

Gunfight at the Winter Camp



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An old enemy of Two-bit Dagget and Red Storm has been released from prison. Rumours are that he is assembling a new gang and heading to the Square Circle to get his revenge. Storm is rounding up all his cowboys and preparing the ranch to meet him head on. It is time to put Cross-eyed Jack on the ground where he belongs.

Square Circle Wranglers' Match Safety and Procedures

- ◇ All firearms are to be handled **ONLY** in the following designated areas: Safety area, loading and unloading tables or at the firing line with the RO present.
- ◇ Dry firing your guns at the load and unload tables is prohibited.
- ◇ If you need to dispose of your pistols during the match, leave them on the safety table.
- ◇ If you need to work on an **EMPTY** gun, do it in a safety area only. Note that no ammunition is permitted in a safety area.
- ◇ All SASS rules apply to this match.
- ◇ The shooter is responsible for the staging of their guns. A staged gun that falls is a dropped gun and is subject to a penalty.
- ◇ A loaded gun which is dropped anywhere results in an automatic Match DQ.
- ◇ A round fired over the berm results in an automatic Match DQ.
- ◇ All long guns must be carried with the muzzles up.
- ◇ Always pay careful attention to your muzzle direction as the 170 rule is always in effect.
- ◇ Do not pick up a dropped live round on the ground. Someone will retrieve it for you.
- ◇ Knockdown targets must fall, and swinger targets must swing to count.
- ◇ Do not chamber a round until the gun is pointed safely down range.
- ◇ Once a pistol is cocked it must be emptied at the line, unless instructed otherwise by the RO.
- ◇ Unless otherwise specified in procedures, pistols are always returned to holsters except when declared as malfunctioning, long guns are to be re-staged in their original start positions and in an open and empty condition.
- ◇ A firearm which malfunctions must be safely staged on a table, prop or handed off in order to continue a procedure, it is the shooter's responsibility to declare the gun "DEAD" to avoid a penalty.
- ◇ Unless otherwise specified, holstering and drawing (but not cocking) pistols may be done while moving.
- ◇ This is a 'no alibi' match. Once your first round goes downrange, you are committed to complete the stage.

Square Circle Wranglers' Match Etiquette

Everyone should get involved in the flow of the match, be a spotter, pick-up brass, monitor a table or keep score.

Make sure to get to the loading table before your turn. Next 3 in line only.

At Cowboy Action Shooting matches we do not shoot and scoot. Please stay after the match to help, in any way you can, with putting away the targets and props. The range area must be cleaned up. We take pride in being good range users.

Remember that safety is always our priority!

STAGE 1

10 Pistol

10 Rifle

4 + Shotgun

All guns staged on shelf at shooting port.

Start Position

Standing at left shooting port, hands at sides

Start Line

State your purpose!

Procedure

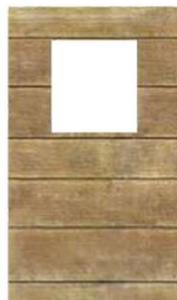
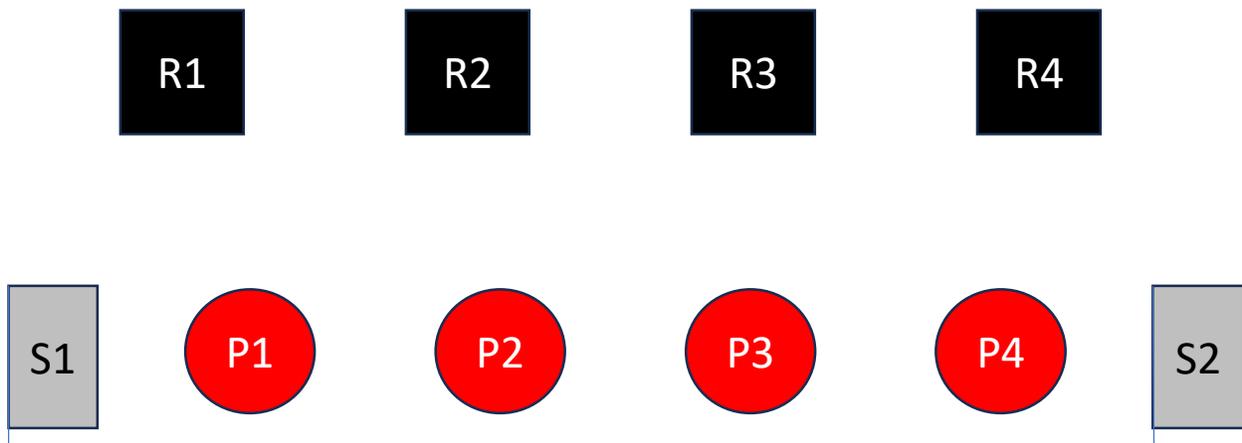
At the Beep:

With pistols engage pistol targets 1, 3, 2, 4, 1, 2, 3, 4, 1, 4. Restage pistols.

