

SASS Presents the
Texas State Wild Bunch Championship



AT
GAMBLE GULCH

MAY 8-10, 2026

hosted by Texas Riviera Pistoleros



Don't forget to put our
**2026 GUNFIGHT AT
GAMBLE GULCH**
annual on your 2026 shooting
calendar!

December 11-13, 2026



WELCOME

The Texas Riviera Pistoleros are honored that you chose to shoot with us at the 2026 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:	Ginger Vitis

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. Pistol 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: Wild Bunch firearms may be cleared on the line by the Timer Operator or their designated safety officer.
- 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.

2026 Ambush at Gamble Gulch

Celebrating America's 250th Anniversary!

Friday, May 8 2026

- 1:00pm Registration Opens & Hot Dog Lunch
- 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, May 9 2026

- 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, May 10 2026

- 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, 8 May 2026 @ 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. Keep forward movement with only 1 step back allowed.
- With Shotgun, shoot all 12 targets with the shotgun, if you can find'em.
- With pistol, engage the 2 dueling trees until all 10 flappers are flipped, place extra rounds on dump target. Stop when all plates are flipped, then unload/make pistol safe. Timer stops after last plate is flipped or end of 14 rounds.
- Most targets hit is the winner. Time will break any ties.

Long Range Side Match

Saturday, 9 May 2026 - 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

3 Fun Side Matches

Saturday, 9 May 2026 - Following Lunch

KILL'EM ALL - Blacksmith Stage

- 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.

FASTEST 1911 - BOARDWALK STAGE

- 5 magazines loaded with 2 rounds each
- Pistol holstered loaded with 1st mag
- Start at window 2- 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

POP THE POP

- \$1 per shot
- With 1911 pop the pop, then clear pistol
- Every shooter who pops the pop will go into a drawing for a prize. More shots, more chances to win!
- **This benefits the SASS Scholarship Foundation**

AMBUSHAT GAMBLE GULCH 2026 – STAGE 1 - OPEN RANGE

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

TR/DB - 5 Rifle

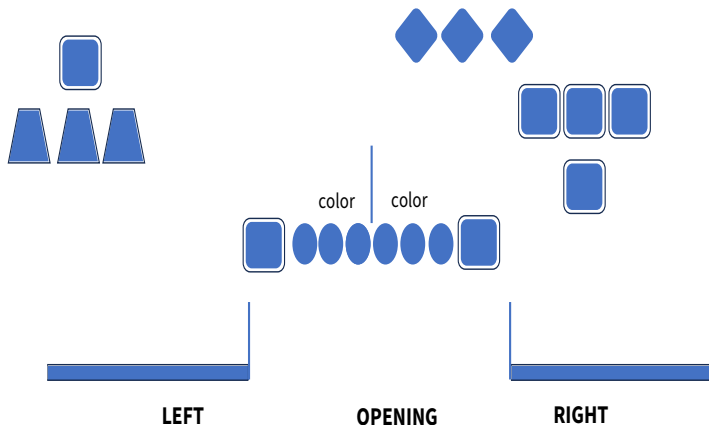
PISTOL: HOLSTERED

**RIFLE: STAGED ON RIGHT SHELF SHOTGUN:
STAGED ON LEFT SHELF**

**SHOOTER STARTS: POSITION OF CHOICE, HANDS ON HIPS
STARTING LINE: THIS IS MY COUNTRY!**

AT THE BUZZER:

