

Canada's Civil War

As Union and Confederate armies battled in the United States, Canadians got involved on both sides of the conflict.

Over the course of America's bloody four-year Civil War from 1861 to 1865, around thirty thousand to fifty thousand Canadians enlisted to fight. Most signed up for the Union army under the United States' abolitionist President Abraham Lincoln, but some took the side of the Southern Confederates, who wanted to secede from the American union and keep the institution of Black slavery. But Canada wasn't just a recruitment ground for soldiers. Many members of Canada's political and financial elite sympathized with the Confederacy, and Montreal in particular became a hotbed of Southern spies and agents seeking to launch attacks on the Northern states.



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

Rifle staged on Table 3, shotgun staged on Table 4

Start Position Standing at Table 1 with hands holding letter.

Start Line Says here the war is over.

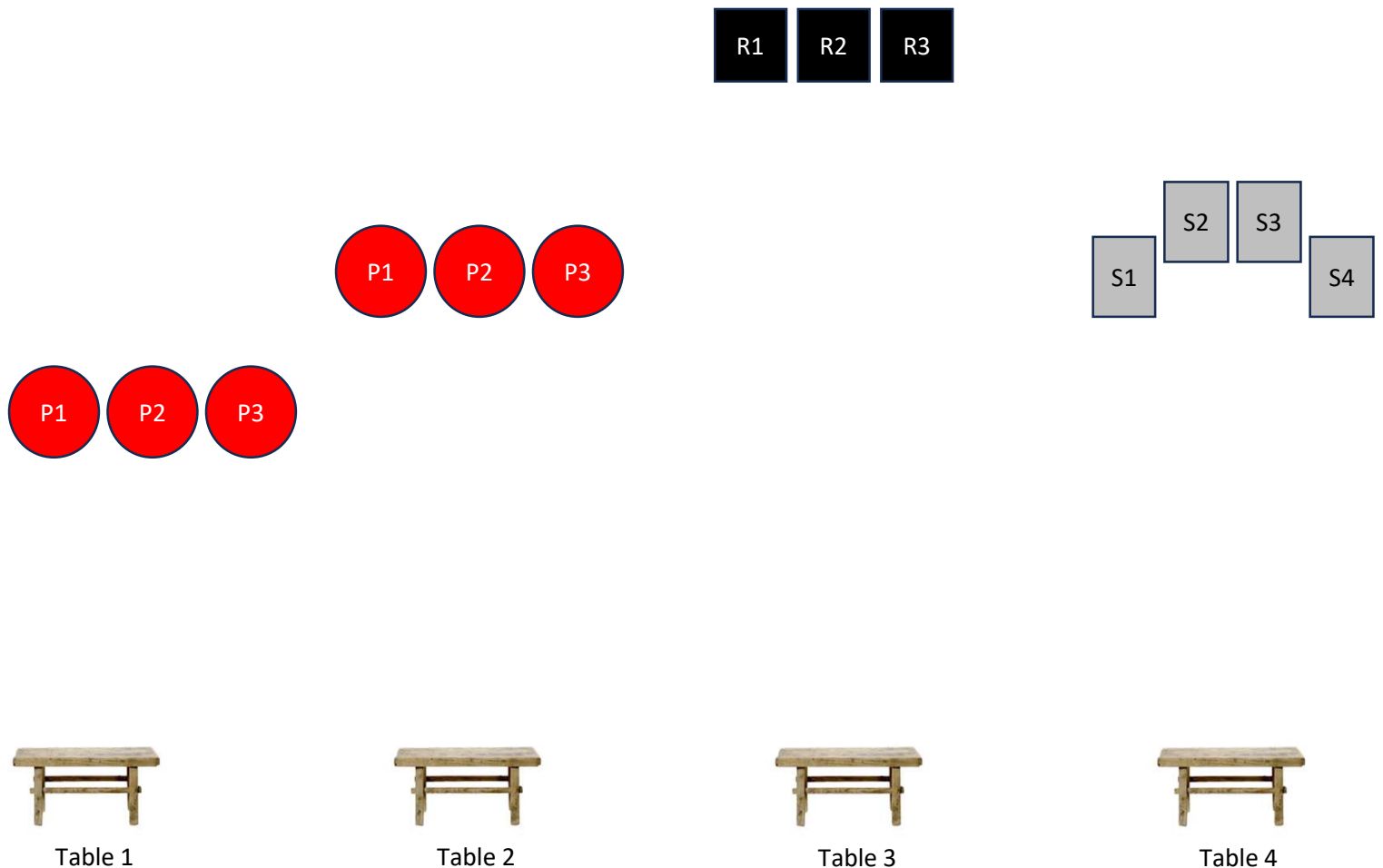
Procedure At the Beep:

Drop document. With pistols engage pistol targets 1, 2, 1, 2, 3. Holster pistols and move to Table 2. Engage pistol targets 1, 2, 1, 2, 3. Holster pistols and move to Table 3.

