



Border Vigilantes Proudly Present

HELL ON WHEELS



2026

SASS WYOMING STATE CHAMPIONSHIP

July 2-5, 2026

Otto Road Shooting Range, Cheyenne, Wyoming

This year at Hell on Wheels we will explore
the legendary films of



Clint Eastwood

Each stage will depict a scene from one of
Clint's films, with lines to match.

So are you gonna pull those pistols or whistle
dixie?

2026 HELL ON WHEELS SCHEDULE OF EVENTS

WEDNESDAY JULY 1

- **REGISTRATION-4:30PM TO 6:00PM, MAIN PAVILION**

THURSDAY JULY 2

- **REGISTRATION-8:00AM TO 4:00PM, MAIN PAVILION**
- **4 STAGES WARM UP-FIRST WAVE REGISTRATION 7:00AM, SHOOT AT 8:00AM, BAYS 3-6**
- **4 STAGES WARM UP-SECOND WAVE REGISTRATION 12:00PM, SHOOT AT 1:00PM, BAYS 3-6**
- **SIDE MATCHES-TO FOLLOW THE FIRST WAVE OF WARM UP MATCHES**
 - SPEED EVENTS-BAY 12**
 - DERRINGER AND POCKET PISTOL-BAY 11**
 - LONG RANGE PISTOL AND PISTOL CALIBER RIFLE-BAY 7**
 - BB GUN-BAY 13**
 - LOLLIPOP MATCH BY COWGIRLUP.ORG-BAY 8**
- **MAIN MATCH WALK THROUGH-5:00PM, MEET AT BAY 1**

FRIDAY JULY 3

- **REGISTRATION-7:00AM TO 8:00AM, MAIN PAVILION**
- **OPENING CEREMONY/SAFETY MEETING-8:30AM, MAIN PAVILION**
- **MAIN MATCH-FOLLOWING SAFETY MEETING, 6 STAGES**
- **LONG RANGE-2:00PM, LONG RANGE BAY**
- **COWBOY SWAP MEET-3:00PM, MAIN PAVILION**
- **COOK YOUR OWN STEAK NIGHT-6:00PM, MAIN PAVILION**

SATURDAY JULY 4

- **MAIN MATCH-SHOOTING STARTS AT 9:00AM, 6 STAGES**
- **TOP GUN SHOOT OFF-BAY 9, 2:30PM**
- **CASINO NIGHT AND SIDE MATCH AWARDS-6:00PM, MAIN PAVILION**

SUNDAY JULY 5

- **COWBOY CHURCH-7:30AM, WEST PAVILION**
- **COUPLES SHOOT-9:00AM, BAY 9**
- **PRAIRIE PUPS MATCH-9:00AM BAY 10 & 11**
- **AWARDS-IMMEDIATELY AFTER SHOOTING IS COMPLETE, MAIN PAVILION**

Welcome to Hell on Wheels 2026 Wyoming State SASS Championship

We want your stay in Cheyenne to be enjoyable, so please take a few minutes to review the health hints we have included for you!

Please notify your Posse Leader, a Border Vigilante, or a Staff Member in the registration area of any illness or injury, immediately so that we can assist you.

Beating the heat!

The best way to beat the heat is to drink plenty of water, wear plenty of sunscreen, and of course wear your hat or bonnet!

Symptoms to watch for: weakness, dizziness, nausea, muscle cramps, fainting, headache, confusion, hot and dry skin, or lack of sweating.

Altitude sickness

Our altitude can be deceiving, especially for a person who lives at sea level!

You may feel dizzy, crabby, have a headache, or get short of breath.

Drink plenty of fluids, get plenty of sleep, and pace yourself the first day here.

There is a first aid kit available in the Classroom if you are in need of any first aid supplies.

STAGE CONVENTIONS & STANDARD RANGE BEHAVIOR

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 SASS matches unless otherwise directed in stage descriptions.

All knockdown shotgun targets may be reengaged until down.

All knockdown targets (shotgun, rifle, or revolver) must go down to count.

All staged guns shall have their barrels pointed safely down range or into the berm. All long guns staged horizontally shall be staged lying flat where at least the rear of the trigger guard is on the staging area.

Staged shotguns will be open and empty.

Shooters may not start a stage with ammunition in hand.

Long guns will be discarded open and empty with their barrels pointed safely down range or into the berm.

Revolvers are returned to leather after the shooting string.

Revolvers are drawn and used in accordance with the shooter's category.

Safe gun handling is the shooter's responsibility. The 170-degree safety rule is in effect.

The basketball traveling rule is when, when there is a live round under the hammer is in effect. PLEASE PLANT YOUR FEET.

If no starting position is given the shooter shall stand fully erect with revolvers holstered, hands at the side not touching any firearm.

Cowboy port arms is defined as standing fully erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.

Interpersonal Conflicts WILL NOT be tolerated.

Any Round over the berm—Constitutes a Match DQ.

ADDITIONAL SASS RANGE SAFETY RULES

Long guns will have their actions left open and the magazine/barrels empty at the conclusion of each shooting string. A 10 second minor safety penalty will be assessed if the firearm is not cleared and opened. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence and made “safe” and then re-staged. If the action of a long gun closes after being opened and emptied, the shooter will at the conclusion of the stage, show it to be clear to the RO or a spotter. Appropriate penalties will be applied if it was not clear. No one other than the competitor may handle the gun in question.

Examples:

Shooter returns to the long gun and opens it, and nothing is ejected and the chamber is empty—**NO CALL**

Shooter returns to the long gun and opens it, and an empty case/hull is ejected or in the chamber—**Minor Safety Violation**. If shooter returns to open and clear the action of a long gun before firing the next gun on the stage—**NO CALL**

Shooter returns to the long gun and opens it, and a live/unfired round is ejected or in the chamber—**Stage DQ** for a long gun having left the shooter’s hand with the action closed, hammer cocked with a live round in the chamber. In this case there is no opportunity to return to open it if called back before being committed to the next firearm—the penalty applies the moment it left the shooter’s hand.

Should someone other than the competitor open the action of the gun, any penalties that would have been incurred will still be applied.



OTTO ROAD SHOOTING RANGE SAFETY RULES_

OBEY ALL POSTED SIGNS

ALWAYS KEEP THE GUN POINTED IN A SAFE DIRECTION

ALWAYS KEEP YOUR FINGER OFF THE TRIGGER UNTIL READY TO SHOOT

ALWAYS KEEP THE ACTION OPEN AND FIREARM UNLOADED UNTIL READY TO USE

KNOW YOUR TARGET AND WHAT IS BEYOND

KNOW HOW TO USE THE GUN SAFELY

BE SURE THE GUN IS SAFE TO OPERATE

USE ONLY THE CORRECT AMMUNITION FOR YOUR GUN

WEAR EAR AND EYE PROTECTION

NEVER USE ALCOHOL OR DRUGS BEFORE OR WHILE SHOOTING

STORE GUNS SO THEY ARE NOT ACCESSIBLE TO UNAUTHORIZED PERSONS

DO NOT SHOOT OVER THE BERMS, OVER THE BACKSTOPS, OR FROM OUTSIDE A SHOOTING BAY’S REAR MOST LIMIT

ROUND ON THE GROUND IS DEAD, ANYWHERE ELSE YOU CAN PICK IT UP

Red Shirt Friday
redshirtfriday.com

America's troops are brave and selfless, putting their lives on the line to protect our country and our freedoms. If you are looking for a way to show your support for our fearless troops, Red Shirt Friday can help!

The goal of "Red Shirt Friday" is to put politics aside and undertake a simple action to show your support and appreciation for the sacrifices that our troops are making and veterans have made.

We care only about making our support of our servicemen and women known to our fellow Americans and the world.

We are a silent majority that does not wish to remain silent anymore. We need to let our servicemen and women know that we support their sacrifices and we will not forget them and we will do this by wearing red on every Friday.



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FOOD TRUCKS

THIS YEAR WE WILL HAVE 2 FOOD TRUCKS FOR EACH MAIN MATCH DAY.

FRIDAY

WARM FOOD PROVIDED BY *A LITTLE TASTE OF TEXAS BBQ*



COLD TREATS PROVIDED BY *SPROSTY'S FROSTY'S*



SATURDAY: WARM FOOD PROVIDED BY LOS 6 HERMANOS



COLD TREATS PROVIDED BY LUJOSA CHILL BAR



COOK YOUR OWN STEAK NIGHT

THIS IS HOW IT WORKS...

