

Mounted Shooters of America



Range Master Pattern Book

Legend



Rundown Barrel



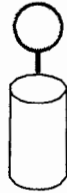
Random Barrel



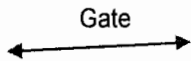
Dark Targets



Light Targets



Target on top of barrel. May be shot from either direction.



Gate



Round barrel in either direction



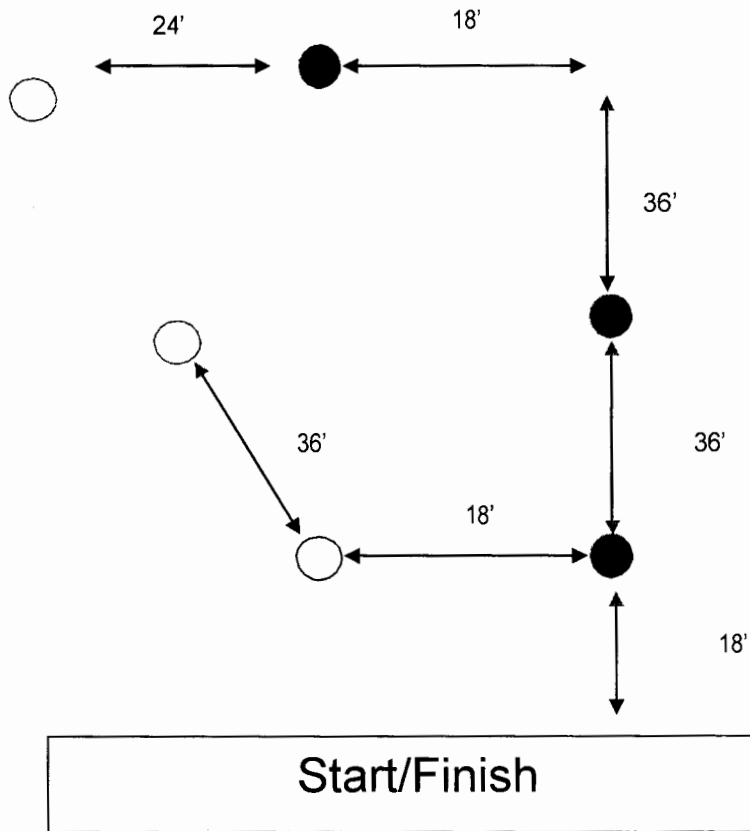
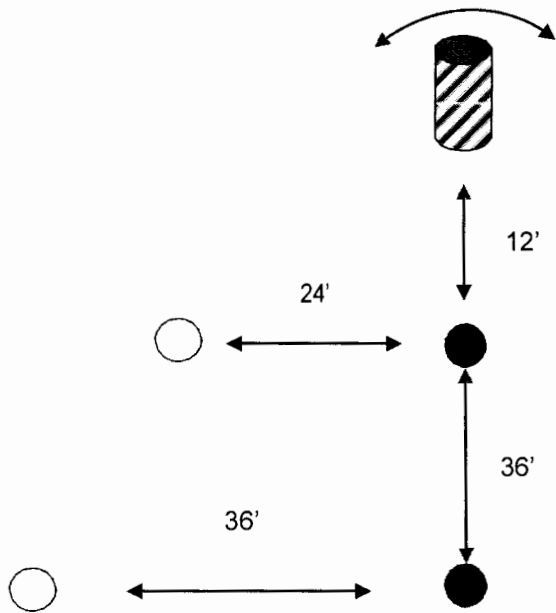
Round the barrel in the direction of the arrow



Full Barrel Turn - Is a 360 turn around the barrel, crossing your path. The barrel turn may be made from either direction

TTR

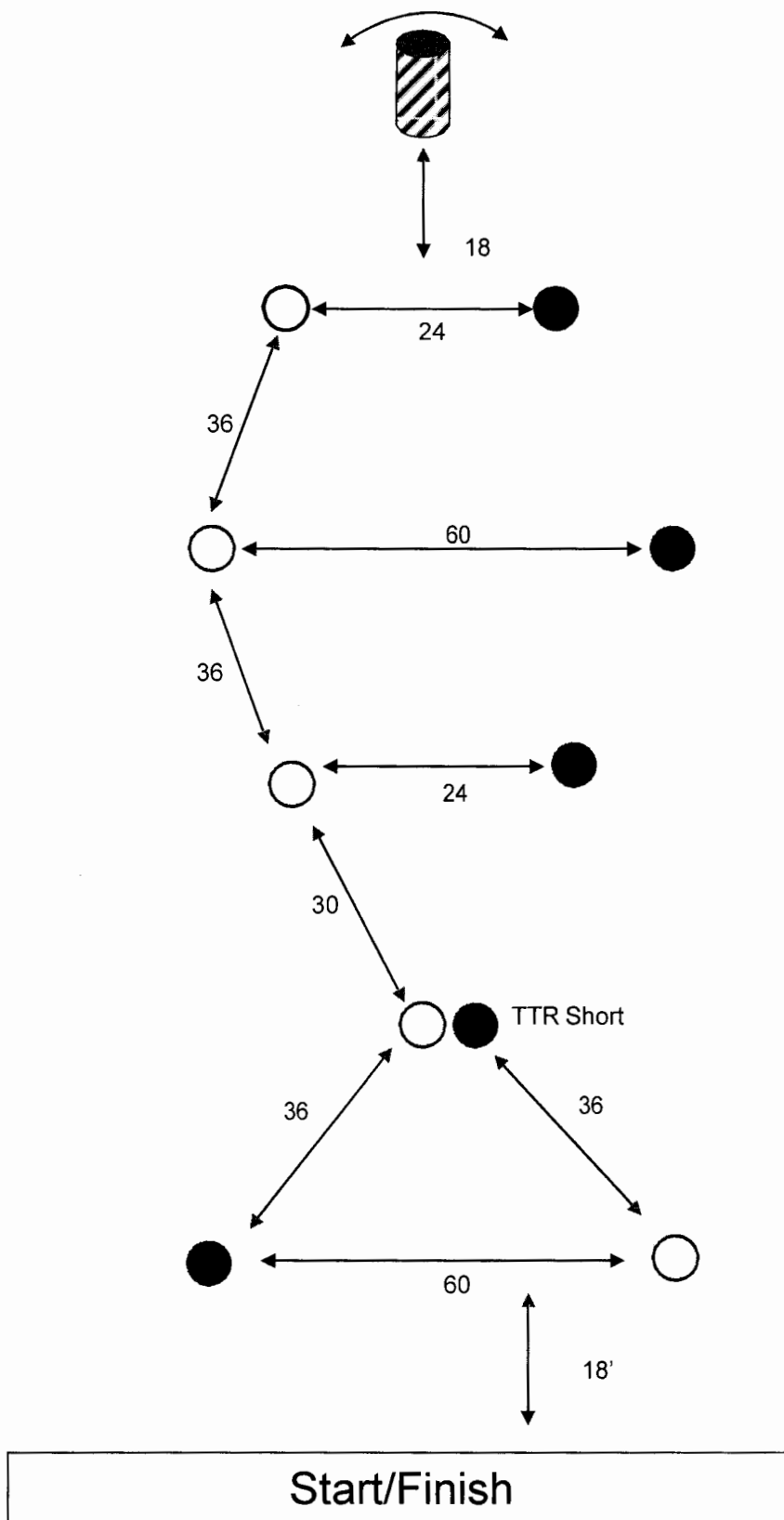
Two Balloon Rule If a contestant hits two balloons with one shot they may use the remaining round to pick up a target.



Course Rules

- 1) Shoot all light targets first
- 2) Round rundown barrel
- 3) Shoot all dark targets

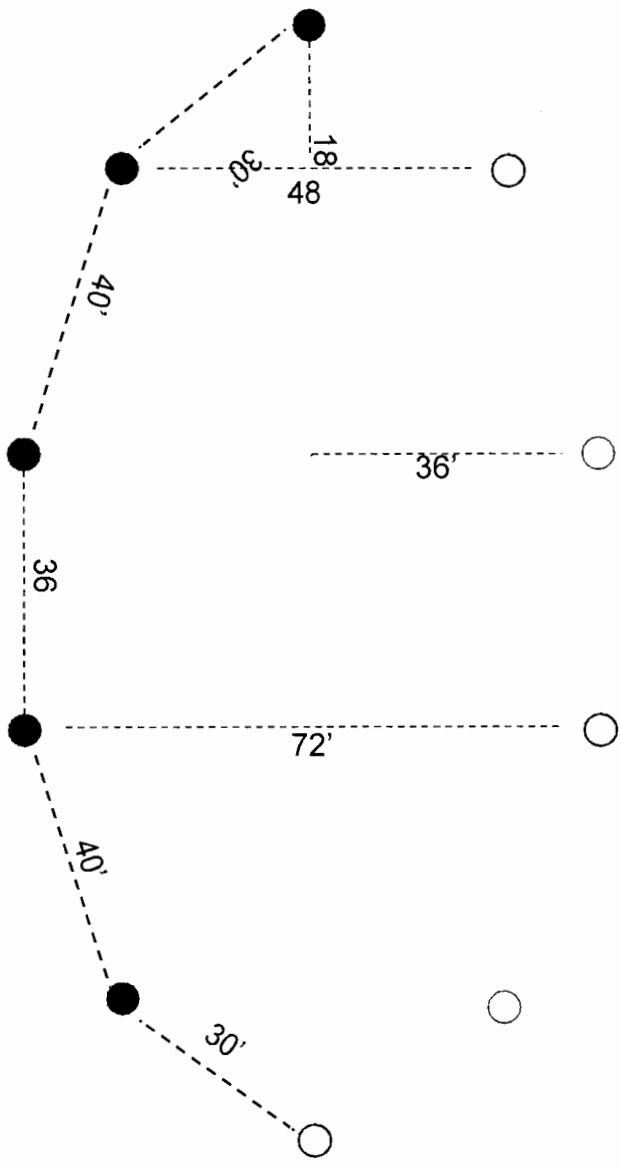
Pattern 2



Course Rules

- 1) Shoot all targets of the same color
- 2) Round rundown barrel
- 3) Shoot all targets of the remaining color

