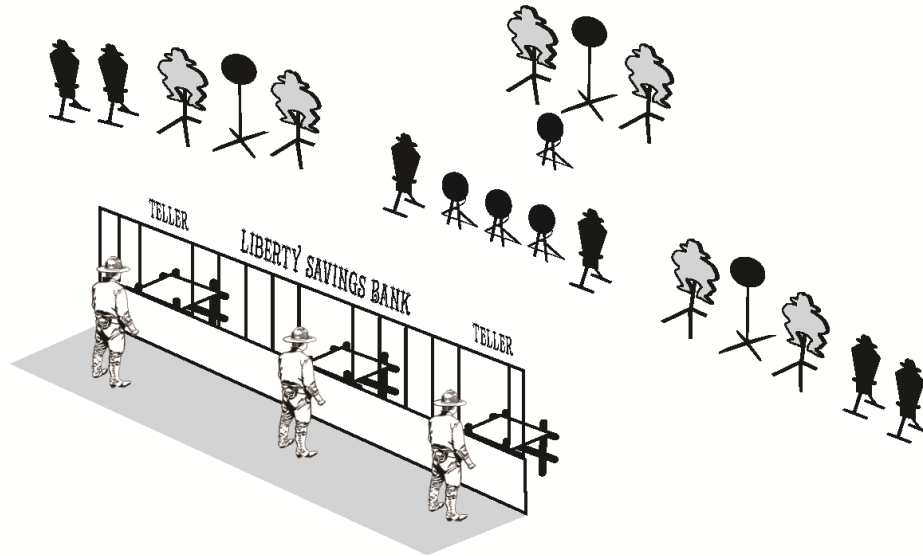
STARTING POSITION: Shooter starts behind the first shelf facing up range, hands on hat. When ready, say, *"Lookout! They blew the bridge!"*

PROCEDURE: At buzzer, with the rifle, engage the buffalo targets once each, Make the rifle safe **vertically**. With the shotgun, engage the six knockdowns. Make the shotgun safe **vertically**. Move to the second shelf and with the pistol, engage the five plate rack targets with seven rounds, and repeat on the other side. If the plates fall before seven rounds are expended, put the extra rounds on the dump target. Move to position three and sweep the buffalo targets from either end, then repeat the instructions.

Any plates left standing or misses on the dump target are counted as misses.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 5, BAY 5
28 PISTOL, 7 RIFLE, 5 SHOTGUN



STAGING: Shotgun and rifle staged at the center position, pistol holstered.

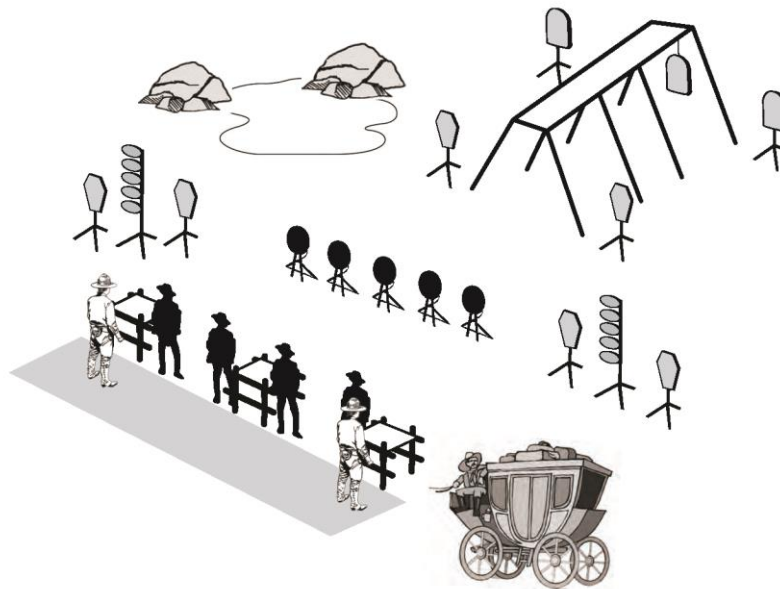
STARTING POSITION: Standing at any position, hand(s) on firearm. When ready, say, *"We're here to make a withdrawal!"*

PROCEDURE: At buzzer, with the shotgun engage the five shotgun targets. With the rifle, engage the far stationary targets twice and a knockdown. From either end position with the pistol, use the same instructions as the rifle, twice. Move to the other end position and repeat.