WE WILL PROVIDE GRILLS, CHARCHOAL, PLATES, BAKED POTATOES WITH FIXINS, SALADS WITH FIXINS, AND WE WILL HAVE SOME HAMBURGERS AND HOT DOGS READY FOR ANYONE WHO DOESN'T BRING SOMETHING TO COOK.

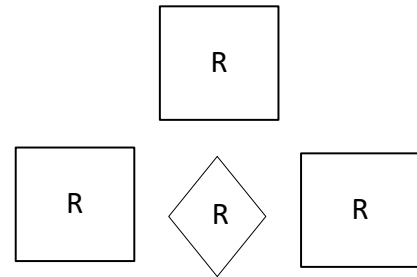
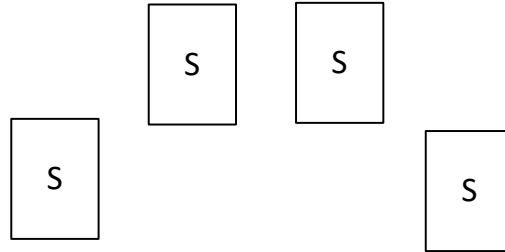
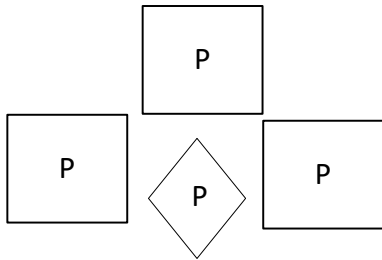
YOU WILL PROVIDE YOUR STEAK OR ANYTHING ELSE YOU WOULD LIKE TO COOK, DRINKS, AND A HUNGRY BELLY.

SOUNDS SIMPLE ENOUGH DON'T IT? SEE YOU THERE!

Warm-Up

Stage 1-Bay 3

Start at POS 1, hands on table
10 Pistol-Holstered
10 Rifle-POS 2
4+ Shotgun-POS 2 or 3



POS 1



POS 3



POS 2



At signal, engage Pistol targets with an anchor sweep using the diamond target as the anchor. Move to POS 2, engage Rifle targets with same directions as Pistol. Move to POS 3 and engage Shotgun targets until down.

Warm-Up

Stage 2-Bay 4

Start at POS 1 with hands on Pistol(s)

10 Pistol-holstered

10 Rifle-POS 2

3+ Shotgun-POS 2 or 3

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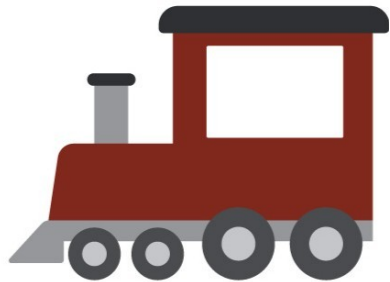
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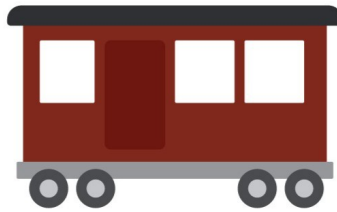
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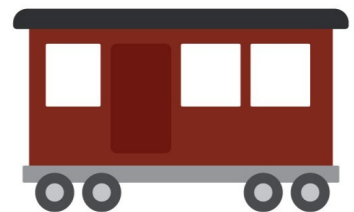
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POS 1



POS 2



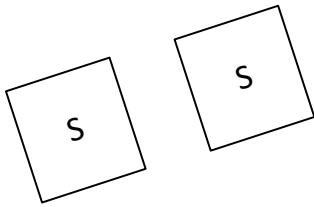
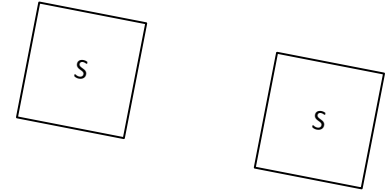
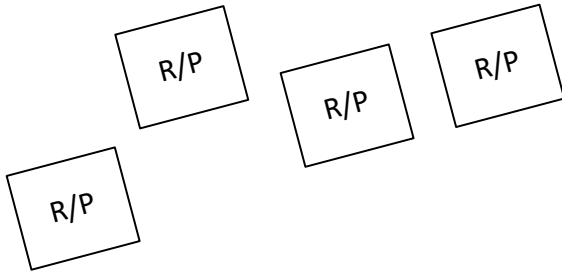
POS 3

At signal engage Pistol targets with a 3-4-3 sweep. Move to POS 2, engage Rifle targets in the same manner as Pistol. Move to POS 3, engage Shotgun targets until down.

Warm-Up

Stage 3-Bay 5

Start at POS 1, Rifle in Hands
10 Pistol-holstered
10 Rifle-In hands
4+ Shotgun-POS 1



POS 4



POS 3



POS 2



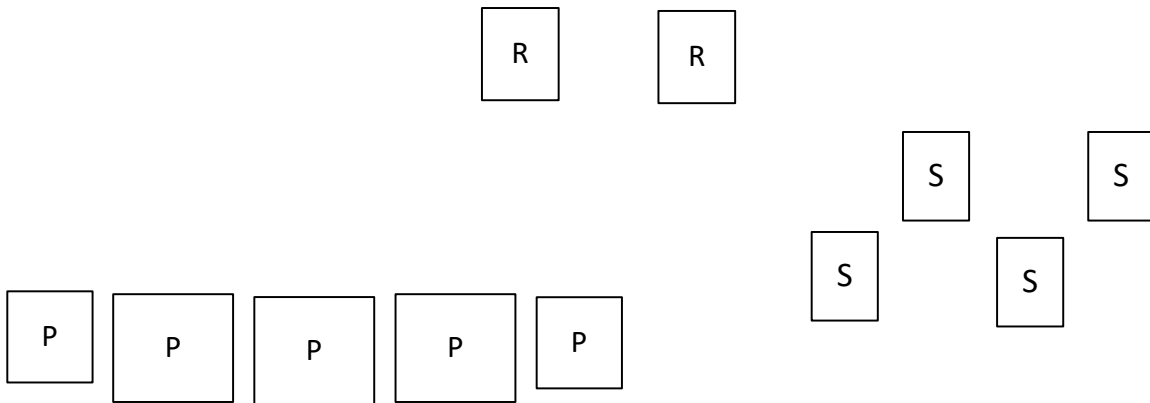
POS 1

At signal, engage Rifle/Pistol targets with a Lawrence Welk Sweep. Move to POS 2, engage 2 Shotgun targets until down. Move to POS 3, engage 2 Shotgun targets until down. Make Shotgun safe at POS 3. Move to POS 4, engage Rifle/Pistol targets in the same manner as Rifle.

Warm-Up

Stage 4-Bay 6

Start at POS 1 with hands on window frame
10 Pistol-holstered
10 Rifle-POS 1 or 2
4+ Shotgun-POS 2 or 3



At signal, engage Pistol targets with 2 rounds a piece. Move to POS 2, engage Rifle targets with alternating double taps. Move to POS 3, engage Shotgun targets until down.

