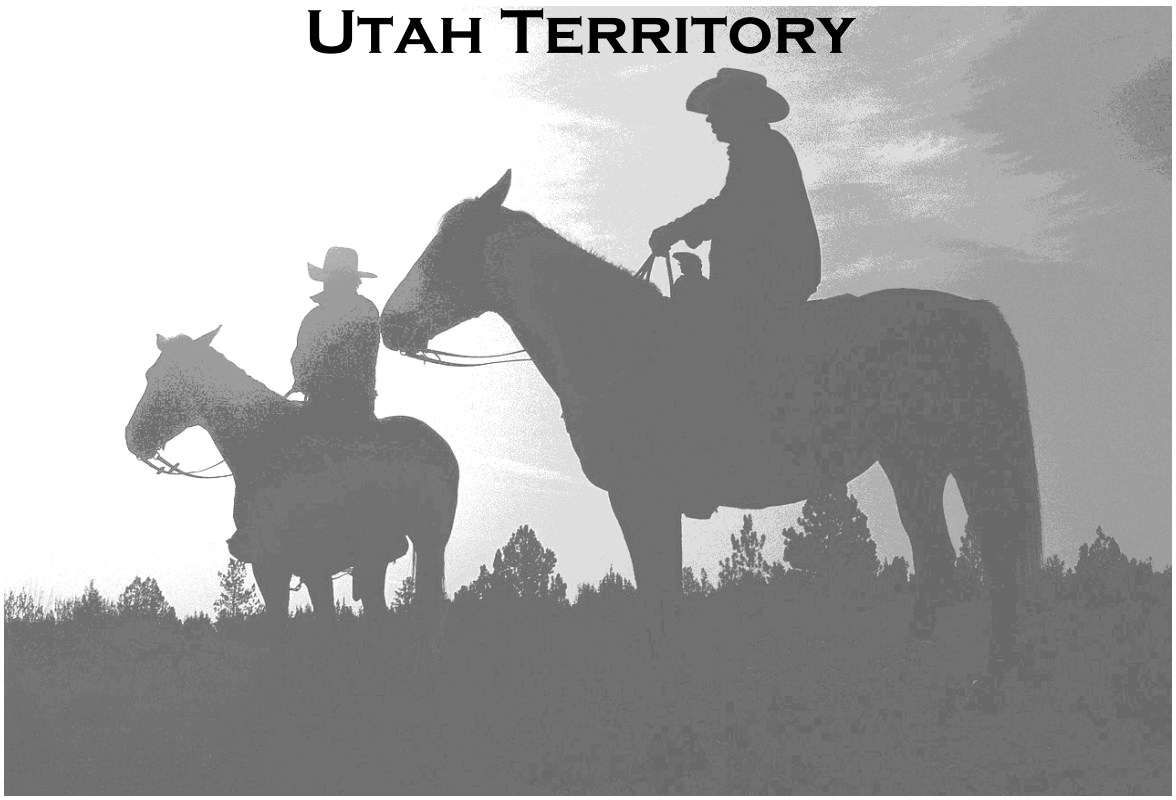
Howdy and Welcome

to the
Utah War Club's

Thunder at Big Salty 2011 Regional Black Powder Championship

May 26, 27 & 28

Salt Lake City
Utah Territory



A big cowboy *THANKS* to our Sponsors

Schedule of Events

Thursday, May 26 – registration & side matches

- 8:00 a.m. registration opens
- 11:00 a.m. Shooter's Meeting – start side matches
- 2:00 p.m. side matches end
- 3:00 p.m. - plainsman event (exact time will be posted at range on Thursday)

Friday, May 27 – 5 Main Match stages

- 8:30 a.m. Shooter's Meeting
- Lunch available following shooting

Saturday, May 28 – 5 Main Match stages

- 8:30 a.m. Shooting starts
- Lunch available after last main match stage
- Banquet and awards ceremony at Diamond Lil's : 6:30 p.m. at the Restaurant 1528 West North Temple, Salt Lake City, UT.

General Rules & Conventions

- BE SAFE – and HAVE FUN!
- Except as specifically noted otherwise, All SASS rules apply.
- You are responsible for knowing and following all SASS safety rules.
- All knockdown shotgun targets may be re-engaged until down.
- All knockdown targets must go down to count (except buckaroos). Aerial targets must be broken in the air to count.
- All staged guns shall have their barrels pointed straight up or safely down range. <u>All long guns staged horizontally shall be staged lying flat where at least the rear of the trigger guard is on the staging area</u>.
- Staged shotguns will be open and empty.

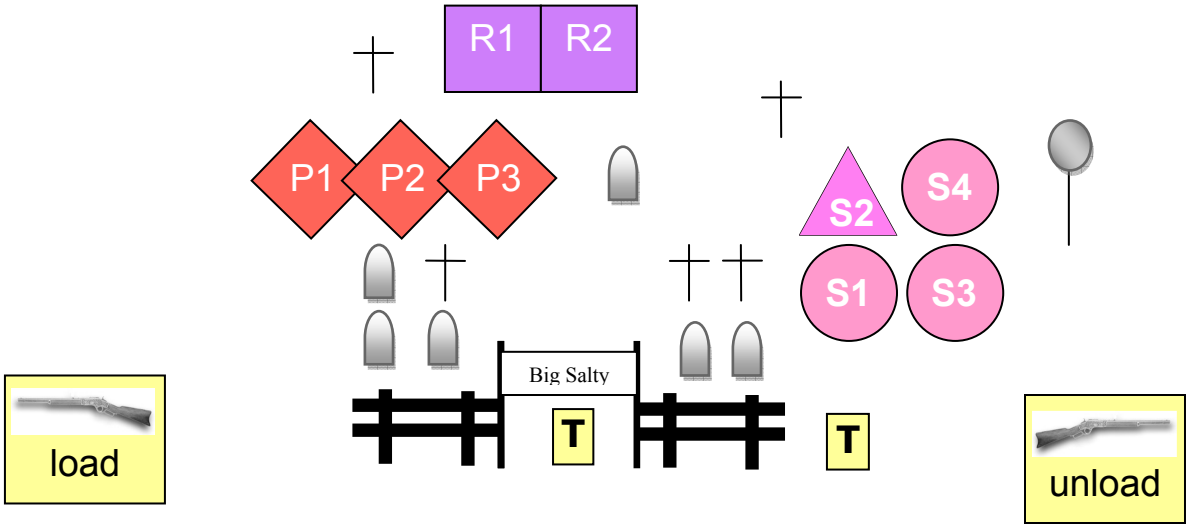
- Shooters may not start a stage with ammunition in hand or touching ammunition.
- Long guns will be discarded open and empty with the barrels pointing straight up or safely down range.
- Revolvers are returned to leather after the shooting string.
- Safe gun handling is the shooter's responsibility. The 170 degree safety rule is in effect. The basketball traveling rule is also in effect when there is a live round under the hammer.
- If no starting position is given the shooter shall stand fully erect with revolvers holstered, hands at the side not touching any firearm or ammunition.
- Cowboy port arms is defined as standing **FULLY** erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulders, and the long gun held with both hands, hands not touching ammunition.
- Specific written stage instructions supersede these general rules.
- For all side match events, scoring will be based on the number of hits, with time as the tie breaker.
- For posse events, scoring will be based on total time minus penalties for any misses and procedurals.
- For the main match, final scores will be based on total net time, not rank points.
- Per SASS guidelines, no re-shoots will be allowed on any stage after a shooter fires their first shot, except in the case of a prop failure or interference by a range officer. Coaching shall not be considered interference.
- Note for Buckaroos: knockdown targets are not required to fall to count, but must be hit to count. If a knockdown target is hit, but does not fall, and is blocking other targets, then proceed to shoot the first target instead of the one behind it. This rule overrides the stage instructions.
- Any appeals must be submitted in writing to the match director within 4 hours of the incident being appealed. The match director will present the appeal to the appeals committee and a written response will be given to the shooter within 24 hours of submitting the appeal. Per SASS guidelines, a $20 bond must be submitted with any appeal, which is forfeited by the shooter if the appeal is denied.
- SPECIAL NOTE FOR THOSE SHOOTING CAP AND BALL:
    - Any unoccupied stage either in front of your shooting stage or behind is considered a SAFETY ZONE and may be used for safely discharging your firearm in the event of a misfire caused by a defective cap or any other reason. It is expected that you will use extreme caution while performing this action.

