

Welcome

Welcome to the 26th anniversary of the “THE FRACAS AT PEMI GULCH” and the 2024 SASS NH Cowboy Action Shooting Championship. This match is presented by the Single Action Shooting Society, the Pemi-Valley Peacemakers (PVP), Ruger Firearms, Chelsea Kid & Emma Goodcook, Cowboy Gunworks and hosted by the Pemigewasset Valley Fish & Game Club, Inc.

The Peacemakers have been involved in cowboy action shooting since 1997, starting “The Fracas” in 1999 and hosting the first New Hampshire State Championship in 2000. While over the years the Peacemakers have been sharing the duty of sponsoring State Matches with other Cowboy clubs in New Hampshire, the Peacemakers have been hosting this event continually since 2016.

As always, it is our goal to present a fun and challenging shooting experience to all competitors and create an atmosphere where friends, families, shooters and non-shooters alike can have an enjoyable time.

The Peacemakers welcome you all to beautiful Holderness, New Hampshire and the grounds of the Pemigewasset Valley Fish & Game Club, Inc. The 2024 New Hampshire SASS State Championship is hosted by our parent Club and the Pemi Valley Peacemakers. The Peacemakers are composed of a dedicated, hard-working group of cowpokes that make Cowboy Action Shooting possible. We are ready, once again, to bring to you a first-rate state championship match.

This year’s match will feature story lines written by Chelsea Kid SASS #47400 incorporating the theme of “Stories of Cowboy Lore”.

This is a SASS sponsored and sanctioned cowboy action shooting match. Shooters MUST be a SASS member in order to compete. This is not a match for new shooters and as such, we encourage new shooters to watch this match as a spectator and come to one of our Club matches to learn “the game”. The PVP follow SASS Conventions, and the rules set forth in the SASS Handbook.

So, here’s the opportunity to put your finely-honed skills to the test. But, most of all we should strive to do our best and have FUN.

Dakota Joe
Pemi Valley Peacemakers Territorial Governor
& Match Director

THANK YOU
To the Single Action Shooting Society
for their continued support

To the Pemigewasset Fish & Game Club

For providing the Peacemakers financial support and a venue to hold this Cowboy shooting event.

To our Sponsors

Who have stepped up to financially support the efforts of the

Pemi Valley Peacemakers.



**Main Match
&
Presenting Sponsors**

Ruger Firearms



Chelsea Kid & Emma Goodcook



**HUNTERS HD
GOLD**

HUNTERSHDGOLD.COM

_____Stage Sponsors_____



The Home of Quality Laser Engraved Gifts & More

Back River Trades

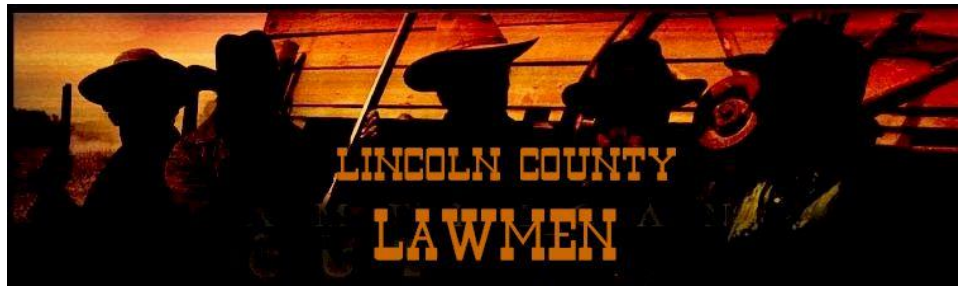


Cowboy Gunworks

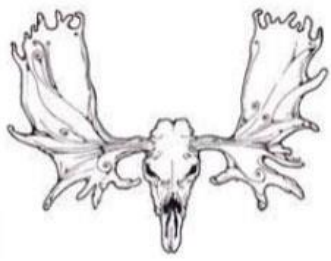


Clark's Bears





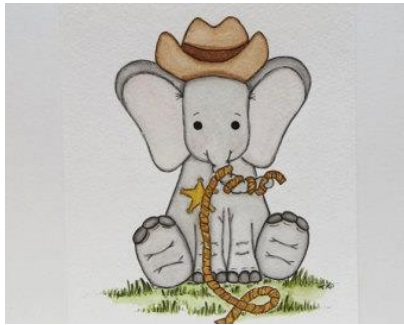
Maine Marshals



Jigger Johnson



Eyesa Horg & Elli Phant



Matchlock



____ Wild Bunch Side Match Sponsor ____



Dakota Joe SASS #3471

____ Special Thanks To ____ 2024 SASS NH Championship Steering Committee

Dakota Joe, SASS # 3471
Match Director & Range Master

Dead Head, SASS # 29768
Webmaster

Crystal Creek Chris, SASS # 64500
Side Match Director

Vince Lobo SASS # 28366
Working Cowboy

Cillbeast, SASS # 104084
Assistant Match Director & Working Cowboy

Eyesa Horg SASS # 94258
Match Advisor

Callous Clyde, SASS # 4677
Badge Design, Artwork & Book Smith

Emma Goodcook SASS # 49743
Logistical Support & Scoring

Blackjack Daniels, SASS # 76541
Assistant Side Match Director

Blackwater Tinker, SASS # 92746
Match Advisor & Working Cowboy

Chelsea Kid, SASS # 47400
Prop Construction & Working Cowboy

Ellie Phant SASS # 104987
On-site Match Registration & Check-in

Schedule of Events

Thursday

8:00 am to 6:00 pm

Match set-up

Friday/ Side Event Day

8:00 am to 4:00 pm

Shooters package pickup at the Main Clubhouse

9:00 am to 12:00 pm

Wild Bunch Match
Stage 5

11:00 am to 3:00 pm

3 Stage Warm-up Match
Stages 1, 2 and 3 Two
Flights: 11:00 am & 1:00 pm

11:00 am to 3:00 pm

Speed Events-Stage 6
Pistol, Rifle & Shotgun

1:00 pm to 3:00 pm

Pocket Pistol & Derringer
Stage 4

1:00 pm to 4:00 pm

Plainsman: Stage 5

11:00 am to 4:00 pm

Long Range Rifle Events
Upper "machine-gun"
Platform

**RO Walkthrough
Immediately after side
events @ 4:00 pm**

4:00 pm

All Cowboy ranges are
closed, all guns put away

6:00 pm

Pot-luck Dinner in the
Clubhouse.

Saturday

7:30 am to 8:45 am

Shooters package pickup at
the Main Clubhouse

8:45 am

Mandatory Shooters Meeting
on the Range.

9:00 am to 4:00 pm

Main Match 6 Stages

Lunch Break

12:00 pm to 1:00 pm

No shooting through

4:00 pm

All ranges are closed, all guns
put away

5:00 pm

Territorial Governor's
Meeting in the Main
Clubhouse (downstairs),
If necessary

6:00 pm

Saturday Night BBQ Dinner
At the Main Clubhouse

Sunday

8:00 am to 12:00 pm

Main Match 4 Stages

1:00 pm

Awards Ceremony, Main
Clubhouse

Western outfits

**REQUIRED to receive
awards at the ceremony**

Awards places will be determined by how many entrants there are in each category.

No. of Shooters Per Category	No. of Plaques
1-2	1
3-5	2
6+	3

Overall Match Top Gun Male/Female
Men's/Ladies New Hampshire

All Buckaroo & Buckarettes will receive a plaque.

