The Monthly Journal of the Single Action Shooting Society

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January 2009

THE MASON DIXON STAMPEDE & The SASS NE Regional &

By Chuckaroo, SASS #13080

Pictures courtesy of Quigley Photography and Buckeye Bubba

hurmont, MD – In a single word to describe the 2008 Mason Dixon Stampede ... WOW! The SASS NE Regional was absolutely flawless. The Waddie help, Berm Marshals, shooters, and many volunteers pulled together for four great days of Cowboy Action.

The theme for 2008 was westerns staring Tom Selleck. As a modern day cowboy hero, Tom emulates everything we ever saw in our cowboy heroes of the 50's and 60's. From Matthew Quigley to Monte Walsh, we have watched him save the West and do what's right. Each stage had a starting line from the related movie, and some were spoken as if the cameras were rolling.

We were also fortunate to have one of the actual Sharps rifles used by Tom in the movie Quigley Down Under. Philipp Schreier, Punsutawney Phil, SASS #5208, Senior Curator for the National Firearms Museum located at the NRA headquarters in Fairfax, Virginia, was on hand. He brought a display of movie guns used by John Wayne, Tom Selleck, Chuck

SASS Comboy Chronicle

In This Issue

57 OUTLAW TRAIL MOUNTED REGIONAL by Sierrita Slim

62 CIVIL WAR FIREARMS-PART 2 by Tuolumne Lawman

66 PA STATE
BLACKPOWDER SHOOTOUT
by Mattie Hays

76 OUTLAW TRAIL by Captain George Baylor

78 COMANCHERIA DAYS

by Yuma Jack



All we need is the boom!

Conners, Clint Eastwood, and Charlton Heston. Talk about taking me back to my childhood!

The match included a full day of side matches on Thursday. The 10 main match stages were on Friday and Saturday (using AM and PM posse assignments). Friday was a birthday party for the Judge, SASS #1, and Saturday was the evening banquet and dance. Sunday included the team events, the top 16 shoot-off (top 16 men and top 16 ladies) followed by the awards ceremony. In the end, everyone's cowboy fantasy was fulfilled. With "PERFECT" weather, the entire event was blessed.

A month before the match, the host club, The Thurmont Rangers, tragically lost one of their junior shooters. A special raffle was held to raise money for the SASS Scholarship Fund in the name of the Sharpsburg Kid, SASS #58544. There were three winning prize levels, but the real winner is the SASS Scholarship fund. The total raised that weekend was over \$5,000. And, it was due a great deal to the generosity of Cody Conagher, SASS #6986. Cody donated his action work, two custom pistols, a rifle, and a buffalo hide scabbard. The Sharpsburg Kid's mother drew the winners during a

HIGHLIGHTS start on page 71

very emotional ceremony.

Our choice for the Starpacker Cowboy Spirit Award went to No-One, SASS #52804. Those that know him understand he shoots barefoot, in cowboy overalls, and a top hat. Well, a junior shooter, Biddle The Kid, SASS #54292, had to shoot all 10 stages in one day. This made him caretaker of his scorecard. When we entered the scores, it was discovered his card was missing. After much panic and what was believed to be a thorough search of the grounds, it was surmised the card was accidentally thrown in a trash can. No-One took it upon himself to climb into a roll-off dumpster to look for the card. Normally, this would be a simple job not worthy of Mike Rowe's Dirty Jobs show. However, the night before, we had a party for Judge Roy Bean's 72nd birthday. The menu was Maryland blue crabs, shrimp, and coleslaw for 150 people. That makes quite a mess! When I climbed up the dumpster, and looked down, all I could see was the top hat and barefooted No-One, up to his knees, doing a very kind thing. Crab and shrimp debris was all over him. It was a picture that will not leave my memory for quite some time. The card was later found on the bottom of his shooter's bag.

