

To all that made the shoot happen
Including the shooters that spent
their time-energy-money to be
with us, may SCSS say thank you

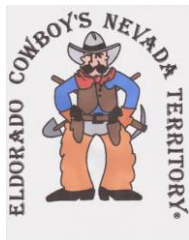
Often, too many shooters miss
opportunities to have fun and
share in
life's wonderful experiences

Spread the word about SASS

Thank you for joining us for Wild in Purgatory 2011

www.silvercityshootingssociety.com

PO Box 3454
Pahrump, NV 89041



Wild Bunch
Badge
Sponsors



Silver City Shooting Society Presents

2011



SASS Nevada State Wild-Bunch Championship



I Got **Really Wild** in Purgatory

Shooters Book

All current SASS Wild Bunch Rules Apply & this is a, No alibi Match

This is a cold range

load only at the loading tables

It is the shooters responsibility to stage all long guns safely, utilizing provided props / tables, only broken props will allow for re-shoots, not bumped, vibrated or wind blown long gun: falls / slips / drops.

Please personally verify your scores & Initial the score book at each stage

This match is intended to be a fun match; we hope to make new friends and re-visit with old ones, so let's go and have some fun be safe and shoot well.

Your Match Director will be named at the Mandatory Shooters meeting

If you have any reason to contest a call, it needs to be done at the stage being contested, on the same day and with your posse leader, if the posse leader can not settle the conflict, than the posse leader and you will meet with the Match Director and the Match Directors call will be final.

3 ea: Long range Side matches
on stage east end



Military 1900 to 1917 rifle:

Action closed on an empty chamber:

Empty rifle laying on provided table

10 rounds loosely dropped in provided box
(no stripper clips or organizing inside the box)

No sighter shot

10 rounds from any shooting position

Alternate 10 rounds on the
ram and square target

Main match rifle: loaded with 10

Alternate 10 rounds on the
ram and square target

1911 long range: 25 rounds

ON round target

Hands on hat

Five mags loaded with 5 rounds each,
one mag in pistol, slide forward,
hammer down empty chamber
extra mags from body or table
all rounds on round target

More Side matches

The Professionals! (Any pre 1917 revolver pistol including double action and 97 shotgun)

Start Position: Revolver in weak hand, pointed at T1, Strong hand on 1911 grip, Shotgun staged with 6 rounds on table.
 On Signal: With revolver engage T1 with 5 rounds, place revolver on table and draw 1911, engage PP1 to PP15 with 1911 till down or your 20 rounds are exhausted, then place 1911 on table and engage any remaining PP with shotgun
 All steel must fall to score, and hits / holes in paper with revolver are hits

Belly Gun Surprise:

- A> pocket pistol (5 rds) & Derringer with (2 rds) (continuous NV sweep)
- B> Colt 1903 (provided by) (5 rds in mag, with empty chamber)

The Master at Arms

A & B----- Both timed separately

Start Position: Sitting at table, both palms flat on the marks, pistol on mark, 5 rounds in chamber, NV sweep the three targets

Shooter must remain seated while shooting.