ATTIRE: Please keep in mind that you are attending a cowboy shoot, and your attire for the weekend accordingly. All registered shooters will be required to wear appropriate Old West period clothing to ALL events. This includes side matches, the main match, and awards ceremony. Shooters not in costume will be **NOT** included in any award photos.

Check the Bulletin Board at the Main Clubhouse for Updates!

Match Procedures

- All competitors are responsible for knowing and understanding SASS rules, Shooters Handbook Version **27.5, January 1, 2024, Edition.**
- All Wild Bunch competitors are responsible for knowing & understanding Wild Bunch rules, Shooters Handbook **Version 17.4, April 10, 2024, Edition.**
- This is a cold range. firearms may only be loaded at the loading tables and firing line.
- Only registered shooters are allowed to wear firearms or shoot.
- All competitors must wear their shooter's badge during the NH State Championship.
- Any non-shotgun round over a berm is an automatic match disqualification.
- It is the shooter's responsibility to stage/restage firearms safely. A precariously staged/restaged firearm that falls is **NOT** a prop failure.
- Malfunctioning firearms brought to the unloading table should be pointed in a safe direction and remain untouched until the owner completes his/her stage. He/she will request help if needed.
- Pistols start loaded with a maximum of five rounds, hammer fully down on an empty chamber.
- Rifles start loaded with action closed hammer fully down on an empty chamber.
- Shotguns start with action open and chamber(s) empty.
- Dry firing of firearms is not allowed at the loading tables.
- Unloading tables are designated "**SAFE**" areas.
- Side match and main match are considered separate events.
- Upon the command of "**Cease Fire**" all shooting must stop immediately, and all firearms made safe.

STAGE CONVENTIONS:

The following stage conventions (stage defaults) should be followed in all SASS matches, unless otherwise directed in the stage descriptions.

All shotgun knockdown targets may be reengaged until down. - 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. **EXCEPTION:** For Buckaroo/Buckarette shooters knockdown targets do not have to go down to count.

If no starting position is given, the shooter shall stand upright with revolvers holstered, hands at the sides and not touching any firearm. (SASS default).

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.

In the event a target fails or is downed, the shooter should "shoot where it was." For safety reasons a target on the ground should never be engaged.

In the case of a suspected squib, the TO will instruct the shooter to make the firearm safe and continue with the next firearm. If the barrel is later determined to be clear, the shooter will receive a reshoot.

SAFETY PRACTICES - FIRST, LAST, AND ALWAYS

All competitors and spectators must wear eye and ear protection when in shooting areas. Failure to observe Match Procedures will result in a minimum of a 10 second procedural penalty or higher in the case of SASS defined rules.

Re-Starts & Re-Shoots

Re-start – ALLOWED

A re-start is allowed if the shooter's gun jams, ammo failure or other equipment failure results **BEFORE** the first round is sent downrange.

Re-Shoot – ALLOWED

If there is a range failure that prevents the shooter from continuing the course of fire or prevents a score from being recorded. This may be a timer malfunction, a prop malfunction (except as noted below) or a RO intervention halting or impeding the shooters progress unnecessarily.

NOT ALLOWED

If a prop fails but does not prevent the shooter from continuing the course of fire.

If a target breaks or fails while a shooter is on the clock. In such a case, the shooter should discharge the round where the target was originally located, and a hit will be scored.

Challenge, Appeal and Protest Procedure

Match/Posse Officials are the **ONLY** ones who may judge a shooter. These judging responsibilities range from watching for misses and hits, correct target order engagement, appropriate completion of stage instructions, safety violations, legal or illegal equipment, appropriate ammunition, appropriate dress, and category specific requirements, such as to adequately produce smoke by the black powder category participants. The shooter is the **ONLY** person who may question a call made by any of the Posse Officials on the line. If a shooter feels unfairly judged by the assigned Posse Officials on any stage, it is important to follow this recommended process and observe an appropriate chain of command.

If there is a question, the shooter should approach the assigned Chief Range Officer (the timer operator) upon completion of the stage after all firearms have been made safe. **The use of recoded audio, video or still photography cannot be used to challenge the call of the Posse or Match Officials.** Any further challenge must be taken to the Range Master for assistance in the resolution. Any further challenge must be initiated by filing a \$50.00 protest fee and completing an OFFICIAL PROTEST FORM.

This OFFICIAL PROTEST must be made **ONLY** to the Match Director. An OFFICIAL PROTEST should only be filed as a last resort **AFTER** discussions with the appropriate chain of command.

The Match Director will appoint a jury to make the **FINAL** decision. At NH SASS Championship, the jury will consist of at least three experienced SASS competitors, Territorial Governors, if possible.

Note: No alcoholic beverages may be consumed on club property until all Cowboy ranges are shut down and guns have been put away for the day.

