

# **COLORADO STATE COWBOY ACTION CHAMPIONSHIP**

**June 8, 9, 10, 2017**

**William Jarvis Shooting Complex  
3220 Reeder Mesa Road  
Whitewater, Colorado**

## **Match Book**

**TMS**

# **Welcome from SASS and Thunder Mountain Shootists**

**Shooters,**

**Welcome to the 2017 Colorado State Cowboy Action Championship hosted by the Thunder Mountain Shootists. We as a club would like to thank you for choosing to compete with us and would like everyone to have the best time possible while here.**

**Western Colorado offers many opportunities for non-shooting activities. From four wheeling on roads most people only read about in magazines to wine tasting at some of the most decorated wine cellars in the nation, there are vast and varied choices for everyone to try.**

**At the club, we will be having a swap meet on Thursday with a bonfire later in the day. Friday night we will have a pot luck dinner and a family friendly movie at dark.**

**As far as the shooting goes, we hope you enjoy the match we have setup for you. If there is anything we can do help make your match more enjoyable please just ask any or our board members or local shooters. We will do what we can to assist you.**

**Thanks again for your support of the Colorado State Cowboy Action Match. Good luck shooting our game, and finally, safe travels as you leave us for the next match or to go home.**

**Colorado Blackjack  
Match Director and Territorial Governor**

# SCHEDULE OF EVENTS

## Wednesday, June 7, 2017

Mild Bunch .....9:00 AM

## Thursday, June 8, 2017

Registration .....8:00 AM

Warm up Match .....9:00 AM

Long Range ..... CANCELLED

Side Matches ..... 1:00 PM

## Friday, June 9, 2017

Registration .....8:00 AM

Main Match (A).....9:00 AM

Potluck .....6:00 PM

Movie ..... DARK

## Saturday, June 10, 2017

Main Match (A).....9:00 AM

BANQUET .....6:30 PM

### **Banquet and Awards**

**Saturday, June 10, 2017**

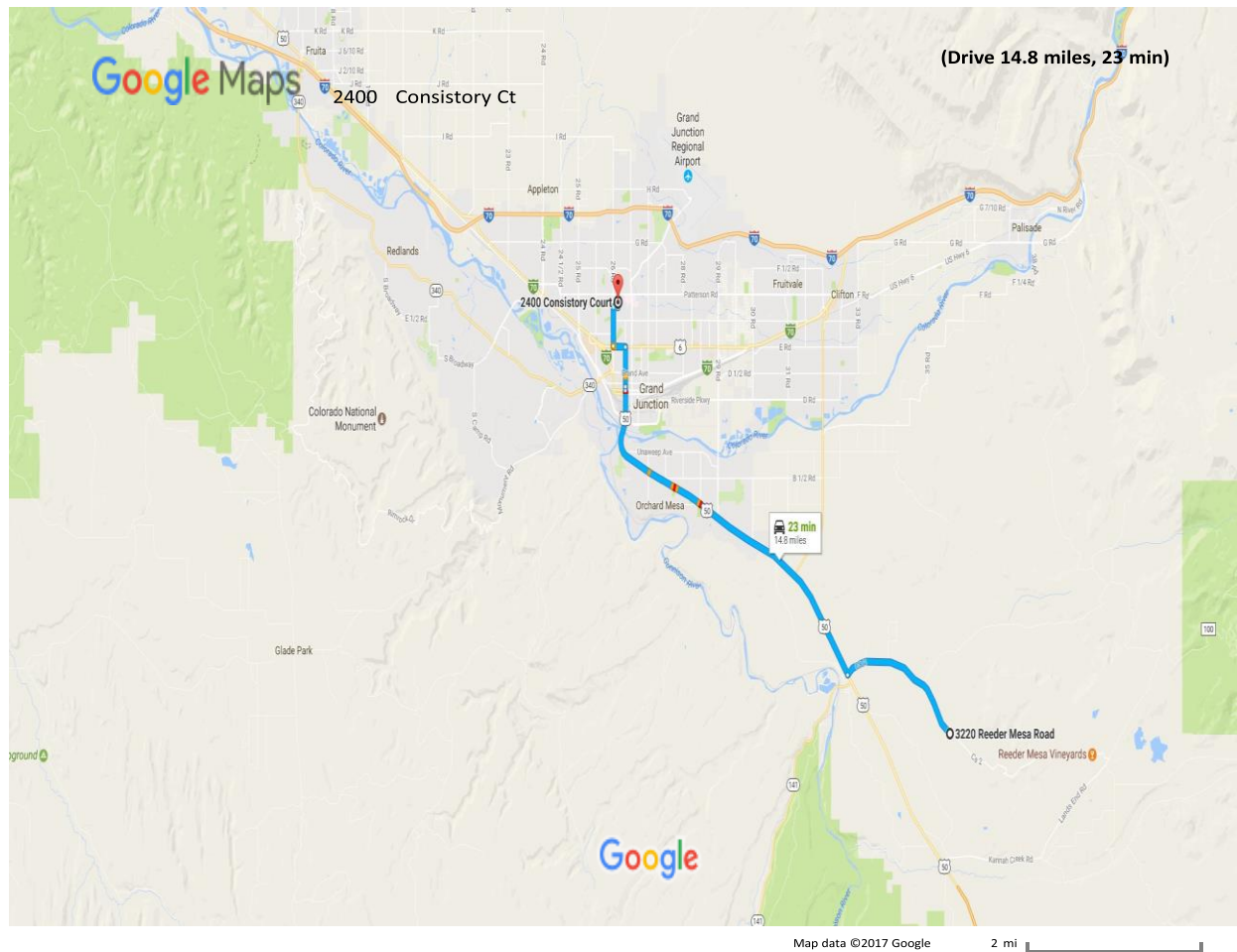
**6:30 PM**

**Masonic Lodge**

**2400 Consistory Court, Grand Junction, CO**

# Directions to Saturday Night Banquet

**The Banquet and Awards Ceremony will be held at the**  
**Masonic Lodge**  
**2400 Consistory Court**  
**Grand Junction, CO**



- 1. Head northwest on Cs 2/Reeder Mesa Rd toward Silverstone Dr (continue to follow Reeder Mesa Rd)**
- 2. Turn right onto US-50 W Follow S 5th St to North Ave - 2 min (0.8 mi)**
- 3. Continue straight onto S 5th St 354 ft**
- 4. Continue straight to stay on S 5th St 0.8 mi**
- 5. Turn left onto North Ave 1 min (0.4 mi); Continue on N 1st St. Drive to Consistory Ct**
- 6. Turn right onto N 1st St 0.7 mi**
- 7. Turn right on Bookcliff Avenue**
- 8. Bookcliff Avenue turns left and becomes Consistory Ct - 2400 Consistory Ct.**

# **Thank you from SASS and THUNDER MOUNTAIN SHOOTISTS**

**Thank you for your support. We are excited to be hosting the Colorado State Championship and hope you have a great time! If you need any assistance please contact our Match Director and Territorial Governor, Colorado Blackjack. Any of our *Town Council Members* will also be glad to assist in any way. We will be available on all posses.**

**Colorado Blackjack  
Granny Jan  
Paladin Pete  
Purdy Pearl  
Ms. C.B. Gatewood**

**Charles B. Gatewood  
Hulahan Bob  
Palisade Peach  
Bulldog Ric**

**Dominguez Red  
J Whittler  
Pinto Being  
Lady Bulldog**

## **We would like to THANK our Main Match Sponsor**



**In Montrose, CO**

**And a BIG THANK YOU  
to our  
STAGE SPONSORS**

**BULLDOG RIC  
LADY BULLDOG  
UNION JACK  
PINTO BEING  
SLO SMOKE  
SAPINERO AND MUSTANG MARY  
LILLY LONG AND BABE RUTHLESS  
SILVER RINGS  
PINTO BEING  
GRAND JUNCTION TRAP CLUB**



# **A ROUSING BIG THANK YOU**

## **ALSO TO:**

**The Masonic Lodge**

**Deb Jonas**

**Earleen Marshall**

**4H Kids**

**Air Gas**

**Austin Massey**

**Denise Massey**

**Kelly Losher**

**The Ribber**

**Kim's kitchen**

**All Board Members**

**When you start thanking all of the volunteers and donations of time and money to an event like this, you run the big risk for forgetting to mention someone. So, we would like to say a great big cowboy thanks to all of our volunteers, and everyone who had a hand in helping put on this match! You are greatly appreciated and we could not have done it without you!**

**The Town Council**



# Match Vendors



## Aspen Filly Engraving



## The Ear Shop

## Kim's Kitchen



# SASS Basic Rules

1. This is a **Cold Range**:

- No firearms will be loaded until shooter is present at the loading table
- Stage your guns only when the R.O. instructs you to
- Do not handle or show guns if other people are down range of you. (Take it to a vacant stage to show it or work on it.)