This and some of the other Exciting side matches

Are proudly written & sponsored by

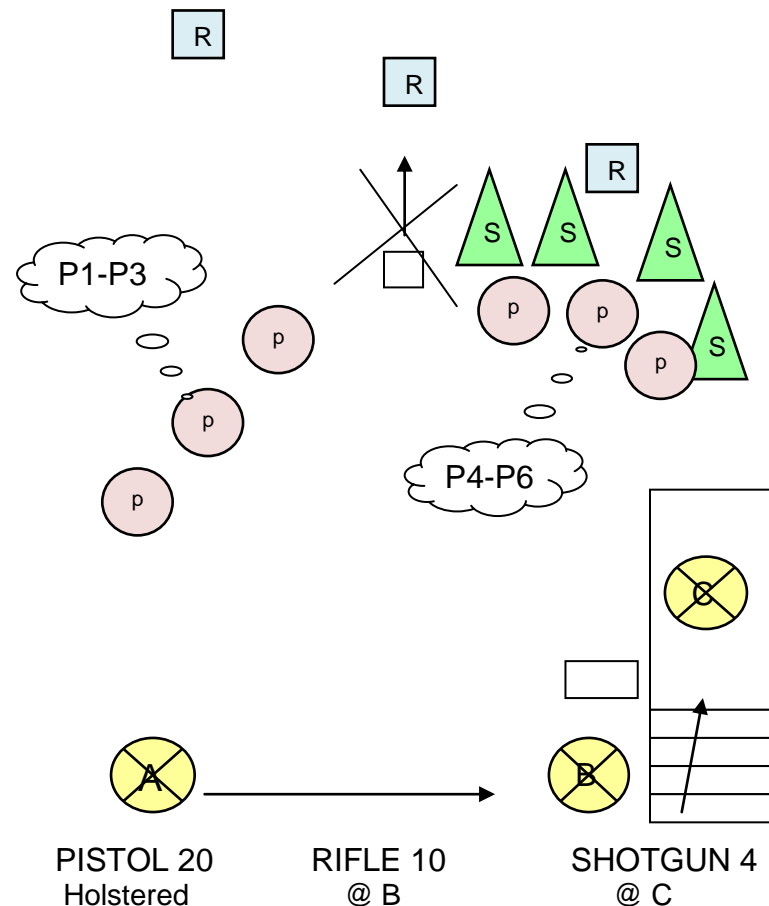
The Master at Arms

A match volunteer

www.themasteratarms.com

STAGE 1

On bay 1

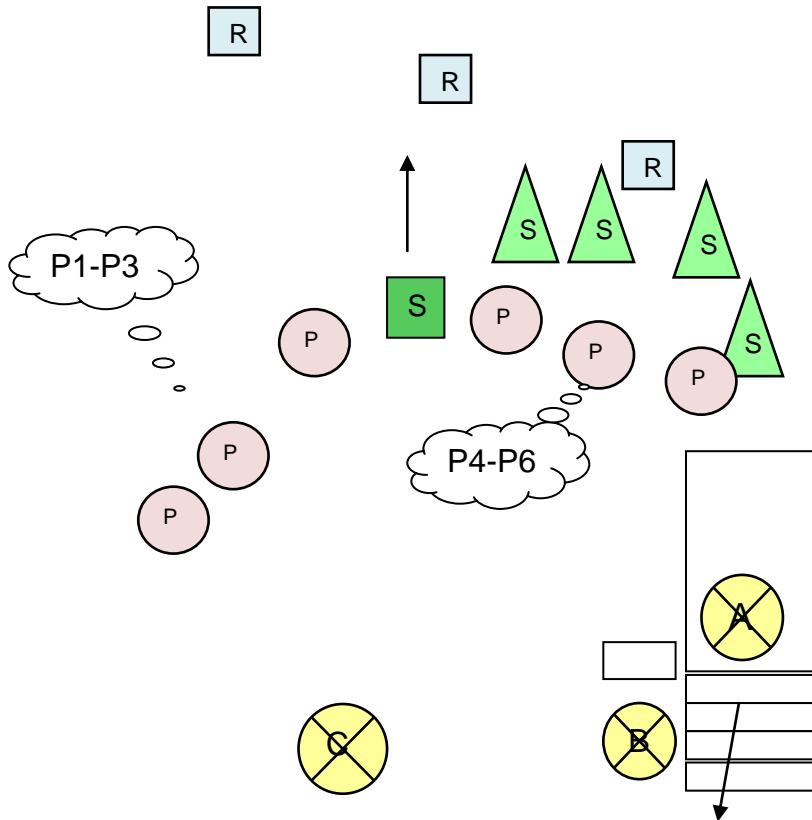


Starting position: Standing at A, Strong hand on 1911 — weak hand on belt

On Signal: Engage targets P1-P3 in 3-2 pattern, outside to inside, for 10 rds, move to table (B) and engage P4-P6 in same pattern for 10 rds. Make pistol safe, locked open, with rifle engage rifle targets R1-R3 in 3-2 pattern outside to inside for 10 rds. Make rifle safe, with action open, proceed up the stairs, to C with shotgun engage S1-S4 in any order