STAGE 1 - BAY 1

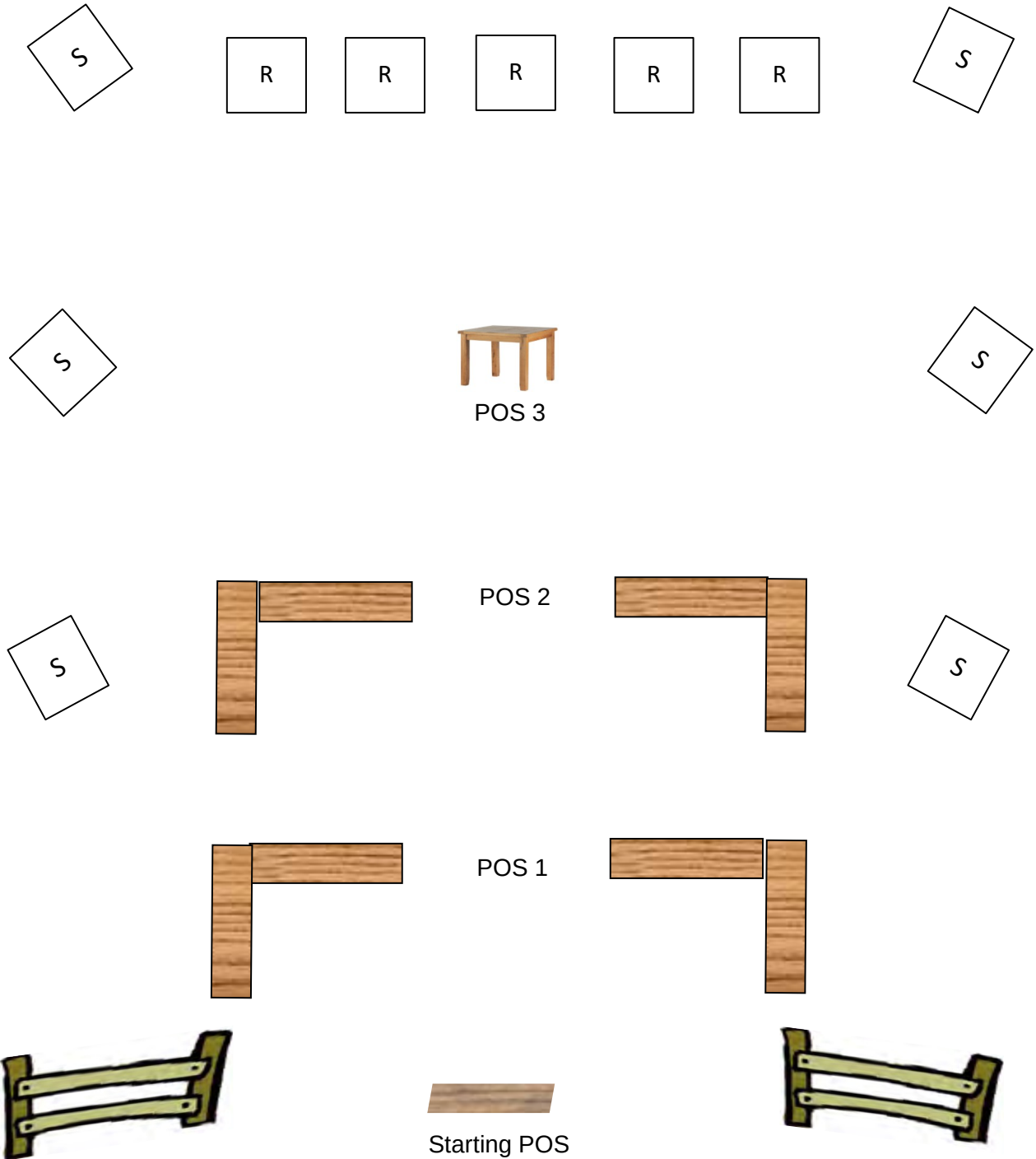
Hang 'Em High

Start at Starting POS with Shotgun in hands

No Pistol

10 Rifle-POS 3

6+ Shotgun-In Hands



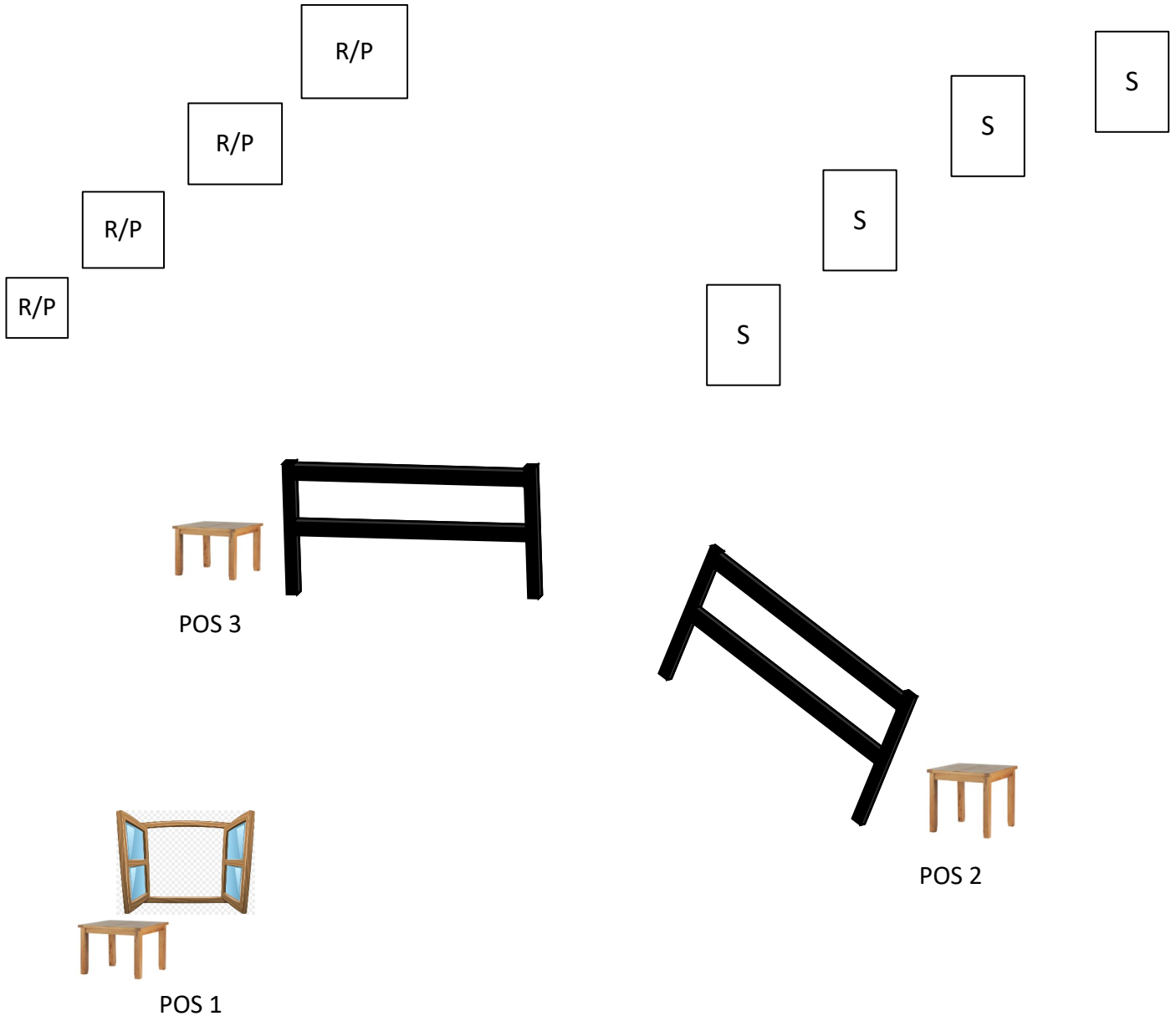
When ready: "Will you be my friend too?"

At signal, move to POS 1, engage 2 Shotgun targets until down. Move to POS 2, engage 2 Shotgun targets until down. Move to POS 3, engage Rifle targets with two **identical** single tap sweeps, no dirty sweeps. Then, from POS 3 engage last 2 Shotgun targets until down.

STAGE 2 - BAY 2

Hang 'Em High

Start at POS 1 with hands on hat
10 Pistol-holstered
10 Rifle-POS 1
4+ Shotgun-POS 1 or 2

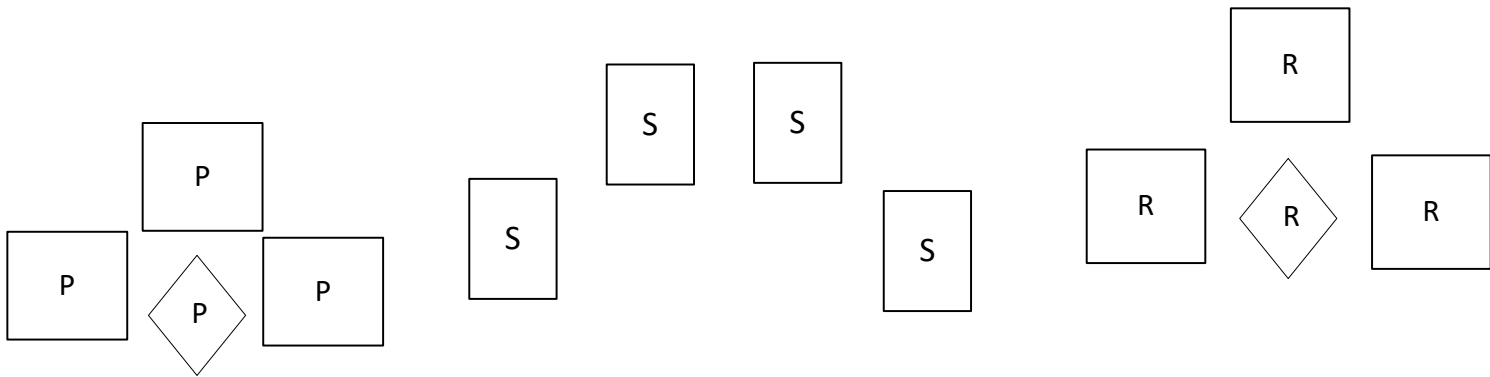


When ready: "Dont go for that gun"
At signal, from POS 1 engage Rifle/Pistol targets with a Lawrence Welk sweep (1, 2, 3, 4). Move to POS 2, engage Shotgun targets until down. Move to POS 3, engage Rifle/Pistol targets with a Lawrence Welk sweep (1, 2, 3, 4).

