

# PEMIGEWASSET VALLEY FISH AND GAME CLUB

295 Beede Road - Holderness, New Hampshire

## PEMI VALLEY PEACEMAKERS

“The Campaign Begins”

Wild Bunch Match

Saturday May 4<sup>th</sup> 2019



Welcome to the 2019 “The Campaign Begins”. Today, the Pemi Peacemakers offer a six-stage Wild Bunch Match. This match focuses on the use of the 1911 pistol and Winchester Model 97 shotgun. When necessary, “Wild Bunch” shooters will be using a 40 caliber, or larger, level action rifle, “Roughriders”, a lever action rifle of a smaller caliber. An open category we call “Outlaws” may use period (1912-13) firearms with loads appropriate for steel targets. Additionally, magazines may be loaded with up to seven rounds of ammunition.

You may expect multiple magazine changes per stage and the occasional shotgun reload. All Wild Bunch conventions will be followed regardless of the firearms you are using. The Wild Bunch conventions are printed on the following page.

Safety in Wild Bunch shooting is paramount, so we must all be vigilant and mindful of where we point the muzzle of our firearms and where we keep our trigger finger.

We will be shooting all six stages without a formal lunch break, so hopefully you brought something to eat. However, light snacks and water are available on site, but no food vendor has been contracted.

**As of, January 1<sup>st</sup> there have been a number of changes in Wild bunch rules and definitions. Many of these changes are reflected in the WB Stage Conventions. A complete list of changes may be found at [www.sassnet.com](http://www.sassnet.com).**

This is a local match and we have relaxed some of the SASS Wild Bunch rules that apply to State, Regional and National level matches, but not the **SAFETY RULES**. Those who want to use this match to hone your “Wild Bunch” skills can do so. For those who want to shoot the match with period weapons outside the ones accepted by SASS you may do that as well.

**Have Fun and be SAFE.**

# *Wild Bunch Stage Conventions*

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage. These stage conventions should be followed in all Wild Bunch™ Action Shooting matches unless otherwise directed in stage descriptions.

1. Knockdown targets that do not fall may not be re-engaged. No missed target may re-engaged.
2. All knockdown targets (shotgun, rifle, or pistol) must go down to count. Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
3. All staged guns shall have their barrels pointed safely down range. All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
4. Shooters may not start a stage with ammunition in hand.
5. After the shooting string, long guns are made safe with muzzle down range, action cycled.
6. The pistol is discarded in a safe direction. It may have an empty magazine, loaded magazine, or no magazine. After being first charged it is never re-holstered until cleared at the end of the stage by the RO.
7. Pistols are shown clear on the firing line at the end of the stage prior to holstering.
8. Safe gun handling is the shooter's responsibility. The 170-degree safety rule is in effect.
9. If no starting position is given, the shooter shall stand fully erect with pistol holstered, hands at the side not touching any firearm.
10. Only the shooter may handle his/her firearms ... from the loading table to the unloading table.
11. Interpersonal Conflicts WILL NOT be tolerated.

Wild Bunch™ Action Shooting Handbook © Single Action Shooting Society, Inc. 2019 23  
Version 12.1, January 2019.