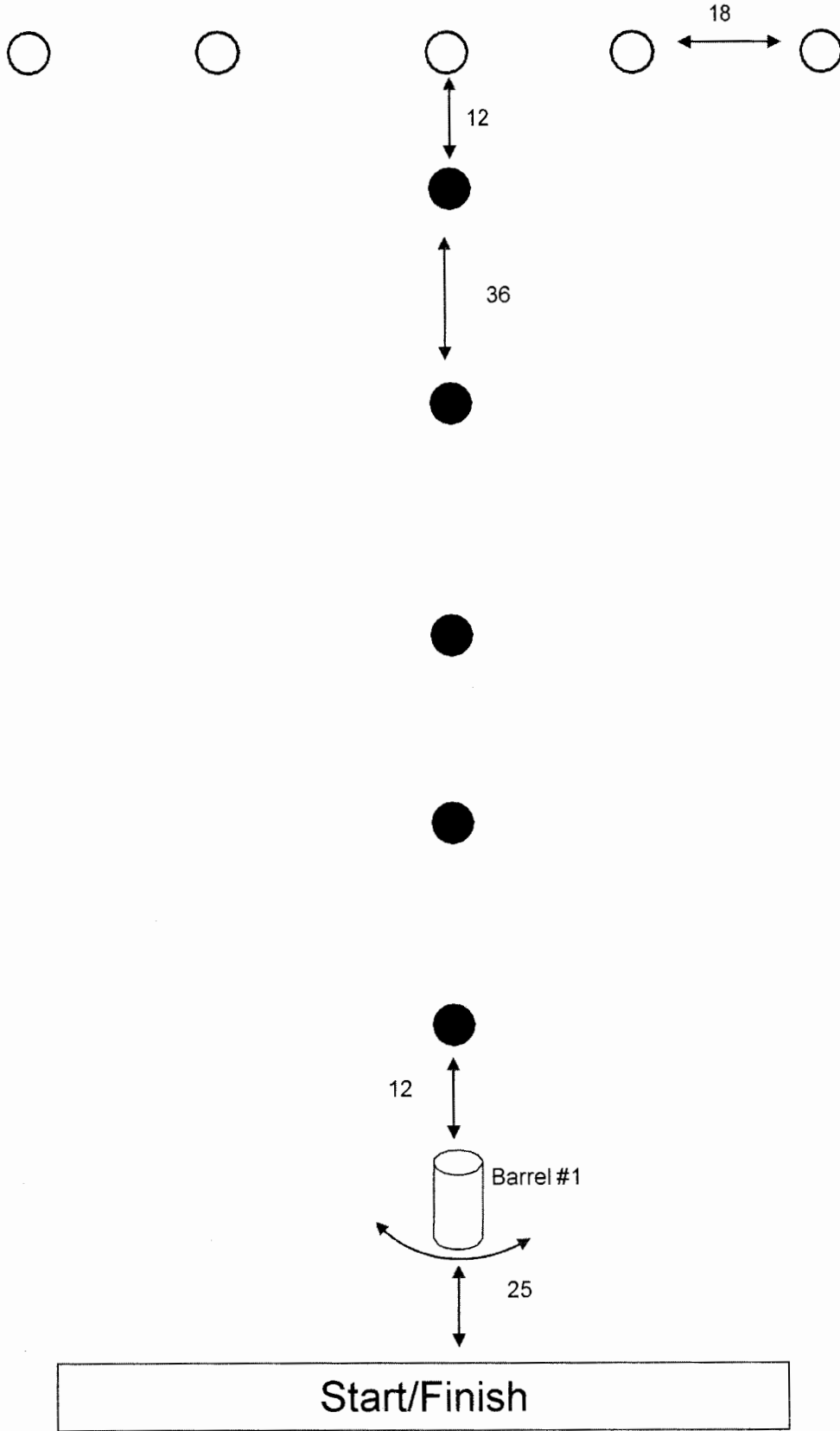
Pattern 3



START/FINISH

Engage all five targets of one color, then engage all five targets of the other color
 PROCEDURALS
 failure to engage all the targets of one color before engaging targets of the second color

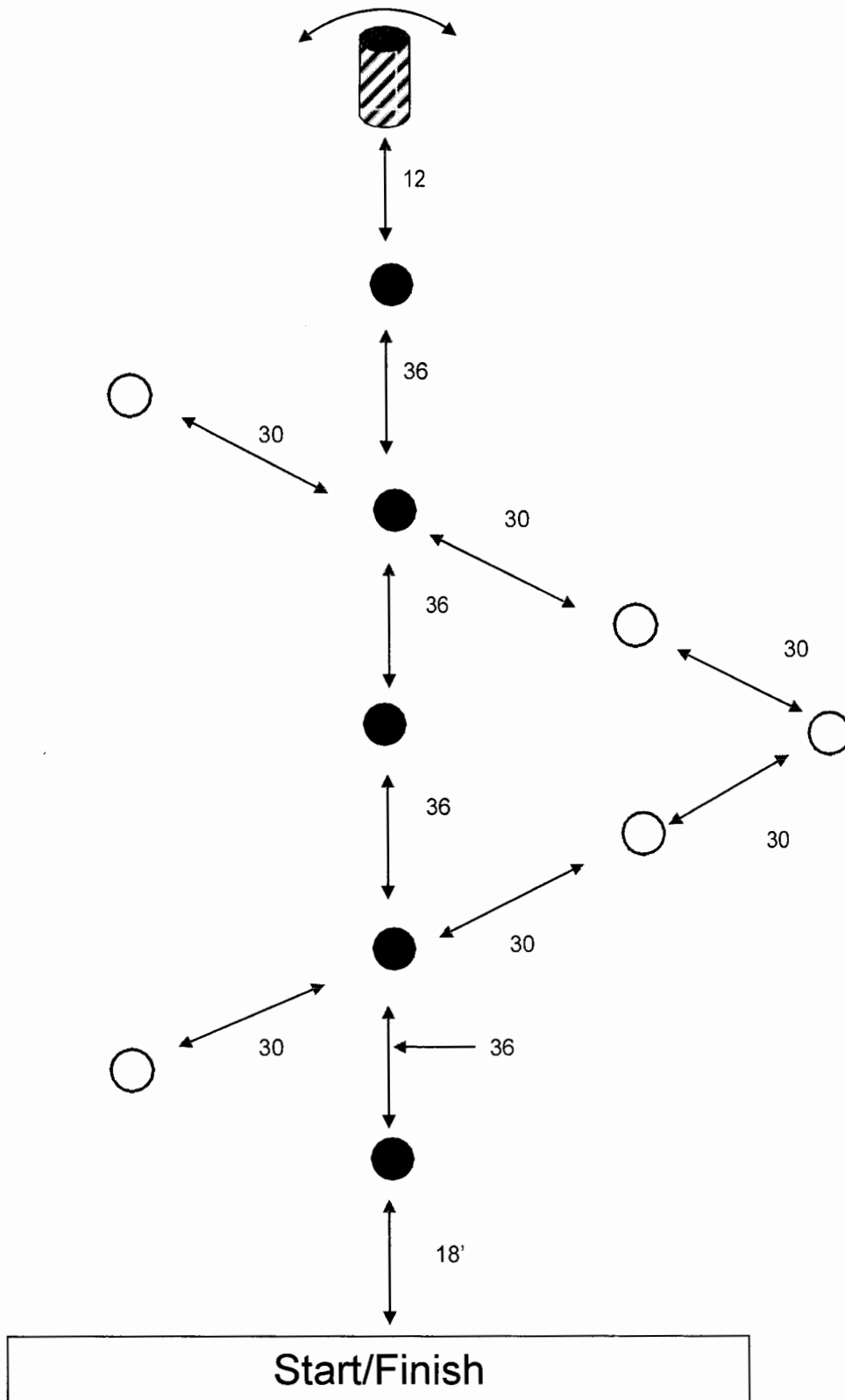
Pattern 4



Course Rules

- 1) Shoot all light targets
- 2) Round barrel #1
- 3) Shoot all dark targets

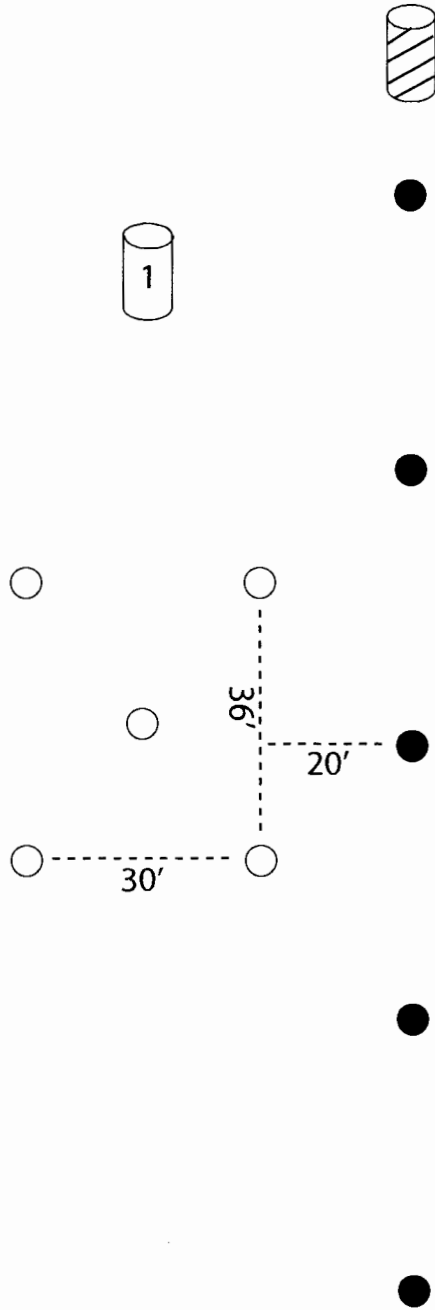
Pattern 5



Course Rules

- 1) Shoot all light targets
- 2) Round rundown barrel
- 3) Shoot all dark targets

Pattern 6



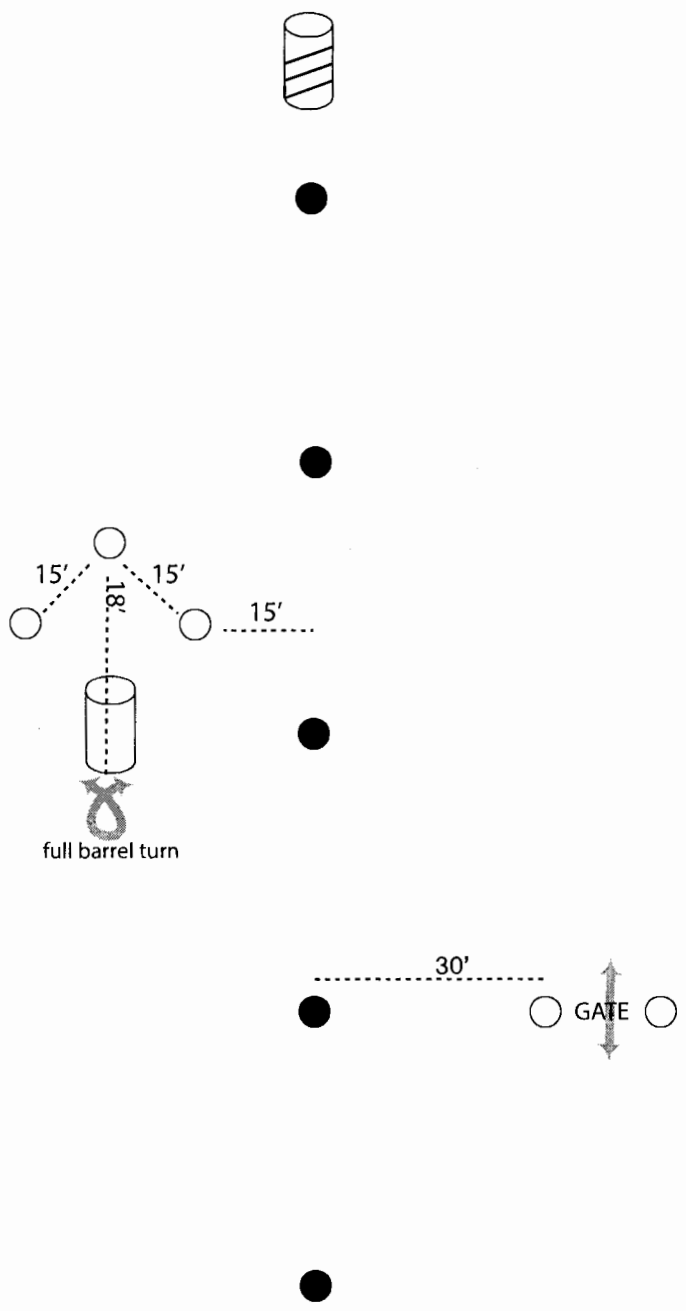
START/FINISH

Round #1 random barrel first
 Engage light targets
 Round rundown barrel
 Engage dark targets

PROCEDURALS

failure to round #1 random barrel first
 failure to engage all light targets before rounding the rundown barrel
 failure to round rundown barrel