2. This is a **No-Alibi Match**:

- Once you have fired the first round you are committed to the stage
- No re-shoots allowed unless range equipment fails or there has been interference to the shooter
- If a gun malfunctions, make it safe and continue shooting the rest of the stage

3. **Safety and Range Officers**:

- Anyone can call for a cease-fire if they see an unsafe condition
- Any disputes will be resolved by the Range Officer
- Further disputes will be taken to the Mayor
- Please avoid arguments

4. Unless the stage instructs you to do otherwise, **reloading** while on the shooting line will be done from the body, belt loops, shot shell holders, vest or pockets. Spectators and R.O.'s will not hand shells to the shooter.

5. **Misses and Procedures**:

- Each **miss** is a 5-second penalty.
  - If you know it's a miss, it's a miss
  - If you *think* it's a miss, it's a hit
- A **procedural** (shooting through wrong openings, targets engaged in wrong order, using wrong guns, etc.) is a 1-second penalty. There is a maximum assessment of one procedural per stage.

6. **Infractions**:

**Stage Disqualifications**:

- Breaking the **170°** rule
- An **accidental discharge** impacting within 10 feet from the shooter

**Match Disqualifications**:

- An **accidental discharge** impacting within 5 feet of the shooter
- A dropped, **loaded** firearm
- A shot over the berm
- More than one Safety violation during a match

**Ten Second Safety Violations**:

- A live or spent shell inadvertently left in the breech or chamber of a rifle or

shotgun after shooting and after firing the next firearm or taking it to the unloading table

- Picking up your own brass or picking up brass while carrying loaded firearms

**7. Moving Guns**

- Actions must be open when moving to or from loading and unloading tables and muzzles must be pointed up
- Allow the shooter to pass in front of or down range of the other participants while walking to and from the loading and unloading tables
- If you drop a gun step back and let the R.O. retrieve the gun
- A dropped, unloaded gun by a non-shooter off the firing line is a no-call, but be careful

**8. Loading and Unloading Tables**

- **No smoking** will be allowed at the loading and unloading table
- To avoid distractions, please keep conversations to a minimum at the tables

**9. Eye and Ear protection** is required for all shooters and spectators.

**10. All posse members are encouraged and expected to help with range work. Some of the jobs are:**

- Picking up brass
- Setting targets
- Counting
- Supervising the shooter after you at the unloading table.

**ALL SASS RULES APPLY**

**Have a great time!**

***Being safe is staying safe***

# Side Matches

## Side Matches

Thursday 08JUN17

All speed matches written by Union Jack. Each shooter has 3 attempts for best time for each speed match. Shooter may shoot Shotgun Blast as many times as they like for best score.

### **Speed Pistol:** The Livery Berm 6 10 Rounds

Shooter starts hands on table. At the beep engage the 3 targets in a double tap Nevada Sweep from either end. First pistol may NOT be staged on table while shooting second pistol, it must be holstered.

### **Speed Rifle:** The Livery Berm 6 10 Rounds

Rifle staged on table.

Shooter starts with hands touching rifle. At the beep engage the 3 targets in a double tap Nevada Sweep from either end.

### **Speed Shotgun:** The Train Berm 5 6+ Rounds

Shotgun held in hands.

At the beep engage the 6 knockdowns till down.

### **.22 Pistol:** Lulu's Berm 7 5 Rounds

Pistol held in hand.

At the beep shooter engage the 5 pistol targets once each.

### **.22 Rifle:** Lulu's Berm 7 10 Rounds

Rifle held in hands.

At the beep shooter engages the 5 rifle targets in a double tap sweep starting on either end.

### **Shotgun Blast:** Open Range Berm 5 cost \$5 per run.

# STAGES

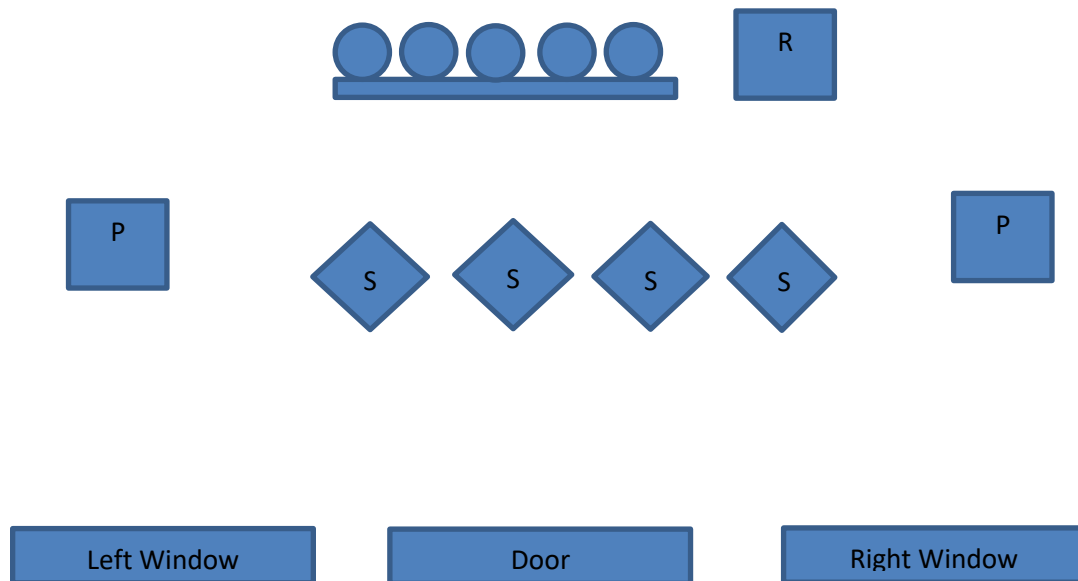
Warm Up

Stage 1 Berm 3

Thursday 08JUN17

The Saloon

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at either left or right window hands on shelf.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

At the beep, with pistol engage the stationary pistol target twice then a plate rack target once then the stationary target twice. Move to opposite window and repeat.

Move to doorway and with rifle engage the stationary rifle target twice then a plate rack target once and repeat twice.

With shotgun engage the 4 knockdowns till down.

When all other shooting is complete shooter may make up any standing plate rack targets by engaging the rifle stationary target with 1 shotgun round per standing plate rack target. The stationary target need not be hit with shotgun.

