

**SASS Presents the
Texas State Wild Bunch Championship**



Mar 28-30, 2025

**hosted by Texas Riviera Pistoleros
Match sponsor**

Mernickle Custom Holsters

Don't forget to put our
**2025 GUNFIGHT AT
GAMBLE GULCH**

annual on your 2025 shooting
calendar!

December 12-14, 2025



WELCOME

The Texas Riviera Pistoleros are honored that you chose to shoot with us at the 2025 SASS Texas State Wild Bunch Championship. Our goal is to provide a safe, fun and economical Wild Bunch match.

We would like to thank each club member, volunteer, shooter, and friend that pitched in to make this match happen!

We hope you enjoy the match!

We have one IMPORTANT request of you...

After the match, via email, each of you will receive a survey about the match. We want your **honest** feedback.

We want to know what we did right and more importantly what we can improve for our future annual matches.

These matches are for YOUR enjoyment and we want to do just that, ensure that you enjoy yourself while you are our guests.

Scan this QR Code to fill out the survey:



Thanks and Have Fun!

TRP President:	Ginger Vitis
Match Director:	Brushy Creek Bill & Mar-Lynn
Side Match Director:	Brushy Creek Bill & Mar-Lynn
Long Range MD:	Hoss
TRP Wild Bunch TG:	Mar-Lynn
TRP Range Safety Officer:	Brushy Creek Bill
Scoring:	El Catorce
Registration:	Tocayo & El Catorce

RANGE SAFETY RULES

1: All SASS rules and stage conventions apply. There are no separate Texas Riviera Pistoleros range rules.

2: Liability Release. A signed liability release is required for all persons on the range, shooters and visitors alike. This must be signed upon arrival. If you do not sign a release of liability, you're trespassing.

3: Eye protection is mandatory for all persons on the range. Hearing protection is highly recommended.

4: This is a cold range. All firearms must remain unloaded at all times except at the load table and while shooting a stage.

5: Load table: Firearms may be loaded only at the proper load table for that stage. Maximum of 3 persons at loading table. No other area may be used. Shooters should check each other while loading. Pistols should remain on the table until you're the next shooter. Never advance to the stage until you've been called up as the next shooter.

6: Unload table: All firearms must be cleared at the unload table after shooting the stage. Clearing them yourself is not good enough. You must have someone verify that they are clear.

7: Shooters who feel it's necessary, may hand off guns to another responsible person to safely enter a stage.

8: Everyone is a safety officer. Keep an eye on each other for safe gun handling. If any unsafe condition is seen, bring it up to your posse marshal or range official. A cease fire should be called if any unsafe condition that could result in immediate harm is observed.

9: Malfunctioning firearms should try to be cleared at the unload table. If for some reason they cannot be cleared there, the posse marshal will direct you the fumble area or another safe place to work on your gun. Posse marshal will assign somebody to accompany shooter. Do not go back to your cart with a malfunctioning firearm. Function testing of a firearm can only be done with the approval of a range official.

10: Alcohol consumption is not allowed on the range until all shooting is done for the day and all guns have been stowed away.

2025 Ambush at Gamble Gulch

Friday, March 28 2025

- 1:00pm Registration Opens
- 2:00pm Ambush Trail Walk Side Match
Round count: 12 Shotgun & 14 Pistol
- 2:00pm Warm-Up stage - Wild Bunch
- 5:00pm Range is COLD

Saturday, March 29 2025

- 08:00am Registration/Check-In opens
- 08:45am Mandatory Safety Briefing
- 09:00am 5 Main Stages
- 12:00pm Lunch - Included in Match Fee
- 1:30pm 2 Side Matches - Kill'em all & Speed
1911 with Mag changes
- 1:30pm Long Range Side Matches
TR & DB rifles, Pistol caliber rifle &
1911

Sunday, March 30 2025

- 08:45am Posse Roll Call
- 09:00am 5 Main Stages
- 12:00pm Lunch and Awards Banquet - Included
in Match fee.