STAGE 2

On bay one



PISTOL 20
Holstered

RIFLE 6
@ A

SHOTGUN 6
@ A

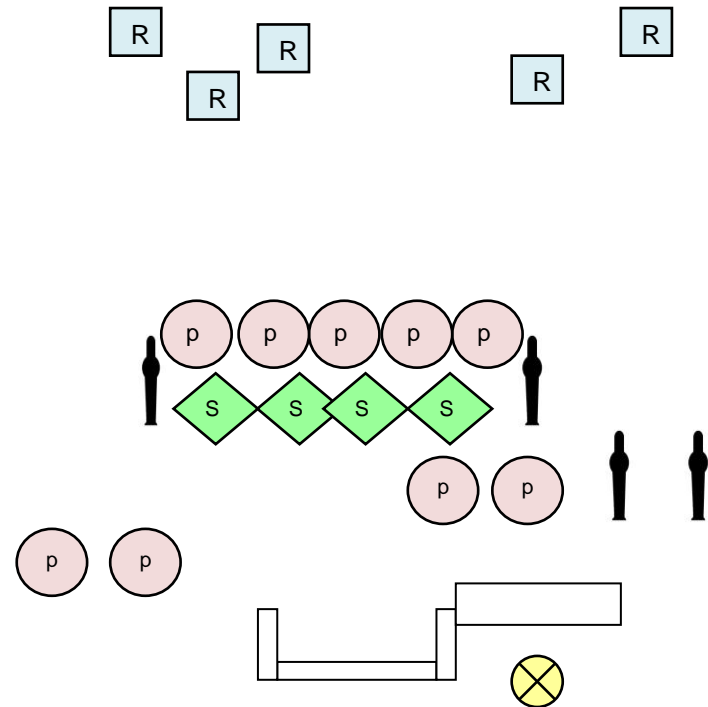
Starting Position: Standing @ A, with both hands on rail, long guns staged safely

On Signal: With shotgun engage S1-S5 and charcoal tossed by S5, ground shotgun, safely, With rifle engage R1-R3 in 1-4-1 order. Restage rifle safely, & move to B, bottom of stairs & engage P4-P6 with a double tap NV sweep for 10 rds, then proceed forward to C and engage P1-P3 with double tap NV sweep

All sweeps, & NV sweeps may start on right or left

Match Rifle & 1911 speed Side Match

On bay 2



RIFLE 10 + 4 reload

Rifle **loaded with 10** staged on the table,
Ammo for reload may be from the body
or staged on the table

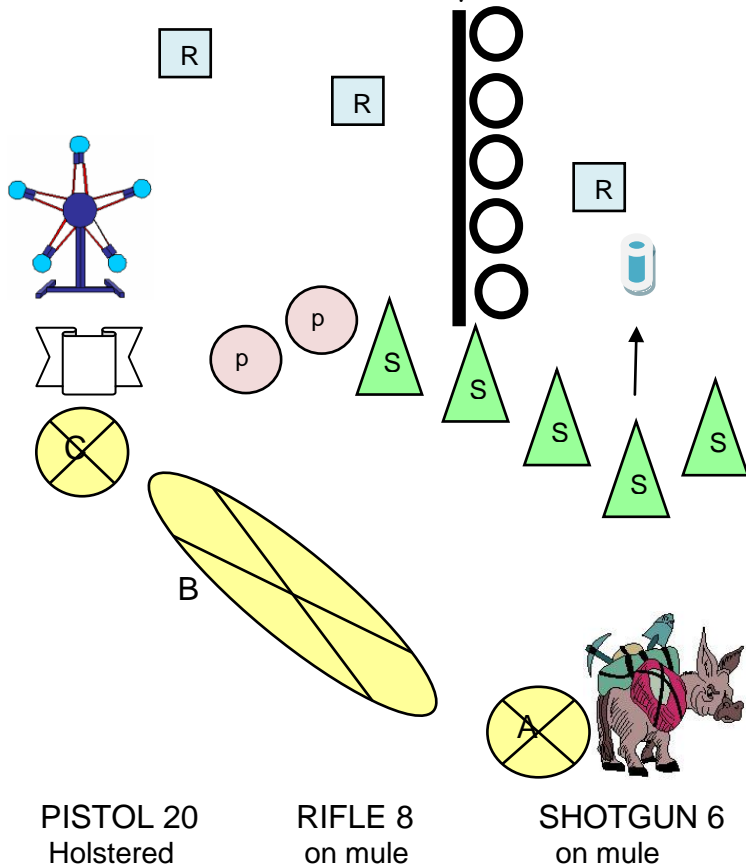
Starting Position: Standing with both hands touching your hat (reload anytime after the beep)