If you need anything while you're here, just ask any Utah War Club member or get your hands on the Match Director: Jubal Orin Sackett

Plainsman Event

1st of 3 stages

Held at the Cemetery at about 3:00 p.m. Thursday (exact start time will be posted at the range on Thursday)



Rifle – 4 rounds stored on shooter's person. Rifle open & empty staged safely on center table at fence.

Shotgun – 4+ rounds on shooter's person, with shotgun open & empty and staged safely on right table at fence.

Pistol – 10 rounds loaded, 5 rounds each, with hammers down on empty chambers and in holsters.

Shooter starts standing at rifle hands on hat.

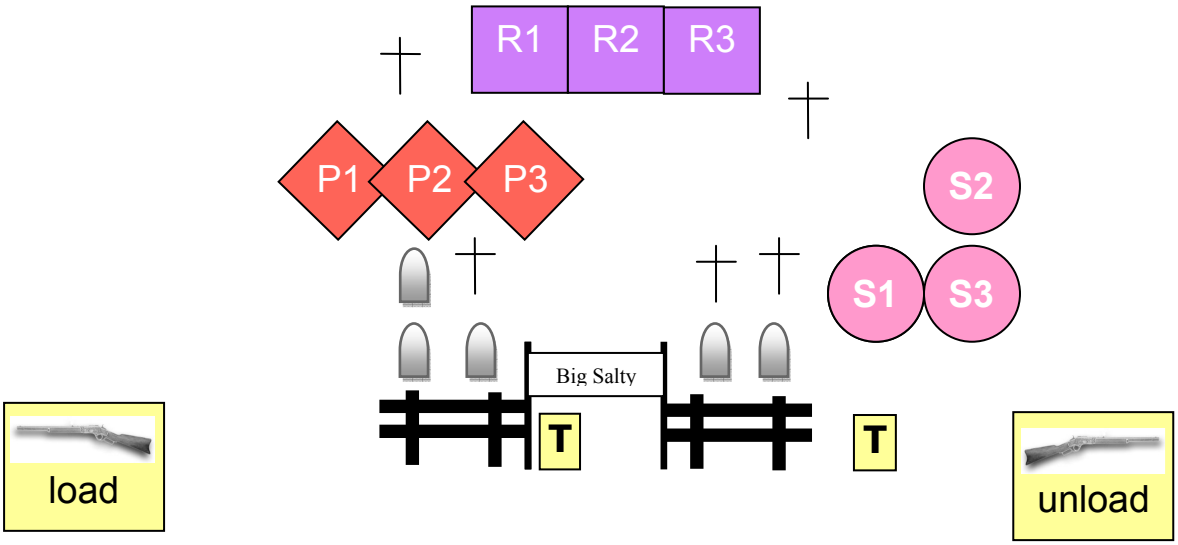
<u>Say your line: "Come and get me"</u>

At the BUZZER, from the table, shooter engages rifle targets R1, R2, twice each. Safely secure open & empty rifle.

Shooter then moves to the shotgun and engages shotgun targets S1, S2, S3, S4 in any order, bird must be hit in the air, you can make up the missed bird by shooting the make-up target. Safely secure open & empty shotgun and move to the center of the left fence.

Shooter then with first pistol engages pistol targets P1, P2, P3, P2, P1. Shooter then repeats with second pistol. Safely pick up all guns and move to the unloading table.

Plainsman Event
2nd of 3 stages



Rifle – 6 rounds on shooter's person. Rifle open & empty, staged at table on right side fence.

Pistol – 10 rounds loaded, 5 rounds each, with hammers down on empty chambers and in holsters.

Shotgun – 3+ rounds on shooter's person. Shotgun staged open & empty on table at right side fence.

Shooter starts standing at right side fence. Hands at surrender position: (shoulder height or above).

Say your Line: "I ain't givin' up"