**SAFETY FIRST, LAST AND ALWAYS**

# Nothing is Ever Easy

10 Rifle, 28 Pistol, 6 Shotgun

## Staging Guns

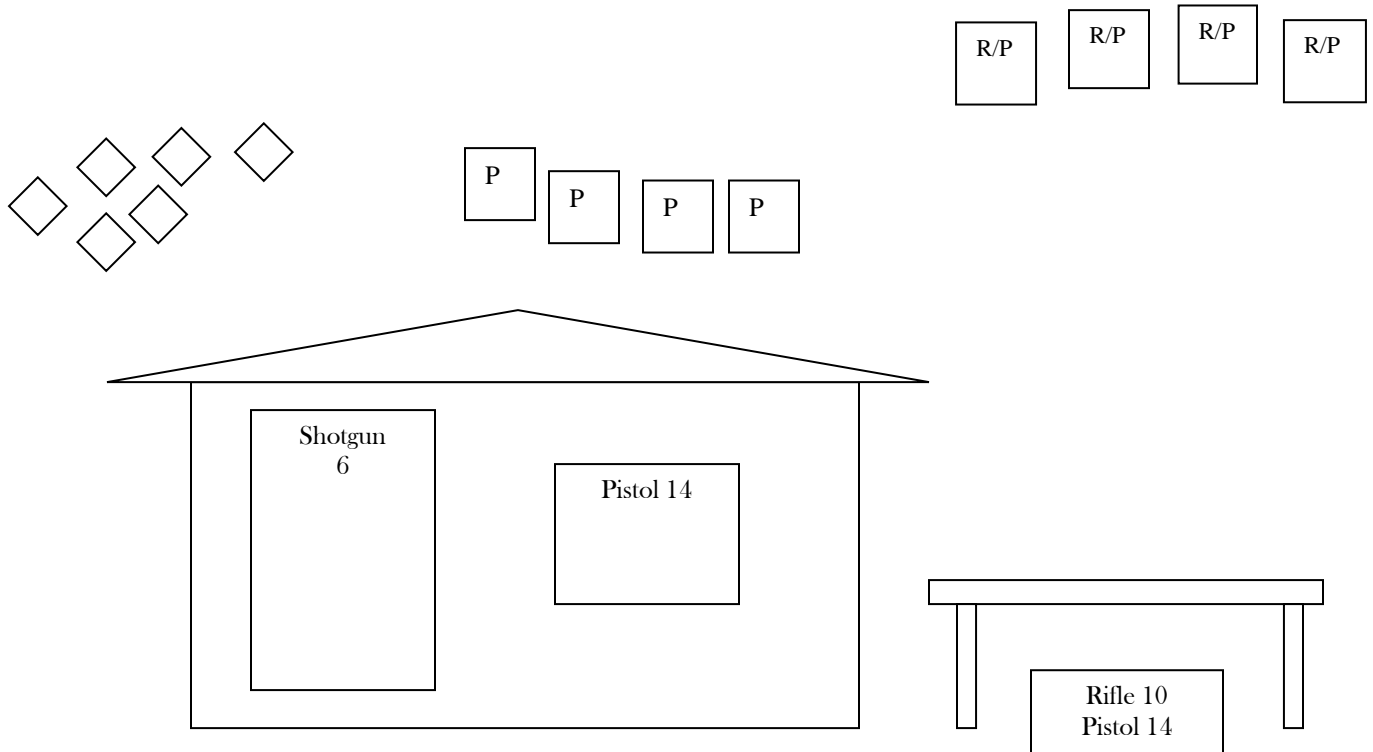
**Rifle:** loaded in hand.

**Shotgun:** Loaded, staged at the inside doorway.

**Pistol:** loaded, holstered.

## Action

Start standing at the hitching rail, rifle in hand. When ready say, “**Nothing is ever easy**”! At the signal, use your rifle and engage the targets in a **Tadpole Sweep**, (1-2-3-4-3-3-3-2-2-1) from either end. Make the rifle safe. With the pistol engage the same targets in a **Modified Tadpole Sweep**, (1-2-3-4-3-2-1) from either end. Repeat. Move to the inside doorway, ground empty pistol, retrieve the shotgun and engage the shotgun targets in any order. Make shotgun safe, retrieve pistol and move to the window. From the window, engage the pistol targets in a **Modified Tadpole Sweep** from either end. Repeat. After being cleared by the RO, collect the long guns and proceed to the unloading table.