Reminders

- All SASS rules apply
- Everyone is a Safety Officer
- Scoring is done electronically using Practiscore. Paper score sheet will be used only as backup.
- Score keepers will have shooter 'accept' their score at or near the unloading table at completion of shooter's run.
- Ask your PM or the MD if you need to repair or work on a firearm. They will direct you to an empty stage.
- Brass pickers, ensure you give the shooter the entire stage before picking up brass.
- Posse duties: everyone should be doing something on each stage, If you didn't have a task, someone else had two.
- Not calling a penalty does not help the shooter, it hurts every other shooter at the match.
- Please place trash in designated containers.

Ambush Walk Side Match

Friday, 22 March 2025 @ 2:00pm

- Round count: 12 Shotgun & 14 pistol / 2 mags with 7 rounds
- Shooter starts with shotgun stoked, shotgun belt or pockets stoked with shells
- Pistol holstered with magazine inserted, hammer down on empty chamber
- At the beep, shooter stalks their way through the trail looking for bandits lying in wait to ambush you.
- With Shotgun, engage all 12 targets with the shotgun, if you can find'em.
- With pistol, engage the 2 dueling trees until all 12 flappers are flipped, place extra rounds on dump target.
- Most targets hit is the winner. Time will break any ties.

Long Range Side Match

Saturday, 28 March 2025 @ Following Lunch

LONG RANGE RULES

- All guns unloaded until your turn to shoot. Must show clear at table before returning gun to rack. Store rifles in racks with action open.
- Be aware of livestock, call immediate cease-fire if animals seen on range.
- Only all lead bullets to be used.
- Accuracy is more important than speed, but time will break ties.

DoughBoy/BAMM & Teddy Roosevelt

Start magazine loaded and bolt open

COURSE OF FIRE:

- 2 Sighters
- 10 shots
- 2 rounds on Buzzard @ 75yds (1point each)
- 3 rounds on Buffalo @ 150yds (2 points each)
- 5 rounds on Square @ 200yds (3 points each)

Pistol Caliber Lever Action

Start with magazine loaded, lever closed, hammer down on empty chamber

COURSE OF FIRE:

- 2 Sighters
- 10 shots
- 2 rounds on Chicken @ 50yds (1 point each)
- 3 rounds on Pig @ 100yds (2 points each)
- 5 rounds on Turkey @ 150yds (3 points each)

Long Range 1911

Any SASS legal 1911, staged or holstered. 2 five round mags. 1911 will start with magazine inserted.

COURSE OF FIRE:

- 10 shots
- 5 rounds @ 12yds (1 point each)
- 5 rounds @ 25yds (2 points each)
- Must hit 5 rounds on closer target before moving to further target

IN CASE OF TIE IN POINTS, FASTEST TIME WILL BE TIE BREAKER

2 Side Matches

Saturday, 28 March 2025 - Following Lunch

KILL'EM ALL

- Magazines loaded with 7 rounds
- Shooter starts with pistol holstered and a magazine inserted
- With as many rounds and as many magazines, hit every target on the stage.
- Knockdowns must fall, flappers must flip.

SPEED 1911 WITH MAG CHANGES

- 5 magazines loaded with 2 rounds each
- Pistol holstered loaded with 1st mag
- Start - Hands touching shelf
- Shooter starts pistol in holster and a magazine inserted
- ATB double tap sweep the 5 pistol targets starting on either end for 10 rounds
- Misses are 5 seconds

AMBUSH AT GAMBLE GULCH 202 – STAGE 1 - OPEN RANGE

AMMO: 4 Mag/7 RND, 9 RIFLE, 4 SHOTGUN

TR/DB - 6 Rifle

PISTOL: HOLSTERED

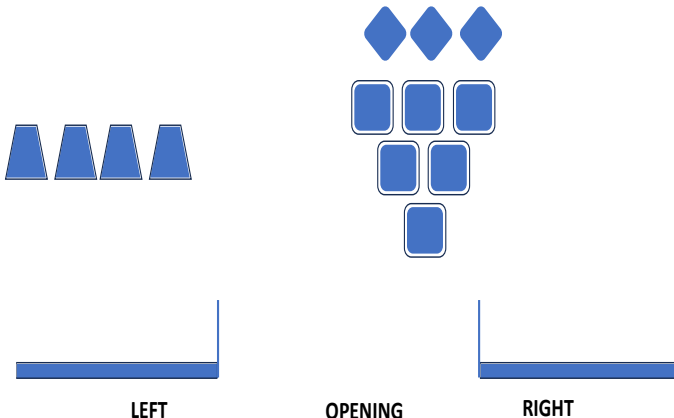
RIFLE: STAGED ON RIGHT SHELF

SHOTGUN: STAGED ON LEFT SHELF

**SHOOTER STARTS: POSITION OF CHOICE, HANDS ON HAT
STARTING LINE: GOD BLESS TEXAS!**

AT THE BUZZER:

- **SHOOTER CHOICE OF GUN ORDER, RIFLE NOT LAST.**
- **PISTOL: FROM CENTER OPENING, ENGAGE IN THE FOLLOWING ORDER. 1 ROUND ON THE FRONT TARGET, THEN 2 ROUNDS ON THE TARGETS IN THE 2ND ROW, THEN 3 ROUNDS ON THE TARGETS IN THE 3RD ROW. THEN REPEAT THE INSTRUCTIONS IN REVERSE ORDER (START ON THE BACK ROW).**
- **RIFLE, FROM RIGHT OF OPENING, TRIPLE TAP THE TARGETS IN THE BACK ROW.**
- **SHOTGUN, FROM LEFT OF OPENING ENGAGE THE 4 KNOCKDOWNS.**
- **TR/DB: WITH RIFLE FROM RIGHT OF OPENING ENGAGE THE TARGETS WITH 1 ON A TARGET, THEN 2 ON ANOTHER, AND THEN 3 ON THE LAST ONE. (DOES NOT HAVE TO BE A SWEEP)**



AMBUSH AT GAMBLE GULCH 2025 – STAGE 2 - BUCKBOARD

AMMO: 3 Mag/7 RND, 7 RIFLE, 6 SHOTGUN

TR/DB - 6 Rifle

PISTOL: HOSLTERED

RIFLE: IN HANDS

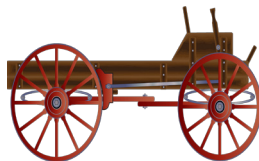
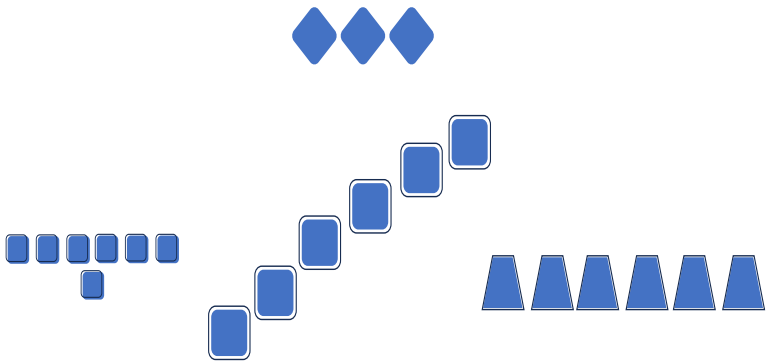
SHOTGUN: STAGED ON HORSE

SHOOTER STARTS: LEFT OF CACTUS RIFLE IN HANDS

STARTING LINE: LOAD THE DYNAMITE!

AT THE BUZZER:

- RIFLE, ENGAGE THE KNOCKDOWNS UNTIL DOWN AND PLACE LAST ROUND ON DUMP TARGET, IF NECESSARY.
- PISTOL, FROM BEHIND BUCKBOARD ENGAGE THE TARGETS IN A TEXAS TWO STEP SWEEP. EX: 1,1,2,1,2,3,1,2,3,4,1,2,3,4,5,1,2,3,4,5,6.
- SHOTGUN, ENGAGE THE 6 KNOCKDOWNS.
- TR/DB: ENGAGE THE TARGETS IN THE FOLLOWING ORDER: 1,1,2,1,2,3.