With rifle, engage rifle targets 1, 2, 1, 2, 3 and repeat. Restage rifle and move to Table 4.

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

Muzzles up and proceed to unload table.



STAGE 2

10 Pistol

10 Rifle

4+ Shotgun

Rifle staged on Table 2, shotgun staged on Table 3.

Start Position Standing at Table 1, hands on pistols

Start Line I guess you don't understand you lost.

Procedure At the Beep:

With pistols engage pistol targets 1, 2, 1, 3, 1, 4, 1, 5, 3, 3. Holster pistols and move to Table 2.
With rifle, engage rifle targets 1, 2, 1, 3, 1, 4, 1, 5, 3, 3. Restage rifle and move to Table 3.
With shotgun, engage shotgun targets single left, double center, single right. Targets must move.
Muzzles up and proceed to unload table.

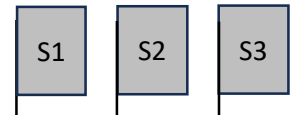


Table 1



Table 2



Table 3

STAGE 3

10 Rifle

10 Pistol

4+ Shotgun

Shotgun staged on Table 3

Start Position Standing at Table 1, holding rifle with both hands; barrel resting on table, hammer down on empty chamber.

Start Line Stay away from those horses!

Procedure At the Beep:

With the rifle, engage rifle targets 2, 2, 2, 1, 1, 3, 3, 3, 4, 4. Place rifle on Table 1 and move to Table 2.
With pistols, engage pistol targets 2, 2, 2, 1, 1, 3, 3, 3, 4, 4. Holster pistols and move to Table 3.
With shotgun, engage shotgun targets in any order. Targets must fall.
Muzzles up and proceed to unload table.

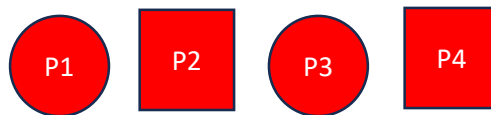


Table 3



Table 2



Table 1

STAGE 4

10 Pistol

10 Rifle

4+ Shotgun

Rifle staged on Table 2, shotgun on Table 3.

Start Position Standing at Table 1, hands at sides.

Start Line **Why don't you just go home?**

Procedure At the Beep:

With pistols engage pistol targets 1, 1, 2, 2, 3, 3, 4, 4, 5, 5. Holster pistols and move to Table 2.
With rifle engage rifle targets 1, 1, 2, 2, 3, 3, 4, 4, 5, 5. Restage rifle and move to Table 3.
With shotgun engage shotgun targets in any order, 4 shots, using only one double tap. Targets must move.
Muzzles up and proceed to unload table.

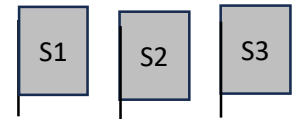


Table 1



Table 2



Table 3

STAGE 5

4 + Shotgun

10 Rifle

10 Pistol

Rifle staged on Table 2.

Start Position

Standing at Table 1, holding open, empty shotgun in both hands.

Start Line

It's your last chance to put down your rifles.

Procedure

At the Beep:

With shotgun, engage 4 shotgun targets in any order. Targets must fall. Place shotgun on Table 1, move to Table 2.

With rifle, engage rifle targets 2, 2, 2, 1, 3 and repeat. Restage rifle and move to Table 3.

With pistols, engage pistol targets 2, 2, 2, 1, 3. Holster pistols and move to Table 4. Engage pistol targets 2, 2, 2, 1, 3.

Muzzles up and proceed to unload table.

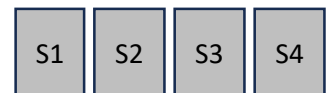
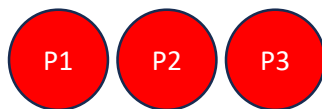


Table 4



Table 3



Table 2



Table 1



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**SQUARE CIRCLE
WRANGLERS**

