

PEMIGEWASSET VALLEY FISH AND GAME CLUB

295 Beede Road - Holderness, New Hampshire

PEMI VALLEY PEACEMAKERS

Springtime at the Pemi

Sunday May 5, 2019



Welcome to the first scheduled Cowboy match of the 2019 shooting season.

NEWS:

The **2019 NH SASS Cowboy Action Shooting Championship** is scheduled for August 23-25.

And, again the Pemi Valley Peacemakers will be the host for this match.

Match preparations are well under way and with our scheduled workdays, all 8 bays will be ready to go. Dakota Joe is the Match Director and Registrar. Crystal Creek Chris is the Side Match Coordinator. Waddies include: Chelsea Kid, Emma Goodcook, Callous Clyde, (our illustrator), Dead Head (webmaster), Vince Lobo, Cillbeast and Black Jack Daniels. Miss Kendree will be our Score Keeper. Badges and awards will be provided by Klassic Laser.

This six-stage match is “shoot-through”, meaning, that we shoot all six stages without a formal break for lunch. Usually, we take a short 10 to 15 minute snack break after three stages. Most folks can finish the match and be on their way to wherever they’re going by 2:00 pm. Water and light snacks were available, but many brought their own “munchies”.

That being said, we know you’ll like the scenarios presented to you today, so to our new and old shooters alike, please, enjoy the match.

This is a local match and we encourage new shooters to participate and offer coaching when necessary or advisable. The PVP follow SASS Conventions and safety rules, so those who want to use this match to hone their “Cowboy” skills for State, Regional and National matches may do so. For those who want to just to shoot and have a good time, we encourage that as well.

Have Fun and be SAFE.

COWBOY STAGE CONVENTIONS

Stage Conventions or standard range behaviors are a list of practices every shooter is expected to know and follow on every stage. These stage defaults should be followed in all SASS Matches unless otherwise directed in stage descriptions.

1. All knockdown shotgun targets may be reengaged until down.
2. All knockdown targets (shotgun, rifle, or revolver) must go down to count. Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
3. All staged guns shall have their barrels pointed safely down range. All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
4. Staged shotguns will be open and empty.
5. Shooters may not start a stage with ammunition in hand.
6. Long guns will be discarded open and empty with their barrels pointed safely down range. If the action of a long gun closes after being opened and emptied, the shooter will, at the conclusion of the stage, show it to be clear to the TO or spotter. Appropriate additional penalties will be applied if it is not clear. No one other than the competitor may handle the gun in question.
7. Revolvers are returned to leather after the shooting string.
8. Revolvers are drawn and used in accordance with the shooter's category.
9. If no starting position is given the shooter shall stand upright with revolvers holstered, hands at the side not touching any firearm.
10. Cowboy port arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.

**SAFETY PRACTICES
FIRST, LAST, AND ALWAYS**

Nothing is Ever Easy

10 Rifle, 10 Pistol, 4 Shotgun

Scenario:

