



# AGARITA GAZETTE

*A Chronicle of the Plum Creek Shooting Society*

Agarita Ranch

Lockhart, Texas

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- Side Match Marshal - *Texas Sarge*
- Editor, Agarita Gazette - *Long Juan*

## **Battle of Plum Creek Rescheduled**

The big match will NOT be the first weekend in October. It has been rescheduled for the **third weekend (October 14-16)** to avoid conflicting with Defend Old Fort Parker 2011.

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**Artiman**

Shooting GAF Repeater

## *Long Juan Here!!*

**Prayers up for everyone affected by the fires in Central Texas.**

I am back to writing my own feature article this month. We had a great run with **Joe Darter**, **Pine Tree** and **Lefty Leo** all contributing great articles. I hope they will contribute again and/or that others will contribute. I also want to thank **Boon Doggle** for the photos he has been sending me after each match. I encourage others to do the same. It will help me if you will identify people in the photos you send, so I can be sure to identify them correctly in the Gazette. You can email articles and photos to me or you can give me a hard copy when you see me at a monthly match. Thanks in advance.

[jsoule@scottdoug.com](mailto:jsoule@scottdoug.com)

## What is a Stage Scenario?

..... by Long Juan

My daughter, **Sterling Sage**, suggested that I write an article targeting new shooters. She told me it would be helpful to her (and she thinks to others just getting started in cowboy action shooting). She asked me to describe and explain a typical monthly match at Agarita Ranch (and at other clubs, as well). So, here we go –

A match at Agarita Ranch begins before the day of shooting. One or more club members write the stage scenarios and get the stages ready to shoot. What's a stage and what is required for it to be ready to shoot? A typical match involves shooting five or six stages a day. At Agarita Ranch, except for special events, we shoot only one day each month – the first Saturday. In cooler weather, we shoot six stages. In warmer weather, we shoot only five stages in order to be finished before it gets too hot. Each stage includes a loading table, shooting positions, an unloading table, targets and usually a variety of props. Set-up before the match includes painting the targets (so hits will show better), placing the targets in the right locations, identifying shooting positions and ensuring any necessary props are ready.

What are the targets? Virtually all targets are made of steel. It does not matter where the shooter hits the target, just that the target is hit. Target shapes are most often round or square, approximately 16" in size. Targets can sometimes be in the shape of buffalos, cowboys or other shapes associated with the Old West. Rifle and pistol targets are usually steel plates on a stand, although occasionally they are knock-down style targets, i.e., a plate that must be knocked down, not just hit to count as a "hit." Some targets can be in motion. Most