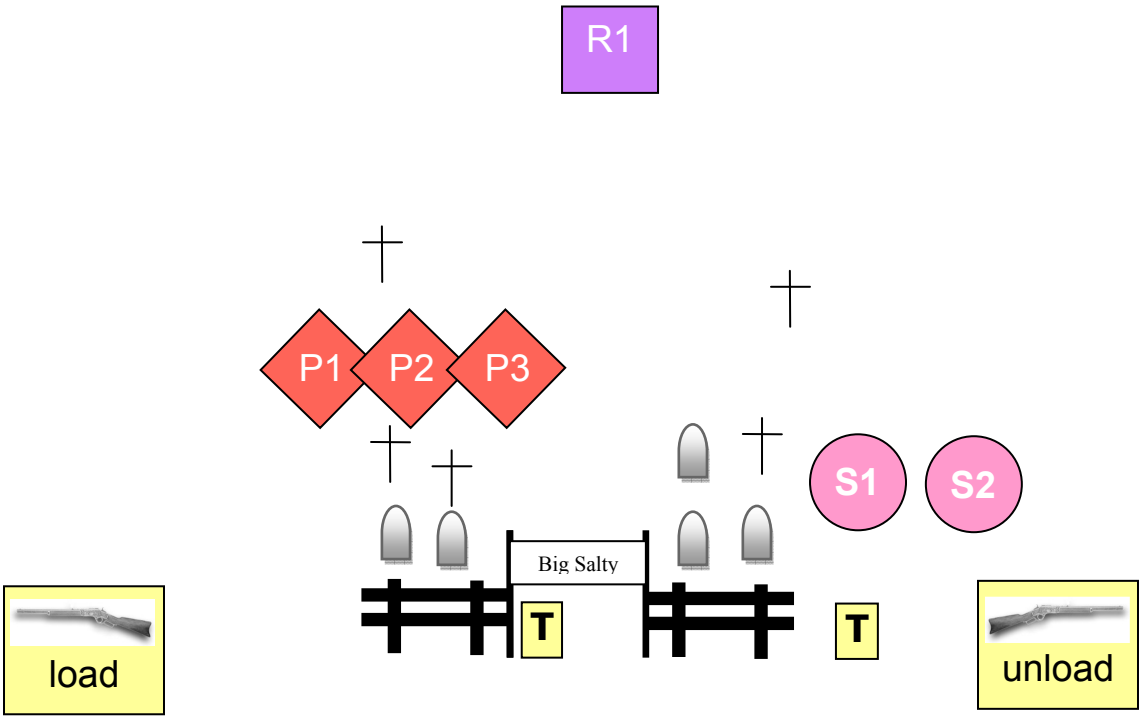
At the BUZZER, shooter picks up the shotgun and engages the three shotgun targets, must go down, replace shotgun and pick up the rifle and move to the center table.

Shooter then with the rifle double taps the three rifle targets in any order. Replace rifle open and empty on the center table and move to the center of the left fence; with the pistols, engage the pistol targets in a 2-1-2 sweep: P1, P1, P2, P3, P3, and repeat with the second pistol.

Pick up all guns and move to the unloading table.

Plainsman Event

3rd of 3 stages



Rifle – 5 rounds stored on shooter's person. Rifle held empty & action open at port arms with shooter at center table.

Shotgun – 2+ rounds on shooter's person. Shotgun open & empty, staged at the center table.

Pistol – 10 rounds loaded, 5 rounds each, with hammers down on empty chambers and in holsters.

Shooter starts standing at the left side fence with hands on pistols.

Say your Line: "Dead or alive, who cares?"

At the BUZZER, shooter engages pistol targets P1, P2, P2, P2, P3, holster and repeat with second pistol. Move to the center table and pick up the rifle.

Shooter then with the rifle engages the rifle target 5 times. Safely secure open & empty rifle on table and move to the right table and pick up the shotgun.

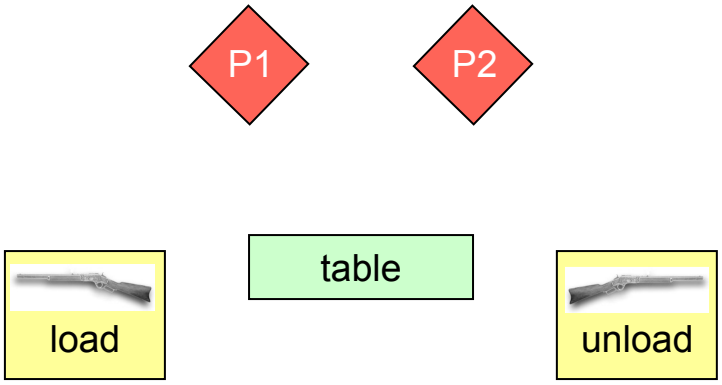
Shooter then engages the two shotgun targets, must go down.

Pick up all guns and move to the unloading table.

Derringer & Pocket Pistol

Side Matches

Held at Stage 3 / the Saloon



Note: Shooters are allowed only one chance to shoot each side match. Absolutely NO on-stage warm-ups or practice rounds are allowed.

These are two separate side matches

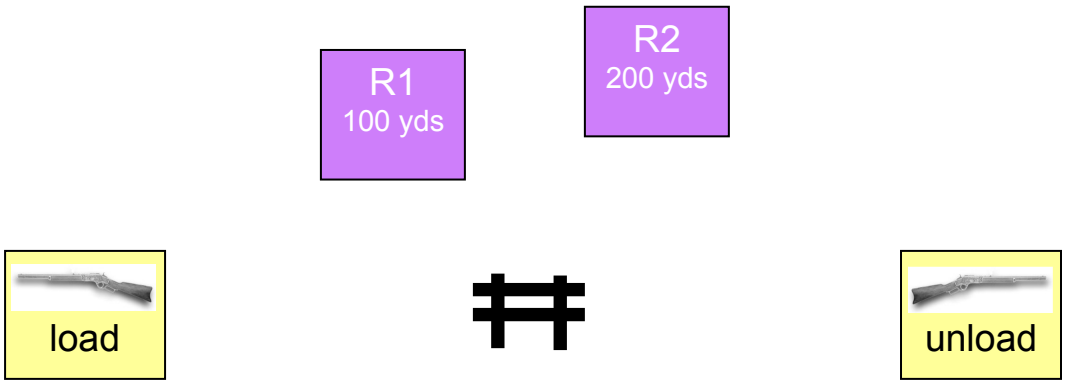
Derringer **– 2 rounds loaded, hammer down and held in hand barrel tip touching table.**

At the BUZZER, raises the derringer and engages pistol target P1 two times.

Pocket Pistol **– 4 rounds loaded, hammer down on an empty chamber and staged on the table. Shooter starts sitting at the table, both hands holding pistol barrel tip touching table.**

At the BUZZER, shooter engages pistol target P2 four times.

Long Range Rifle
(Single shot & Rifle cal.)
Side Matches



Note: Shooters are allowed only one chance to shoot each side match. Even though the distance is relatively short the targets will be small to simulate distance. These long-range events may be shot any style (i.e., standing, sitting, prone, or with shooting sticks). Before the buzzer, shooter is allowed one sight-in shot for each of these two events. <u>Event will be scored with the winner being the shooter who hits all targets in the least amount of time within the two minute time limit. If no one hits all targets then match is scored most targets hit, time, minus misses.</u>

<u>These are two separate side matches</u>

<u>Time limit for each event is 2 minutes</u>

Rifle Caliber Lever-action Rifle – 5 rounds total. 5 rounds loaded with hammer down on an empty chamber and held in shooting position.

Shooter starts in shooting position of choice, hammer down on an empty chamber, action closed. <u>At the BUZZER</u> shooter engages rifle target R1, 5 times.

Single-Shot Rifle – 6 rounds total. 6 rounds stored convenient to shooter, not in or on gun. Rifle held with both hands and unloaded. **Shooter starts** in shooting position. <u>At the BUZZER:</u> shooter loads the rifle and engages rifle target R2, 6 times.

Main Match Stages

(additional important information)

Lunches will be available at the range on Friday & Saturday after completing the main match stages for each day.

