

Montana Territory Peacemakers September 25th 2026 Wildbunch Shoot.

Introduction: Mule Cobbler and Tater Tot had been running from the banditos for most of the day and the sun was setting low on the horizon. Tater said to Mule “we ain’t got no time for none of your jawin Mule, lets get some shootin done”. And so it began....

There are no required opening lines for the stages. The shooter may indicate that they are ready in any way they please.

Example: Damn it Mule

Stage Conventions:

Foot falls:

Both feet must be behind the starting position.

Unless otherwise stated one foot behind additional positions.

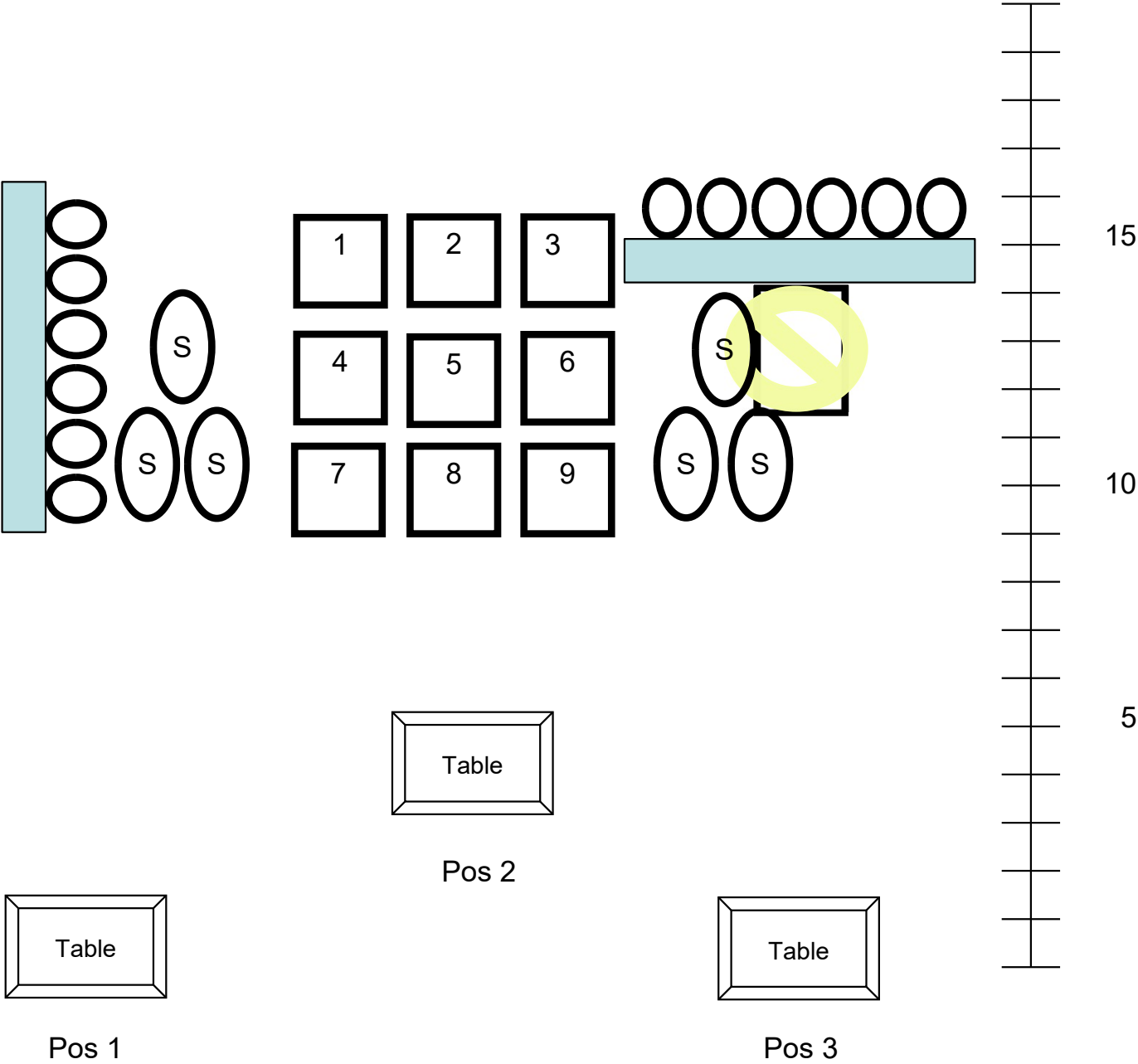
Tables are not expendable. If you shoot a table, you will earn a stage DQ.

