

*The Single Action Shooting Society presents*



# SHOOTOUT ★ AT ★ ★ HARD TIMES ★

## The 2006 SASS Ohio State Championship

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Hosted by  
The Piqua Fish and Game Protective Association

June 8—11, 2006

The Single Action Shooting Society  
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MIAMI VALLEY COWBOYS  
of Piqua, Ohio

for hosting this 5th annual Ohio State Championship



The Shootout at Hard Times

# Welcome to the Shootout at Hard Times

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Hosted by

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Vendor/Sponsor Trail Boss	Snow Dancer	Linda Rothery
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Scoring	Red Mike	Mike Holley
Texas Holdem	Hoss Dulen	Kenny Dulen
Side Matches	Corbin Dallas	Don Celmar

# WELCOME COWBOY ACTION SHOOTERS

The Miami Valley Cowboys welcome you to the Fifth Annual Shootout at Hard Times. We're excited having you join us for a fun three-and-a-half days of fabulous shooting. Hard Times is a great cowboy range with many new improvements since the last time many of you were here. Thanks to the Piqua Fish & Game Protective Association for investing in Cowboy Action Shooting's future. Shooter's will enjoy a covered and concrete-floored long range. Several stages are updated with improved firearm placement shelves. And safety is enhanced with the addition of splatter fences, a live-round disposal pit, and expanded berms. Our theme this year is Western Comedies—so join the fun.

Our camping facilities are improving with ample power to all RV sites in the old camping area and the addition of a new Class A area complete with 50A power and a black water dump site. Parking around the club house is expanded. For everyone's comfort and setting the stage for a fabulous costume contest, we've contracted with a large indoor facility, within three miles of the range, for our Saturday Night Banquet. The Friday dinner at the Club House will be very relaxed with a two-hour serving window—so dine at your leisure. We've added Texas Hold-em at the Saloon on Thursday night so the Side Match and Black Powder shooters can enjoy their evening among Cowboy friends. Rumor has it, some of our Soiled Doves will be in-town for the Texas Hold-em tournament. Thursday night is also our first pay-as-you-go Cowboy cookout—German style, with our very own Chef Heinz.

We'll have you busy the entire period...from a first-class SASS State Championship shoot during the day to fine food and camaraderie every evening. We're happy you could join us and our goal is to give you the finest—safest—funnest Cowboy shoot around. In our own humble way—the most bang for your buck. Please take time to fill out the Match feedback card in your shooters packet and turn it in at the Saturday Banquet or Sunday at the Line Shack. We appreciate your thoughts as they help us improve the State Championship. Thanks in advance for helping us become better.

From the entire State Championship Staff, we wish you the best. Have a fun and safe shoot. We hope you enjoy your stay in Piqua, Ohio.

*General Firewater Dave*  
Match Director

# GENERAL RULES & REGULATIONS

1. This is a no-alibi match. Re-starts and re-shoots are strictly controlled.
2. Firearms may only be staged or "made safe" in a horizontal position.
3. Only registered shooters may wear firearms at the Hard Times Range.
4. Absolutely no alcoholic beverages at the Range.
5. All shooters must be SASS members in good standing.
6. Eye protection is mandatory and hearing protection is optional, but highly recommended, while on the Range.
7. All shooters are required to be proficient in handling their firearms.
8. All shooters must conform to dress requirements of SASS—minimum requirements: cowboy hat, cowboy boots, Levi's, and long sleeve cowboy shirt. You must be in costume to receive awards.
9. Firearm handling will conform to Range Rules published later in this publication.
10. Matches will be managed in accordance with SASS guidelines except as noted elsewhere in this publication. Conflicts between SASS guidelines and this publication will be resolved in favor of this publication.
11. A Stage or Match Disqualification will not carry over—Side Matches (Cowboy Trap is part of the side-match event), Black Powder Mini-Match, Main Match, and Sunday morning Fun Matches are separate events. However, two Match DOs during these several matches will disqualify the shooter from participation in remaining shooting events.
12. Match registration includes temporary membership in the Piqua Fish & Game and entitles participants and their guests access to club facilities including the purchase of alcoholic beverages. Alcoholic beverages purchased at the club may not be consumed beyond the bar facilities. Temporary Members are responsible for the personal conduct of their guests.
13. RV parking is not permitted in the PF&G club parking lots.
14. Before- or after-event practice on the Range is not permitted.



## PUBLIC NOTICE

Participants, guests, and visitors receive notice their pictures may be published in newspapers, other publications, and the Miami Valley Cowboys website.

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If you object, please provide a written declaration to our Club Photographer, Larkin Skaggs, and we'll do our best to avoid publishing your picture. So remember to wear your finest—and smile a lot!

