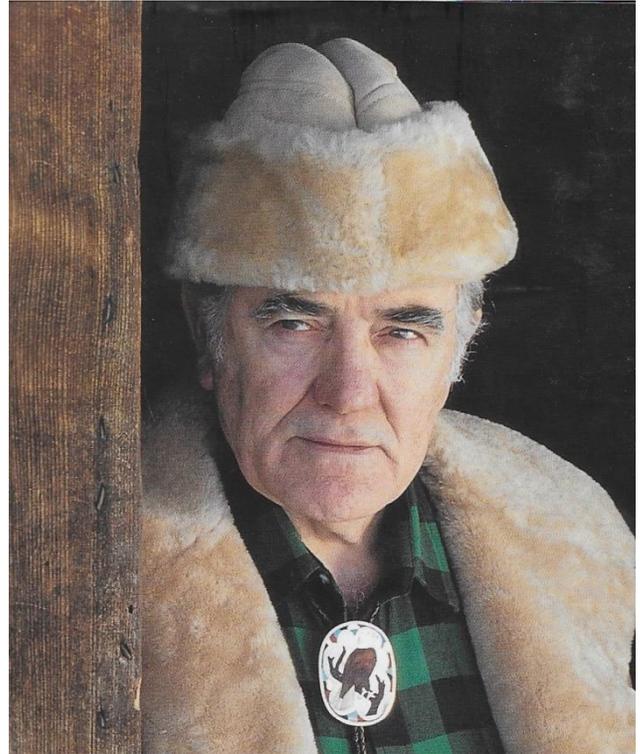


Louis L'Amour

Timeless Stories of Adventure and Heroism

Louis L'Amour, the prolific author of scores of bestselling western novels, was born March 22nd, 1908 in Jamestown, North Dakota. An indifferent student, L'Amour dropped out of high school at age 15. Over the next two decades, he traveled around the world working in an amazing variety of jobs. At various times, he tried his hand at being a cowboy, seaman, longshoreman, prizefighter, miner, and fruit picker. During World War II, L'Amour served time in Europe as an officer in the tanks corps. After returning from the war, L'Amour began writing short stories and novels. His spare, flinty style caught the eyes of several editors, and L'Amour began to make a living as a writer. His big break came when a novel he wrote at the age of 46 became the basis for the popular John Wayne movie *Hondo*. Although L'Amour had not set out to become a writer of Westerns, he began producing more of what readers and editors clearly wanted. He wrote several other screenplay/novels, including the epic 1962 movie, *How the West Was Won*. By the mid-1970s, he had written 62 books, most of them Westerns.

L'Amour's best-loved novels feature three pioneering families: the Sacketts, the Chantry, and the Talons. L'Amour produced convincing and moving historical novels that spanned centuries and celebrated the strength and spirit of the American West. Most of his books also feature rough-hewn but intelligent men. "When you open a rough, hard country," L'Amour once said, "you don't open it with a lot of pantywaists." In the tradition of classic Westerns like Owen Wister's *The Virginian*, women primarily serve as love interests in need of protection.



Using extensive historical research to ensure authenticity, L'Amour avoided many of the simplistic clichés and racist stereotypes of earlier Westerns. Although he occasionally cast Indians as villains, he also offered sympathetic portraits that reflected an understanding and sympathy for different cultures and history. Although he had written 108 books by the time he died in 1988, L'Amour considered himself a serious author and blamed the lack of critical respect on the fact that his books were Westerns. Still, having sold more than 225 million copies of his novels, L'Amour was one of the most popular and influential western authors of the 20th century. In recognition of his vivid depictions of America's past, Congress awarded him the Congressional Gold Medal in 1983.

Welcome

Welcome to the 19th anniversary of the “**THE FRACAS AT PEMI GULCH**” and the **2017 SASS NH Cowboy Action Shooting Championship**. This match is presented by the Single Action Shooting Society, the Pemi-Valley Peacemakers and the Pemigewasset Valley Fish & Game Club and Cowboy Custom Gunworks.

The Peacemakers have been involved in cowboy action shooting since its inception in 1997, hosting the first (unofficial) New Hampshire State Championship in 2000.

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.

Once again, this year’s state championship returns to Holderness. The Pemi Valley Peacemakers are composed of a dedicated, hard-working group of cowpokes that make Cowboy Action Shooting here at Pemigewasset Valley Fish & Game Club possible. We are ready, once again, to bring to you a first-rate state championship match.

This Peacemakers have based this year’s Championship on the Louis L’AMour “Sackett” novels. The stages offered are a compilation of ideas pulled from L’AMours’s novels and written by several of the Peacemakers. The Peacemakers feel we are presenting scenarios worthy of a State-level Championship Match.

This is a SASS sponsored and sanctioned cowboy action shooting match. Shooters **MUST** be a SASS member in order to compete. This 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 the SASS Handbook.

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

Dakota Joe

Match Director

THANK YOU

To the Single Action Shooting Society

for their continued support in providing.

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 Peacemamkers.**

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Match Director & Range Master

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Crystal Creek Chris, SASS #64500
Side Match Director

Vince Lobo SASS #28366
Working Cowboy

Cillbeast, SASS #104084
Working Cowboy

Callous Clyde, SASS #4766
Badge Design & program Artwork

Miss Kendree
Scoring

Blackjack Daniels, SASS #76541
Assistant Side Match Director

Blackwater Tinker, SASS #92746
Working Cowboy

2017 SASS New Hampshire Championship Steering Committee

Vince Lobo, SASS #28366
Dillon Van Cleef, #100043
Dakota Joe, SASS #3471 LRT
Blackwater Tinker, SASS #92746

Cillbeast, SASS #104084
Callous Clyde, SASS #4677LR
Crystal Creek Chris, SASS#64500
Balckjack Daniels, SASS#76541

Schedule of Events

Thursday July 6

8:00 am to 6:00 pm

Match set-up

Friday July 7

8:00 am to 4 pm

Shooters package pickup at the Main Clubhouse

Side Event Day

9:00 am to 12:00 pm

Plainsman Mini-Match

50 & 100 yard Covered Ranges

10:00 am to 4:00 pm

3 Stage Warm-up Match

Stages 1, 2 and 3

10:00 am to 4:00 pm

Speed Events: Rifle, Pistol & Shotgun

Stage 4

10:00 am to 4:00 pm

Pocket Pistol & Derringer

Stage 5

1:00 pm to 4:00 pm

Wild Bunch Mini Match

50 & 100 yard Covered Ranges

RO Walkthrough immediately after side events @ 4:00 pm

5:30 pm

All ranges are closed, all guns put away

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

Check the Bulletin Board at the Main Clubhouse for Updates!

Schedule of Events

Saturday July 8

7:30 am to 8:45 am

Shooters package pickup at the Main Clubhouse

8:45 am

Mandatory Shooters Meeting at Main Clubhouse

9:00 am to 4:00 pm

Main Match 6 Stages

4:00 pm

All ranges are closed, all guns put away

6:00 pm

Saturday Night BBQ Dinner
At the Main Clubhouse

6:00 pm

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

Sunday July 9

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
6-10	3
10-15	5
16-20	6
21-25	8
26 and above	10

Overall Match Top Gun Male/Female

Men's/Ladies New Hampshire State Champions

All Young Guns will receive a plaque.

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

Match Procedures

- All competitors are responsible for knowing and understanding SASS rules, Shooters Handbook Version **21.6, February 2016 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 safety. 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 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.

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

All competitors and spectators must wear eye and ear protection when in shooting areas.

Failure to observe Match Procedures will result in a minimum 10 second procedural penalty or higher in the case of SASS defined rules.

Re-Shoots

ALLOWED

If the shooter's gun jams, ammo failure or other equipment failure results **BEFORE** the first round is sent downrange.

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 the 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 possibl

Fracas at Pemi Gulch
2017 SASS New Hampshire State Championship

Program

1. **“Ride The River”**
Based on “Ride the River”.
2. **“Roundup in Texas”**
Based on “Roundup in Texas”.
3. **“Sackett”**
Based on “Sackett”.
4. **“The Bigelow’s Attack”**
Based on “Sackett”.
5. **“Rustler Roundup”**
Based on “Rustler Roundup”.
6. **“Cattle Drive to Kansas”**
Based on “Cattle Drive to Kansas”.
7. **“I Just Came to Talk”**
Based on “Sackett”.
8. **“Ignorance is a Crime”**
Based on “Ignorance is a Crime”.
9. **“West of Dodge”**
Based on “West of Dodge”.
10. **“Galloway”**
Based on “Galloway”.

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

Ride the River

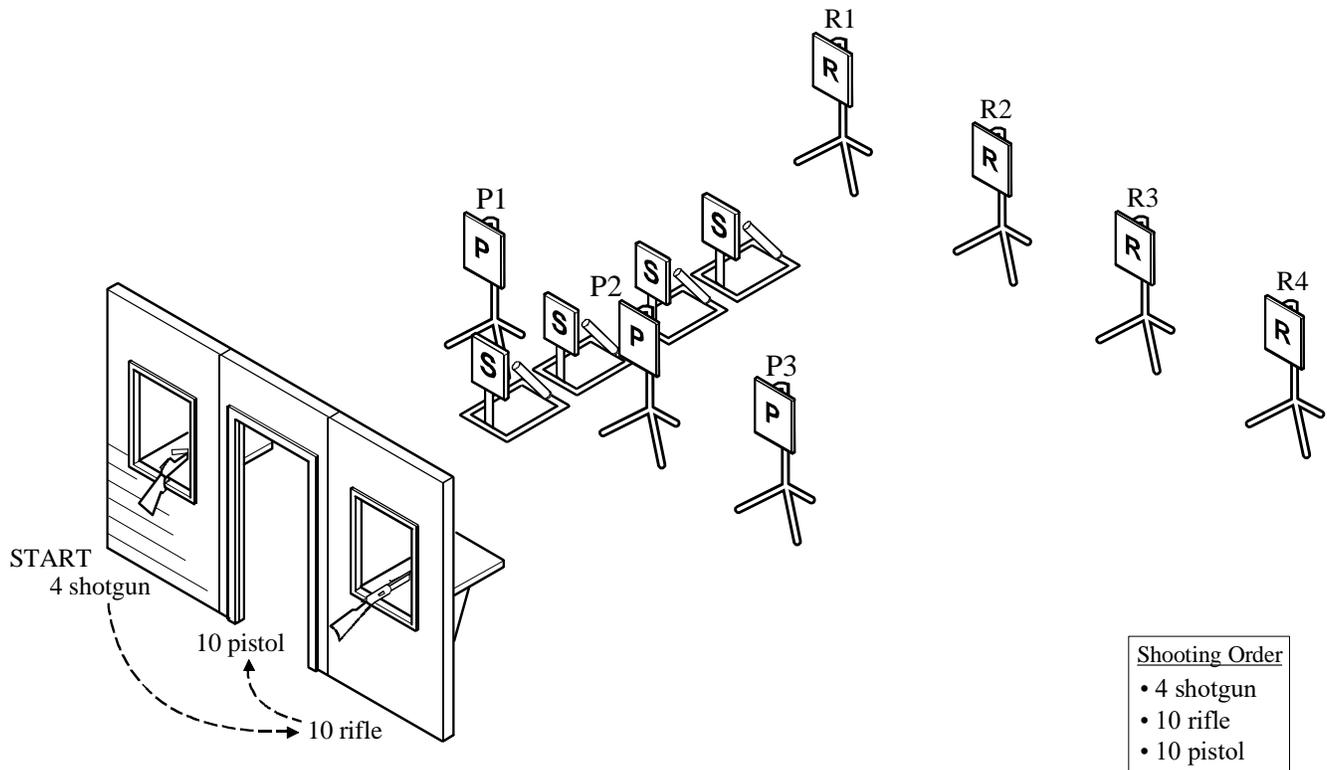
10 Rifle, 10 Pistol, 4 Shotgun

16 year old Echo Sackett had come east to Philadelphia to claim an inheritance from a long lost family friend. Mr. White, the scheming lawyer handling the will has tried to cheat her out of the money and she asked your uncle Finian, another trusted Sackett family friend and lawyer for his help. Finian gets the money and asks you to make sure she gets home safely – he expects White and his thugs to try and take it. Sure enough, they’re on the riverboat with you heading west. They get off the boat when you do and follow you cross-country. They catch up at the next river crossing and you know you’ll have to fight. Echo herself is a tough-as-nails mountain girl and will be a good help in the tussle – don’t hurt that she’s cute as a button too.

