

I gotta hankerin ta git outta town!



OVM Town
No Snake-Oil Salesman
No Carpetbaggers
No Hornswogglers
No Grifters

October 5, 2013

MATCH RULES & PROCEDURES



All firearms to be handled **ONLY** in these designated areas:

1. Marked Safety Area (Outside range).
2. Load/Unload tables.
3. Firing line with RO present.



If you need to work on an **EMPTY** gun, please do it at a designated Safety Area. (**NO AMMO IN OUTSIDE SAFETY AREAS!**)



All SASS safety rules will apply. It is **YOUR** responsibility to know them. Current rulebook is available for viewing in The Telegraph Office.



All long guns should be carried muzzles up. This is not a hunting camp. You are in a crowded civilian range. Please pay careful attention to your gun handling **OFF** the firing line, as well as on. It may get a little crowded in here, so please exercise a little extra caution today.



Dry firing at the load/unload tables is prohibited.



Dropped rounds and shells are “dead”. Leave them where they fell, even if you have completed the stage. Someone will retrieve them for you. It's a muzzle control issue.



A round over the berm is a Match DQ.



Using any part of a wall or prop as a shooting rest is a Procedural penalty.

 The shooter is responsible for staging/re-staging their firearms. A precariously staged gun that falls is not a prop failure. It is considered a dropped gun and a penalty will be applied as per the SASS rulebook.

 **WAIT FOR THE BEEP!** Do not try to anticipate it. Repeat offenders will earn a Spirit Of The Game penalty (:30 seconds). This is cheating by trying to get a head start and RO's will be on the lookout for it.

 Cowboy Port Arms is defined as " Standing fully upright, the butt of the rifle or shotgun AT or BELOW the gun belt and muzzle at SHOULDER level or higher, both hands on the gun, finger OUT of the trigger guard." It's possible that other clubs are looser in their definition of Port Arms, but we see it as cheating if it's not the same for everyone.

 Shotgun knockdowns must fall to score. Keep shootin'!

 Loading the rifle from the body is allowed, but ONLY to make up for an ejected round.

 Loading the shotgun on the move is prohibited. You must have BOTH feet stopped before throwing shells into it.

 Do not chamber rifle rounds until the gun is pointed downrange. This is now a 10 sec Minor Safety Violation.

 Once a pistol clears leather & gets cocked, it HAS to be emptied.

 This is a "No Alibi" match. Once you have hollered the start line or made a move for a gun, you are committed and there is no stopping until you have completed the stage.

How does one react when one is bestowed the honor of designing and presenting an entire match scenario to the Ottawa Valley Marauders. One accepts the challenge and then sets about plagiarizing old match booklets for stage design and making modest tweaks. However, one cannot use old story material as this will certainly not go unnoticed.

The concept for this match was fermented in my mind, a enigmatic yet airy space, and spewed on to these pages with the objective of offering my fellow shooters a spirited and humoristic day at the range.

It is with great pleasure that I present to you my first, and perhaps last, Cowboy Action Shooting match. I wish to thank our leader, The Stranger, for this opportunity, his confidence and support.

Tumbleweed Tom

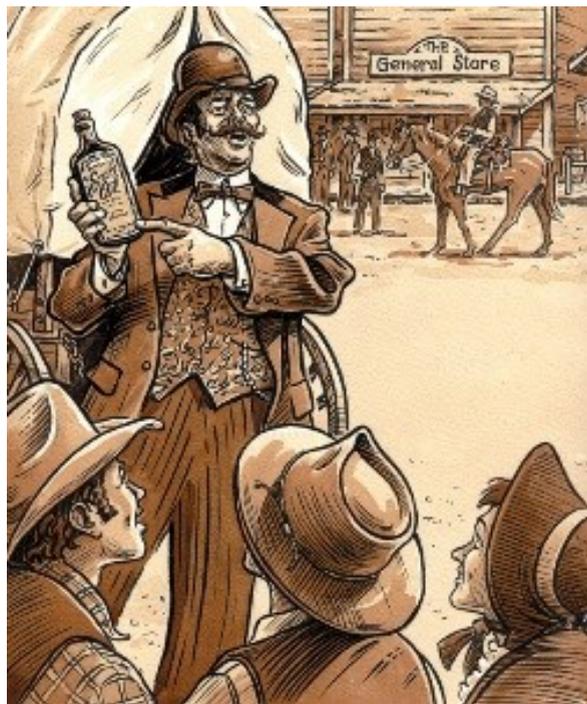
And now join me as we enter OVM Town



Watch your back!

You have been chased out of many a fine town. You've been called a Swindler and a Double-crosser. Been often called an Unscrupulous Hoodwinker. Well, all be it true, but you are just trying to make a living as best you can. A few sales of some miracle elixir and a little "quick shuffle" poker on the side isn't really hurting anybody, or so you think. The sod busters in this hole in the ground town don't take kindly to being relieved of their cash.