STAGE 3 - BAY 3

Unforgiven

Start at Starting POS Shotgun in hands
10 Pistol-Holstered
10 Rifle-POS 2
4+ Shotgun-In hands



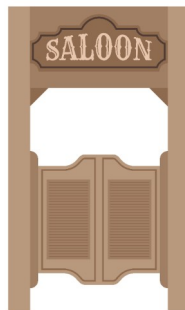
POS 3



POS 1



POS 2



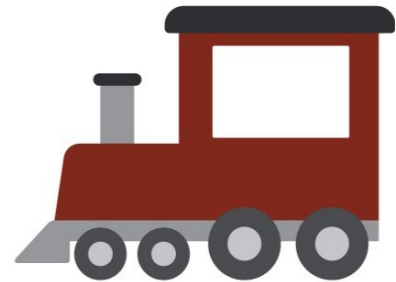
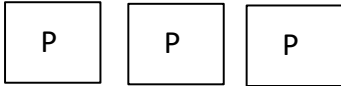
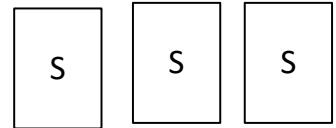
Starting POS

When ready: "He shoulda armed himself"
At signal, move to POS 1 engage Shotgun targets in any order until down. Move to POS 2, engage Rifle targets with 3 rounds on each square target and the last round on the diamond target. Move to POS 3 and engage Pistol targets with 3 rounds on each square target and the last round on the diamond target.

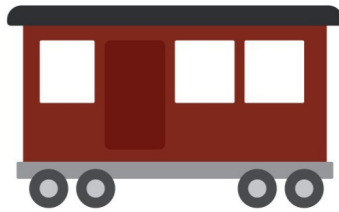
STAGE 4 - BAY 4

Joe Kidd

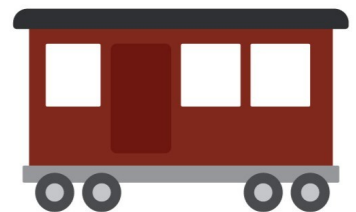
Start at POS 1 with hand on throttle
10 Pistol-holstered
10 Rifle-POS 2
3+ Shotgun-POS 2 or 3



POS 1



POS 2



POS 3

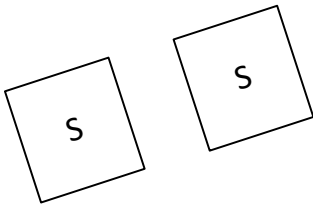
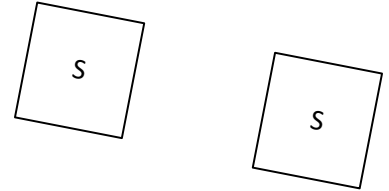
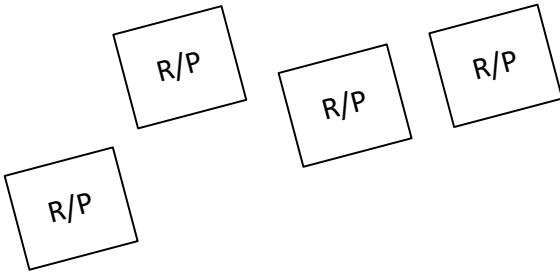
When ready: "Got a prisoner for ya"

At signal engage Pistol targets with a double tap Nevada sweep. Move to POS 2, engage Rifle targets with a double tap Nevada sweep. Move to POS 3, engage Shotgun targets until down.

STAGE 5 - BAY 5

High Plains Drifter

Start at POS 1, hand on knife
10 Pistol-holstered
10 Rifle-POS 1
4+ Shotgun-POS 1



POS 4



POS 3



POS 2



POS 1

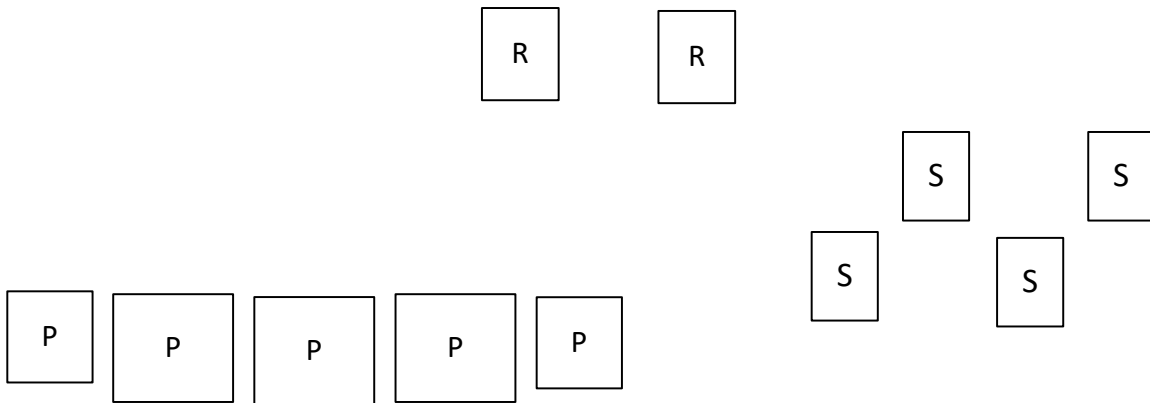
When ready: "You're gonna look awfully silly with that knife..."

At signal, engage Rifle/Pistol targets with at least two rounds each, **No Double Taps**. Move to POS 2, engage 2 Shotgun targets until down. Move to POS 3, engage 2 Shotgun targets until down. Make Shotgun safe at POS 3. Move to POS 4, engage Rifle/Pistol targets with at least two rounds each, **No Double Taps**.

STAGE 6 - BAY 6

Outlaw Josey Wales

Start at Starting POS with bag in hands
10 Pistol-holstered
10 Rifle-POS 1 or 2
4+ Shotgun-POS 2 or 3



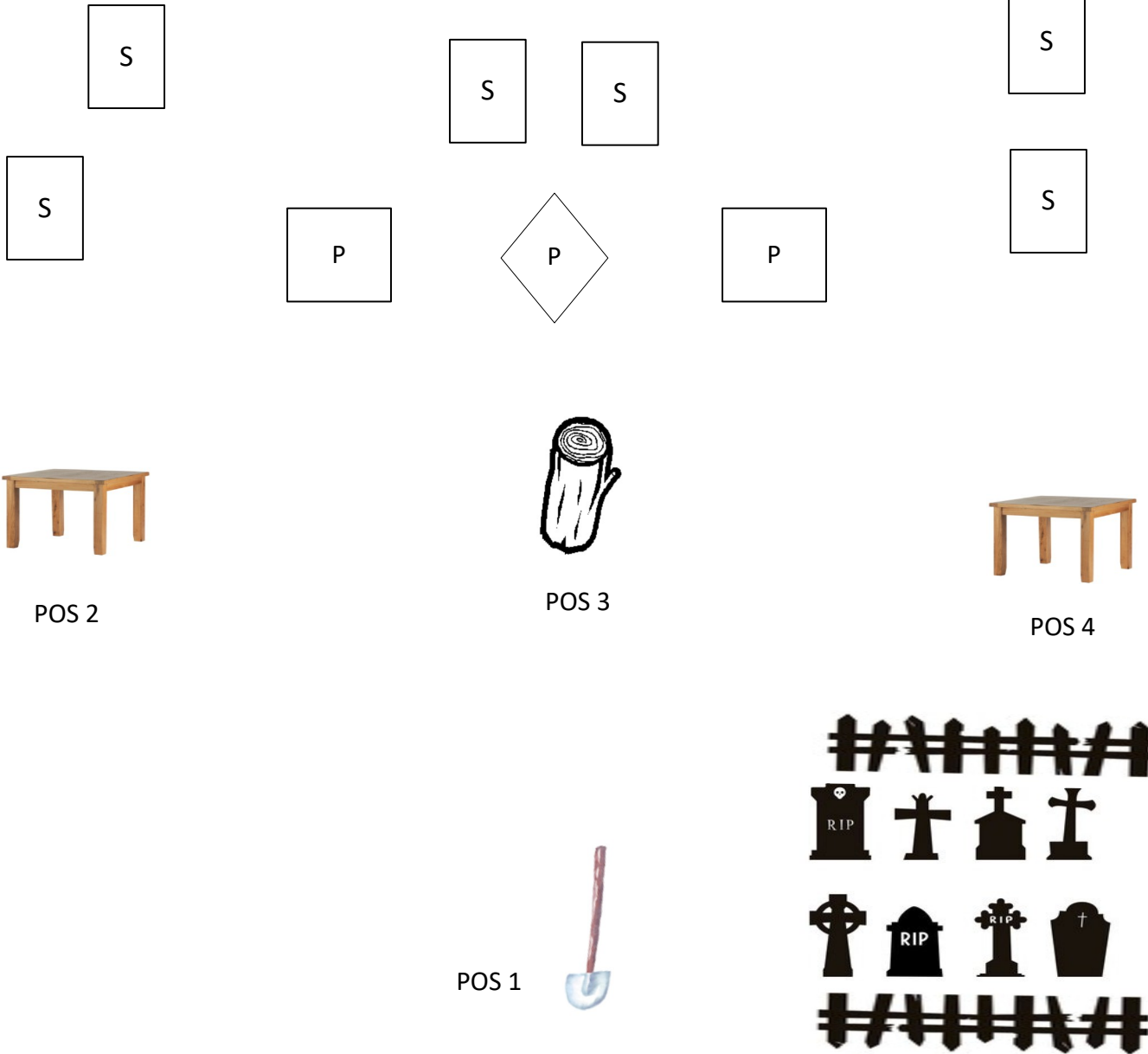
When ready: "You gonna pull those pistols or whistle Dixie"

