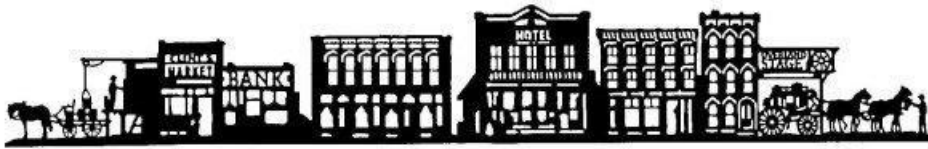




WILD BUNCH ACTION  
SHOOTING AND OPEN  
MATCH



# Bushwhack at Gator Pond 2021



April 23-25, 2021

Hosted By:

**THE DEADWOOD MARSHALS**

SORRENTO, LA.



# BUSHWHACK AT GATOR POND 2021



## SCHEDULE OF ACTIVITIES

### **Friday Apr 23rd.**

12:01 PM – 4:00 PM  
1:00 PM – 4:00 PM  
4:30 PM  
5:00 PM – ?

Check In – Pick up shooter's packet  
Side Matches (unstructured—See details)  
Posse Marshal Walk thru (Chapel)  
Pot Luck Dinner at the Range

### **Saturday Apr 24th.**

8:00 AM – 8:30 AM  
8:45 AM Sharp  
9:00 AM  
1:00 PM  
6:00 PM (about)

Check In – Pick up shooter's packet  
Mandatory shooters meeting  
Main Match (5 Stages)  
Approximate time for lunch (provided)  
Dinner (see note below)

### **Sunday Apr 25th.**

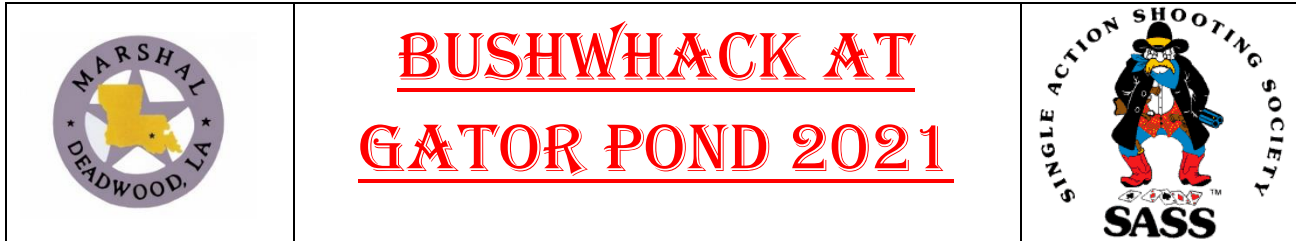
8:30 AM  
12:00 PM  
1:00 PM

Main Match (5 Stages)  
Approximate time for lunch (provided)  
Awards

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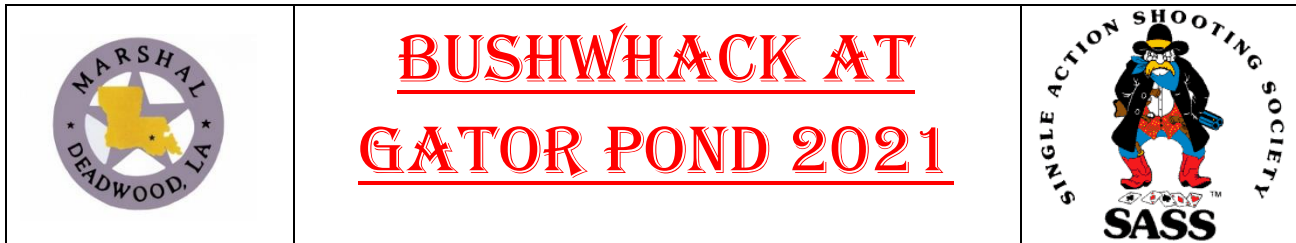
**Side Matches:** Speed pistol, Speed pistol reload, Texas star, and Speed shotgun. Due to small attendance we tend to conduct these on an as needed basis. Details at sign up. (and, as always: subject to change)

**Saturday Night Dinner:** There is no official banquet. However, we have a room reserved where we can order off the menu at Mike Anderson's Restaurant, 1500 W. Hwy 30, Gonzales, LA 70737. Take I-10 North towards Baton Rouge. Take Exit 177 at Cabela's and Tangier's Outlet Mall East on Hwy 30—turn the OTHER way (RIGHT). About a mile on the right is Mike Andersons and the Clarion Hotel. **Cowboy attire is optional; but, encouraged.**



## **Stage Conventions and Match Conduct**

- No alcohol is allowed on the range during live fire operations. A violation will result in a disqualification and removal from the range and match.
- No gun handling behind the firing line unless you are in a designated safe zone or moving guns from carts or storage areas.
- No guns will be discharged unless the shooter is under supervision of a range officer at the firing line or other designated area. The far right stage, Man on Man, is designated as the "Fumble Area".
- No loaded firearms behind the firing line or in the spectator area at any time. Guns will be loaded and unloaded under supervision in designated areas only.
- Rifle and shotgun actions will remain open until they are loaded. Pistols will remain in holsters until shooter is on the firing line or in a designated safe zone.
- Safety glasses must be worn at all times, on and behind the firing line, by shooters and spectators. Hearing protection is recommended at all times but must be worn while on the firing line.
- Once the first round is fired, the shooter is committed to the stage. At any time before that point, a restart may be allowed with the approval of the Timer Operator. Only one restart is allowed on a stage.
- Re-Shoots will only be given for timer malfunctions, RO interference or range/prop failures, once the first round has left the barrel.
- If a shooter has a firearm malfunction that cannot be cleared in a timely manner, the shooter must declare the malfunction and then ground the firearm, muzzle down range, then finish the stage.
- Range Officers are responsible for observing and resolving safety issues. Any shooter who observes a safety problem should correct it immediately or bring it to the attention of the RO.
- Decisions of the Range Master and Match Director regarding safety issues are final.
- Long guns may be cleared on the firing line at the end of the stage once the Pistol has been cleared and holstered. Only the shooter may retrieve his/her firearms.
- Challenges to any call must be declared before leaving the stage. Appeals will be to the Timer Operator, the Posse Marshal, the Range Master and then the Match Director who will have final say.

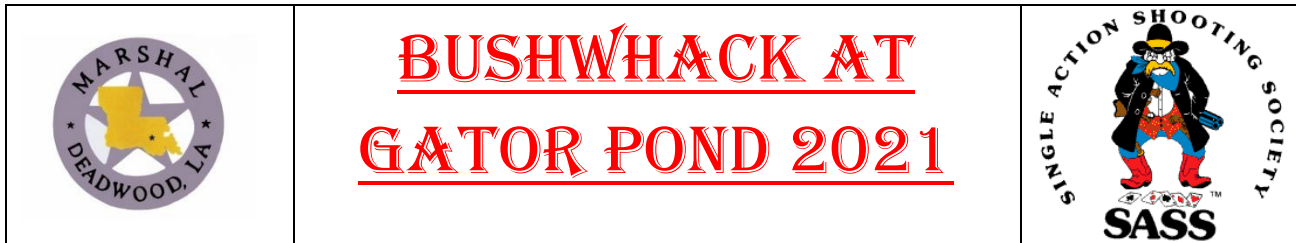


## Stage Conventions and Match Conduct

- **SPOTTING:** Spotting is an extremely important aspect of our sport. Spotters must position themselves so as to clearly see the targets being engaged and move if necessary. Spotters must see a miss—if there is any doubt, the benefit goes to the shooter. To remind all spotters:
  - i. If you see a HIT, score it as a HIT
  - ii. If you THINK you saw a HIT, score it as a HIT
  - iii. If you THINK you saw a MISS, score it as a HIT
  - iv. Only if you CLEARLY SEE IT MISS, then score it as a MISS

Spotters are reminded that spotting is an extremely important job in the operation of a posse, and that some targets do not “ring” when hit as most do. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters must SEE A MISS; anything less than a definitive or if the spotter has any doubt in their mind, they MUST CALL A HIT. For reference, a “Miss Decision Tree” is attached to the end of the shooter’s booklet.