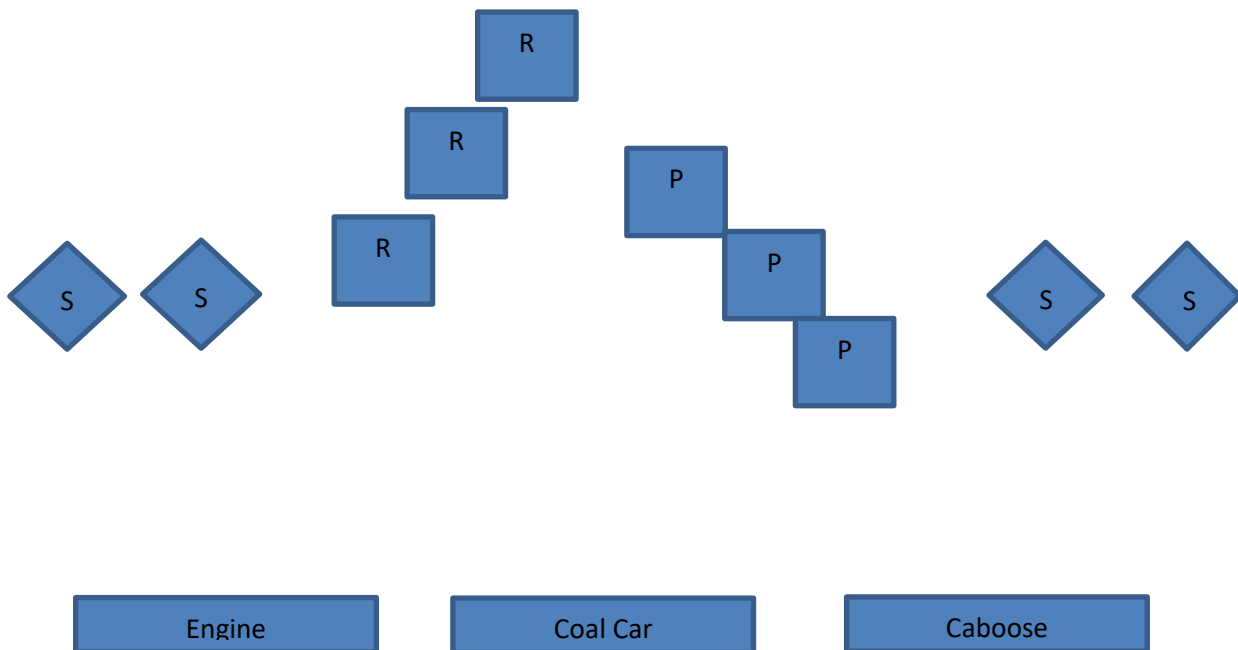
Warm Up

Stage 2 Berm 5

Thursday 08JUN17

The Train

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at coal car with hands on shelf.

Shotgun staged either in engine or on caboose.

Pistols holstered.

At the beep with rifle engage the 3 rifle with a 3-4-3 sweep starting on either end.

With pistols engage the 3 pistol targets using rifle instructions starting on either end.

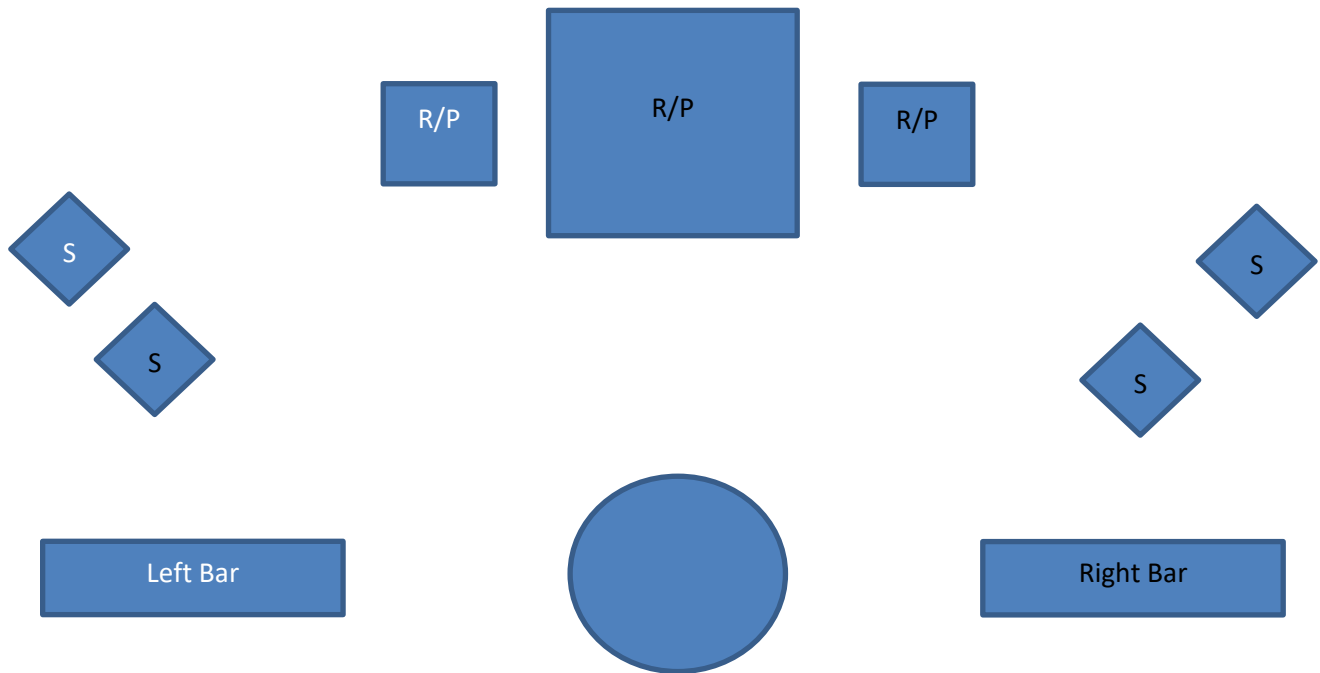
With shotgun engage the 2 knockdowns till down then move to opposite position and repeat.

Warm up

Stage 3 Berm 6

The Livery

10 Pistol 10 Rifle 4 + Shotgun



Shooter will start standing at spool in doorway hands on spool.

Rifle and shotgun staged anywhere safely.

At the beep with pistols engage a small stationary target twice then the large target 3 times. Repeat on opposite small target and large target.

With pistol repeat rifle instructions.

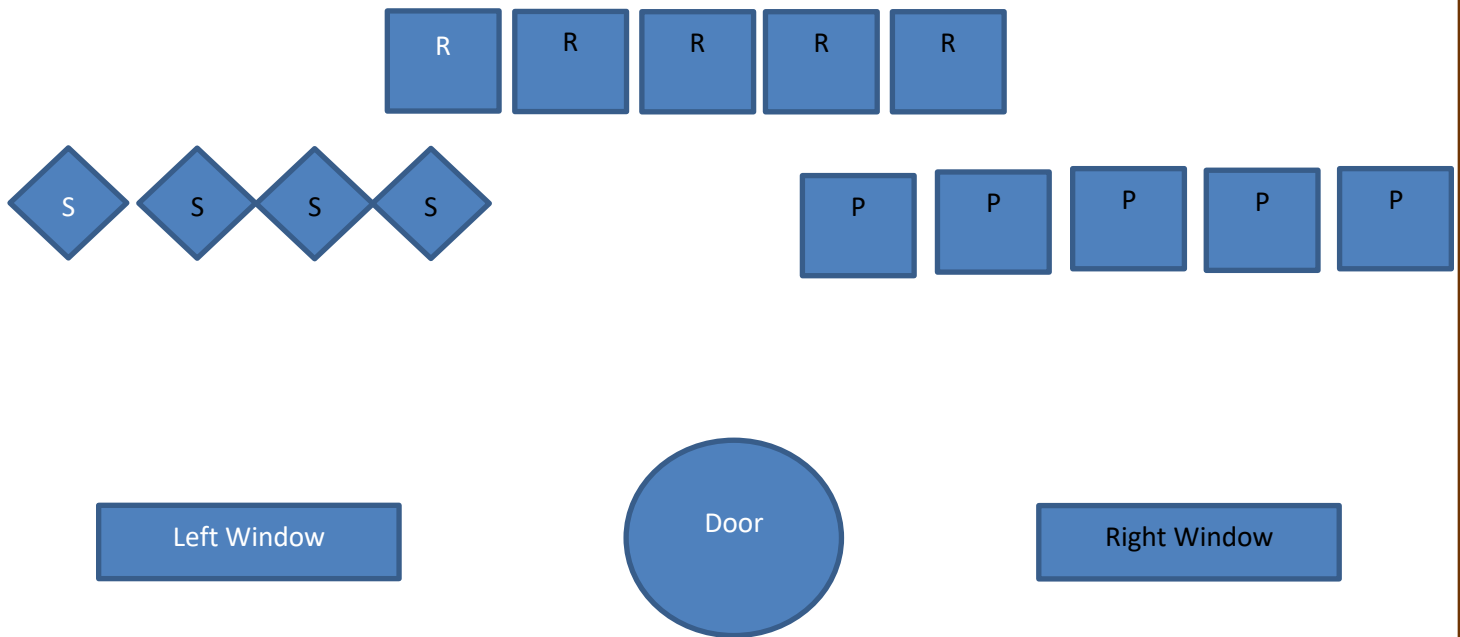
With shotgun engage 2 knockdowns from one outside position then repeat at other outside position.