For your health – this is the desert and you will get dehydrated if you do not drink plenty of fluids. A symptom of dehydration is lack of concentration, so to shoot your best, drink up. Water and other refreshments are provided – stay hydrated, stay alert, stay safe.

When painted circles are provided to define a place to shoot from, shooters must keep at least one foot in that circle while shooting. If the shooter starts standing in a painted circle then both feet must be within the circle until the buzzer.

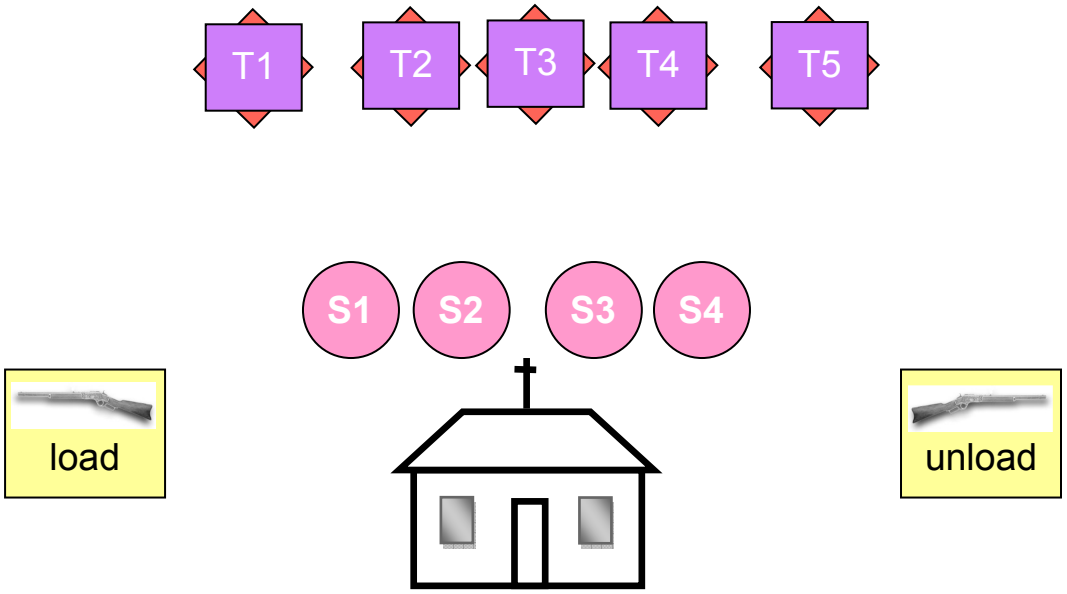
SASS defines port arms as ***standing fully erect*** with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands, hands not touching ammunition.

All long guns staged horizontally shall be staged lying flat where at least the rear of the trigger guard is on the staging area.

Be Safe – Have fun!

STAGE 1 - MAIN MATCH

CHURCH



4+ ***SHOTGUN*** – 4+ ROUNDS, EMPTY AND ACTION OPEN, STAGED ON TABLE AT BACK OF CHURCH

10 ***RIFLE*** – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE AT BACK OF CHURCH.

10 ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

SHOOTER STARTS STANDING AT FRONT DOOR HANDS ON DOOR FRAME.

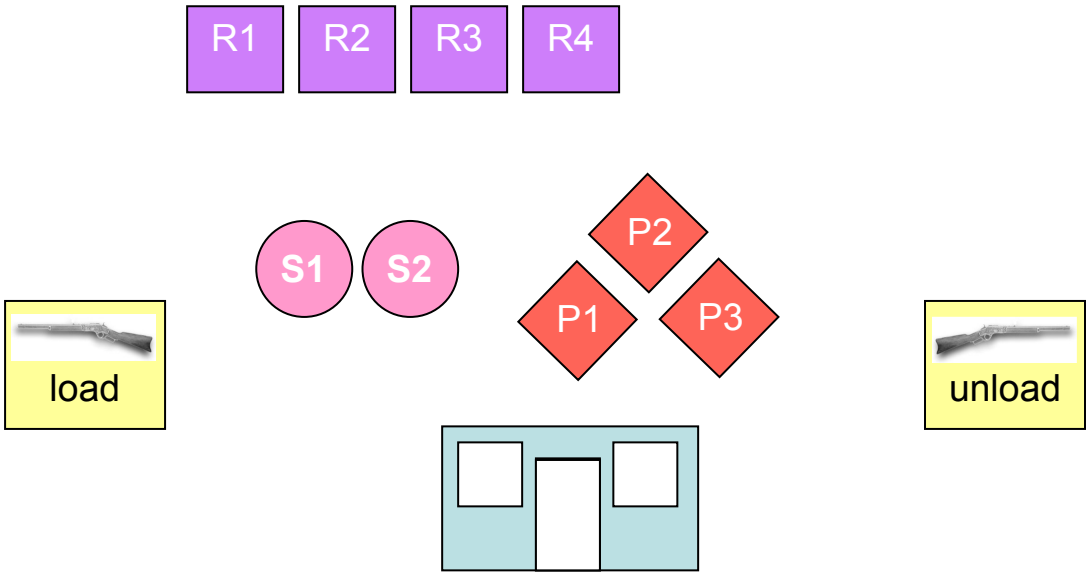
<u>SAY YOUR LINE: "QUIET PLEASE, OK PREACHER"</u>

AT THE BUZZER SHOOTER MOVES TO THE BACK WALL AND ENGAGES THE 4 SHOTGUN TARGETS IN ANY ORDER. REPLACE OPEN & EMPTY SHOTGUN.

SHOOTER THEN PICKS UP THE RIFLE AND ENGAGES THE TARGETS IN A RATTLER SWEEP: T1, T1, T2, T3, T4, T2, T3, T4, T5, T5. REPLACE OPEN & EMPTY RIFLE.

SHOOTER THEN WITH THE PISTOLS FROM THE SAME POSITION AS THE RIFLE ENGAGES SAME AS THE RIFLE. MOVE TO THE UNLOADING TABLE.

STAGE 2 - MAIN MATCH
THE BANK



10 ***RIFLE*** – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED IN LEFT WINDOW.

10 ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

2+ ***SHOTGUN*** – 2+ ROUNDS, EMPTY AND ACTION OPEN, STAGED IN LEFT WINDOW.

SHOOTER STARTS STANDING AT LEFT WINDOW WITH HANDS TOUCHING WINDOW FRAME.