- **Scoring and Awards:** Scoring will be in accordance with SASS rules using Total Time. However, a shooter must complete all scored main match stages to be eligible for a main match award.
- **Penalties:** All shooters are expected to be familiar with the SASS Wild Bunch Action Shooter Handbook. For reference, the Wild Bunch RO card has been included in the Shooter’s booklet. The Match Director and Range Master will have hard copies of the Handbook as well.
- **Weather:** In the unlikely event of severe inclement weather or any other conditions that may adversely affect the safety of the attendees, the Match Director and Range Master will determine the appropriate course of action.



## SIDE MATCHES-Details:

Due to small attendance we tend to conduct these on an as needed basis. Details at sign up. (and, as always: subject to change)

<b>Texas Star</b>	<b>Location: Barn</b>
<p><b>Ammunition required:</b> Pistols with 7 rounds, holstered.</p> <p><b>Starting Position:</b> Default, standing erect with arms at sides, not touching firearms.</p> <p><b>ATB:</b> Shooter engages plates on star until all are down. Dump remaining rounds on P2. Scoring is total time plus any plate still on the star plus misses on the dump target.</p>	
<b>Speed Pistol Reload</b>	<b>Location: Saloon</b>
<p><b>Ammunition required:</b> 6 magazines with one round each. One mag in pistol, holstered others staged on bar or on person.</p> <p><b>Starting Position:</b> Default, standing erect with arms at sides, not touching firearms.</p> <p><b>ATB:</b> Draw pistol and shoot one round at the target. Change magazines and repeat for a total of 6 magazines. Scoring is total time plus any misses.</p>	
<b>Speed Shotgun</b>	<b>Location: Fort</b>
<p><b>Ammunition required:</b> Up to 6 rounds stoked in shotgun on center platform.</p> <p><b>Starting Position:</b> Default, standing erect with arms at sides, not touching firearms.</p> <p><b>ATB:</b> Move to left opening and engage 4 shotgun targets, then move to right opening and engage the 2 shotgun targets once. Scoring is total time plus any target still standing.</p>	
<b>Speed Pistol</b>	<b>Location: Man on Man</b>
<p><b>Ammunition required:</b> Pistol holstered with 21 rounds. One mag in pistol, others either on person or staged.</p> <p><b>Starting Position:</b> Default, standing erect with arms at sides, not touching firearms.</p> <p><b>ATB:</b> Engage 20 plates total on 4 racks and then place the 21<sup>st</sup> round on the tie breaker plates between the front racks. Scoring is total time plus any plate still standing plus miss on the tie breaker plate.</p>	
<b>Most Hits with Pistol</b>	<b>Location: Jail?</b>
<p><b>Ammunition required:</b> Pistol holstered with X rounds. One mag in pistol, others either on person or staged.</p> <p><b>Starting Position:</b> Default, standing erect with arms at sides, not touching firearms.</p> <p><b>ATB:</b> Engage 7 plates with as many hits as possible in 30 seconds. Start and finish on timer beep. Scoring is total number of hits within 30 seconds. There is no penalty for misses.</p>	



# BUSHWHACK AT GATOR POND 2021



## Staff

Match Director: Duke City Deadeye

Range Master: Duke City Deadeye

Posse Marshals: To be announced.

Deadwood Marshals President: Doc Spudley

Chefs: Friday Dinner: Red River Rudy

### Lunches:

Saturday: Imaginary Cowboy/Red River Rudy

Sunday: Red River Rudy/ Imaginary Cowboy

Registration: Dixie Deadeye

Awards: Smokey Shane

Treasury: Doc Spudley, Deadwood Marshals

Stages: Duke City Deadeye, Deadwood Marshals

And a host of others who helped out. Thanks.

# STAGE 1

**Location:** Graveyard/Chapel

**Ammunition required:** 28 Pistol, holstered. NO Rifle, staged in the right window.  
6 Shotgun, staged in left window shelf.

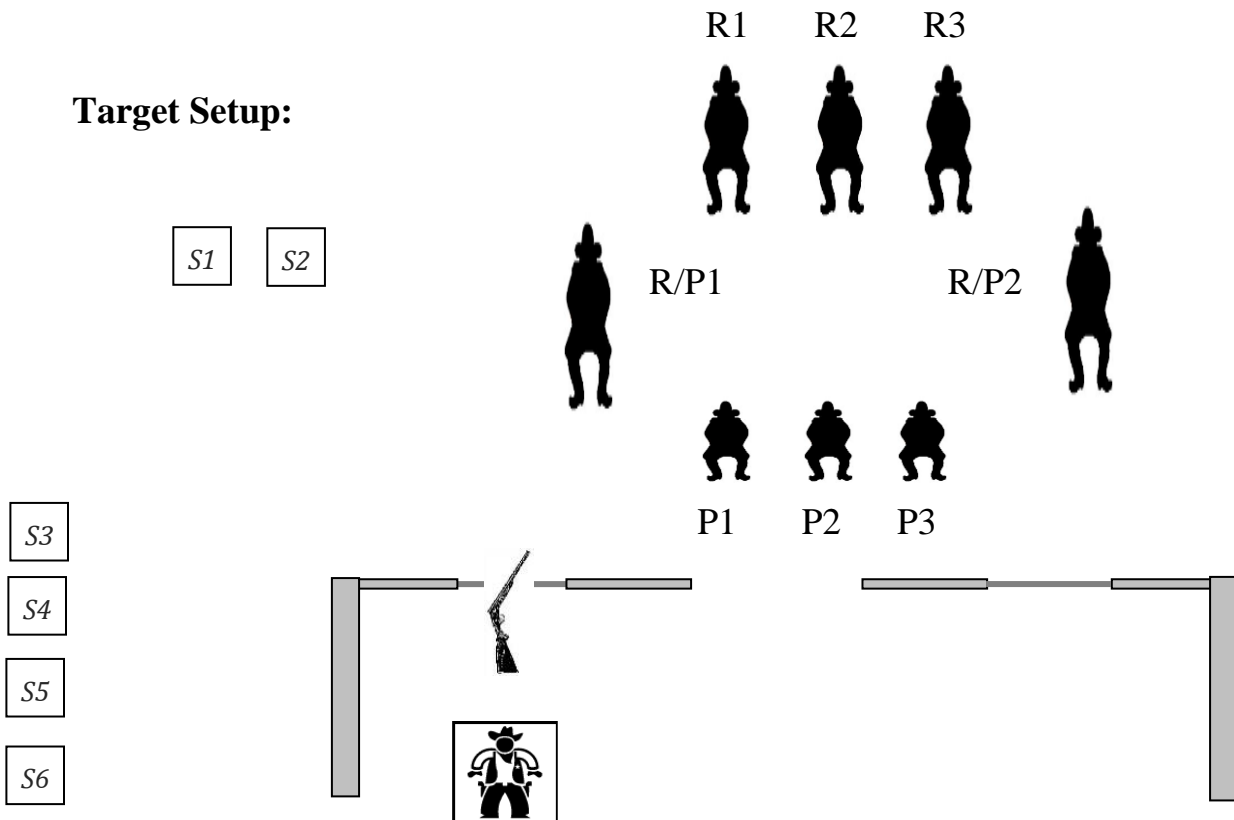
**Starting Position:** Standing behind at left window Shotgun at the ready.

**When ready, say the line: Even bad men love their Momma.**

**ATB:** With Shotgun, engage 6 knockdowns-S1&S2 from window and S3-6 from railing. Make shotgun safe and move to the doorway. With Pistol engage close targets (P1,P2,P3), THEN RIGHT middle target (R/P2) and THEN far targets (R1,R2,R3) once each. Repeat with R/P1; repeat with R/P2; and, again with R/P1.

Clear pistol with RO then holster, retrieve long gun, and proceed to the unloading area.