Warm up

Stage 4 Berm 7

Lulu's

10 Pistol 10 Rifle 4 + Shotgun



Shooter will start standing at spool in doorway hands on spool.

Rifle staged on spool and shotgun staged anywhere safely.

At the beep with rifle engage the 5 rifle targets in a Rattler John Sweep (ex. 1,1,2,3,4,2,3,4,5,5) starting on either end.

From right window with pistols repeat rifle instructions.

With shotgun engage the 4 knockdowns from left window.



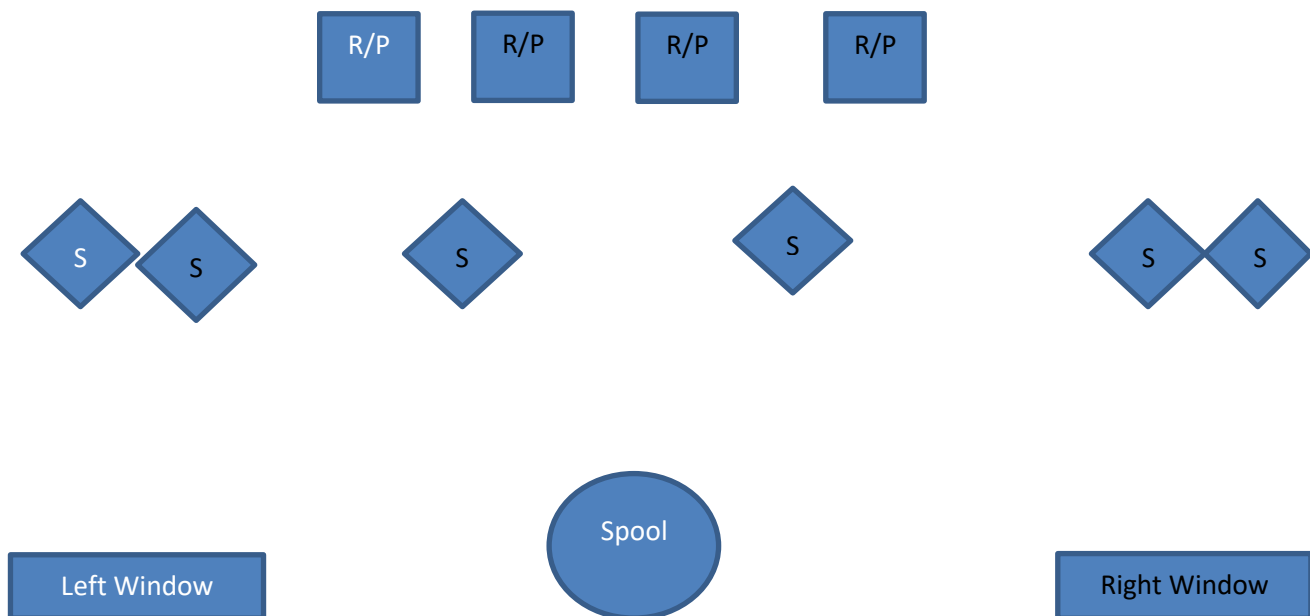
Stage 1 Berm 1

Friday 09JUN17

The Fort by J Whittler

10 Pistol 10 Rifle 6+ Shotgun

Some folks say happiness is being on a mountain, some folks say happiness is being on a beach!



Shooter will start standing at left or right window with shotgun held in hands.

Rifle staged on spool in the doorway.

Pistols holstered.

To start the timer shooter will say "Some beach!!"

With shotgun engage 2 knockdowns from both left and right windows then 2 knockdowns from the doorway.

With rifle, starting on either end, Nevada Sweep the 4 R/P targets double tapping the 2 outside targets (Ex. 1,1,2,3,4,4,3,2,1,1)

With pistols engage the 4 R/P targets using the rifle instructions.

Stage 2 Berm 2

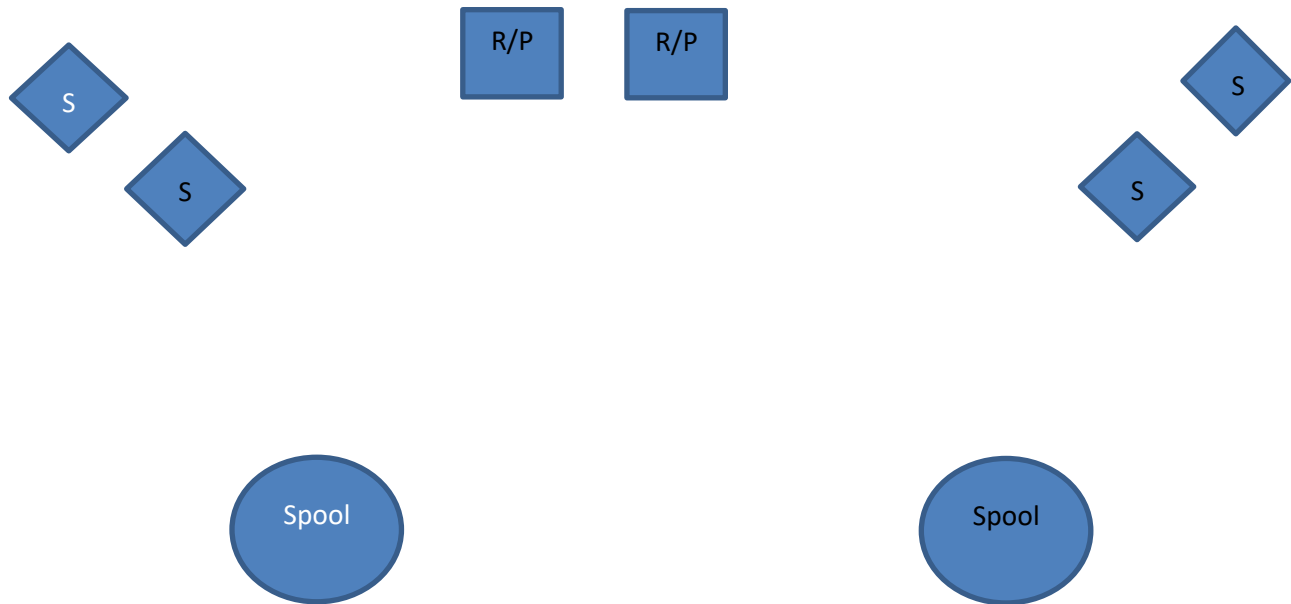
Friday 09JUN17

The Mine by J Whittler

10 Pistol 10 Rifle 4+ Shotgun

"You load 16 tons of number 9 coal and what do you get? Another day older and deeper in debt.

St. Peter don't ya call me cause I can't go, I owe my soul to the company store!"



Shooter will start standing with rifle in hand on the gravel with at least one boot heel touching the floor of the mine.

Shotgun staged on either left or right spool.

Pistols holstered.

To start the timer shooter will say "I dig this place!"

With rifle Lawrence Welk Sweep the R/P 1 and R/P 2 either direction (Ex. 1,2,2,1,1,1,2,2,2,2) and make rifle safe on a spool.

With pistols engage the 2 R/P targets using the rifle instructions.