- **SHOOTER CHOICE OF GUN ORDER**
- **PISTOL: FROM CENTER OPENING, STARTING EITHER COLORED SIDE, PLACE 1 SHOT ON THE STATIONARY TARGET, THEN 1 SHOT ON A PLATE, ALTERNATE BETWEEN THE STATIONARY AND PLATE TARGETS FOR 7 ROUNDS. REPEAT WITH 2ND MAGAZINE ON THE OTHER COLOR.**
- **FROM RIGHT OF POST AND STARTING ON THE LOWER TARGET, ALTERNATE BETWEEN THE LOWER AND UPPER TARGETS FOR 7 ROUNDS.**
- **RIFLE: FROM RIGHT OF POST, STARTING ON THE TR/DB TARGET, ALTERNATE BETWEEN CLOSE TR/DB TARGET AND THE TOP 3 RIFLE TARGETS FOR 7 ROUNDS.**
- **SHOTGUN: FROM LEFT OF POST, STARTING ON EITHER A STATIONARY OR A SG KNOCKDOWN TARGET, ALTERNATE BETWEEN KD'S AND STATIONARY TARGET FOR 6 ROUNDS.**
- **TR/DB: WITH RIFLE FROM RIGHT OF OPENING ALTERNATE MIDDLE, LEFT, MIDDLE, RIGHT, MIDDLE (M-L-M-R-M OR 2-1-2-3-2)**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 2 - BUCKBOARD

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

TR/DB - 7 Rifle

PISTOL: HOLSTERED

RIFLE: IN HANDS

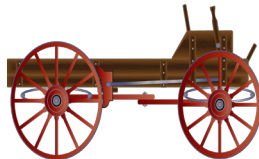
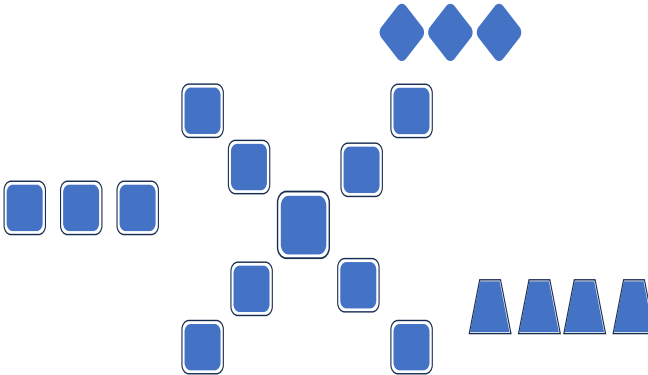
SHOTGUN: STAGED ON HORSE

SHOOTER STARTS: RIFLE AT THE READY, LEFT OF CACTUS

STARTING LINE: HURRAY FOR THE RED, WHITE AND BLUE

AT THE BUZZER:

- **GUN ORDER: RIFLE - PISTOL - SHOTGUN**
- **RIFLE: FROM LEFT OF CACTUS, ENGAGE RIFLE TARGETS IN A 1-2-4 SWEEP FROM EITHER DIRECTION.**
- **PISTOL: FROM BEHIND BUCKBOARD ENGAGE THE TARGETS IN A 1-2-4 SWEEP STARTING FROM A CORNER TARGET TOWARD THE CENTER TARGET. REPEAT STARTING FROM EACH CORNER TARGET.**
- **SHOTGUN: AT HORSE, ENGAGE THE 4 SHOTGUN TARGETS**
- **TR/DB: FROM LEFT OF CACTUS, ENGAGE TARGETS IN A 1-2-4 SWEEP FROM EITHER DIRECTION**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 3 - CEMETERY

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

TR/DB - 7 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ON SHELF LEFT OF OPENING