Go about your business as usual, but watch your back. The town-folk and cowpokes around here are well armed and known to be a bunch of sore losers and bushwhackers.



Stage 1

"The Grifter"

10 Pistol 4 Shotgun 10 Rifle
Shotgun & Rifle staged on table

You are playing a friendly game of poker at Red's Saloon & Fine Eatery when shouts of "you cheatin' double dealin' S.O.B." comes your way from a bunch of drunkards at the bar.

START POSITION Sitting at the table, holding your cards in both hands.

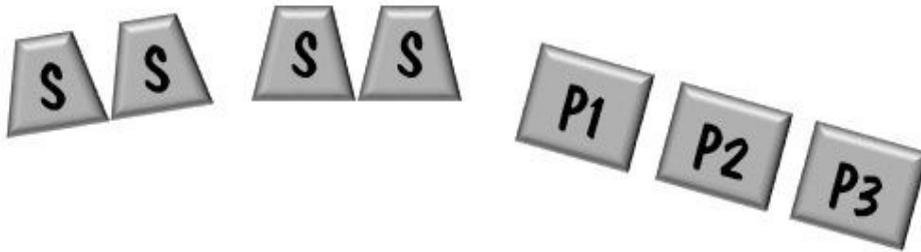
START LINE "Read'em and weep boys I got me 5 kings."

PROCEDURE At the beep

Drop the cards on the table and get to your feet, pull an iron and engage the pistol targets in a "Sore Loser Sweep" 1,2,1,3,1, holster and switch the leg iron and repeat sweep, holster. Snap up your scattergun and blast the 4 shotgun targets in any order, return your shotgun to the table and shoulder your rifle and get to shooting the rifle targets in a "Double Tap Sore Loser Sweep" 1,1,2,2,1,1,3,3,1,1.

Muzzles up and off to the unloading table

Stage 1



Stage 2

"The Elixir Pitch"

4 Shotgun 8 Rifle 10 Pistol
Shotgun & Rifle staged in racks

You are expounding the many medicinal benefits of Rooster's Snake Oil to the crowd around you when you spot, in the glass of your bottle, some dissatisfied customers sneaking up behind you. And they are swinging a noose!

START POSITION Facing up range, your hat in hand and your elixir in the other.

START LINE "It surely is a miracle cure, just look at me."

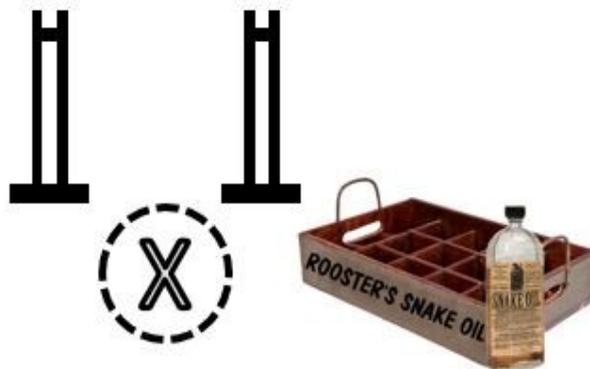
PROCEDURE At the beep

Deposit the bottle in the box, turn and put your hat on.

Shotgun: alternate on the SG targets for 4 shots in any or order and return the SG to the rack. Now for the rifle, knock down 1,2,3,4,5, "one shot each" (must fall) dump 3 on R6 then return the rifle to the rack. Snag a pistol and engage the pistol targets alternating 1,2,1,2,1 holster. Now with your other pistol alternate the targets 2,1,2,1,2.

Muzzles up and off to the unloading table

Stage 2



Stage 3

"The Sod Patch"

10 Rifle 4 Shotgun 10 Pistol

Shotgun in the rack & Rifle at your shoulder

You have won a 5 acre parcel of desert in a poker game. But before you can start selling it as 25 parcels of 5 acres each to the new arrivals from the next wagon train you have to clear it of the Indians living there. Arrows start flying!

START POSITION Standing at the X, pointing un-chambered rifle down range.