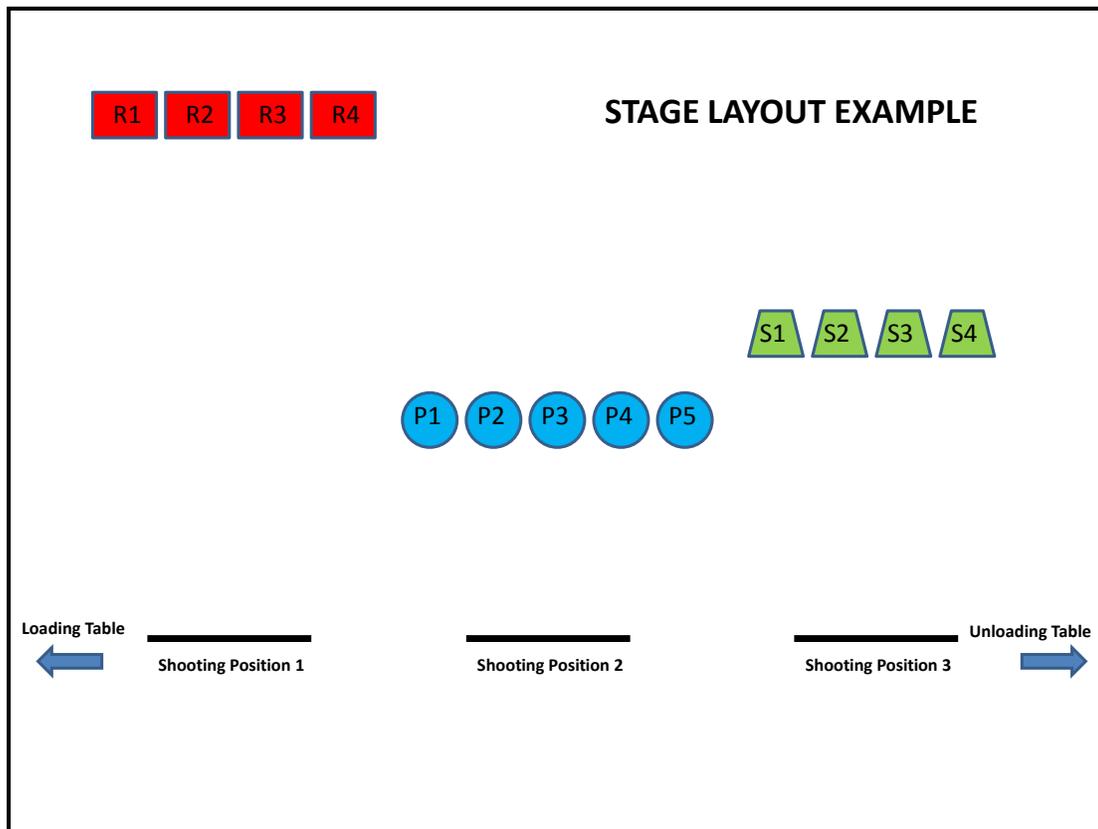
shotgun targets are knock-down targets. Target distances vary from as little as 7 yards for pistols and as much as 50 yards for the rifle. More typical distances are 7-10 yards for pistol, 8-15 yards for shotgun and 10-20 or 25 yards for rifle.



Agarita Ranch Stage 10 – Belt Buckle Stage

When the posse (group of shooters assigned to shoot together for the match) arrives at a stage, the posse leader reads the stage scenario. The scenario provides detailed instructions for shooting the Stage, including firearm and ammunition requirements, the placement (staging) of the firearms, the order in which the firearms will be used and the sequence in which targets are to be engaged. The scenario description may also include a story that provides the *fantasy* for shooting the scenario. For example, there might be a jail break and the shooter is after the escaping prisoners.

The following is a simplified example of a stage layout and scenario.



Ammo: 10 Pistol – 10 Rifle – 4+ Shotgun

2 pistols holstered loaded with 5 rounds, hammer down on empty chamber

10 rounds in rifle, hammer down on empty chamber.

4+ shotshells on body. Shotgun staged on table at Shooting Position 3.

Four desperados have escaped from the local jail. You are on the posse hunting the escapees. You encounter them in mesquite thicket, dismount and give chase, taking with you both your rifle and shotgun.

Starting position: Standing by the fence at Shooting Position 1, rifle at port arms.

Shooter's line. "Halt and throw down your guns or I'll shoot!"

"STANDBY" BEEP or BUZZER sounds

From Shooting Position 1, at the beep, with the rifle, engage 4 rifle targets (escaping desperados) in a continuous "Nevada Sweep", starting at either end. R1, R2, R3, R4, R3, R2, R1, R2, R3, R4 **OR** R4, R3, R2, R1, R2, R3, R4, R3, R2, R1.

Make the rifle safe (stage on table, action open, muzzle pointed down range). Move to Shooting Position 2. With pistols, engage 5 pistol targets; double-tap (2 shots) each target starting from the left. P1, P1, P2, P2, P3 (holster first pistol, draw second pistol), P3, P4, P4, P5, P5 (holster second pistol). *Note: the sequence for rifle and pistol is different to provide an example of different sequences. Often the sequences for rifle and pistol are the same or similar to make it easier for the shooter (and the timer operator and spotters) to remember.*

Move to Shooting Position 3. With shotgun, engage 4 shotgun targets in any order. Knock-down targets must go down to count as hit. Shotgun misses may be made up. Make shotgun safe (action open, chamber(s) empty).