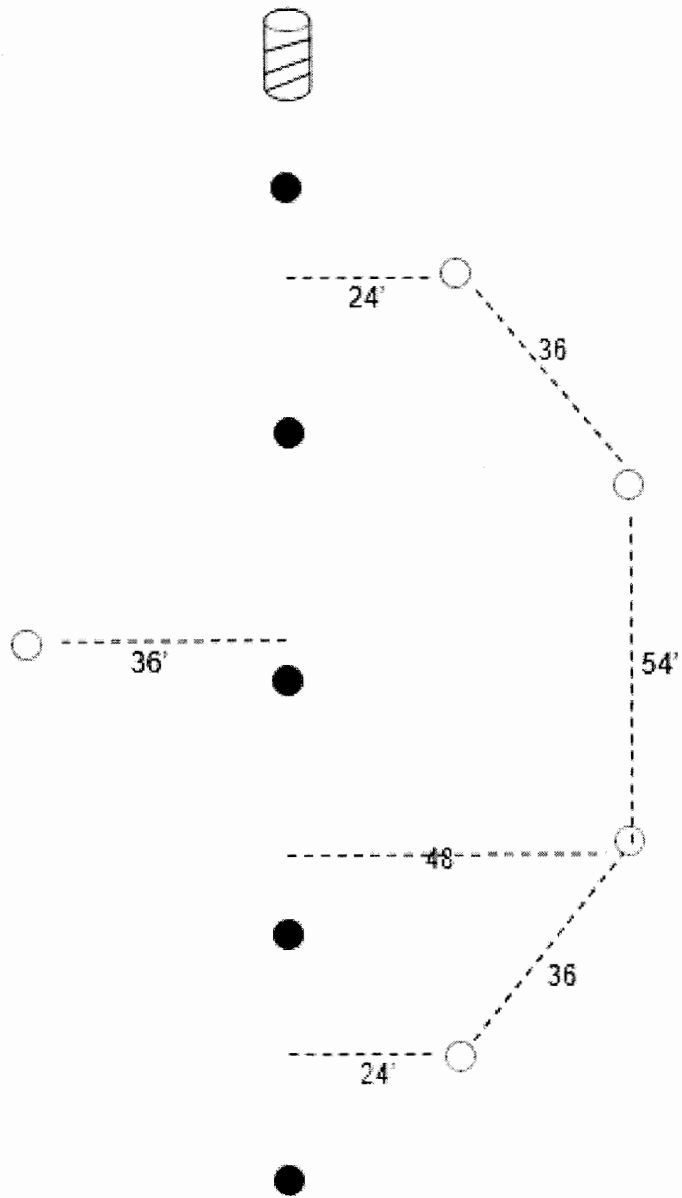
Pattern 7



START/FINISH

- Engage all light targets first
- Full Barrel Turn around random barrel
- Round rundown barrel
- Engage dark targets
- PROCEDURALS
- failure to pass through gate
- failure to engage all light targets before turning random barrel
- failure to execute full barrel turn at random barrel
- failure to round rundown barrel

Pattern 8



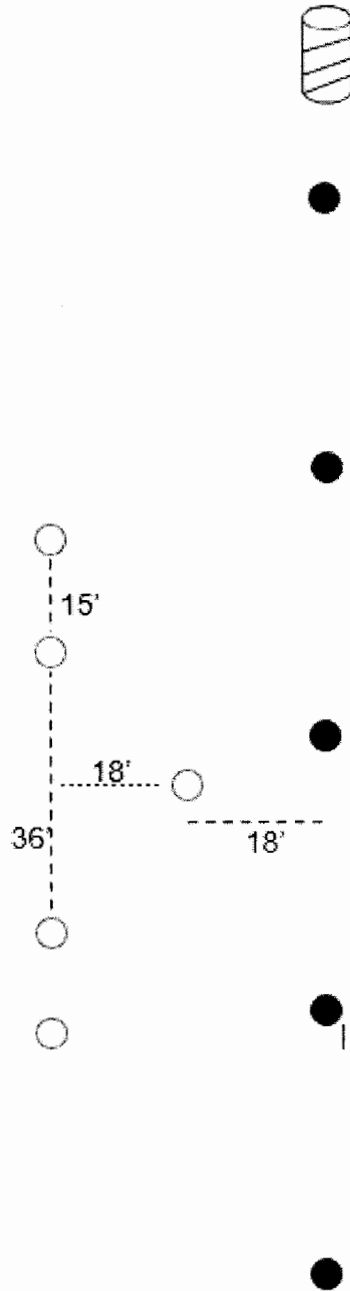
START/FINISH

Engage all light targets before rounding the rundown barrel
 Round rundown barrel
 Engage all dark targets

PROCEDURALS:

failure to engage all light targets before rounding rundown barrel
 failure to round rundown barrel

Pattern 9



START/FINISH

Engage all light targets before rounding the rundown barrel

Round rundown barrel

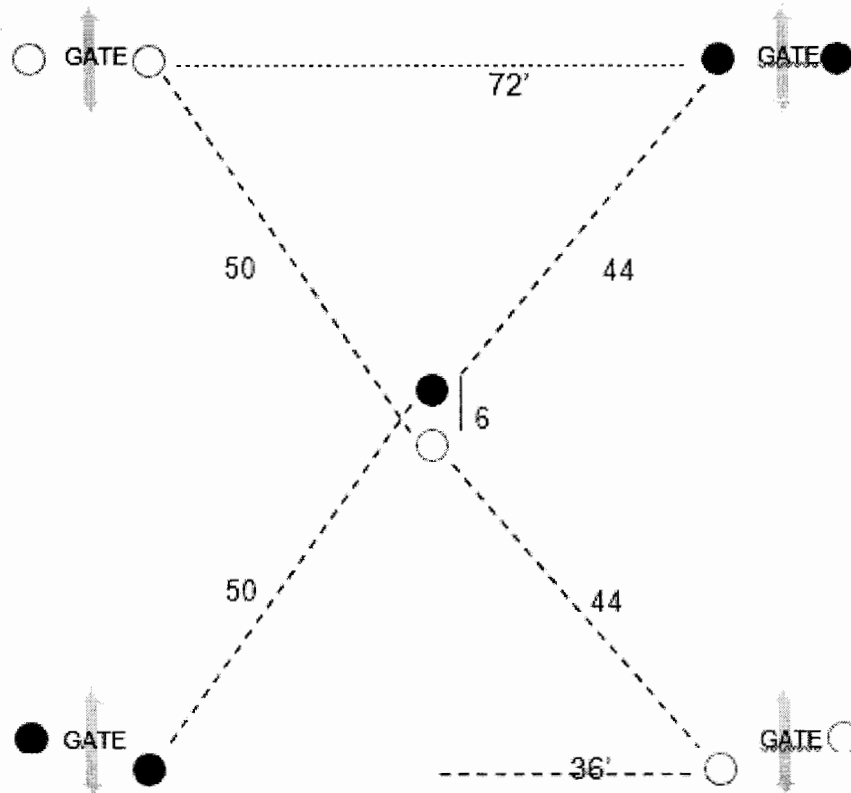
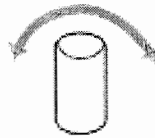
Engage all dark targets

PROCEDURALS:

failure to engage all light targets before rounding rundown barrel

failure to round rundown barrel

Pattern 10



START/FINISH

Engage all targets of one color before rounding the random barrel

Round random barrel

Engage all targets of the second color

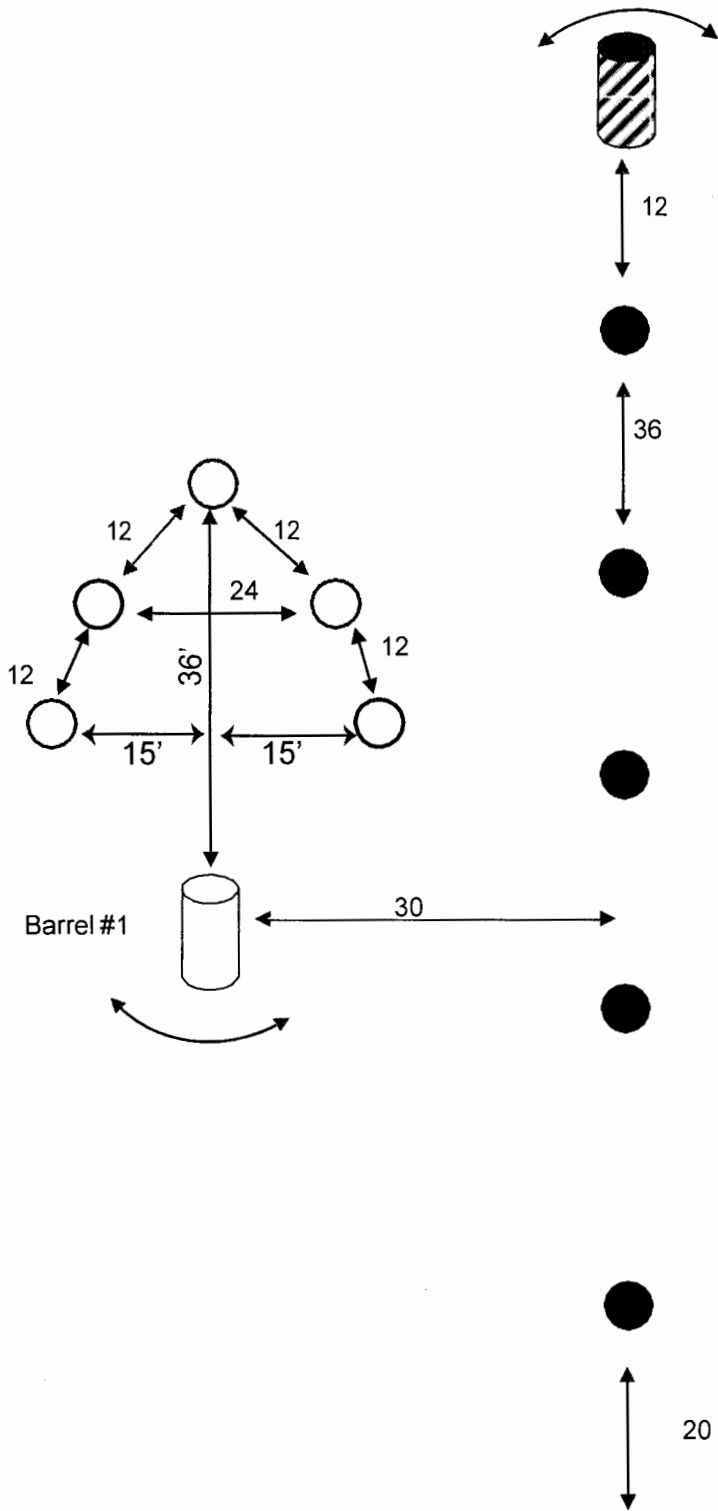
PROCEDURALS:

failure to engage all targets of one color before rounding random barrel

failure to round random barrel

failure to pass through gates

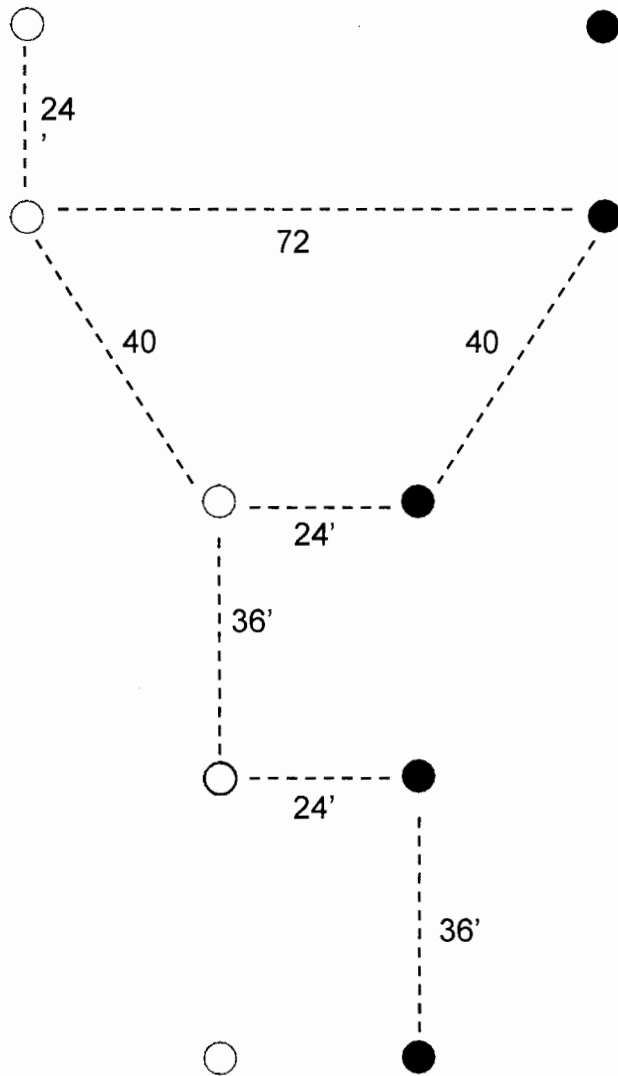
Pattern 11



Course Rules

- 1) Shoot all light targets
- 2) Round barrel #1
- 3) Proceed to and round rundown barrel
- 4) Shoot all dark targets