- Rifle**, 10 rounds, staged at right window
- Pistols**, 10 rounds, holstered
- Shotgun**, 4+ rounds, staged at left window

Action

Shooter starts standing at left window, hands on frame. When ready, say, **“Make sure you get that weasel lawyer!”** Engage the row of four shotgun targets in any order. Make the shotgun safe, then move to and retrieve the rifle and engage the rifle targets in an **outside-outside-inside-inside sweep** – 3 shots on the outside targets, 2 shots on the inside targets (1-1-1-4-4-4-2-2-3-3). Make the rifle safe. Move to doorway and with pistols engage the pistol targets in a continuous **Nevada sweep** from either end, ending on the center target (1-2-3-2-1-2-3-2-1-2) or (3-2-1-2-3-2-1-2-3-2).



Roundup in Texas

10 Rifle, 10 Pistol, 6 Shotgun

Ward McQueen, foreman of the Tumbling K ranch in Nevada was sent to buy 4000 head of cattle from Ward’s old boss Dick Gerber in Texas. Ward and his side kick Kim Sartain had old reputations as honest men but deadly gun fighters in Texas. After the purchase and round up they came up 1000 head short. It didn’t take long to discover that the inspector Buff Colker and a few local thugs were in on “*sleepering*” cows at night. Gerber found out and was murdered but named his killer in the sand before he died. When Ward and a few local cowboys were bringing the body to town they met Sheriff Davis and the rustlers. Colker accused Ward of murder and then all hell broke loose!

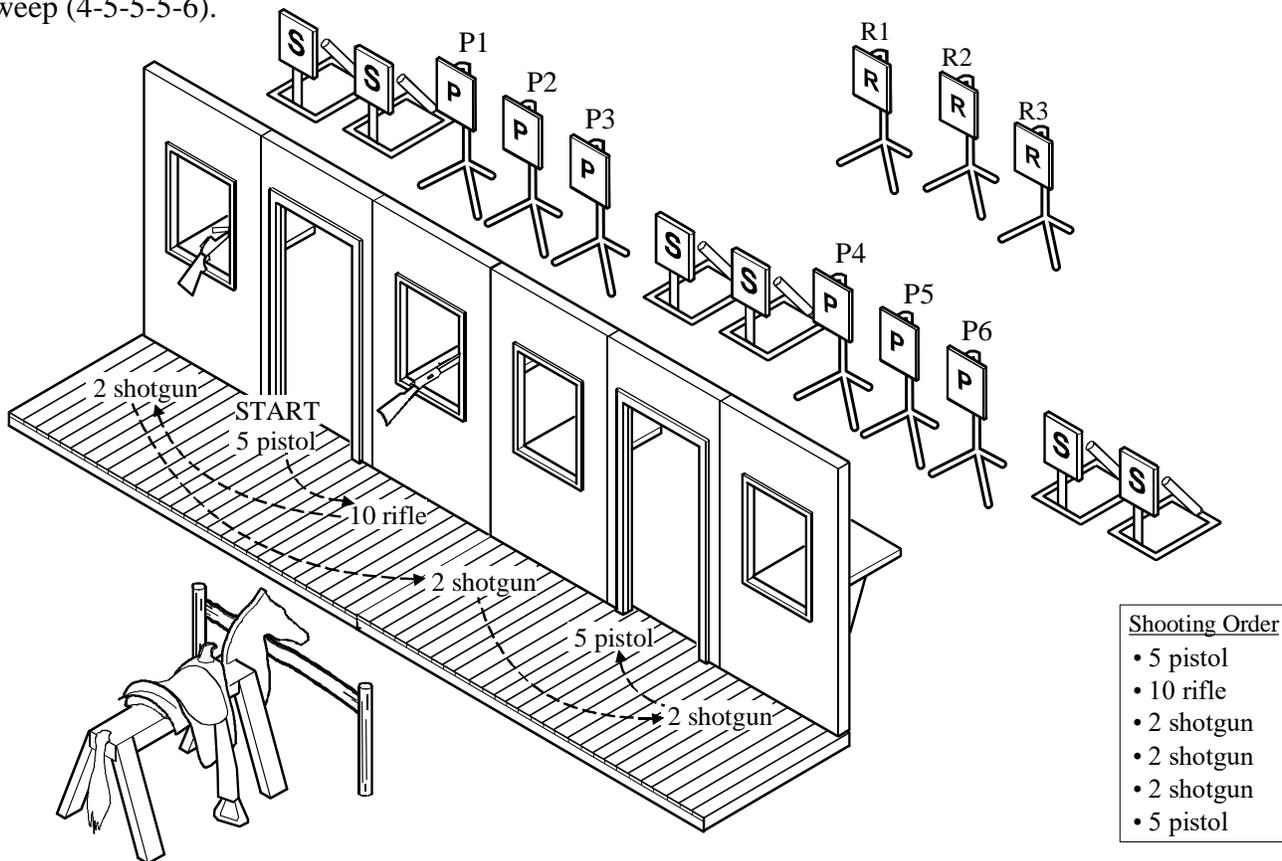
Rifle, 10 rounds, staged at second window from left

Pistols, 10 rounds, holstered

Shotgun, 6+ rounds, staged at first window on left

Action

Shooter starts standing at far left door, hands on pistols. When ready say, “*Davis, There’s your proof of murder!*” At the signal engage the three pistol targets through the door in a 1-3-1 sweep (1-2-2-2-3). Holster pistol, retrieve rifle at second window and engage the rifle targets in a 1-3-1 sweep (1-2-2-2-3) and repeat. Make rifle safe, move to and retrieve the shotgun and engage the two shotgun targets in any order. Move to the third and then to the fourth window and engage the two shotgun targets through each window in any order. Make shotgun safe and from the door engage the three pistol targets in a 1-3-1 sweep (4-5-5-5-6).



Sackett

10 Rifle, 10 Pistol, 4 Shotgun

William Tell Sackett is a drifter, working when he can at pushing cows, droving, repairing barns and fence and whatever else he can find. He decided to go back home from Montana to see his Ma and brothers down in New Mexico that he hadn't seen since before the war. Along the long trail home he discovers gold in the mountains – whoa! To make a long story short, after a long visit home he ended up back at the mine holed up with Angie, a girl he has fallen for and an Eastern banker and his gang trying to pry him out of the claim, dead or alive. The fact that they are snowed in and temperatures are running at minus 40 degrees outside make it all that more interesting! Instead of waiting to freeze to death, he takes the fight to them.

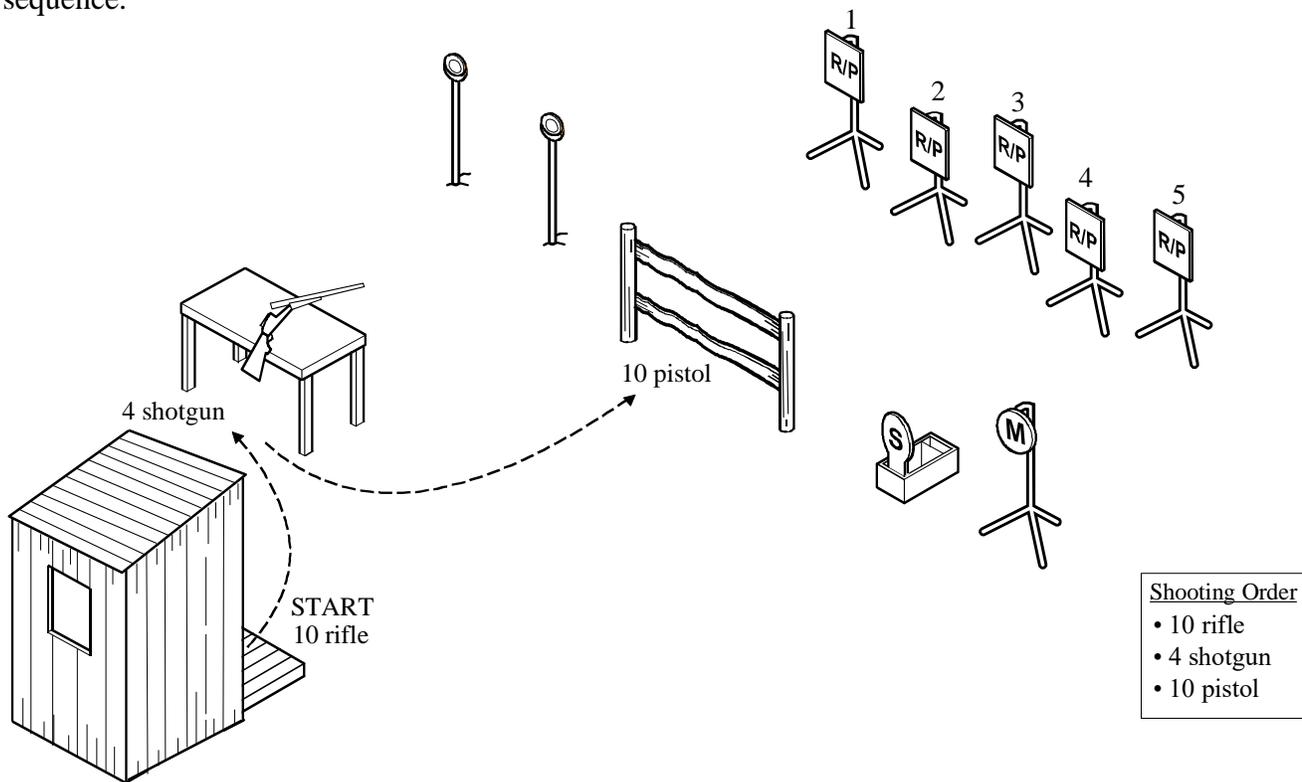
Rifle, 10 rounds, staged in hand

Pistols, 10 rounds, holstered

Shotgun, 4 + rounds, staged on table

Action

Shooter starts standing in front of the mine with both feet on the platform. When ready say, **“Sure is nice and warm in here”!** At the signal, engage the rifle targets in a **Hermit Joe Sweep** starting from either end (1-1-1-2-1-3-1-4,1-5) or (5-5-5-4-5-3-5-2-5-1). With the rifle, move to the shotgun. Make the rifle safe and with the shotgun engage the four shotgun targets in any order. If you miss the popper, engage the makeup target before moving forward. Make the shotgun safe and move forward to the fence. With the pistols engage the pistol targets in a continuous **Hermit Joe Sweep** from the OPPOSITE end of the rifle sequence.



Based on “Sackett” by Louis L’Amour

The Bigelow's Attack

10 Pistol, 10 Rifle, 4 Shotgun,

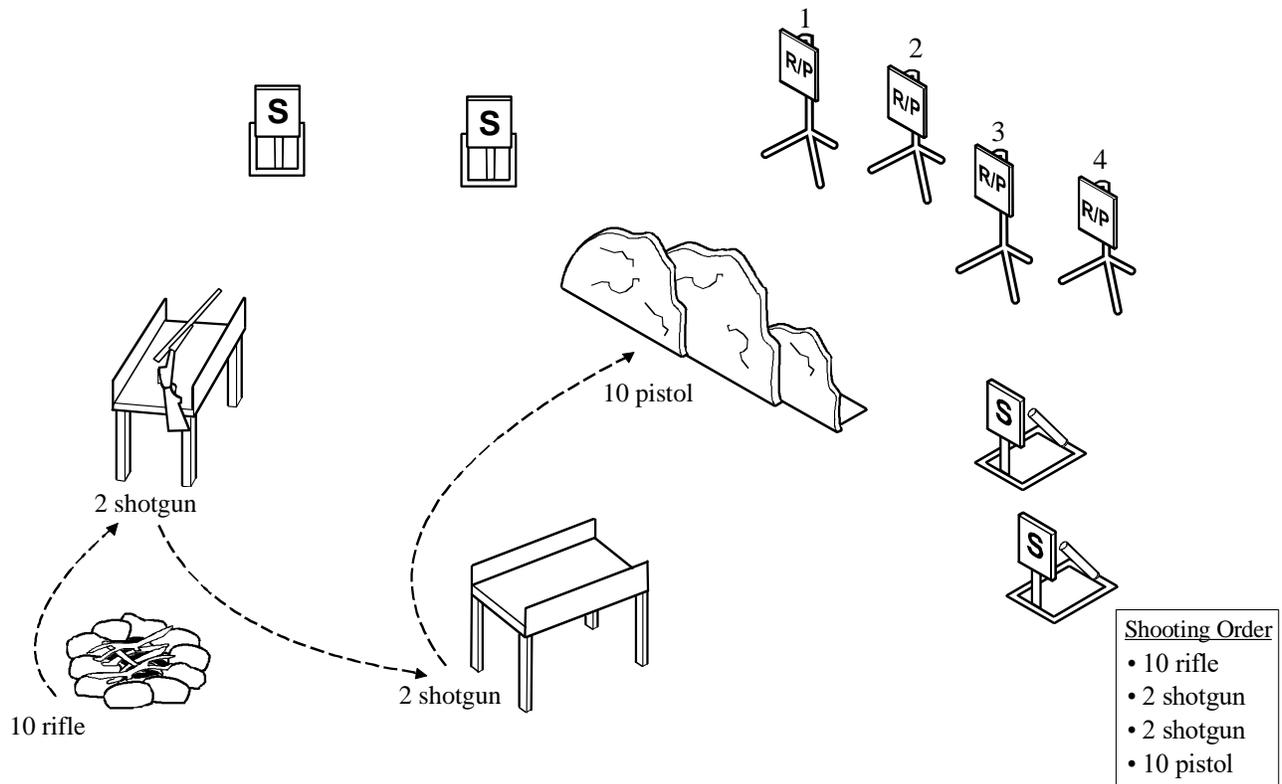
Tell Sackett and Ange, who Tell has just rescued after her escape from Tuthill and Bigelow, are hunkered down in Sackett's winter cave. The Bigelow gang camped below is demanding Sackett give up his gold claim. Sackett refuses and warns the group to get off the mountain before the winter snow's trap them. The Bigelow's responded with a fierce attack. Sackett replies in kind.

Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged in hand

Shotgun, 4+ rounds, staged on either table

Shooter starts standing behind the fire pit, rifle in hand. When ready say, ***"If I shoot again, Tuthill, I'll shoot to kill!"*** At the signal engage the rifle targets in a **Progressive Sweep** (1-2-2-3-3-3-4-4-4-4). Move to the shotgun. Make the rifle safe, retrieve the shotgun and engage the two shotgun targets in any order. Move to the other table and engage the two shotgun targets in any order. Make the shotgun safe, then move forward to the snow banking and with your pistols engage the pistol targets in a continuous **Regressive Sweep** (4-4-4-4-3-3-3-2-2-1).



Rustler Roundup

10 Pistol, 10 Rifle, 6 Shotgun

After the attack on the Brewster’s place, Finn Mahone and Texas Dowd discovered that the gang from Rawhide was the one killing cowboys and rustling cattle from the other ranchers in the valley. They “decided to weed out the undesirable elements, as they say”, including Peirce Logan, a local business man, rancher and sponsor of the rustling activity. First Dowd would kill Logan who also murdered his sister. Then they would ride to Rawhide, set the town on fire and Mahone would take on Byrn Sonntag, Logan’s notorious hired gun hand and gang leader.

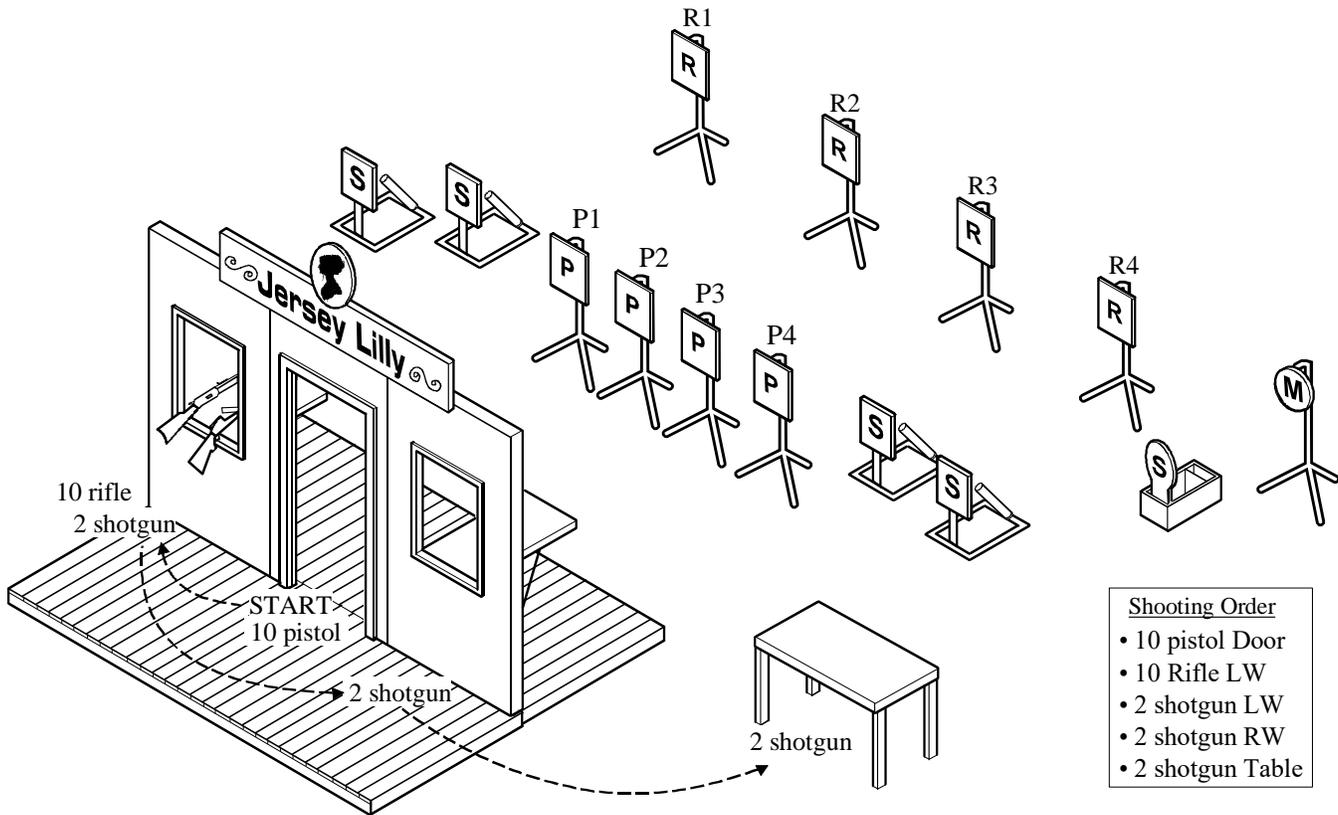
Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged at left window

Shotgun, 6+ rounds, staged at left window

Action

Shooter starts standing at doorway, hands on pistols. When ready say, “*When the train whistles, you can have at it!*” At the signal, engage the 4 pistol targets in a **Bull Whip Sweep** from either end and repeat (1-1-2-3-4) or (4-4-3-2-1). Move to left window and with rifle engage the 4 rifle targets in a **Bull Whip Sweep** from either end and repeat. Make rifle safe and with shotgun engage the 2 shotgun targets in any order. Move to the right window and engage the 2 shotgun targets in any order, then move to the right table and engage the popper targets. If you miss the popper, engage the makeup target.



Cattle Drive to Kansas

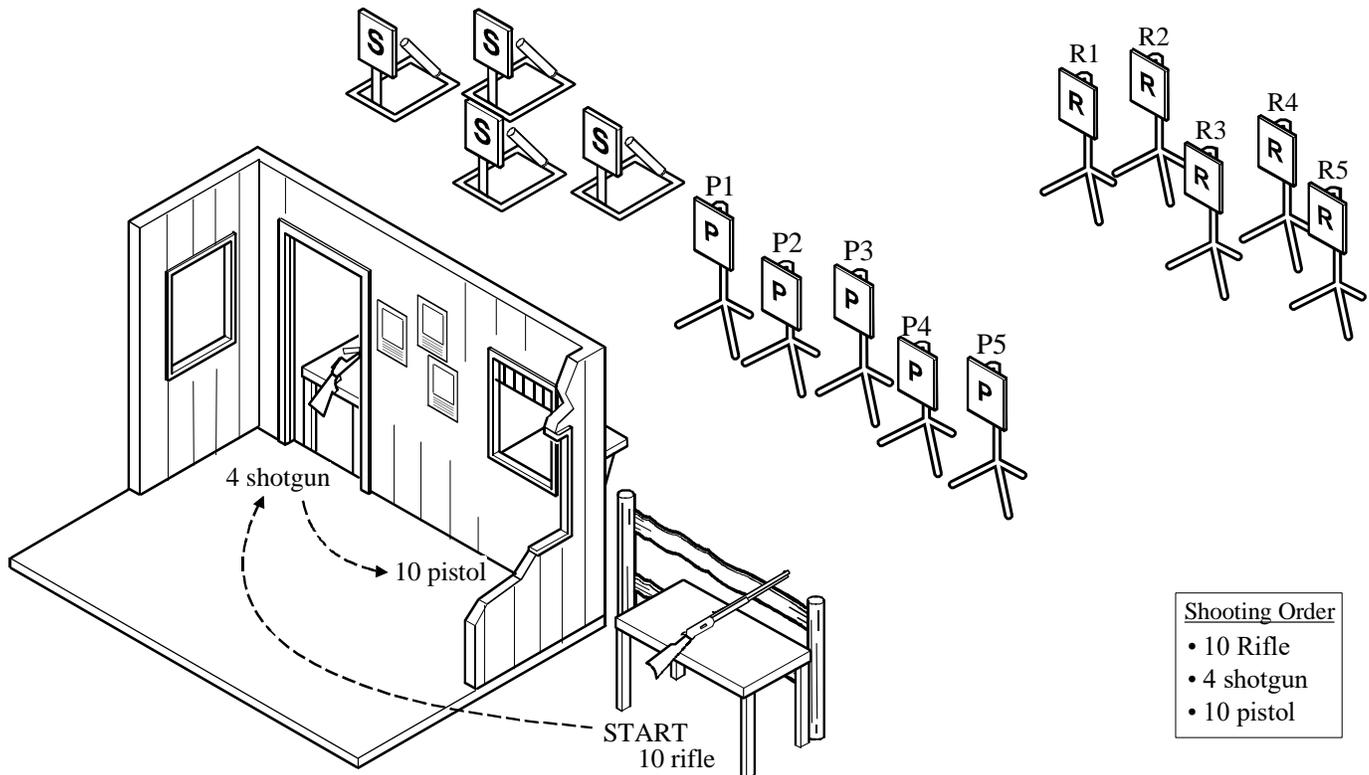
10 Rifle, 10 Pistol, 4 shotgun

You and Orrin are trying to round up and take back a small herd of stolen cattle when by chance you find the rustlers hide-out. There're not prepared for you, so you move in to retake the herd. You just want your cattle back without incident, but if they want a fight, they'll get one.

- **Rifle**, 10 rounds, staged in hand
- **Pistols**, 10 rounds, holstered
- **Shotgun**, 4+ rounds, staged on table in the doorway

Action

Shooter begins standing at the hitching rail, rifle in hand. When ready say, *“One of you makes a move and I’ll kill your boss!”* At the signal, engage the 5 rifle targets in two separate **Ozark Sweeps** (1-5-2-4-3) (1-5-2-4-3). Make rifle safe on table and move to the doorway. Retrieve the shotgun and engage the shotgun targets in any order. Make shotgun safe and move to the window. Through the window, engage the pistol targets in two separate **Ozark Sweeps** (1-5-2-4-3) (1-5-2-4-3).



“I Just Came to Talk”

10 Pistol, 10 Rifle, 4 Shotgun

The township that Tell Sackett and Cap’ Roundtree laid out is now occupied by a group of hard-looking men aiming to take it away from them. As Sackett rides into town, three of them come out of the shadows to confront him. The first of them, Kitch, says “We been waiting for you, Sackett.” As he lifts his gun, Sackett fires his Winchester and the fight begins.