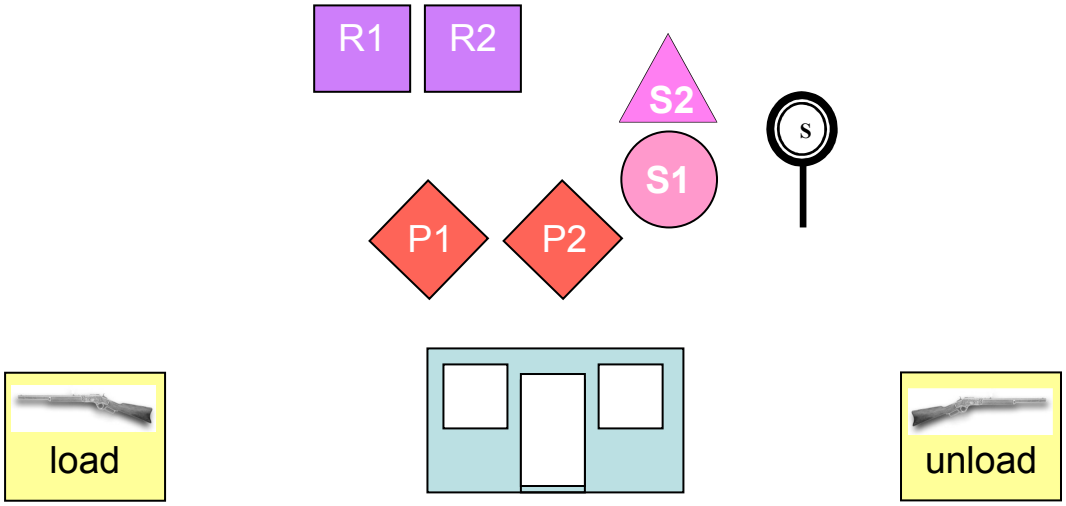
<u>SAY YOUR LINE: "I'LL TAKE THE MONEY"</u>

AT THE BUZZER SHOOTER ENGAGES RIFLE TARGETS (R1, R2, R2, R3, R3, R3, R4, R4, R4, R4). SAFELY REPLACE OPEN & EMPTY RIFLE. FROM THE SAME POSITION (LEFT WINDOW):

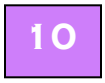
SHOOTER THEN ENGAGES THE SHOTGUN TARGETS, ALL MUST GO DOWN.

SHOOTER THEN MOVES TO THE RIGHT WINDOW AND ENGAGES THE PISTOL TARGETS IN A 2,1, 2 SWEEP: P1, P1, P2, P3, P3, REPEAT WITH SECOND PISTOL. SAFELY MOVE TO THE UNLOADING TABLE.

STAGE 3 - MAIN MATCH
SALOON



SHOTGUN – 2+ ROUNDS, EMPTY & ACTION OPEN, STAGED ON TABLE AT RIGHT WINDOW.



RIFLE – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON LEFT WINDOW TABLE.

PISTOLS – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

SHOOTER STARTS STANDING FULLY ERECT AT RIGHT OR LEFT WINDOW, SHOOTERS CHOICE, WITH HANDS ON SIDES OF THE WINDOW.

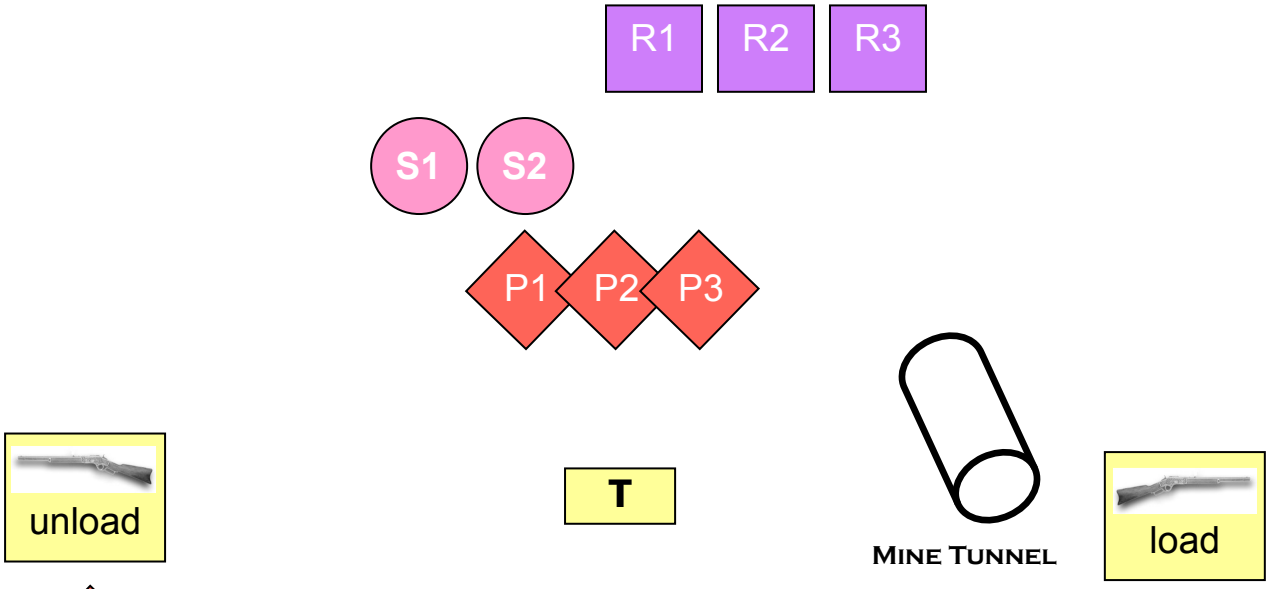
<u>SAY YOUR LINE: "SET EM' UP BARKEEP"</u>

AT THE BUZZER SHOOTER IF STARTING WITH THE SHOTGUN ENGAGES SHOTGUN TARGETS (KNOCK DOWN & POPPER). A MISS ON THE POPPER MAY BE MADE UP BY HITTING THE ALTERNATE TARGET **ONLY** IF YOU MISS THE POPPER. SAFELY REPLACE OPEN & EMPTY SHOTGUN.

ENGAGE THE PISTOL TARGETS IN A CONTINUOUS ALTERNATING SWEEP STARTING EITHER END.

SHOOTER FROM THE LEFT WINDOW AND ENGAGES TARGETS WITH RIFLE, SAME AS WITH THE PISTOL IN A CONTINUOUS ALTERNATING SWEEP. PICK UP ALL GUNS AND MOVE TO THE UNLOADING TABLE.

STAGE 4 - MAIN MATCH
MINE TUNNEL



10 — ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

9 — ***RIFLE*** – 9 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE AT EXIT TO MINE TUNNEL.

2+ — ***SHOTGUN*** – 2+ ROUNDS, EMPTY AND ACTION OPEN, STAGED ON TABLE.

SHOOTER STARTS STANDING AT TABLE SHOTGUN AT PORT ARMS.