Pattern 13



START/FINISH

Engage all targets of one color then round random barrel

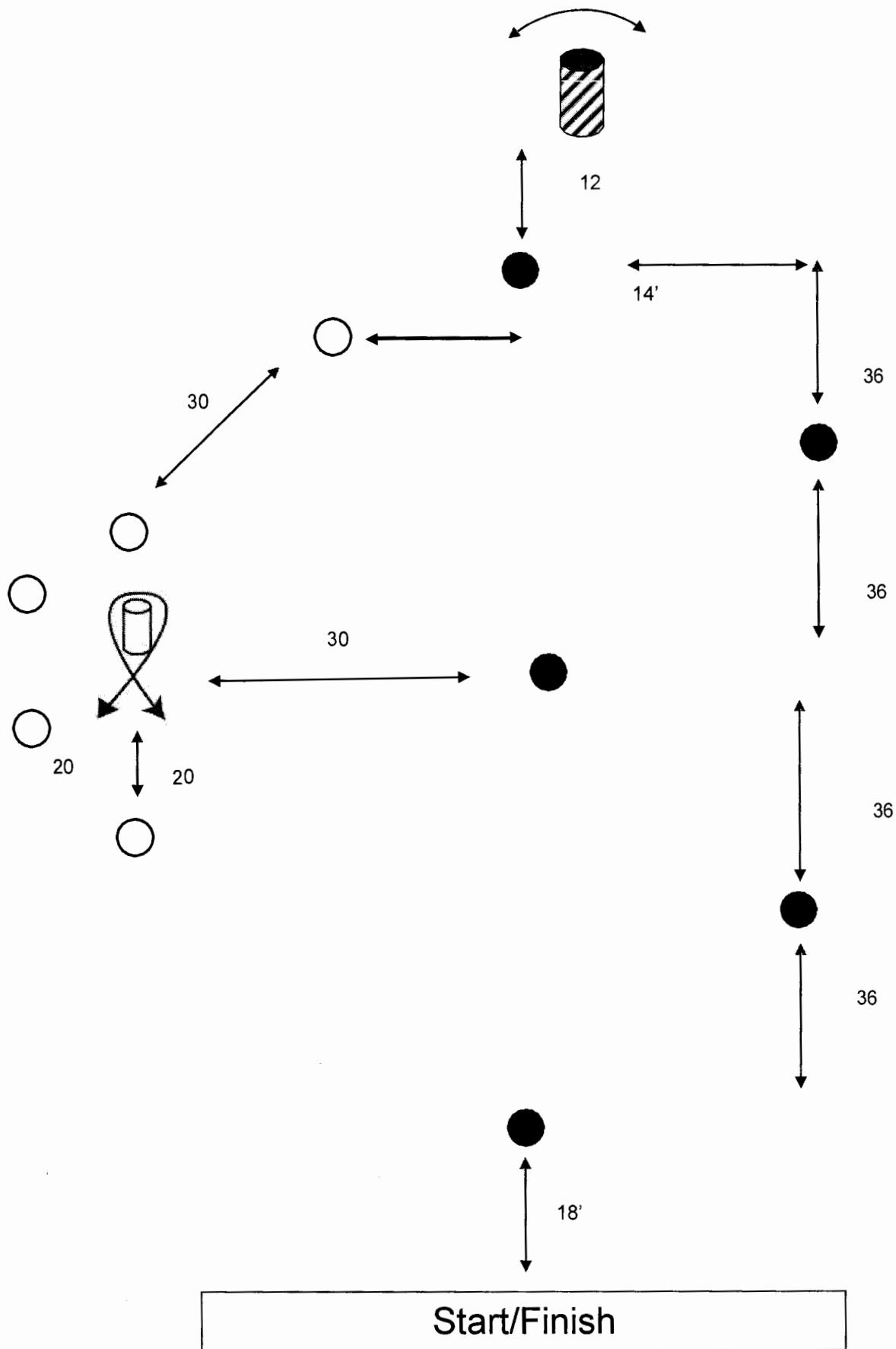
Engage all targets of the second color

PROCEDURALS:

failure to engage all targets of one color before rounding the random barrel

failure to round the random barrel

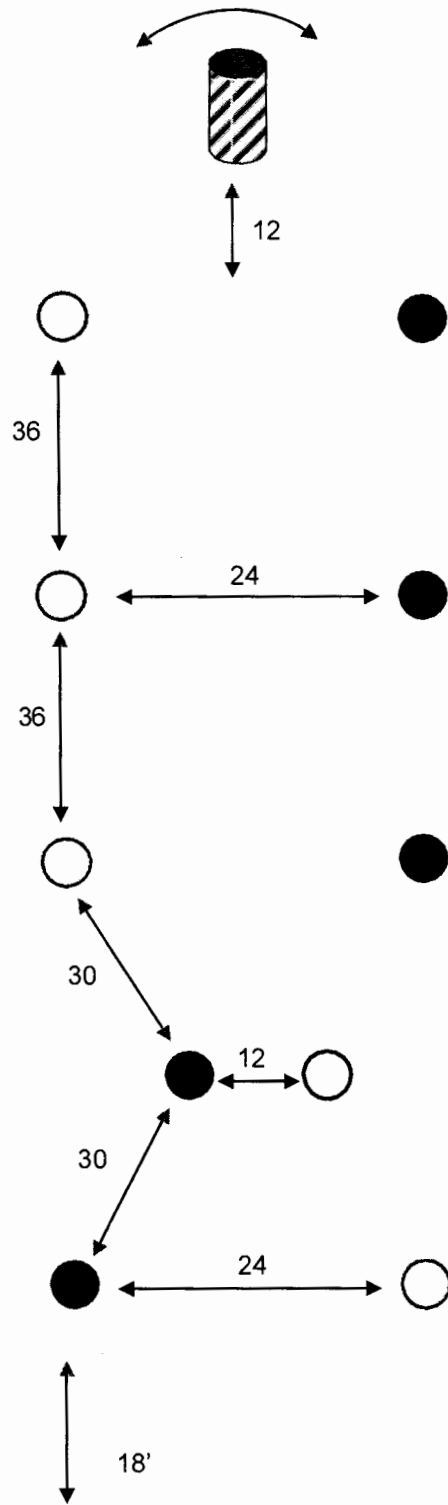
Pattern 14



CourseRules

- 1) Shoot all light targets first (Note: you must complete full barrel turn around the random barrel)
- 2) Complete entire random course before rounding the rundown barrel
- 3) Shoot all dark targets

Pattern 15

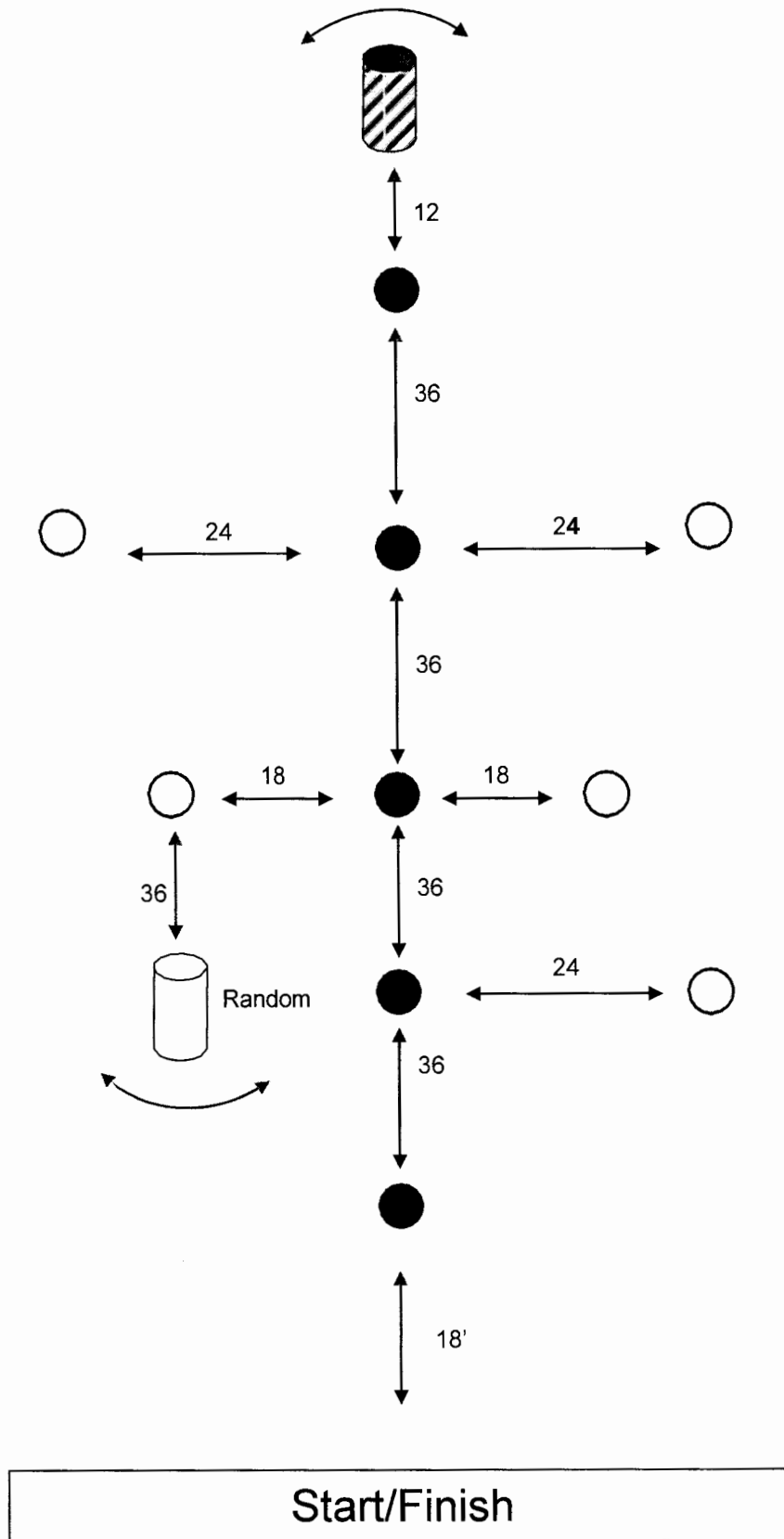


Start/Finish

Course Rules

- 1) Shoot all targets of the same color
- 2) Round rundown barrel
- 3) Shoot all targets of the remaining color