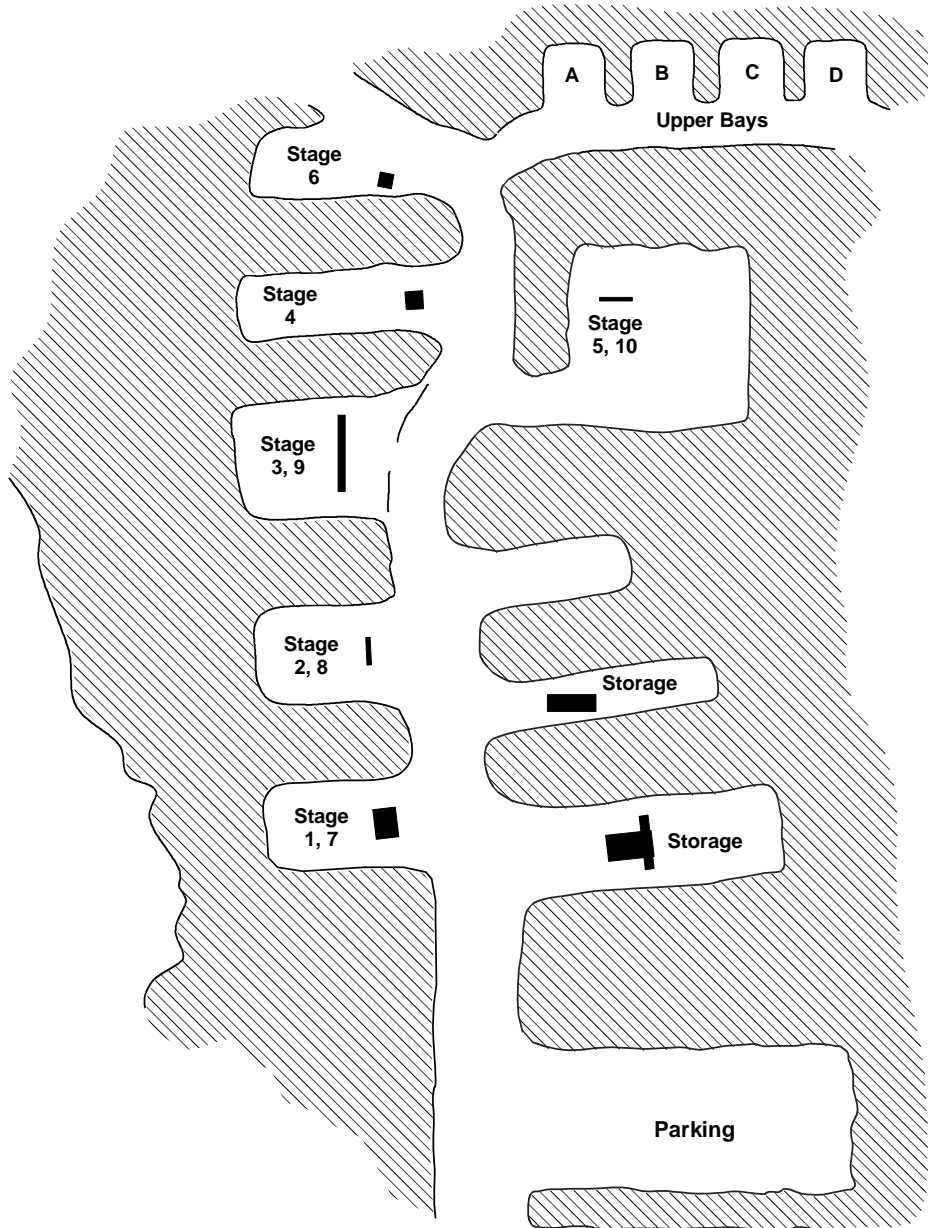
Fracas at Pemi Gulch

2024 SASS New Hampshire State Championship

1. "Bank"
2. "Pemi Depot"
3. "Crowtown"
4. "Mine"
5. "Jersey Lilly"

6. "Jail"
7. "Bank"
8. "Pemi Depot"
9. "Crowtown?"
10. "Jersey Lilly"

Site Map



Stage No. 1

Sponsored by Eysa Hoag, Elli Phant
&
Matchlock

Bank

10 Rifle, 4+ Shotgun, 10 Pistol

You have a poker hand and need \$5,000 to stay in the game. You go to the bank with your cards and the two other players. The banker sees the cards and gives you the loan. As you head out to finish the game the other two don't like the way things are going.

Rifle: 10 rounds held port arms at the hitching rail.

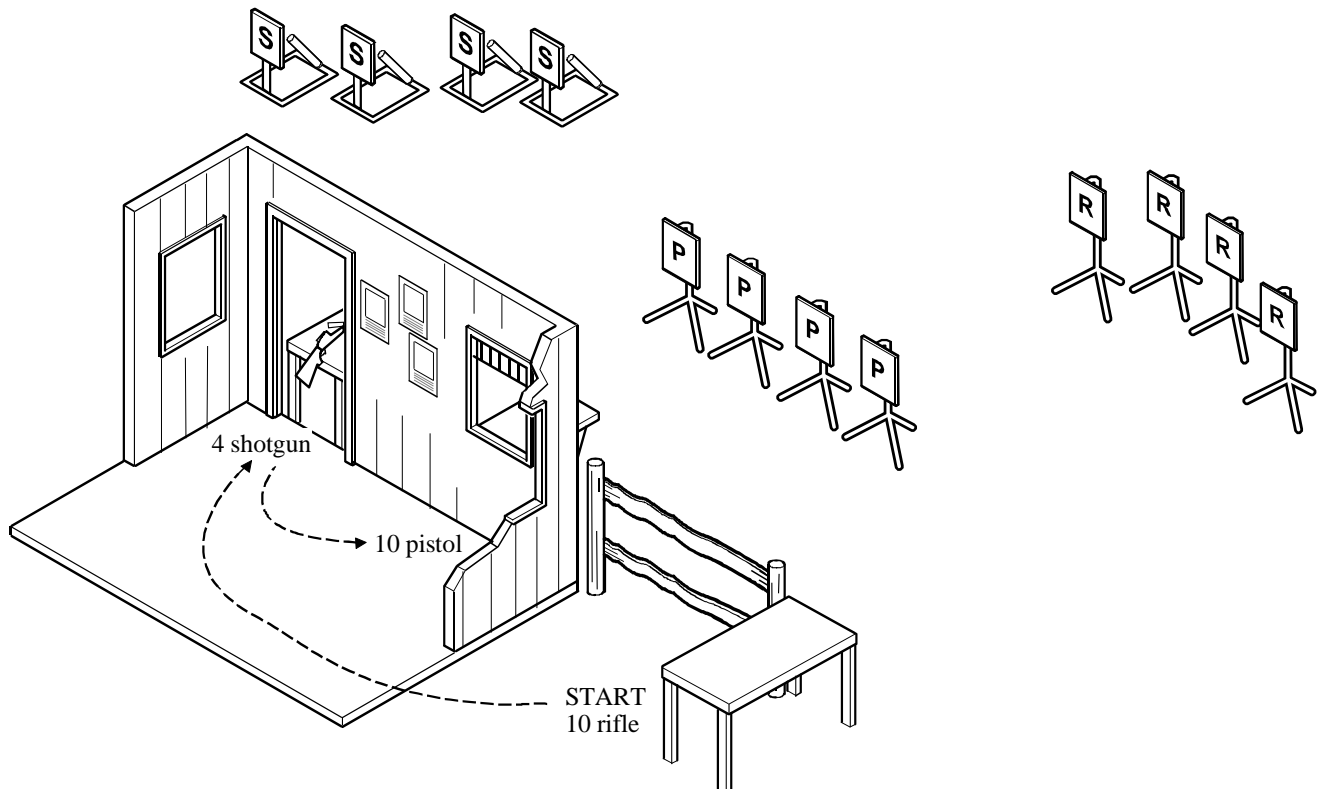
Shotgun: 4+ rounds, staged at the inside doorway.

Pistols: 10 rounds, holstered.

ACTION:

Start standing at the Hitching rail with your rifle at port arms. When ready say **"I wanted to finish the game."**

At the signal sweep the four rifle targets in an *Outside-Inside Sweep (1-4-2-3-1-4-2-3-1-4)* starting from either end. Make the rifle safe and move to the inside doorway. Engage the four shotgun targets in any order. Make the shotgun safe. Move to the inside window and engage the four pistol targets in an *Outside-Inside Sweep*.



Stage No. 2

Sponsored by Back River Trades
&
Slippery Bullets

Pemi Gulch Depot 10 Rifle, 10 Pistol, 4+ Shotgun

Texas Ranger James Brooks is riding a train in Texas heading to a newly settled town. Cotulla is growing but is still a wild town. He's headed with others to a wedding to apprehend four outlaws. The conductor calls out "Cotulla! Everybody, get your guns ready!"