## Target Setup:



## STAGE 2

**Location:** Graveyard/Chapel/Fort

**Ammunition required:** 35 Pistol, holstered. 7 Rifle staged in the center Fort window. 8 Shotgun. Shotgun shells and magazines may be staged. **NO PERSONS IN LOADING/UNLOADING AREA BETWEEN CHAPEL AND FORT.**

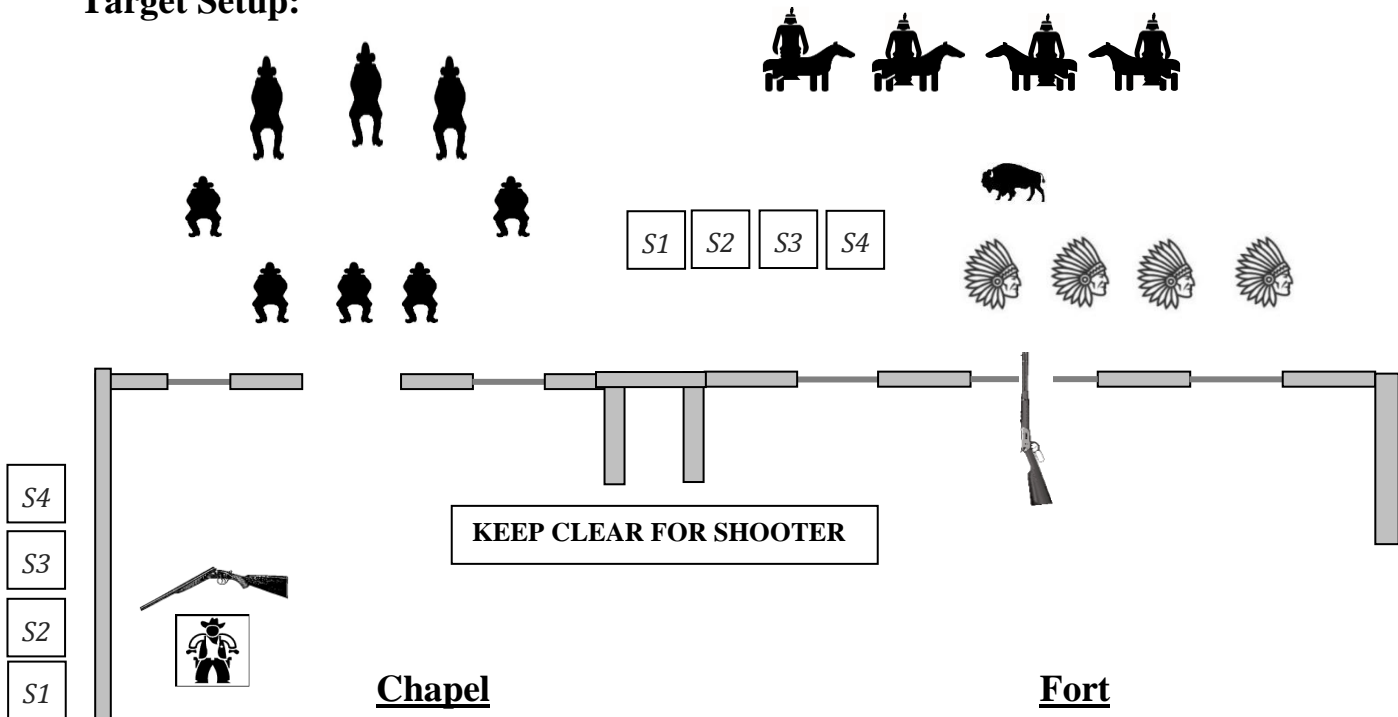
**Starting Position:** Standing at the Chapel rail with Shotgun in both hands.

**When ready, say the line: Start Digging**

**ATB:** Engage 4 shotgun targets in graveyard in any order. Then proceed to the left opening at the Fort and engage the 4 shotgun targets. Make Shotgun safe. Retrieve Rifle and engage the 4 rifle targets (Indians on Horses) with a Nevada Sweep from either direction. Make Rifle safe, with Pistol engage pistol (Cowboys) targets in a Nevada Sweep from either direction. Repeat from the OTHER direction. Repeat instructions on the RIFLE targets. MOVE with the Pistol safe to the Chapel DOOR and engage the far and near Cowboys once each and one of the right/left Cowboys once.

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**





### STAGE 3

**Location:** Fort

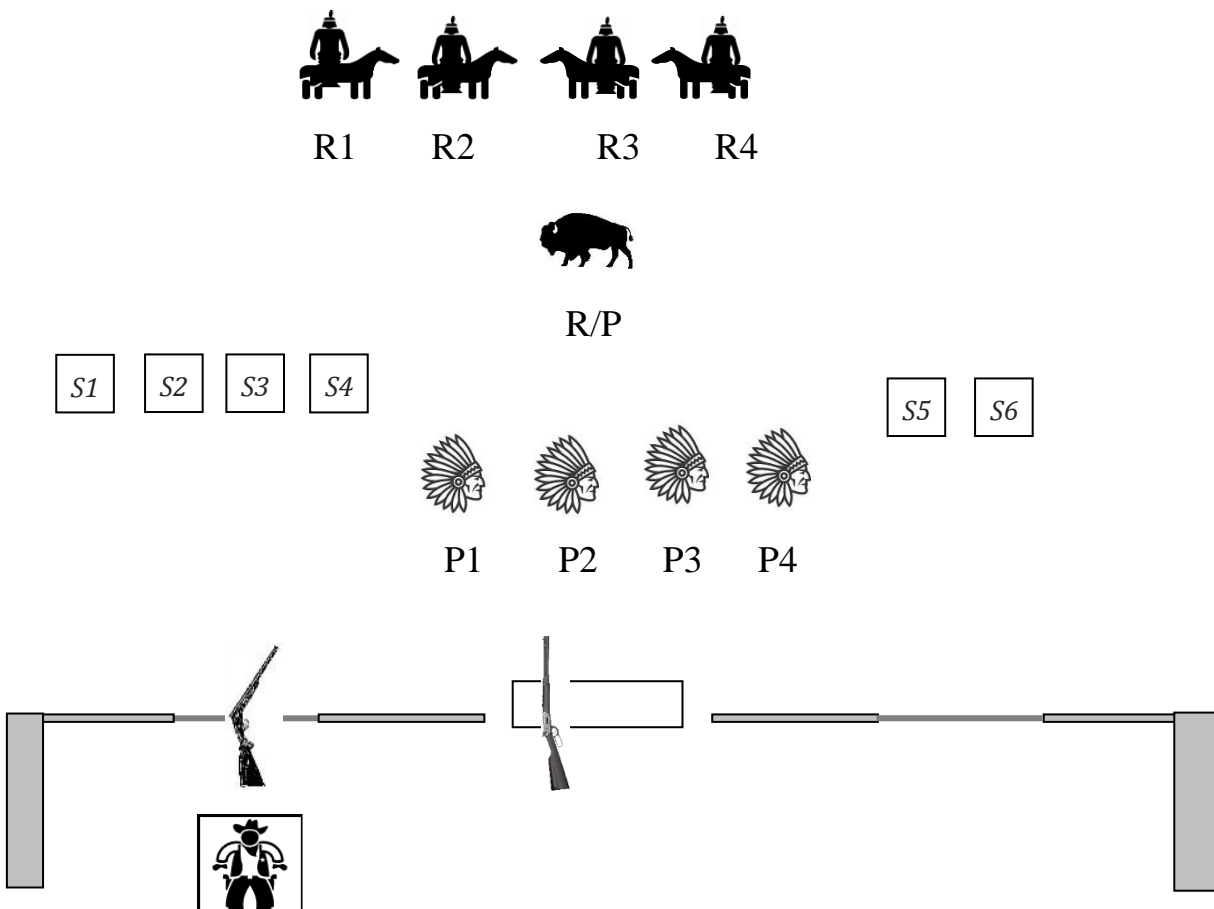
**Ammunition required:** 21 Pistol, holstered. 7 Rifle, staged in the center window.  
6 Shotgun, held at port arms at the left window.

**Starting Position:** Standing at the left window with shotgun at port arms.

**When ready, say the line: You're a dandy if you do!**

**ATB:** With Shotgun engage outside 2 shotgun knockdowns, then inside 2 shotgun knockdowns. Move safely to right window and engage the 2 shotgun knockdowns. Make Shotgun safe. Then, with Rifle from center opening, alternate between far target and R/P target: R1, R/P, R2, R/P, R3, R/P, R4. Make rifle safe. With pistol from center opening, repeat rifle instructions on pistol targets from the left and then from the right. Repeat instructions on rifle targets ONCE from either direction.