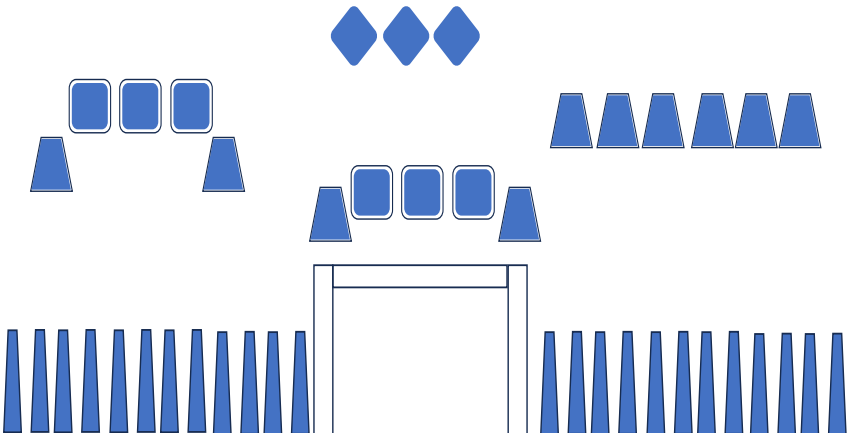
SHOTGUN: STAGED ON SHELF RIGHT OF OPENING

SHOOTER STARTS: CENTER OPENING, HAND ON HOLSTERED PISTOL

STARTING LINE: GOD BLESS AMERICA

AT THE BUZZER:

- **START WITH PISTOL FROM CENTER OPENING, USING A KNOCKDOWN AND 2 TARGETS, ENGAGE THE KD, THEN PLACE 3 ROUNDS ON AN OUTSIDE TARGET AND 3 ROUNDS ON THE INSIDE TARGET, REPEAT USING THE OTHER KD AND OUTSIDE TARGET.**
- **MOVE TO LEFT OF OPENING AND REPEAT ON THE RIFLE TARGETS WITH THE 3RD MAG.**
- **RIFLE: FROM LEFT OF OPENING REPEAT USING THE OTHER KD AND OUTSIDE TARGET.**
- **SHOTGUN: FROM RIGHT OF OPENING, ENGAGE THE 6 KNOCKDOWNS. NOTE: 2 SHOTGUN ARE SHARED WITH THE GALLOWS.**
- **TR/DB: PLACE 1 ROUND ON 1 TARGET AND 3 ROUNDS ON THE OTHER 2 TARGETS.**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 4 - GALLOWS

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

TR/DB - 6 Rifle

PISTOL: STAGED ON SHELF

RIFLE: STAGED ON SHELF

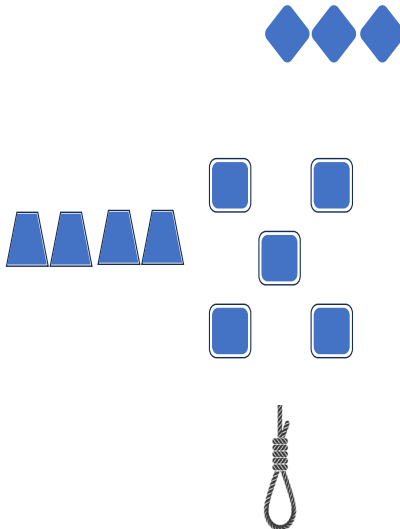
SHOTGUN: STAGED ON SHELF

SHOOTER STARTS: BOTH HANDS HOLDING ROPE

STARTING LINE: GIVE ME LIBERTY OR GIVE ME DEATH

AT THE BUZZER:

- **GUNS IN ANY ORDER**
- **PISTOL: STARTING FROM A CORNER, PLACE 1 ROUND ON EACH CORNER TARGET, THEN 3 ROUNDS ON THE CENTER TARGET. REPEAT STARTING FROM EACH REMAINING CORNER TARGET WITH THE 3 ADDITIONAL MAGAZINES.**
- **RIFLE: ALTERNATE BETWEEN THE 2 FAR CORNER TARGETS FOR 4 ROUNDS, THEN PLACE 3 ROUNDS ON THE CENTER TARGET**
- **SHOTGUN: ENGAGE THE 4 KNOCKDOWNS.**
- **TR/DB: PLACE 2 ROUNDS ON AN OUTSIDE TARGET, THEN 1 ON THE CENTER, REPEAT STARTING ON THE OTHER OUTSIDE TARGET.**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 5 - JAIL