On Signal: Start on left rifle target and (Double tap)----(single shot)----(double tap) etc Nevada sweep the rifle targets you should end on your first target

1911, 5 mags, with one round each, engage plate rack
Both of these side matches are timed separately

STAGE 10

On bay 5

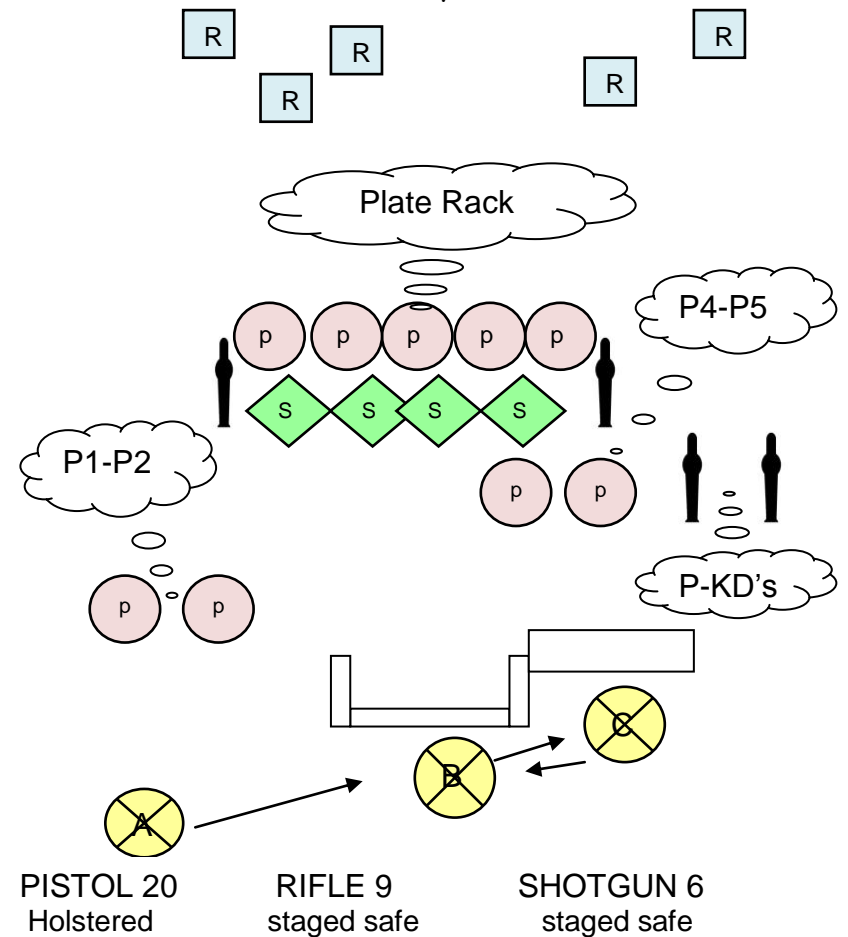


Start Position: standing @ Mule (A), with both hands on the tail

On Signal: Retrieve shotgun and engage S1-S5 and flying can, return shotgun to mule. With rifle engage the dueling (tree with 5 rds) & R1 – R3 in any order, dueling tree targets must fully turn to score. Place rifle on mule, from position B with 1911, and engage R1-R3 & P1-P2 with a double tap sweep, then **from position C**, engage the star with 5 rds only, plates must fall to score, than still at position C alternate 5 rounds on the right two rifle targets