Clear Pistol with RO then holster, retrieve long guns, and proceed to the unloading area.  
(Shooter may hit either Indian or Horse).



# STAGE 4

**Location:** Mercantile

**Ammunition required:** 21 Pistol, holstered. NO Rifle, 4 Shotgun, staged safely.

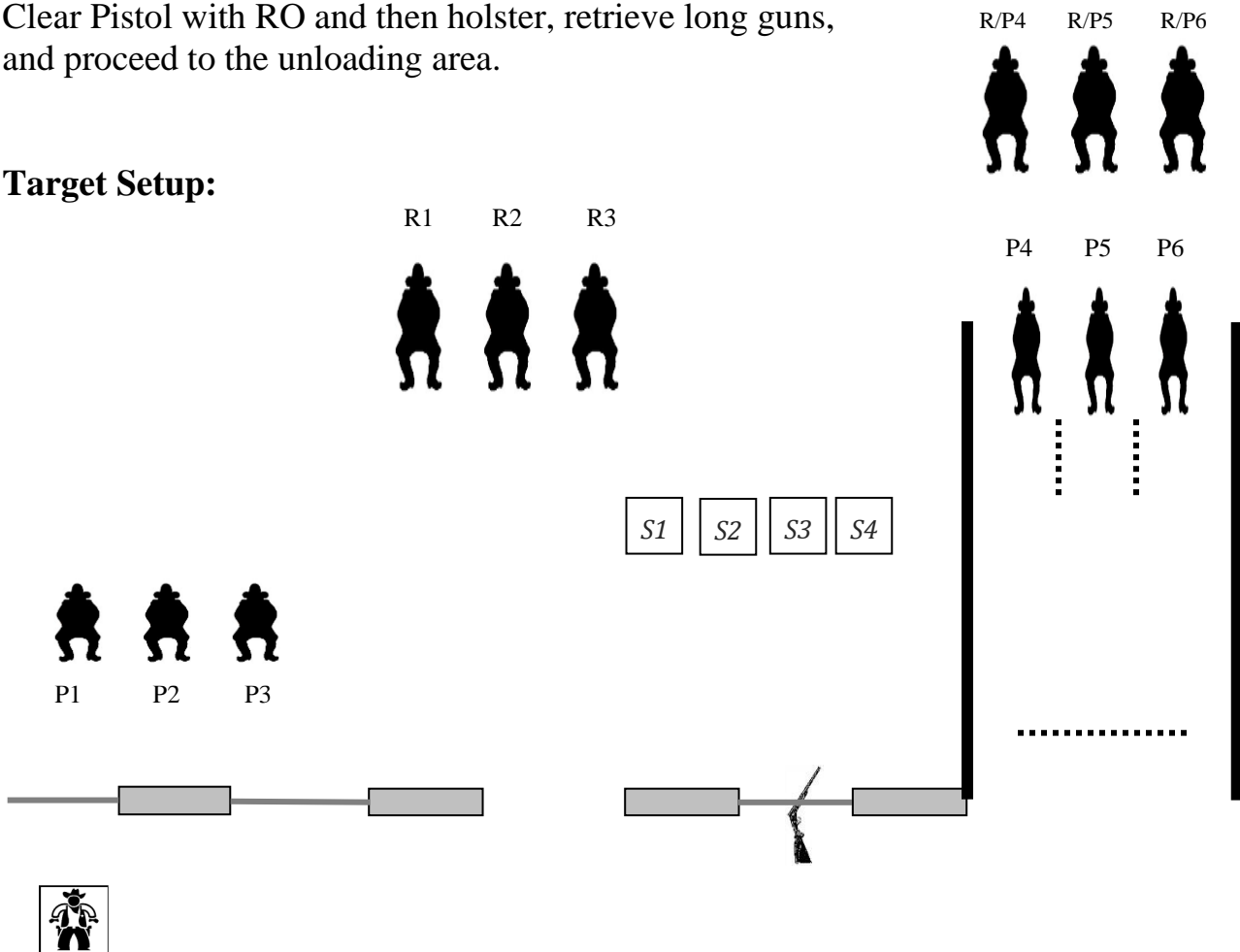
**Starting Position:** Shooter starts standing at doorway. Default starting position.

**When ready, say the line: Pay up or eat lead.**

**ATB:** With Pistol from far-left opening engage pistol targets P1, P2, P3 in a 1,2,1,2,3,1,2, sweep. Move right to the window and repeat. Move to doorway and repeat on rifle targets R1, R2, and R3. Make Pistol safe and with Shotgun engage the 4 shotgun targets in any order from the right window.

Clear Pistol with RO and then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



# STAGE 5

**Location:** Mercantile

**Ammunition required:** 28 Pistol, holstered. 8 Rifle, 4 Shotgun, staged safely.

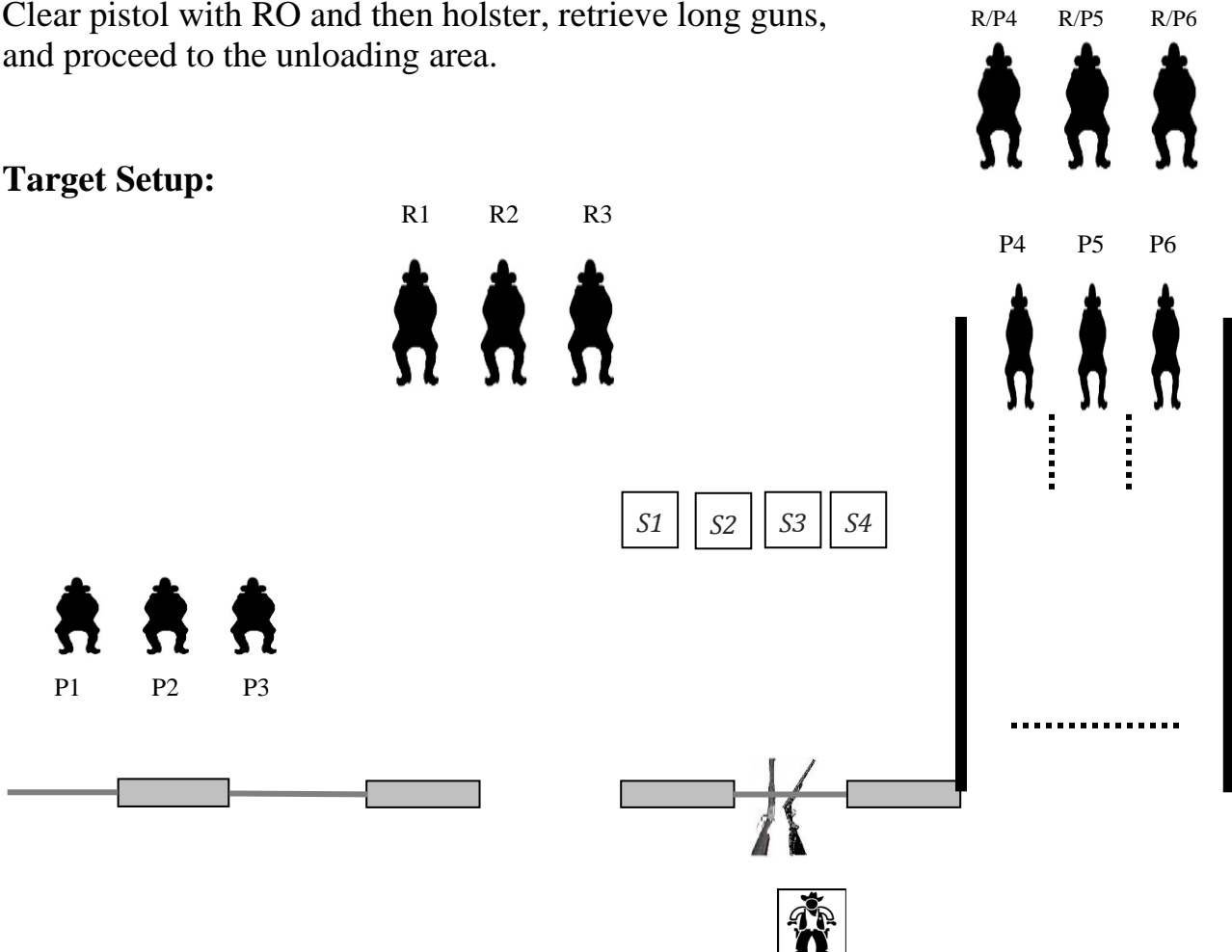
**Starting Position:** Shooter starts standing at right window. Default starting position.