## SHOOT-THRU COMPETITORS

From time to time special circumstances (approved in advance by the Match Director) force competitors into a shoot-thru situation. It could be an illness/death in the family or other emergency situation, or a significant personal or family event. These individuals will

have a special scoring sheet with them, signed by the Match Director. When they identify themselves to the Posse Marshall, please allow them to slide into the front of the shooting order, complete the stage, and move on as expeditiously as possible. Posse Marshalls must initial the shoot-thru's stage scores.

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# POSSE SYSTEM

As always at Hard Times, we'll use the posse system augmented with Stage Drivers. The non-shooting Stage Drivers are RO I-certified and assigned by the Match Director to monitor and expedite the operation of each stage. The Stage Drivers' instructions concerning interpretation of the stage description are final. They also advise the Posse Marshall when Stage duty positions are not filled and when there are not sufficient shooters preparing to shoot.

The Posse System requires all shooters participate in the safe and smooth operation of each scenario. If you are not shooting, you have a duty to work the posse. To recap key posse duty positions:

- **Posse Marshall** (Must be RO II). In charge of organizing and assigning posse duties to all shooters based on skills and capabilities, rigorous enforcement of all rules, and managing the orderly and timely execution of the shooting order.
- **Range Officer (Timer Operator)** (RO) (Must be RO II). The tough job! Responsible for the direct and continuous supervision of the active shooter from the loading table to the unloading table. While running the timer, their primary duty is supervising the shooter's firearm handling and safety. The secondary duties are running the timer and coaching the shooter. The RO is not a spotter and will rely on the posse Spotters to count misses and identify procedural errors. The RO is the only individual providing direction to the shooter and is encouraged to coach the shooter through a safe and procedural-free scenario. The RO arbitrates the Spotters observations and communicates the official time, misses, procedural errors, and safeties to the Shooter and the Scorekeeper.
- **Spotters** (MUST be 3): Responsible for evaluating the shooters performance—tracking misses and determining procedural mistakes and safety violations. Spotters must provide undivided attention to each shooter. Spotters have orange batons, making it easy for the RO to identify them. Spotters do not collaborate—they call it the way they see it. Benefit always goes to the shooter. The Spotter's Mantra:

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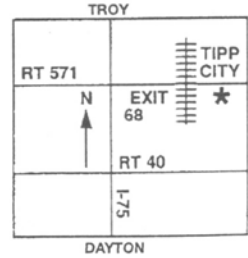


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- If it's a hit—it's a hit.
  - If you think it's a hit—it's a hit.
  - If you think it's a miss—it's a hit.
  - If it's a miss—it's a miss.
- **Loading & Unloading Officers:** Responsible for the direct supervision of the shooter during loading and unloading operations. Both officers are responsible for reporting rounds (live or spent) found in the chambers (except spent rounds in revolvers), carriers, and magazines of firearms.
  - **Scorekeeper:** Responsible for recording the official score received from the RO, obtaining Shooters initials signifying agreement with the recorded score, and announcing the shooting order.
  - **Shooter:** You are responsible for your actions or inactions. Round count, firearm handling, equipment modifications, firing sequence, and movement are also your responsibility. Shooter must initial their scores on the posse sheet.
  - **Safety Officer:** Every member of the posse is a safety officer and you are responsible for calling safety violations as you see them—every time, on or off the firing line!

If you do not have one of the duties mentioned above, you are a target resetter, prop repositioner, cheerleader, duty reliever—you get the point. Don't be a stand-out for your lack of contribution and teamwork.



## DOOR PRIZE PICKUP

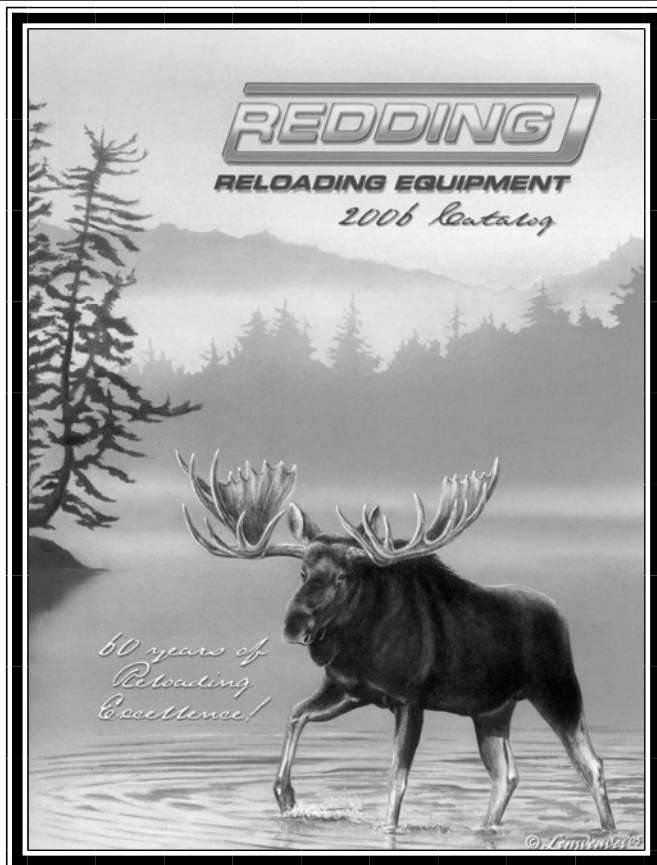
Door prizes for each registered shooter may be picked up in the Registration Area of the PF&G Club House. At the time you register, pull the shooter's score card from your shooter's packet. You must have a valid shooter's score card to pull a door prize. Please sign the prize card after you draw it—and we'll make the switch. You may draw your prize anytime the registration area is open—check the daily events schedule.