After the posse marshal reads the stage scenario and answers any questions, shooters go to the loading table and load their pistols and rifles according to the stage instructions. Muzzles must be pointed safely down range at all times. Hammers must be down on empty chambers when loading is complete. Shotgun action remains open. New shooters (really all shooters) should have someone check when finished loading to be sure pistols and rifle are all hammer down on empty chambers. Occasionally a member of the posse will be assigned this duty at the loading table. All firearms, including pistols should remain on the loading table until the shooter is on-deck (next to shoot). Some clubs allow pistols to be holstered at the loading table after they are loaded and before reaching the on-deck position. Keep in mind if you shoot at a club that allows holstering of loaded pistols before the on-deck position, if you move away from the loading table with loaded pistols in your holsters, other than when called to the shooting line, you will incur a penalty. Best practice: leave your pistols on the loading table even if not required.

When the first shooter and the timer operator are ready, the timer operator will call, "Shooter Up." The shooter takes his/her rifle and shotgun and stages them appropriately. In the example above, that means the shotgun would be on the table at Shooting Position 3, action open, muzzle pointed safely downrange. The pistols would be holstered and the rifle would be held at port arms by the shooter at Shooting Position 1.

The timer operator will then say to the shooter, "On your line" or words to that effect. The shooter says the line (in our example, "Halt and throw down your guns or I'll shoot") and the timer operator will say, "Standby." Shortly thereafter, the shooter will hear a beep or buzz

indicating the timer has started, which is the signal for the shooter to start shooting. For new shooters, the timer operator will help if the shooter gets confused about what target or gun is next. At all times, the timer operator is responsible for safety, although safety is the responsibility of everyone, not just the timer operator. If the timer operator says, "STOP" at anytime, the shooter should stop shooting immediately with his/her firearm pointed safely down range. Wait for instructions on how to proceed. An example of why the timer operator might say, "STOP" would be a person or animal down range and therefore potentially in the line-of-fire.

While the shooter is shooting, other members of the posse have posse duty. Three people (spotters) count misses and watch for "P's" (discussed below). Someone else picks up brass. Another writes down the scores. Someone is usually stationed at the unloading table to confirm all guns are unloaded before a shooter leaves the unloading table. As noted above, someone is occasionally assigned to the loading table, usually only in bigger matches, to confirm that all loading has been done properly and that firearms are being handled safely, especially after loading. All posse members, including new shooters, share in these duties when not shooting, something experienced shooters need to remember also.

After a shooter has finished shooting and goes to the unloading table, the spotters tell the timer operator the number of misses and any procedural mistakes ("P's") -- most often shooting the targets out of order. The timer operator then tells the scorekeeper the shooter's raw time (before any penalties), number of misses and whether there was a "P". There can be only one "P" awarded per stage. Typically, a miss is a 5-second penalty and a "P" is a 10-second penalty. There are

other penalties, but they are beyond the scope of this article. At the end of the match (all stages shot), the grand score for each shooter is determined by adding the stage times plus any penalties – misses, “P’s”, etc. Shooters shoot in various categories and compete only against other shooters in their category. See article about shooting categories elsewhere in this issue.

When the shooter goes to the unloading table, all guns are unloaded and cleared to ensure that each firearm is unloaded before the shooter leaves the unloading table. Empty brass that has been picked up is returned to the shooter at the unloading table. After the shooter has gone to the unloading table, the timer operator checks to be sure that the firing line is safe and ready for the next shooter. The timer operator will then call “Shooter Up” and the process begins again and continues until all members of the posse have shot the stage.

After everyone has shot the stage, the posse moves to the next stage and continues to each stage until all stages for the day have been shot. If a shooter has questions about the stage scenario or anything about what is going on, the shooter should ask the posse marshal, the timer

operator or any other experienced member of of the posse.