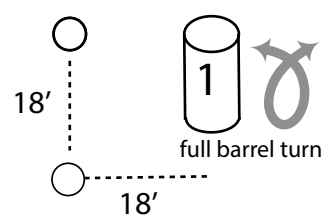
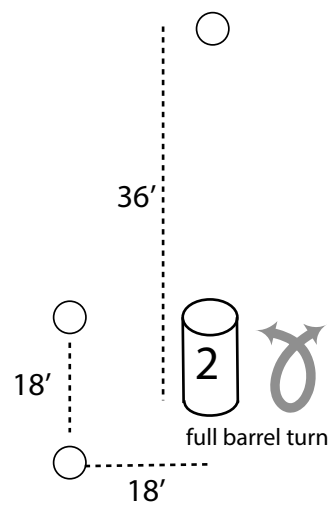
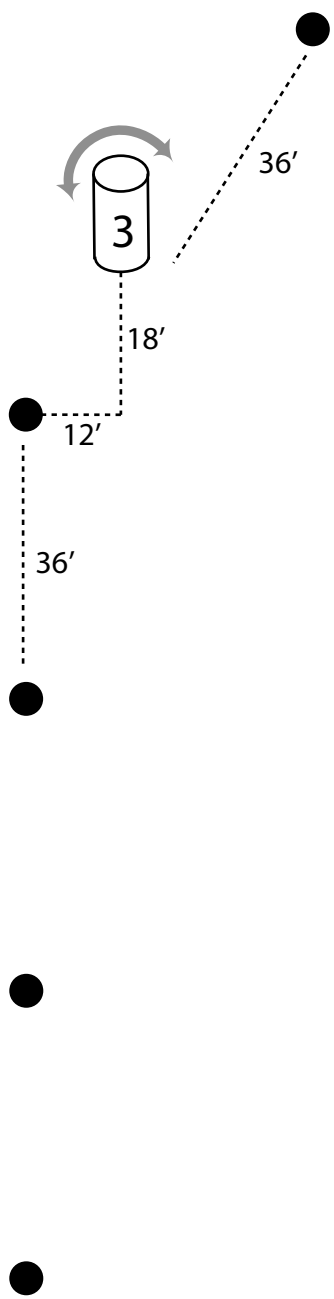
Pattern 16



Course Rules

- 1) Shoot all light targets
- 2) Round random barrel
- 3) Proceed to and round rundown barrel
- 4) Shoot all dark targets

Pattern 17



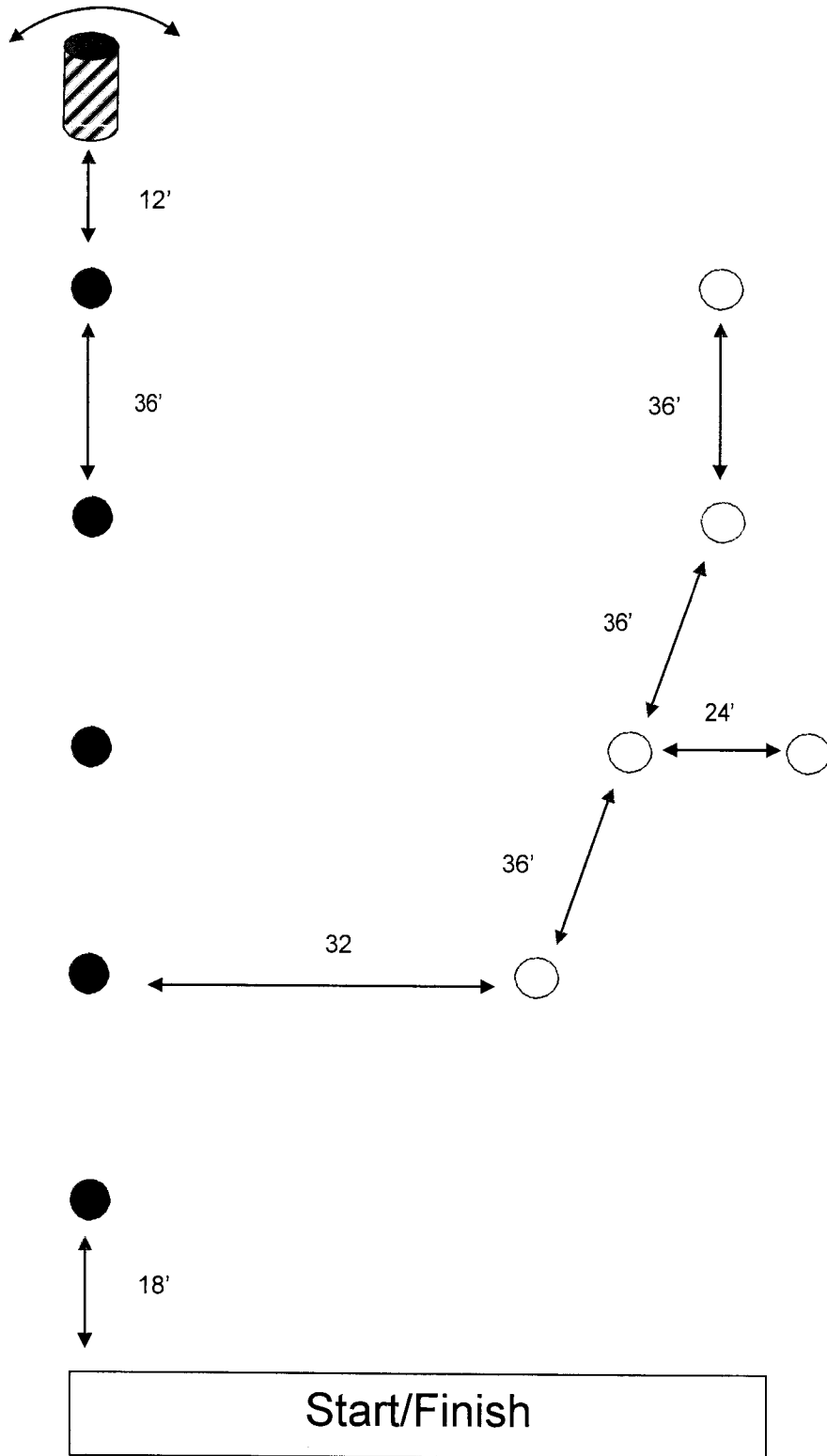
START/FINISH

Engage all light targets and execute full barrel turns on random barrels #1 and #2 first
 Round third random barrel while engaging dark targets

PROCEDURALS:

- failure to engage all light targets first
- failure to complete full barrel turns on first two barrels
- failure to round third random barrel

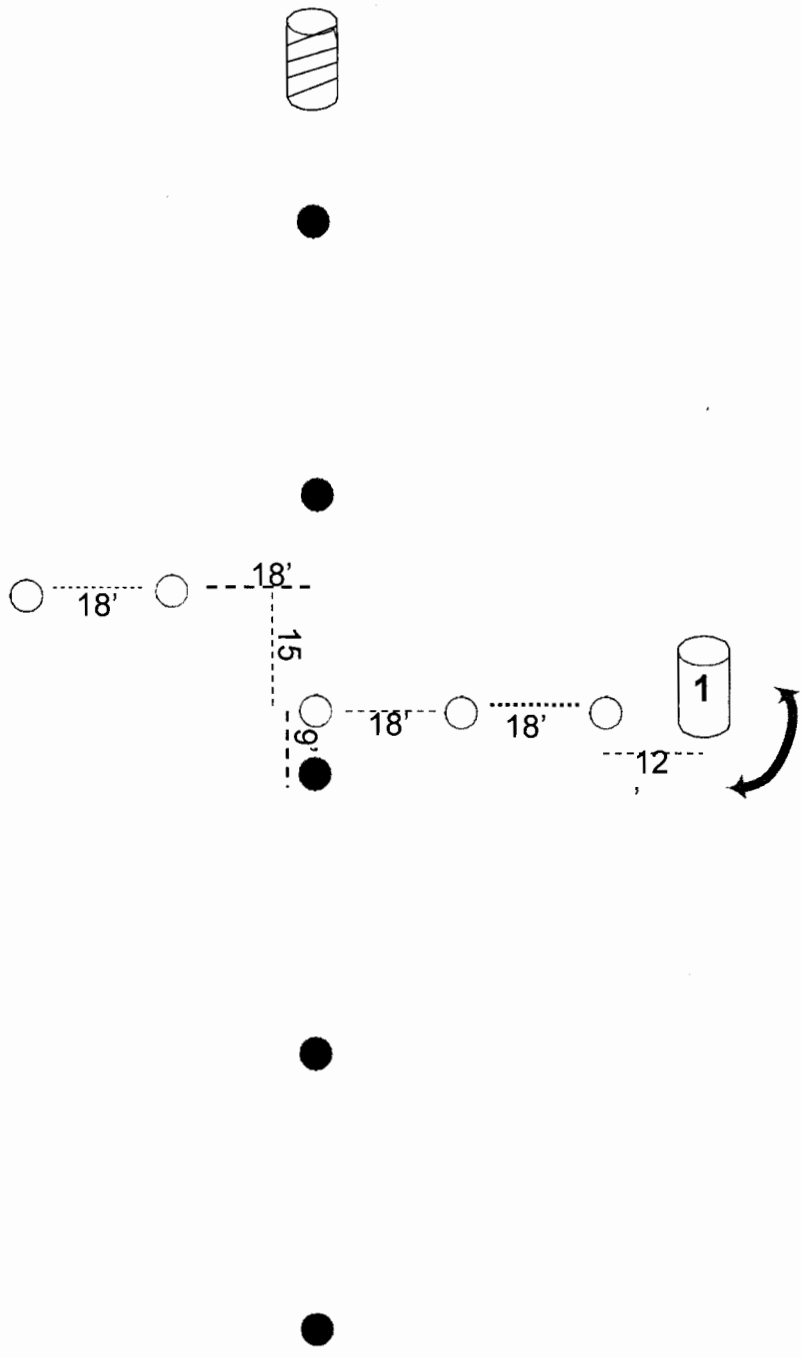
Pattern 18



Course Rules

- 1) Shootlight targets first
- 2) Round rundown barrel
- 3) Shoot all dark targets

Pattern 19



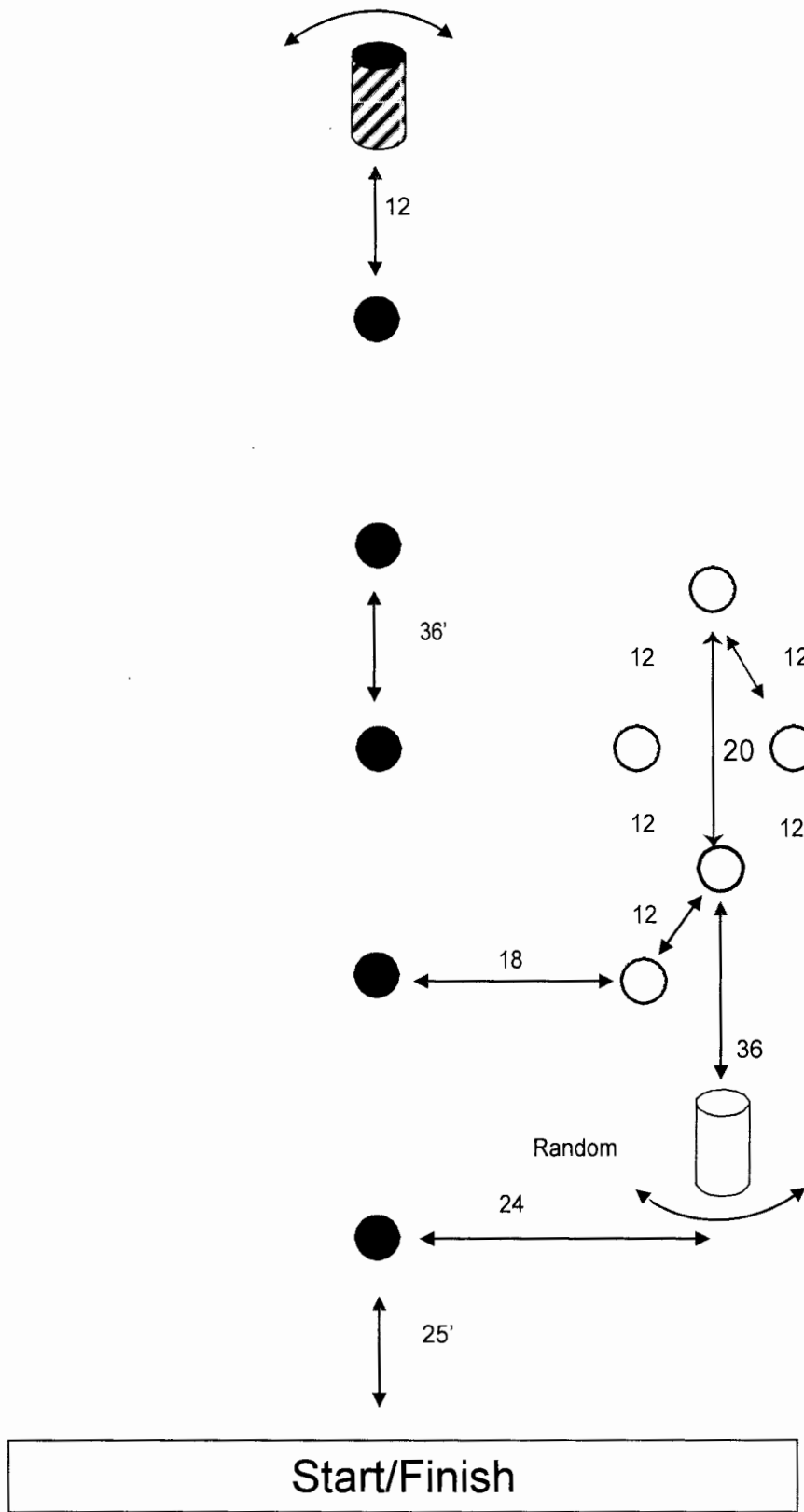
START/FINISH

Round #1 Random Barrel first before engaging light targets
 Engage light targets
 Round rundown barrel
 Engage dark targets