**“Come and Get It”**  
6 Shotgun, 28 Pistol, 10 Rifle

**Staging Guns**

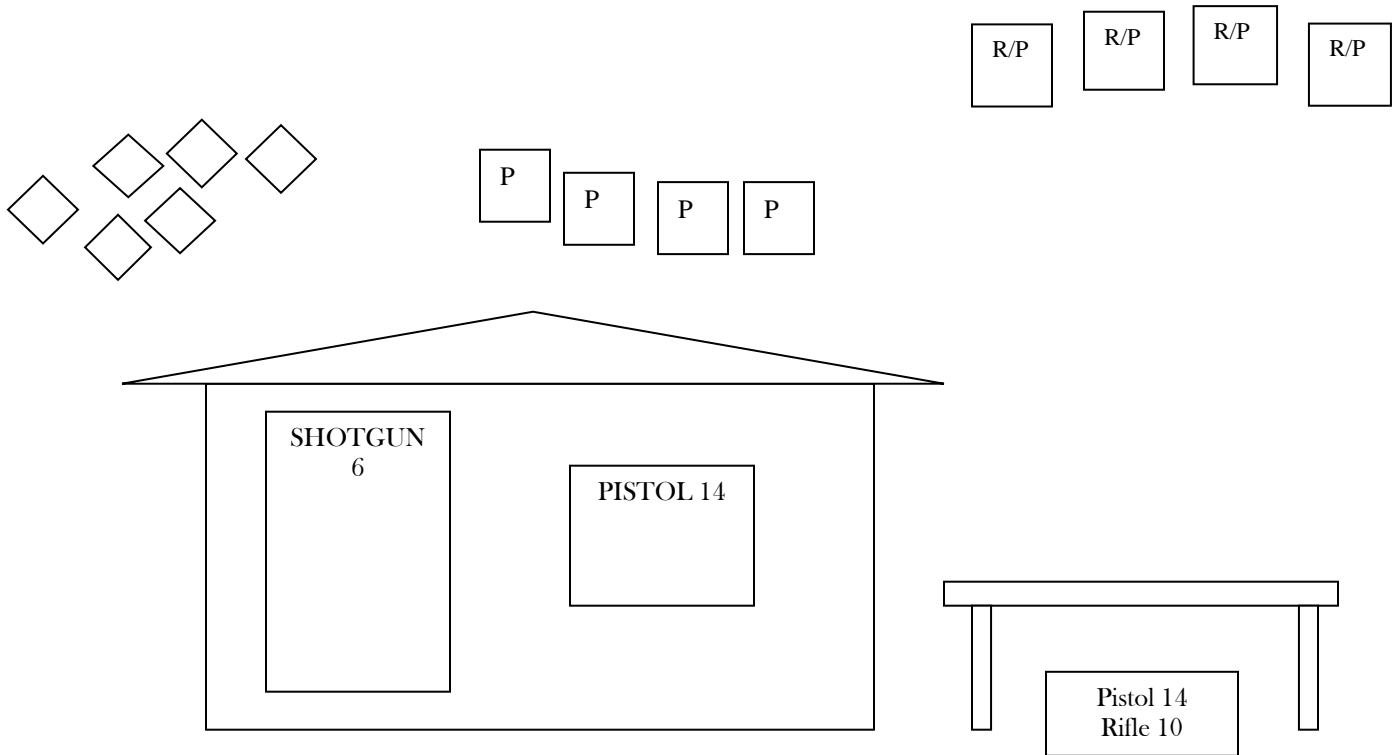
**Shotgun:** loaded, staged at the inside doorway.

**Pistol:** loaded, holstered.

**Rifle:** loaded, staged at the hitching rail.

**Action**

Start standing at the hitching rail. When ready say, **“If you want the money, come and get it”!** At the signal, with the pistol, engage the R/P targets in a **Nevada Sweep**, starting from either end. Repeat. Ground the empty pistol. With the rifle, engage the same targets in a **Nevada Sweep**, starting from either end. Make the rifle safe, retrieve pistol and move to the inside window. From the window engage the pistol targets in a **Nevada Sweep**, starting from either end. Repeat. Make the pistol safe. Move to the inside doorway, retrieve the shotgun and engage the targets in any order. doorway, shotgun in hand. the shotgun targets in any order. After being cleared by the RO, collect the long gun and proceed to the unloading table.