STAGE 3

On bay 2

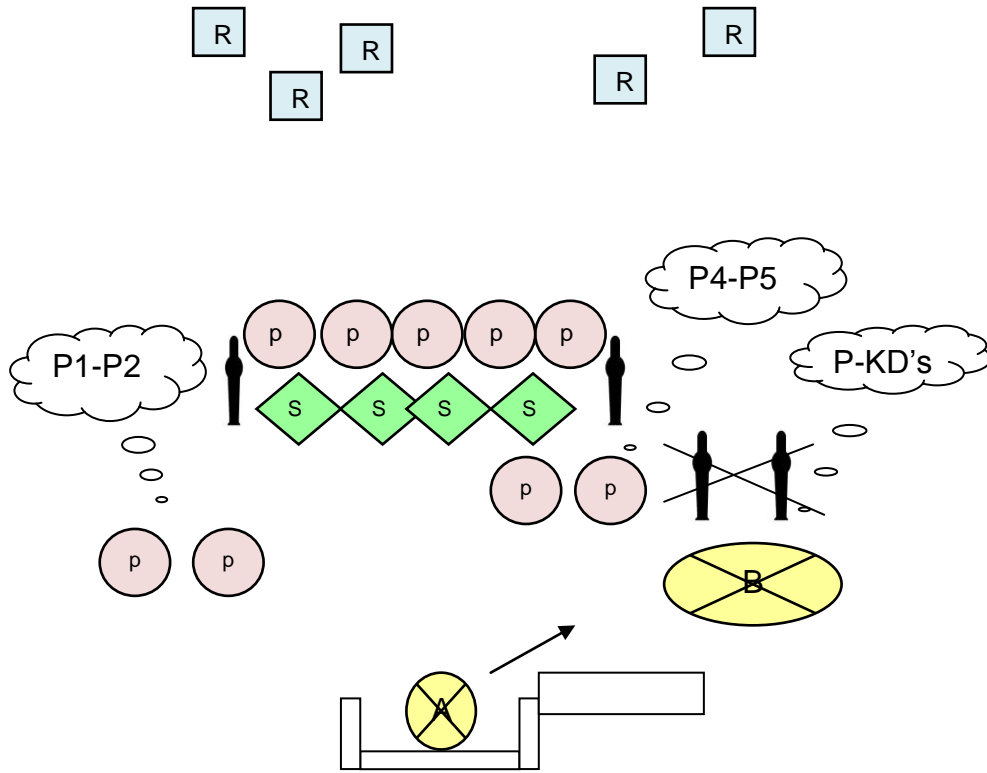


Start Position: Standing @ position A with strong hand on 1911, & weak hand on hat

On Signal: Engage P1 & P2 with alternating double tap for 10 rds, move to position B at window & engage the plate rack with (5 rds only) then move to position C and engage P4, P5 and the two P knockdown targets, extra round in 1911 will be used to engage KD or plates still standing, if all targets are down then, put last round on P4 or P5, ground pistol & with rifle NV sweep R1-R5, ground rifle, with shotgun, through window, engage the S1-S4 and two KD's

