

UBC Backyard Wild Bunch Shootout.

Introduction

The following paragraph is the first thing you see on the USA website for Wild Bunch Action Shooting.

Welcome to the "Hottest Game" around, SASS Wild Bunch Action Shooting. Undeniably, Wild Bunch Action Shooting shares similarities to SASS Cowboy Action Shooting. However, there are some notable differences. The sport uses 1911 Pistols in .45 acp, Lever Action Rifles chambered for pistol caliber of .40 and above, and model 1897 12ga. Pump Shotguns. Sanctioned matches are designed specifically to provide stage scenarios which incorporate down range as well as lateral movement, more pistol and shotgun rounds fired per stage and a variety of reactive targets such as plate racks, duelling trees, moving targets and rifle/pistol knockdown targets as well.

For the UBC, where there is likely to be a preponderance of semi-auto pistols, it seemed more appropriate to choose the Wild Bunch setup rather than Single Action Revolver Shooting but it has been modified from plates and reactive targets to our usual A4 paper targets and, to allow any and all members to take part, both revolvers and semi-auto multi-shot CO2/ airsoft pistols are eligible. The lever action rifle is likely to be represented by the Umarex Winchester and BB Daisy Red Ryder and Crosman Marlin. Since it was suspected there might be only a few repro shotguns around (e.g. airsoft examples), this part of the shooting would allow the lever action rifle to be used a second time as a substitute for a shotgun (the cycling of the lever action representing and taking the place of the "pumping" of the shotgun).

Four targets have been designed to give a competition series spanning 3 months. Each month consists of 4 separate stages utilizing 2 out of the 4 targets available and the stages have been designed to give the shooter a variety of scenarios whereby all three guns (lever action rifle, the pistol and finally shotgun) have to be used. A variety of time limits have been imposed for the different scenarios and scoring therefore depends on accuracy and changes of firearm with a minor factor of speed. As with all UBC competitions the greatest element is for us all **to have fun** and therefore the actual time limits are relatively lengthy and are only there to ensure competitors don't feel they need to spend all day sighting up – this is a cowboy shootout after all; it requires quick fire shooting – **Yeehaaa**.

Guns to be Used

Basically the full bore competitions in the states require 3 different guns to be available:-

Lever Action Rifle

In our case this will be represented by the Umarex Winchester CO2 rifle, and spring rifles like the Daisy Red Ryder and Crosman Marlin. The Umarex has a clear advantage in accuracy and speed but this should be cancelled out to some degree by the incorporation of enough shots being fired so that a reload is needed for the Umarex but the Daisy and Crosman have reservoirs holding several 100 BBs.

Pistol

In the states this is the 1911 for Wild Bunch Shooting. In this comp **ANY** multishot CO2 pistol (but not competition models) or airsoft pistol can be used and this would include 6 shot revolvers as the course of fire takes their 6 shot chamber into account. The same pistol has to be used for all stages in any one month but you can use a different pistol in different months – note that the pistol shooting in month 3 is single action (so a Colt Defender BB gun would not be eligible for month 3 as it is double action only).

Shotgun

This is designated as a pump action in the full bore comp. and any airsoft or CO2 BB versions of a pump action shotgun (even military / tactical ones) may be used. However, those shooting more than one BB at a time cannot be accommodated by the courses of fire set out.

If you do not have a shotgun you can still enter the competition. You may just reuse the lever action rifle where the use of the lever action will be considered the equivalent of “pumping” a shotgun.

In line with the era (late 19th century) no red dot sights etc. allowed – all open sights.

All shooting will be from 6 yards (except for the move to 4 yards which occurs in month 3). The 3 guns (or 2 if no shotgun is available) will be laid out ready on a table (or similar) within easy reach of the competitor (in front of or to the side). It is suggested a cushion or folded blanket is laid on the table to stop guns sliding off when changing from one to another and also to catch magazines/cartridges during reloads.

For authenticity a holster may be used, if you wish, for the pistol but you can still just place the pistol on the table at the gun change.

Shooting is nearly always two handed and double action for the pistol but month 3 includes single action single handed shooting.

Reloads

In the case of pistols, where a reload is specified, this **must** be incorporated into the stage – even if you are using a BB pistol with a magazine that holds sufficient BBs to complete the course of fire.

Stance

Shooting will be mostly from the standing position but there are some stages where you will be kneeling (or sitting if kneeling is difficult). Neither rifle, pistol or shotgun may be supported on anything when shooting.