In the end, Biloxi Bob, SASS (Continued on page 71)



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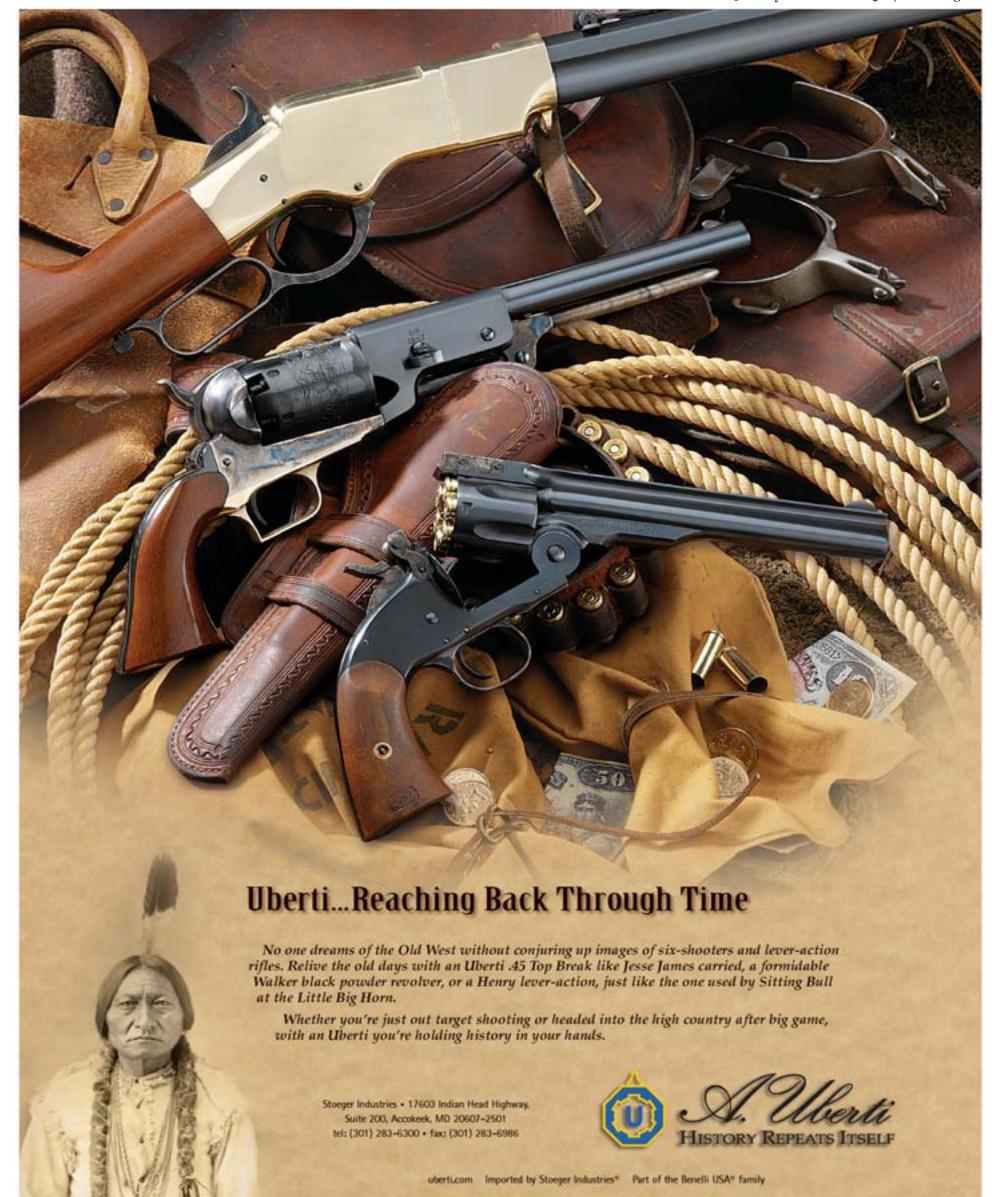