If the Timer operator determines your gun was not re-staged safely (into the berm) you will be called back to make your gun safe with no additional penalty other than time spent.

If it doesn't say you can't, you can (as long as it does not violate SASS and or local range rules).

Range 1 Stage 1

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 1

6 Rifle 28 Pistol 6 Shotgun

Starting at position 1 or 3, Rifle in hands. Shotgun staged safely.
Pistol holstered.

At the signal:

Position 1 Rifle: choose one option, engage dueling tree targets. Dueling tree must move to be counted **or** position 3: engage plate rack. Plate rack must fall to be counted. Restage rifle at position 1 or 3 into the berm for forward movement unless taking it forward.

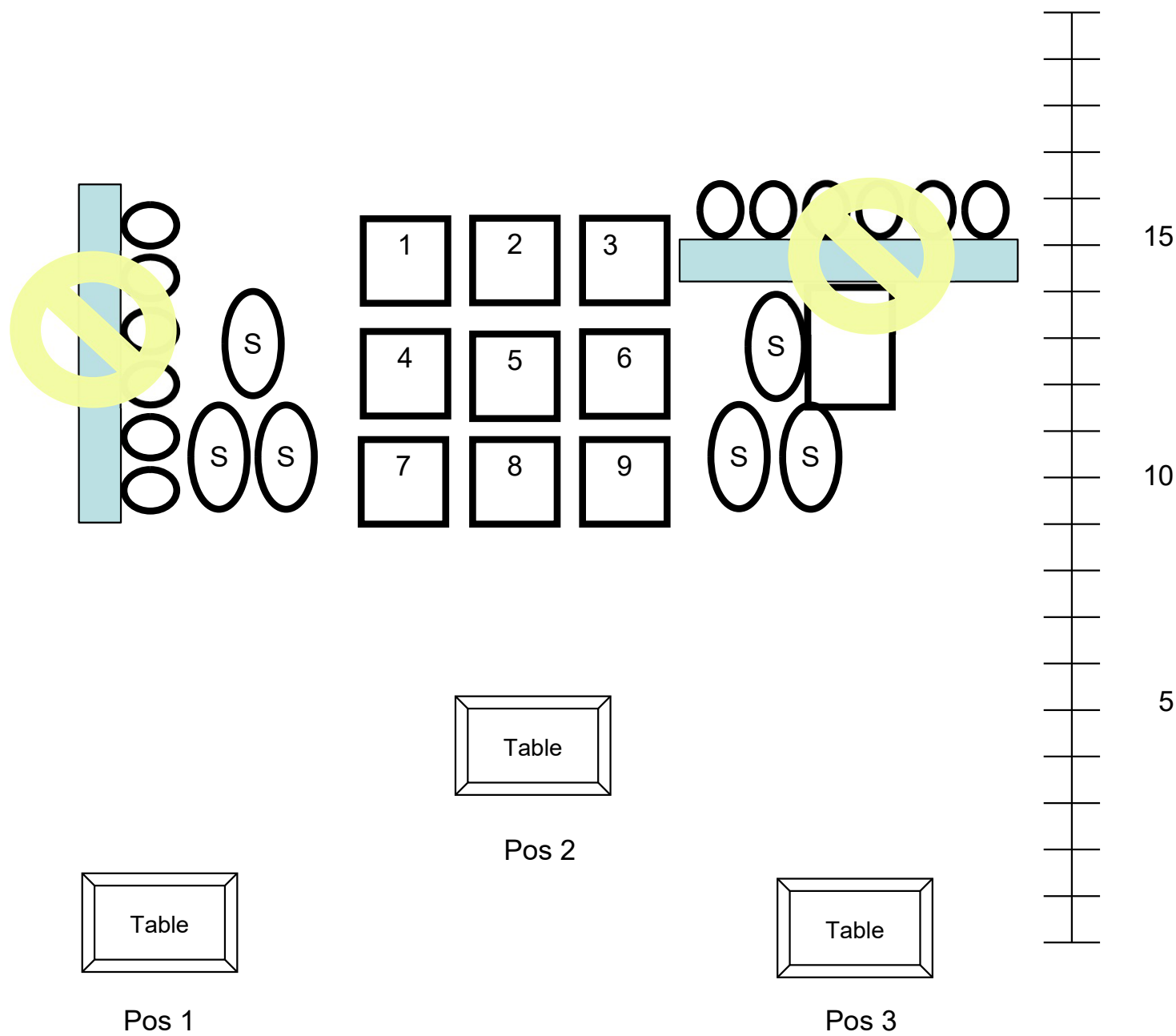
Position 1 to position 2 and anywhere in between **or** position 3 to position 2 and anywhere in between Shotgun: engage all 6 targets. Restage shotgun into the berm for forward movement unless taking it forward.