At signal, drop the bag and move to POS 1 and engage the three middle Pistol targets with 3 rounds each, then with the last round shoot one of the outside targets. Move to POS 2, engage Rifle targets with 5 rounds each. Move to POS 3, engage 4 Shotgun targets until down.

STAGE 7 - BAY 7

The Good, the Bad and the Ugly

Start at POS 1 with hands on shovel
10 Pistol-holstered
No Rifle
6+ Shotgun-POS 2 or 4



When ready: "Two kinds in the world"

At signal from POS 1 engage Pistol targets by alternating the square targets for 5 rounds, then dumping 5 rounds on the diamond target. Move to POS 2 or 4 and engage the two shotgun targets in front of POS 2, 3, and 4.

STAGE 8 - BAY 8

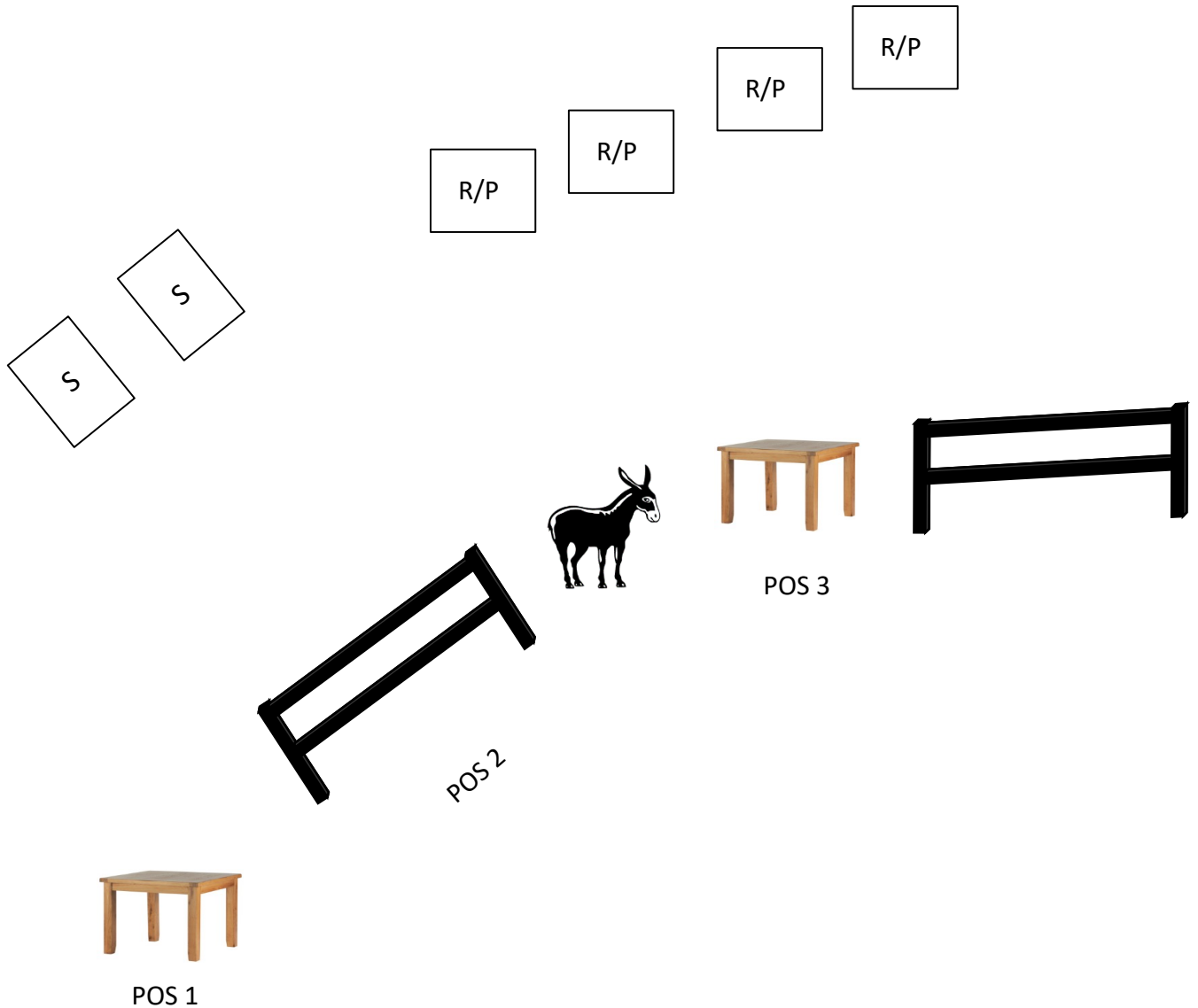
A Fistful of Dollars

Start at POS 1, Rifle in Hands

10 Pistol-holstered

10 Rifle-In hands

2+ Shotgun-POS 1



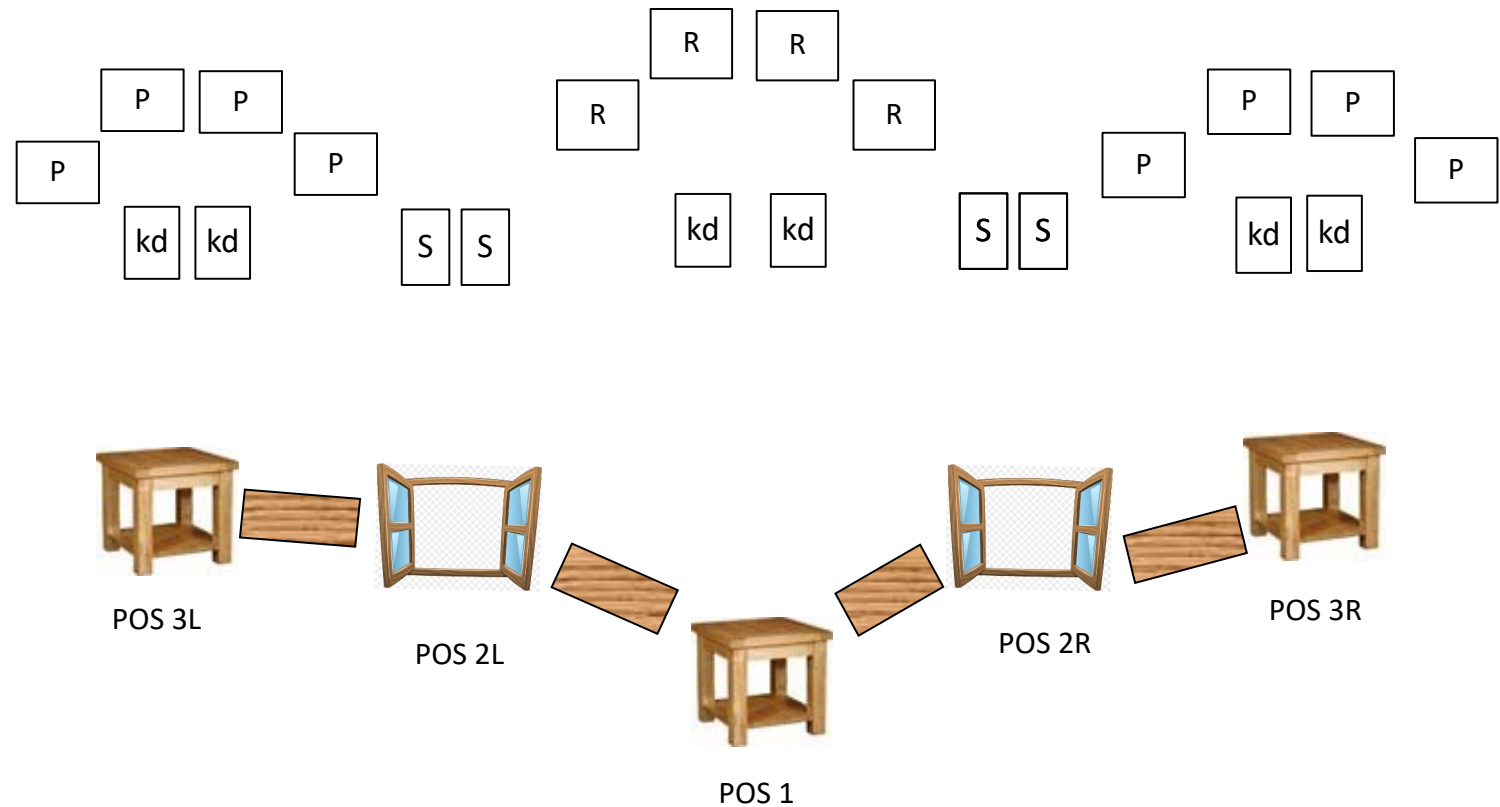
When ready: "My mule don't like people laughin'"

At signal engage Rifle/Pistol targets with two 1-1-2-1 sweeps (dirty sweep allowed). Move to POS 2, engage Shotgun targets until down. Move to POS 3, engage Rifle/Pistol targets with two 1-1-2-1 sweeps (dirty sweep allowed).