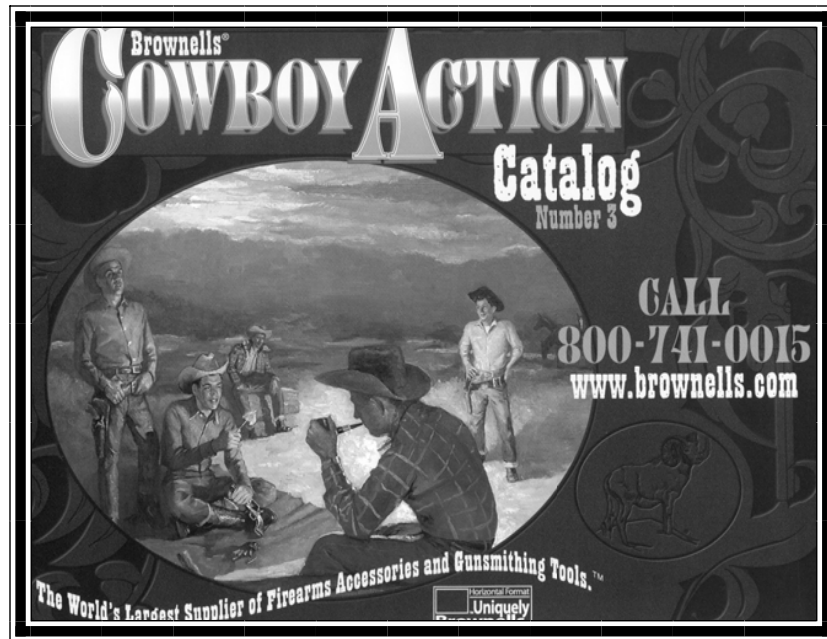
## COWBOY CHAPEL

Our very own Revered Nimrod will conduct Cowboy Chapel on Sunday morning before the Fun Matches begin. So you have plenty of time to meet your spiritual needs and enjoy more shooting events. Join the group and count your blessings for your good fortune enjoying the company of other Cowboy Action Shooters. A thank you to The One Above is probably in order. If you have special needs, let us know and we'll make sure you get to the right church or synagogue in the surrounding communities.

## GUN STORAGE

The Piqua Fish & Game Protective Association and the Miami Valley Cowboys cannot store or otherwise secure guns and carts. Please secure your own equipment. The Piqua Fish & Game Protective Association is not responsible for lost, stolen, or damaged personal property.





## PERSONAL PROTECTION

All spectators and participants must have eye protection and ear protection is highly recommended when on the Hard Times Range. Complimentary eye and ear protection is available for all visitors—just stop by the Range Shack at the entry to Hard Times Range. Ear protection is yours to keep, but please return eye protection to the Range Shack on your de-

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## SHUTTLE SERVICE

We are working to establish a shuttle service during the match and to evening activities, but at this time shuttle services are not available

## SIDE MATCHES

Side Matches open between 9:00 am and 5:00 pm



Registered shooters are entitled to one shoot in each category as part of their registration fee. Subsequent shoots in the same category are \$1—or you can purchase an all-day side match label for \$5. For those shooters preregistered for the all day side match, your shooter's badge will have the label already placed.

You might consider beginning early in the morning—the Black Powder posses are shooting the Black Powder Mini-Match starting at Noon on adjacent stages—may the wind gods favor you!

### Awards

**Cowboy & Cowgirl Winner**—The fastest time on the first attempt at each side match—no-alibi.

**Fastest Time**—After the first attempt, all other attempts are for Fastest Time Award. Enter as many times as you want, but return to the back of the line after each turn.

**Long Range—Long Range Categories**  
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**Range 10—Speed Rifle**  
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**Range 7—Speed Pistol**  
Sponsored by Artistic Blades

**Trap Range—Cowboy Trap**  
Sponsored by Renegade Gun Leather

**Range 8—Plainsman Event**  
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## BLACK POWDER MINI-MATCH

Five stages of the most fire and smoke you've ever seen. Black Powder or a legal substitute is mandatory. In addition to the traditional SASS black powder categories (Frontiersman, Frontier Cartridge, & Frontier Cartridge Duelist) we'll also include any SASS category for the shooter wanting to give black powder a go—just load up with black powder and you're in. We'll have awards for the top finisher in each category.