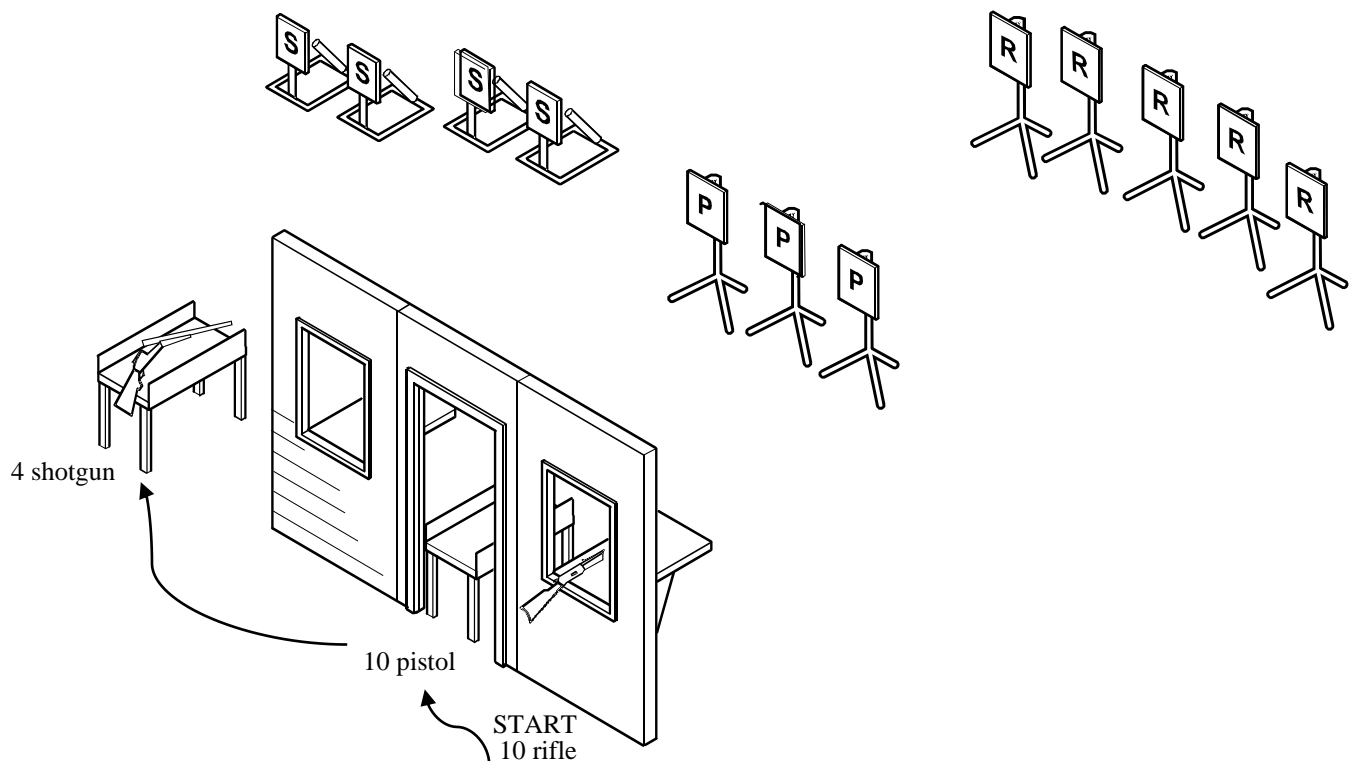
Rifle, 10 rounds, staged at the right window

Pistols, 10 rounds, holstered

Shotgun, 4+ rounds, staged at far-left table.

Action:

Shooter starts standing at the right window, hands on belt. When ready say "I came to celebrate!" At the signal, engage the rifle targets, in a **Longshot Logan Sweep**, (1-1-2-2-5, 3-3-4-4-5) starting from either end. Make the rifle safe. Move to the doorway and engage the pistol targets in a continuous **Double-tap Nevada Sweep** (1-1-2-2-3-3-2-2-1-1) from either end. Holster pistols. Move to the left table, retrieve shotgun and engage the shotgun targets in any order.



Stage No. 3

Sponsored by Clark's Bears
&
Jigger Johnson

Crowtown

4+ Shotgun, 10 Rifle, 10 pistol

Alex isn't a town yet, just a cluster of buildings. The only thing going for it is the small store. Rangers Brooks and Putz are looking for some fence cutters. The town is in the Indian Territories and to try to keep the peace the Indian Police are stopping folks from carrying in town. St. John is a troublemaker and goes into the store with his pistol. Brooks and Putz observe the Indian Police getting into trouble with disarming St. John and draw and fire.

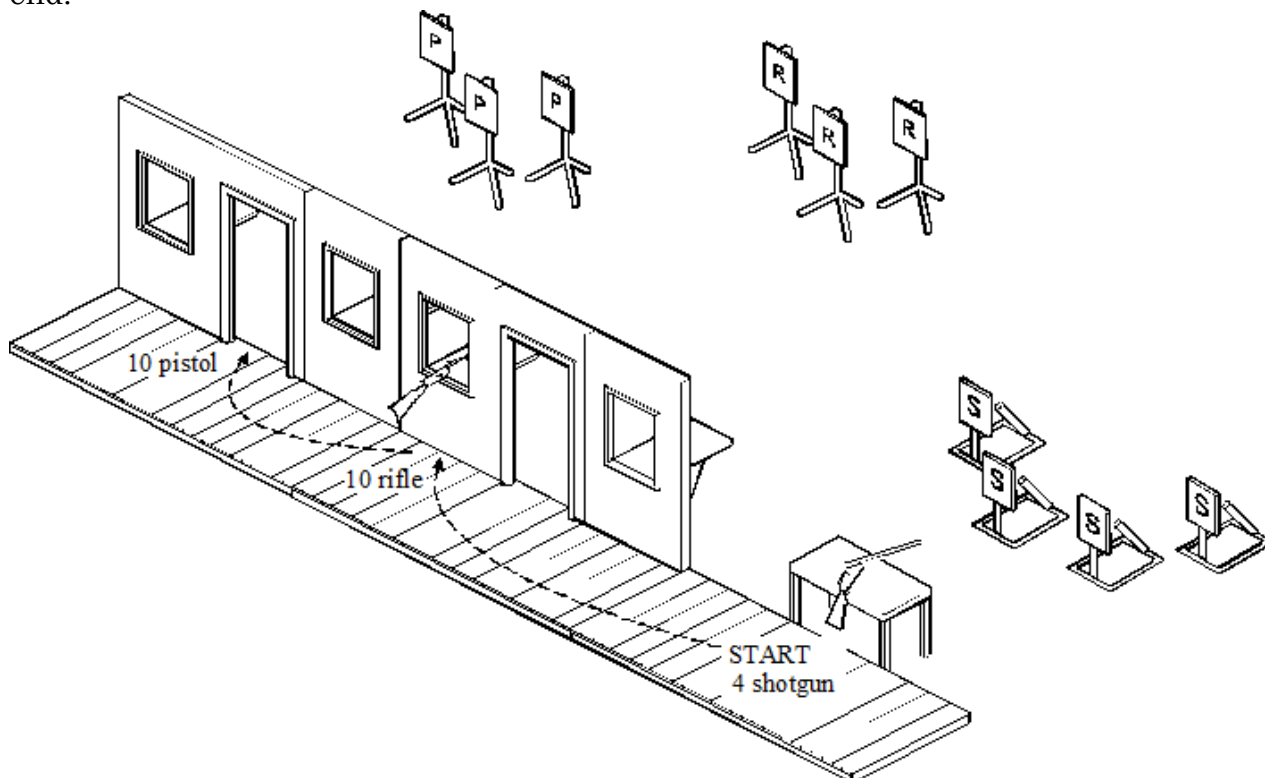
Shotgun, 4 + rounds, staged in hands.

Rifle, 10 rounds, staged in center right window.

Pistols, 10 rounds, holstered.

Action:

Shooter starts standing in the alleyway, shotgun, in hand. When ready say, "I'll buy that six-shooter from you now!!" At the signal, engage the shotgun targets in any order. Make the shotgun safe. Move to the rifle and engage the rifle targets, in a **Delta Glen Sweep**, (1-2-2-3-2-2-1-2-2-3) starting from either end. Make the rifle safe. Move left to the open doorway and engage the pistol targets using the rifle instructions starting from either end.



Stage No. 4

Sponsored by Newfound Trail Riders
&
Hunters HD Gold

The Mine

10 Rifle, 4+ Shotgun, 10 Pistol

Granville Stuart and his brother James were at their placer mine outside of Dog Town. They were hungry and tired of not finding much gold so they took their dog and went squirrel hunting.