STAGE 9 - BAY 9

The Outlaw Josey Wales

Start at POS 1, hands flat on table
10 Pistol-holstered
10 Rifle-POS 1
2+ Shotgun-POS 1



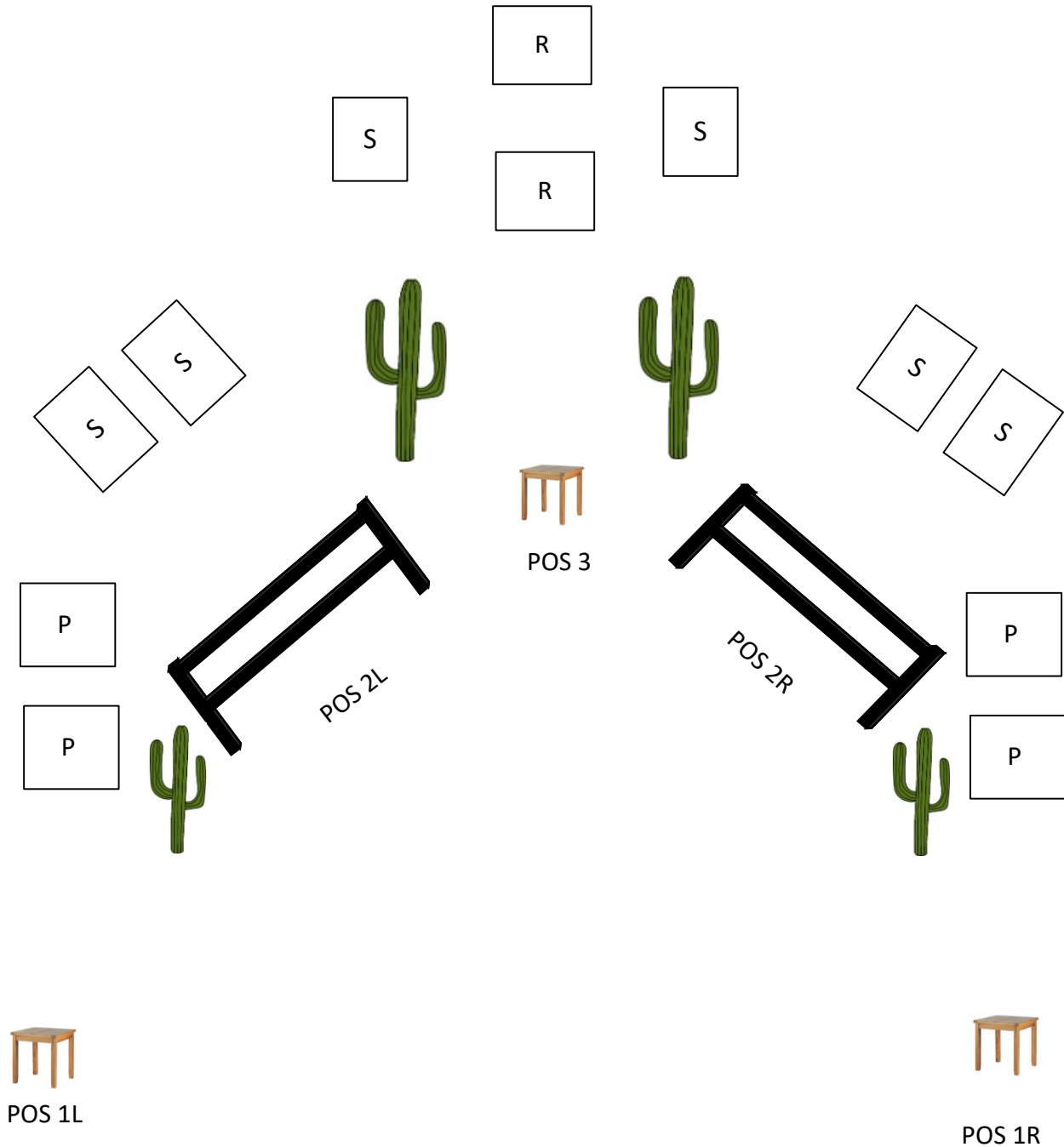
When ready: "Not quite alone"

May be engaged to the left or right from center. At signal engage Rifle targets with two rounds each, then engage the KD targets with one round each. Rifle KD targets that do not fall may be re-engaged with a Rifle reload or Shotgun. Move to POS 2 and engage 2 Shotgun targets till down. Move to POS 3 and engage Pistol targets in the same manner as Rifle. Pistol KD targets that do not fall may be re-engaged with Pistol reload or Shotgun.

STAGE 10 - BAY 10

Two Mules for Sister Sara

Start at POS 1L or 1R, Dynamite in hands
10 Pistol-holstered
10 Rifle-POS 3
4+ Shotgun-POS 1L or 1R



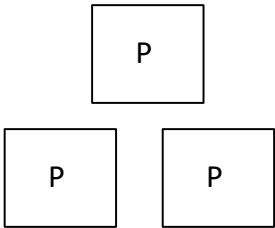
When ready: "Party's over, you men can get movin"

At signal, drop dynamite and engage Pistol targets with a 2-2-1-1-2-2 sweep. Move to POS 2L or 2R and engage 2 Shotgun targets until down. Move to POS 3 and engage Rifle targets with a 2-2-1-1-2-2 sweep, then engage 2 Shotgun targets until down.