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

TR/DB - 5 Rifle

PISTOL: HOLSTERED

TR/DB - RIFLE STAGED

RIFLE: STAGED IN WINDOW 1

IN WINDOW 2

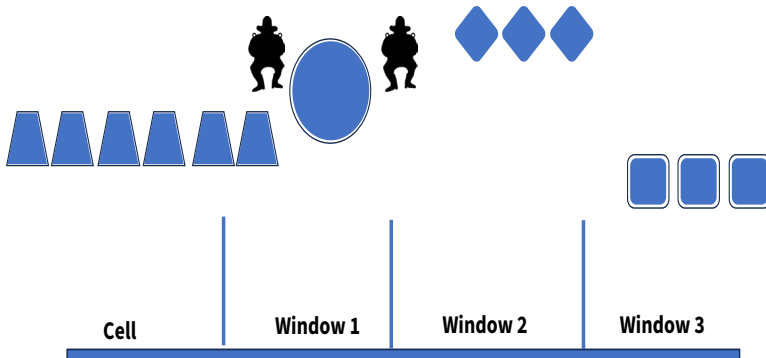
SHOTGUN: STAGED IN JAIL CELL

SHOOTER STARTS: BOTH HANDS TOUCHING THE FLAG

STARTING LINE: LAND OF THE FREE AND HOME OF THE BRAVE

AT THE BUZZER:

- **ORDER IS: PISTOL-PISTOL-PISTOL-RIFLE-SG****
- **PISTOL: FROM WINDOW 3, PLACE 2 ROUNDS ON EACH OUTSIDE TARGET, THEN 3 ROUNDS ON THE CENTER**
- **FROM WINDOW 2: PLACE 2 ROUNDS ON EACH COWBOY, THEN 3 ON THE CENTER (SWINGER) TARGET THAT IS NOT SWINGING**
- **FROM WINDOW 1: START SWINGER, THEN PLACE 7 ROUNDS ON CENTER (SWINGER).**
- **RIFLE: FROM WINDOW 1 WITH SWINGER ACTIVE, PLACE 2 ROUNDS ON EACH COWBOY TARGET, THEN 3 ROUNDS ON THE SWINGER**
- **SHOTGUN: FROM JAIL CELL, ENGAGE 6 SG TARGETS**
- **TR/DB: RIFLE FROM WINDOW 2, ENGAGE TR/DB TARGETS WITH 2 ROUNDS ON EACH OUTSIDE TARGET THEN 1 ROUND ON THE CENTER TARGET ** TR/DB MAY SPLIT PISTOLS IF THEY WISH.**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 6 – GENERAL STORE

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

TR/DB - 6 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN RIGHT WINDOW

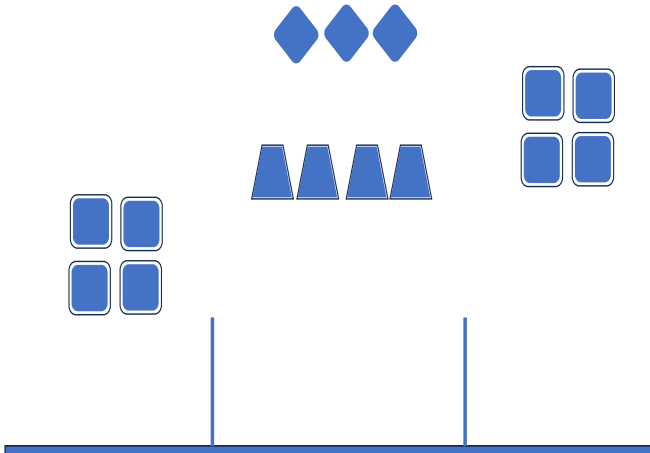
SHOTGUN: STAGED ANYWHERE

SHOOTER STARTS: POSITION OF CHOICE, BOTH HANDS HOLDING BELL THAT IS NOT TOUCHING SHELF

STARTING LINE: LET FREEDOM RING

AT THE BUZZER:

- **GUNS IN ANY ORDER**
- **PISTOL: WITH 2 MAGS FROM LEFT WINDOW AND 2 MAGS FROM RIGHT WINDOW ENGAGE TARGETS IN A ROUND COUNT SEQUENCE: 2-3-4-5 IN ANY ORDER**
- **RIFLE: FROM RIGHT WINDOW, ENGAGE BACK TARGETS WITH AT LEAST 3 ROUNDS EACH**
- **SHOTGUN: FROM CENTER WINDOW, ENGAGE THE 4 KNOCKDOWNS.**
- **TR/DB: ENGAGE TARGETS BY PLACING 1, 2 AND 3 ROUNDS ON THE TARGETS IN ANY ORDER**



AMBUSH AT GAMBLE GULCH 2026 - STAGE 7 - SALOON

AMMO: 3 MAG/7 RND, 6 RIFLE, 8 SHOTGUN

TR/DB - 6 Rifle

PISTOL: HOLSTERED

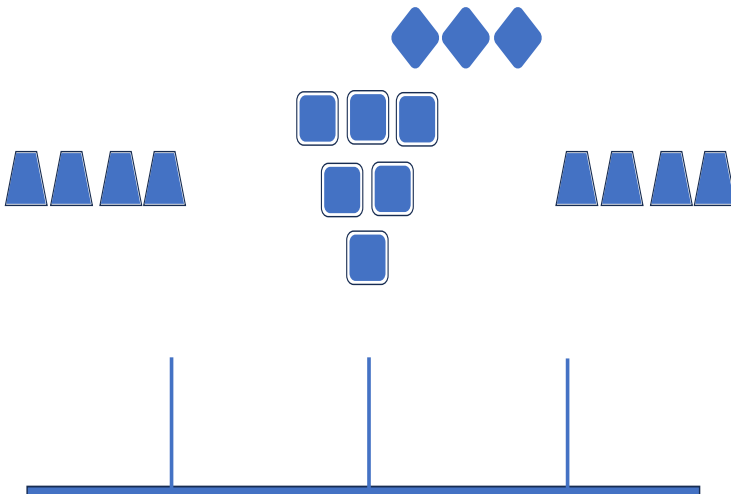
RIFLE: STAGED IN WINDOW 2 OR 3

SHOTGUN: STAGED IN WINDOW 1 OR 4

**SHOOTER STARTS: AT POSITION OF CHOICE TOUCHING BEER MUG
STARTING LINE: CHEERS TO THE GOOD OLE USA**

AT THE BUZZER:

- **GUNS IN ANY ORDER**
- **PISTOL: FROM WINDOWS 2 OR 3, PLACE 1 ROUND ON THE FRONT ROW TARGET, THEN 2 ROUNDS ON EACH OF THE MIDDLE ROW TARGETS, THEN 3 ROUNDS ON EACH OF THE BACK ROW TARGETS**
- **MOVE TO OTHER PISTOL POSITION AND ENGAGE ALL TARGETS AT LEAST ONCE.**
- **RIFLE: FROM EITHER WINDOW 2 OR 3, DOUBLE TAP THE BACK ROW TARGETS**
- **SHOTGUN: ENGAGE 4 KNOCKDOWNS EACH FROM WINDOWS 1 AND 4.**
- **TR/DB: ENGAGE THE TARGETS WITH 2 ROUNDS EACH.**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 8 - BOARDWALK