**When ready, say the line: Pay up or eat lead.**

**ATB:** With Shotgun from right window engage 4 shotgun targets in any order. Make Shotgun safe. With Rifle, move to alleyway staying behind dotted line. Engage R/P4 and R/P5 twice each shooting between Hostages P4 and P5. Then engage R/P5 and R/P6 twice each shooting between Hostages P5 and P6. Make rifle safe VERTICALLY in either rack. With Pistol, engage P4, P5 (no longer a Hostage), P6 in a 4,4,4,4,5,5,5, and then 6,6,6,6,5,5,5. Move forward to between dotted lines in front of P5 (once again a Hostage). Repeat instructions on R/P4, R/P5, and R/P6. NOTE: Hits on hostages will count as a miss.

Clear pistol with RO and then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



## STAGE 6

**Location:** Mine Office

**Ammunition required:** 35 Pistol, holstered. 7 Rifle and 4+ Shotgun, both staged on table.

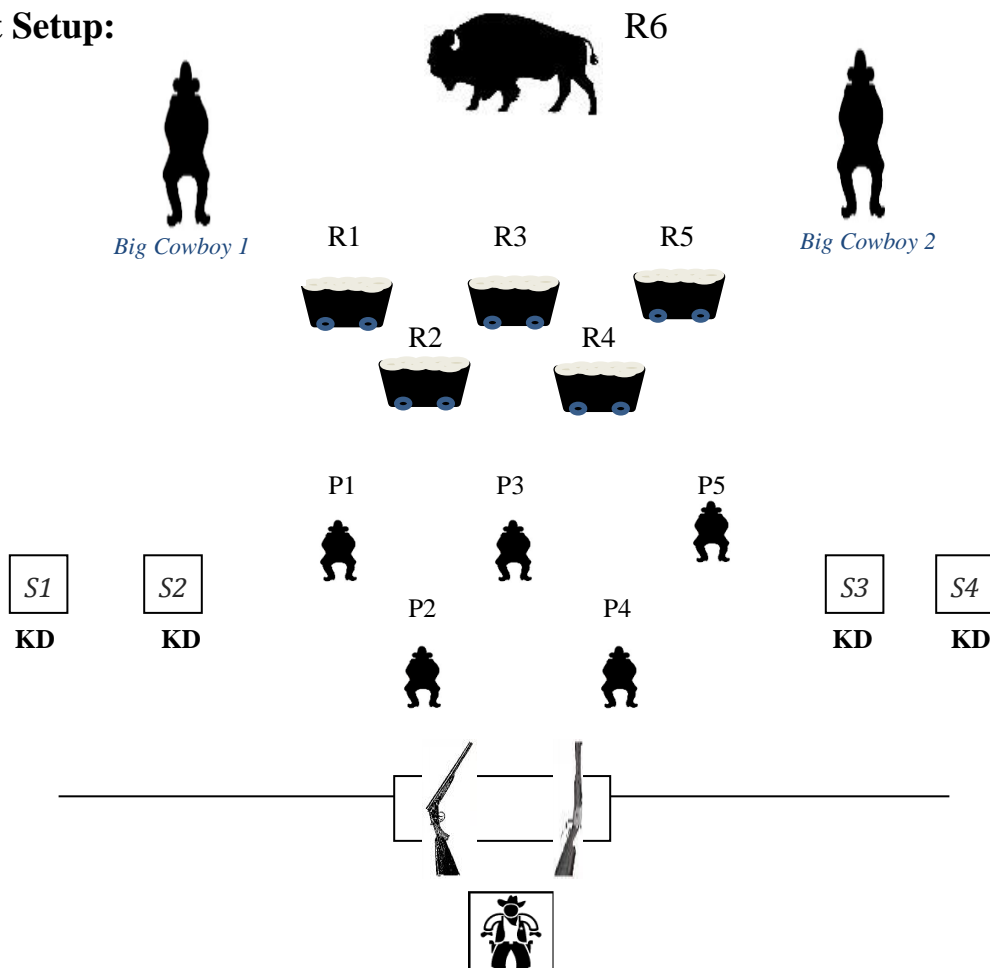
**Starting Position:** Shooter starts standing behind the table. Default starting position.

**When ready, say the line: I'm rich!!**

**ATB:** With Rifle, engage the Buffalo (R6) three times and the two Big Cowboys twice each. Make Rifle safe. With Shotgun, engage 4 shotgun targets, in any order. Make Shotgun safe. With Pistol, engage the close Cowboys 1,2,2,3,4,4,5. Repeat from the right, 5,4,4,3,2,2,1. Then engage the Ore Carts with same instructions. With 5<sup>th</sup> magazine, engage the Buffalo three times and the Big Cowboys twice each.

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



# STAGE 7

**Location: Train**

**Ammunition required:** 28 Pistol, holstered. NO Rifle, 6+ Shotgun in Window1.

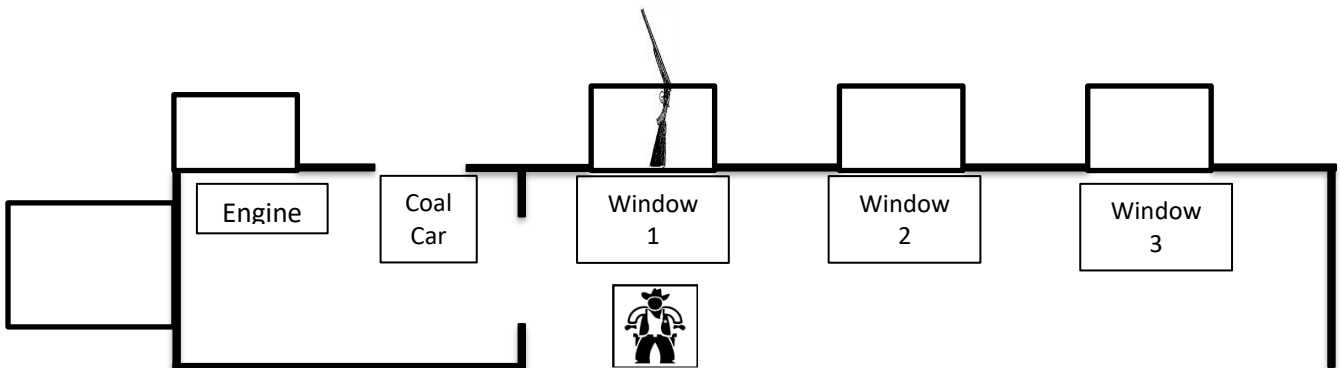
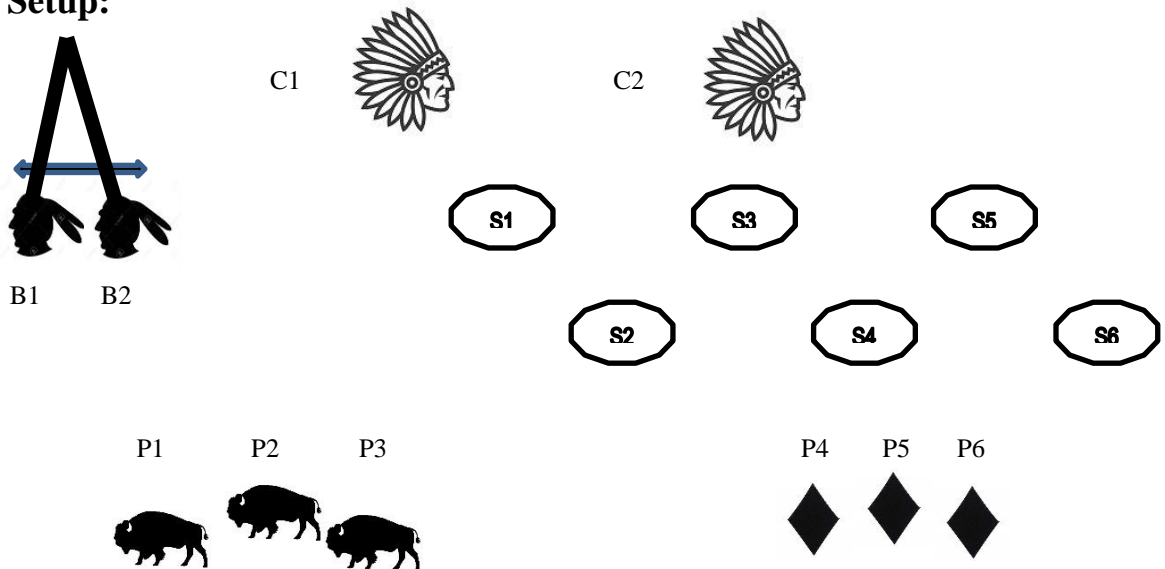
**Starting Position:** Shooter starts standing in Window1. Default starting position.