<u>SAY YOUR LINE: "I AIN'T NO MINER"</u>

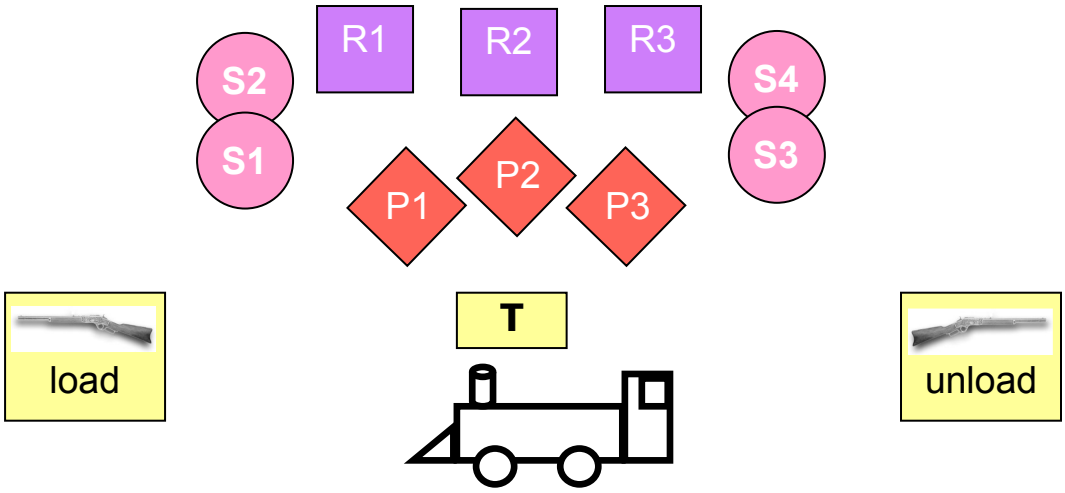
AT THE BUZZER, WITH THE SHOTGUN ENGAGE THE 2 SHOTGUN TARGETS IN ANY ORDER. REPLACE ON TABLE AND DRAW FIRST PISTOL(S).

WITH THE PISTOLS: ENGAGE THE PISTOL TARGETS IN A DOUBLE TAP NEVADA SWEEP, (1ST PISTOL) P1, P1, P2, P2, P3, (2ND PISTOL) P3, P2, P2, P1, P1. HOLSTER AND ENTER MINE TUNNEL.

SHOOTER THEN FROM END OF MINE TUNNEL PICKS UP THE RIFLE AND ENGAGES RIFLE TARGETS FROM ANY POSITION IN A CONTINUOUS DOUBLE TAP NEVADA SWEEP SAME AS THE PISTOLS.

PICK UP ALL GUNS AND MOVE TO THE UNLOADING TABLE

STAGE 5 - MAIN MATCH
THE RAILROAD



10 — ***RIFLE*** – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE.

10 — ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

4+ — ***SHOTGUN*** – 4+ ROUNDS, EMPTY AND ACTION OPEN, STAGED ON TABLE.

SHOOTER STARTS STANDING AT TABLE, HANDS HELD AT SIDES.

<u>SAY YOUR LINE: "HERE COMES THE TRAIN BOYS"</u>

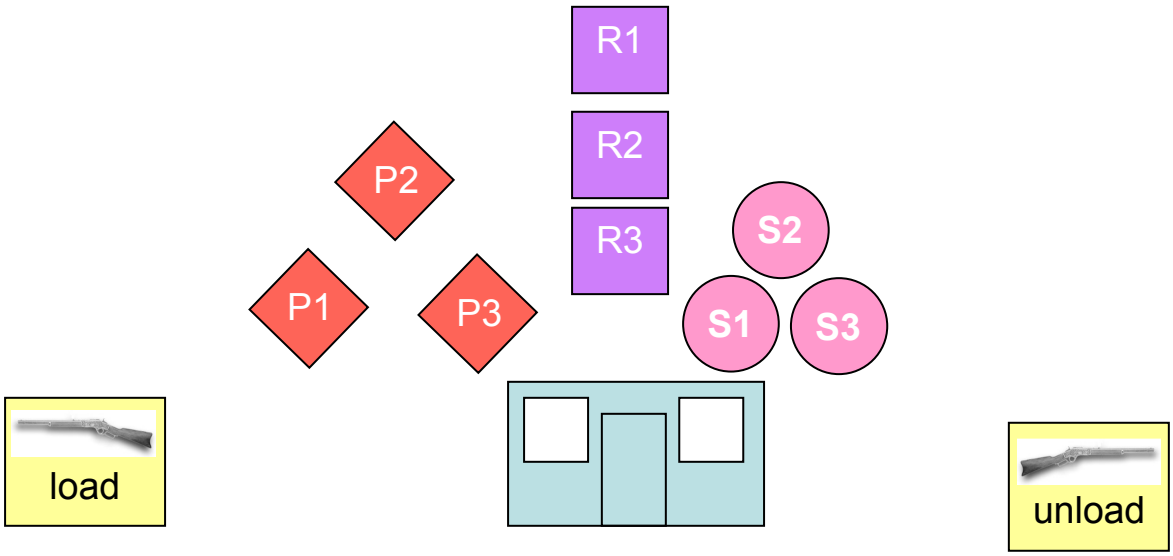
AT THE BUZZER, ENGAGE RIFLE TARGETS RIGHT TO LEFT: (R3, R3, R3, R2, R2, R2, R1, R1, R1, R2). SAFELY SECURE OPEN & EMPTY RIFLE.

SHOOTER THEN ENGAGES PISTOL TARGETS RIGHT TO LEFT: (1ST PISTOL) P3, P3, P3, P2, P2, (2ND PISTOL) P2, P1, P1, P1, P2.

SHOOTER THEN ENGAGES THE 4 SHOTGUN TARGETS IN ANY ORDER.

NOTE: ALL FIREARMS MUST BE SHOT FROM BEHIND THE TABLE. SAFELY MOVE TO THE UNLOADING TABLE.

STAGE 6 - MAIN MATCH
FREIGHT OFFICE



PISTOLS – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

RIFLE – 9 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE IN DOORWAY.

SHOTGUN – 3+ ROUNDS, EMPTY AND ACTION OPEN, STAGED ON WINDOW TABLE ON RIGHT.

SHOOTER STARTS STANDING AT THE LEFT WINDOW, BOTH HANDS ON TABLE.