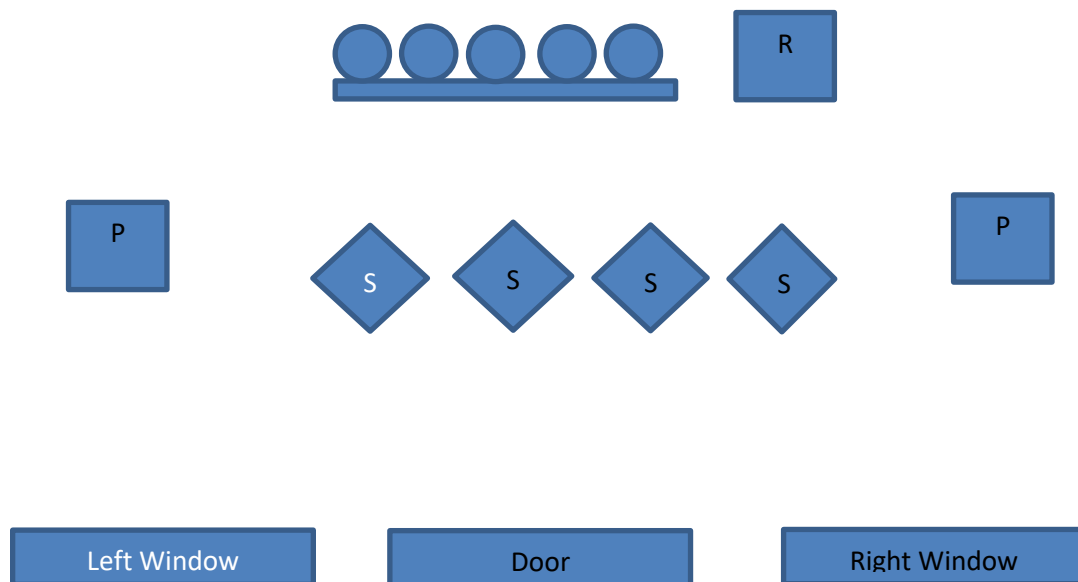
With shotgun engage the 4 knockdowns till down.

### Stage 3 Berm 3

Friday 09JUN17

The Saloon by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with hands on hat.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

Shooter must use all 3 positions and use guns in any order but rifle must not be used last.

With rifle engage each plate rack target once each then dump 5 rounds on the stationary rifle target.

With pistol dump 5 rounds on left stationary pistol target from left window and 5 rounds on the right stationary pistol target from the right window.

With shotgun engage the 4 knockdowns till down.

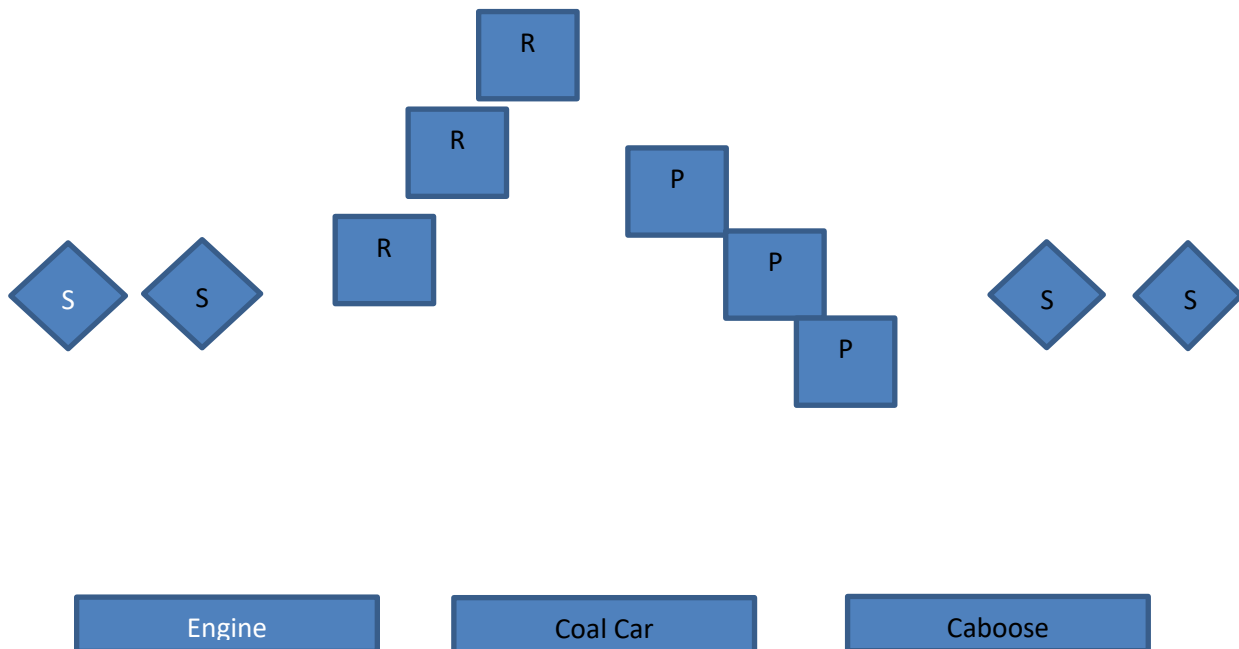
When all other shooting is complete shooter may make up any standing plate rack targets by engaging the rifle stationary target with 1 shotgun round per standing plate rack target. The stationary target need not be hit with shotgun.

## Stage 4 Berm 5

Friday 09JUN17

The Train by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with rifle at port arms.

Shotgun staged anywhere safely.

Pistols holstered.

Shooter may use 1, 2, or all 3 positions.

With rifle double tap Nevada Sweep the 3 rifle targets starting on either end.

With pistols double tap Nevada Sweep the 3 pistol targets starting on either end.

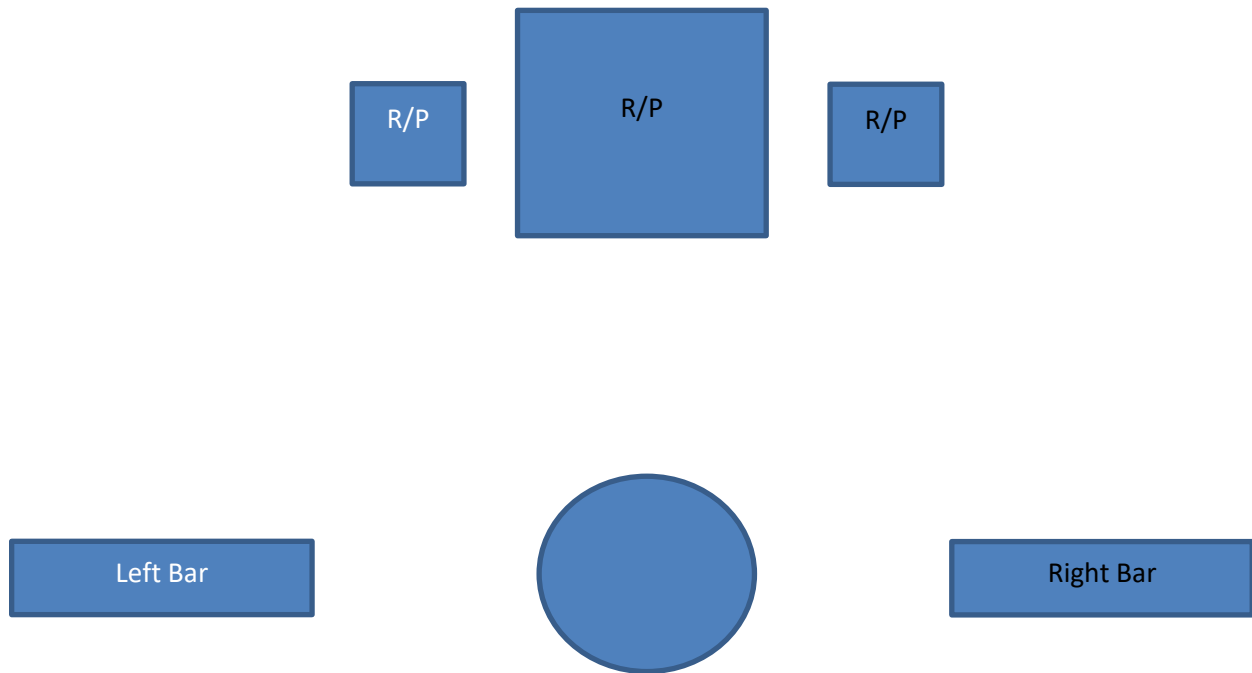
With shotgun engage the 4 knockdowns till down.