**When ready, say the line: Don't shoot my mule.**

**ATB:** With shotgun, engage two shotgun targets in any order from each window. With Pistol from Window3, engage the diamonds (P4-6) once each and then stationary Indian Chiefs (C1-2) twice each. Move to Window2 and repeat instructions. Move to Engine and release swinger. With Pistol engage the three buffalos (P1-3) once each and then the swinging Indian Braves (B1-2) twice each. Move to Coal Car and repeat instructions.

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



# STAGE 8

**Location: Barn**

**Ammunition required:** 28 Pistol, holstered. NO Rifle, 4+ Shotgun, staged on table.

**Starting Position:** Shooter starts standing behind table holding down Turtle switch plate with one hand and the other hand on Pistol.

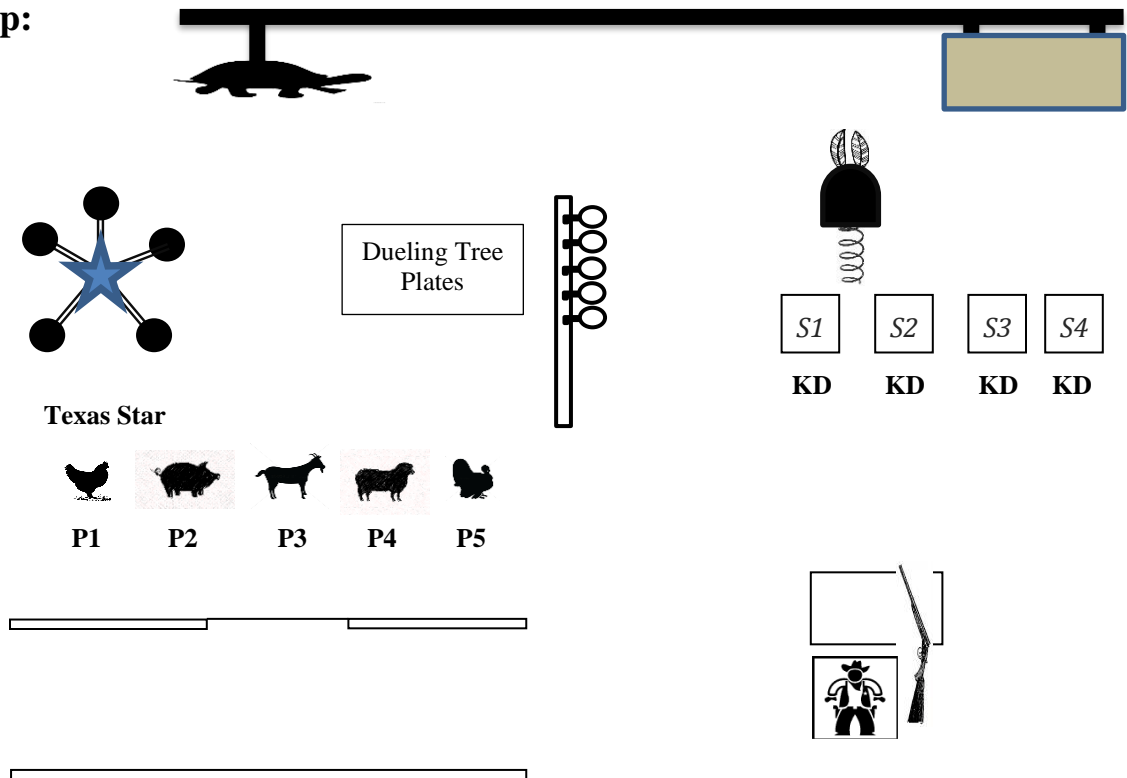
**When ready, say the line: Don't shoot my mule.**

**ATB:** With Pistol engage the Turtle 7 times. If Turtle enters house before the 7<sup>th</sup> round, put remaining round(s) on bouncing tombstone. With Pistol, move to opening in fence and engage Texas Star with 5 rounds and then single tap P1 and P2. With another magazine, engage the Dueling Tree with 5 rounds and then single tap P5 and P4. With another magazine, clear any plates on the Star or Tree and then single tap the animals as necessary. Make Pistol safe and with Shotgun engage 4 KD shotgun targets in any order. Afterwards, any misses on the Tree/Star Rack can be made up with the shotgun on the bouncing tombstone.

**NOTE:** Tree plates DO NOT have to swing all the way around to count as a hit.

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



## STAGE 9

**Location: Jail**

**Ammunition required:** 21 Pistol, holstered. 7 Rifle, staged in window. 6+ Shotgun.

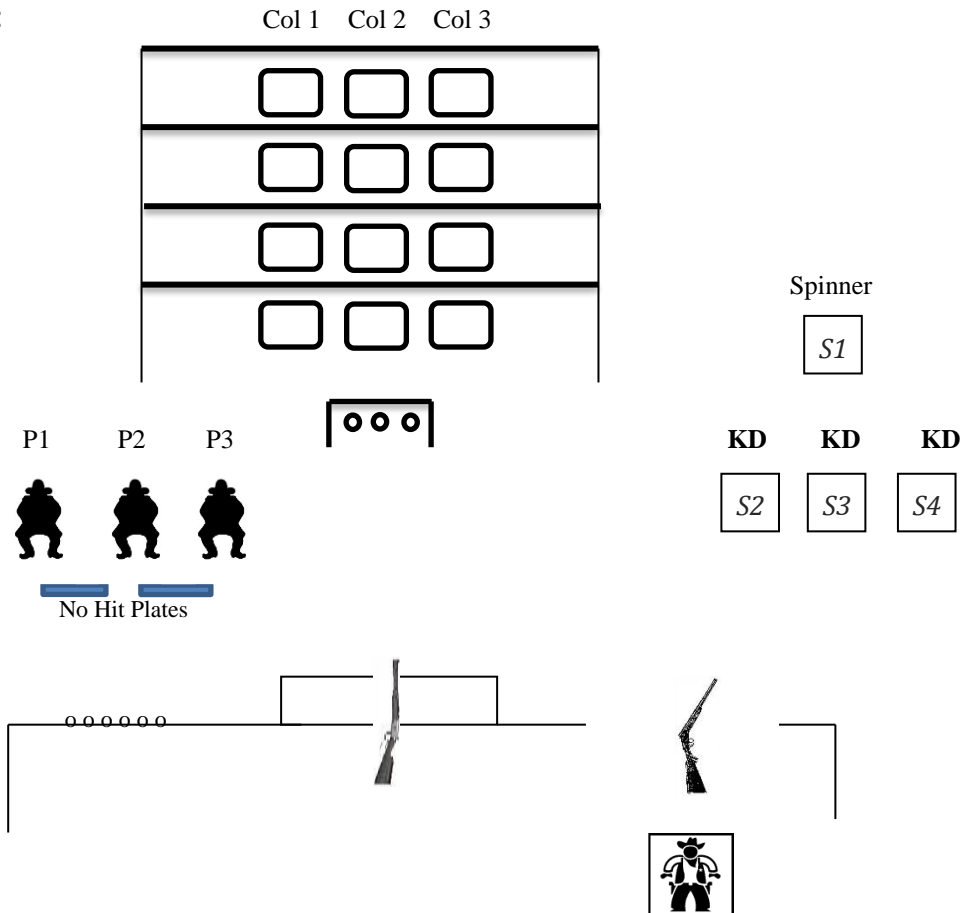
**Starting Position:** Shooter starts standing in the doorway with the shotgun at the ready.