With rifle, engage 1, 3, 2, 4, 1, 2, 3, 4, 1, 4. Restage rifle.

With shotgun, engage shotgun targets 2 times each in any order. Targets must move.

Holster pistols, muzzles up and proceed to unload table.



STAGE 2

10 Rifle

10 Pistol

4+ Shotgun

All guns staged on shelf at shooting port.

Start Position

Standing at shooting port, hands on rifle.

Start Line

You want to live? Leave!

Procedure

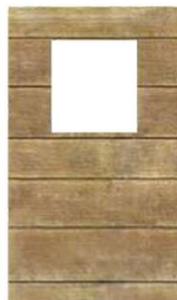
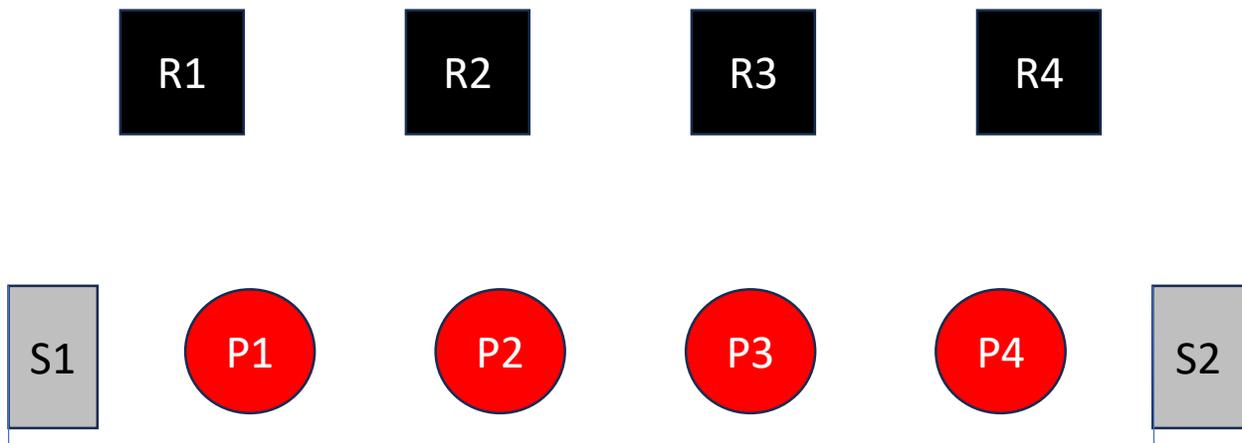
At the Beep:

With the rifle, engage rifle targets 1, 1, 2, 2, 3, 3, 4, 4, 1, 4. Re-stage rifle.

With pistols, engage pistol targets 1, 1, 2, 2, 3, 3, 4, 4, 1, 4. Restage pistols.

With shotgun, engage shotgun targets twice each in any order. Targets must move.

Holster pistols, muzzles up and proceed to unload table.



STAGE 3

10 Pistol

10 Rifle

4+ Shotgun

All guns staged on shelf at shooting port.

Start Position

Standing at shooting port, hands hovering over guns.

Start Line

Where is Jack?