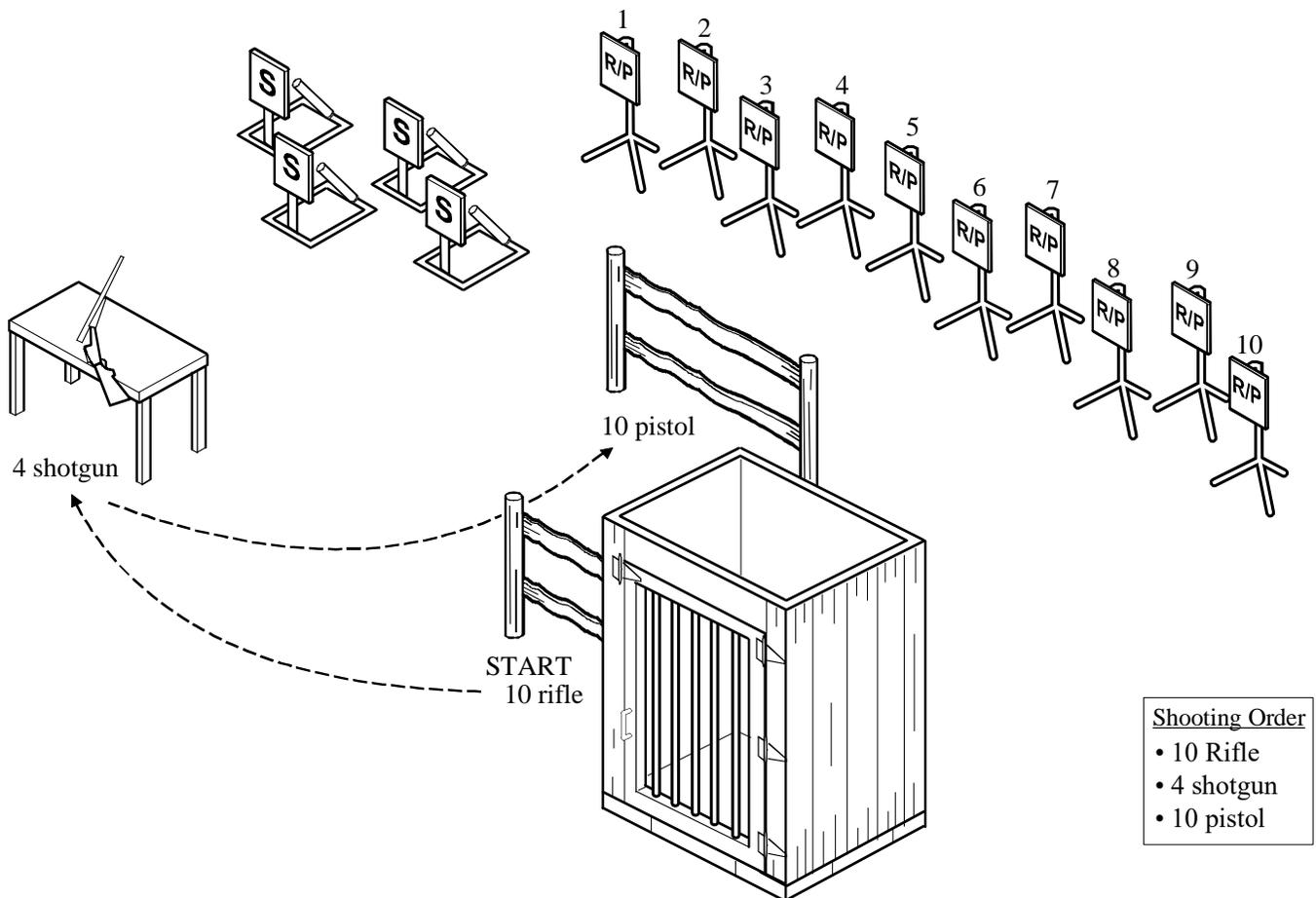
Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged in hand

Shotgun, 4+ rounds, staged on the table

Action

Shooter starts standing to the left of the jail behind the fence, rifle in hand. When ready say, “*I just came to talk, Kitch!*” At the signal, sweep the ten rifle targets from either end. Move to the left table and make the rifle safe. Retrieve the shotgun and engage the four shotgun targets in any order. Make the shotgun safe. Move to the barricade and with your pistols sweep the ten pistol targets from either end.



Ignorance is a Crime

10 Rifle, 10 Pistol, 4 Shotgun

Tell, Orrin and Tyrel Sackett are in charge of protecting a new load of rifles that got dropped off by the train and are awaiting stage pickup and transport to their final destination. Sure enough a ruthless gang of bandits are making their way to surrounding the freight building to make an attempt at taking the rifles. They make their way in too close, so the three Sackett brothers leap into action.

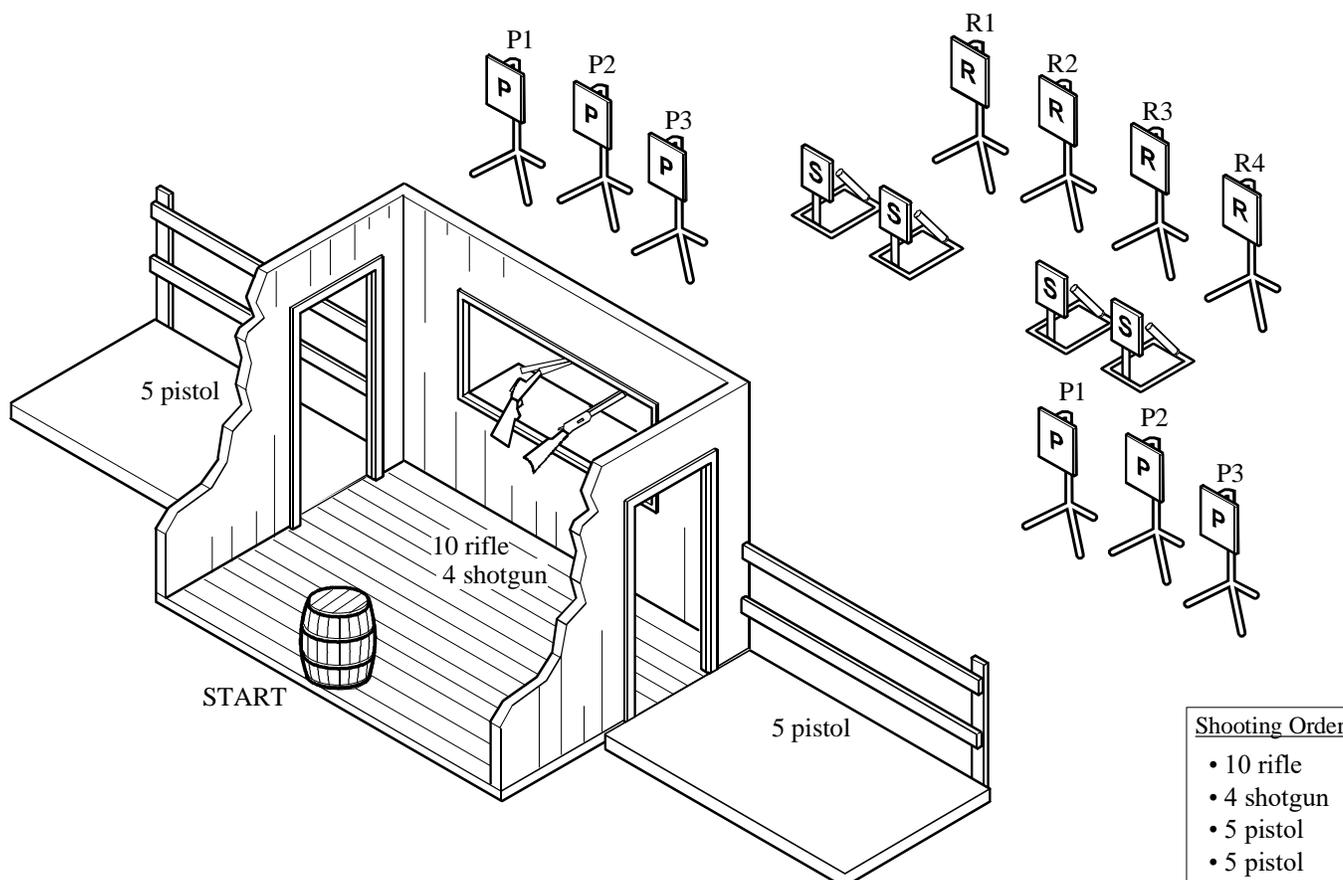
Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged at the window

Shotgun, 4+ rounds, staged at the window

Action

Shooter begins standing beside the barrel, hands on rim. When ready say, **“Mine is a breed that dies hard”**. At the signal, move to the window, retrieve rifle and through the window engage the 4 rifle targets in a **Palindrome Sweep** (1-1-1-2-2-3-3-4-4-4). Make rifle safe. Retrieve shotgun, and engage the shotgun targets in any order. Make the shotgun safe. Then move through either left or right doorway and engage the pistol targets in a **Sassy Sue Sweep** (2-1-2-3-2). Holster pistol, move through the opposite doorway and engage the pistol targets in another **Sassy Sue Sweep** (2-1-2-3-2).



West of Dodge

10 Pistol, 10 Rifle, 4 Shotgun

Lance Kilkenny came to town looking to rest, hunt a job and stay out of trouble. But while buying shells at Hillman’s store, Hillman noticed that Lance wore “two Colts for use rather than show.” He said “This is Tom Stroud’s town. He’s marshal here, and he’s poison for gunfighters.” Lance quickly learned that certain factions in town wanted Stroud dead for cleaning up the town and putting an end to the corruption. Turner, who killed Lance’s partner years ago and Hillman pitted Kilkenny against Stroud in hopes that they would face off and at best kill each other. When this didn’t work and an attempt to murder Stroud failed, Lance used his skill as a gunfighter to kill or drive out the deviants and hired guns.

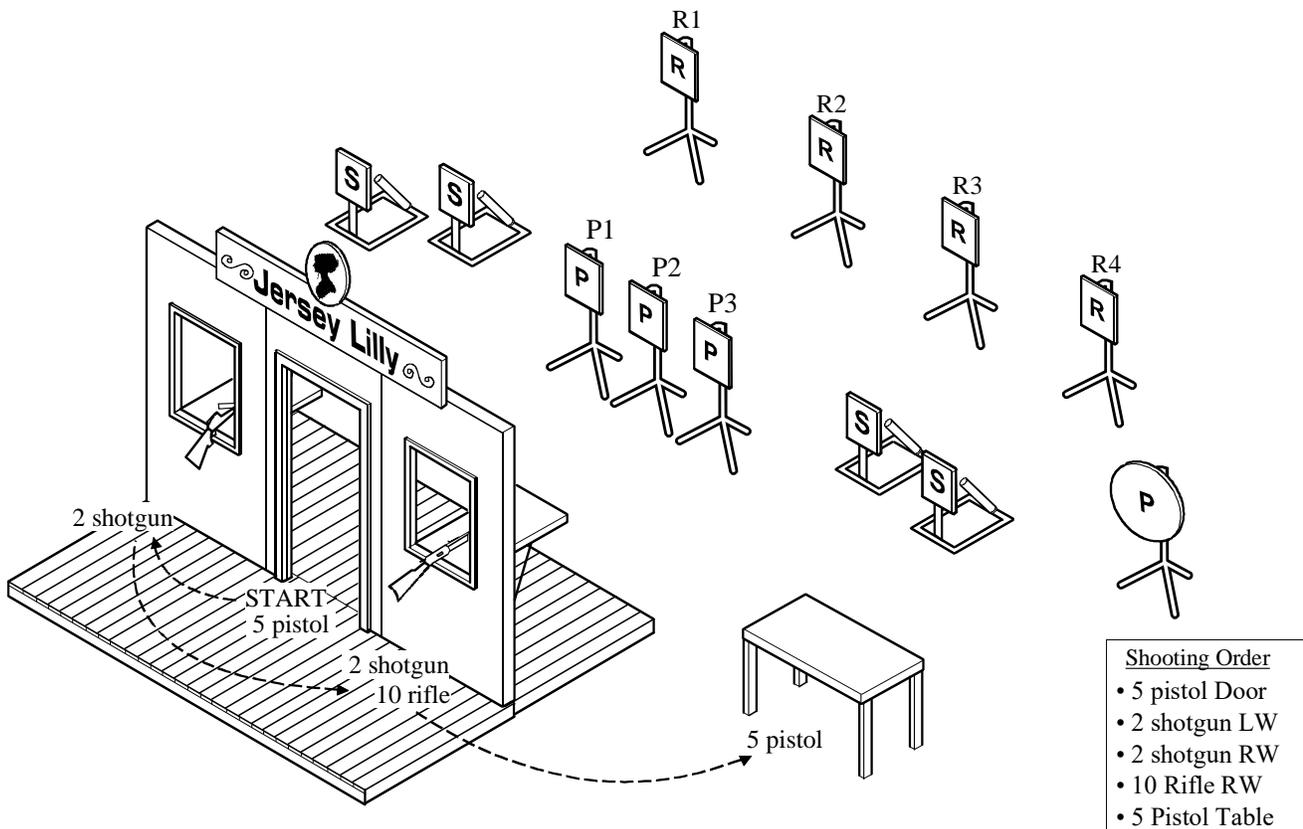
Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged at right window

Shotgun, 4+ rounds, staged at right window

Action

Shooter starts standing at door, hands on door casing. When ready say, **“Better put that gun down Turner”!** At the signal engage the pistol targets in a **1-3-1 sweep** (1-2-2-2-3). Holster pistol and move to left window, retrieve the shotgun and engage the 2 shotgun targets in any order. Move with shotgun to right window and engage the 2 shotgun targets in any order. Make the shotgun safe, retrieve the rifle and engage the 4 rifle targets in a **Wolverine Sweep** (2-3-1-4-2-3-1-4-2-3). Make rifle safe, move to the table and engage the pistol target with all five rounds.



