



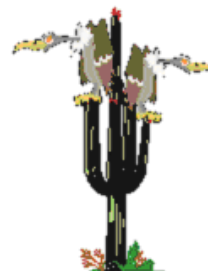
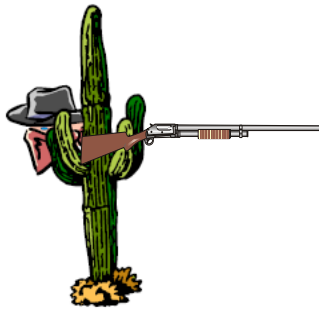
**2023**  
***WILD BUNCH  
MATCH SPONSOR***

HUNTER'S HD GOLD



They **CHANGE** so you don't have to.

<https://huntershgold.com/>



Hunters HD Gold



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When shopping with Hunters HD Gold, we can customize your favorite frames, or you can pick a pair from our shop and then choose your lenses! If you are looking for a new pair of glasses, check out our new "Modern" Frames!

Made in America in the Great State of Alabama

The warm transparency of Hunters HD Gold® was designed to offer contrast and clarity to the viewer by bringing all colors into the eye's most comfortable range of light. This gives the shooter 30 minutes more visible light in the morning and the evening. The medical dye helps with night blindness, macular degeneration and SAD (Seasonal Affective Disorder). Hunters HD Gold blocks 100% UVA, UVB and Blue Light. Hunters HD Gold® is healthy for your eyes.

Photochromic lenses are light knowledgeable optical lenses that darken on exposure to specific types of light of sufficient intensity, most commonly ultraviolet (UV) radiation. An added benefit of photochromic lenses is that they shield your eyes from 100 percent of the sun's harmful UVA and UVB rays. They typically take around 30 seconds to fully darken and approx 2 - 5 minutes to return to a golden state. They Change So You Don't Have To™

In 2001, PPG Industries (Pittsburgh, Penn.) introduced a rival lens material called Trivex®. Performance properties include crisp, clear vision, lightweight comfort with strength and protection. Trivex® are thin and more impact-resistant than regular plastic or polycarbonate with 43% more light transmission. Trivex® was originally developed for the military, as visual armor.

Anti-reflective coating (also called "AR coating" or "anti-glare coating") **improves vision and reduces eye-strain**. These benefits are due to the ability of AR coating to virtually **eliminate reflections** from the front and back surfaces of your eyeglass lenses. With reflections gone, more light passes through your lenses to optimize **visual acuity with fewer distractions**. This allows the lens to be more scratch/dust resistance than uncoated lenses.

Each Hunters HD Gold® lens is made one at a time with exceptionally accurate and error-free surface quality with a proprietary optical lens generator. This process with 4 point quality inspections processes ensure each lens is made with precise optical detail. Hunters HD Gold® Lenses are made in **Alabama**, supporting **Alabama Veterans and Families**.

All **OSHA-approved prescription and non-prescription** safety glasses must have markings specified by the ANSI Z87+1-2020 standard on both the lenses and the frame of the eyewear. Hunters HD Gold is rated and tested at ANSI Z87+1-2020 which gives you protection of .25" steel ball traveling at 150 fps. Hunters HD Gold® Rx use Z87+2 Safety Frames as well for prescriptions.

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## **Tennessee State Championship 2023**

### **Wild Bunch Side Match**

#### **Stage #11**

#### **Wells Fargo**

Pyke, Dutch and the gang are in the process of robbing the bank when they realize they'd been setup and could be trapped, Pyke says "Let's get the cash out of here".

**Ammo:** ACP 3-7 rd. mags Rifle 7 rd. Shotgun 4 rd. stoked

Begin standing at any shooting location hand or hands touching gun not ammunition. Pistol is holstered rifle is staged on either inside table shotgun is staged on any table.