AMBUSH AT GAMBLE GULCH 2025 – STAGE 3 - CEMETERY

AMMO: 4 Mag/7 RND, 6 RIFLE, 5 SHOTGUN

TR/DB - 6 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ON SHELF RIGHT OF OPENING

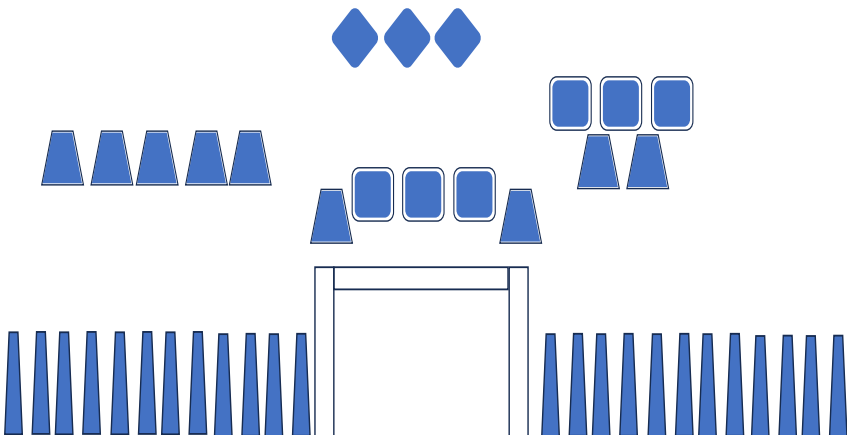
SHOTGUN: STAGED ON SHELF LEFT OF OPENING

SHOOTER STARTS: ANY POSTURE, HANDS NOT TOUCHING PISTOL

STARTING LINE: HE'LL GET WHAT HE DESERVES

AT THE BUZZER:

- **ORDER IS PISTOL - RIFLE - SHOTGUN**
- **PISTOL FROM CENTER OPENING, SHOOT A KNOCKDOWN AND DOUBLE TAP THE 3 STATIONARY TARGETS. WITH 2ND MAG, SHOOT OTHER KNOCKDOWN AND DOUBLE TAP THE 3 STATIONARY TARGETS.**
- **MOVE TO RIGHT OF OPENING AND WITH 2 MAGS REPEAT INSTRUCTIONS ON RIFLE TARGETS.**
- **RIFLE, DOUBLE TAP SWEEP THE THREE STATIONARY RIFLE TARGETS.**
- **SHOTGUN, FROM LEFT OF OPENING, ENGAGE THE 5 KNOCKDOWNS**
- **TR/DB: DOUBLE TAP SWEEP THE 3 TARGETS FROM EITHER END.**



AMBUSH AT GAMBLE GULCH 2025 – STAGE 4 - GALLOWS

AMMO: 3 Mag/7 RND, 5 RIFLE, 4 SHOTGUN

TR/DB - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ON SHELF

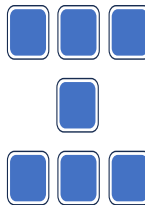
SHOTGUN: STAGED ON SHELF

SHOOTER STARTS: BOTH HANDS HOLDING NOOSE

STARTING LINE: I DON'T LIKE THE LOOKS OF THIS

AT THE BUZZER:

- **ORDER IS PISTOL NOT FIRST**
- **SHOTGUN, ENGAGE THE 4 KNOCKDOWNS.**
- **RIFLE, SWEEP THE TR/DB TARGETS 2,1,2 FROM EITHER END.**
- **PISTOL, 1ST MAG, DOUBLE TAP FRONT ROW THEN SINGLE TAP CENTER TARGET. 2ND MAG, DOUBLE TAP BACK ROW THEN SINGLE TAP CENTER TARGET. 3RD MAG, SINGLE TAP ALL 7 TARGETS.**
- **TR/DB: SAME INSTRUCTIONS.**