**When ready, say the line: I ain't gonna hang.**

**ATB:** With Shotgun engage the shotgun targets, Spinner-S1, Knockdown-S2, Spinner-S1, Knockdown-S3, Spinner-S1, Knockdown-S4. Make Shotgun safe. With Rifle from window, engage the middle four plates in Col2 top to bottom and the three singing plates in any order. Make Rifle safe. With Pistol from Jail Cell engage the Cowboy pistol targets in a Nevada sweep from either end: 1,2,3,2,1,2,3 or 3,2,1,2,3,2,1. The Front Plates are "No Hit" and will count as a miss if hit. Move back to window and engage the left column (#1) of Rifle targets top to bottom and then the three swinging plates in any order. Repeat for the right column (#3).

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



# STAGE 10

**Location: Bank**

**Ammunition required:** 28 Pistol, holstered. 8 Rifle, staged in center window.  
4 Shotgun, staged in right window.

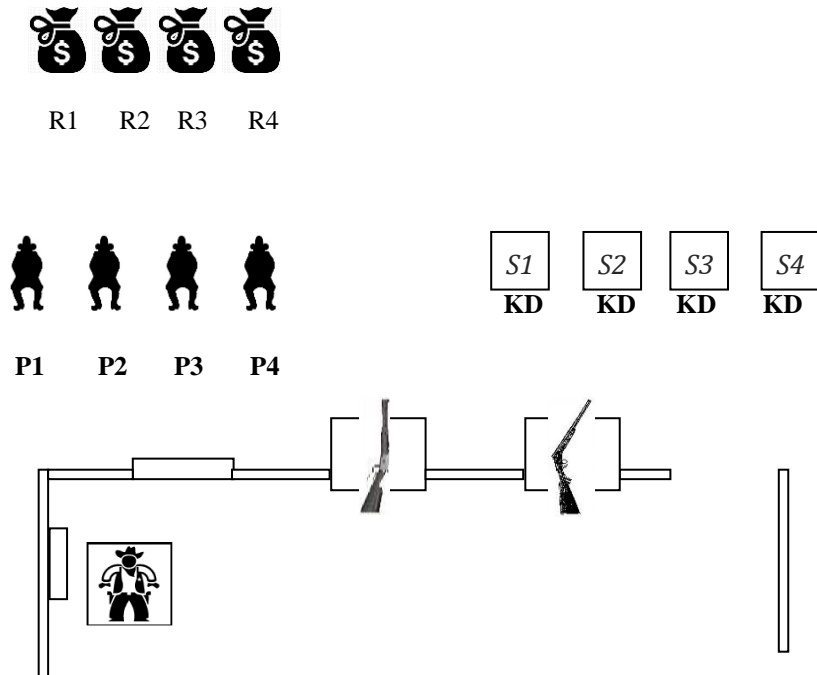
**Starting Position:** Shooter starts standing in front of safe, (toes on the line, hands at sides) facing the safe.

**When ready, say the line: Gimmie the money.**

**ATB:** With Rifle engage the Rifle and Pistol targets alternating P1, R1, P2, R2, P3, R3, P4, R4. Make Rifle safe and with Shotgun from DOOR engage all 4 knockdowns in any order. Make Shotgun safe. Move to the left window and with Pistol engage the Rifle and Pistol targets with 4 rounds on P1 and then 3 rounds on R1. Repeat for P2R2, P3R3 and P4R4.

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**

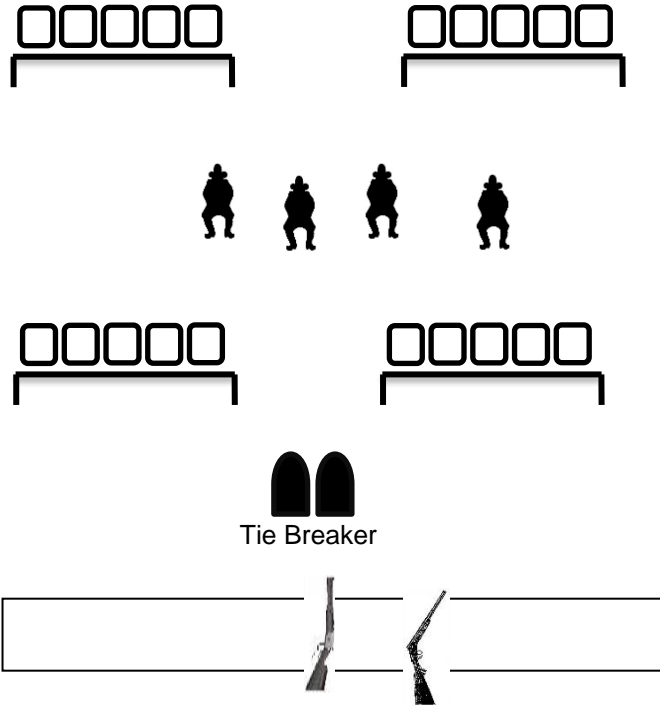




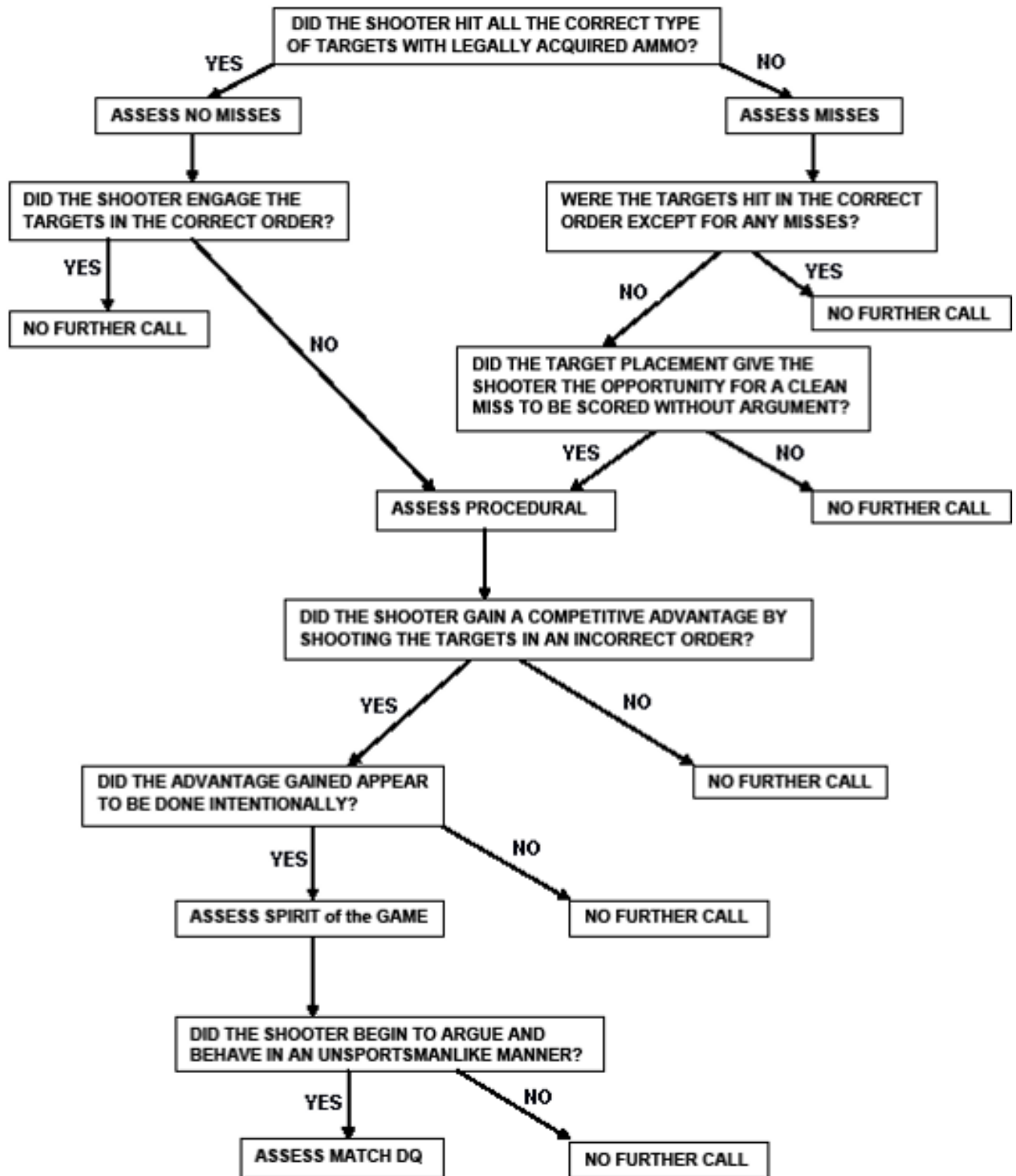
## Fumble/Practice STAGE

### Location: Man on Man


The Man on Man stage which is to the far right as you're looking downrange is reserved for a Fumble and Practice area. Should a shooter need to test out a firearm, he/she may use this stage as long as the range is hot. There will be stationary and knockdown targets for your use.