Position 2 Pistol: Starting on any corner shoot (example: 1,2,3,6,9,6,3) Then repeat 3 times starting on the corner (3) that you ended on to make a complete circumnavigation.

Into the Berm: The angle of the barrel must intersect the side berm before it connects to the back berm.

Range 1 Stage 2

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 2

10 Rifle 28 Pistol 6 Shotgun

Starting at position 1 or 3, Hands on rifle. Shotgun staged safely.
Pistol holstered.

At the signal:

Position 1 or 3 Rifle: From the top left and right target make a diagonal 5 shot Nevada sweep. Take the rifle with you to position 2 and stage safely or **If rifle is re-staged at position 1 or 3 barrel must be pointed into berm for down range movement.**

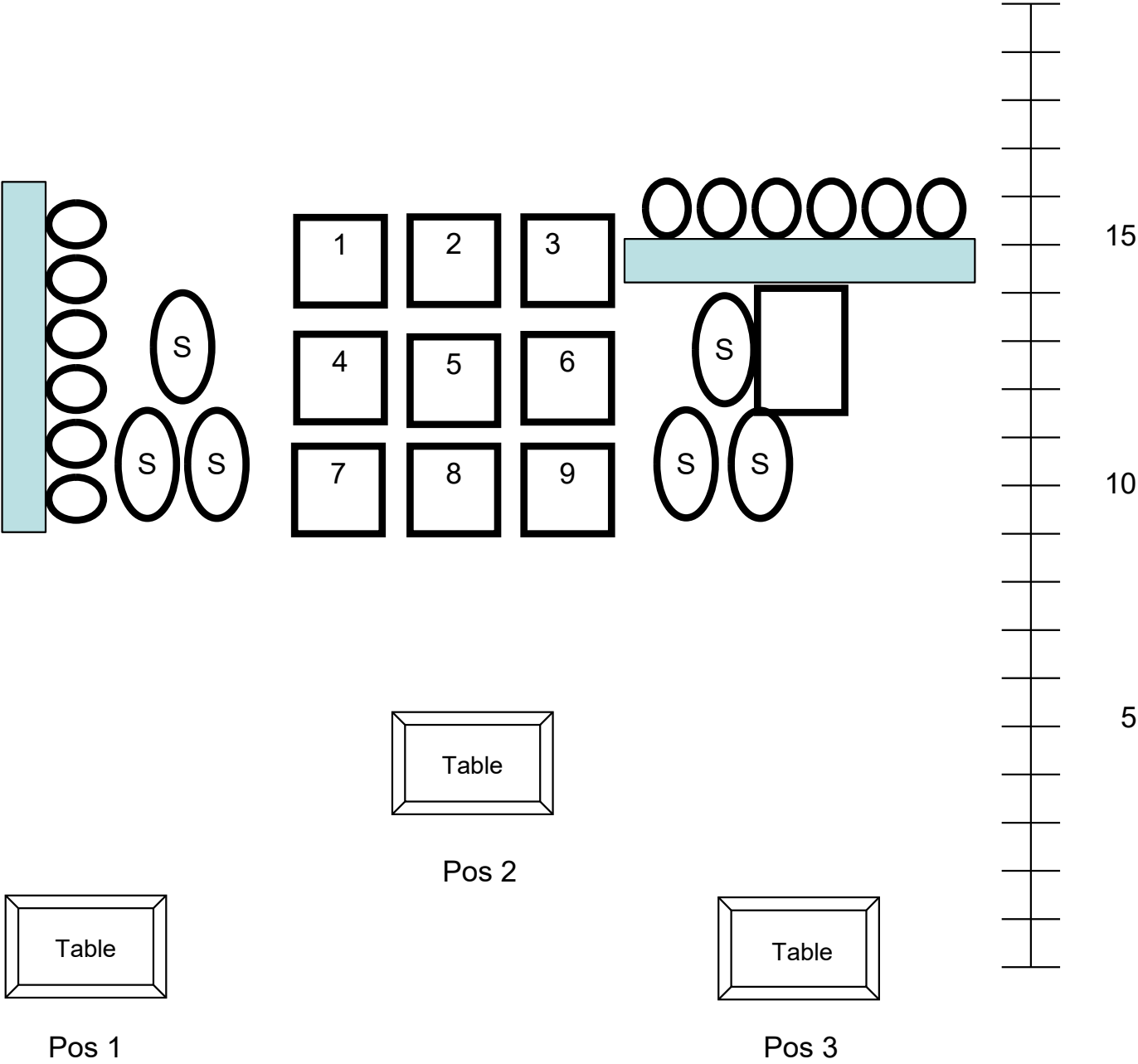
Position 2 Pistol: engage targets diagonally in a 7 shot Nevada sweep starting on each of the 4 corners..

Position 2 Shotgun: engage S targets until down.

Into the Berm: The angle of the barrel must intersect the side berm before it connects to the back berm.

Range 1 Stage 3

Pistols 7 Yards Rifle 15 Yards



Rack

Range 1 Stage 3

10 Rifle 21 Pistol

Start at pos 3 Rifle staged safely shooter “at the ready”
Pistol holstered.

Shooting order: Pistol must be last

At the signal:

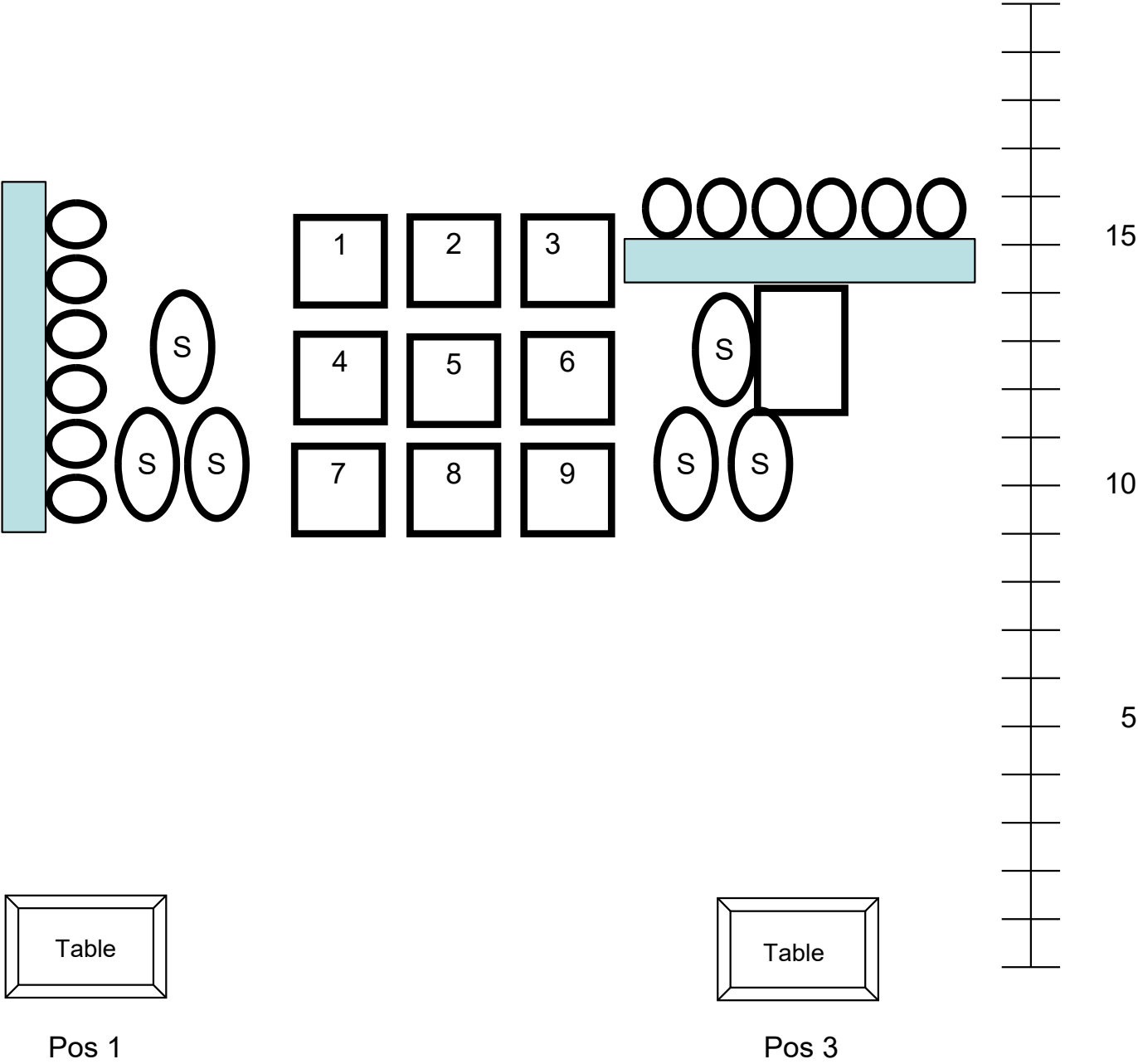
Position 3 Rifle: engage plate rack with rifle until all plates are down. If there are any rounds remaining in rifle after all plates are down put them on the dump plate. Misses on dump plate are counted as misses. **If rifle is re-staged at position 3 barrel must be pointed into berm for down range movement.**

Position 1 and or 2 Pistol: Engage dueling tree (plates must move to count), S knockdowns(must fall to count) and all plates with the exception of the dump plate.

Into the Berm: The angle of the barrel must intersect the side berm before it connects to the back berm.

Range 1 Stage 4

Pistols 10 Yards Shotgun 10 Yards



Rack

Range 1 Stage 4

10 Shotgun 14 Pistol

Start at pos 1 or 3 Shotgun staged safely,
Pistol holstered. Shooter “at the ready”

Shooting order: Shooter's choice

At the signal:

Position 1 and 3 Shotgun: engage shotgun knockdowns and corner plates.

Position 1 and 3 Pistol: engage dueling tree (plates must move to count) and plate rack (plates must fall to count) with 12 rounds, put any additional rounds (2) on any two stationary plates.

“at the ready” = Not touching guns or ammo