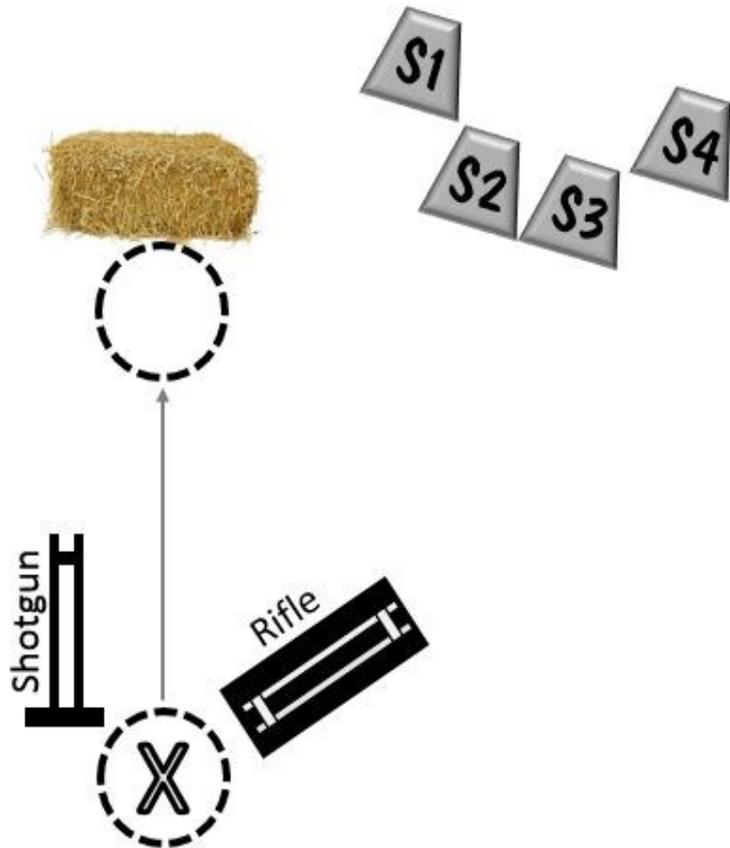
START LINE "Hey Chief! This is your eviction notice."

PROCEDURE At the beep

Rifle: Engage the rifle targets in an "Cherokee Sweep" 2,3,1,4,2,3,1,4,2,3. place the rifle on the rack. Shotgun in hand, hit the 4 SG targets 2,3,1,4. Take your empty shotgun to the hay-bale and set it down. Draw your pistol and commence your sweep 2,3,1,4,2 holster and with the other pistol sweep again 2,3,1,4,2, holster, take your shotgun and retrieve your rifle.

Muzzles up and off to the unloading table

Stage 3



Stage 4

"The Lothario"

9 Rifle 4 Shotgun 10 Pistol
Shotgun & Rifle staged on bar (table)

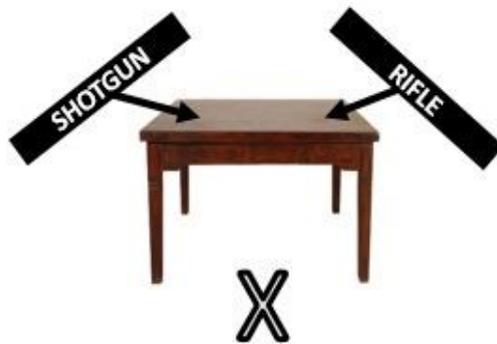
You are back at Red's Saloon & Fine Eatery and enjoying a good bourbon. A bunch of cowboys burst through the doors with fire in their eyes. "Come on boys" shouts the leader "there's the vermin that dishonored my three sisters!"

START POSITION Standing at the bar, holding your bourbon in one hand.
START LINE "Dishonored your 3 sisters! Hell, I want my money back."

PROCEDURE At the beep
Put your glass on the bar, reach for your rifle and engage the rifle targets in a "Triplets Sweep" 1,2,3,1,2,3,1,2,3, put the rifle on the bar and take the shotgun in hand. Alternate the 2 SG targets in any order for 4 shots. Return the shotgun to the bar. Now empty your first pistol 1,2,3,1,2 and holster. With the second pistol continue 3,1,2,3,1, and holster.

Muzzles up and off to the unloading table

Stage 4



Stage 5

"Movin' time"

2 Shotgun 10 Rifle 10 Pistol
Shotgun & Rifle staged in racks

You haven't made any friends in this little town. You are leaving Stranger's Hotel & Brothel when you are confronted by an angry mob. The men are armed with guns and the women with pitch forks. You're nervously thinking to yourself "I gotta hankerin' ta git outta town"!

START POSITION Standing at the X, your arms up in surrender.

START LINE "Now now, let's not do something I'll regret later."

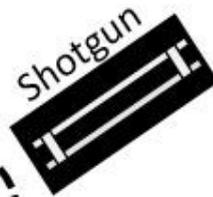
PROCEDURE At the beep

Grab the shotgun and hit the 2 SG targets in any order.

Place the shotgun on the rack and get your rifle, pile 5 shots on R1 and then 5 on R2. Bring your rifle and place it on the hay-bale. Pull an iron and deposit 5 on P1 holster and switch pistols, finish with 5 quick ones on P2, holster. Now mount your horse and ride like there ain't no tomorrow!

Muzzles up and off to the unloading table

Stage 5





THE OTTAWA VALLEY MARAUDERS



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