Adding to the excitement, "The Old West Shootist Award" will be given to the top overall "full-up" shooter using 44/45 caliber firearms—with at least 33 grains of black powder or equivalent and 250 grain bullets. Side-by-side shotguns only—no wimp shot shells. This is the Wild West days of shooting—fire, smoke, and a lot of recoil. Come join the fun—if you dare!

## BP POSSE SHOOTING SCHEDULE

**Thursday, June 8**

Time	Stage 1	Stage 2	Photo Break	Stage 3	Stage 4	Stage 5
09:30	1			2		
10:20		1			2	
11:10			1,2			
12:00				1		2
12:50		2			1	
01:40	2					1

## PRIZE DRAWINGS

You must be a shooter to participate in any drawing (anyone present can participate in raffles). If you're a shooter, three important pieces of paper are critical for your name being in-play for the prize drawings.

The first is your shooter's score card—with it you can draw a door prize during registration.

The second is your Friday Dinner Ticket which is exchanged for five chances to win, as you go through the serving line. Go to the prize table and put em all on one prize or mix and match—your choice. Your dinner ticket is entered into the Saturday big prize drawings.

The third is your Saturday Banquet Ticket which is also exchanged for five chances to win. Again you get a crack at winning prizes of your choice. Your banquet ticket is placed in the drawing for the evening's big prizes.

Now if you've played this right, you've got two entries in the big drawings—your Friday dinner ticket and your Saturday banquet ticket. Good luck!

You must be present at these drawings to win.

The Shooter's Score Card, the Dinner ticket, and the Banquet ticket are individualized—watch them closely, they can not be replaced.



## COSTUME CONTEST

If you like dressing up "Cowboy/Cowgirl", we've got an award just waiting for you! There are 14 categories to choose from this year and as with all events in Cowboy Action Shooting—pick your category wisely! You may only enter one category.

Judging will be held during the Saturday Evening banquet at the Learning Center. Awards for first place in each category. Good luck and have a hoot!

Working Cowboy	Ladies' B-Western Star	Town Ladies' Day Wear
Working Cowgirl	Men's B-Western Star	Town Men's Day Wear
Junior Cowboy	Ladies' Evening Attire	Soiled Dove
Junior Cowgirl	Men's Evening Attire	Gambler
Native American	Military Uniform	

## BENEFIT TEXAS HOLD-EM

Thursday evening...what to do...what to do? Come join us for a very friendly game of Texas Hold-em benefiting the local area 4-H Club. Aren't sure of the rules, not sure you play well enough—not a problem. You'll be among your Cowboy friends as you compete for bragging rights on Friday morning. If you didn't sign up with your original registration, just stop by the registration area at the PF&G Club House and they can take care of you. You'll also enjoy a pay-as-you-go Cowboy Cookout with Chef Heinz at the same time.

What better way to spend Thursday evening?



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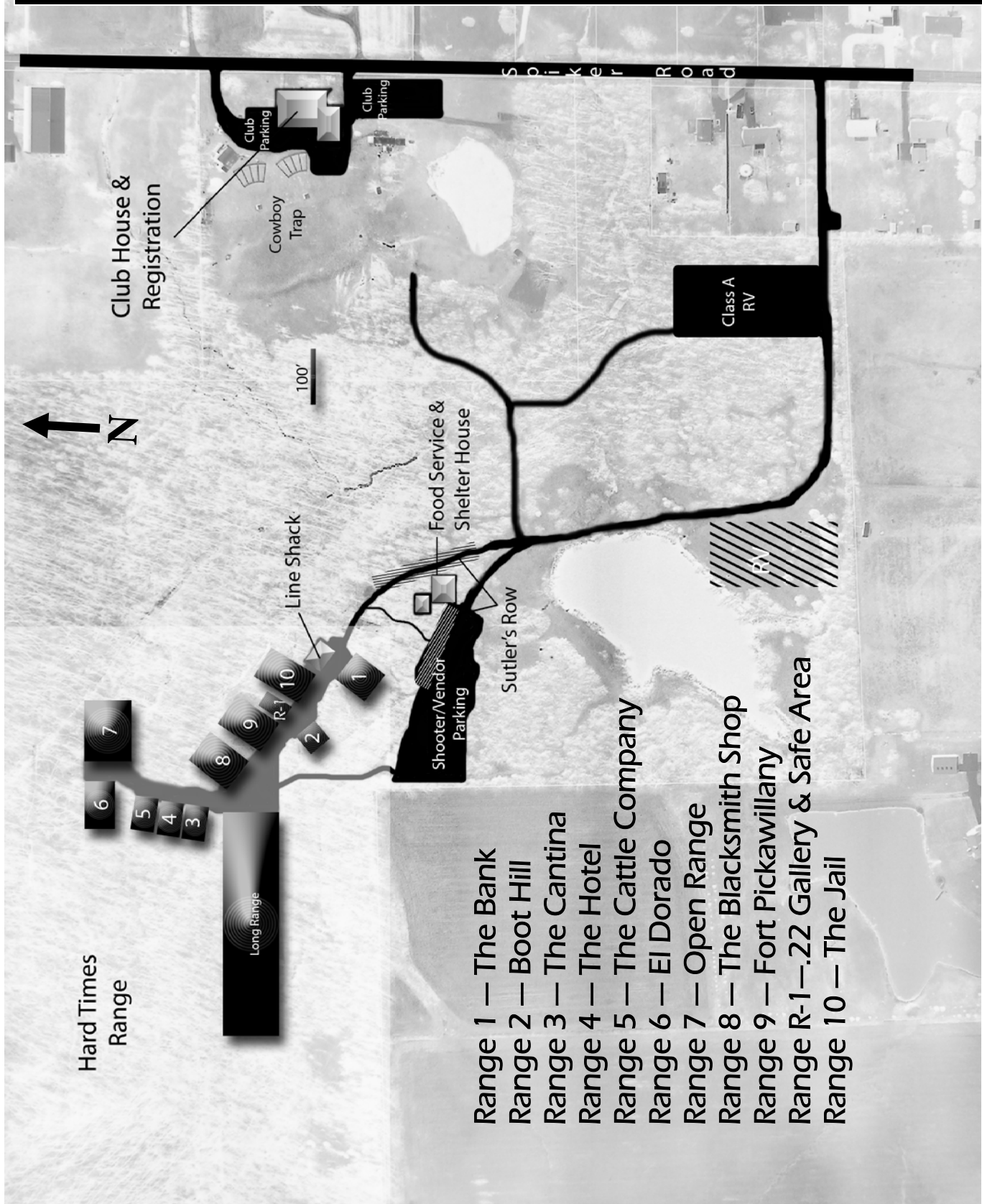
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# PIQUA FISH & GAME LAYOUT