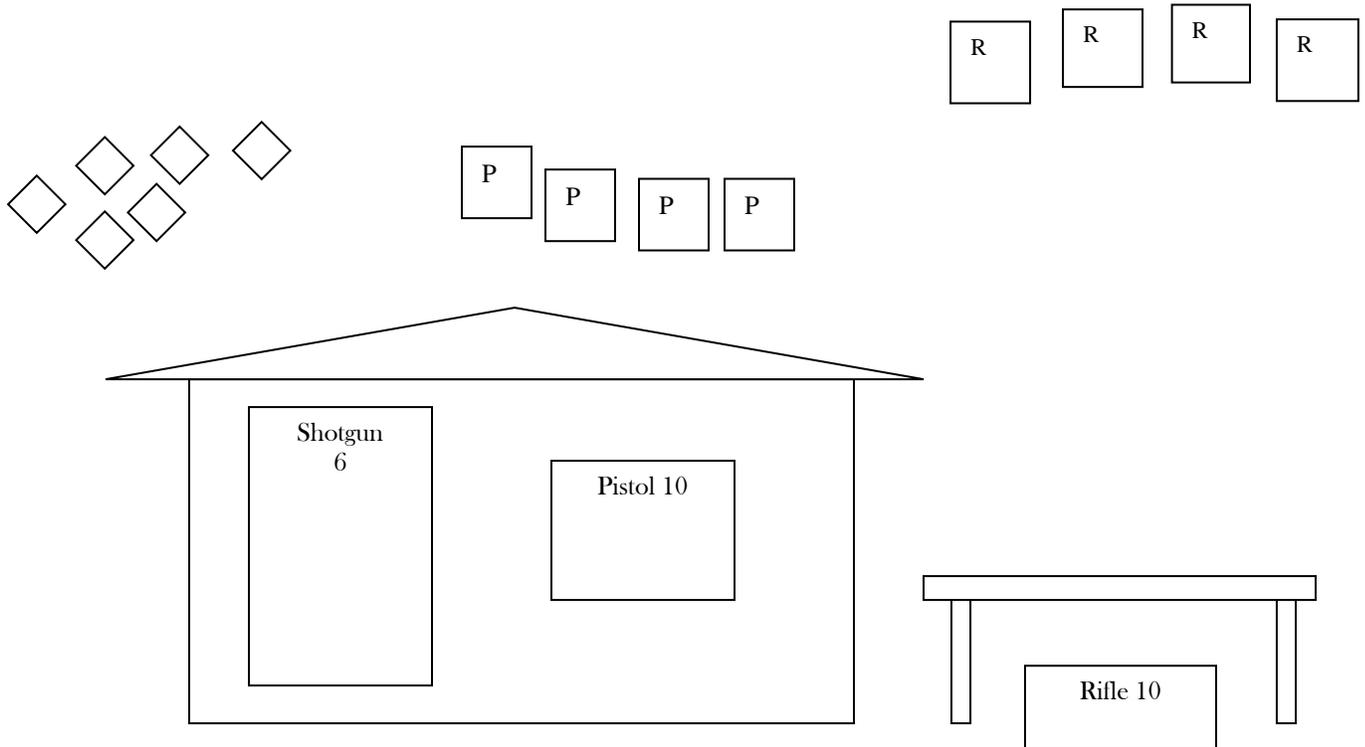
Rifle: loaded in hand.

Shotgun: empty, staged at the inside doorway.

Pistols: loaded, holstered.

Action

Start standing at the hitching rail, rifle in hand. When ready say, “**Nothing is ever easy**”! At the signal, use your rifle and engage the targets in a **Tadpole Sweep**, (1-2-3-4-3-3-3-2-2-1) from either end. Make the rifle safe. Move to the inside doorway, retrieve the shotgun and engage the shotgun targets in any order. Make shotgun safe, move to the window. From the window, engage the pistol targets in a **Tadpole Sweep** from either end. After being cleared by the RO, collect the long guns and proceed to the unloading table.



“Come and Get It”
6 Shotgun, 10 Pistol, 10 Rifle

Scenario:

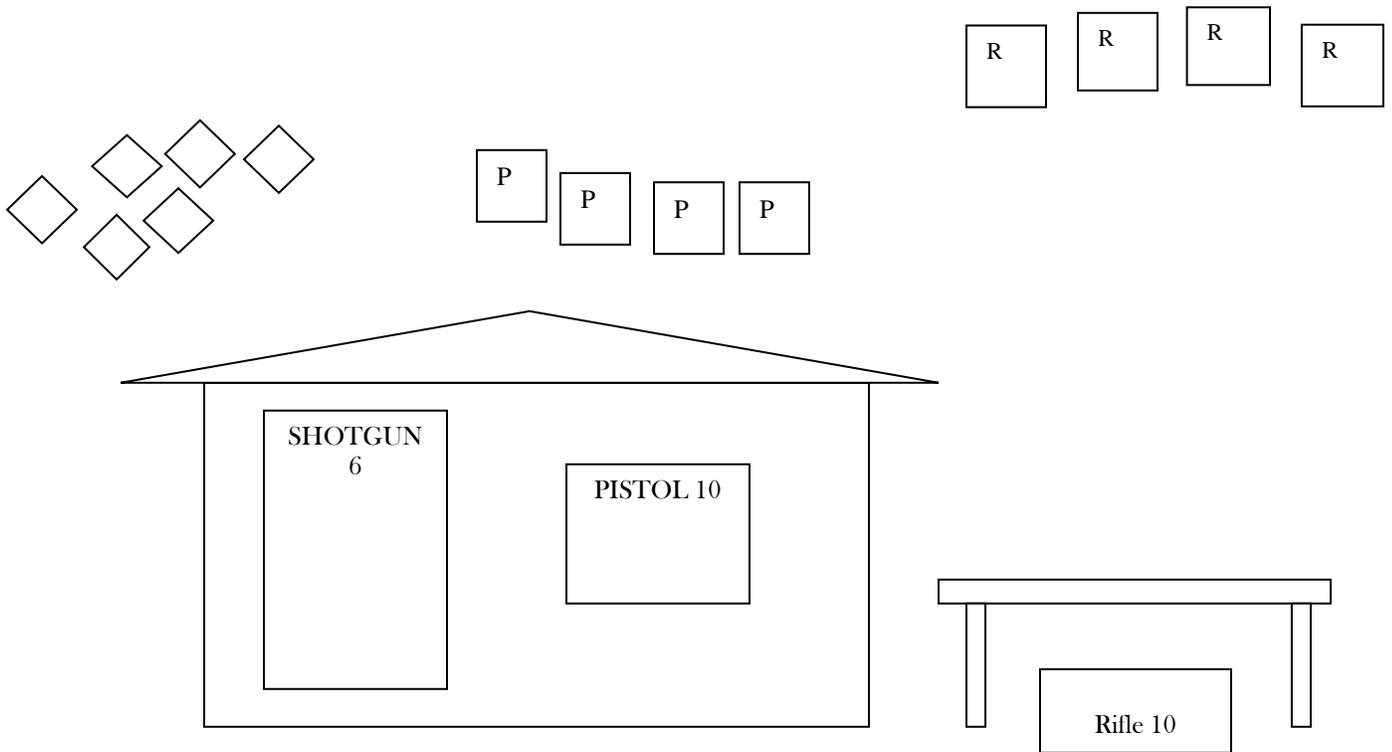
Shotgun: empty & open, staged at the inside doorway.

Pistols: loaded, holstered.

Rifle: loaded, in hand at the hitching rail.

Action

Start standing at the hitching rail, rifle in hand. When ready say, **“If you want the money, come and get it”!** At the signal, engage the rifle targets in a **Nevada Sweep**, starting from either end. Make the rifle safe, move to the inside window. From the window engage the pistol targets a continuous **Nevada Sweeps**, starting from either end. Holster. Move to the inside doorway, retrieve the shotgun and engage the targets in any order. After being cleared by the RO, collect the long gun and proceed to the unloading table.



“It’s too Early for This”

4 Shotgun, 10 Rifle, 10 Pistol

Scenario:

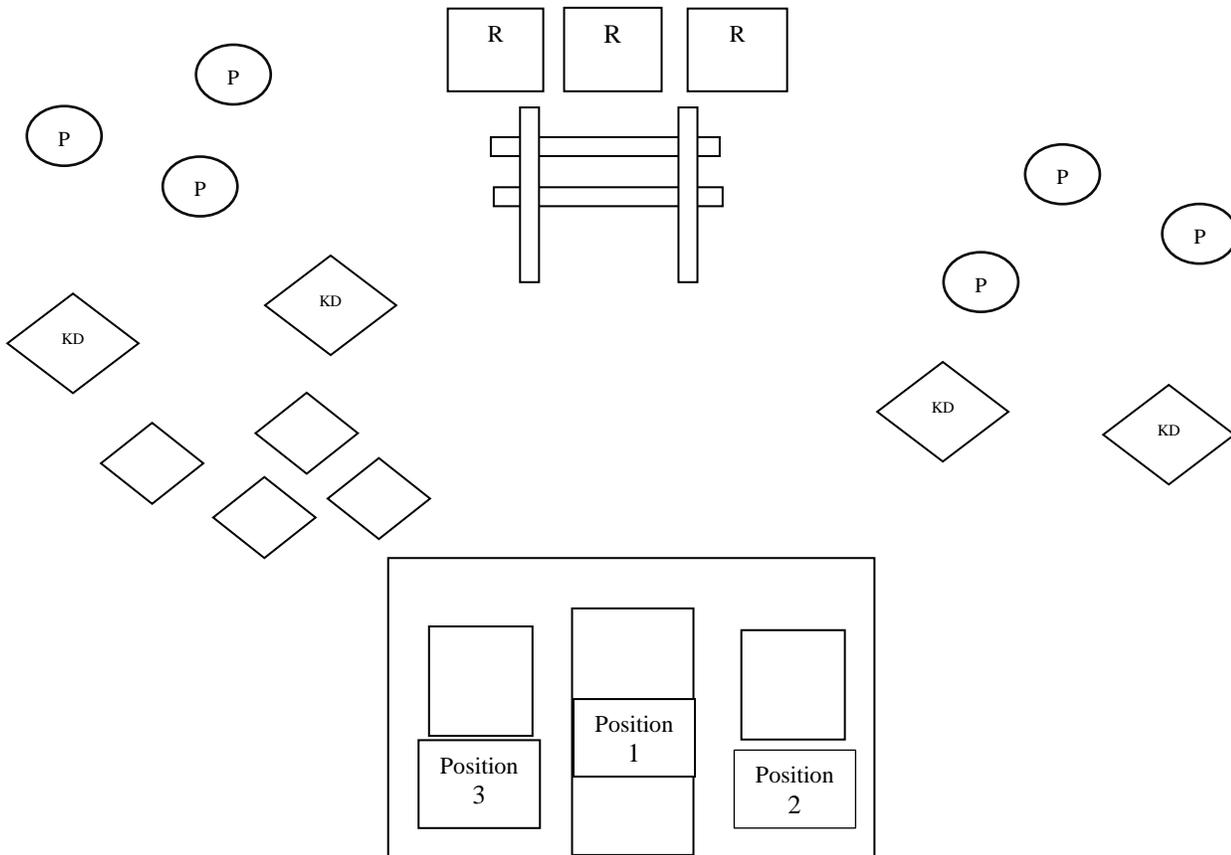
Rifle: loaded with 10 rounds, staged anywhere safely.

Shotgun: empty, staged anywhere safely.

Pistols: loaded, holstered.

Action: Shooter starts, in the doorway, Position One (1), with hands on the door frame, (one on either side).

When ready say *“It’s too early to be fighting like this”*. At the signal, From Position One (1), with the rifle engage the three rifle targets in two **Alamo Kid Sweeps** (2-1-3-1-3) starting from either end. From Position Two (2), with the pistol engage the knock-down targets, then engage P1 – P3 once each. Move to Position Three (3) and repeat the pistol instructions. From Position Three (3), with the shotgun engage the four shotgun targets. After being cleared by the RO, collect long guns and proceed to the unloading table.



“Are You Still Here?”

4 Shotgun, 10 Rifle, 10 Pistol`

Scenario:

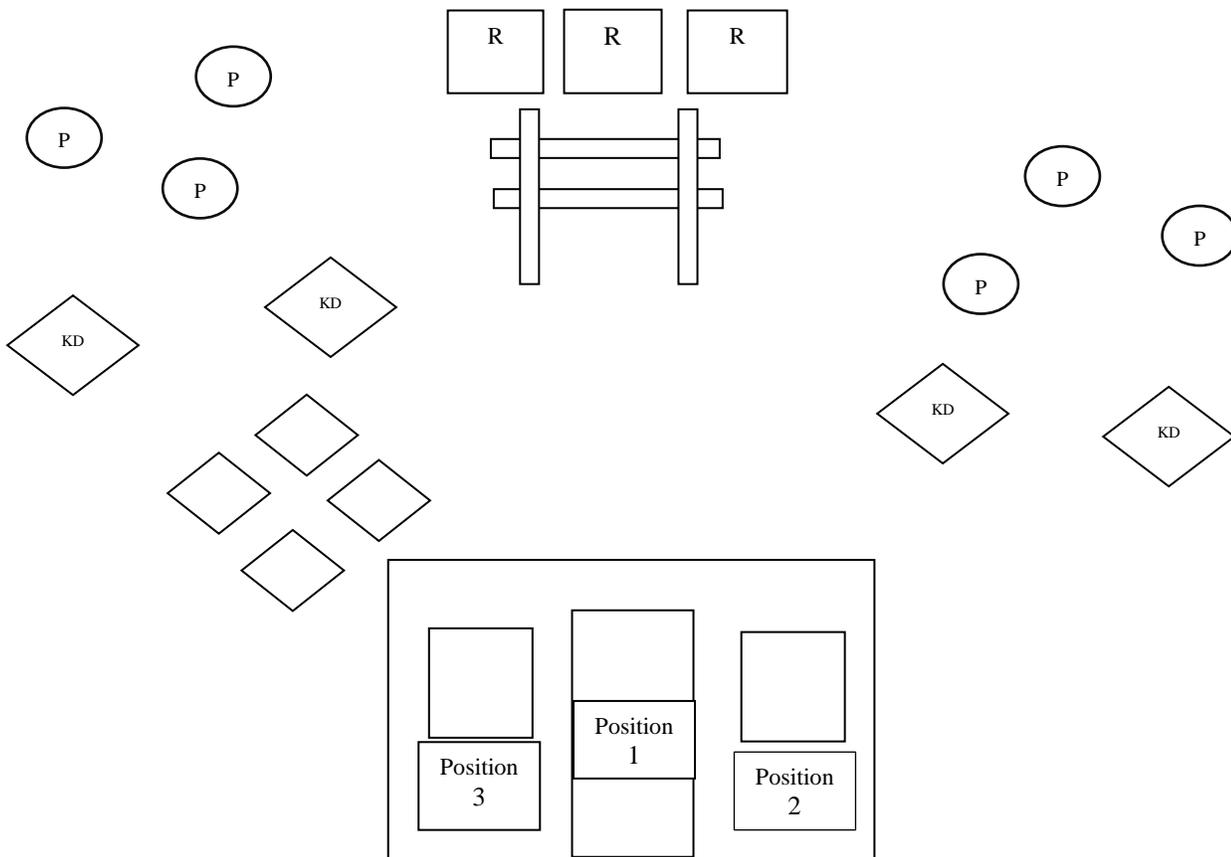
Rifle: loaded with 10 rounds, staged anywhere safely.

Shotgun: empty, staged anywhere safely.

Pistols: loaded, holstered.

Action: Shooter starts, at Position Three (3), Shotgun in hand.

When ready say *“Are you still here?”* At the signal, From Position Three (3), with the shotgun engage the shotgun targets in any order. Make the shotgun safe. From Position Three (3), with the pistol engage the stationary targets once each, then engage the knock-down targets. Move to Position One (1), with the rifle engage the three rifle targets in an **Arkansas Shuffle, (1-1-2-3-3)** starting from either end. Repeat. Make the rifle safe. Move to Position Two (2), repeat the instructions for the first set of pistol targets. After being cleared by the RO, collect long guns and proceed to the unloading table.