Stage 5 Berm 6

Friday 09JUN17

The Livery by Bulldog Ric

10 Pistol 8 Rifle 3 Shotgun



Shooter will start standing at any of the 3 positions hands on shelf or table.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

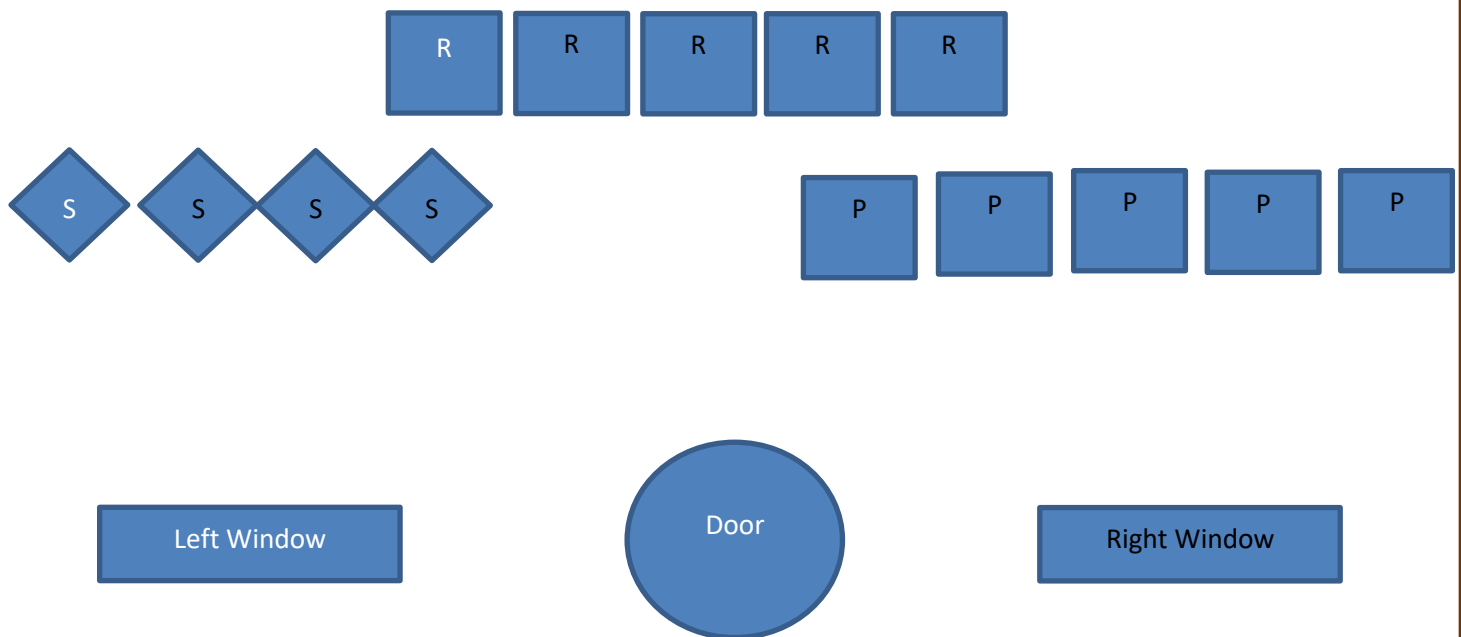
At the beep using all guns as needed engage the 3 targets 7 times each in any order.

Stage 6 Berm 7

Friday 09JUN17

Lulu's by Bulldog Ric

10 Pistol 10 Rifle 4 + Shotgun



Shooter will start standing at position of choice hands at low surrender. Gun order is shooters choice, must use all 3 positions.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

If with pistols engage the 5 pistol targets in the following sequence 1,1,2,3,3,3,3,4,5,5 starting on either end.

If with rifle engage the 5 rifle targets using pistol instructions.

If with shotgun engage the 4 knockdowns.

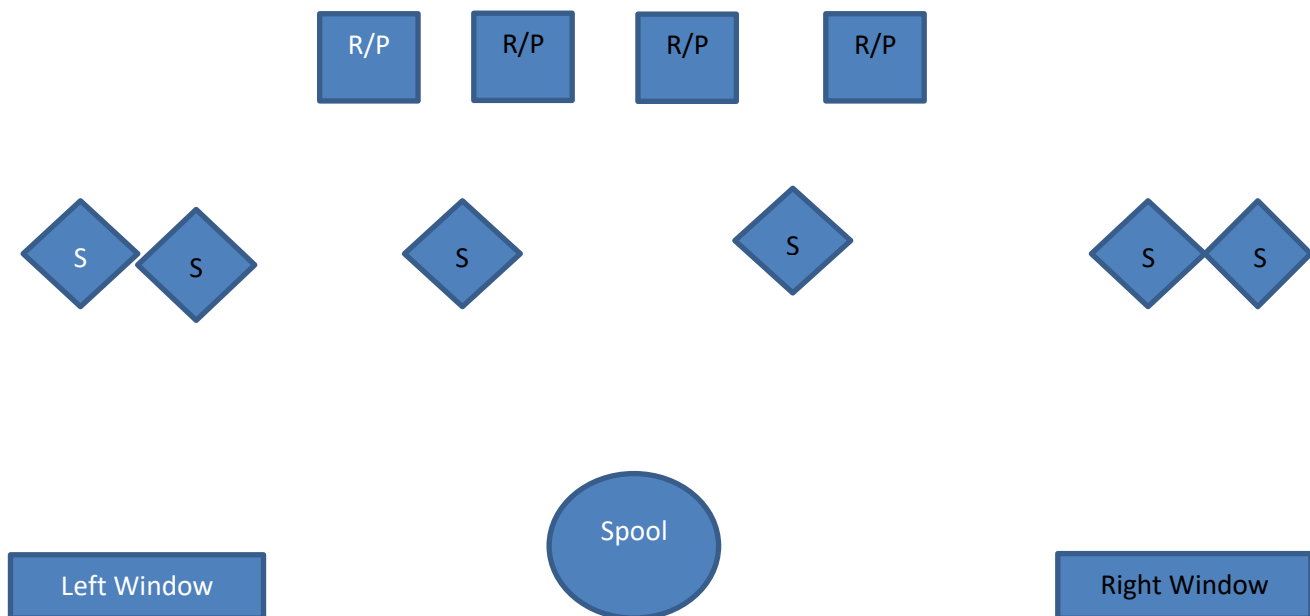
Stage 7 Berm 1

Saturday 10JUN17

The Fort

10 Pistol 10 Rifle 6+ Shotgun

These mountains are Colorado High!



Shooter will start standing in the doorway with rifle held at the ready.

Shotgun staged on either left or right window shelf.

Pistols holstered.

To start the timer shooter will say "I can climb this??"

With rifle triple tap the 2 outside R/P targets then single tap the 2 inside R/P targets and the 2 outside R/P targets (Ex. 1,1,1,4,4,4,3,2,1,4).

With pistols engage the 4 R/P targets using the rifle instructions.

With shotgun engage the 6 knockdowns using all 3 positions: left window, right window and spool.