PROCEDURALS

failure to round #1 random barrel first
 failure to engage all light targets before rounding rundown barrel
 failure to round rundown barrel

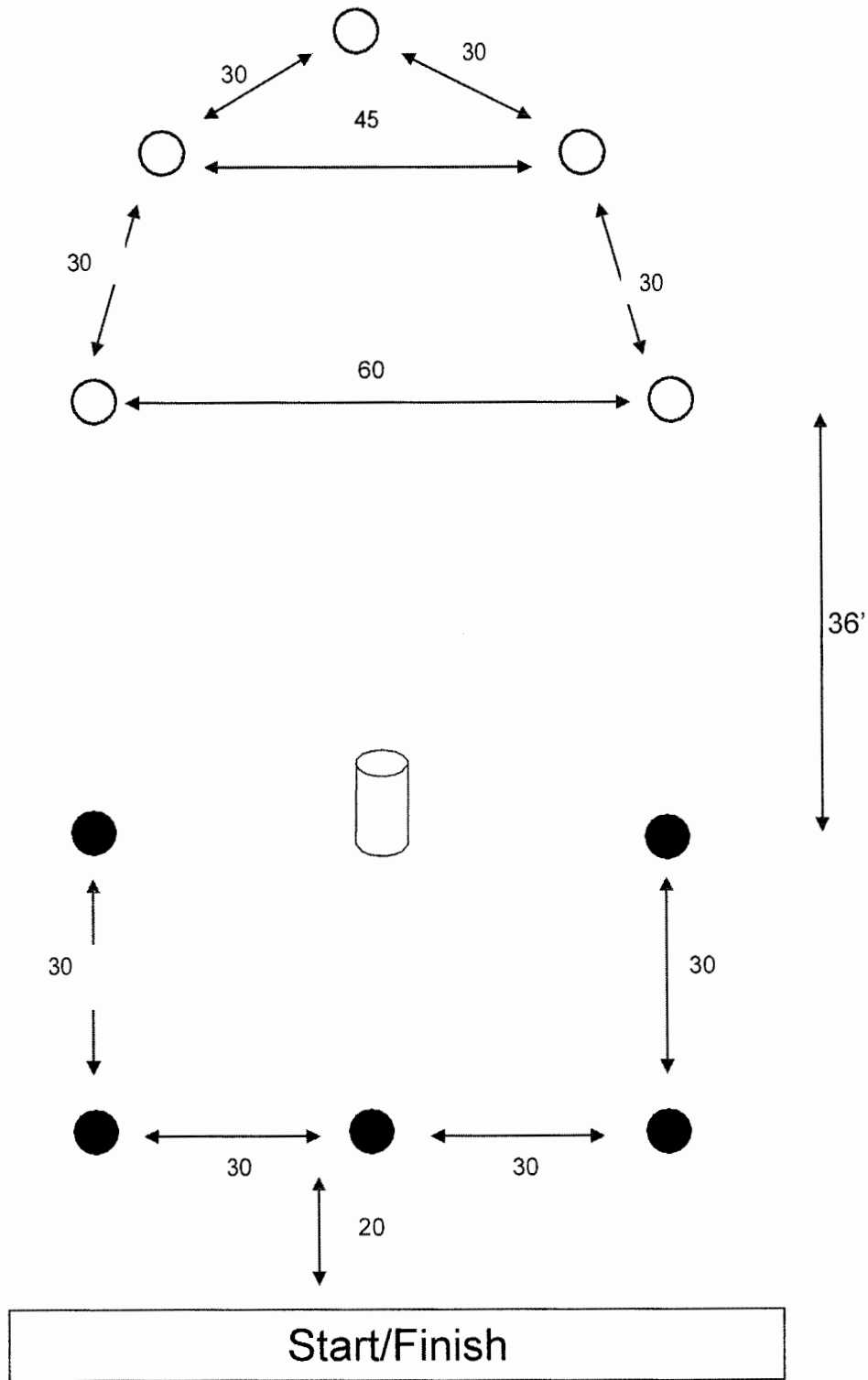
Pattern 20



Course Rules

- 1) Shoot all light targets
- 2) Round random
- 3) Proceed to and round rundown barrel
- 4) Shoot all dark targets

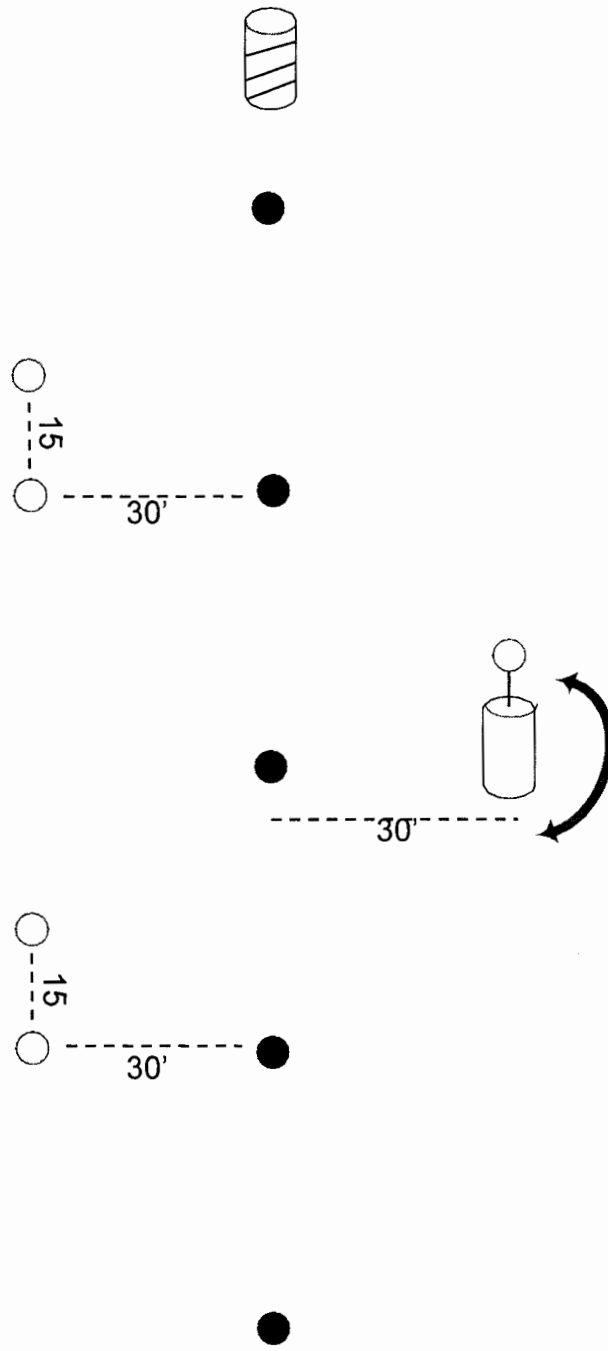
Pattern 21



Course Rules

- 1) Shoot any color first
- 2) Round barrel last

Pattern 22



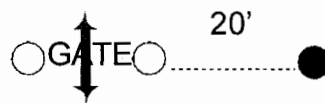
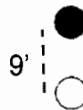
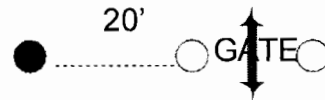
START/FINISH

Engage entire random course before rounding rundown barrel
 Round rundown barrel
 Engage all dark targets

PROCEDURALS

failure to engage all light targets before rounding rundown barrel
 failure to round random barrel
 failure to round rundown barrel

Pattern 23



START/FINISH

Engage all light targets first

Round rundown barrel

Engage all dark targets

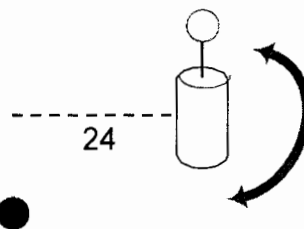
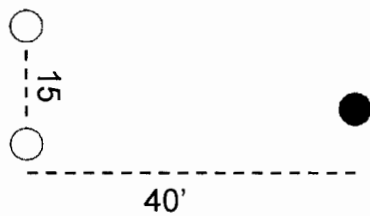
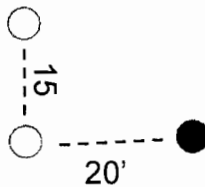
PROCEDURALS

failure to engage all light targets before rounding rundown barrel

failure to round rundown barrel

failure to pass through gates

Pattern 24



START/FINISH

Engage entire random course before rounding rundown barrel

Round rundown barrel

Engage all dark targets

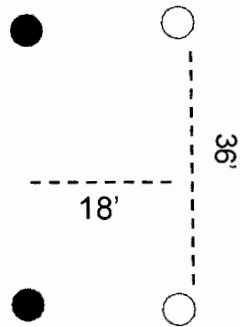
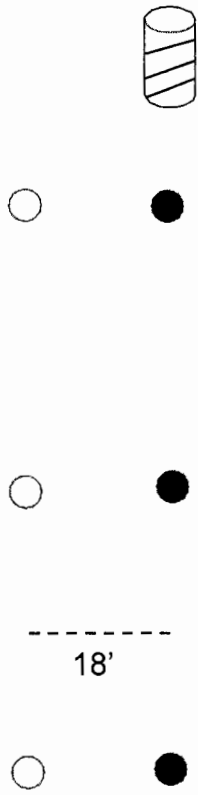
PROCEDURALS