# “It’s too Early for This”

6 Shotgun, 10 Rifle, 28 Pistol

**Scenario:**

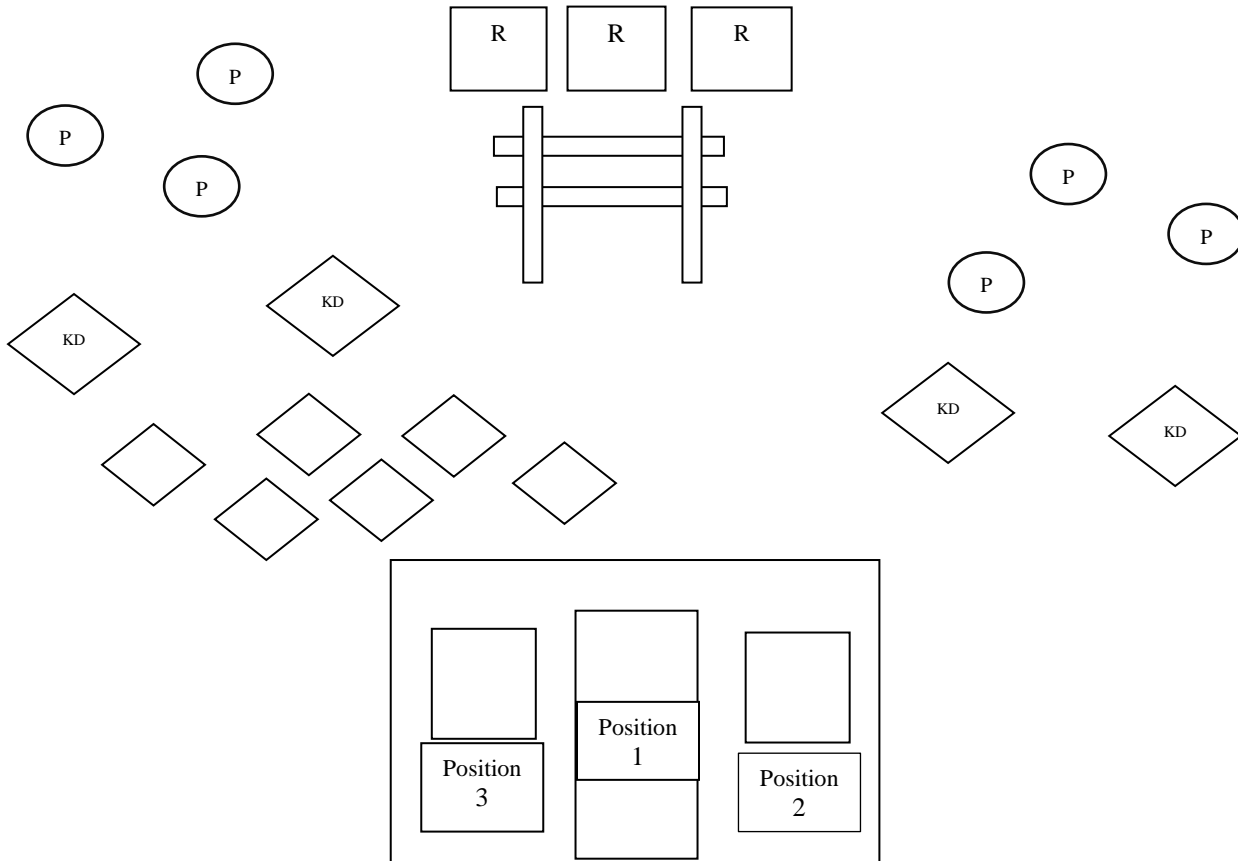
**Rifle:** loaded with 10 rounds, staged anywhere safely.

**Shotgun:** loaded, staged anywhere safely.

**Pistol:** loaded, holstered.

**Action:** Shooter starts, in the doorway, Position One (1), with hands on the door frame, (one on either side).

When ready say *“It’s too early to be fighting like this”*. At the signal, From Position One (1), with the rifle engage the three rifle targets in two **Alamo Kid Sweeps** (2-1-3-1-3) starting from either end. From Position Two (2), with the pistol engage a knock-down target, then engage P1 – P3 twice each. Repeat the instructions using the remaining knock-down target. Move to Position Three (3) and repeat the pistol instructions. From Position Three (3), with the shotgun engage the shotgun targets in any order. After being cleared by the RO, collect long guns and proceed to the unloading table.