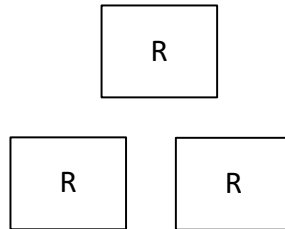
STAGE 11 - BAY 11

A Few Dollars More

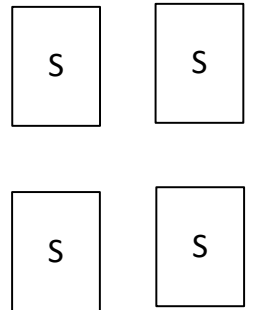
Start at POS 1, arms at sides
10 Pistol-holstered
10 Rifle-POS 2
4+ Shotgun-POS 2 or 3



POS 1



POS 2



POS 3

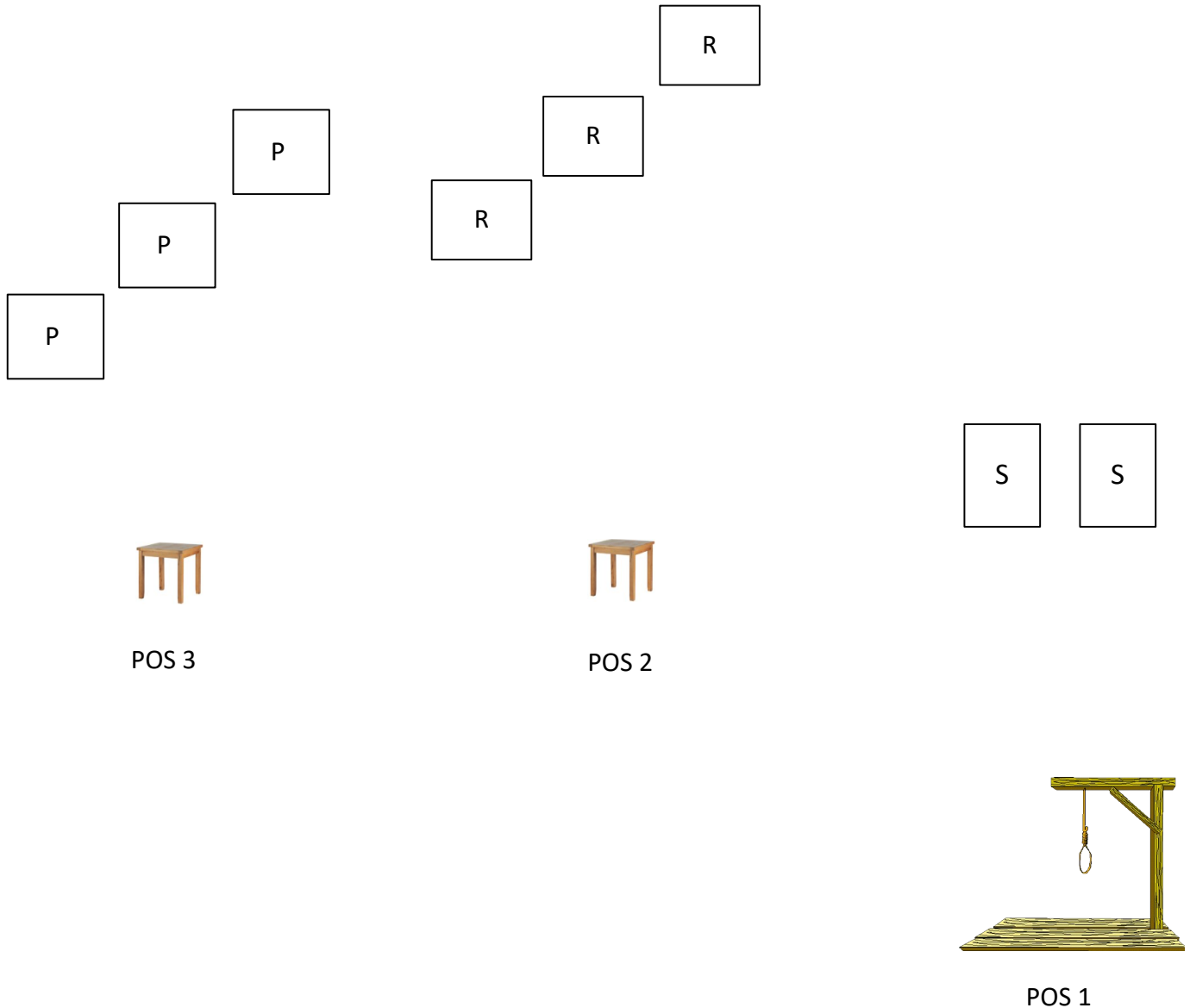
When ready: "18, 22...22?"

At signal engage Pistol targets with at least 3 rounds a piece. Move to POS 2 and engage Rifle targets with at least 3 rounds a piece. Move to POS 3 and engage Shotgun targets until down.

STAGE 12 - BAY 12

The Good, the Bad and the Ugly

Start at POS 1 with Shotgun in hands
10 Pistol-holstered
10 Rifle-POS 2
2+ Shotgun-in hands



When ready: "Known as The Rat"

At Signal, engage Shotgun targets until down Move to POS 2, engage Rifle targets with a 3-5-2 Sweep. Move to POS 3, engage Pistol targets with a 3-5-2 sweep.

New Side Matches

Lollipop-One stage match with 22s, put on by our friends at Cowgirlup.org

BB Gun-After such a successful first year, we are bringing this match back with a few differences. It will be a timed run and the fastest overall time wins. There will also be an opportunity for 1 on 1 challenges.

Prairie Pups-This is a great chance for youngsters to get their first exposure to Cowboy Action Shooting. Over 2 stages with close monitoring and instruction using appropriate firearms, the next generation will take their first steps into our great sport!

LONG RANGE RIFLE & SIDE MATCH RULES

1. Range Officers' decisions are final.
2. SASS Rules apply; no exceptions.
3. On entering range all guns will have actions open and be carried muzzle up.
4. Any unsafe gun handling will be cause for disqualification.
5. Once in the shooter's box, the shooter is on his own; no assistance of any kind allowed, this includes coaching and calling shots.
6. Spotter's job is to call hits and misses only.
7. No range-finding devices allowed on the range; disqualification will result.
8. Anything not covered in these rules, refer to rule 1.

The competitor may use any tubular feed, lever action, or single shot rifle manufactured before 1896 or any reproduction thereof. All rifles must have external hammers. Sights must be open iron and mounted as on the original rifle, or original style, tang mounted peep sights. Optical and receiver mounted sights are not allowed.

THE BUFFALO SINGLE SHOT – BLACK POWDER

Category is for .375 caliber and larger bore black powder loads only. The guns must be pre-1896 US., manufactured original single shots and exposed hammers or a replica thereof.

Black powder means black powder, Pyrodex, Black Mag, or comparable propellants. Any combination of smokeless and black powders (so called duplex loads) is specifically prohibited.

Crossed-sticks are allowed. A total of 8 shots will be fired at 4 targets. Shooter will engage the first target until hit, then proceed to the next, continue in this manner until all 8 rounds are expended. This may require shooting target #4 several times. Score will be number of hits with time as a tiebreaker. Target #1 will be set at or approximately 100 yards, target #2 will be set at or approximately 200 yards, target #3 will be set at or approximately 300 yards, and target #4 will be set at or approximately 400 yards. Targets will be appropriately sized for the distance.

THE BUFFALO SINGLE SHOT – SMOKELESS

Category is for .375 caliber and larger bore smokeless loads only. The guns must be pre-1896 US. manufactured original single shots and exposed hammers or a replica thereof.

Cross-sticks allowed. A total of 8 shots will be fired at 4 targets. Shooter will engage the first target until hit, then proceed to the next, continue in this manner until all 8 rounds are expended. This may require shooting target #4 several times. Score will be number of hits with time as a tiebreaker. Target #1 will be set at or approximately 100 yards, target #2 will be set at or approximately 200 yards, target #3 will be set at or approximately 300 yards, and target #4 will be set at or approximately 400 yards. Targets will be appropriately sized for the distance.

SINGLE SHOT

Each class will be shot off-hand.

8 shots on a single target at an unknown yardage. Shooter may use two other shots as sighters if they desire.

Score will be the number of hits with time as a tie breaker.

LEVER ACTION RIFLE CALIBER RIFLE

Each class will be shot off-hand.

8 shots on a single target at an unknown yardage. Shooter may use two other shots as sighters if they desire.

Score will be the number of hits with time as a tie breaker.

“QUIGLEY’S BUCKET” FROM 12-1 PM. ONLY

GUN – Any SASS legal long-range rifle/caliber/sight combination. Shot off-hand.

TARGET – Bucket Target

DISTANCE – Unknown but out there a piece

All interested shooters should be at the long range at high noon. Each shooter will shoot at the bucket once, if missed, get back in line, shoot, get back in line, etc. until the bucket is hit. This side match is not over until the bucket is hit.

“1/2 BILLY DIXON” FROM 12-1 PM. ONLY

Same as the bucket shoot except cross-sticks are allowed and the target will be so far out there that if you hit it, you too will be a legend in your own time.

LONG RANGE REVOLVER (10 ROUNDS)

Starts at low ready (Pistol in hand, barrel touching the table). At the sound of the beep, shoot 5 rounds, then put the pistol down, retrieve the second pistol and shoot 5 rounds. Return to table. Unload pistols and make safe.