failure to engage all light targets before rounding rundown barrel

failure to round random barrel

failure to round rundown barrel

Pattern 25



START/FINISH

Engage all light targets before rounding rundown barrel

Round rundown barrel

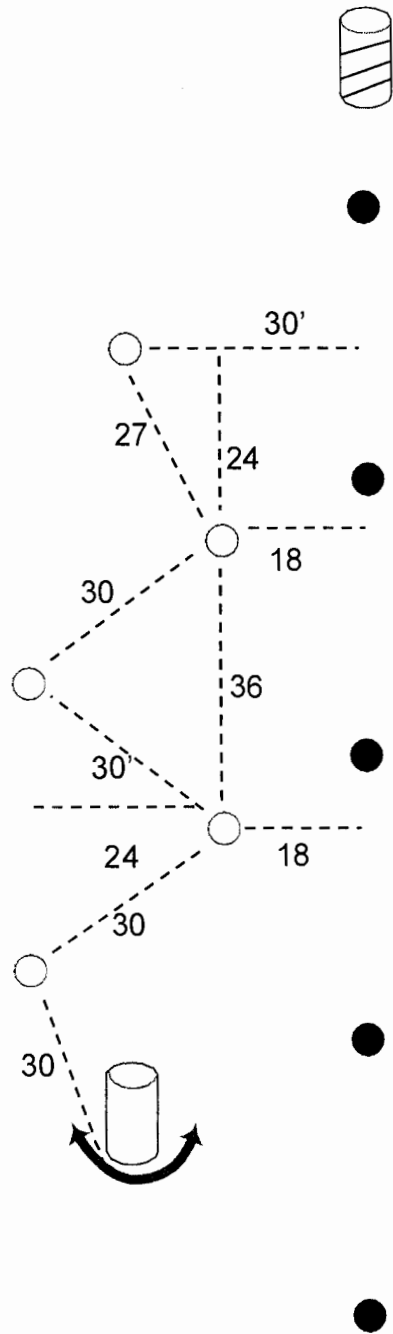
Engage all dark targets

PROCEDURALS

failure to engage all light targets before rounding rundown barrel

failure to round rundown barrel

Pattern 26



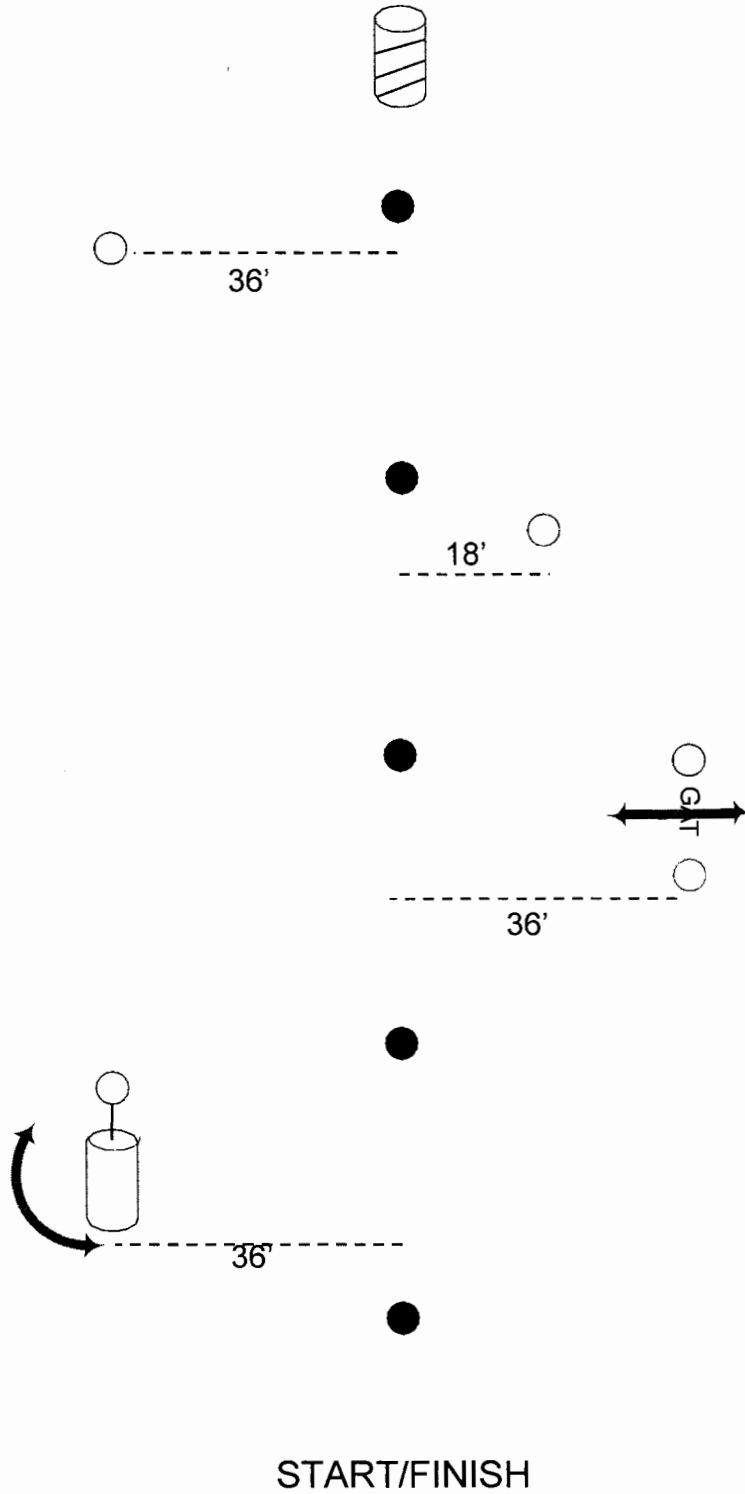
START/FINISH

Engage all light targets before rounding the random barrel
 Round rundown barrel
 Engage all dark targets

PROCEDURALS:

- failure to engage all light targets before rounding random barrel
- failure to round random barrel
- failure to round rundown barrel

Pattern 27



START/FINISH

Engage entire random course before rounding rundown barrel

Round rundown barrel

Engage all dark targets

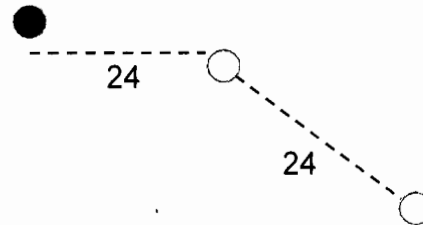
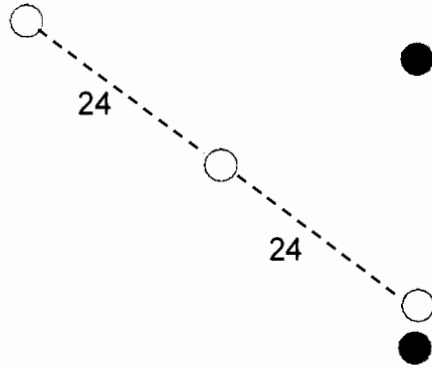
PROCEDURALS:

failure to engage all light targets before rounding rundown barrel

failure to round random barrel

failure to round rundown barrel

Pattern 28



START/FINISH

Engage all light targets before rounding the rundown barrel

Round rundown barrel

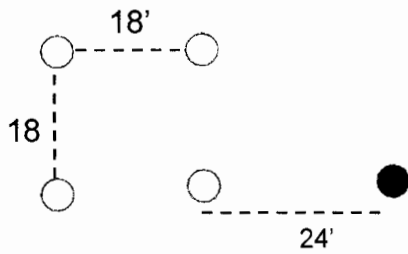
Engage all dark targets

PROCEDURALS:

failure to engage all light targets before rounding rundown barrel

failure to round rundown barrel

Pattern 29



36'



START/FINISH

Engage all light targets before rounding rundown barrel

Round rundown barrel

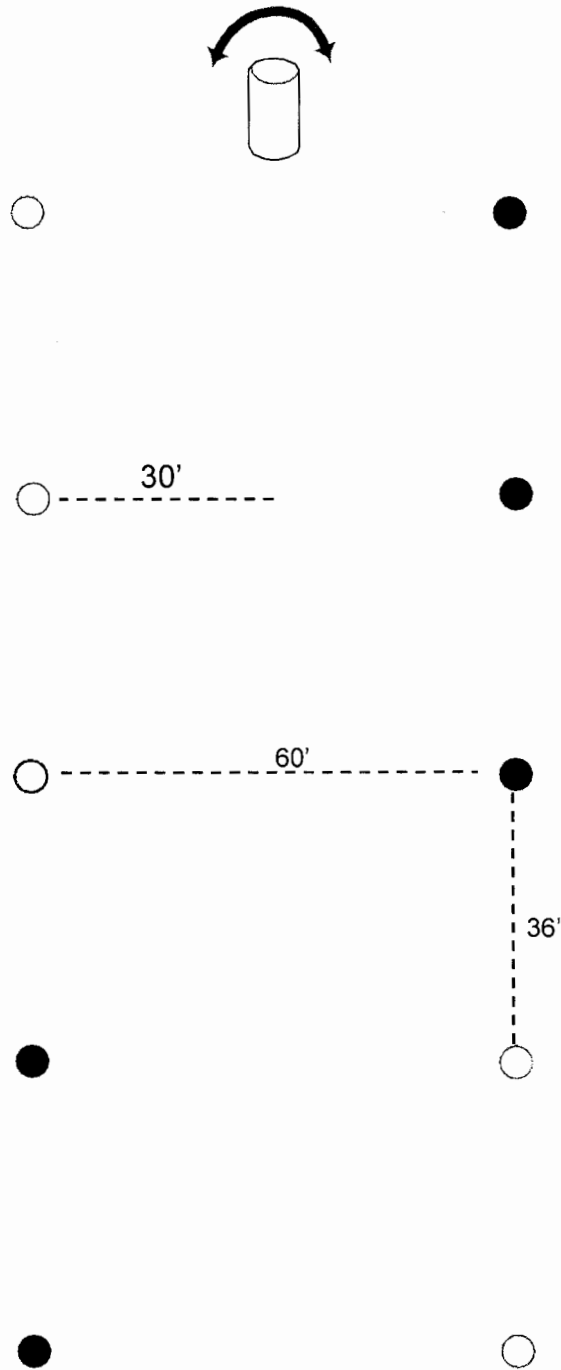
Engage all dark targets

PROCEDURALS:

failure to engage all light targets before rounding rundown barrel

failure to round rundown barrel

Pattern 30



START/FINISH

Engage all targets of one color before rounding the random barrel
 Round random barrel

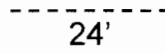
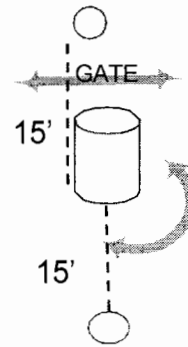
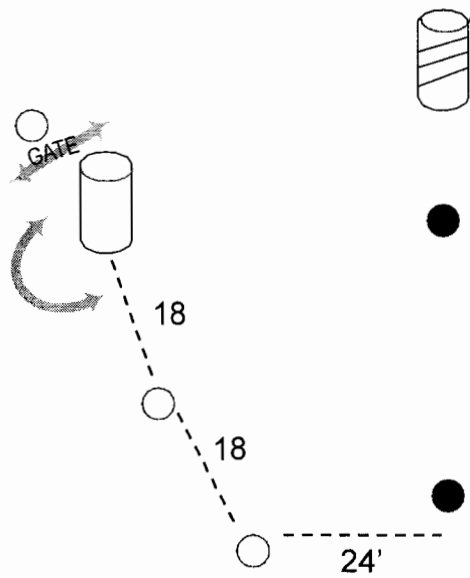
Engage all targets of the second color