STAGE 4

On bay 2



PISTOL 15
Holstered

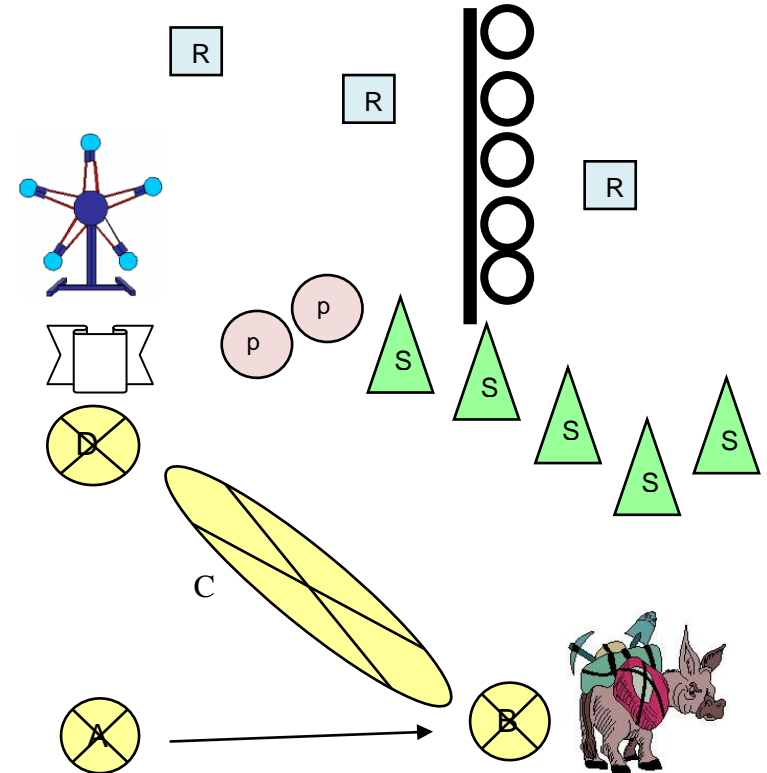
RIFLE 10
staged safe

Start Position: Sitting in outhouse with both palms flat on knees

On Signal: with 1911 from inside outhouse (A), engage the 6 KD's and the 5 plates, any rounds left in the 1911 maybe used to engage any KD or plate left standing, or dumped into a pistol target. 1911 must be at slide lock & on left side, before moving out of the outhouse. Grab your rifle and move to position B engage R1-R5, Nevada Sweep the three left rifle targets, then alternate 5 rounds on the right two rifle targets.

STAGE 9

On bay 5



RIFLE 7
In both hands

SHOTGUN 5
on mule

PISTOL 15
Holstered

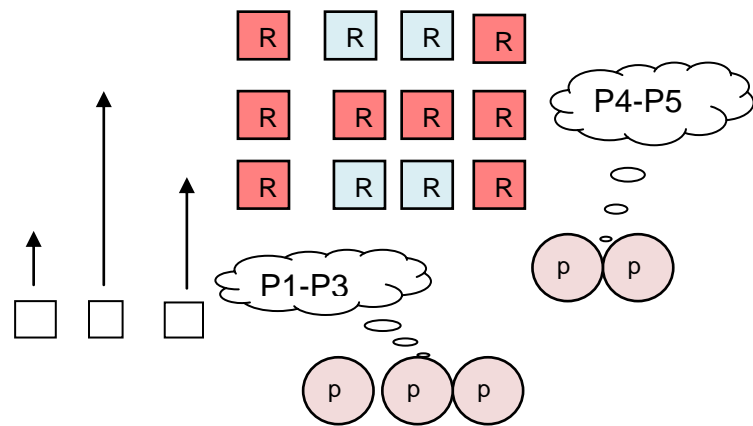
Start Position: Standing @ position A, rifle in both hands

On Signal: Engage R1-R3 in a continuous NV sweep, move to position B @ mule & ground rifle, with shotgun engage S1-S5 & place shotgun back on mule. From position C w/1911 engage the dueling tree with (5 rds only) targets not fully turned are counted as misses. and engage the P1-P2 & R1- R3 with one round each in any order, no double taps. Then **FROM position D** engage the star with (5 rds. Only) plates which do not fall are misses