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1	ON THE COVER The Mason Dixon Stampede
6	FROM THE EDITOR Business At The Summit
8-10	NEWS SASS Supports "Punkin' Chunkin" In New Mexico
12-20	LETTERS Comments From SASS Members
16	CAT'S CORNER Peaches In Paris!
18	COYOTE DROPPINGS SASS END of TRAIL Shooting Stimulus Package
22	POLITICAL What Now?
24-37	ARTICLES Incident At Little Misery Sidekicks & Heavies Kid's Korral
38-51	GUNS & GEAR Making Blackpowder What's The Call? Range Tech
52	PROFILES Justin S. Accurate Gnatty Branch General Store John
53-56	END OF TRAIL Sign Up Today!!!
57	MOUNTED 2008 SASS "Outlaw Trail"
59, 60	HISTORY The Texas Rangers And The Texas Navy
62, 64	REVIEWS-PRODUCTS Civil War Firearms Go West (Pt. 2: Repeating Rifles)
65	REVIEWS BOOKS A Note From Tennessee Jack, His Own Self
64	TRAIL MARKER To Be Remembered
66-78	ON THE RANGE What's Goin' On In Your Town?
82, 84	CLUB REPORTS Bunkhouse Bidness Ghost Towns And Gunfights
90-96	MERCANTILE Nice SASS Collectibles
97-99	CLASSIFIED
100	ADVERTISERS INDEX
107	SASS NEW MEMBER APPLICATION



Judge Roy Bean welcomes a young SASS member into the fold at the SASS Southwest Regional, "Comin' at Cha."

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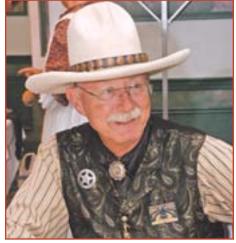
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Tex, SASS #4 ~SASS Hall of Fame Inductee~

his was another significant year for SASS rule-making at the Summit. All SASS members owe the Territorial Governors and the RO Committee their heart-felt "thanks" for spending the thoughtful hours in probing discussions making the Handbook and the RO-I/II materials more consistent and defining and approving new rules for Cowboy Action ShootingTM. When these guys go to Vegas, it's not just "fun and games"

* BUSINESS * AT THE SUMMIT

By Tex, SASS #4

... these rule-making sessions are long and tedious, and the TG's earn every cent their clubs pay them!

The RO Committee spent a day and a half dealing with inconsistencies and typos in the Handbook and RO-I/II documents. Inconsistencies, clarifications, and typos will simply be "fixed" and available with the next publication of the documents. They will most likely be available first on the SASS web site, so a close "read-through" is highly recommended. The discussions also revealed there are many supposed rules that aren't! Make sure you have the latest information the next time you head to a Cowboy Action match!

RO Committee Discussions

- The rules regarding misses are clear, but good stage design requires targets be arranged so a shooter can have a "clean miss" rather than picking up a procedure. If targets are not adequately separated, hitting an inappropriate adjacent revolver target, for instance, is only a miss rather than a procedure for shooting the right kind of target out of sequence.
- Make it clear moccasins are not allowed in Classic Cowboy or B-Western
- The Rifle Scabbard Rule it doesn't exist. Neither does the Dollar Bill Rule or any other rule addressing how far out the lever must be

- to be considered "open" when leaving the shooter's control. If the rifle lever is not "fully open," one assumes the risk of the Timer Operator calling you back to open it some more.
- Movement with firearms the definitions have been clarified and made consistent, specifically for long guns.
- Dropped guns subjectivity (i.e., "carefully" and "carelessly") has been removed from the definition.
- The "three foot rule" was readdressed and proposed as a discussion item for the TG's (who have rejected this notion in the past). During the draw and reholstering,

(Continued on page 100)



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ELEBRATING A HANGING IN ADA, OKLAHOMA

By Seven Ladders, SASS #75152

pril 19, 2009 is the centennial of Athe hanging of Jim Miller, Jesse West, Berry Burrell, and Joe Allen during the early morning hours of April 19, 1909 in Ada, Oklahoma. For some historians, myself included, the hanging was the end of the Old West. It happened in a stable, nearly abandoned because cars were taking over. It was a vigilante action, not a mob action like in the years since. And it involved one of the greatest killers of the Old West, James Brown "Killin' Jim" Miller.