All firearms may be shot in any order.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 6, BAY 6
35 PISTOL, 5 SHOTGUN



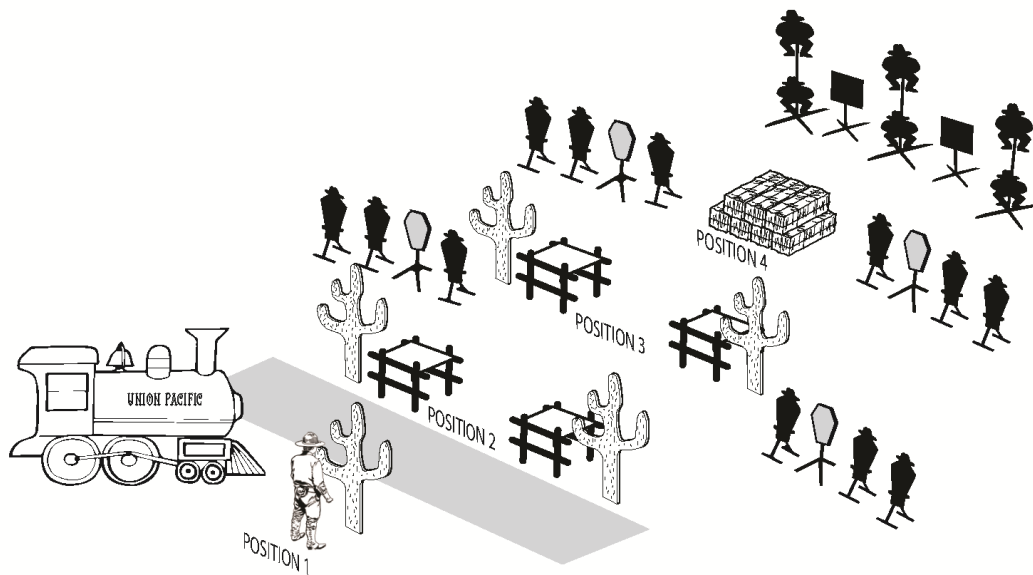
STAGING: Shotgun is staged at the center position, pistol holstered.

STARTING POSITION: Shooter starts at the left or right position, hands at sides. When ready say *"This part of Mexico sure looks a lot like Texas!"*

PROCEDURE: At the buzzer, engage the two stationary targets and the dueling tree targets, move to the other end and repeat. Move to the center position, release the lever, and engage any two stationary targets and the moving target in a continuous Nevada sweep starting on either end. Repeat using the other stationary targets. Then engage any seven stationary targets. Then, with the shotgun, engage five knockdown targets in any order.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 7, BAY 7
42 PISTOL



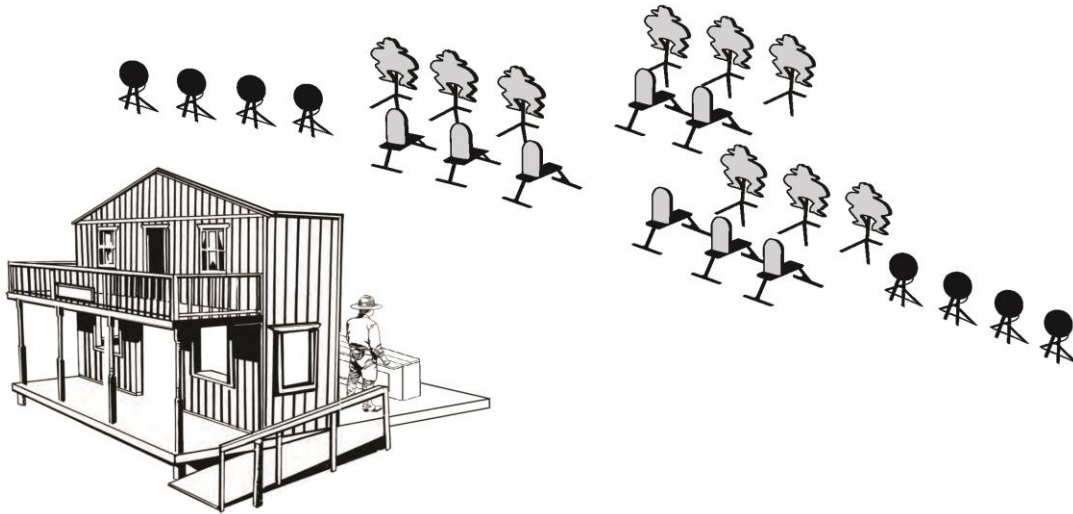
STAGING: Pistol holstered.