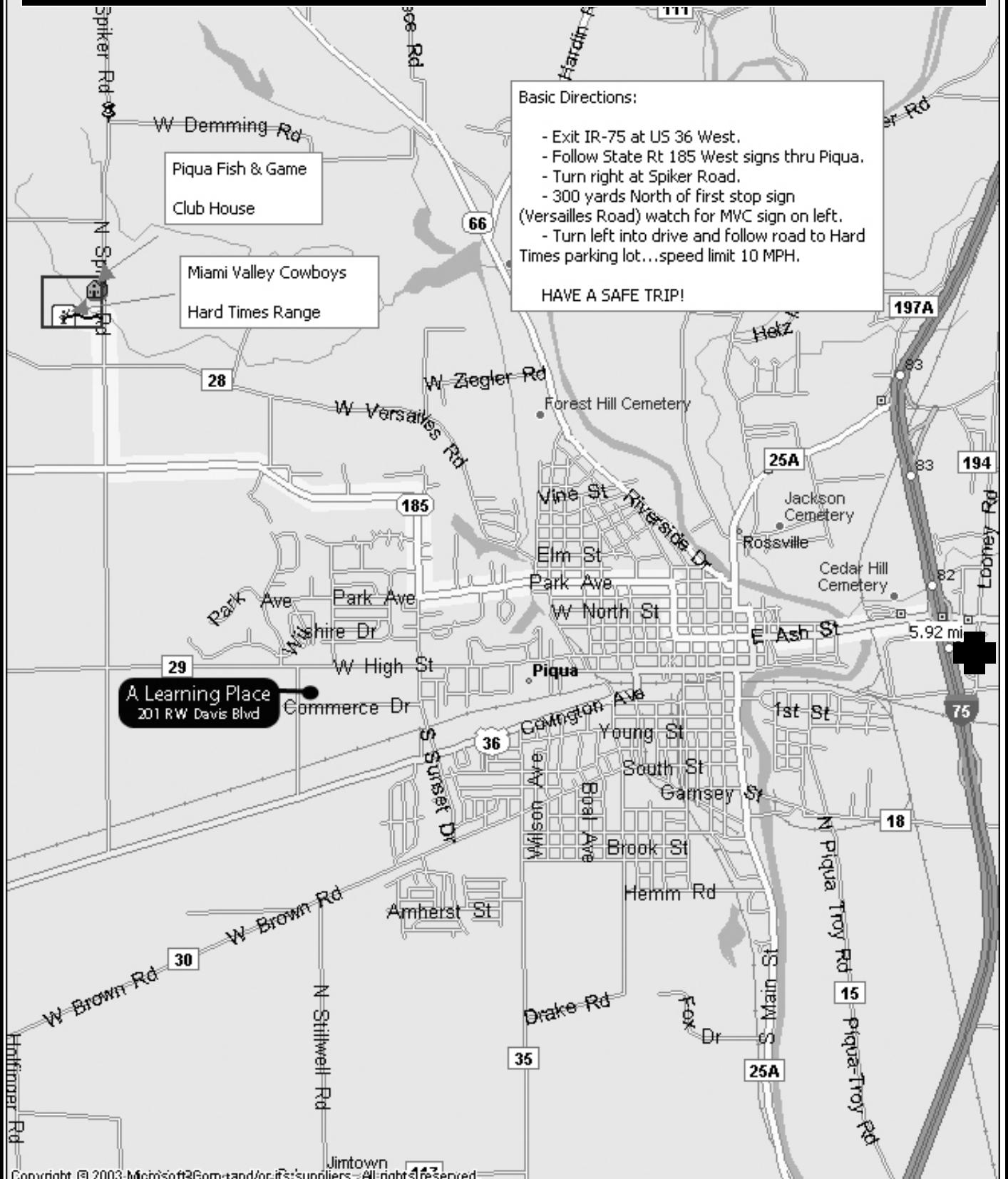


# AREA MAP

## Basic Directions:

- Exit IR-75 at US 36 West.
- Follow State Rt 185 West signs thru Piqua.
- Turn right at Spiker Road.
- 300 yards North of first stop sign (Versailles Road) watch for MVC sign on left.
- Turn left into drive and follow road to Hard Times parking lot...speed limit 10 MPH.

HAVE A SAFE TRIP!



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## WE THANK OUR VENDORS & SPONSORS

Please join us and thank our vendors who support the SASS Ohio State Championship. Without their cowboy spirit and their sense of adventure, we'd miss some of the finest cowboy deals around. And the door prizes would be a lot thinner. So stop by and browse their wares—you'll be glad you did.

Many of our Sponsors are simply too far away to be with us but wanted to be here in spirit through their donations for our shoot. When you're in the market for one of their products—look them up or give them a call. Supporting them is what keeps our sport strong and well-supplied with the latest equipment and material.

## THE SASS OHIO STATE CHAMPIONSHIP

The main match this year is ten stages over two days. Awards up to 5 places in each category will be given during the Saturday Banquet. In addition to the category awards, we'll also have awards for all clean matches shot. And new this year are **Spirit of the Game** awards presented to the shooters best embracing the Cowboy Way during the main match. Each posse will select their winner at the conclusion of Saturday's shooting venue. Posse Marshalls will get the form during the Range Walk-thru Thursday afternoon. Posse Marshalls can turn in the posse selection form at the Line Shack as they leave the range Saturday.

Continuing tradition, Tippecanoe Trading Post has a special award for the Junior Shooters and Kirkpatrick Leather has a rig for the middle overall shooter. These awards will be given at the Saturday Banquet and are always a high point in the evening's celebration.

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# POSSE SHOOTING SCHEDULE