**Move as necessary, basket ball rule applies
(Dueling tree targets must fully change sides)**

STAGE 8

On bay 4



PISTOL 20
Holstered

RIFLE 8
in wall rack

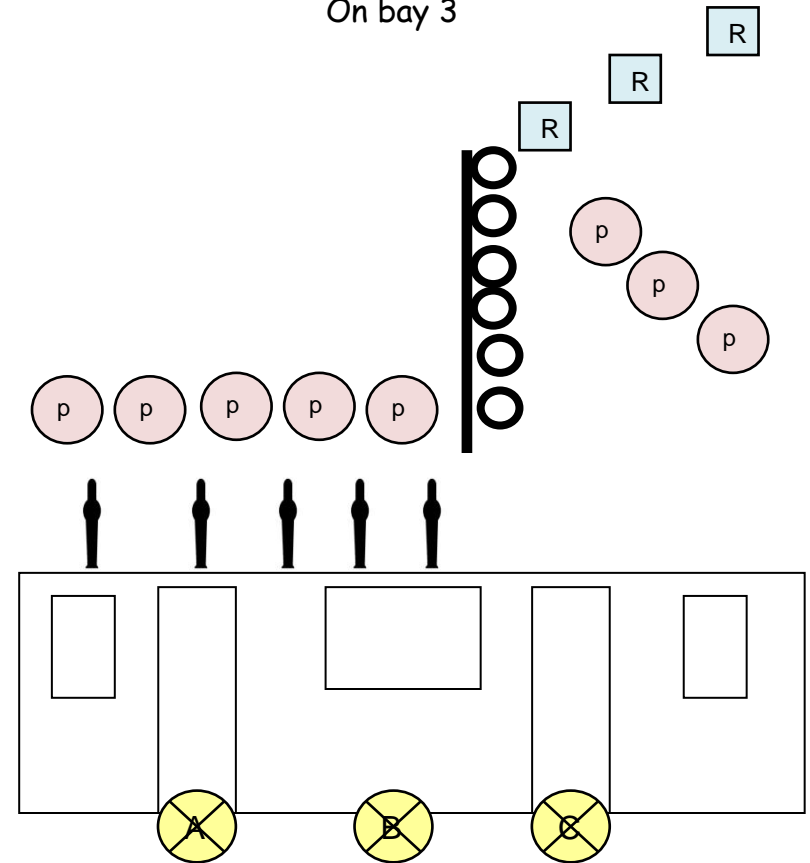
SHOTGUN 6
held in two hands

Start Position: Standing at left fence (A), shotgun at high ready

On Signal: Engage 6 shotgun targets, make shotgun safe, move to cabin & retrieve rifle from wall rack, engage from either window each red target with one round then ground rifle. With 1911 from left window engage P1-P3 with 2 NV sweeps, no double taps, then move to right window and engage P4-P5 with single alternating rounds for 10 rds.