<u>SAY YOUR LINE: "I'M HERE FOR THE FREIGHT"</u>

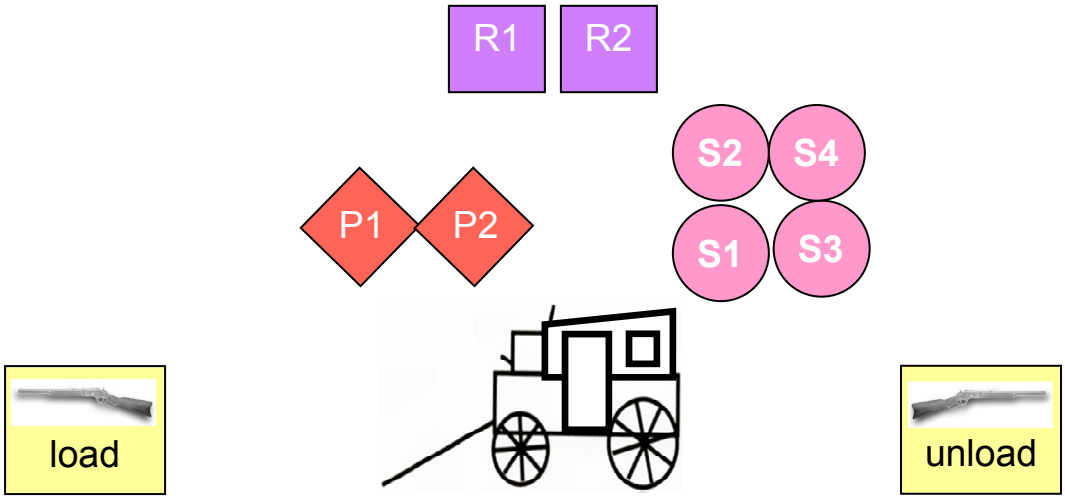
AT THE BUZZER, FROM LEFT WINDOW SHOOTER ENGAGES PISTOL TARGETS AS FOLLOWS:(1ST PISTOL) P1, P3, P1, P3, P2, (2ND PISTOL) REPEAT, OR YOU MAY START ON P3 AND DO THE REVERSE. HOLSTER AND MOVE TO DOORWAY.

SHOOTER THEN FROM THE DOORWAY ENGAGES RIFLE TARGETS IN A CONTINUOUS TOP TO BOTTOM OR BOTTOM TO TOP SWEEP. REPLACE OPEN AND EMPTY RIFLE ON THE TABLE AND MOVE TO THE SHOTGUN.

SHOOTER FROM THE RIGHT WINDOW WITH THE SHOTGUN ENGAGES THE SHOTGUN TARGETS S1, S2, S3, S2, THE KNOCK DOWNS MUST GO DOWN AND THE STATIONARY TARGET MUST BE CLEARLY HIT. MOVE TO UNLOADING TABLE.

STAGE 7 - MAIN MATCH

STAGE



PISTOLS – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

RIFLE – 10 ROUNDS LOADED, HAMMER DOWN ON EMPTY CHAMBER, AND STAGED INSIDE THE STAGE.

SHOTGUN – 4+ ROUNDS MORE OR LESS, EMPTY AND ACTION OPEN, STAGED INSIDE THE STAGE.

SHOOTER STARTS SITTING IN THE STAGE HANDS ON KNEES.

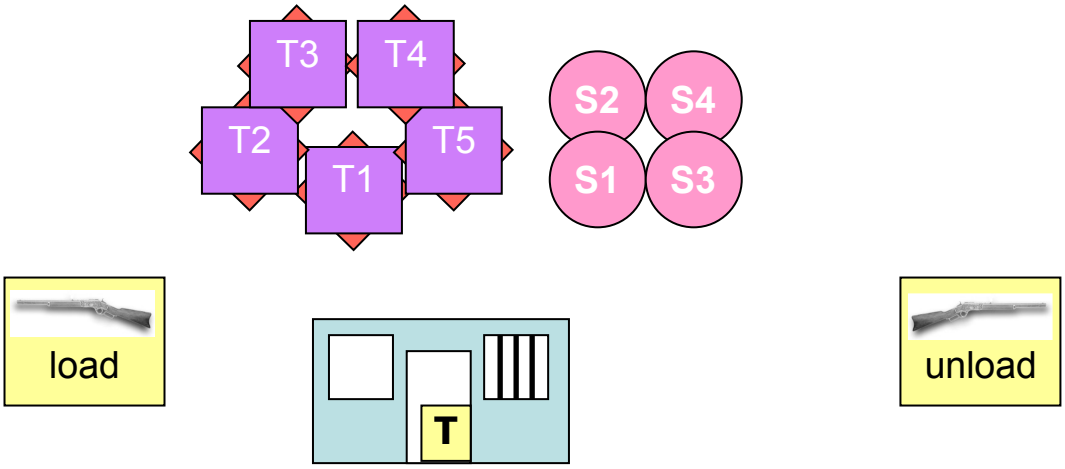
<u>SAY YOUR LINE: "I THINK IT'S A HOLD UP"</u>

AT THE BUZZER SHOOTER MAY ENGAGE TARGETS STARTING WITH WHICHEVER GUN THEY CHOOSE AND FROM ANY POSITION WITHIN THE STAGE. PISTOL TARGETS ARE SHOT AS FOLLOWS: (1ST PISTOL) P1, P1, P2, P2, P1, (2ND PISTOL) P2, P2, P1, P1, P2.

SHOOTER THEN ENGAGES RIFLE TARGETS SAME AS THE PISTOL: (R1, R1, R2, R2, R1, R2, R2, R1, R1, R2). REPLACE OPEN & EMPTY RIFLE.

SHOOTER THEN ENGAGES SHOTGUN TARGETS S1 THRU S4 IN ANY ORDER. MOVE TO THE UNLOADING TABLE.

STAGE 8 - MAIN MATCH
JAIL



4+ ***SHOTGUN*** – 4+ ROUNDS, EMPTY AND ACTION OPEN, HELD PORT ARMS AT RIGHT WINDOW.

10 ***RIFLE*** – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE IN DOORWAY.

10 ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

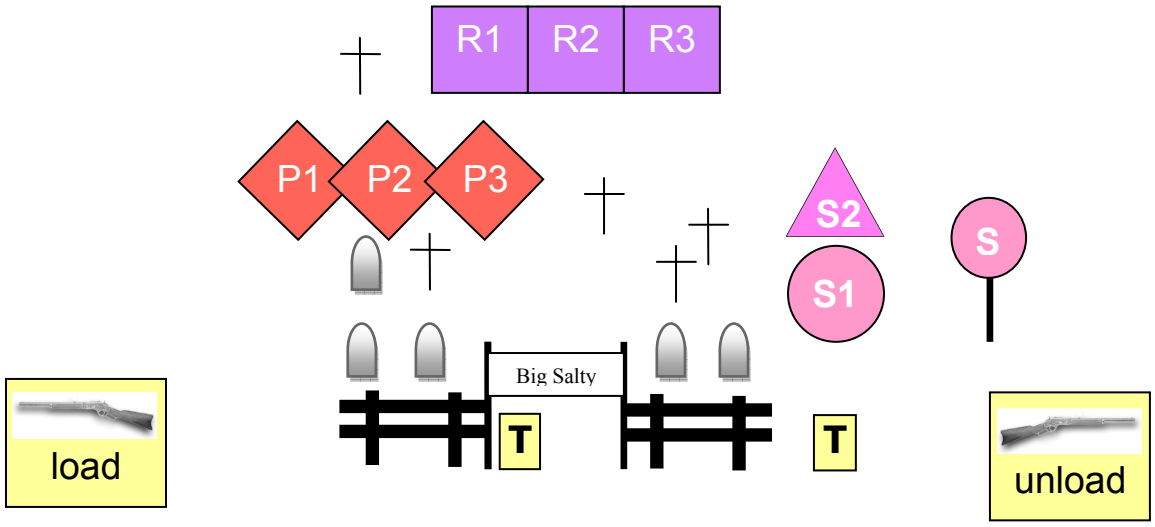
SHOOTER STARTS STANDING AT THE RIGHT WINDOW, SHOTGUN PORT ARMS.