Galloway

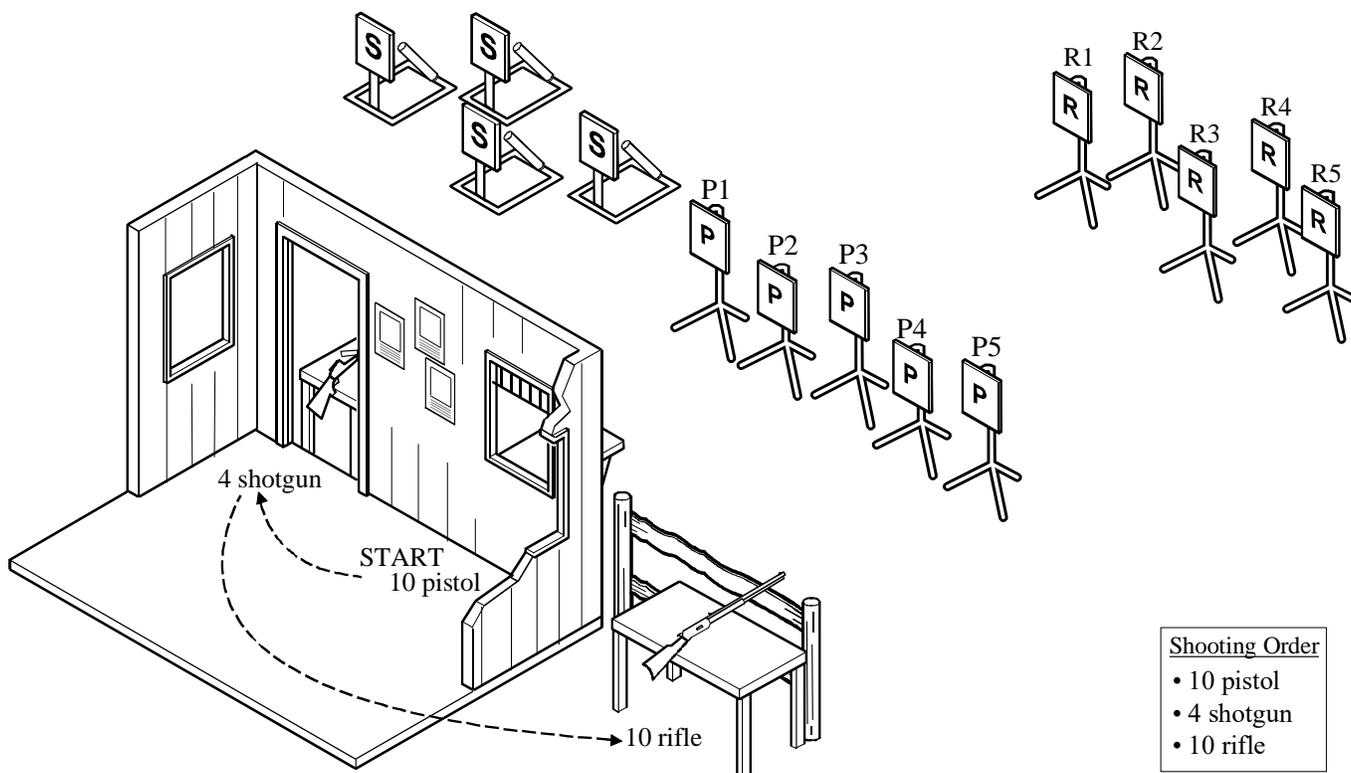
10 Pistol, 10 Rifle, 4 Shotgun

Galloway and Flagan Sackett came west out of Tennessee to make something of themselves on the land. They found the perfect quiet little valley on the La Plata River. Only thing is that this here Dunn outfit seems to think they own everything around there and have been driving off or killing all the other ranchers and settlers in the area. The Sackets only had some minor run-ins with them until one night their herd was stampeded right through their camp, killed one of the boys and spread the cattle over half the southwest. It took a week to put the herd back together and started into their own valley, but them Dunn's are coming at them again and, outnumbered, it's time to make a stand in an old line shack.

- **Rifle**, 10 rounds, staged at the hitching rail
- **Pistols**, 10 rounds, holstered
- **Shotgun**, 4+ rounds, staged on table in the doorway

Action

Shooter begins standing at the window inside the line shack, hands on pistols. When ready say, **“Come see how it is when we’re awake!”** At the signal, engage the 5 pistol targets with ten rounds in a **Rustlers Scramble** (1-1-5-5-2) (3-4-4-3-2). Holster pistol(s) and move to the doorway. Retrieve the shotgun and engage the shotgun targets in any order. Make shotgun safe and move outside to the hitching rail. Retrieve the rifle and engage the rifle targets in a **Rustlers Scramble** (1-1-5-5-2-3-4-4-3-2).



Wild Bunch Side Match



Welcome to “The Fracas at Pemi Gulch” Wild Bunch Side match. This three-stage side match offers an opportunity for us Cowboy’s to shoot firearms from a different era. You will have three magazine changes, six shotgun and 10 rifle per stage. All Wild Bunch conventions will be followed regardless of the firearms you are using. The Wild Bunch conventions are listed below.

As with Cowboy action shooting, Safety in Wild Bunch shooting is paramount, so we must all be vigilant. Keep your finger outside the trigger Guard at all times until ready to fire.

Wild Bunch 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 conventions should be followed in all Wild Bunch™ Action Shooting matches unless otherwise directed in stage descriptions.

1. Knockdown targets that do not fall may not be re-engaged. All shotgun targets are Non-Comstock.
2. All knockdown targets (shotgun, rifle, or pistol) 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. Shooters may not start a stage with ammunition in hand.
5. After the shooting string, long guns are made safe with muzzle down range, action open, and containing no live ammunition.
6. Pistols are discarded open and empty with muzzle down range. They are *never* re-holstered until cleared at the end of the stage by the RO.
7. Pistols are shown clear on the firing line at the end of the stage prior to holstering.
8. Safe gun handling is the shooter’s responsibility. The 170-degree safety rule is in effect.
9. If no starting position is given, the shooter shall stand fully erect with pistol holstered, hands at the side not touching any firearm.
10. 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 shoulder, and the long gun held with both hands. It is not recommended that stages start with the shooter in this position.
11. Only the shooter may handle his firearms from the loading table to the unloading table.
12. Interpersonal Conflicts WILL NOT be tolerated.

Wild Bunch Stages

NH SASS CAS Championship - July 2017

Stage No. 1

Bank

I Didn't Send No Invites

10 Rifle, 20 Pistol, 6 Shotgun

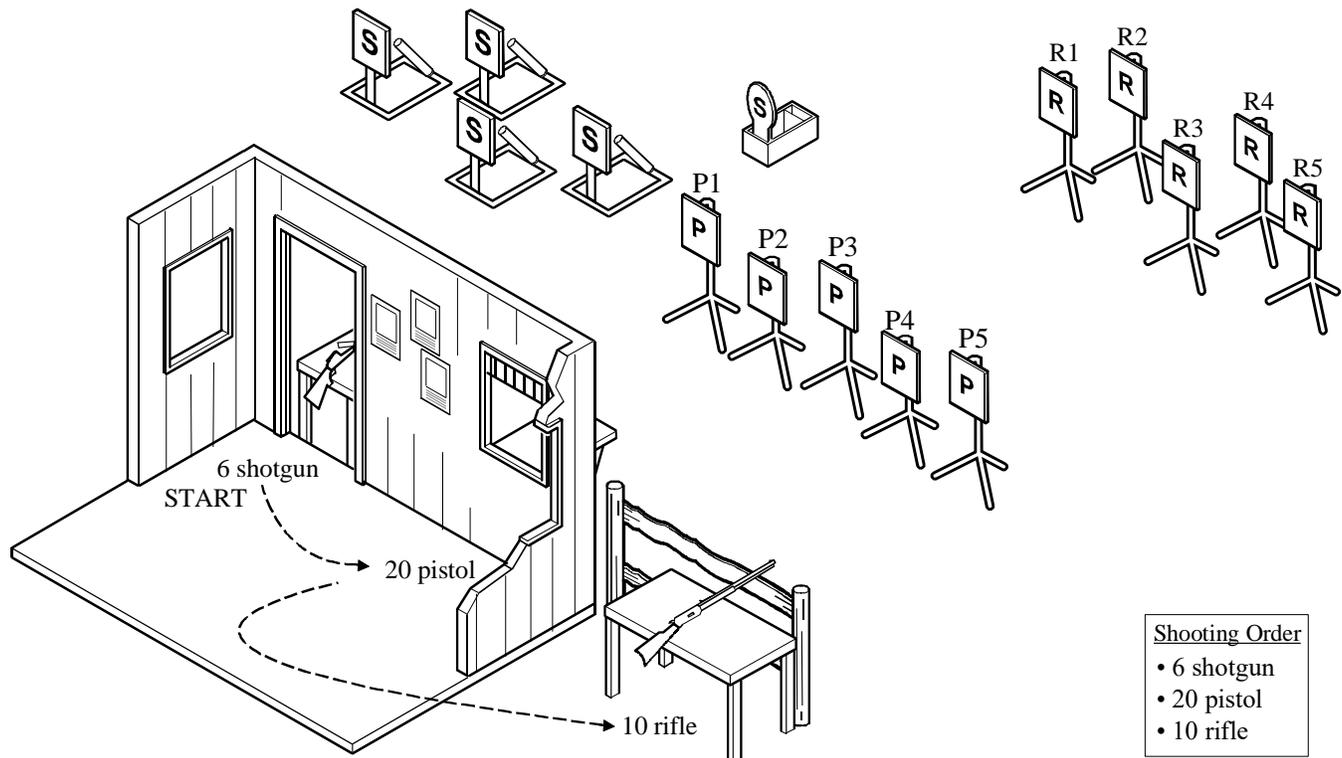
Your platoon is guarding the bank holding the fort's payroll. A group of bad hombres approach, to rob the bank not realizing the deposits are heavily guarded. They yell, "we didn't expect all this trouble robbing a simple bank. You yell back, "I didn't send no invites".

Rifle, 10 rounds, staged on right table.

Pistol, loaded, holstered, at least 3 magazines on person or staged.

Shotgun, 6 rounds, loaded, staged on the table in doorway.

Action: Shooter starts standing in the doorway, hands on the jamb. When ready say, "*I didn't send no invites*"! At the signal, engage the 4 shotgun targets and popper in any order. Make the shotgun safe. Move to the window and with the pistol engage all the targets each in two **Ozark Sweeps** (1-5-2-4-3), alternating between the near and far targets. Ground the pistol. Move to the outside rail, retrieve the rifle and engage the far targets in two **Ozark Sweeps** (1-5-2-4-3). After being cleared by the RO, proceed to the unloading table.



Stage No. 2

Jail

I Can't Believe I'm in the Brig

10 Rifle, 20 Pistol, 6 Shotgun

You were only trying to have a little fun while on leave, only the local Sheriff and your Commanding Officer didn't quite see it that way. Now, you're stuck in the brig until your Court Marshal.