Some clubs will schedule a posse solely for new shooters with experienced shooters available to assist. Other clubs schedule a new-shooters orientation or match at a time other than the regularly scheduled match. Either option provides new shooters with an opportunity to shoot a few stages and learn before participating in their first real match. If one of these options is available, it’s a great way to get started. If you are the only new shooter on a posse and are shooting in a regular match, think of it as a great opportunity to learn from a great bunch of experienced shooters. Be safe, take your time and ask questions. Soon you will be an experienced shooter teaching another new shooters how to enjoy our great sport.

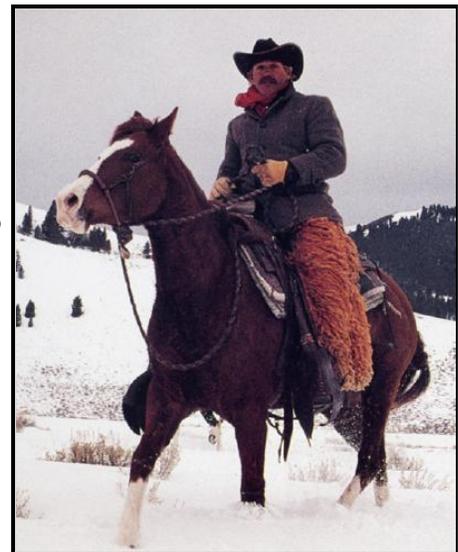
For additional information, visit the SASS website and download copies of the [Shooters Handbook](#) and the [Range Officer 1 \(RO1\) Course Handbook](#).

<http://sassnet.com/Shooters-Handbook-001A.php>.

In closing, I want to thank **Boon Doggle, Grouchy Spike, Buck Bradley and Jake Jones** for their constructive criticism during the writing of this article.



True Blue Cachoo  
(left)



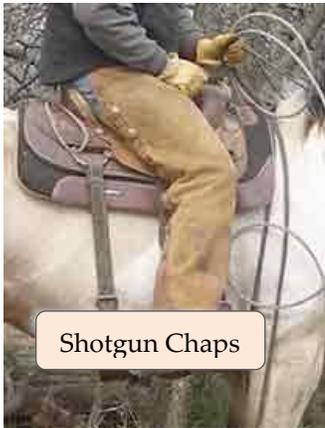
Woolie Chaps  
(right)

# What does it mean? Chaps



Let's start with what's important. The correct pronunciation is *shaps*. Chaps are leather leg coverings that protect a rider's legs from brush and cactus. In Spain and Mexico, the earliest form of protective leather garment used by mounted riders who herded cattle were called *armas*, which meant "shields."

**Shotgun chaps** (sometimes called "stovepipes") get their name from their straight design, similar to a shotgun barrel. They are the original style of chaps worn by working cowboys. Shotgun chaps run the full length of the leg and are typically closed around the leg from top to bottom, requiring the rider to step into them like a pair of ordinary trousers. Shotgun chaps reflect a synthesis of Spanish chaps (or *chaparejos*) and the leggings worn by mountain men, who had copied their leggings



Shotgun Chaps

from leggings worn by the Indians. Shotgun chaps do not flap around the way a batwing design can. Because they trap heat, shotgun chaps were popular in the northern plains states. "Woolies" are a variation of shotgun

chaps made with fleece or hair-on cowhide, making them the warmest of all chaps.

**Batwing or Texas-winged chaps** came along after shotgun chaps. They also run the full length of the leg, but are typically only closed around the leg from the top of the chap to just above the knee and are cut wide with a flare at the bottom. The wide "wings" of batwing

chaps make them easier to pull on and off when the wearer is booted and spurred. Because they have only two or three fasteners around the



Batwing Chaps

thigh, they allow for greater freedom and movement of the lower leg, which helps when mounting and riding a horse. The design allows more air

circulation, making them cooler to wear and more popular than shotgun chaps in Texas.