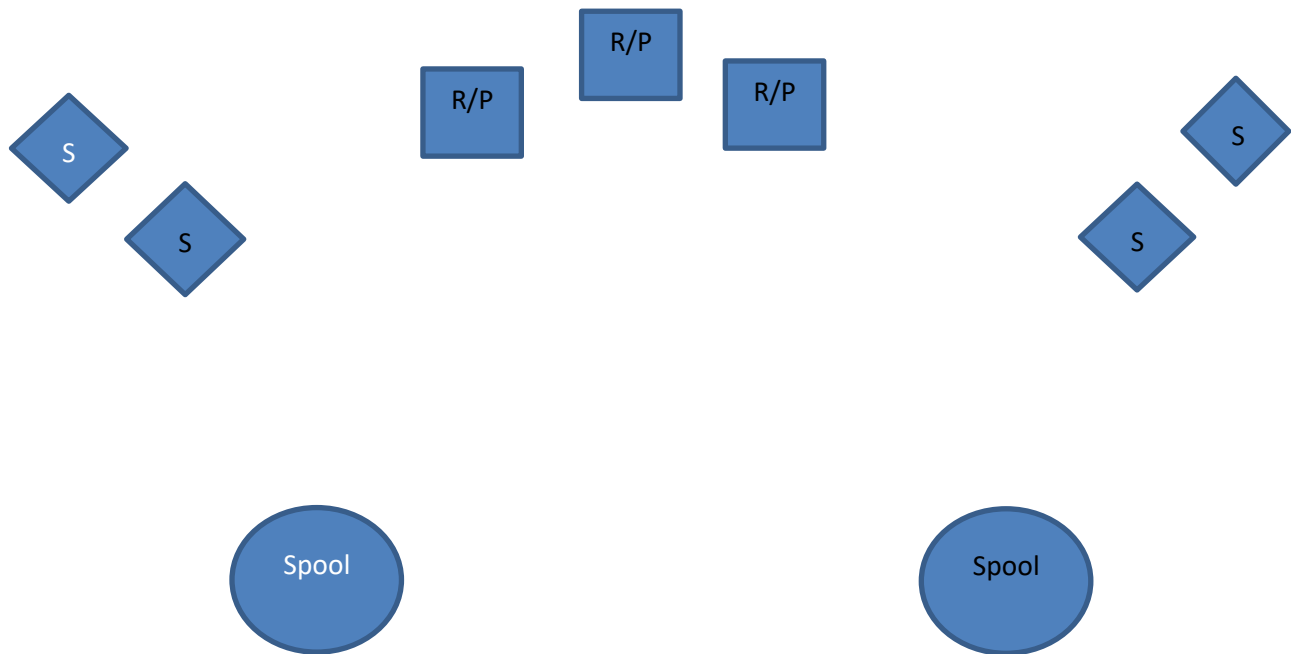
## Stage 8 Berm 2

Saturday 10JUN17

The Mine by J Whittler

10 Pistol 10 Rifle 4+ Shotgun

"Was born one morning when the sun didn't shine, picked up my shovel and walked to the mine.  
Loaded 16 tons of number 9 coal, straw boss said well bless my soul".



Shooter will start standing just off the mine floor with rifle held at port arms.

Shotgun staged on either left or right spool.

Pistols holstered.

To start the timer shooter will say "Well bless my soul!"

With rifle Miner Sweep the R/P targets either direction by triple tap sweeping the 3 targets then center tapping the center target (Ex. 1,1,1,2,2,2,3,3,3,2) and make rifle safe on a spool.

Shooter may use either pistol or shotgun next.

With pistols engage the R/P targets using the rifle instructions.

With shotgun engage the 4 knockdowns till down.

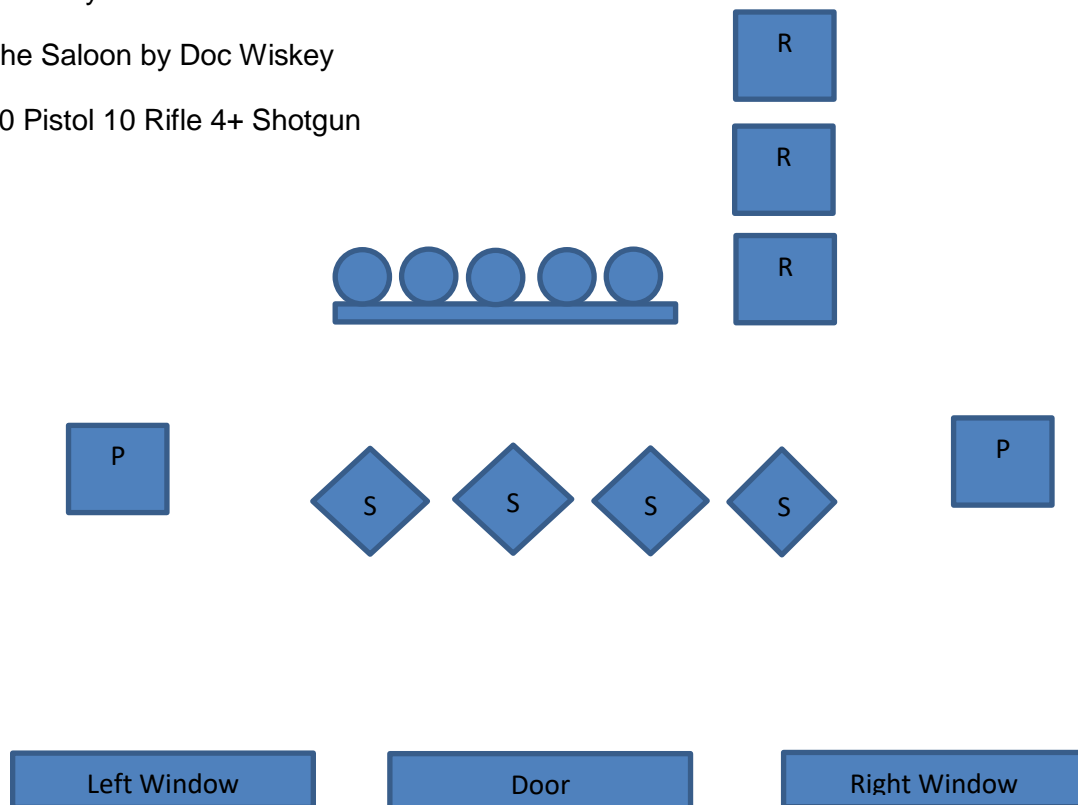


## Stage 9 Berm 3

Saturday 10JUN17

The Saloon by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with hands on hat.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

Shooter must use all 3 positions and use guns in any order but rifle must not be used last.

With rifle engage each plate rack target once each then Nevada Sweep the 3 stationary rifle targets starting on either end.

With pistol dump 5 rounds on left stationary pistol target from left window and 5 rounds on the right stationary pistol target from the right window starting on either side.

With shotgun engage the 4 knockdowns till down.

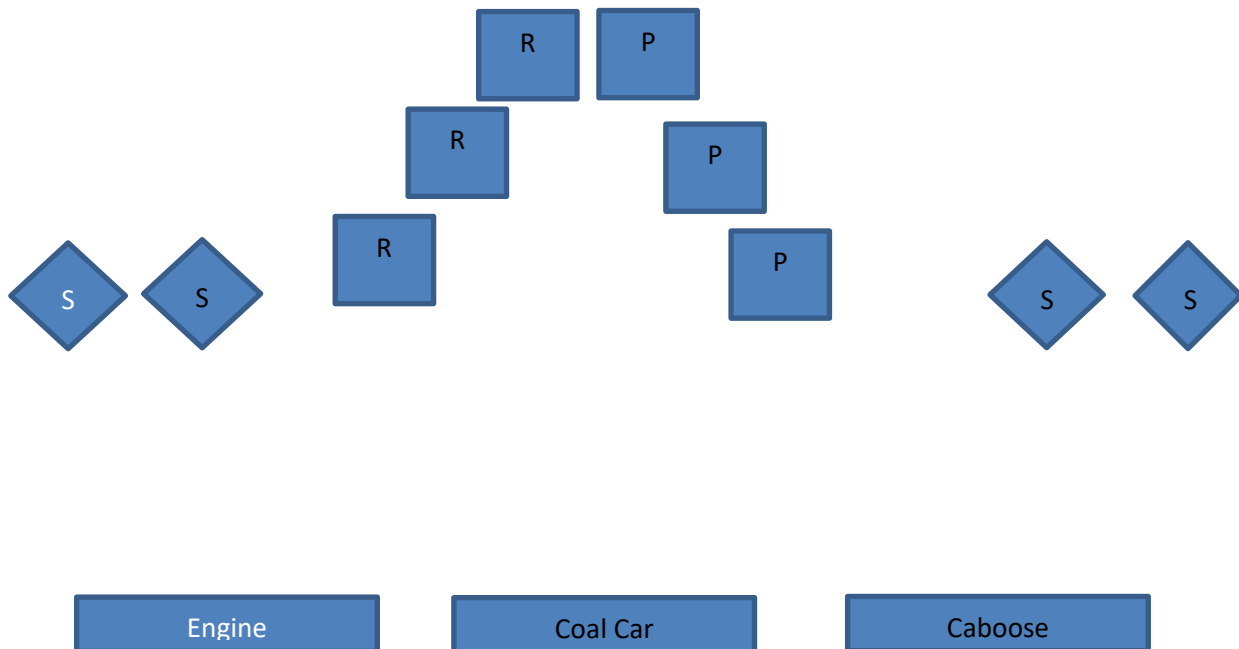
When all other shooting is complete shooter may make up any standing plate rack targets by engaging the rifle stationary target with 1 shotgun round per standing plate rack target. The stationary target need not be hit with shotgun.