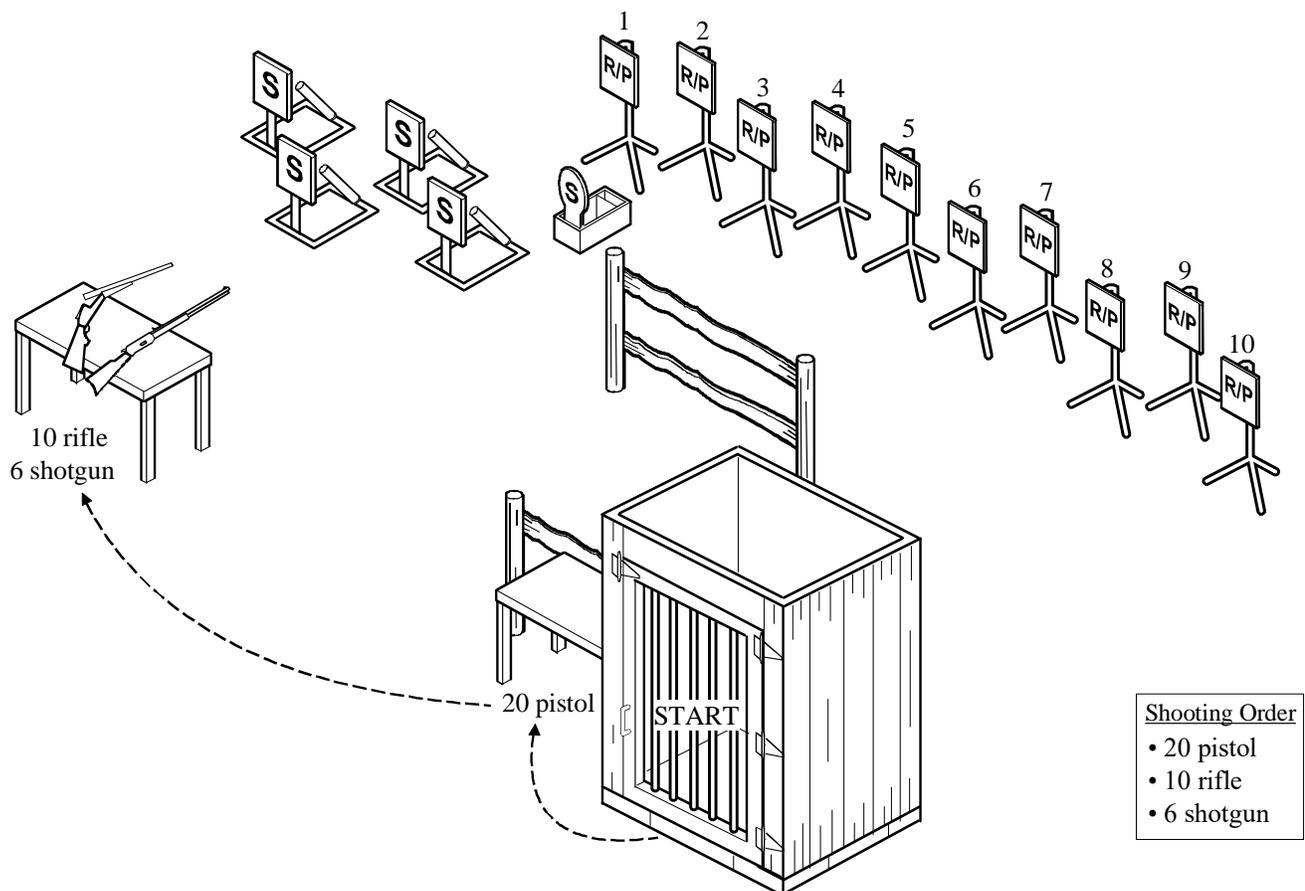
Pistol, loaded, staged on the near table along with 3 magazines.

Shotgun, 6 rounds, loaded, staged on the far (left) table.

Rifle, 10 rounds, loaded, staged on the far (left) table.

Action

Shooter starts standing in the jail. When ready say, "*No jail can hold me*". At the signal, exit the jail and retrieve the staged pistol and engage the ten targets in a **Left to Right Sweep**. Then, engage the same ten targets in a **Right to Left Sweep**. Ground the pistol. Move to the left table, retrieve the rifle and engage the ten targets in a **Left to Right Sweep**. Make the rifle safe. Retrieve the shotgun and engage the shotgun target and popper in any order.



Stage No. 3 Freight House

“Freight House Robbery”

20 Pistol, 6 Shotgun

The Colonel has your squad posted at the Pemi Freight House. He hasn't told you or your Sergeant anything more than his orders. “Keep the contents of the freight house secure”.

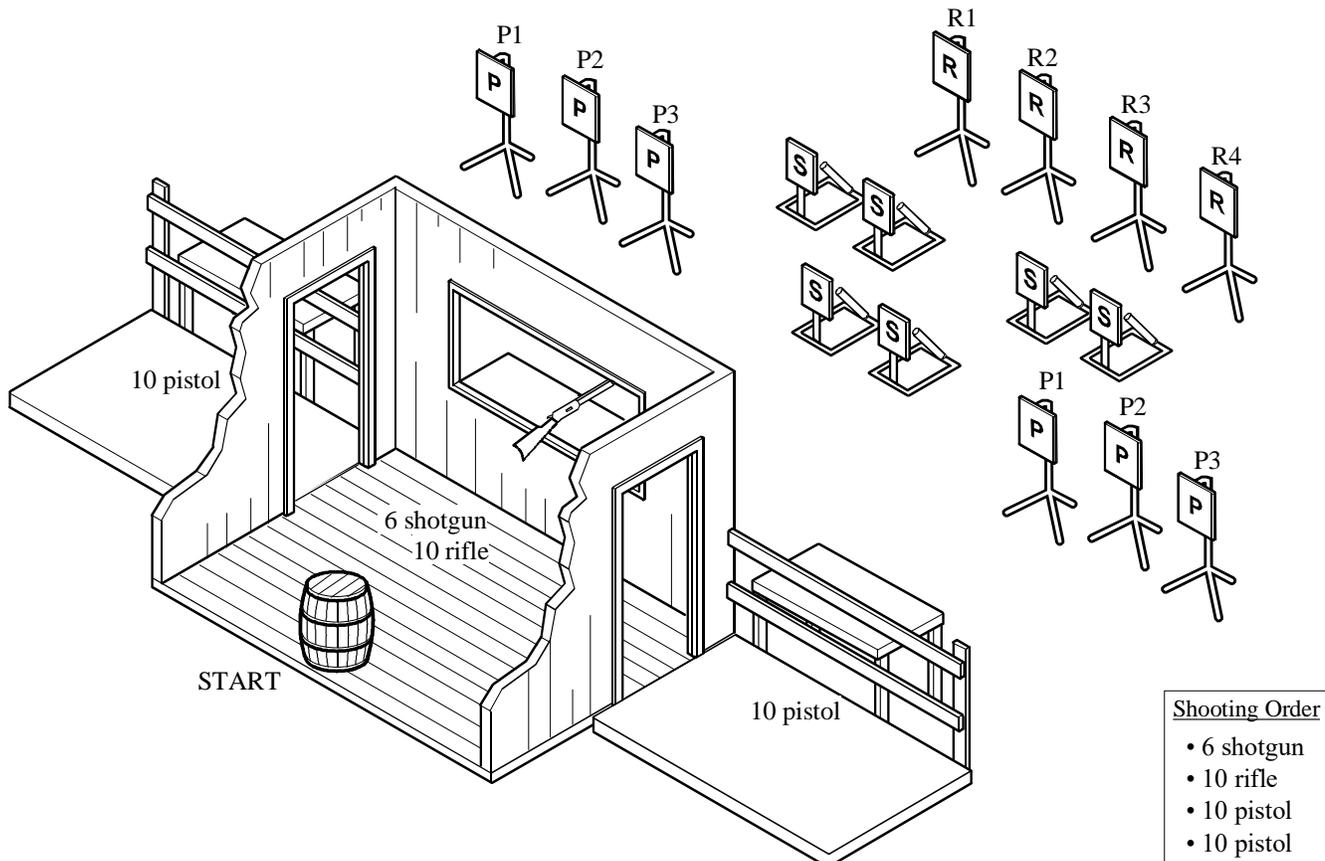
Rifle, 10 rounds, loaded, staged at the window.

Pistol, loaded, holstered, at least 3 magazines on person.

Shotgun, 6 rounds, loaded, in hand.

Action

Shooter starts standing in the main doorway beside the barrel, shotgun in hand. When ready say, “*Them guys are trying to rob the freight house!*” At the signal, move to the window and engage the shotgun targets in any order. Make the shotgun safe. Retrieve the rifle and engage the rifle targets in a **Progressive Sweep** (1-2-2-3-3-3-4-4-4-4). Make the rifle safe. Exit the freight house through either the left-side or right-side doors. When in position engage the “rifle targets” in a **Five on Four Sweep**. Then engage the pistol targets in a **Five on Three Sweep**. Move to the opposite doorway and repeat.



Plainsman Side Match



Welcome to “The Fracas at Pemi Gulch” Plainsman Match. This three-stage side match offers an opportunity for us cowboys to shoot firearms from a different era. This match requires a brace of percussion pistols, 36 caliber and above, a single-shot rifle without ejectors and a double-barrel shotgun, 20 or 12 gauge.

The Plainsman Match will follow SASS Cowboy Convention. The SASS Cowboy Conventions are printed below.

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.

Stage No. **1**
Bank

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You'll Not Be Getting My Money

6 Rifle, 10 Pistol, 4 Shotgun

It's been a long hunt. You've sold your furs and before you get to spending all of your "hard money", you stop by the bank to make a deposit. It's strange to be indoors and tough to get used to. As you wait your turn for a teller, you notice a group of saddle-worn men gathering outside the bank. They announce that, "This is hold-up"! Your response is, "You'll not be getting my money".

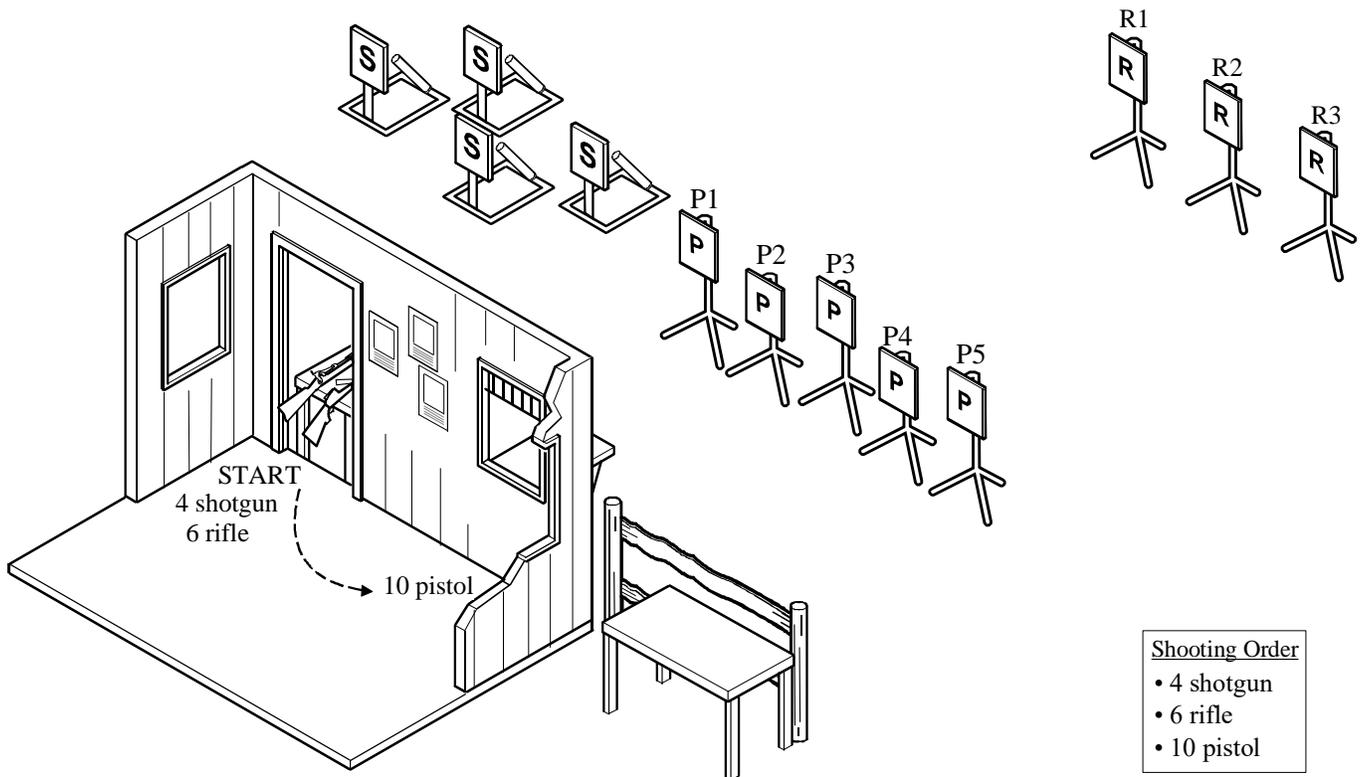
Rifle, 6 rounds, empty, staged at the inside doorway

Pistols, 10 rounds, holstered

Shotgun, 4+ rounds, staged in hand

Action

Shooter begins standing at the inside doorway, shotgun in hand. When ready say, "**You'll not be getting my money**"! At the signal, engage the shotgun targets in any order. Make the shotgun safe. Retrieve the rifle and engage the three far targets in two sweeps. Make the rifle safe. Move to the window and with your pistols engage the pistol targets in two **Ozark Sweeps** starting from either end (1-5-2-4-3) or (5-1-4-2-3).