## {MAIN MATCH}

**Friday, June 9**

Time	Stage 1	Stage 2	Break	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Photo	Stage 8	Stage 9	Stage 10
09:30	1	2	3	X	4	5	6	X	7	8	9	X
10:20	X	1	2	3	X	4	5	6	X	7	8	9
11:10	9	X	1	2	3	X	4	5	6	X	7	8
12:00	8	9	X	1	2	3	X	4	5	6	X	7
12:50	7	8	9	X	1	2	3	X	4	5	6	X
01:40	X	7	8	9	X	1	2	3	X	4	5	6

**Saturday, June 10**

Time	Stage 1	Stage 2	Break	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Photo	Stage 8	Stage 9	Stage 10
09:00	6	X	7	8	9	X	1	2	3	X	4	5
09:50	5	6	X	7	8	9	X	1	2	3	X	4
10:40	4	5	6	X	7	8	9	X	1	2	3	X
11:30	X	4	5	6	X	7	8	9	X	1	2	3
12:20	3	X	4	5	6	X	7	8	9	X	1	2
01:10	2	3	X	4	5	6	X	7	8	9	X	1

# MATCH RULES & SCORING STANDARDS

1. **Legal ammunition at Hard Times.** There are no SASS minimum velocities at this time.

- Maximum velocity for a pistol round—1000 fps.
- Maximum velocity for a rifle round—1400 fps.
- Lead-only bullets—NO jackets, copper-washed, or gas-checked.
- Shotshells—low brass, 7½ or smaller shot, NO buffered shot.



2. The Shootout at Hard Times is scored by rank points. Ties are ranked as 1, 2, 2, 4.

- Shotgun targets may be made-up on the clock.
- Each miss (no limit) = 5 seconds
  - Only given for actual misses—not for shooting targets in wrong order.
- Not following procedures (only 1 per stage) = 10 seconds
  - Shooting a target out of order.
  - Not following the procedure in the scenario.
  - “Senior moments” or “Brain Fades”.
- Failure to engage (FTE) (only 1 per stage) = 30 seconds
  - Also called “Spirit-of-the-Game” violation.
  - Willfully shooting a stage other than the way intended to gain a competitive advantage. Examples are: not attempting to shoot a firearm, not attempting an act required by the scenario, or disregarding the remaining firing sequence after a procedural mistake.
  - “Senior moments” or “Brain Fades” are not FTE.
- Minor safety infractions (no limit) = 10 seconds
  - Loading more rounds than called for by the scenario.
  - Leaving an empty or live round in the magazine or on the carrier of a long gun.
  - Picking up a dropped (“dead”) round during the course of a stage.
  - Not opening the action of a long gun before engaging with the next firearm in a scenario.