**Chinks** (derived from *chinkaderos*) are half-length chaps, typically hitting the rider below the knee but above the ankle. They are fastened around the rider's legs, but the fasteners stop above the back of the knee, allowing the chinks to move that point usually prominent



more freely from downward. The chinks is also longer and more than fringe found

on chaps. The leg shape is cut somewhere between batwings and shotguns. They are cooler to wear and are thus popular in warmer climates. Chinks are occasionally called "half-chaps", but should not be confused with gaiter-style half-chaps, which extend up from the ankle to just below the knee and are not traditional cowboy gear.

Chaps of any type are one of the costuming options for Classic Cowboy and B-Western SASS costume-based shooting categories discussed elsewhere in this issue.

**September Shoot** We had another great shoot in September, even if it was **HOT** again. We had 32 shooters shoot in 20 categories. Complete results are on page 13 of this issue. Winners in competitive categories were **Phantom** - Cowboy, **Kickshot** – Forty-Niner, **Chisos** – Senior, **Lucky Nickel** – Silver Senior, **Farr Ranger** – Senior Duelist, **Gold Dog** – Cody-Dixon Lever, **Boon Doggle** – Cody-Dixon Single, **Scooter** – GAF Repeater and **Elroy Rogers** – Wild Bunch Traditional. **Little Mama** and **Chisos** had the only clean matches. **Phantom** was fastest overall, followed by **Dragon Hill Dave**. **Artiman** was most photogenic. Congratulations to all! After the shoot, many of us stayed for pizza with Kitchen Kate. Remember next month is Battle of Plum Creek on the third weekend and that we will not be shooting the first weekend in October. **Apologies and correction:** “Rogers” in **Elroy Rogers** is his wife’s maiden name, not his brother-in-law’s surname. And, Crystal Creek is on SH21 just outside Bastrop, not between Bastrop and San Marcos. Sorry Mack!



Boon Doggle & Anna Longshot



Wild Hog



Bisbee Jackson



Artiman



Will Johnson



Wild Warren



**“Most Photogenic”** Artiman – for the **LAST** time this issue



Lucky Nickel (*left*)



Gold Dog (*below*)

## RO's Corner – SASS Shooting Categories

Ever wonder what all of those other shooters' categories are? This month, we will look at SASS main-match categories. I am saving for another discussion GAF and Cody-Dixon categories. I am also saving for another discussion what is meant by main-match firearms and SASS ammo. Note that the categories discussed below have corresponding categories for the women, e.g., Lady Classic Cowgirl. The various main-match shooting categories are as follows:

**Age Based Categories** - any main match rifle, shotgun and revolver (any shooting style except Gunfighter) and any SASS-legal ammo.

- **Buckaroo** – 13 and under (may shoot .22/.410; knock-downs must be hit, but need not go down to count as hit)

- **Young Gun** – 14-16
- **Cowboy** – any age
- **Wrangler** – 36+
- **Forty-Niner** – 49+
- **Senior** – 60+
- **Silver Senior** – 65+
- **Elder Statesman** – 70+

Except for Buckaroo and Young Gun, a shooter can always shoot in a “younger” category, e.g., someone who is 38 is not required to shoot Wrangler and may shoot Cowboy.

### Shooting Style Categories

- **Duelist and Senior Duelist**
  - Any main match fixed-sight revolver; any main match rifle and shotgun

- Shoots revolver duelist or double-duelist style (cocked and fired one hand, unsupported).
- Some clubs have separate categories for duelist and double duelist – the latter shoots one gun with the left hand and the other with the right, but both guns may not be out of the holsters at the same time—see Gunfighter below.
- Senior Duelist is shooter age 60+, but someone age 60+ may also shoot Duelist, i.e., is not required to shoot Senior Duelist
- **Gunfighter**
- Any main match fixed-sight revolver; any main match rifle and shotgun
- Shoots gunfighter or double-duelist style
- Both revolvers may be in hands at same time.