PROCEDURALS:

failure to engage all targets of one color before rounding random barrel

failure to round random barrel

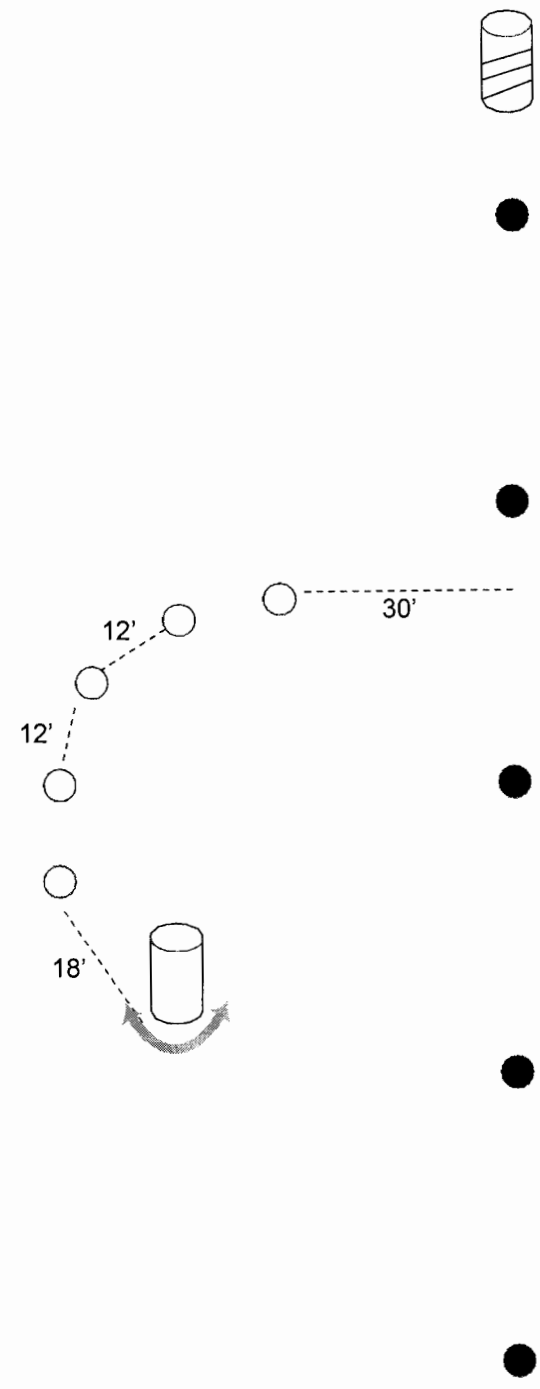
Pattern 31



START/FINISH

- Engage light targets first
- Round random barrels while engaging light targets
- Round rundown barrel
- Engage dark targets
- PROCEDURALS:
- failure to engage light targets first
- failure to round random barrels
- failure to pass through gates
- failure to round rundown barrel

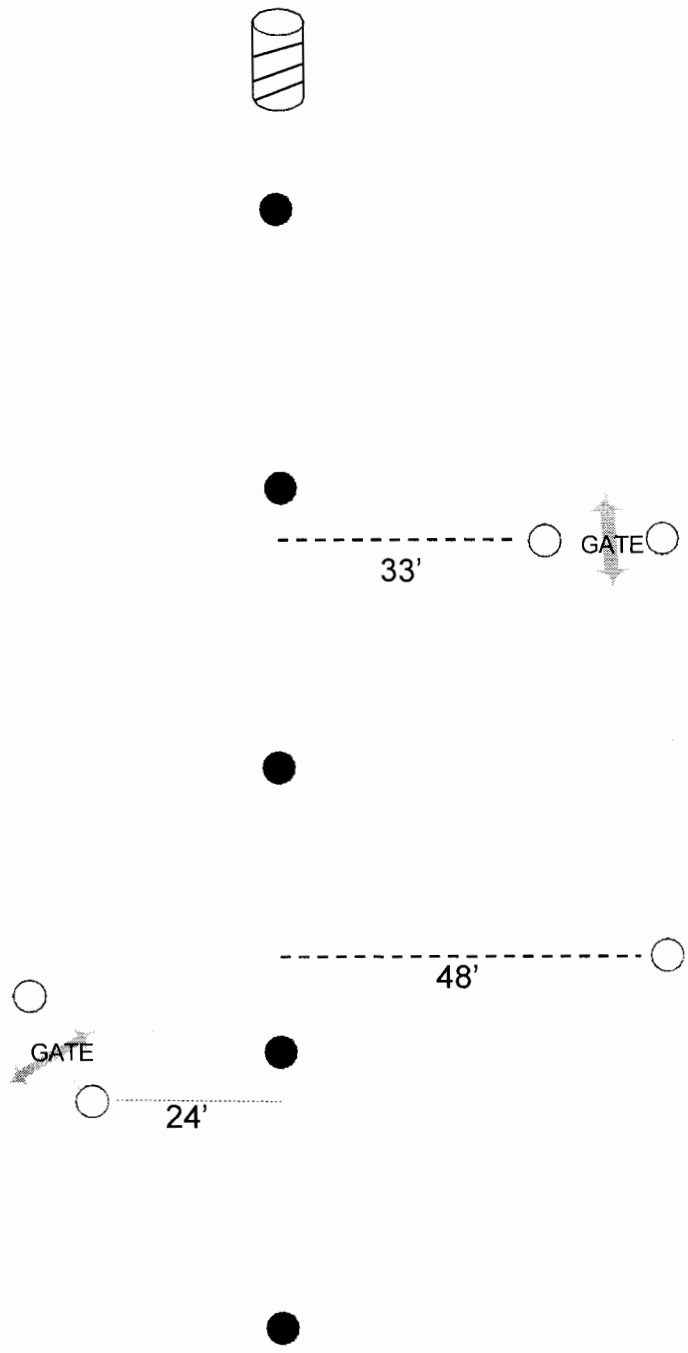
Pattern 32



START/FINISH

Engage light targets before rounding the random barrel
 Round rundown barrel
 Engage dark targets
 PROCEDURALS:
 failure to engage light targets first
 failure round random barrel
 failure to round rundown barrel

Pattern 33

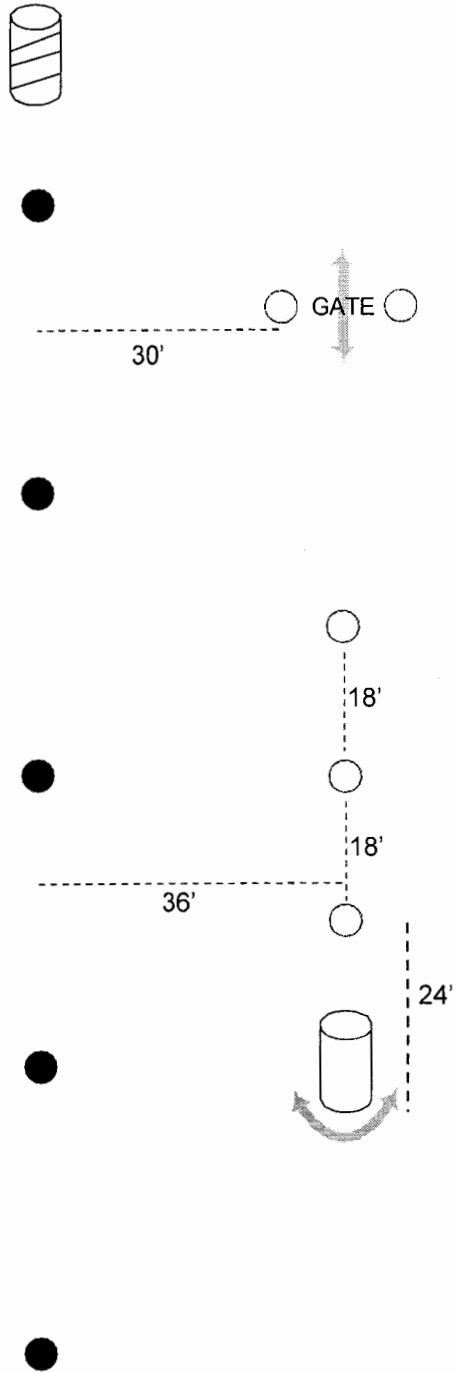


Engage all light targets before rounding the rundown barrel
 Round rundown barrel
 Engage all dark targets

PROCEDURALS:

- failure to engage all light targets before rounding rundown barrel
- failure to pass through gates
- failure to round rundown barrel

Pattern 34



START/FINISH

Engage light targets before rounding the random barrel

Round rundown barrel

Engage dark targets

PROCEDURALS:

failure to engage light targets first

failure round random barrel

failure to round rundown barrel

Pattern 35



①

30'

36'



18'



18'

12'



36'



START/FINISH

Engage #1 light balloon, then engage remainder of light targets

Round random barrel

Round rundown barrel

Engage dark targets

PROCEDURALS:

failure to engage #1 balloon first

failure to engage light targets before rounding random barrel

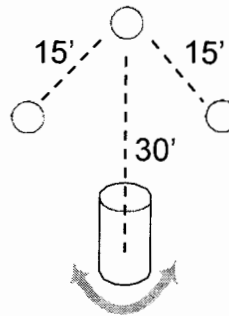
failure round random barrel

failure to round rundown barrel

Pattern 36



30'



START/FINISH

Engage either of the #1 light balloons, then engage remainder of light targets

Round random barrel

Round rundown barrel

Engage dark targets

PROCEDURALS:

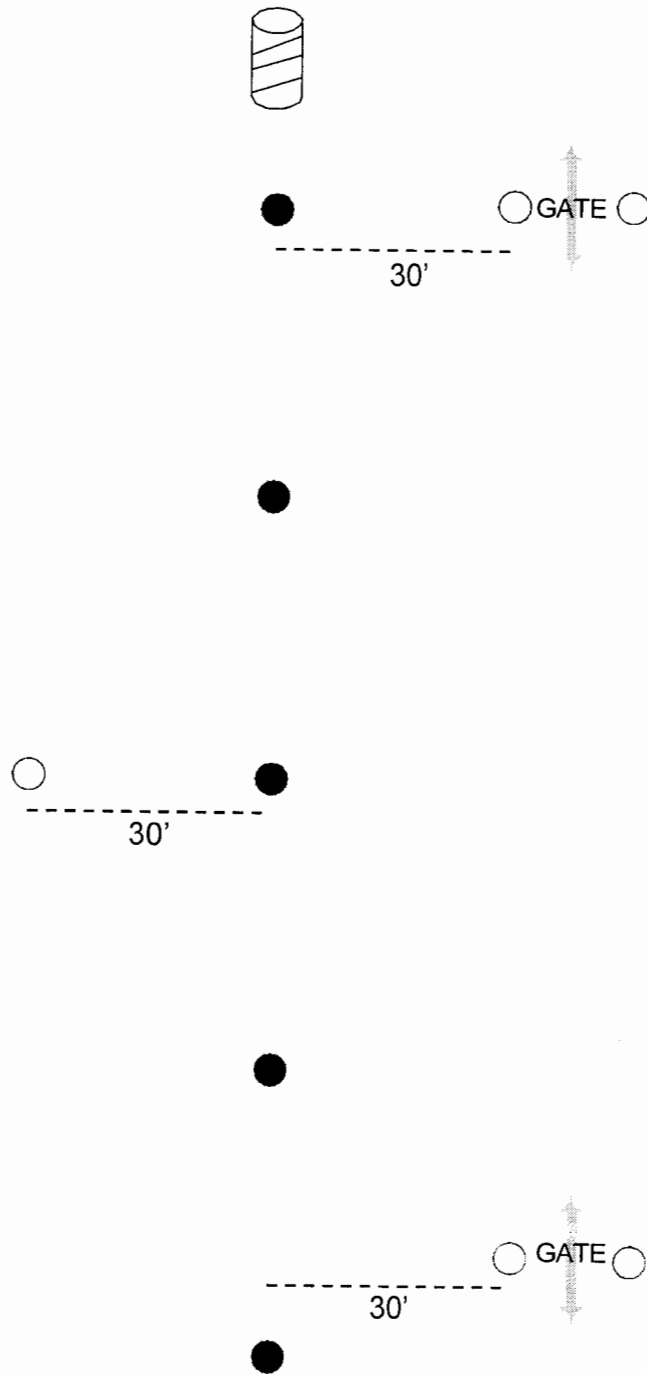
failure to engage #1 balloon first

failure to engage light targets before rounding random barrel

failure round random barrel

failure to round rundown barrel

Pattern 37



START/FINISH

Engage light targets before rounding the rundown barrel

Round rundown barrel

Engage dark targets

PROCEDURALS:

failure to engage light targets before rounding rundown barrel

failure to pass through gates

failure to round rundown barrel

Pattern 38