Plainsman Stages

Stage No. **2**
Jail

NH SASS CAS Championship – July 2017

No Jail Can Hold Me

5 Rifle, 10 Pistol, 6 Shotgun

It's just your luck. You're not back from the wilderness but a few days and you've wound up in jail. To tell the truth, you don't even remember why you're there. Anyways, you won't be there long.

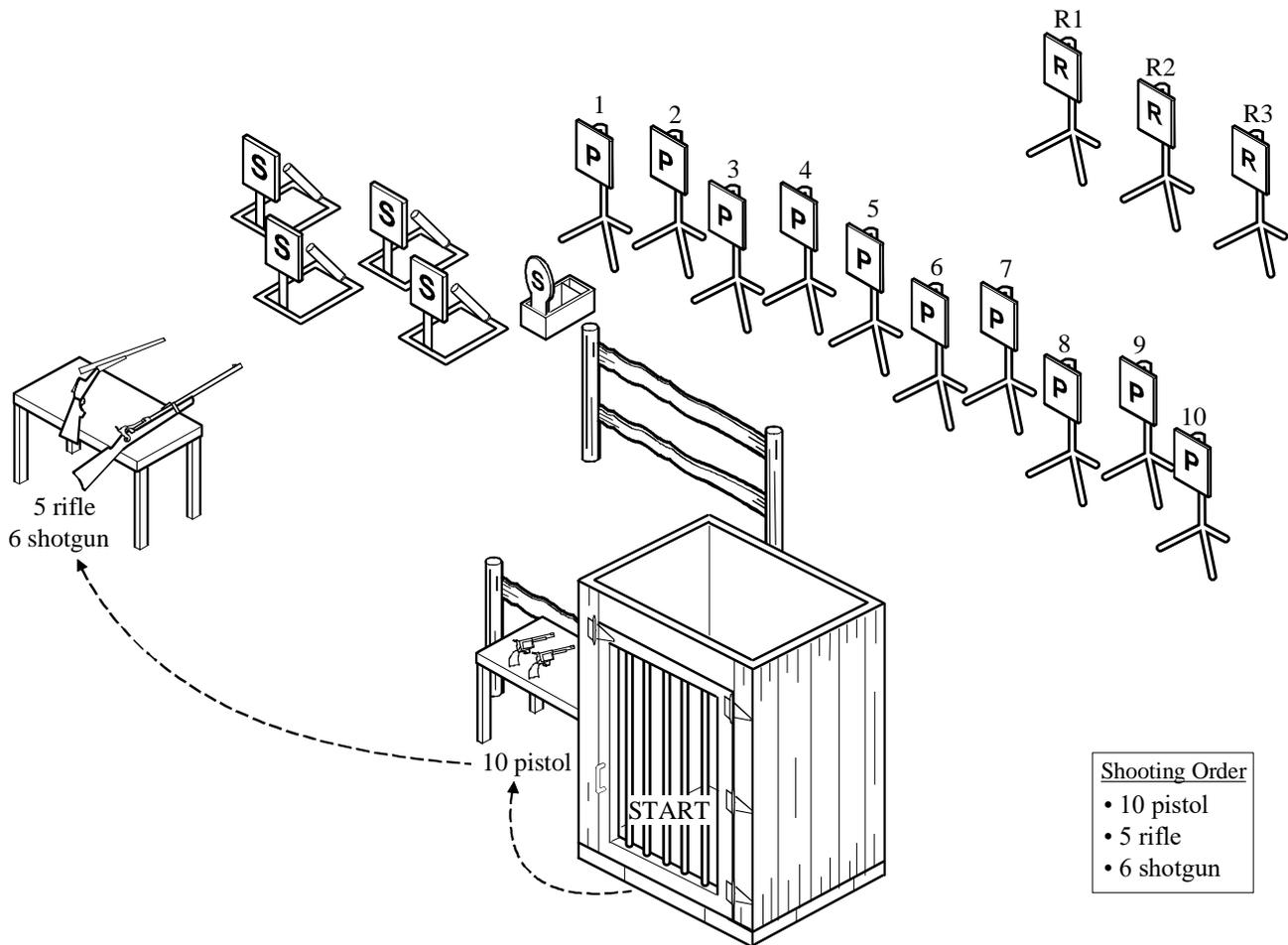
Rifle, 5 rounds, empty, staged on the left table with ammo in box

Pistols, 10 rounds, staged on the right table

Shotgun, 6+ rounds, staged on the left table

Action

Shooter begins standing in the jail. When ready say, **"No jail can hold me."** At the signal, exit the jail, move to the right table, retrieve pistols and engage the ten targets in a continuous sweep from either end. Holster pistols and move to the left table, retrieve the rifle and engage the three targets in a **2,1,2 Sweep** (1-1-2-3-3) loading from the box. Make the rifle safe. Retrieve the shotgun and engage the shotgun targets in any order.



Stage No. **3**
Freight House

NH SASS CAS Championship – July 2017

Nothing is Ever Easy

5 Rifle, 10 Pistol, 6 shotgun

The manager has agreed to let you spend the night in the freight house as long as you agree to guard its contents. After settling in for what you hope will be a quiet night, you hear noises coming from outside. Ah, nothing is ever easy. You ready yourself for a fight.

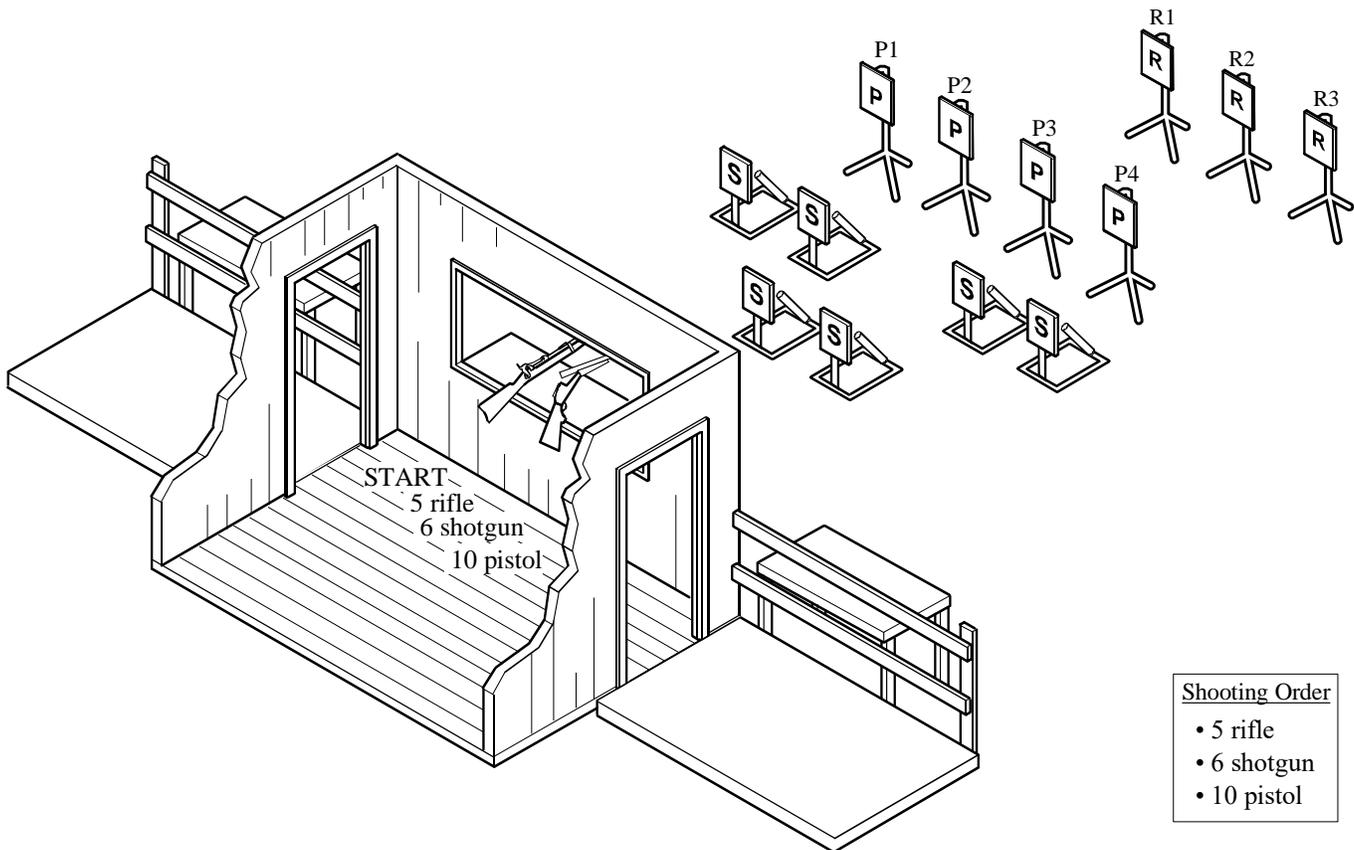
Rifle, 5 rounds, empty, staged in the window

Pistols, 10 rounds, holstered

Shotgun, 6+ rounds, staged in the window

Action

Start standing at the window, hands on belt. When ready say, **“Nothing is ever easy”!** At the signal, use your rifle to engage the three rifle targets with a **Five on Three Sweep**. Make the rifle safe. Retrieve the shotgun and engage the shotgun targets in any order. Make the shotgun safe. With your pistols engage the four pistol targets in a **Progressive Sweep**, starting from either end, (1-2-2-3-3-3-4-4-4-4) or (4-3-3-2-2-2-1-1-1-1).