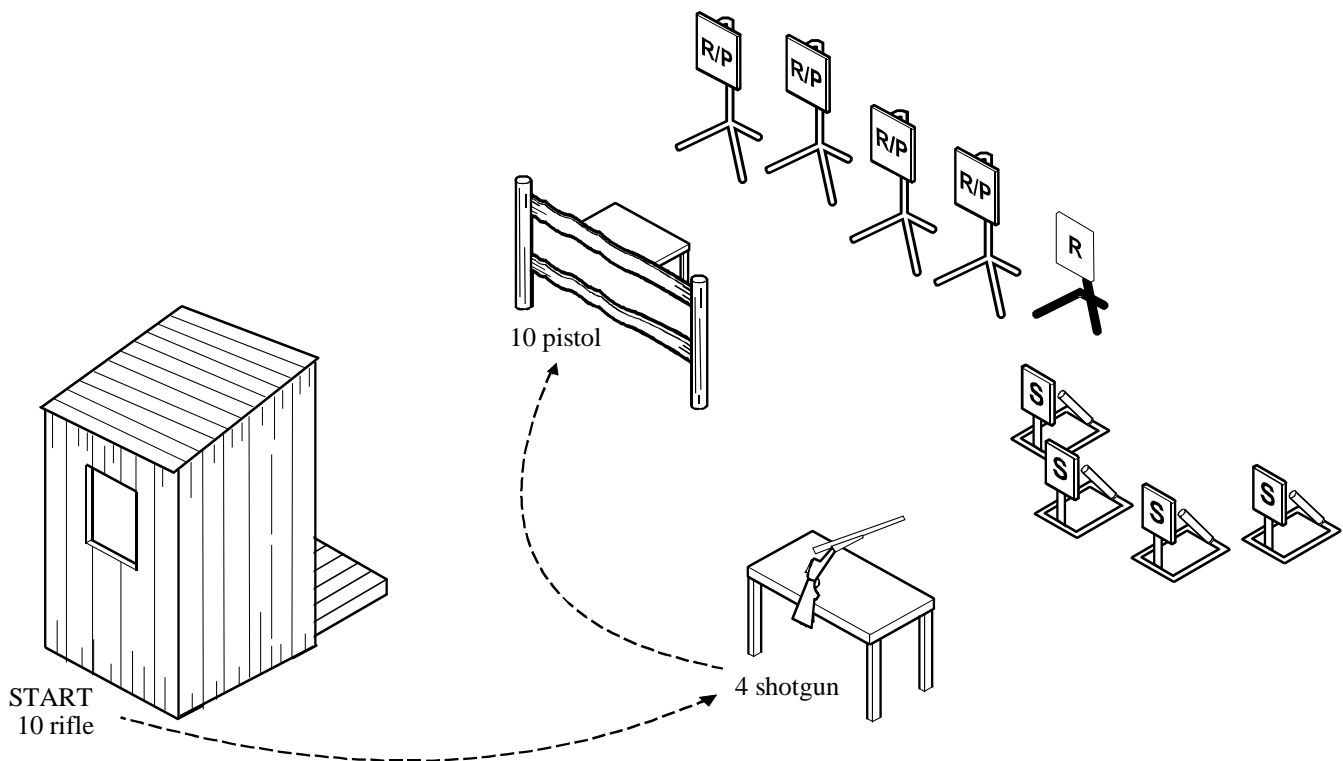
Rifle, 10 rounds, in hands.

Shotgun, 4+ rounds, staged on table.

Pistols, 10 rounds, holstered.

Action

Shooter starts standing at the window to the mine, rifle in hand. When ready say ***"I'll get the ones on this side of the mine!"*** At the signal, engage the targets through the window in a **Pemi Gulch Sweep, (1-2-2-2-3-3-4-4-4-5)**, starting from either end. Move to the shotgun, make the rifle safe. With the shotgun, engage the shotgun targets in any order. Make the shotgun safe. Move to the fence and with your pistols, engage the targets following the rifle instructions.



Stage No. 5

Sponsored by Harvard Ghost Riders

Jersey Lilly

10 Rifle, 10 Pistol, 4+ Shotgun

Luling, the toughest town in Texas. A town where Indian Battles, Massacres and plain lawlessness came to be where the railroad stopped its progress west. You have come to town to get supplies and a drink or two.

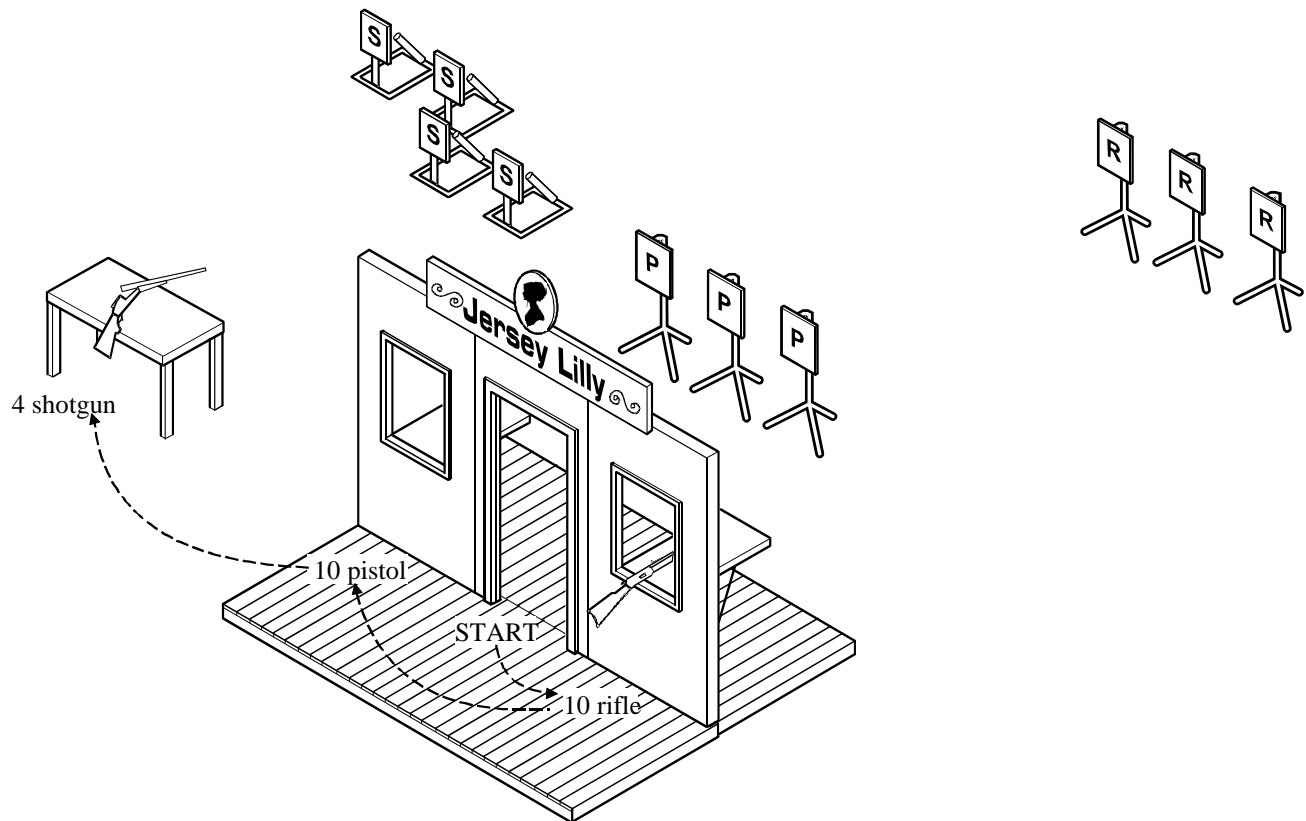
Rifle, 10 rounds, staged the right-side window.