# MATCH RULES & SCORING STANDARDS

- Stage disqualification (SDQ) = 999.99 seconds for the stage

- Breaking the 170-degree rule with any firearm.

- Continuing to fire after given the order to stop by the RO.

- Any empty firearm falling to the ground from the shooter's hand or from the shooter's holster.

- Going back to leather with the hammer not fully down on an empty chamber or spent case.

- De-cocking a loaded gun.

- Loading a revolver to maximum capacity.

- Unsafe firearm handling—example: fanning.

- Moving with a cocked loaded firearm.

- Sweeping an individual or group with the muzzle of an unloaded firearm.

- Use of an illegally modified firearm or equipment.

- Dry-firing at the loading table.

- Seating the cap of a cap-and-ball revolver with the hammer of the revolver.

- Did not finish (DNF) = 999.00 seconds OR targets missed

- For any reason (firearm malfunction or shooter incapacitated) the shooter does not finish shooting the course of fire.

- If the firearm that malfunctions is the last firearm in the course of fire or the shooter becomes incapacitated during use of the last firearm in the course of fire, the shooter is given misses for rounds not shot.

- Missing the scheduled shooting time.

3. **Match Disqualification (MDQ).** The shooter will be immediately stopped by the RO. The shooter must go to the unloading table and safely secure all firearms and retire them from the Hard Times Range. Shooter will be identified on the scoring sheet as MDQ and stating the reason. Shooter's previous scores will be removed from the scoring system by the Match scorekeeper. The Shooter is encouraged to return to their posse and assist with posse duties for the remainder of the Match. MDQ events are:

- Discharging a round over the berm (does not apply to shotgun).
- Sweeping any individual or group with the muzzle of a loaded gun.
- Shooting illegal ammunition.
- Dropping any loaded firearm.
- Any shooter having two Stage Disqualifications..



- Anyone behaving in a belligerent or threatening manner.
- Discharging a round into the ground or a prop within five feet of the shooter.
- Discharging a round while not on the firing line.

#### 4. Re-Starts & Re-Shoots.

- A re-start is given for a firearm jam, ammo failure, or other shooter equipment failure if it occurs BEFORE the first round goes down-range—otherwise the shooter must continue with the firing sequence. A re-start is NOT given for a “sloppy” shooter start at the buzzer. The RO can award a re-start.
- Re-shoots are given in the case of a range failure that prevents the shooter from completing the course of fire or prevents the score from being recorded. If the shooter is disqualified before the event occurs NO re-shoot is given. Re-shoots are also awarded if the shooter is impeded during the course of fire by any member of the posse. Only the Match Operations Trail Boss (The Jinglebob Kid) or a member of his staff can award a re-shoot.
- A re-shoot is NOT given for a target being down or failing during the shooter’s time on the clock. The shooter should shoot in the general area where the target should be. The shot will be scored as a hit.
- A shooter must finish the course of fire, unless ordered to stop by the RO. The RO should stop the shooter ASAP in the event of a timer or range malfunction that prevents the shooter from completing the course of fire.
- If the shooter stops himself and demands a re-shoot, the likely outcome is a DNF.
- In the event an RO stops a shooter for a perceived safety issue (hang-fires, squib loads, etc) and on examination of the firearm, turns out to be in error, a re-shoot will be awarded.

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VFW

# APPEALS

While Cowboy Action Shooting provides everyone a lot of fun and excitement, situations may develop that prompt a shooter to disagree with the decisions of Range Officer (RO) or Match Officials. As with any sport, we are governed by a set of rules ensuring fair play and orderly conduct. The duty of Match and Posse officials is the rigorous enforcement of those rules. Hit or Miss calls made by Posse Spotters may not be appealed. The Range Officer will consult with the Posse Marshall or Stage Drivers resolving issues at the lowest possible level. The Appeal Process must be initiated at the time of the questioned decision and only by the Shooter with the grievance. Ungentlemanly or unladylike conduct at any point in the appeal process is a Match Disqualification.