STARTING POSITION: Shooter is behind cactus with hands at high surrender. When ready, say, *"Federalizes!"*

PROCEDURE: At buzzer, move to position two. With the pistol, engage any two stationary targets twice each and three knockdowns once each. Repeat on the other side. Move to position three and repeat the instructions. Move to position four and engage all the cowboys twice each and the squares once each.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 8, BAY 9
28 PISTOL, 7 RIFLE, 6 SHOTGUN



STAGING: Stage one long gun on either desk, the other long gun in hand(s), pistol holstered.

STARTING POSITION: Shooter starts at any position. When ready, say, *"Whisky for my men!"*

PROCEDURE: At buzzer:

Rifle procedure: twice each on the far outside cowboys, once on the center cowboy and two knockdowns.

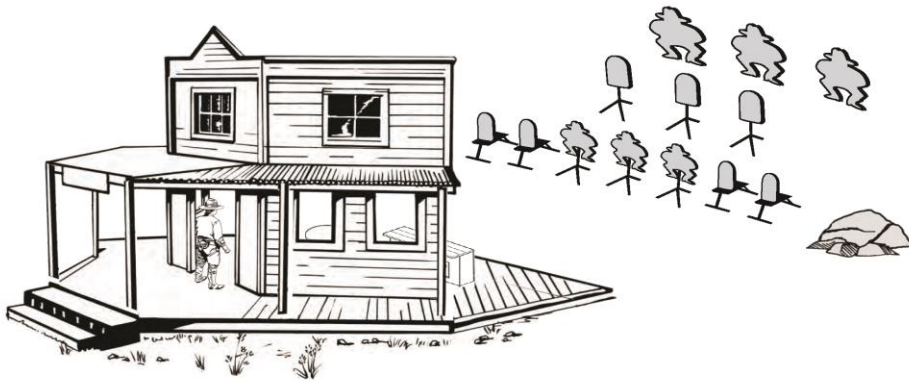
Shotgun procedure: Three knockdowns from each end.

Pistol procedure: Same as the rifle procedure, twice on the left targets and twice on the right set of targets.

All targets may be engaged in any order.

SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

WILD BUNCH
STAGE 9, BAY 11
28 PISTOL, 9 RIFLE, 4 SHOTGUN



STAGING: Stage rifle and shotgun on either bar, pistol holstered.

STARTING POSITION: Shooter starts standing in the doorway with thumbs in belt. When ready, say ***"This ain't a friendly town!"***

PROCEDURE: At buzzer, move to the bar.

Rifle procedure: Engage all stationary targets.

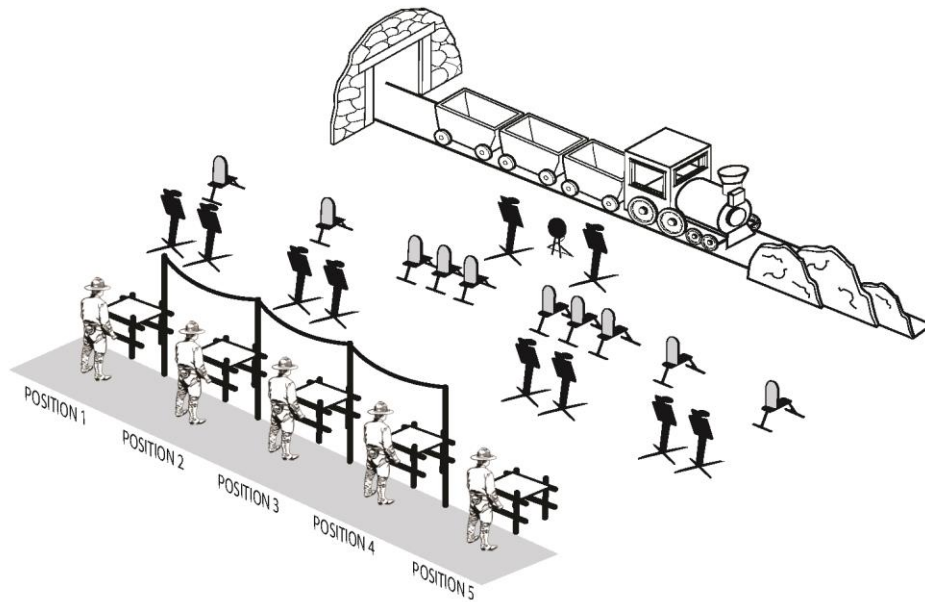
Shotgun procedure: Engage four knockdowns.