#### **Black Powder Categories**

- **Frontier Cartridge**
- Main match fixed-sight revolver and main match rifle
- SxS or lever-action shotgun
- Any shooting style other than Gunfighter
- Black powder all loads
- **Frontiersman** – same as Frontier Cartridge, except
- Revolver must be cap and ball (percussion)
- Must shoot duelist or double duelist style

#### **Costume-Based Categories**

- **Classic Cowboy**
- Shoot duelist or double duelist style
- .40 caliber or larger or cap and ball
- 1873 or earlier main-match rifle
- External hammered SxS or lever-action shotgun
- Costuming:
  - At least five of the following required: chaps, spurs, tie or scarf w/slide, vest, pocket watch w/full length chain, jacket,

sleeve garters, knife, botas, leggings, braces (suspenders)

- No straw or palm hat allowed; boots must be of traditional design (no lug soles); no moccasins
- Women may use in addition to the above: period watch, split riding skirt, bustle, corset, Victorian style hat, period jewelry, period hair ornaments, snood, reticle (period handbag), period lace up shoes, camisole, bloomers, fishnet stockings, feather boa, cape.
- No Buscadero or drop holsters (part of grip must be above the holster belt)
- Hat must be worn for entire match
- **B-Western** – same as age-based categories, plus
- Rifle must be 1880-design or later
- Buscadero or drop holsters required; holsters and holster belt must be embellished with fancy stitching, conchos, spots or tooling. No crossdraw shoulder rigs or butt-forward holsters
- Costuming - must be fancy and flashy, including
  - “B” Western shirts, snap buttons, Smiley pockets, embroidery, appliqués, fringe, different-color yoke, etc.
  - Pants must be jeans, ranch pants or pants with flap over rear pocket, must be worn with belt (no braces/suspenders)
  - Felt hat only and must be worn at all times
  - Boots of traditional design with fancy stitching or multi-color - no lug sole, no lace-up boots, no moccasins.
  - Western spurs w/rowels required for men; ladies may wear skirts or split riding skirts
  - One of the following required: gloves or gauntlets, scarf with slide, bolo tie, coat, vest, chaps, cuffs

The discussion above is only a summary of general requirements and is not complete in all

details. Before actually shooting the category, be sure to review the category requirements set forth in the latest edition of the SASS Shooters

Handbook, which is available for viewing or download on the SASS website.

## PLUM CREEK SHOOTING SOCIETY CALENDAR

October 1, 2011	NO MATCH – Work Day for Battle of Plum Creek
October 14-16, 2011	<b>Battle of Plum Creek</b> <b>Entry Form at <a href="http://www.pccss.org">www.pccss.org</a> and pp. 14-16.</b>
November 5, 2011	Monthly Match
December 3, 2011	Monthly Match



Henry Rifle



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# Renegade Bullet Company

Caliber	Weight	Config.	Price/1000
.38	100	RNFP	52
	105	FP	53
	105	WC	53
	125	RNFP	56
	125	FP	56
	130	RNFP	57
	158	RNFP	61
	158	FP	61
	158	SWC	61
.380	100	RNFP	52
.38-55	245	RNFP	88*
.41	215	SWC	74
.44	180	RNFP	64
	240	SWC	78
.44-40	200	RNFP	67
.45 COLT	160	RNFP	70*
	180	RNFP	64
	200	RNFP	67
	250	RNFP	79
9MM	124	RN	56
	125	CN	56
40 S&W	180	FP	64
.45 ACP	200	SWC	67
	230	RN	75
45-70	405	FPT	180*

\* Pricing reflects the requirement for these bullets to be hand loaded to size and lube.