Procedure

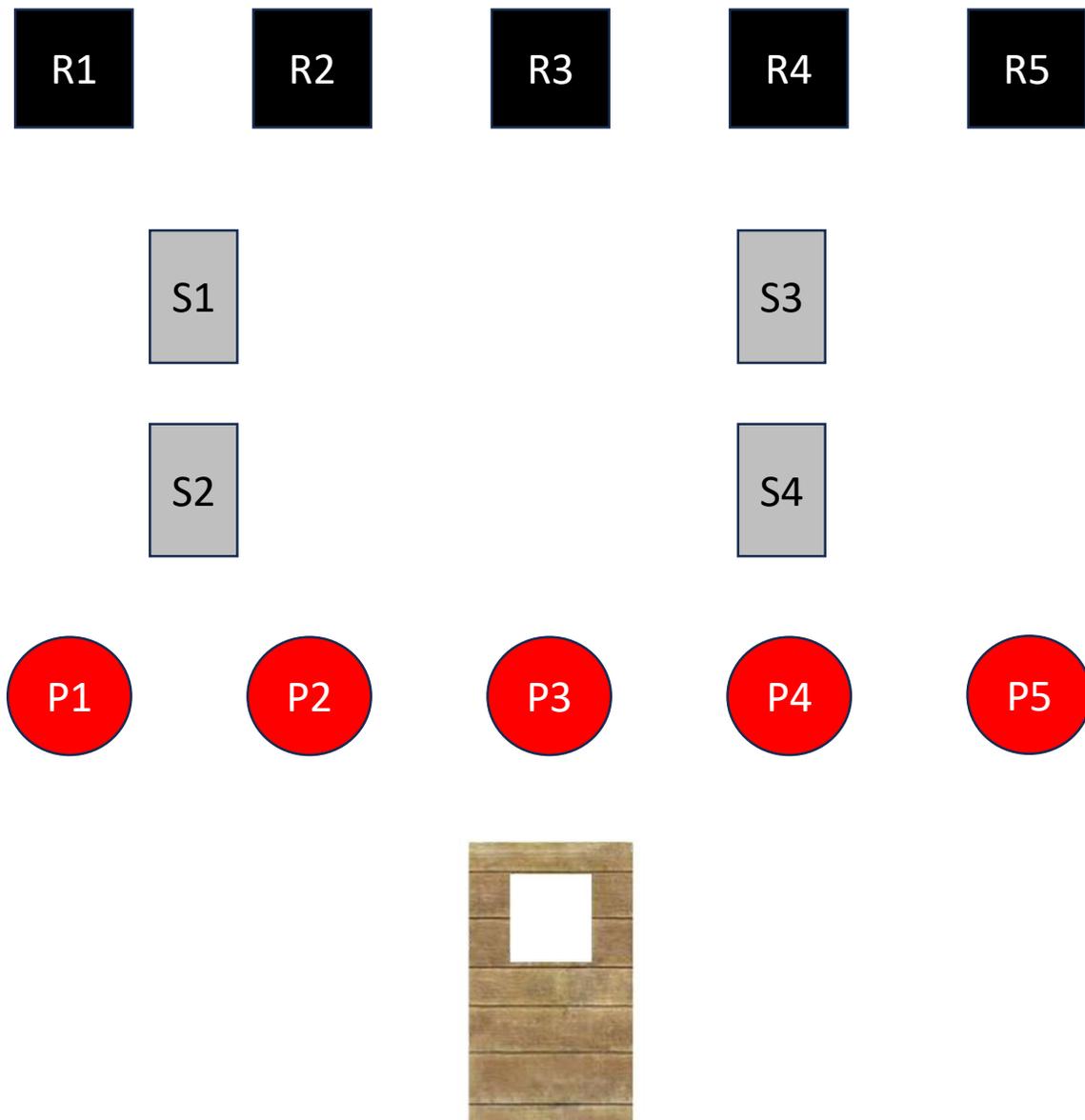
At the Beep:

With pistols engage pistol targets 1, 1, 2 2, 5, 3, 3, 4, 4, 5. Restage pistols.

With rifle engage rifle targets 1, 1, 2 2, 5, 3, 3, 4, 4, 5. Restage rifle.

With shotgun engage shotgun targets in any order. Targets must fall.

Holster pistols, muzzles up and proceed to unload table.



STAGE 4

10 Rifle

4 + Shotgun

10 Pistol

All guns staged on shelf at shooting port.

Start Position Standing at shooting port, arms crossed.

Start Line You should have stayed in prison.

Procedure At the Beep:

With rifle, engage rifle targets 1, 2, 2, 3, 3, 4, 4, 5, 1, 5. Restage rifle.

With shotgun, engage shotgun targets in any order. Targets must fall.

With pistols, engage pistol targets 1, 2, 2, 3, 3, 4, 4, 5, 1, 5. Restage pistols.

Holster pistols, muzzles up and proceed to unload table.