STAGE 5

On bay 3



PISTOL 15
Low Ready

RIFLE 6
staged safely

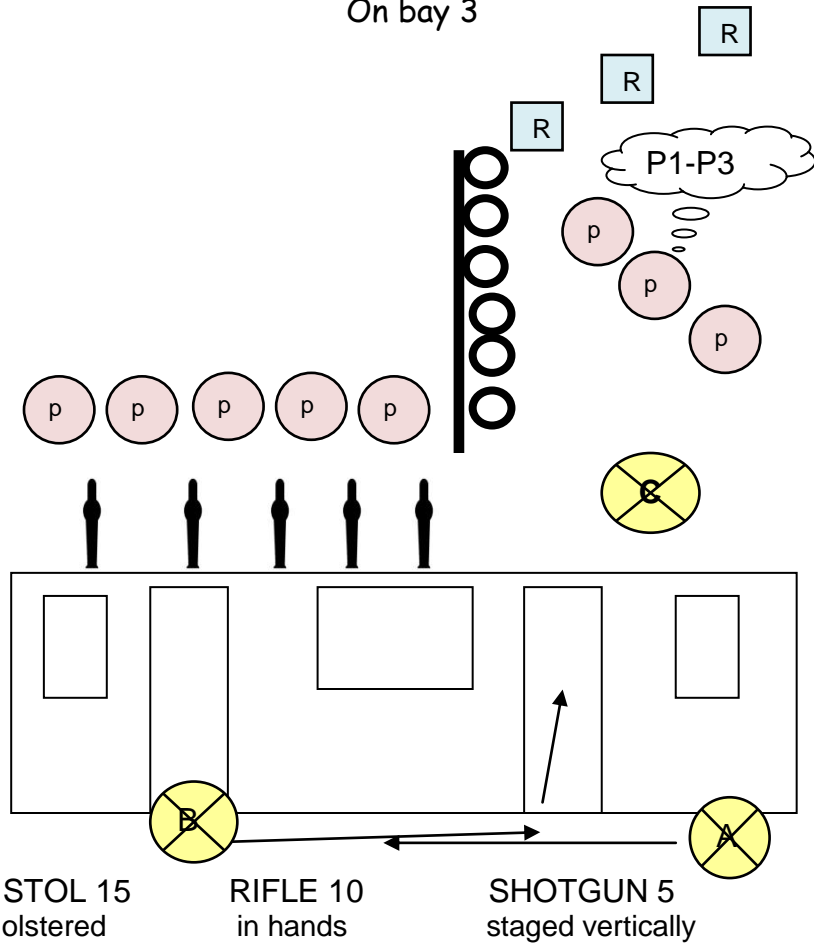
SHOTGUN 6
staged safely

Start Position: standing in left doorway (A), 1911 in hand at low ready (muzzle down at 45 degrees)

On Signal: Engage 5 KD targets then double tap the holes, rounds must pass through holes, and hits on steel are misses. When 15 rds are fired, ground pistol in slide lock back position, retrieve shotgun & move to center window (B). Through window engage 6 dueling tree targets make shotgun safe and from right door (C), retrieve rifle and engage R1-R3 with double tap on each rifle target

STAGE 6

On bay 3

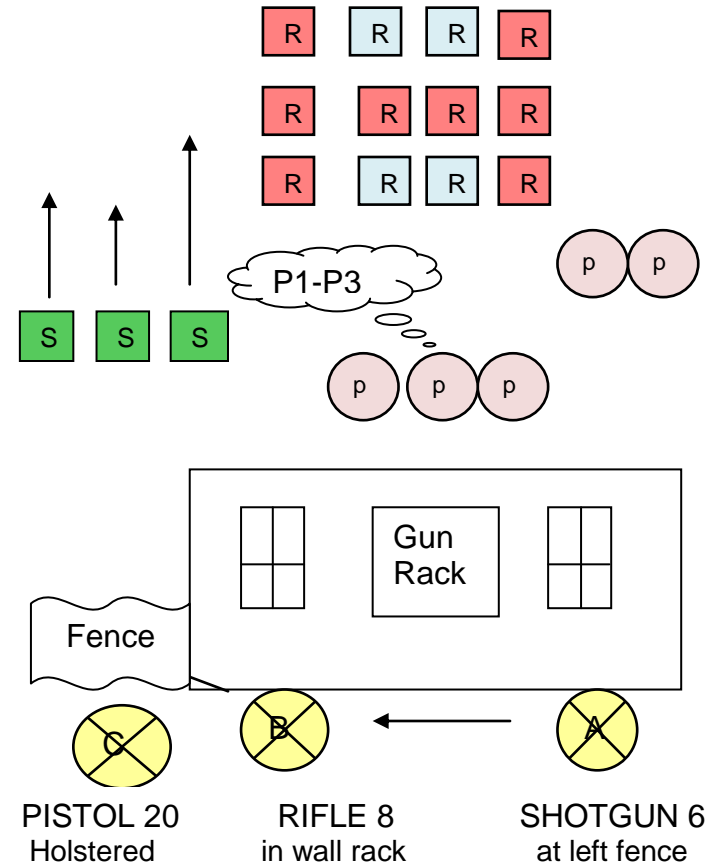


Start Position: Standing at right window (A), rifle in hands, muzzle up, with rifle butt at belt line

On Signal: Engage P1-P3 with a NV sweep then R1-R3 with a NV sweep, place rifle in vertical rack & retrieve shogun, move to the door on the left (B) Through left door engage the 5 KD targets and place shotgun in any vertical rack & move through the right door and forward to C, then with 1911, engage P1-P3 with a 1-2-2 sequence, then R1-R3 1-2-2, then back to P1-P3, for 1-2-2

STAGE 7

On bay 4



Start Position: Standing @ right side window (A), with both hands on brown window trim

On Signal: with 1911 Double tap sweep P1-P5, move to left window (B) & double tap NV sweep P1-P3. Ground pistol safely not breaking the 170 rule, then with rifle from the rack, through either window engage each blue target twice with no double taps. Ground rifle, not breaking the 170 rule and move to fence (C) outside cabin on left side and engage the 6 shotgun targets