# “Are You Still Here?”

6 Shotgun, 10 Rifle, 28 Pistol`

**Scenario:**

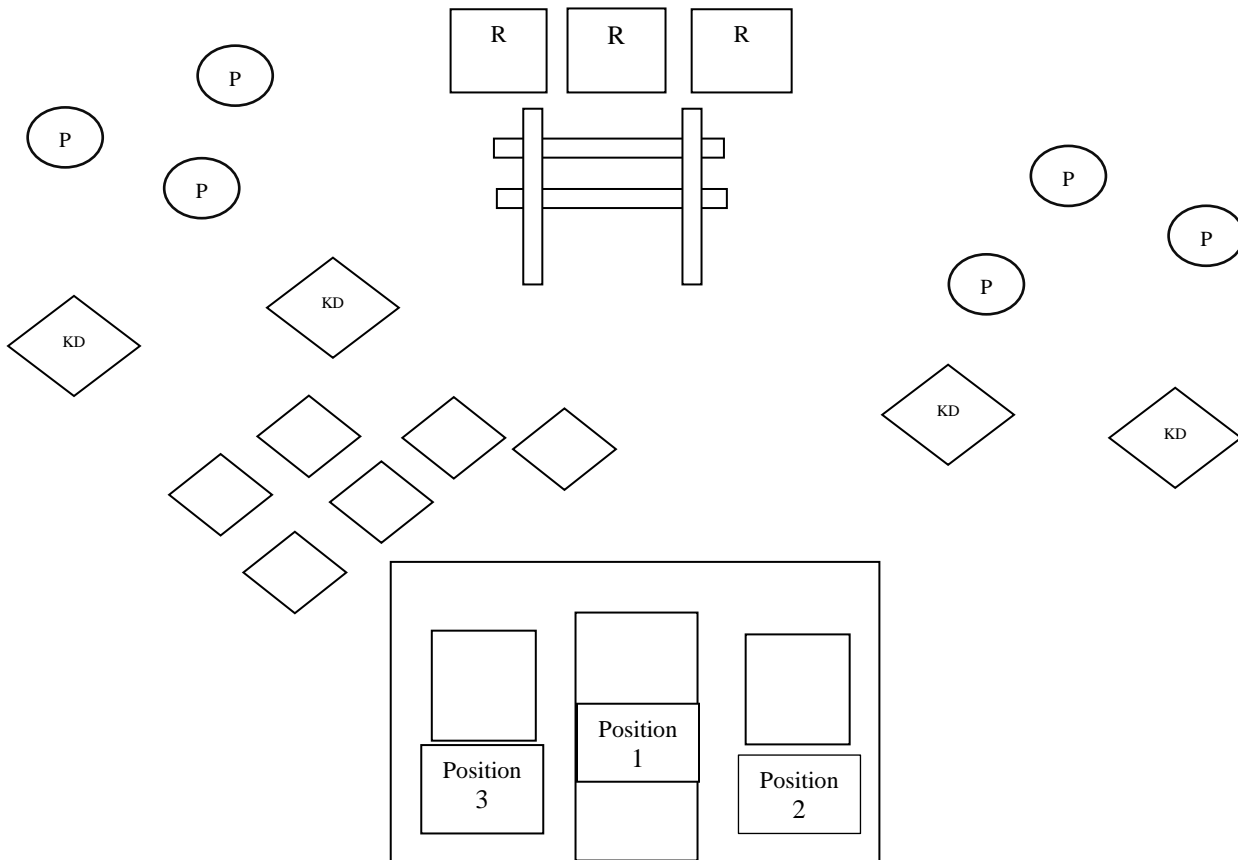
**Rifle:** loaded with 10 rounds, staged anywhere safely.

**Shotgun:** loaded, staged anywhere safely.

**Pistol:** loaded, holstered.

**Action:** Shooter starts, at Position Three (3), Shotgun in hand.

When ready say *“Are you still here?”* At the signal, From Position Three (3), with the shotgun engage the six shotgun targets. Make the Shotgun safe. From Position Three (3), with the pistol engage a knock-down target, then engage P1 – P3 in a **Progressive Sweep**, (1-2-2-3-3-3). Repeat the instructions using the remaining knock-down target. Move to Position One (1), make the pistol safe. With the rifle engage the three rifle targets in an **Arkansas Shuffle**, (1-1-2-3-3) starting from either end. Repeat. Make the rifle safe. Move to Position Two (2), repeat the instructions for the first set of pistol targets. After being cleared by the RO, collect long guns and proceed to the unloading table.