Pistol procedure: Engage all stationary targets at least three times each.

Firearms may be shot in any order.

SINGLE ACTION SHOOTING SOCIETY
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WILD BUNCH
STAGE 10, BAY 12
28 PISTOL, 7 RIFLE, 6 SHOTGUN



STAGING: Shotgun and rifle staged at any position, pistol holstered.

STARTING POSITION: Standing at any position, hands on hat. When ready, say, ***"That's the Lordsburg Express!"***

PROCEDURE: At buzzer:

Shotgun procedure: engage six knockdowns.

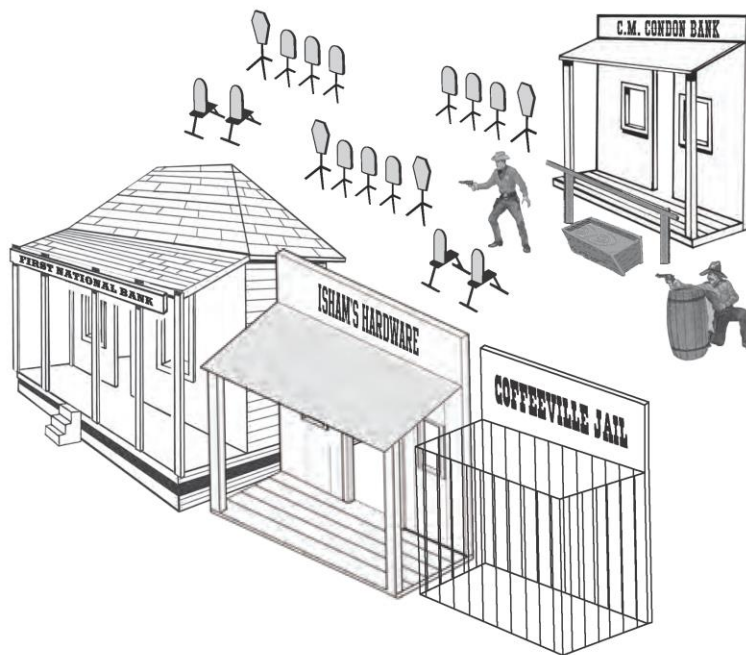
Rifle procedure: Engage the far hostage targets twice each on the "body," once on the white "head," and a knockdown.

Pistol procedure: Repeat the rifle instructions on all four sets of pistol targets.

Targets may be engaged in any order. All five positions must be used.

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WILD BUNCH
STAGE 11, BAY 13
35 PISTOL, 7 RIFLE



STAGING: Rifle is staged on the bar, pistol holstered.

STARTING POSITION: Shooter starts behind bar with thumbs in belt. When ready, say, ***"Where'd all those guns come from?!"***

PROCEDURE: At the buzzer, with the pistol sweep the close targets starting with two knockdowns, then repeat using the other two knockdowns. Then engage either set of the far targets in a double tap Nevada sweep. Then repeat on the other set of targets using the rifle for the last seven rounds.

SINGLE ACTION SHOOTING SOCIETY
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WILD BUNCH
STAGE 12, BAY 14
21 PISTOL, 7 RIFLE, 8 SHOTGUN



STAGING: Stage shotgun on either window, pistol holstered, rifle in hand(s).

STARTING POSITION: Shooter starts in the doorway with rifle in hand(s). When ready, say, ***"Gimme your best Tequila!"***

PROCEDURE: At buzzer, with the rifle engage all the stationary chilies once each, make the rifle safe in the corner. With the shotgun, engage six knockdowns and the launcher and the bird in any order. Anywhere between the doorway and the hay bale, engage the remaining knockdowns once each, then the large chili three times. Then sweep the chili targets starting on either end, then repeat starting on the other end.

Single Action Shooting Society, Inc.
1401 W. Abrahames Rd., Suite C
PO BOX 2340
Moriarty, New Mexico 87035

(505) 843-1320
FAX: (877) 770-8687

E-mail: sass@sassnet.com
Web Page: www.sassnet.com
Web Page: www.wildbunch.net