AMBUSH AT GAMBLE GULCH 2025 – STAGE 5 - JAIL

AMMO: 3 Mag/7 RND, 7 RIFLE, 6 SHOTGUN

TR/DB - 5 Rifle

PISTOL: STAGED IN WINDOW 1

TR/DB - RIFLE STAGED IN

RIFLE: STAGED IN JAIL CELL

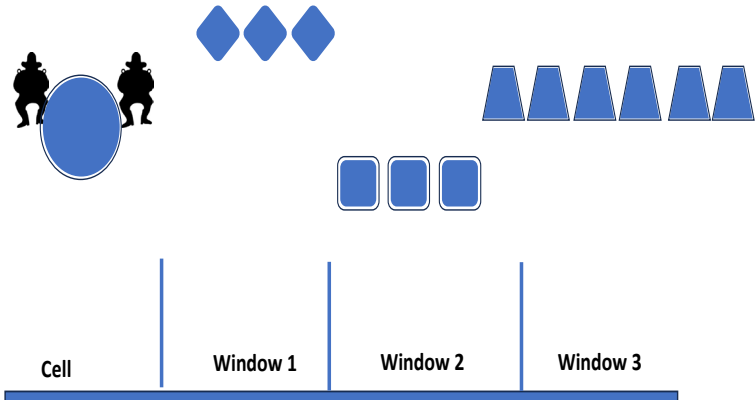
WINDOW 1

SHOTGUN: STAGED IN WINDOW 3

**SHOOTER STARTS: IN JAIL CELL TOUCHING KEYS WITH BOTH HANDS
STARTING LINE: TRIALS ARE JUST A LUXURY**

AT THE BUZZER:

- **ORDER IS RIFLE - PISTOL - SHOTGUN**
- **RIFLE, RELEASE SWINGER THEN PLACE 2 ROUNDS ON EACH COWBOY AND 3 ROUNDS ON THE SWINGER IN ANY ORDER. (ROUND COUNT).**
- **PISTOL, FROM WINDOW 1 ENGAGE SWINGER WITH 7 ROUNDS. MOVE TO WINDOW 2 AND WITH 2ND MAG, ENGAGE THE PISTOL TARGETS IN A 2,3,2 SWEEP. REPEAT INSTRUCTIONS WITH 3RD MAG.**
- **SHOTGUN, FROM WINDOW 3 ENGAGE THE 6 KNOCKDOWNS.**
- **TR/DB: RIFLE AND PISTOL ARE STAGED IN WINDOW 1. SHOOTER STARTS IN JAIL CELL TOUCHING KEYS. ATB: RELEASE SWINGER, MOVE TO RIFLE AND ENGAGE THE TR/DB TARGETS IN A 1,3,1 SWEEP FROM EITHER END. PISTOL AND SHOTGUN INSTRUCTIONS ARE THE SAME.**



AMBUSH AT GAMBLE GULCH 2025 – STAGE 6 – GENERAL STORE

AMMO: 3 Mag/7 RND, 7 RIFLE, 4 SHOTGUN

TR/DB - 5 Rifle

PISTOL: HOLSTERED

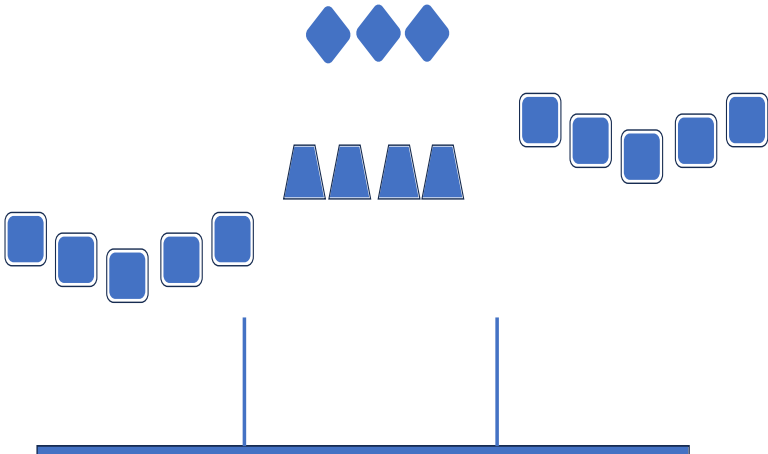
RIFLE: STAGED IN RIGHT OPENING

SHOTGUN: STAGED IN CENTER OPENING

**SHOOTER STARTS: AT THE READY AT POSITION OF CHOICE
STARTING LINE: WE DON'T SELL TO OUTLAWS**

AT THE BUZZER:

- WITH RIFLE NOT LAST
- PISTOL, FROM LEFT OPENING WITH 1ST MAG, START BY SINGLE TAPPING EACH OUTSIDE TARGET, THEN SINGLE TAP EACH INSIDE TARGET, THEN TRIPLE TAP THE CENTER TARGET. WITH 2ND MAG, ENGAGE IN REVERSE ORDER. (START ON CENTER TARGET).
- FROM RIGHT OPENING WITH PISTOL, ENGAGE THE RIFLE TARGETS BY SINGLE TAPPING THE OUTSIDE TARGETS, THEN SINGLE TAP THE INSIDE TARGETS THEN TRIPLE TAP THE CENTER TARGET.
- WITH THE RIFLE, ENGAGE IN REVERSE ORDER. (START ON CENTER TARGET).
- SHOTGUN, FROM CENTER OPENING, ENGAGE THE 4 KNOCKDOWNS.
- TR/DB: ENGAGE THE RIFLE TARGETS BY SINGLE TAPPING EACH OUTSIDE TARGET THEN TRIPLE TAP THE CENTER TARGET.



AMBUSH AT GAMBLE GULCH 2025 – STAGE 7 - SALOON

AMMO: 4 Mag/7 RND, 5 RIFLE, 8 SHOTGUN

TR/DB - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 2 OR 3

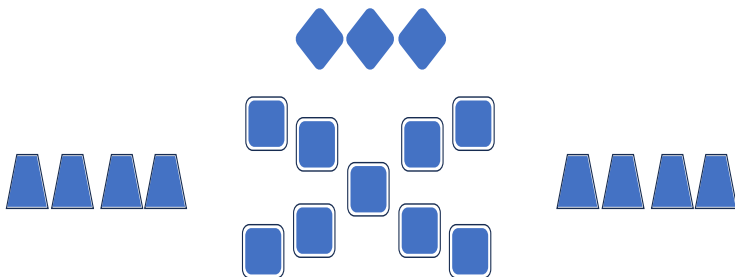
SHOTGUN: STAGED IN WINDOW 1 OR 4

SHOOTER STARTS: AT POSITION OF CHOICE TOUCHING BEER MUG

STARTING LINE: HERE'S A TOAST TO TEXAS

AT THE BUZZER:

- **WITH RIFLE NOT LAST**
- **PISTOL, WITH 2 MAGS EACH FROM POSITIONS 2 AND 3, STARTING ON A CORNER TARGET, SWEEP TO THE CENTER IN A 2,2,3 SWEEP FROM EACH CORNER. (THE 2 LEFT CORNERS FROM WINDOW 2 AND THE 2 RIGHT CORNERS FROM WINDOW 3).**
- **RIFLE, FROM EITHER WINDOW 2 OR 3, SWEEP THE BACK 5 TARGETS OF THE ARRAY.**
- **SHOTGUN, ENGAGE 4 KNOCKDOWNS EACH FROM WINDOWS 1 AND 4.**
- **TR/DB: ENGAGE THE TARGETS IN A 1,1,3 SWEEP FROM EITHER END.**



AMBUSH AT GAMBLE GULCH 2025 – STAGE 8 - BOARDWALK

AMMO: 4 Mag/7 RND, 6 RIFLE, 4 SHOTGUN

TR/DB - 6 Rifle

PISTOL: IN HAND(S)

RIFLE: STAGED IN WINDOW 3

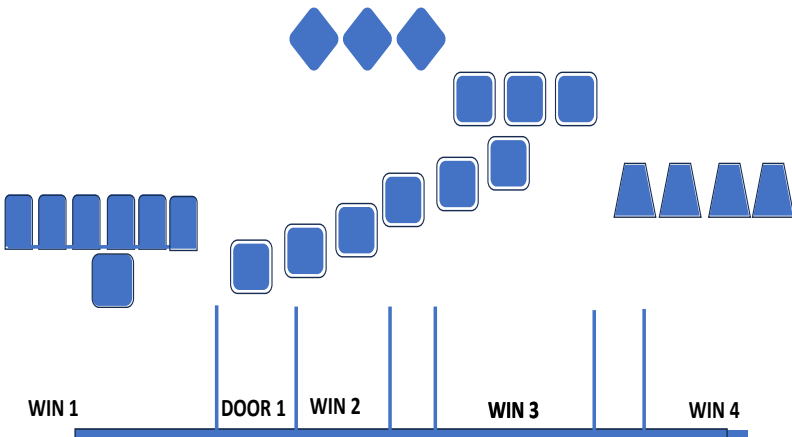
SHOTGUN: STAGED IN WINDOW 3

SHOOTER STARTS: WINDOW 1 PISTOL IN HAND(S)

