

## Side Matches

**Side matches** will be shot on Thursday between 8 am and 2 pm. Warm up match starts at 9 am. All side matches are included in your entry fee. Shoot as much as you want, but, **your first time through is for score**. You must go to the end of the line to shoot again. The Range Officer's decision is final (\$5 fine for whining); SASS rules apply – no exceptions. Refer to the Shooter's Handbook for details.

### ***22 Rim Fire: Bay 2 (10 pistol, 16 rifle)***

Sign up on score sheet. Each shooter gets two runs, back to back, for score. Stage will be shot standing, off-hand; revolver may be shot any style. The stage requires one 22 caliber single-action revolver, one 22 caliber lever or pump action rifle with external hammer, and 26 rounds of **22 long rifle rim fire** ammo only.

When directed, load guns at the firing position: 5 for the revolver and 8 for the rifle for each run, and place both on the table. The revolver must lie flat and be completely on the table. The rifle must lie flat with at least the rear of the trigger guard on the table. The shooter will stand upright at the table with arms at sides and wait for the signal.

At the signal, using rifle first, double-tap alternate the two rifle targets; make rifle safe on the table. With the pistol, single-tap alternate the two pistol targets; return pistol to table. When directed, load and make ready for the second run. Score is raw time for each run plus 5 seconds for each miss. Final score is the average of both runs.

When directed, open actions and show clear before leaving firing line.

### ***Gambler: Bay 3 (5 rounds for match revolver or pocket pistol or 1911)***

Use your regular match revolver or your pocket pistol or your Wild Bunch compliant 1911. Shooters may compete using any one, or two, or all three gun types. Each is scored separately.

Sign up on appropriate score sheet (revolver, pocket pistol, 1911). Stage is shot seated at the table holding the fanned playing cards in both hands.

When directed at firing position, load your revolver or pocket pistol with 5 rounds, or insert 1911 magazine with 5 rounds and place gun in the center of the table. The 1911 is magazine loaded only and will be charged at the signal. Shooter will sit at table holding the fanned playing cards in both hands and wait for signal.

At the signal, shoot the target five times. Target is standard USPSA silhouette on a frame seven feet from the shooter.

Points score is: "A" zone 5 points; "B" zone 3 points; "C" zone 2 points; "D" zone 1 point. Any shot outside the "D" zone is 5 seconds added to raw time. Shots "on the line" will score the higher point value. Score is total points; time will be used to break a tie.

When directed, open action and show clear before leaving firing position.

**Warm-up Match: Bay 5, 6, 7, & 8 (40 pistol, 37 rifle, 16 shotgun) 9 am**

Sign up on the score sheet. Each posse will choose a leader. A timer and scorer's batons will be provided. The stages will be shot as described and will be scored as usual – raw time plus 5 seconds for each miss and 10 seconds for each procedure penalty plus any safety penalties. When finished with the stages, return all materials to registration.

**Long Range Rifle for rifle caliber: Rifle Range**

**Single Shot:** .30 caliber or larger (.375 caliber or larger for buffalo rifle); lead bullet only. **(8 rounds)**

**Repeater:** .30 caliber or larger; lead bullet only; rifle is loaded with at least two rounds in the magazine; all rounds must cycle through action – no single loading. **(10 rounds)**

**Rules:**

Black or smokeless powder only; no duplex loads

Use any SASS-legal single-shot or tube-feed repeating action rifle with external hammer

Open sights must be tang-mounted, or as mounted on the original

No receiver sights are permitted

Once in the firing position, shooter is on his/her own – no coaching

**Procedure – all at the direction of the Range Officer:**

Sign up on appropriate score sheet: single shot or repeater

Relays will be determined by Range Officer

Shoot from kneeling, or sitting position; with or without crossed sticks

When directed, load and make ready; wait for signal

At signal, fire for score; hits will be counted and recorded

Do not leave firing line until directed after cease fire is called

Open action and show clear; move guns away from line

When line is clear, retrieve brass

Ties will be settled by the Match Director. These directions/rules may be modified to suit range/weather conditions or any other unforeseen factors.