

Wild Bunch Shoot: Saturday, June 19th, 2021

Stage 1 – “Stand and Deliver”

Ammo requirements and gun staging:

14 Pistol - 5 rounds each holstered/staged

10 Rifle – Staged in the doorway

4 Shotgun - Staged in doorway

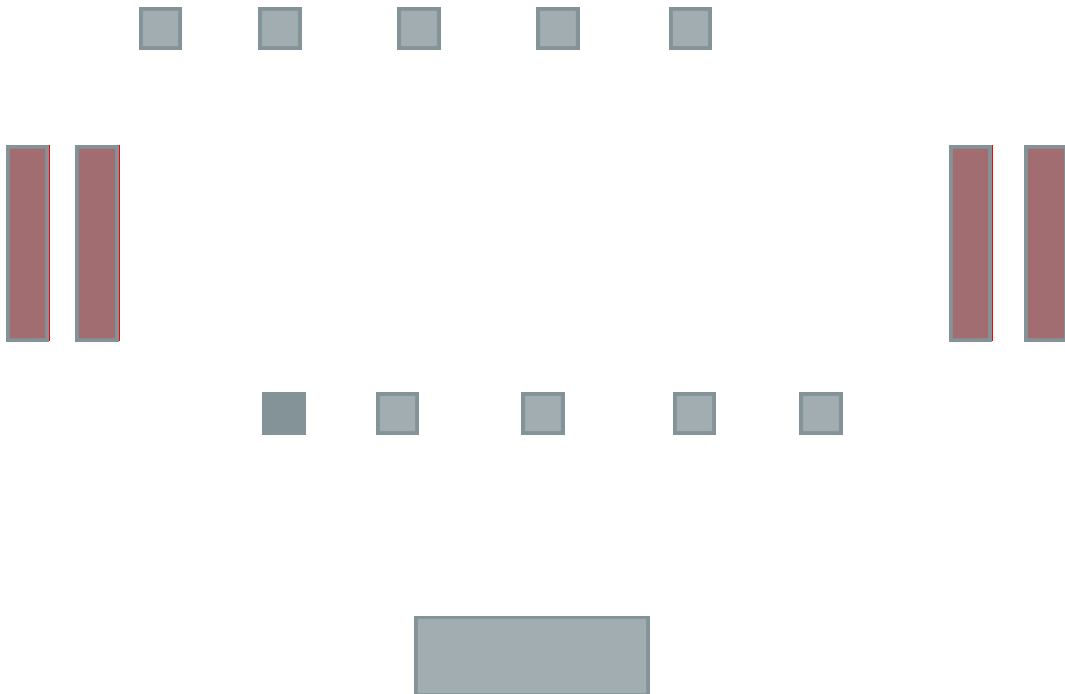
We all like to run our guns fast, here is your chance with an easy and fast stage.

Starting position: Standing in doorway touching guns.

Shooting order: Pistol, Rifle, Shotgun.

Course of fire: Timer will start after the shooter says, **“let’s make this fast!”**

- ATB: Engage pistols with 1 single tap sweep, then double-tap the middle target, then repeat instruction.
- Rifle: Engage rifle targets with 2 single tap sweeps starting from either direction. "No double taps"?
- Shotgun: Engage KD in any order



Stage 2 – “Time for a Double Bonus Challenge!”

Ammo requirements and gun staging:

7 Pistol – 5 rounds each, holstered/staged

10 Rifle – Staged in center opening.

6 Shotgun – Staged in right opening.

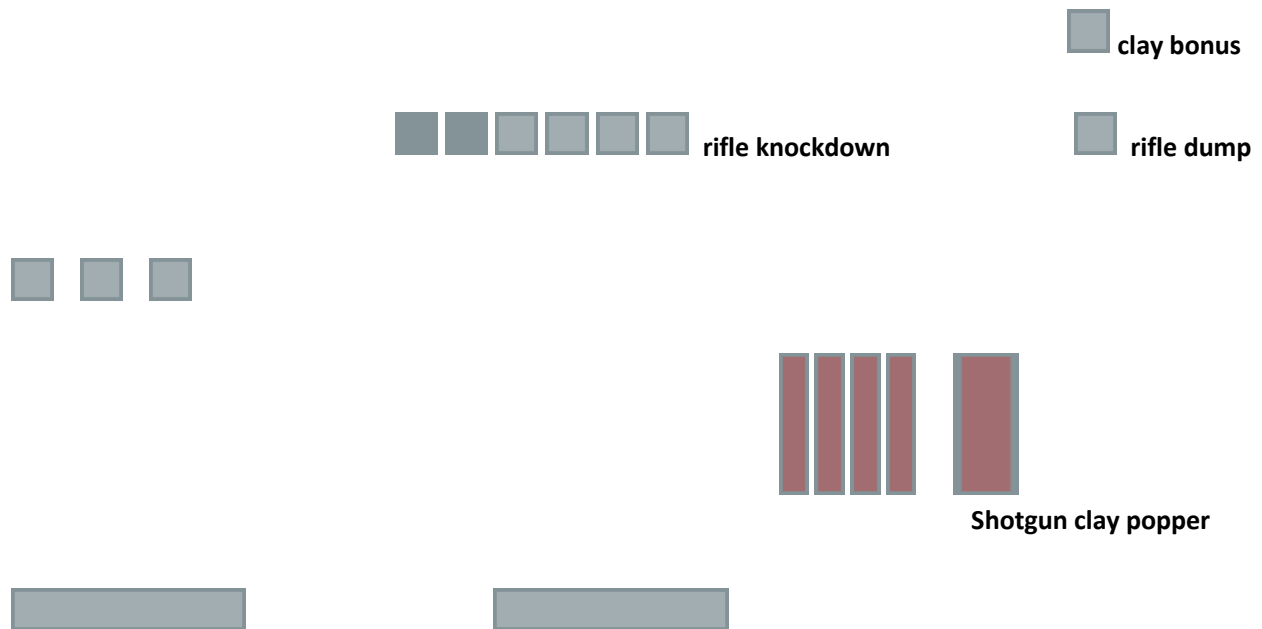
We all like bonuses and here is a chance, you get to try your skills at 2 bonuses.

Starting position: Standing in opening of choice pointing at your bonus attempts.

Shooting order: Shooter’s choice, rifle must not be last.

Course of fire: Timer will start after the shooter says, **“Double Bonus!”**

- ATB: Engage pistol targets 1,2,3,2,1,2,3 (Nevada sweep)
- Rifle: Engage rifle KD’s until all are down. Then engage bird with any remaining rounds to get a 5 second bonus. If you hit bonus and have rounds left place on dump target.
“Missing any clay is not a miss.” “Plates left standing/missing dump target is a miss.”
- Shotgun: Engage 4 KD , **THEN** engage shotgun popper and bird for a 2nd 5 second bonus if you get the clay. **“Missing any clay is not a miss.”**



Stage 3 – “Round Count with Choices.”

Ammo requirements and gun staging:

21 Pistol - Staged on downrange table

10 Rifle – Staged in the window next to the safety board

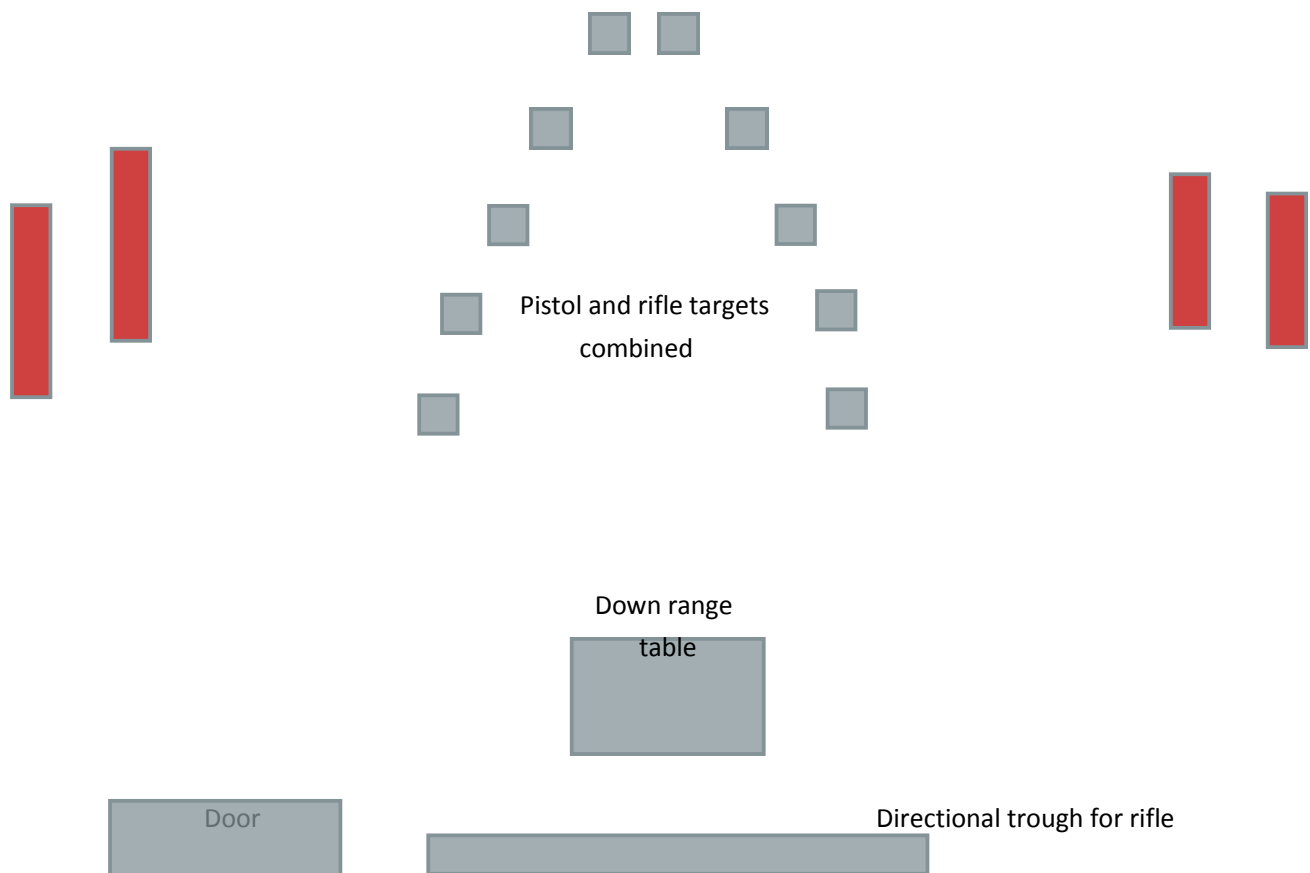
4 Shotgun - Staged on downrange table.

Starting position: Standing in the window, hands on your rifle.

Shooting order: Rifle, pistol, shotgun.

Course of fire: Timer will start after the shooter says, “Round count, choices?!”

- ATB: With rifle, engage the targets with 1 round each (round count)
- With pistol, engage targets in two single-tap sweeps from either direction, NO DOUBLE-TAPS, **THEN** place last round on either center target.
- Shotgun: Engage all 4 KD’s



Stage 4 - "Double Tap or Not"

Ammo requirements and gun staging:

14 Pistol – holstered/staged in left opening.

10 Rifle – Staged in center opening.

4 Shotgun – Staged in right opening.

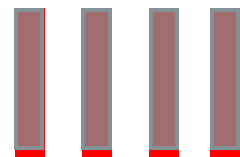
This is a stage that allows the shooter to move fast and smooth depending on their skills.

Starting position: Standing in left opening with hands on hips.

Shooting order: Pistol, Rifle, Shotgun.

Course of fire: Timer will start after the shooter says, "**My choice!**"

- ATB: With pistol, sweep the four pistol targets with 1 round each X 3 sweeps, **THEN** double-tap the pistol/rifle target
- Rifle: From middle opening, engage rifle targets 2 rounds each and you may double tap them if you would like, THEN double-tap the pistol/rifle target.
- Shotgun: Engage KD's from left to right



Stage 5 - “ Shotgun Fun”

6 shotgun – in hands.

Starting position: At table, shotgun in both hands.

ATB: Engage knockdown plate, then the 5 birds.