Targets and Scoring

The following are the four targets being used and all will be shot from a distance of 6 yards (in the very last stage of month three there is one move from 6 yards to 4 yards). A target pack will be issued for each month consisting of two different targets per month. The rules and detailed course of fire will be included with each pack. These targets do not contain the usual concentric circles for scoring but rather areas of colour. Examples of how to score are shown further down but in general

the scoring is “upward” – namely, where a shot cuts a boundary line between two colours (whether they are concentric ovals or line drawn irregular areas) then you always score the highest scoring coloured area. Note that the bottom baddie in target 1 below has a “transparent hat”. Bullets will pass straight through his hat and score hits on the men behind – however you score nothing for hitting the grey parts of the other two hats.

UBC Backyard Wild Bunch Shootout Target 1

Scoring

Red	10
Yellow	7
Blue	4
White	0

UBC Backyard Wild Bunch Shootout Target 2

Scoring

Red	10
Yellow	7
Blue	4
White	0

UBC Backyard Wild Bunch Shootout Target 3

Scoring

Red	10
Yellow	7
Blue	4
White	0

UBC Backyard Wild Bunch Shootout Target 4

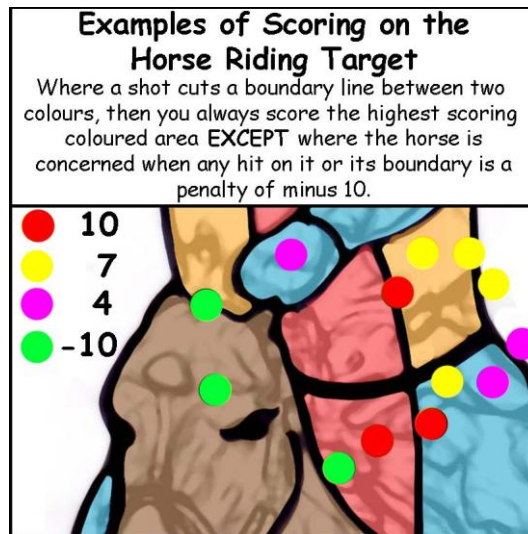
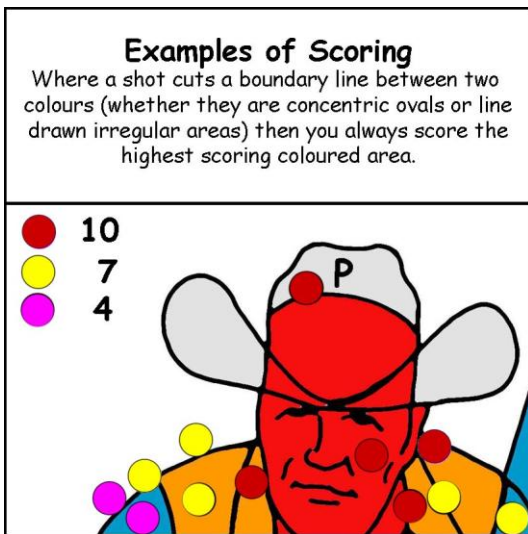
Scoring

Red	10
Yellow	7
Blue	4
White	0
Brown	-10

Penalties

The only exception to the above scoring principles is the horse on target 4 which has a **minus score** ! After all, we don't like harming animals in the UK ! – although historically the accepted practice in any gunfight (military or civil) was always to take out the horse from under the rider as the easiest target.

Other than that, there are no real penalty hits in this competition. To simulate “real life” situations **ALL SHOTS COUNT** on these targets; which means that although the course of fire for target 1 (with the 3 baddies on) may direct you to fire 5 shots into each of the 3 men it wouldn't matter if, by accident, you had 3 shots in one, 5 in the next and 7 in the last – you score them all (3 shots will likely kill you as good as 7 will!). The only penalty will be if one baddie on any of the targets ends up with absolutely no hits on (very unlikely) and then you **HALVE** the whole score for that target.



A timer/ stopwatch should not be required as the minimum time limit is 30 seconds and most stages require 60, 90, or 120 seconds – a large clock with second hand in easy view will probably suffice.

A score card is provided where you can enter your results. A total score for each stage is entered so there are 4 scores to fill in and submit for each month (we are not breaking down the scores into the different guns used).

Go on – don your best cowboy outfit and get shooting.

Oldboy John