Pistols, 10 rounds, holstered.

Shotgun, 4+ rounds, staged on left-side table.

Action

Start in the doorway with both hands on your gun belt. Say, *"I'm tougher than all of you!"* At the signal, move to the right window and with rifle engage the 3 rifle targets starting in an **Indiana Sweep**, (2-2-1-2-3) and repeat. Make rifle safe. Move to the left window and engage the pistol targets following the rifle instructions. Holster. Move to the left table, retrieve shotgun and engage the four shotgun targets in any order.



Pemi Territorial Jail

10 Rifle, 4+ Shotgun, 10 Pistol

The Connors of Sabine County have been up to their lawbreaking ways. Brooks managed to put three of them in jail. He goes to have some supper. When he returns someone is breaking them out. Brooks goes through the jail to the back door and watches them run.

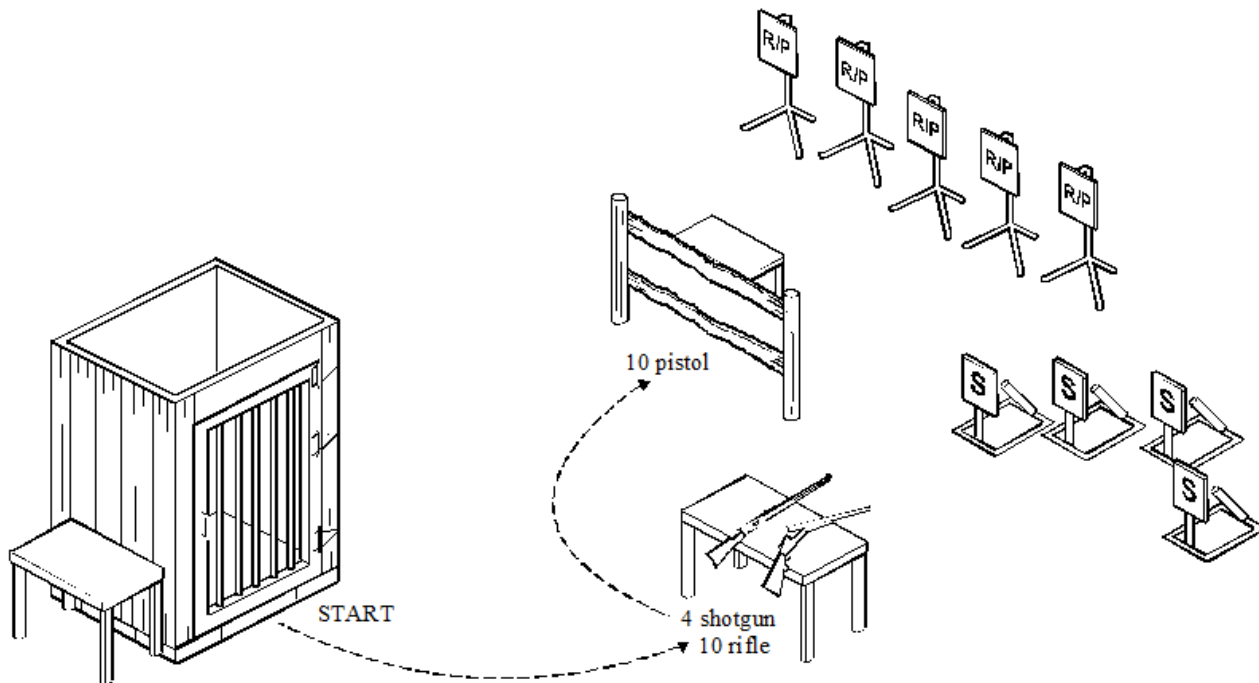
Rifle: loaded with 10 rounds, staged on table.

Shotgun: 4+ rounds, staged on table.

Pistols: loaded with 10 rounds, holstered.

Action

Shooter starts standing outside the jailhouse. When ready say, “**I got you now!**” Retrieve the rifle and Double Tap Sweep the rifle targets starting from either end. Make the rifle safe. Retrieve the shotgun and engage the four shotgun targets in any order. Make the shotgun safe. Move to the fence, and double tap sweet the pistol targets starting from either end.



Stage No. 7

Sponsored by the Lincoln County Lawmen & Cowboy Gunworks

Bank

4+ Shotgun, 10 Rifle, 10 Pistol,

As bank robbing became a popular crime it couldn't always be pinned on the James Gang. All that is known is Liberty Missouri was the scene of a robbery where 13 men in long blue coats of the Union Army came into town. Two men went into the Clay County Savings Bank and got \$58,072 and tried to get away.

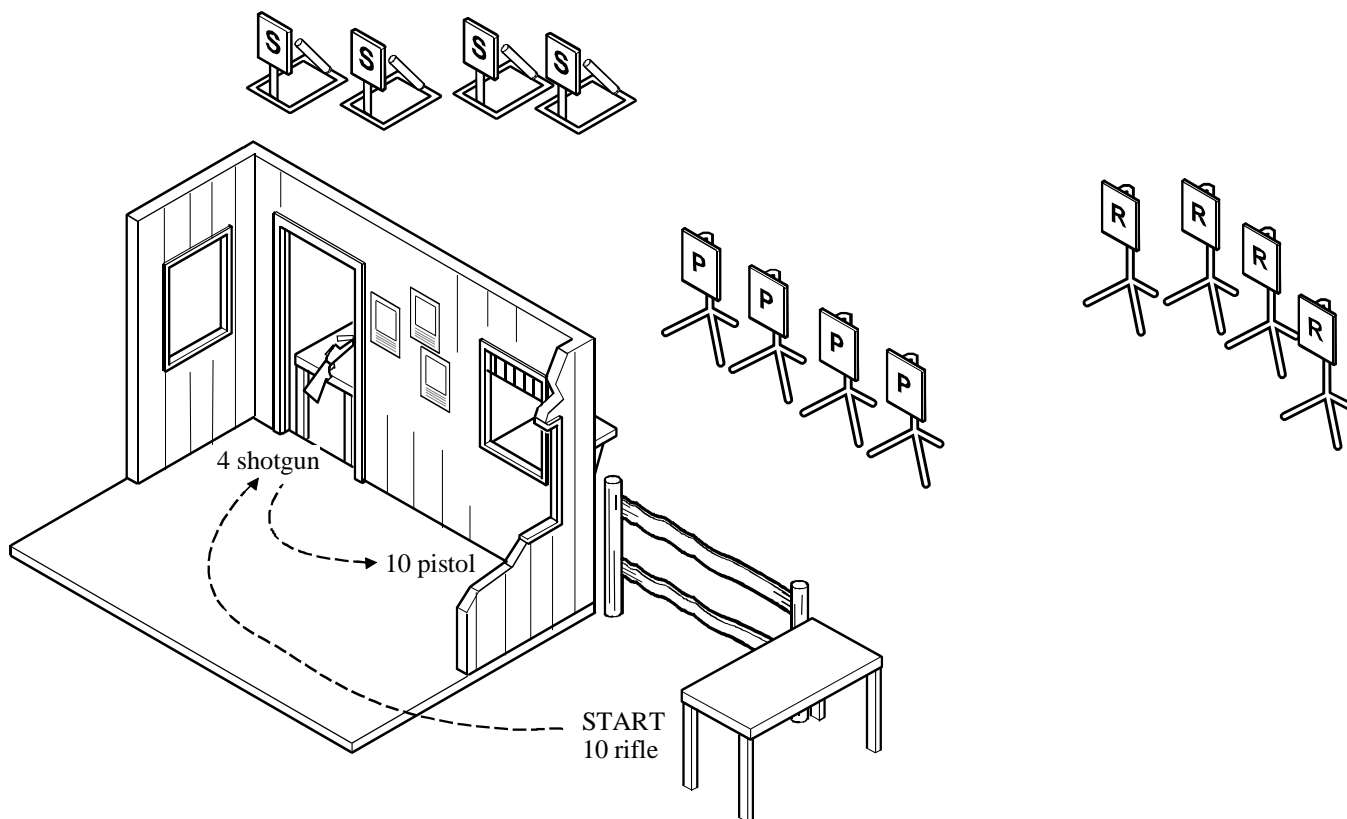
Rifle: loaded with 10 rounds, in hands.