STARTING LINE: (YOU MAY ALL GO TO HELL AND) I WILL GO TO TEXAS

AT THE BUZZER

- **ORDER IS PISTOL - RIFLE - SHOTGUN**
- **PISTOL, ENGAGE THE PLATE RACK UNTIL DOWN, PLACING THE LAST ROUND ON THE DUMP TARGET IF NECESSARY.**
- **FROM WINDOW 2, ENGAGE THE TARGETS IN A 6,5,4,3,2,1 REGRESSIVE SWEEP FROM EITHER END. EX: 1,1,1,1,1,1, 2,2,2,2,2, 3,3,3,3, 4,4,4, 5,5, 6.**
- **RIFLE, ENGAGE THE 3 RIFLE TARGETS IN A 3,2,1 SWEEP FROM EITHER END.**
- **SHOTGUN, FROM DOOR 3, ENGAGE THE 4 KNOCKDOWNS.**
- **TR/DB: FROM WINDOW 3, ENGAGE THE TARGETS IN A 3,2,1 SWEEP FROM EITHER END.**



AMBUSH AT GAMBLE GULCH 2025 – STAGE 9 – BLACKSMITH

AMMO: 3 Mag/7 RND, 7 RIFLE, 5 SHOTGUN

TR/DB - 6 Rifle

PISTOL: HOLSTERED

RIFLE: ON SHELF AT outhouse

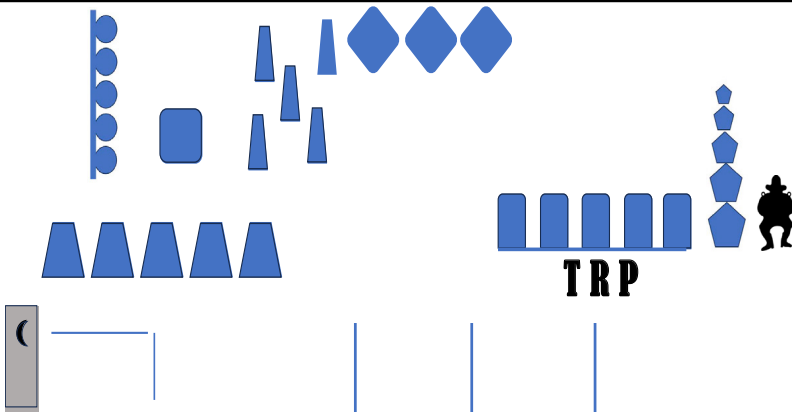
TR/DB - RIFLE IN WINDOW 1

SHOTGUN: IN HANDS AT outhouse

**SHOOTER STARTS: AT outhouse SHOTGUN IN HANDS
STARTING LINE: COME AND TAKE IT!**

AT THE BUZZER:

- ORDER IS SHOTGUN - RIFLE - PISTOL
- SHOTGUN, ENGAGE THE 5 KNOCKDOWNS.
- RIFLE, ENGAGE THE DUELING TREE FLAPPERS UNTIL FLIPPED, PLACING ANY EXTRA ROUNDS ON THE DUMP TARGET. NOTE: FLAPPERS MUST GO AT LEAST HALFWAY AROUND TO COUNT.
- PISTOL, FROM OPENING ONE, ENGAGE THE BUSHWACKER TARGETS UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON THE DUMP TARGET.
- FROM WINDOW 4 ENGAGE THE PLATE RACK UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON ANY TRP DUMP TARGET.
- FROM OUTSIDE THE BUILDING ENGAGE THE TOMBSTONE PLATE RACK UNTIL DOWN, PLACING ANY EXTRA ROUNDS ON THE COWBOY DUMP TARGET.
- NOTE: THE PINK PLATE IS NOT THE DUMP TARGET, ANY HIT ON THE PINK PLATE AFTER ALL TOMBSTONES ARE DOWN WILL BE COUNTED AS A MISS.
- TR/DB: ENGAGE THE TARGETS IN A DOUBLE TAP SWEEP FROM EITHER END.