The hanging, in its time, was only controversial in that it violated the law. Jim Miller and his co-conspirators were obviously guilty. Berry Burrell may have been beaten into submission, but the other men knew their time had come. Jim Miller was so collected, at the end, he made sure his wife would get his diamond stickpin and other valuables and made the statement, "Let the record show that I have killed fifty-one men ..."

Was it true? Possibly so.

And in the end, four men were hanging from beams in a forgotten stable in a little town in Oklahoma. Never again would vigilantes act in such a manner. Never again would killers be denied a court appearance. Sure, there were the racial hangings by the KKK in the 1920's, but the victims were innocents. The men hanged in Oklahoma deserved what they got. Vigilantes had their heyday that night. So did the outlaws. It really was the end of the Old West.

Welborn Hope, a little boy who peeked in on the outlaws swinging from the ropes, wrote an unforgettable book called Four Men Hanging; The End of the Old West. He thought his uncle was hanging there, and he had run through rain-soaked streets, the lightning crackling overhead, to find out the truth. It was an elegiac, beautifully written story, but his uncle was one of the vigilantes. The little boy was saved from that trauma ... but left with the awful, indelible image of four men swinging from the beams. Welborn Hope was, perhaps, one of the first to realize the hanging was the end of the Old West.

On April 19, 2009, there will be a celebration of the centennial of this important event in Ada, Oklahoma. Starting at 8 a.m., events begin downtown leading to a 10 a.m. gathering at the hanging monument. Bill James, historian, will introduce Chuck Parsons, who has a new book out about the hanging. From there, the group will travel to where Jesse West's wife is buried, then to the Ada Cemetery, where many of the participants lie. The tour will then move to Caldwell, 16 mi north, to the community building for lunch, and later a tour of where Jesse West and Joe Brunner lived (Joe Brunner's boy killed Jesse West's son). Following is a tour of the Brunner cemetery, and then on to where the corner saloons were. Books, photos of the hanging, and pins of the event will be on sale. For information and directions, write the Oklahoma Outlaws Lawmen History Association, (OKALHA), at either skirkwood@usa.com or at Herman Kirkwood, 837 N. W. 32nd, Oklahoma City OK. 7311

SASS members are encouraged to attend.



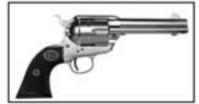
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SASS SUPPORTS "PUNKIN" CHUNKIN" IN NEW MEXICO!!

By Elijah Craig, SASS #76275

Estancia, NM - Estancia Rotary Club held its first annual Punkin' Chunkin' on the third Saturday of October in 1995 at the Estancia fair grounds. The event was then moved to the Moriarty airport due to the "throwing distance" of the chunkers. This worked for two years until the crowd was too large to be accommodated. The event is now



These big cannons easily chunk pumpkins nearly a mile! It's an awesome sight!



The SASS People Mover was used to transport folks between their cars and the Punkin' Chunkin' area.

held on town property at Cape Calabasas just west of Estancia, giving the cannons a clear shot of just over one mile.

This year the event hosted a little over 4,000 people. SASS was very generous, and loaned the people (Continued on page 21)

SYD MASTER'S "UNDER NEW MEXICO SKIES" TO BE STATE'S OFFICIAL COWBOY SONG

💟yd Masters, entertainer and Dandleader of Syd Masters and the Swing Riders, has written a soon to be official state cowboy song for New Mexico; that is, as soon as the Legislature votes during the 2009 session. Entitled "Under New Mexico Skies," the song was chosen as the best cowboy song from among 26 entrants by the members of the New Mexico Music Commission.

Syd Masters, a resident of Edgewood, New Mexico, moved from Wisconsin to New Mexico 25 years ago, long enough to officially qualify for composing his adopted state's official cowboy song.

Syd Masters and the Swing Riders have performed for some years at END of TRAIL and the SASS Convention. Congratulations, Syd!