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## September Match Scores

NAME	CAT	TOTAL	MISSES	P's
THE PEACEKEEPER	BB	323.25	9	1
SIX GOIN' SOUTH	L49	299.08	12	1
LITTLE MAMA	LSS	393.62	0	0
TRUE BLUE CACHOO	LW	316.52	7	0
PHANTOM	C	112.94	2	0
SCHUETZUM PHAST	C	229.85	6	0
KICKSHOT	49	142.44	1	1
JOE DARTER	49	157.2	2	0
CHISOS	S	278.92	0	0
TENNESSEE TINHORN	S	521.5	10	1
LUCKY NICKLE	SS	180.96	1	0
BISBEE JACKSON	SS	291.34	0	1
THE ADOBE KID	ES	193.16	4	0
LW HANNABASS	FCD	233.13	4	1
KLICKITAT BOB	FT	446.56	1	0
DRAGON HILL DAVE	CC	137.11	0	1
JAKE JONES	D	282.74	1	1
FARR RANGER	SD	200.82	3	0
DRIFTER	SD	218.65	1	0
GOLD DOG	CDL	276.64	1	0
GT SHARPS	CDL	310.49	3	0
ANNA LONGSHOOT	CDL	391.74	3	0
WILD WARREN	CDL	528.49	9	0
BOON DOGGLE	CDS	377.08	1	0
WILL JOHNSON	CDS	670.8	2	0
SCOOTER	GAFR	253.85	1	0
WILD HOG	GAFR	333.59	3	2
ARTIMAN	GAFR	424.86	8	0
LONG JUAN	GAFS	532.01	7	1
LIGHTING McQUEEN	WBM	280.09	8	2
ELROY ROGERS	WBT	296.53	5	0
JAKE PALADIN	WBT	300.38	3	0

Category Winners **Highlighted Names**. Clean Shooters **Highlighted Misses/P's**

# To Arms All Republic of Texas Minutemen

Help stop the Indian threat to our homes NOW!!  
Comanche and Kiowa have attacked Victoria and burned and sacked  
Linnville on August 6, 1840.

**Join us at Lockhart for**

## The Battle Of Plum Creek October 15th & 16th

Volunteers from Gonzales under Matthew Caldwell and from Bastrop under Ed Bureson, and Rangers led by Ben McCulloch even now are preparing to march. The forces will be led by Gen. Felix Huston.

Muster for the battle will be held at the *Plum Creek Shooting Society's* headquarters at *Agarita Ranch* in *Lockhart, Texas*, on October 15th, and October 16th, 2011.

Saturday, October 1st – Safety meeting at 8:30 AM, 6 main match stages and 4 main match stages on October 2nd., followed by the Awards Ceremony.

**FOR ENTRY FORMS GO TO [www.pccss.org](http://www.pccss.org)**

**OFFICIAL ENTRY FORM FOR THE BATTLE OF PLUM CREEK**  
**October 15th and October 16th 2011**

Enclose total payment and mail with completed form. All refund request must be received prior to September 26, 2011 and are subject to a \$25 processing fee. Shooter packets must be picked up before shooters meeting on Saturday.  
*Make checks payable to: PCCSS Mail to: 1794 Old Lytton Springs Rd., Lockhart, Texas 78544*  
 www.PCCSS.Org • For Information call Delta Raider 512-376-2602

**(Complete an Entry Form for each shooter)**

ALIAS \_\_\_\_\_ SASS NUMBER \_\_\_\_\_

NAME \_\_\_\_\_ PCCSS Member? Yes  No

STREET ADDRESS \_\_\_\_\_

CITY / STATE / ZIP \_\_\_\_\_

HOME PHONE (\_\_\_\_) \_\_\_\_\_ WORK PHONE (\_\_\_\_) \_\_\_\_\_

E-MAIL \_\_\_\_\_

**Match Fee (Fee covers all shooting events, Banquet And Awards Ceremony)**  
**Pre-Registration Before September 26, 2011** \$80 \_\_\_\_\_  
**Registration received AFTER September 26, 2011** \$90 \_\_\_\_\_  
**Extra Banquet tickets and Awards Ceremony (EACH)** \$15 \_\_\_\_\_  
 Junior (14-16) \$25. \_\_\_\_\_  
 Buckaroo (13 & Younger) AGE \_\_\_\_\_ (Required) FREE

