

Gunfight at the Winter Camp II



Winter Cowboys

*Ottawa Valley Marauders
February 15, 2014*

MATCH RULES AND PROCEDURES:

* All firearms to be handled ONLY in designated areas:

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

* If you need to work on an EMPTY gun, do it at a designated Safety Area. (NO AMMUNITION 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 shall 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 are “dead”. Leave them where they fell, even after you have completed a stage, and someone will retrieve them for you. There was an incident at End Of Trail one year where a guy didn't think he should get a stage DQ for picking up a shell after he had finished the stage. He wasn't getting the point. It's a muzzle control issue.

* A round over the berm is a Match DQ.

- * 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 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.

- * Knockdowns must fall to score. Keep shootin'.

- * Racking rifle to chamber a round while muzzle is pointed over berm is a Minor Safety Violation (10 sec penalty).

- * Once a pistol clears leather & gets cocked, it HAS to be emptied. Gunfighters CANNOT holster a half-empty pistol. The exception to this is if there is a place provided to stage the gun (a table) AND the scenario says to stage it.

- * 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.

- * Several of us put a lot of hours into these matches for YOUR entertainment. Please show your appreciation by helping out where possible & hustling a little to keep the match moving along, so we can ALL get off the range together at a reasonable hour. There is no such thing as "shoot & scoot " in CAS

STAGE ONE

Bored and Ready for Some Action.

Storm and the boys are back at the winter camp. Not much happening and everyone is tired of playing cards and getting restless. Meanwhile a gang of seedy characters has come upon the camp and planning on evicting the present tenants and taking over for themselves. Problem is the boys are bored and ready for some action.

4 Shotgun, 10 Pistol, 10 Rifle

(Pistols holstered, rifle staged on shelf, Shotgun at shoulder pointed down range.)

Start position: Standing at window with shotgun at shoulder pointed down range.

Start Line: *Hey! Y'all shootin at us?*

Procedure: At the Beep.

Let loose with the scattergun. Alternate shotgun targets for four shots. Stage shotgun beside rifle.

Draw first pistol engage pistol targets left to right alternating for 5 shots. P1, P2, P1, P2, P1. Holster. Draw second pistol and alternate for 5 shots. P2, P1, P2, P1, P2.

Holster and grab rifle and engage rifle targets for 10 shots. R1, R2, R1, R2, R1, R2, R1, R2, R1, R2.

Muzzles up and head to unloading table.

Stage 1

R1

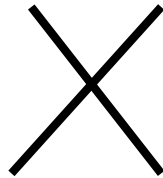
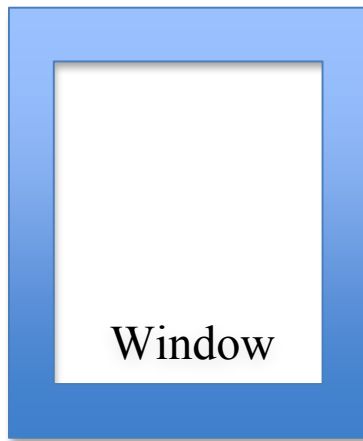
R2

S^1

S^2

P1

P2



STAGE TWO

Ruff Justice!

Surprised by the firepower the Scoundrels try to flank the cabin. Ruff and the regulators are there, waiting to get in on the action.

10 Pistol, 9 Rifle, 4 Shotgun.

(Shotgun and Rifle staged on the shelf.)

Start Position: Standing at the window hands on pistols.

Start Line: *Give em hell boys!!*

Procedures: At the Beep.

Draw first pistol and engage pistol targets P1, P3, P2, P1, P3.
Holster Draw second pistol and repeat.

Holster. Grab Rifle and engage rifle targets R1, R3, R2, R1, R3, R2, R1, R3, R2.

Trade rifle for shotgun and engage shotgun targets S1 & S2 alternating for 4 shots starting on S1.

Muzzles up and head to unload table.