**Line:** "Let's get the cash out of here"

#### **At the Buzzer:**

- ◆ Gun order is shooters choice.
- ◆ Using *rifle* and *pistol* shot from inside bank starting on end *rifle* target engage the three targets in a continuous 14 rd. Nevada sweep. Make rifle safe.
- ◆ *Pistol* shot from left outside gun shelf starting on end *pistol* target engage the three targets in a continuous 14 rd. Nevada sweep.
- ◆ Shotgun shot from right outside gun shelf engage KD's in any order. Make shotgun safe.

Load on left

Unload: TO will clear all firearms on firing line.

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## **Tennessee State Championship 2023**

### **Wild Bunch Side Match**

#### **Stage #12**

#### **The Cemetery**

After a long ride trying to outrun the posse Dutch decides to rest at the cemetery. Just as they get ready to leave the posse marshal calls them out. "Throw up your hands or stay forever".

**Ammo:** ACP 3-7 rd. mags Rifle 7 rd. Shotgun 2 rd. stoked

Begin standing at left table thumbs in gun belt. Pistol is holstered rifle and shotgun are staged on table.

**Line:** "Throw up your hands or stay forever".

#### **At the Buzzer:**

- ♣ Gun order is shooters choice
- ♣ Pistol, engage 5 KD tombstones then the 2 stationary plates. Repeat twice.
- ♣ Rifle, engage 5 KD's on plate rack then the 2 stationary plates. Make rifle safe
- ♣ Shotgun, engage 2 center KD's. Make shotgun safe.

Load on left

Unload: TO will clear all firearms on firing line.

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## **Tennessee State Championship 2023**

### **Wild Bunch Side Match**

#### **Stage #14**

#### **Open Range**

Being caught out in the open range the gang decided they either had to flee or fight. They decided to fight.

**Ammo:** ACP 4-5 rd. mags Rifle 10 rd. Shotgun 6 rd. stoked

Begin standing at table hands at low surrender. Pistol is holstered, rifle and shotgun staged on table.

**Line:** "Let's Fight"

#### **At the Buzzer:**

- ♣ Gun order is shooters choice.
- ♣ Pistol, shot from table, engage the 8 targets in a 4,4,3,3,2,2,1,1 round count.
- ♣ Rifle, shot from table, engage the 4 tall targets on the left end in a 4,3,2,1 round count.  
Make rifle safe
- ♣ Shotgun, engage KD's in any order. Make shotgun safe.

Load on the left

Unload: TO will clear all firearms on firing line.

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## **Tennessee State Championship 2023**

### **Wild Bunch Side Match**

#### **Stage #15**

#### **The Gallows**

One of the gang members was caught, tried, convicted, and sentenced to hang. The presiding Parson carried on so long with his prayer the convicted said. "Let's get this over with I don't want to hang around here forever".

**Ammo:** ACP 3-7 rd. mags Rifle 7 rd. Shotgun 4 rd. stoked

Begin standing next to either trapdoor lever with hands on lever. Pistol is holstered rifle is staged on one gun shelf shotgun on the other.

**Line:** "Let's get this over with"

#### **At the Buzzer:**

- ♥ Gun order is shooters choice.
- ♥ **Pistol** shot from between the two gun shelves. Engage the **pistol** targets by starting on end alternating single taps on P1 and triple taps on one of the remaining targets (3 rd. only per target except P1) for 13 rd. the pistol 14<sup>th</sup> rd. is placed on BOUNDS TARGET.
- ♥ Using **pistol** then **rifle** from between the two gun shelves. Engage the **rifle** targets by starting on end alternating single taps on P1 and triple taps on one of the remaining targets (3 rd. only per target except P1) for 13 rd. the 14<sup>th</sup> rifle rd. is placed on BOUNDS TARGET. Make rifle safe.
- ♥ Shotgun shot from staged location engage KD's in any order. Make shotgun safe.

**BONUS TARGET: 5 second bonus for each hit, miss no call.**

Load on right

Unload: TO will clear all firearms on firing line.



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## Personal Score Sheet

Alias \_\_\_\_\_

Stage	Raw Time	Misses x5	Procedural x10	Bonus	Other	Total Time
STAGE 11 WELLS FARGO						
STAGE 12 GCEMTERY						
STAGE 14 OPEN RANGE						
STAGE 15 GALLOWS						