**RV Hook-ups** \_\_\_\_\_ Nights @ \$25 \_\_\_\_\_  
**RV Dry Camping** \_\_\_\_\_ Nights @ \$10 \_\_\_\_\_

**TOTAL** \_\_\_\_\_

Breakfast Saturday & Sunday \$6 and Lunch on Saturday \$8. Please let us know Which meals you plan on attending

Wild Bunch Side Match (6 Stages) October 14th at 10:00 AM Circle one YES/NO  
 Western Three Gun Match (3 Stages) October 14th at 1:00 PM Circle one YES/NO  
**Side Matches: Will be shot on Friday October 14, 2011 after the 3 gun match and after lunch on October 16, 2011.**  
 Long Range Rifle - Single Shot - Big Bore - Long Range Rifle - Lever Action - Big Bore - Long Range Rifle - Lever Action - Pistol Cal. - Long Range Rifle - Buffalo Rifle - Long Range Pistol - Fastest Pistol - Fastest Rifle - Fastest Shotgun - Fastest 3-Gun (Rifle, Pistol, Shotgun) - Fastest Derringer - Fastest Pocket Pistol )-Long Range Optical-Long Range Open and surprise new side matches

**All SASS Categories Recognized**

**(Circle One) Men Lady**

Shooting Categories (Circle Applicable Category)

Cowboy	Cowgirl	Wrangler	Duelist	Senior Duelist (60+)
Gunfighter	Forty-Niner	Frontier Cart	Frontier Cartridge Duelist	
Frontiersman	Classic Cowboy/Cowgirl	"B" Western	Senior (60-64)	Silver Senior (65-69)
Elder Statesman (70+)	Grand Dame (70+)	Young Guns	Buckaroo (13 & Younger)	
Wild Bunch	Wild Bunch Modern Cody	Dixon Single	Cody Dixon Lever	Grand Army of the Frontier Single
Grand Army of the Frontier	Repeater			

# Shooter's Schedule

## Friday October 14, 2011

- 9:30 AM Wild Bunch Match (Stages 1-6)  
12:00 PM Registration, Long-Range Sight Confirmation, Warm-up Stages,  
After Lunch (Lunch Not Available on site)  
1:00 PM Western 3 Gun Match (Run by Joe Darter and Phantom)  
(3 Stages)  
3:30 PM Derringer and Pocket Pistol @ Warm-Up Stage 1  
Fastest Rifle, Pistol, Shotgun, 3-Gun @ Stage 10

## Saturday, October 15, 2011

7:30 AM Breakfast available at Kitchen Kate's Cantina in the Pavilion (\$6.00)

8:30 AM Shooters Meeting

Posse	Shoot Stages:
1	1,2,3,4,5,6
2	2,3,4,5,6,7
3	3,4,5,6,7,8
4	4,5,6,7,8,9
5	5,6,7,8,9,10
6	6,7,8,9,10,1
7	7,8,9,10,1,2
8	8,9,10,1,2,3
9	9,10,1,2,3,4

After completing 1<sup>st</sup> six stages:

Lunch available at Kitchen Kate's Cantina in the Pavilion (\$8.00)

Best dressed Working Cowboy and Cowgirl in the Pavilion

After Lunch

Side Matches

Long Range @ Fort Agarita (All Long Range Events)

Derringer and Pocket Pistol @ Warm Up Stage 1

Fastest Rifle, Pistol, Shotgun, 3-Gun @ Stage 10

5:30 PM Judging for the Custom Contest

6:00 PM Dinner with Awards Ceremony

## Sunday, October 16, 2011

7:30 AM Breakfast available at Kitchen Kate's Cantina in the Pavilion (\$6.00)

8:30 AM Cowboy Church @ The Church at Agarita by

Posse	Shoot Stages
1	7,8,9,10
2	8,9,10,1
3	9,10,1,2
4	10,1,2,3
5	1,2,3,4
6	2,3,4,5
7	3,4,5,6
8	4,5,6,7
9	5,6,7,8

12:00 PM Lunch with Awards Ceremony (Included)