LONG RANGE PISTOL CALIBER RIFLE (10 ROUNDS)

Start with rifle loaded with 10 rounds at port arms. At the signal, shoot the target, make rifle safe.

SIDE MATCH EVENTS

Speed Shotgun—Bay 11

6+ Shotgun

Maximum of 2 runs only

Most hits in the shortest time wins. Targets must fall to be counted as a hit.

Open/empty shotgun is staged on the table (with at least 6 rounds to be loaded off your person).

Start with both hands flat on the table (not touching gun).

Engage the four shotgun targets in any order. Shooter may re-engage until targets are down.

Speed Pistol—Bay 11

10 Pistol

Maximum of 2 runs only

Most hits in the shortest time wins.

Pistols loaded with 5 rounds each, holstered.

Start with hand(s) on pistol(s).

Engage the 3 pistol targets with 2-6-2 sweep.

Speed Rifle—Bay 11

10 Rifle

Maximum of 2 runs only

Most hits in the shortest time wins.

Rifle loaded with 10 rounds, staged on the table.

Start with both hands flat on the table (not touching gun).

Engage the 3 rifle targets with 2-6-2 sweep.

Derringer—Bay 11

4 Rounds

Most hits in the shortest time wins.

Derringer loaded with two rounds staged flat on the table. Shooter starts with shooting hand on timer.

Shooter will start the timer when ready.

At the signal:

Pick up derringer shoot the target with 2 shots. Reload 2 rounds and shoot the target again with 2 shots.

Pocket Pistol – Bay 11

10 Rounds

Most hits in the shortest time wins.

Pocket Pistol loaded with five rounds staged flat on the table. Shooter starts with shooting hand on timer.

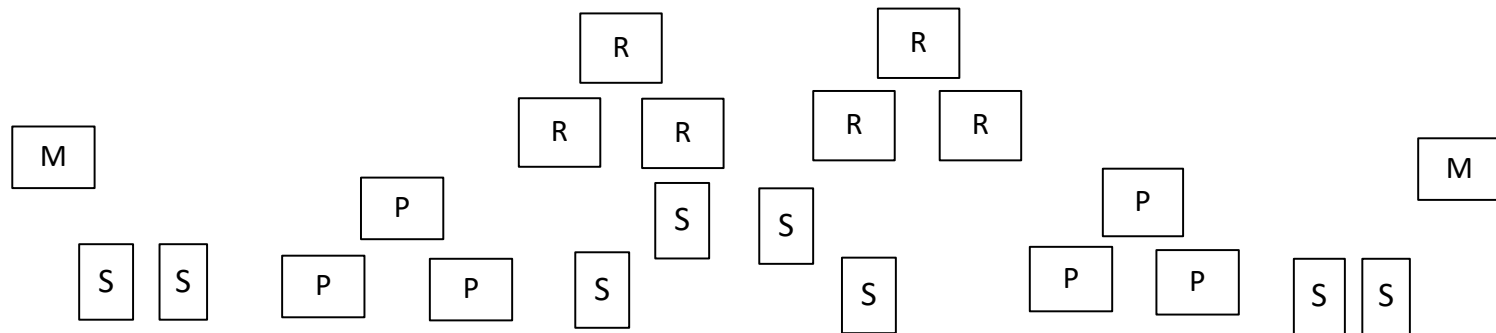
Shooter will start the timer when ready.

At the signal:

Shoot the target with 5 rounds. Reload the pistol with 5 rounds and shoot the target again.

Top Gun Shootoff Bay 9

Start with hands on wall
10 Pistol-holstered
10 Rifle-POS 1
4+ Shotgun-POS 2 or 3



POS 3



POS 2



POS 1



POS 1



POS 2

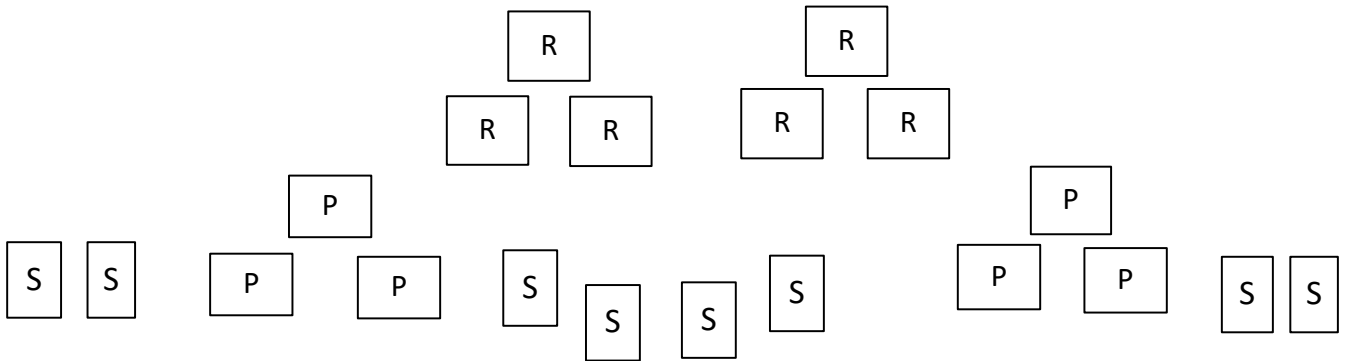


POS 3

At signal, engage Rifle targets with a 3-4-3 sweep. Move to POS 2, engage Pistol targets with a 3-4-3 sweep. Move to POS 3, engage Shotgun targets until down. From POS 3, make up any misses using the stationary Makeup target. Move to POS 1, engage Shotgun targets until down.

Couples Shoot Bay 9

Start with hands on wall
10 Pistol-holstered
10 Rifle-POS 1
4+ Shotgun-POS 2 or 3



POS 3



POS 2



POS 1



POS 1



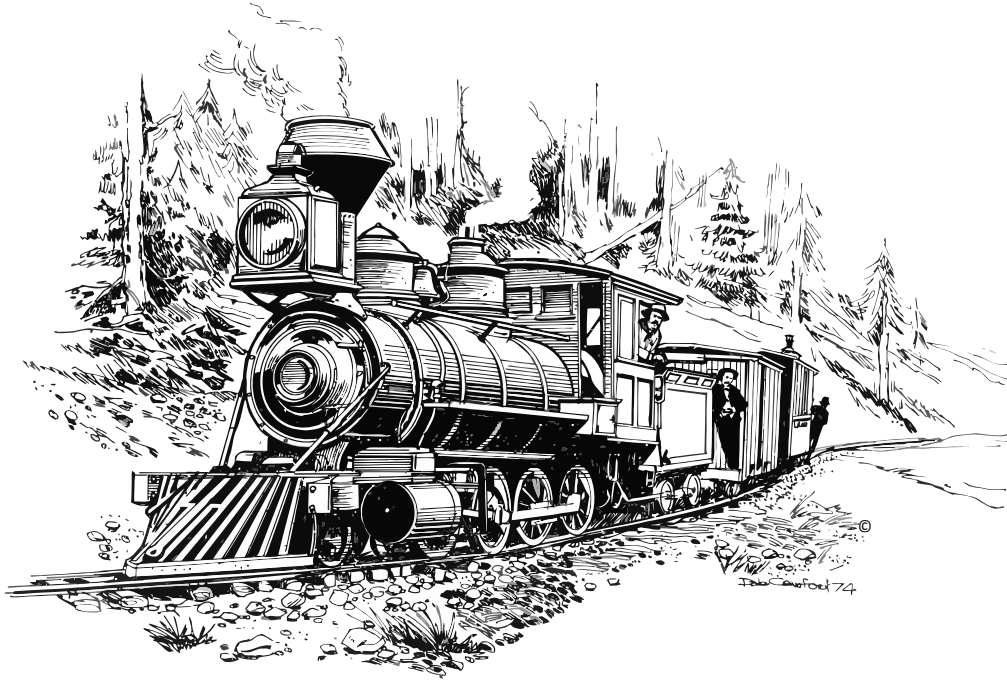
POS 2



POS 3

At signal, engage Rifle targets by alternating 4 rounds on the 2 bottom targets, then double tapping the top target, then alternating 4 rounds on the bottom targets. Move to POS 2, engage Pistol targets in the same manner as Rifle targets. Move to POS 3, engage Shotgun targets until down. Move to POS 1, engage Shotgun targets until down, as soon as the first shooters last Shotgun target falls, the second shooter may start.

The Border Vigilantes
Thank you for coming to



HELL ON WHEELS
2026

See you next year!