- **Informal Appeal (first step).** The Shooter will advise the RO of a disagreement before leaving the shooting line. The RO will direct the Shooter to the Unloading Table. While the Shooter is at the Unloading Table, the RO will consult with the Posse Marshall, Spotters, and Stage Driver as required. The Posse Marshall will advise the grieving Shooter of the decision before the Posse leaves the Stage. Nearly all issues can be resolved at this level.
- **Informal Appeal (second step).** In the unlikely event the Shooter is not satisfied with the Posse Marshall's decision, the Posse Marshall will elevate the issue to the Match Operations Trail Boss (The Jinglebob Kid) who will render a decision to the grieving Shooter.
- **Formal Appeal (last step).** In the very rarest of circumstances, the grieving Shooter; if still not satisfied, may request a formal review beginning with the Match Director (General Firewater Dave) and ultimately ending with the Appeal's Committee. The Match Director will review the situation and advise the shooter of his decision. At this point the Shooter may ask for an Appeal's Committee ruling. The Shooter must complete an appeal form and post a \$50.00 Appeal Bond. The Match Director will convene the committee (composed of selected "Black Badges" and Territorial Governor's) and advise the shooter of the outcome the same day the appeal is made. If the Shooter's appeal is upheld, the Appeal Bond will be returned. The Appeal Committee's decision is final.



# THE SUNDAY FUN MATCHES

## THE OHIO CHALLENGE EVENT

Sunday morning starts the really fun shoots' beginning with the Ohio Challenge Event—a five-gun man-on-man (rifle, double barrel shotgun, pump shotgun, & 2 pistols). This event is limited to non-Top Gun participants. This is a single elimination round-robin affair. And the scoring is a bit different—more like the long range rifle events. Winners are determined first by number of hits and if tied, then by time. A procedural is a forfeit. A little strategy comes into play here...so think it through before you start. The winner will receive an award.

## THE TEAM EVENT

Throw your shooter's badges in the basket and by lot, we'll select 3-person teams. Each team member will specialize in one firearm (rifle, shotgun, or pistols). We'll shoot once through the teams to determine fastest team time. Scoring like a normal stage would be. Each member of the winning team will receive an award.

## THE TOP GUN EVENT

This shoot is the capstone event at the Shootout at Hard Times. The top 10 overall shooters and the winners of each shooting category in the Main Match as well as the top 3 shooters & Old West Shootist from the Mini Black Powder Match are invited to participate. Only the Top Gun will receive an award and bragging rights for the next year. If you are eligible to participate in Top Gun and elect not to shoot, you may shoot in the Ohio Challenge Event.

### THE ROTHERY GROUP INFORMATION TECHNOLOGY MANAGEMENT CONSULTING

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# NOTES

## IMPORTANT TELEPHONE NUMBERS

Piqua Fish & Game Club House	937.773.9549
Comfort Inn	937.778.8100
La Quinta	937.615.0140
Knight's Inn	937.773.2314
Piqua Police	911
Miami Co Sheriff	911
PF&G Night Security	

Emergency Medical Treatment	911
Outpatient Care Center North - 280 Looney Rd.	937.440.4000
After Hours Family Care - 280 Looney Rd.	937.440.7356
Match Director	937.602.8578



# SCHEDULE OF EVENTS

## Wednesday, 7 June

08:00 am—11:00 am	SASS Level 1 Range Operations Course	Club House
09:00 am—05:00 pm	Vendor Safety Meeting & Shoot-thru	Range
Noon—05:00 pm	SASS Level 2 Range Operations Course	Club House
03:00 pm—06:00 pm	Registration	Club House

## Thursday, 8 June

08:00 am—06:00 pm	Registration	Club House
09:00 am—05:00 pm	Side Matches	Range
11:30 am—Noon	BP Mini-Match Safety Meeting (MANDATORY)	Range
Noon—04:30 pm	Black Powder Mini-Match	Range
04:30 pm—05:45 pm	Posse Marshall, Stage Driver Range Walk-thru	Range
06:00 pm—07:00 pm	Territorial Governor Summit	Club House
07:00 pm—09:00 pm	Pay-as-you-go Cowboy Cookout with Chief Heinz	Club House
07:15 pm—10:00 pm	Texas Hold-em	Club House

## Friday, 9 June

08:00 am—08:30 pm	Registration	Club House
09:00 am—09:30 am	Opening Ceremony & Safety Meeting (MANDATORY)	Range
09:30 am—03:00 pm	Main Match—5 Stages	Range
03:30 pm—05:30 pm	Cowboy Trap	Club House
05:00 pm—08:00 pm	Dinner continuously served (dine at your leisure)	Club House
08:30 pm—10:00 pm	Side Match & Black Powder Mini-Match	Club House
	Awards Presentation & Drawings	

## Saturday, 10 June

07:00 am—08:30 pm	Registration	Club House
09:00 am—02:30 pm	Main Match—5 Stages	Range
06:00 pm—07:00 pm	Social	Learning Ctr
07:00 pm—10:00 pm	Costume Contest, Banquet, Awards Presentation, & Drawings	Learning Ctr

## Sunday, 11 June

08:00 am—08:45 pm	Cowboy Chapel	Range
09:00 am—10:00 am	Ohio Challenge Event	Range
10:00 am—11:00 am	Team Event	Range
11:00 am—Noon	Top Gun Event	Range
Noon—12:30 pm	Fun Matches Awards Presentation & Closing	Range