Stage 2

R1

R2

R3

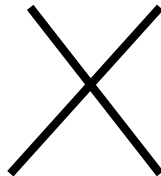
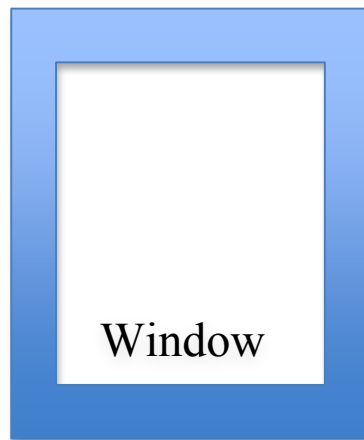
S^1

S^2

P1

P2

P3



STAGE THREE

Nobody is Checking Out.

Things have really gone bad for the new arrivals. Now is the time to get them on the run.

10 Rifle, 10 Pistol, 4 Shotgun.

(Pistols holstered, Shotgun staged on shelf Rifle at shoulder)

Start Position: Standing at window with rifle pointing downrange.
Hammer down on empty chamber.

Start Line: *Bunks are full and no one is planning on checking out.*

Procedure: At the Beep

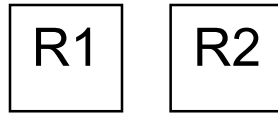
Chamber round in Rifle and engage targets in a progressive sweep. R1, R2, R2, R1, R1, R1, R2, R2, R2, R2.

Stage rifle on shelf and draw pistol and repeat rifle sweep. P1, P2, P2, P1, P1, P1, P2, P2, P2, P2.

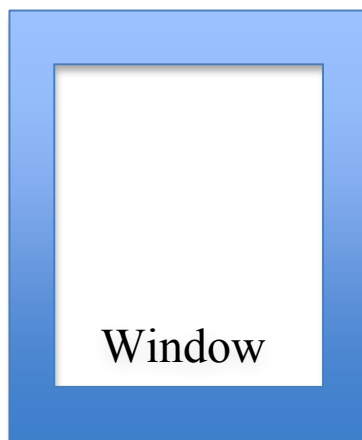
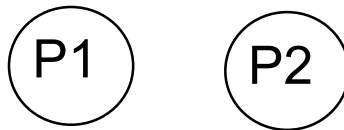
Holster, grab Shotgun and engage shotgun targets alternating for 4 shots.

Muzzles up and head to unload table.

Stage 3



S^1 S^2



STAGE FOUR

Let's dance.

Running for their horses the gang retreats. Looks like there will be no new tenants at this camp.

10 Pistol, 10 Rifle, 6 Shotgun.

(Rifle and shotgun staged on shelf)

Start position: Standing at window with hands at side.

Start Line: Lets make em dance.

Procedure: At the Beep

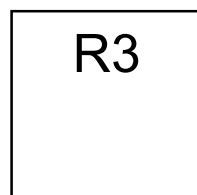
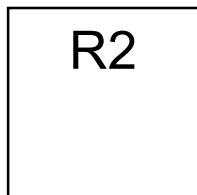
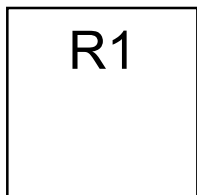
Draw first Pistol and engage targets P2, P1, P2, P3, P2 Holster and repeat with second pistol. Holster.

Grab rifle and engage R2, R1, R2, R3, R2, R2, R1, R2, R3, R2.

Trade for shotgun and engage S1, S2 alternating for 6 shots.

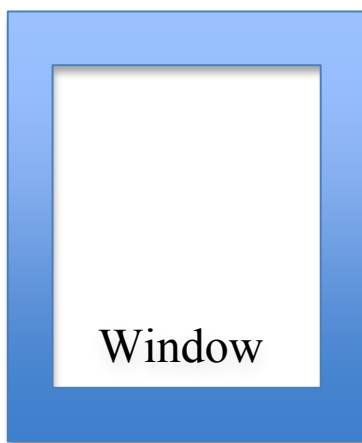
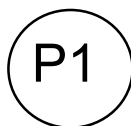
Muzzles up and head to unload table .

Stage 4



S^1

S^3



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Stage scenarios written & designed by Red.

Booklet composite by Red & Rooster