AMBUSH AT GAMBLE GULCH – STAGE 10 - CORRAL

AMMO: 4 MAG/7 RND, 7 RIFLE, 5 SHOTGUN

TR/DB - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ON TROUGH

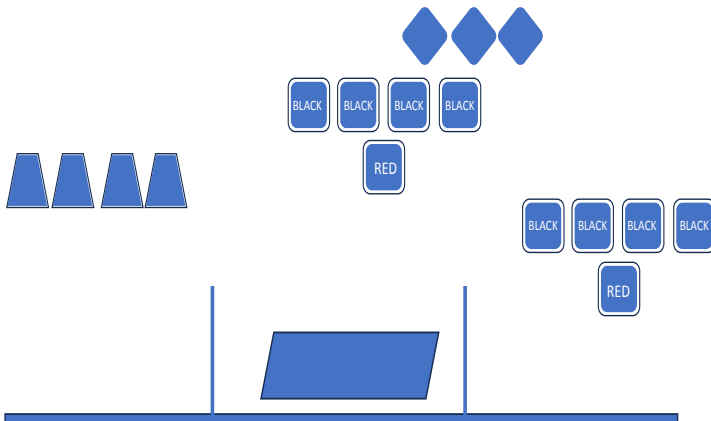
SHOTGUN: STAGED IN LEFT PEN EITHER VERTICAL OR ON SHELF

SHOOTER STARTS: AT POSITION OF CHOICE, HOLDING SPURS

STARTING LINE: DON'T SQUAT ON YOUR SPURS

AT THE BUZZER:

- **PISTOL, FROM RIGHT OF TROUGH, STARTING ON A BLACK TARGET, ALTERNATE BETWEEN THE BLACK TARGETS AND RED TARGET FOR 7 ROUNDS. REPEAT INSTRUCTIONS WITH 2ND MAG.**
- **FROM BEHIND TROUGH, WITH PISTOL AND 2 MAGS, REPEAT INSTRUCTIONS ON THE RIFLE TARGETS.**
- **WITH RIFLE, REPEAT INSTRUCTIONS.**
- **SHOTGUN, FROM LEFT PEN, ENGAGE THE 5 KNOCKDOWNS.**
- **TR/DB: RIFLE FROM BEHIND TROUGH, ENGAGE IN THE FOLLOWING ORDER: 2,1,2,3,2.**



**THANK YOU
TO OUR MAIN MATCH
SPONSOR!**



Stage sponsors and donors

- Mernickle Holsters
- Tripp Research
- HD Hunters Gold Shooting Glasses
- Bear Creek Bullets
- Starline Brass
- Mickey Blackwater & Silver Bell
- Prickly Pear Peggy

Hotels in George West:

Best Western Hotel, 208 N. Nueces St. - 361-449-3300

Holiday Inn Express, 200 S. Neuces St - 361-449-4336

Restaurants in George West

Agave Jaliso, 403 Nueces St. - Good Mexican food, full bar, open late

Lucky Seafood, 607 Guadalupe - Great seafood good, not open on Saturday

Georgios Pizza & Subs, 707 Nueces St - Great Pizza, dine-in/take-out

IDK Cafe, 100 S. Nueces St - Good Breakfast

Rodeo Grill, 302 Houston St., Mexican, Steaks, Seafood. 5AM - 11PM

Restaurants in Three Rivers

Live Oak Sports Grill and Bar, HWY 281 - Good Food, Bar, Music

Restaurants in Oakville

Van's BBQ, IH37 in Historic Oakville - Call to make sure they're open - 361-786-3995



HUNTERS HD

GOLD ®

They CHANGE so you don't have to.™



COBRAMAG



Mernickle



Holsters®



MARCH 28-29 2025

Main Match Stages			
Stage	Raw Time	Penalty	Total
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			