Jackson

10 Pistol, 10 Rifle, 4 Shotgun

Scenario:

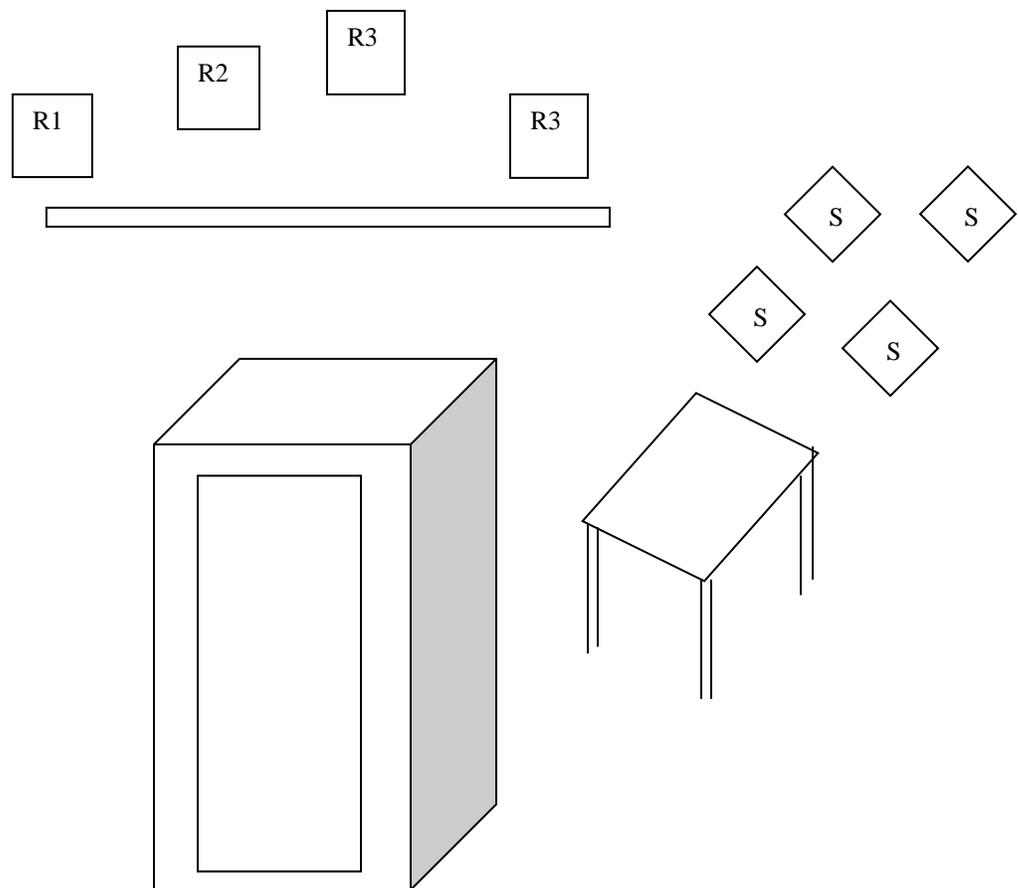
Pistols: loaded and holstered.

Rifle: loaded with 10 rounds, staged on table

Shotgun: empty, in hand.

Action:

Start standing at the right side of the outhouse with the shotgun in hand. When ready say “**Ah, Jackson, you were a good hand**”. On the signal, engage the shotgun targets in any order. Make the shotgun safe, retrieve your rifle and engage the four rifle targets in a **Cactus Buck Sweep** (1-1-1- 2-2-3-3-4-4-4). Make the rifle safe. Move to the rail and engage the rifle (now pistol) targets in a **Cactus Buck Sweep**. After being cleared by the RO, collect long guns and proceed to the unloading table.



Let's Finish This

10 Pistol, 9 Rifle, 4 Shotgun

Scenario:

Pistols: loaded and holstered.

Rifle: loaded with 9 rounds, in hand.

Shotgun: empty, staged on table.

Action

Start standing at the rear of the mine, with the rifle in hand. When ready say **“Let’s finish this”**. On the signal, engage the P/R targets through the rear window of the mine in a **Bullspit Sweep**, (1-2-1-2-3-1-2-3-4). Move to the table, make the rifle safe. Retrieve the shotgun and engage the targets. Make the shotgun safe. Move to the rail and with pistols engage the targets in a **Modified Bullspit Sweep**, (1-2-1-2-3-1-2-3-4-4). After being cleared by the RO, collect long guns and proceed to the unloading table.