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

TR/DB - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 2 OR 3

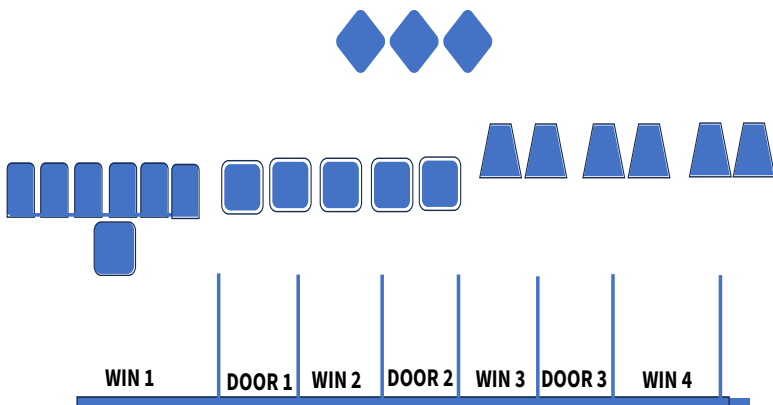
SHOTGUN: STAGED IN WINDOW 3 OR 4

SHOOTER STARTS: POSITION OF CHOICE, RIGHT HAND OVER HEART OR SALUTING

STARTING LINE: I PLEDGE ALLEGIANCE

AT THE BUZZER

- **GUNS IN ANY ORDER**
- **PISTOL: FROM WINDOWS 1 WITH ONE MAG, ENGAGE THE PLATE RACK UNTIL DOWN, PLACING EXTRA ROUND ON THE DUMP TARGET.**
- **FROM DOORWAY 1, SWEEP THE TARGETS, DOUBLE TAPPING THE OUTSIDE TARGETS (2-1-1-1-2), REPEAT INSTRUCTIONS FROM THE OPPOSITE DIRECTION**
- **FROM WINDOW 2, REPEAT WITH 1 MAG FROM EITHER DIRECTION**
- **RIFLE: FROM WINDOW 2 OR 3, SWEEP THE TR/DB TARGETS, DOUBLE TAPPING THE OUTSIDE TARGETS (2-1-2)**
- **SHOTGUN: ENGAGE 2 TARGETS FROM WINDOW 3, DOORWAY 3 AND WINDOW 4.**
- **TR/DB: SAME AS WB RIFLE INSTRUCTIONS**



AMBUSH AT GAMBLE GULCH 2026 – STAGE 9 – BLACKSMITH

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

TR/DB - 6 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 1

SHOTGUN: STAGED IN WINDOW 4

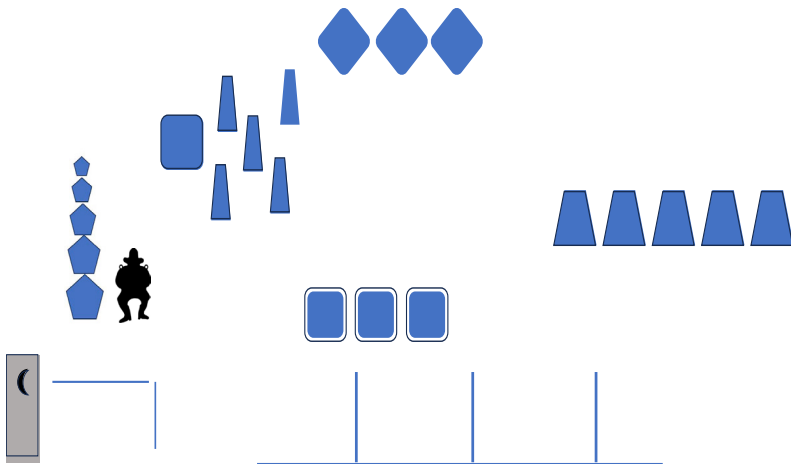
SHOOTER STARTS: AT OUTHOUSE, PISTOL IN HAND(S)

STARTING LINE: UNITED WE STAND, DIVIDED WE FALL

AT THE BUZZER:

- **ORDER IS: PISTOL, RIFLE, PISTOL, PISTOL, SHOTGUN**
- **PISTOL: FROM OUTHOUSE, ENGAGE THE PLATE RACK TARGETS, PLACING ANY EXTRA ROUND ON THE DUMP TARGET. NOTE: FRONT FACE PLATE IS NOT A DUMP TARGET**
- **RIFLE: FROM WINDOW 1 ENGAGE THE BUSHWHACKER TARGETS, PLACING ANY EXTRA ROUNDS ON THE DUMP TARGET**
- **PISTOL: FROM WINDOW 2 ALTERNATE BETWEEN AN OUTSIDE AND CENTER TARGET FOR 7 ROUNDS**
- **PISTOL: FROM WINDOW 3, REPEAT USING THE OTHER OUTSIDE TARGET**
- **SHOTGUN: FROM WINDOW 4, ENGAGE THE 5 KNOCKDOWNS.**

- **TR/DB: ALTERNATE BETWEEN AN OUTSIDE AND CENTER TARGET FOR 3 ROUNDS, THEN REPEAT USING THE OTHER OUTSIDE TARGET**



AMBUSH AT GAMBLE GULCH - STAGE 10 - CORRAL

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

TR/DB - 7 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED ON SHELF IN LEFT PEN

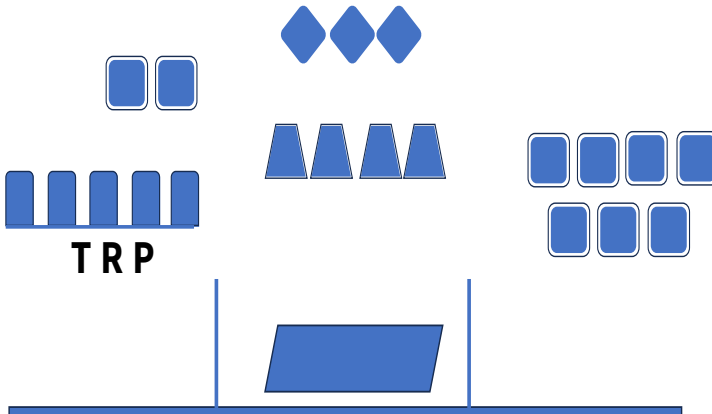
SHOTGUN: STAGED ON TROUGH

SHOOTER STARTS: LEFT PEN, HOLDING STAR

STARTING LINE: STARS AND STRIPES FOREVER

AT THE BUZZER:

- **ORDER: RIFLE - PISTOL - SHOTGUN**
- **RIFLE: FROM LEFT PEN TRIPLE TAP BOTH RIFLE TARGETS AND PLACE 1 ROUND ON ANY DB/TR TARGET**
- **PISTOL: FROM LEFT PEN, ENGAGE PLATE RACK PLACING ANY EXTRA ROUNDS ON ANY T R P DUMP TARGET**
- **PISTOL: FROM RIGHT OF TROUGH, DOUBLE TAP SWEEP THE FRONT ROW, THEN DOUBLE TAP SWEEP THE BACK ROW, THEN SINGLE TAP ALL THE TARGETS IN ANY ORDER**
- **NOTE: GROUND PISTOL AT SHOTGUN POSITION AND NOT ON BROKE GUN SHELF**
- **SHOTGUN: FROM CENTER TROUGH, ENGAGE THE 4 KNOCKDOWNS.**
- **TR/DB: PLACE 3 ROUNDS ON AN OUTSIDE TARGET, 1 ON MIDDLE TARGET, 3 ON OTHER OUTSIDE TARGET.**



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



Stage sponsors and donors

- **Mernickle Holsters**
- **Slippery Bullets**
- **Starline Brass**

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

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

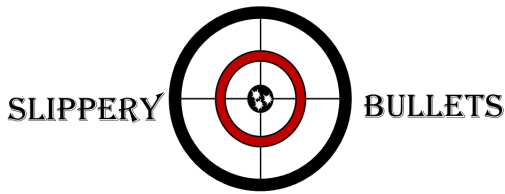
Restaurants in Three Rivers

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







MARCH 28-29 2025

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