Stage No. 1

NH SASS CAS Championship - July 2017

Jersey Lilly

10 Pistol, 10 Rifle, 4 Shotgun

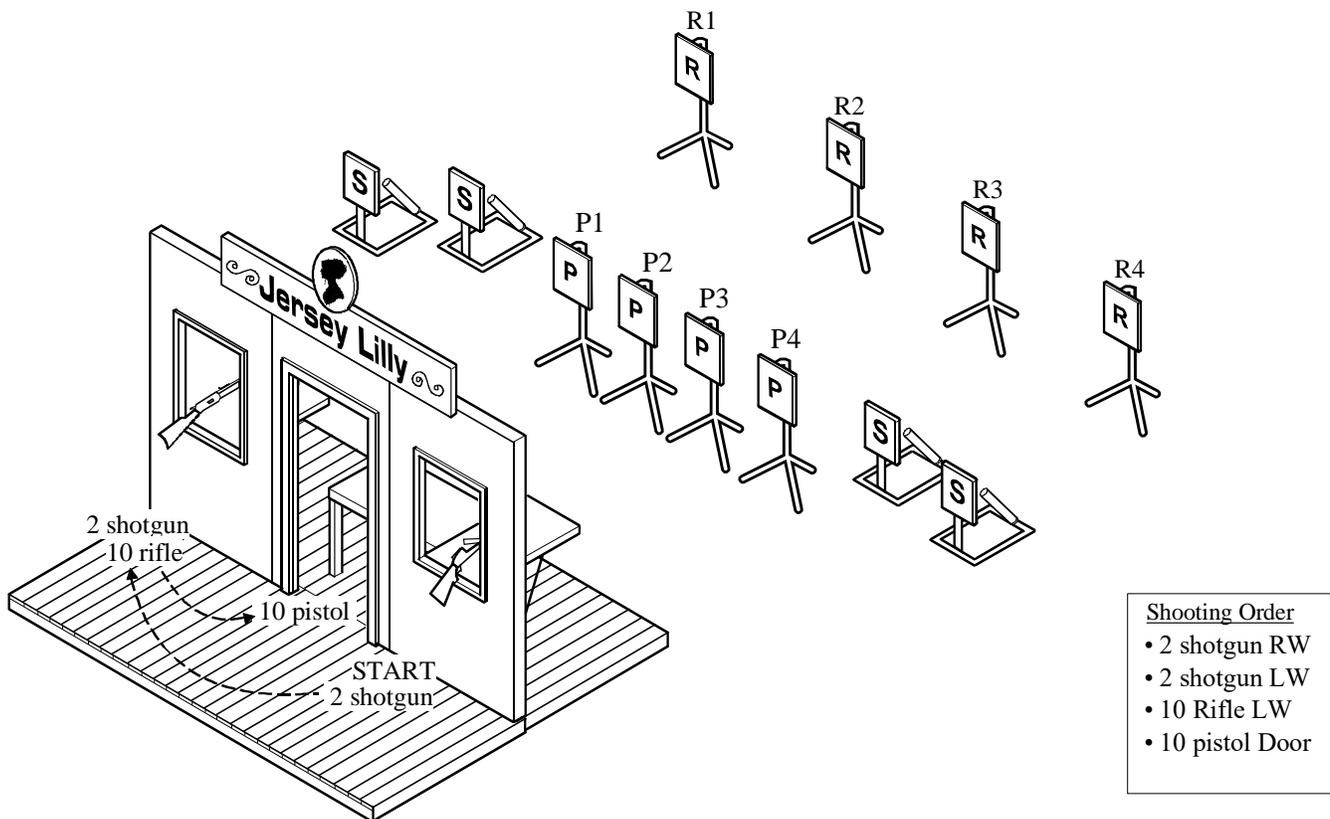
Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged at Left window

Shotgun, 4+ rounds, staged at right window

Action

Shooter starts standing at the right window, hands on window casing. When ready say, **“Shooter ready”!** At the signal, retrieve the shotgun and engage the 2 shotgun targets in any order. With shotgun move to left window and engage the 2 shotgun targets starting on the right. Make the shotgun safe, retrieve the rifle and engage the 4 rifle targets in a **Nevada Sweep** from either end (1,2,3,4,3,2,1,2,3,4) or (4,3,2,1,2,3,4,3,2,1). Make rifle safe, move to the table in doorway and with pistols engage the 4 pistol targets in a continuous **Nevada Sweep** from either end (1,2,3,4,3 - 2,1,2,3,4) or (4,3,2,1,2 - 3,4,3,2,1).



Stage No. 2

NH SASS CAS Championship - July 2017

Crow Town

10 Pistol, 10 Rifle, 4 Shotgun

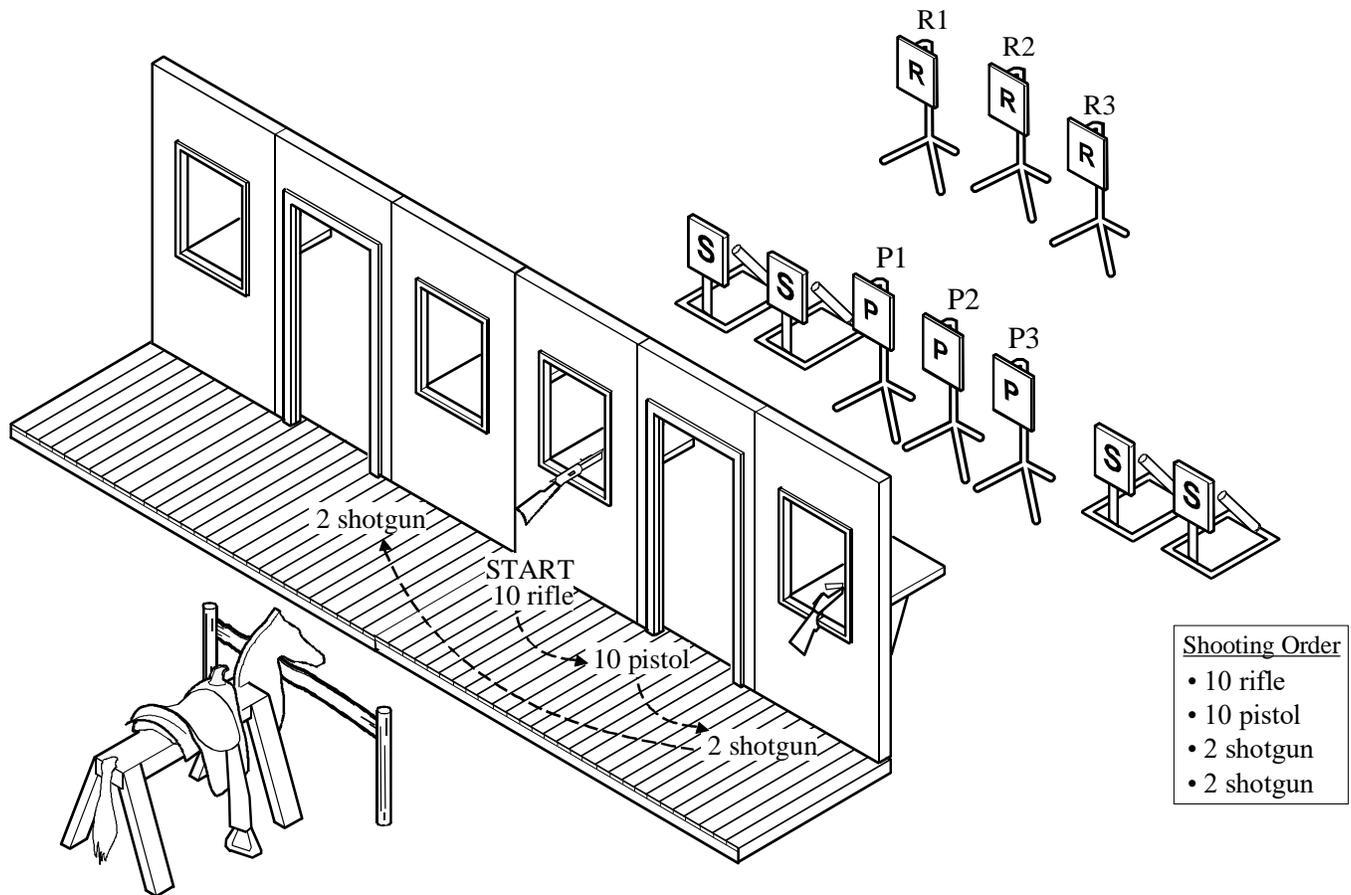
Pistols, 10 rounds, holstered

Rifle, 10 rounds, staged at Left window

Shotgun, 4+ rounds, staged at right window

Action

Shooter starts standing at third window from left, hands holding hat brim. When ready say, **“Shooter ready”!** At the signal retrieve rifle and engage the three rifle targets in a **Double Tap Nevada Sweep** (1-1-2-2-3-3-2-2-1-1). Make rifle safe, move to the door on your right and engage the three pistol targets in a continuous **Double Tap Nevada Sweep** (1-1-2-2-3-3-2-2-1-1). Holster pistol(s) and move to the window on your right. Retrieve the shotgun and engage the two shotgun targets in any order. Move to the window on your left and engage the two shotgun targets in any order.



Stage No. 3

NH SASS CAS Championship - July 2017

Pemi Gulch

10 Pistol, 10 Rifle, 5 Shotgun

Pistols, 10 rounds, holstered

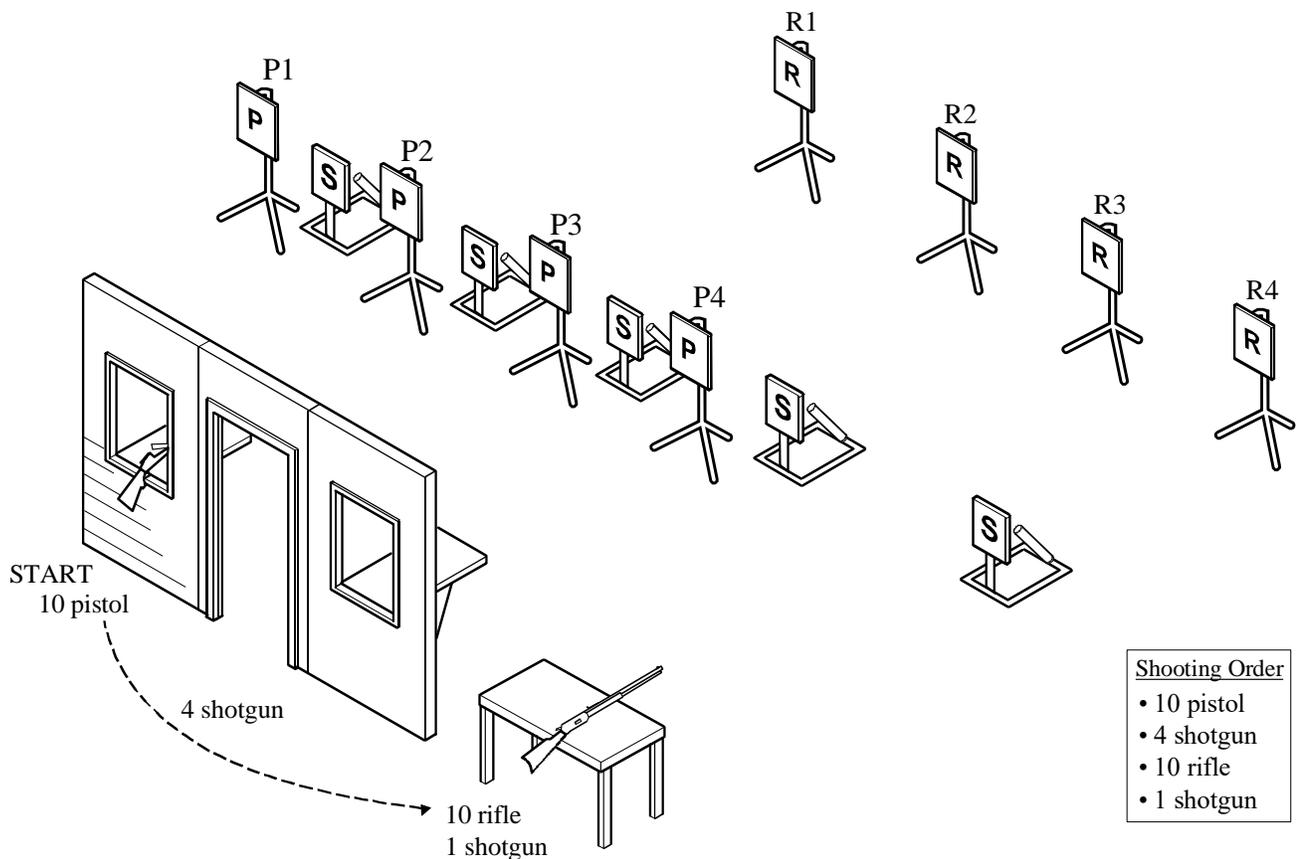
Rifle, 10 rounds, staged on table

Shotgun, 5+ rounds, staged at left window

Action

Shooter starts standing at left window, hands holding hat brim. When ready say, **“Shooter ready”!** At the signal engage the 4 pistol targets in a **2-3-2-3 sweep** starting from either end (1-1-2-2-2-3-3-4-4-4) or (4-4-3-3-3-2-2-1-1-1). Holster pistol(s) and with shotgun engage the four shotgun targets in any order.

Shooter may engage shotgun targets anywhere between and including the left window and table. Make shotgun safe on right table, retrieve the rifle and engage the rifle targets in a **2-3-2-3 sweep** starting from either end (1-1-2-2-2-3-3-4-4-4) or (4-4-3-3-3-2-2-1-1-1). Make rifle safe, retrieve shotgun and engage the far right shotgun target.



Alias _____

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 procedural 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!