# Jackson

28 Pistol, 10 Rifle, 6 Shotgun

## Scenario:

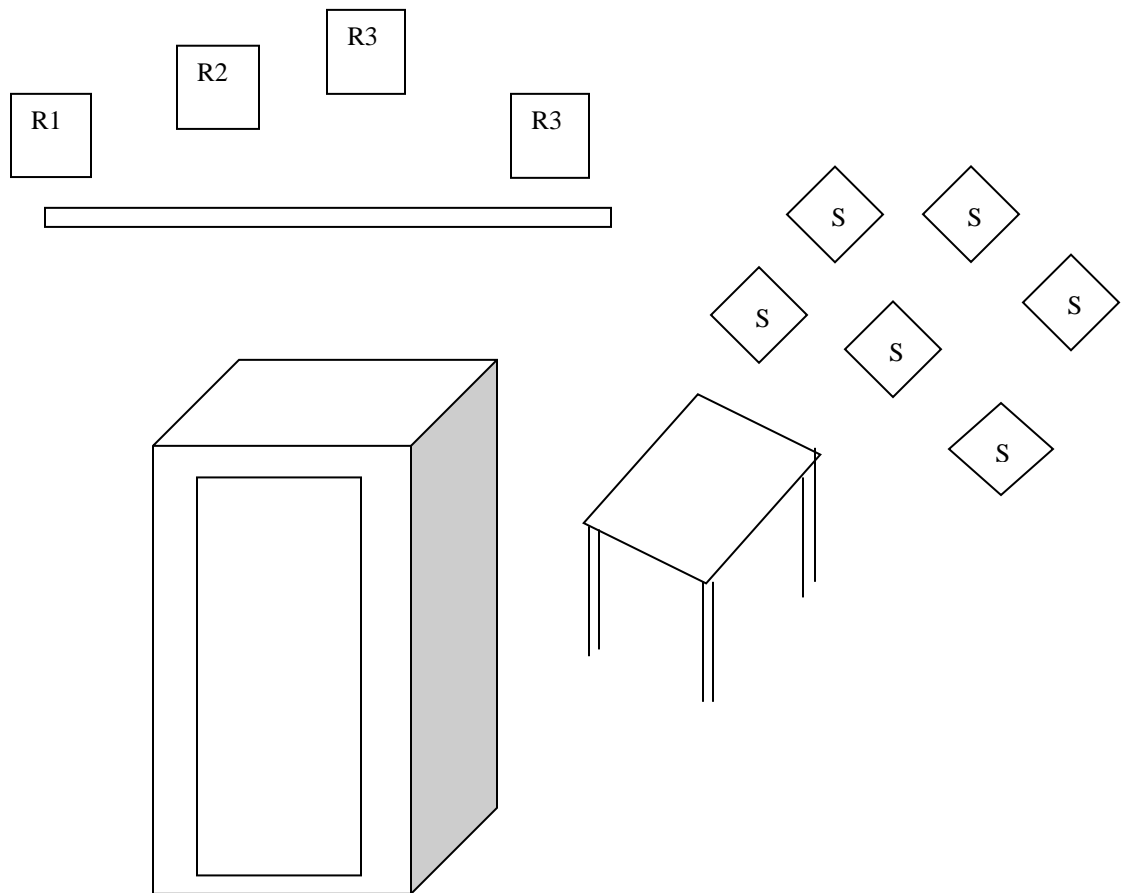
**Pistol:** loaded and holstered.

**Rifle:** loaded with 10 rounds, staged on table

**Shotgun:** loaded, in hand.

## Action:

Start standing at the right side of the outhouse with the shotgun in hand. When ready say “**Ah, Jackson, you were a good hand**”. On the signal, engage the shotgun targets. Make the shotgun safe, retrieve your rifle and engage the four rifle targets in a **Cactus Buck Sweep** (1-1-1- 2-2-3-3-4-4-4). Make the rifle safe. Move to the rail and engage the rifle (now pistol) targets in a continuous **43/34 Sweep** (1-1-1-1-2-2-2-3-3-3-4-4-4-4). After being cleared by the RO, collect long guns and proceed to the unloading table.



# Let's Finish This

28 Pistol, 9 Rifle, 6 Shotgun

## Scenario:

**Pistol:** loaded and holstered.

**Rifle:** loaded with 9 rounds, staged on table

**Shotgun:** loaded, staged on table.

## Action

Start standing at the rear of the mine, with the rifle in hand. When ready say **“Let’s finish this”**. On the signal, engage the P/R targets through the rear window of the mine in a **Bullspit Sweep**, (1-2-1-2-3-1-2-3-4). Move to the table, make the rifle safe. Retrieve the shotgun and engage the targets. Make the shotgun safe. From the table engage the rifle, now pistol targets in a the following a **Callous Clyde Sweep**, (1-1-1-2-2-2-2-3-3-3-4-4-4-1-4), starting from either end. Move to the rail and targets in a **Callous Clyde Sweep**. After being cleared by the RO, collect long guns and proceed to the unloading table.