Shotgun: 4+ rounds, staged at inside doorway.

Pistols: loaded with 10 rounds, holstered.

Shooter begins standing at the hitching rail, rifle in hands. When ready say **“You ain't getting away with this!”**

At the signal, engage the rifle targets in a **Badger Sweep**, (1-2-3-4-1-2-3-1-2-1) starting from either end. Make the rifle safe and move to the inside doorway and engage the shotgun targets in any order. Make the shotgun safe. Move to the inside window, and engage the pistol targets in a **Badger Sweep**.



Stage No. 8

Sponsored by the Klassic Laser Works

Pemi Gulch Depot

4+ Shotgun, 10 Rifle 10 Pistol,

You are waiting at the depot for the train to deliver a strongbox. The train pulls in and the conductor hollers “We’ve been robbed”, but the bandits aren’t finished and come riding up to the depot with guns blazing.

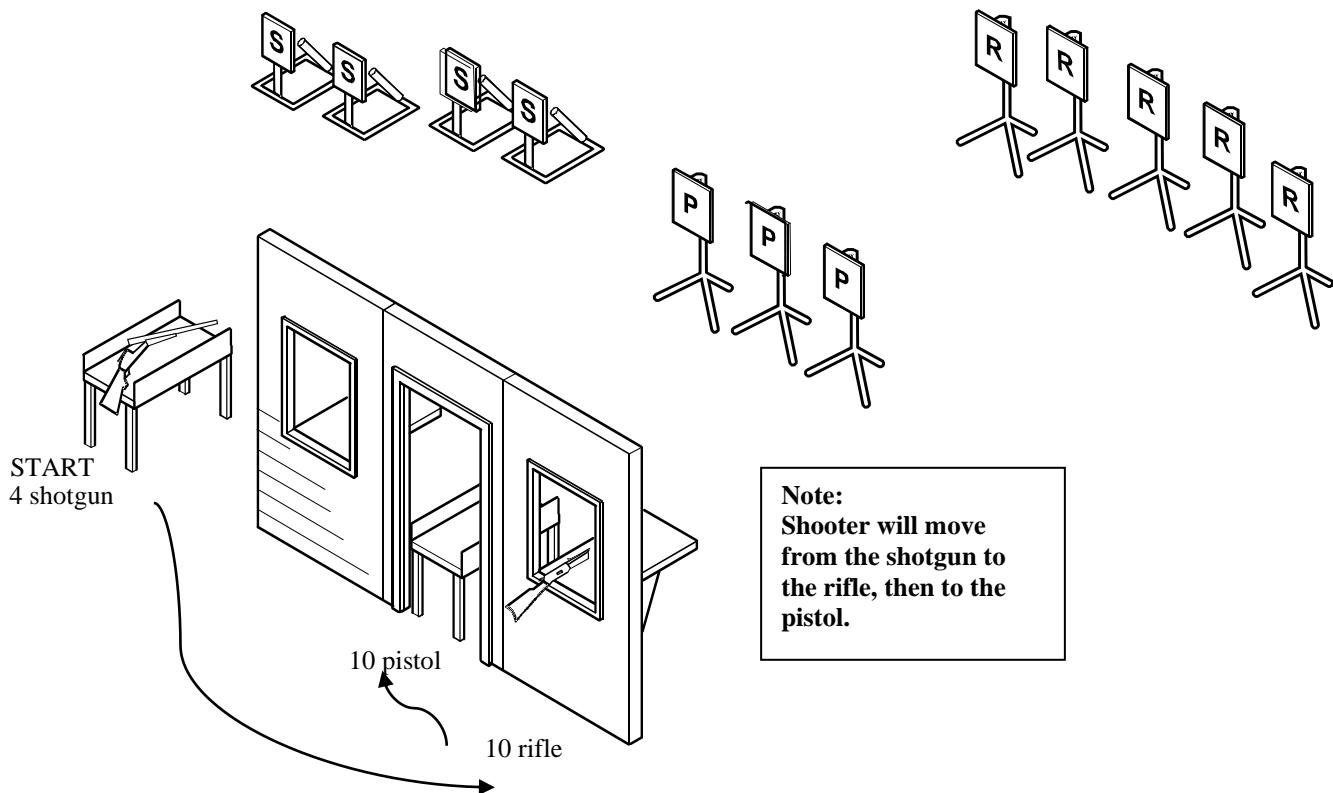
Shotgun, 4+ rounds, staged in hands.

Rifle, 10 rounds, staged at the right window.

Pistols, 10 rounds, holstered.

Action

Action: Shooter starts standing at the far-left table, shotgun in hand. When ready say “**Not in this town!**”. At the signal, engage the shotgun targets in any order. Make the shotgun safe. Move to the right window. Retrieve the rifle and engage the targets in a **Swing Sweep**, (1-5-2-4-3-3-2-4-1-5), starting from either end. Make the rifle safe. Move to the doorway and engage the pistol targets engaging the center target three times and the end targets once each, repeat.



Stage No. 9

Sponsored by Verdant Mountain Vigilantes

Crowtown

10 Rifle, 10 Pistol, 4+ Shotgun

You thought Luling was a tough town but when you go to get supplies in the no name town you are met with suspicion as you look like the leader of a gang that robbed the town last month.