SAY YOUR LINE: "HEY SHERIFF, LET ME OUT"

AT THE BUZZER SHOOTER THROUGH THE WINDOW BARS ENGAGES SHOTGUN TARGETS S1 THRU S4 IN ANY ORDER, MUST GO DOWN. MOVE TO THE DOORWAY TABLE AND PLACE OPEN & EMPTY SHOTGUN ON THE TABLE. PICK UP THE RIFLE.

SHOOTER THEN FROM THE DOORWAY AND ENGAGES TARGETS THROUGH THE DOORWAY WITH RIFLE (T1, T2, T3, T4, T5, T1, T2, T3, T4, T5). REPLACE OPEN & EMPTY RIFLE ON TABLE INSIDE DOOR ON THE RIGHT. SHOOTER THEN MOVES DOWNRANGE TO CAMPFIRE AND ENGAGES TARGETS WITH PISTOLS, 1ST PISTOL: T1,T2, T3, T4, T5, (2ND PISTOL) T1, T2, T3, T4, T5. MOVE TO THE UNLOADING TABLE.

STAGE 9 - MAIN MATCH
BIRDS IN THE AIR/ CEMETERY



10 — ***RIFLE*** – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE AT CEMETERY ENTRANCE.

10 — ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

2+ — ***SHOTGUN*** – 2+ ROUNDS, EMPTY AND ACTION OPEN, STAGED ON TABLE AT RIGHT SIDE FENCE.

SHOOTER STARTS STANDING AT THE RIGHT TABLE OR LEFT SIDE FENCE, HANDS TOUCHING FENCE AT MARKED AREA, SHOOTERS CHOICE.

<u>SAY YOUR LINE: "SOMETHING STINKS"</u>

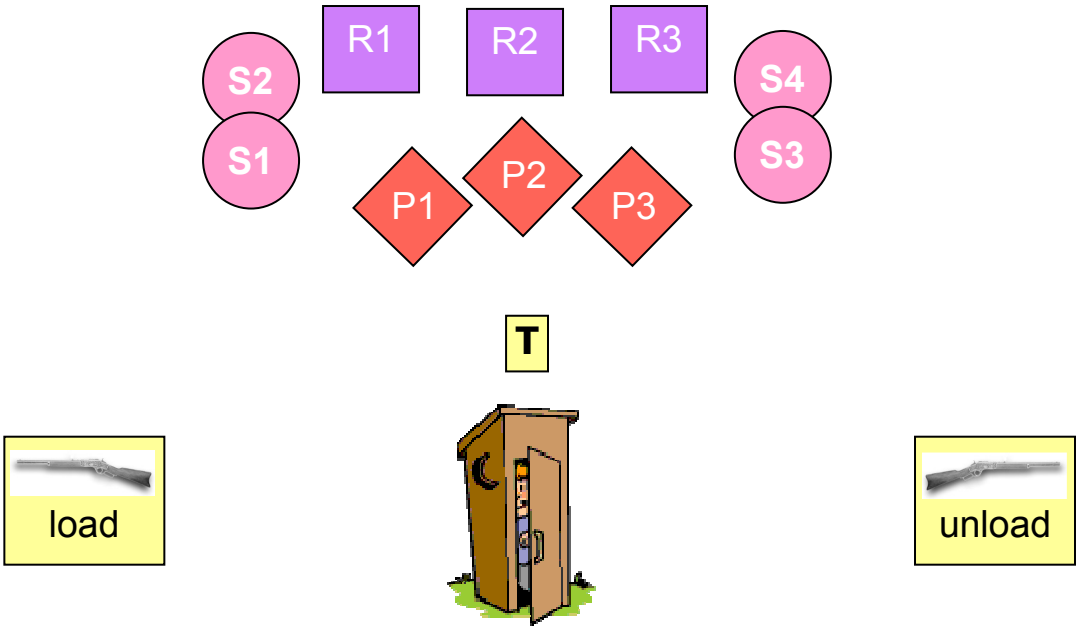
AT THE BUZZER SHOOTER ENGAGES TARGETS OF CHOICE. **PISTOL** TARGETS (1ST PISTOL) P1, P1, P1, P2, P2, (2ND PISTOL) P2, P2, P3, P3, P3, HOLSTER.

ENGAGE THE **RIFLE** TARGETS SAME AS THE PISTOL.

ENGAGE THE **SHOTGUN** KNOCK DOWN AND BIRD, TO AVOID A MISS THE ALTERNATE SHOTGUN TARGET MAY BE ENGAGED **ONLY** IF YOU MISS THE CAN. MOVE TO THE UNLOADING TABLE.

STAGE 10 - MAIN MATCH

THE OUTHOUSE



10 — ***RIFLE*** – 10 ROUNDS LOADED, HAMMER DOWN ON AN EMPTY CHAMBER AND STAGED ON TABLE OUTSIDE THE OUTHOUSE.

10 — ***PISTOLS*** – 10 ROUNDS LOADED, 5 ROUNDS EACH, WITH HAMMERS DOWN ON EMPTY CHAMBERS AND IN HOLSTERS.

4+ — ***SHOTGUN*** – 4+ ROUNDS, EMPTY AND ACTION OPEN, STAGED ON TABLE OUTSIDE THE OUTHOUSE.

SHOOTER STARTS SITTING IN THE OUTHOUSE

<u>SAY YOUR LINE: "WHAT'S THAT SMELL?"</u>

AT THE BUZZER, SHOOTER EXITS THE OUTHOUSE, MOVES TO THE TABLE AND ENGAGES THE RIFLE TARGETS INSIDE OUT: (R2, R1, R1, R3, R3, R2, R1, R1, R3, R3). SAFELY SECURE OPEN & EMPTY RIFLE.

SHOOTER THEN ENGAGES PISTOL TARGETS SAME AS RIFLE: (1ST PISTOL) P2, P1, P1, P3, P3, (2ND PISTOL) P2, P1, P1, P3, P3.

SHOOTER THEN ENGAGES THE 4 SHOTGUN TARGETS IN ANY ORDER.

MOVE TO THE UNLOADING TABLE