Stage 10 Berm 5

Saturday 10JUN17

The Train by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with hand or hands on pistol or pistols.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

Shooter may use 1, 2, or all 3 positions and use guns in any order but rifle must not be last.

With pistols engage the 6 targets as follows; outside, other outside, inside, other inside, center, other center, inside, other inside, outside other outside. You may start on left or right side.

With rifle engage the 6 targets using the pistol instructions.

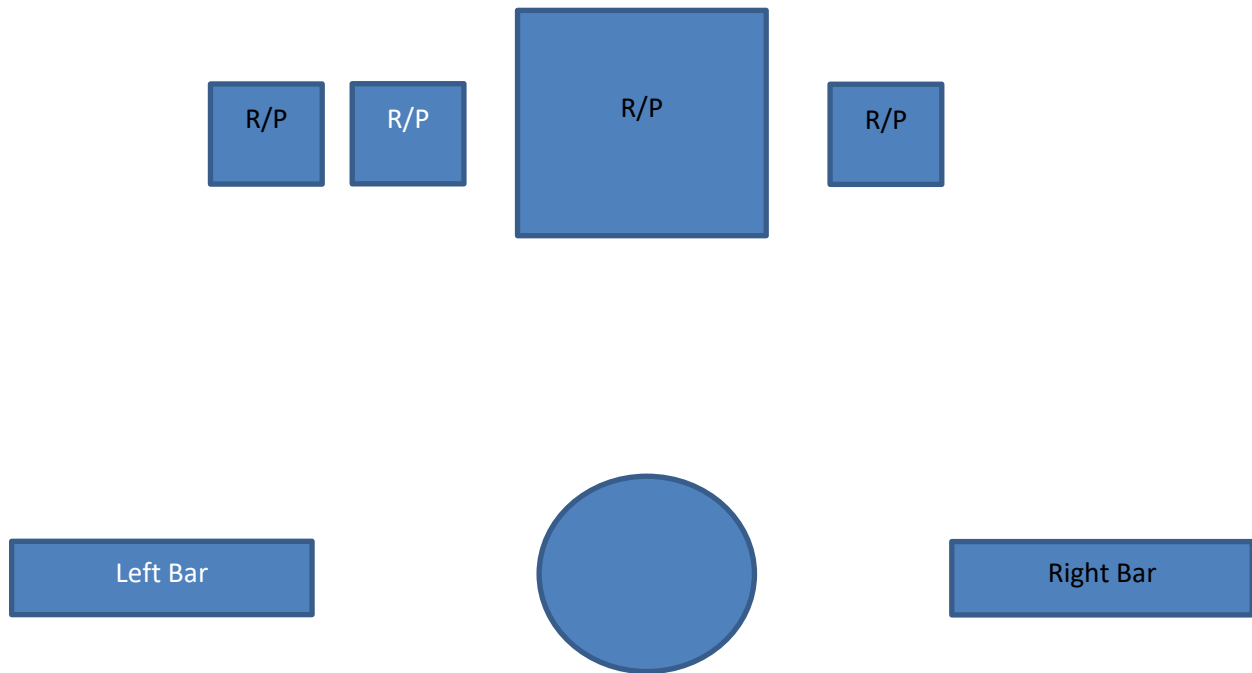
With shotgun engage the 4 knockdowns till down.

Stage 11 Berm 6

Saturday 10JUN17

The Livery by Bulldog Ric

10 Pistol 10 Rifle plus 1 reload



Shooter will start standing at any of the 3 positions at SASS default. Gun order is shooters choice.

Rifle staged anywhere safely.

Pistols holstered.

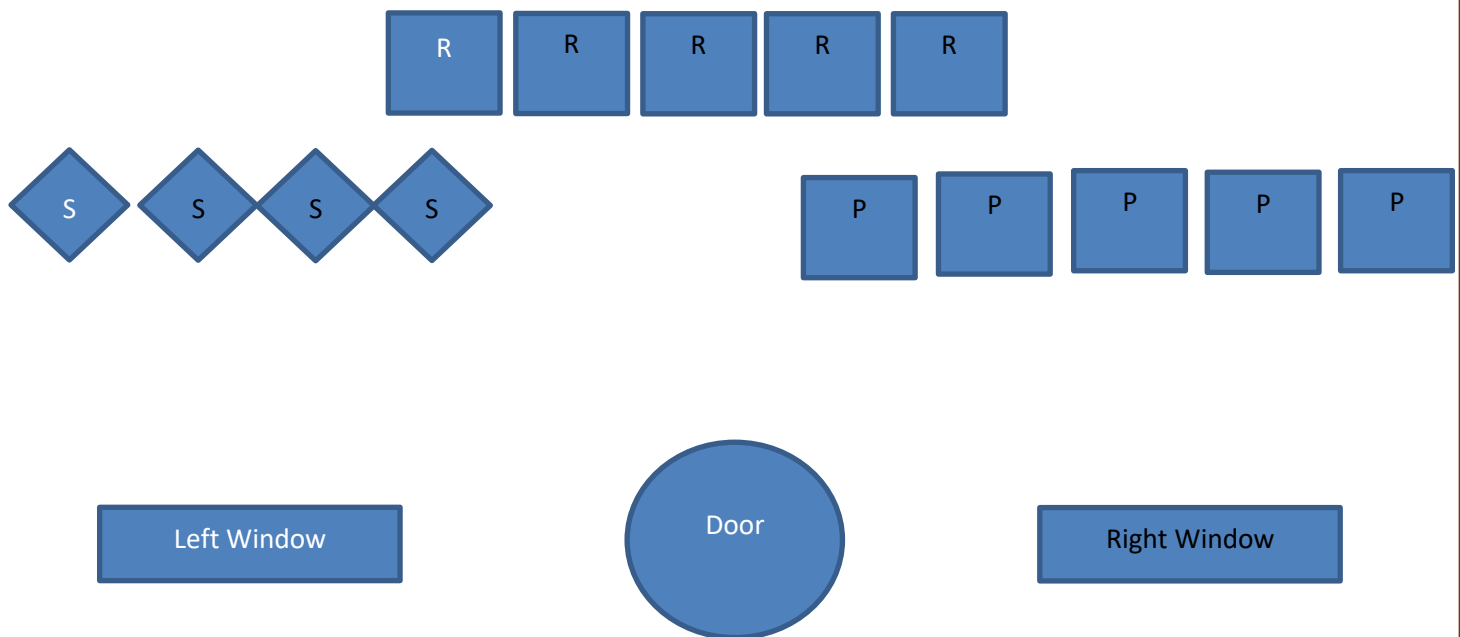
At the beep using all guns and reload as needed engage the 4 targets in a 1-7-7-6 sweep round count in any order (ex. 1,2,2,2,2,2,2,3,3,3,3,3,3,4,4,4,4,4).

Stage 12 Berm 7

Saturday 10JUN17

Lulu's by Bulldog Ric

10 Pistol 10 Rifle 4 + Shotgun



Shooter will start standing at position of choice hands on hat brim. Gun order is shooters choice, must use at least 2 of the 3 positions.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

At the beep,

If with pistols engage the 5 pistol targets in a Hangtown Sweep (ex. 1,2,3,2,3,4,3,4,5,5) starting on either end.

If with rifle engage the 5 rifle targets using pistol instructions.

If with shotgun engage the 4 knockdowns.



# PERSONAL SCORE CARD

Alias \_\_\_\_\_

SASS Category \_\_\_\_\_

	Raw Time	Misses	Procedurals	M Safety	Bonus	Total Time
Stage 1						
Stage 2						
Stage 3						
Stage 4						
Stage 5						
Stage 6						
Stage 7						
Stage 8						
Stage 9						
Stage 10						
Stage 11						
Stage 12						