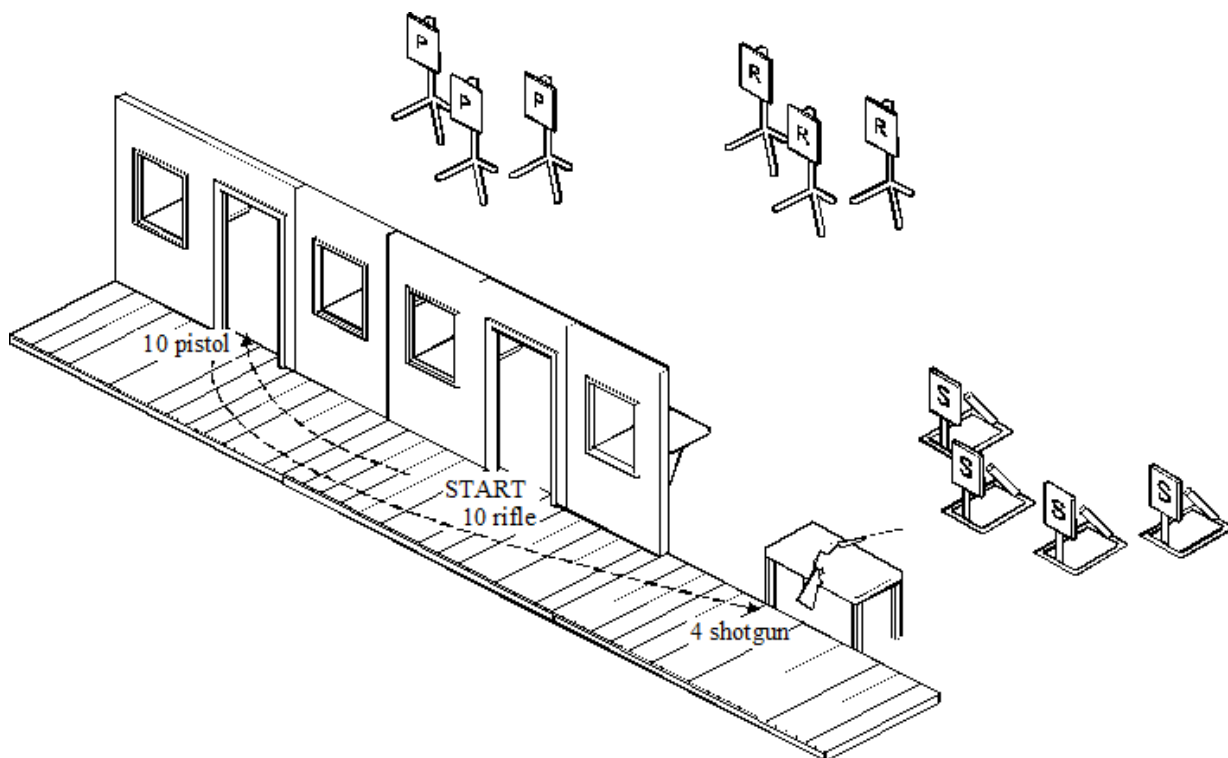
Rifle, 10 rounds, in hands.

Pistols, 10 rounds, holstered.

Shotgun, 4+ rounds, staged on alleyway table.

Action

Shooter starts standing in the right doorway, rifle in hand. Say, **“I’m not who you think I am!”** At the signal, engage the rifle targets in two **Tough Hombre Sweeps, (2-2-1-3-2)** starting from either end. Make the rifle safe. Move to the left doorway and engage the pistol targets in two **Tough Hombre Sweeps**. Holster pistols. Move to the shotgun and engage the targets in any order.



Stage No.10

Sponsored by Chelsea Kid and Emma Goodcook

Jersey Lilly

10 Rifle, 10 Pistol, 4+ Shotgun

You have come to expect trouble when you ride into a new town. This time you decide to be bold and beat anyone to the punch. Wanting to quench your thirst you head into the Jersey Lilly.

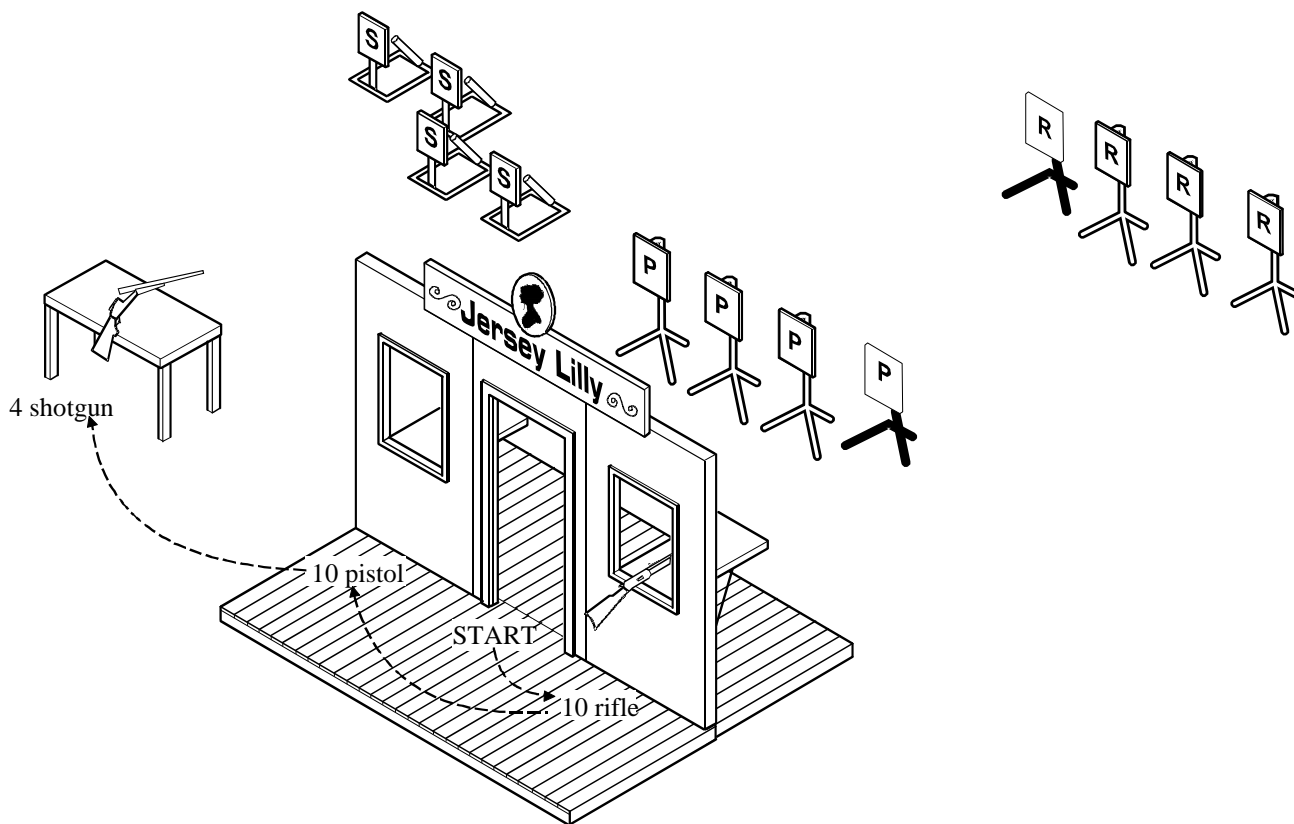
Rifle, 10 rounds, staged in right window.

Pistols, 10 rounds, holstered.

Shotgun, 4+ rounds, staged on table.

Action

Shooter starts standing at the doorway hands at your sides. When ready say **“I’m pretty fast!”** At the signal, move to the rifle and engage the rifle targets in a **Dynamite Sweep, (1-1-1-1-2-3-4-4-4-4)**. Make the rifle safe. Move to the left window and engage the pistol targets using the rifle instructions. Holster. Move to the shotgun and engage the shotgun targets in any order.



Stage	Raw Time	Miss	Penalty	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

Each miss adds 5 seconds to total time.

Each procedure or minor safety penalty adds 10 seconds to total time.

(Only one procedural penalty per stage).

Coaching by RO's is encouraged in order to avoid penalties.

SPOTTERS, benefit of doubt goes to the shooter.

If you know that it's a hit... it's a hit.

If you know that it's a miss... it's a miss.

If you think it's a hit... it's a hit.

If you think it's a miss...IT'S A HIT!