Excerpt from "Under New Mexico Skies"

Where the pinon mesa rolls And the campfire cures your woes Watching the sly roadrunner flee On the tails of an autumn breeze I'm leaning against a juniper bole As the creek water takes a stroll &

(From the Albuquerque Journal, November 20, 2008)

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COMMISSIONER **OF COWBOY** ACTION

ByCree Vicar Dave, SASS Life #49907 TG Sucker Creek, Michigan



One day a while back I was watching a golf tournament on TV. Golf is a sport that closely simulates Cowboy Action ShootingTM. Both are played out in the elements, against others in differing categories, along a laid out course, playing in progressive groups, with irons and leathers of comparable price, and they are both played in an organized, civil, and methodical way. It says in Psalm 37:8 "Refrain from anger and turn from wrath; do not fret – it leads only to evil."

You seldom see a shouting match or a fistfight break out at a golf

event. The worst thing that usually happens is for someone to make a little noise while a competitor is addressing the ball. Then the offender might incur the rebuff of a firm stare. That's why it was a great surprise to me, as I watched that day, that one of the competing golfers would have the audacity to do something on the field so unsportsmanlike. This incident was so vile, gross, and unbecoming a civilized golfer that I never even saw a replay. It was so over the top the sports announcer stated the Commissioner of Golf would probably be called upon to assess a hefty fine. (Up to that point I had never heard of a Commissioner of Golf.) I'm so embarrassed for this renegade golfer I'll not even mention his name.

What was the dastardly deed performed by this out of control competitor, you may ask? Well I'll tell ya plain out, he spit on the green. Not just anywhere on the green, mind you. But, he spit in that little hole on the green where that little white ball goes at the end of their stage. Seems it took him a little longer than usual to finish the last string causing him to fire a few more shots then needed to get the last one to go down. I've been there before, as have some of you all. But never have I witnessed anyone walking over and spitting on a target. I've heard tell of people being mad enough to spit, but never have I encountered anyone so bold to see it all the way through. I'm tellin' ya straight up, partners, I hope I never see anyone in our sport so enraged they would attempt to do something so brazen.

Then I got to thinkin'. What if someone actually attempts to disgrace our sport in just such a way? Well, that's when it hit me. We need a "Commissioner of Cowboy Action." Someone above reproach. Someone who would be available to make the call at a moment's notice. Someone who would constantly ride the range looking for anyone committing such an infraction and prescribing the proper fines. Someone who would be at all the major shoots to watch and consider every shooter carefully in every detail. Someone to empty and clean the spittoons when needed. This would help keep our sport from sinking to the level of golf.

In closing, I don't think it is necessary to burden us with more regulations. We all know the proper behavior for cowboys and cowgirls at our events. After all, we learned at an early age the basic rule to follow here: "NEVER SPIT INTO THE WIND!"

creevicardave@hotmail.com 🌲

WHOOPER **CRANE'S** "SIDEKICKS AND HEAVIES" ARE GREAT!

Now that's what I'm talking about—a great article on Gabby Hayes! Now, how about one on my favorite villain, Lee Van Cleef? And, for a one shot "heavy," Dennis Quaid as Doc Holliday in "Wyatt Earp." If the Doc wasn't like Quaid, then there was no such Doc!

> Waco Smith, SASS #11961 Ellington, CT 🎩







OVERALL WINNERS ARE A BAD IDEA!

You recently suggested SASS members try different categories. But, SASS rules work against this. By recognizing overall match "winners" as those two shooters who have the fastest time, regardless of shooting style, firearms or cartridges used, or costuming, SASS points the entire sport and the vast majority of shooters in the direction of highly modified firearms, low recoil cartridges, and minimal costuming.

SASS should adopt the approach of the Olympic Games where its equivalent categories are called "events." No pretense is made of "level playing fields." Events differ and winners are all equal. If SASS viewed categories as separate "events," we would truly have a sport where the playing field was "level," where experimentation was encouraged, and where individuals could participate in their own category knowing a win here was just as valuable as a win in any other catego-

ry, regardless of time. Categories would be accepted as providing unique challenges to shooters, and some of those challenges result in slower times, regardless of shooter skill. At END of TRAIL, instead of two "winners" and a photo of two individuals on the cover of The Cowboy Chronicle, we would have many winners in the photo, all equal. The Olympics don't claim a sprinter is superior to a marathoner because the sprinter has a faster time. SASS should not ask a Frontiersman to compete for overall match winner with someone in the Traditional category based on time.