# Miss Flow Chart



## WILD BUNCH POCKET RO CARD

 <b>Wild Bunch Pocket RO Card</b> "SDQ" = Stage Disqualification; "MDQ" = Match Disqualification "MSV" Minor Safety Violation = 10 Second penalty	MSV	SDQ	MDQ
Failure to have the trigger finger outside the trigger guard while moving.	█		
Failure to have the trigger finger outside the trigger guard while reloading.	█		
Failure to have the trigger finger outside the trigger guard when clearing a malfunction.	█		
Not cycling a long gun's action at the end of a shooting string.	█		
Leaving the loading table with a cocked loaded firearm		█	
Moving with a live round under the hammer		█	
Live round left in the chamber of a long gun		█	
A cocked pistol with a live round leaving the shooter's hand		█	
Re-holstering the pistol after it is charged without it being cleared by a stage official.		█	
Discharge impacting 5-10 feet from shooter, while on the firing line		█	
Leaving the firing line after the first round goes down range		█	
Violation of 170 rule (without sweeping anyone)		█	
Sweeping anyone with unloaded firearm		█	

 <b>Wild Bunch Pocket RO Card</b> "SDQ" = Stage Disqualification; "MDQ" = Match Disqualification "MSV" Minor Safety Violation = 10 Second penalty	MSV	SDQ	MDQ
Not adhering to loading or unloading procedures		█	
Dropped gun (unloaded/empty)		█	
Manually de-cocking any firearm on the firing line		█	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on)		█	
Use of illegal or illegally-modified firearm ( <b>for scoring purposes only</b> )			█
Use of ammunition that does not meet power factor ( <b>for scoring purposes only</b> )			█
Discharge impacting within 5 feet from shooter while on the firing line, or any discharge away from the firing line, or any discharge in the loading or unloading areas			█
Sweeping anyone with loaded firearm			█
Any two (2) stage DQ's or 2 F.T.E./S.O.G.'s during the course of a match			█
Dropped gun (loaded)			█
Shooting out of category. 1 <sup>st</sup> violation is a procedure, 2 <sup>nd</sup> violation is SDQ, 3 <sup>rd</sup> violation is MDQ.	P	2	3

**Procedural:** Unintentional errors caused by confusion or mistakes. If unable to comply with stage instructions due to physical limitations or handicap, the RO may make allowances for the shooter to complete the stage w/o penalty, adhering as closely as possible to the spirit of the game. **10 seconds; no more than one procedural penalty may be assessed per stag**

**Failure to Engage/Spirit of the Game:** Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage or willfully disregarding a non-shooting procedure. **30 seconds**

Not meeting Power Factor OR an illegal or illegally modified firearm is a MDQ for Scoring purposes only.

**Re-shoots** are granted for failure of props/match equipment, Range Officer impeding shooter progress, or timer failure. Only safety penalties carry over.

**Restarts** shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained.



# BUSHWHACK AT GATOR POND 2021



Stage	Raw Time	Misses # x5	Penalty (Procedural)	M Safety x10	Bonus -5		Total Time
Graveyard		( ) +	+	( ) +	-	=	
Graveyard/Fort						=	
Fort						=	
Mercantile 1						=	
Mercantile 2						=	
Mine Office						=	
Train						=	
Barn						=	
Jail						=	
Bank						=	

The Deadwood Marshals would like to thank you for joining us; we sincerely hope you enjoyed the match and our cowboy town.

If you enjoyed yourself, please tell others. If you did not enjoy yourself, please tell us; we would appreciate any comments and feedback you may have.

Please feel welcome to join us throughout the year and we hope to see you back again next year.

## STAGE X (Extra stage if needed)

**Location:** Saloon

**Ammunition required:** 35 Pistol, holstered. 7 Rifle on bar. 6+ Shotgun at the ready.

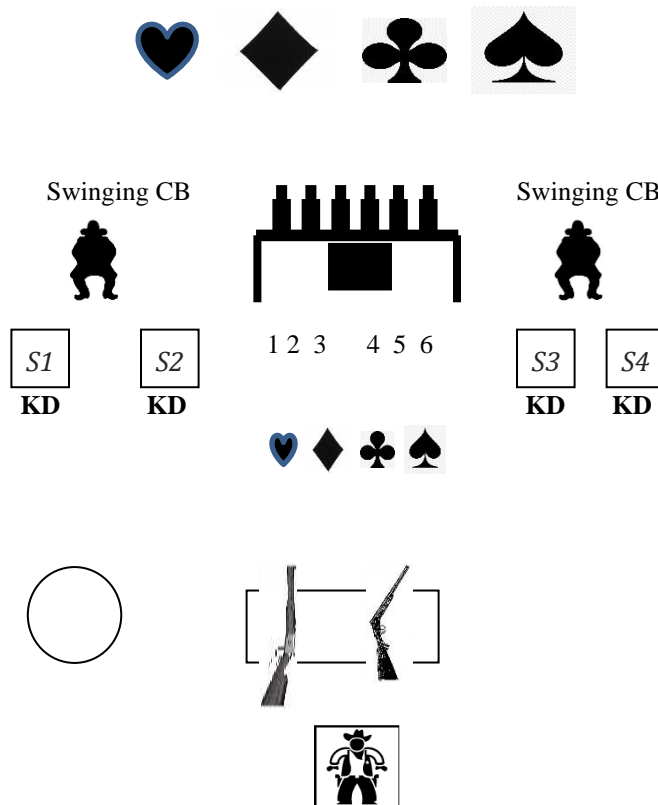
**Starting Position:** Shooter starts standing behind the bar shotgun at the ready.

**When ready, say the line: Whiskey for me and Beer for my horse.**

**ATB:** With shotgun engage the left three shotgun targets (Left Swinging CB, S1, S2) in any order and then the right three shotgun targets (Right Swinging CB, S3, S4). Make shotgun safe. With Rifle engage rifle targets in Nevada Sweep from either end. Make rifle safe. With Pistol engage pistol targets in a Nevada Sweep from either end and then repeat from other end. Repeat instructions on Rifle targets. Then engage the bottle rack until down placing any remaining round on the plate below. Any bottles still remaining up may be made up with the shotgun on either swinging cowboy.

Clear pistol with RO then holster, retrieve long guns, and proceed to the unloading area.

**Target Setup:**



## STAGE X+1 (Extra stage if needed)

### Location: Pig Pen

**Ammunition required:** 28 Pistol, holstered. 7 Rifle and 6+ Shotgun both on Pig Pen shelf.

**Starting Position:** Standing inside building at left window. Default starting position.

**When ready, say the line: Holler...“Here piggy piggy”.**

**ATB:** Release swinger and with Rifle engage the 4 stationary pigs on the swinging rack and then triple tap the swinging pig. Make rifle safe and with shotgun engage the two bouncers and then a KD; repeat with second KD. With Pistol repeat the Rifle instructions. Move to far-left window and with Pistol engage far round plates once each then the Bouncer just below twice. Engage the closer square plates once each and then the Bouncer to the right twice. Engage the plate rack until down and then dump on bouncer below. Any plates on the knock down rack still standing can be made up with shotgun on Far/Tall tombstone.

Clear pistol with RO, holster, retrieve long guns, and then proceed to the unloading area.