SASS should no longer recognize ultimate speed as the defining attribute of our sport. It should instead recognize the diversity of categories as being of equal "value" to the sport.

Far Country Traveler NRA Life Member SASS Life Member #19695

(Yes. You are absolutely correct. It's important to remember there is NO SASS rule requiring recognition of overall winners ... rather it's simply a (bad) tradition. The State/Regional/National/World Championship matches are all operated under contractual

agreements to recognize the overall winners for advancement to the next level ... and it's that way only for economic reasons. Overall winners make no sense at all ... all categories are equal. The reason we have categories is the shooting disciplines are all drastically different. When END of TRAIL refrained (twice!) from recognizing overall winners, there was such a vociferous hue and cry (especially from the "wanna be" winners) the Wild Bunch was forced to capitulate and recognize the winners during the following year's opening ceremonies. Also, the marketing folks will tell you it's easier to make a publicity "splash" with one or two winner's names rather than 30! ... Editor in Chief) ...

APPALOOSA – A GREAT WESTERN!

Kudos to Ed Harris for having the courage to make a great western—"Appaloosa." The costumes, firearms, and saddles were all right on. I really enjoy the articles in The Cowboy Chronicle. Keep it up!

William Garret, SASS #58080 State Center, IA 🎩

BAD WINNER'S PHOTOS

I appreciated your latest lecture on costuming. I'd like to add a suggestion: when photos are being taken of match winners, ask those folks in the picture to remove their 2008 sunglasses. We can understand their use on the range, but for 1/1000 of a second they can remove them. It helps with the authenticity of the costume, and it shows the face better.

Shaniko, SASS #19938 Portland, OR

(You're absolutely correct! I won't take the photo until they take off their glasses ... and neither should anyone else!) .

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(EXT. 118)



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Cat Ballou, SASS #55 ~SASS Hall of Fame Inductee~

he adventure began in February '08, when yours truly received a call from Coyote Calhoun, who was representing SASS at the annual Shot Show in Las Vegas. Apparently a mysterious and handsome Frenchman had seen a photograph of the fabulous Peaches O'Day performing at last year's END of TRAIL. Approaching Coyote, he stated, "I want her!" Well, what would you do if a mysterious and handsome Frenchman were seeking the pleasure of your company, hmmm..?

Peaches and I quickly discovered the Frenchman was Trusty Phil, SASS Life #28720, Cowboy Action Shooting™ France #1 and Vice President, who for seven years has been producing the Paris Western Show. The beautiful, lush city of Versailles sits southwest of Paris, and is where



Miss Tabitha waves from the stagecoach

PEACHES IN PARISY

By Miss Tabitha, SASS Regulator #26972, River Crossing Inc.



Peaches performing

Louis XIV constructed the fabulous and enormous Palace of Versailles. Beyond the walls of the palace is an historic shooting range where the Paris Western Show takes place.

Trusty Phil, together with his charming wife, Leci, a.k.a. Criolla, has single-handedly brought to Paris a sampling of the American Wild West. In past years, he has presented gun spinners, rope twirlers, and even a Buffalo Bill Wild West Show, and this year had a contingent of Buffalo Soldiers that traveled all the way from Phoenix, Arizona. Trusty Phil loves the West, and it is his passion to share that love with his native land.

Now, for those of you who are unfamiliar with the fabulous Peaches O'Day, you really are missing something! A true professional SASS entertainer, she has wowed audiences at the Vegas Convention and at END of TRAIL with her amazing wardrobe, incredible, sexy voice, and spot-on impersonation of Mae West, which she showcases as part of River Crossing's Silver Screen Saloon Show. She has been called "the best Mae West since Mae West," and Trusty Phil knew she would be the perfect addition to his Paris Western Show.

Communicating via emails, Peaches made all the arrangements with Trusty Phil to travel to Paris for the September 27-28, 2008 show. She invited me to accompany her as her executive assistant at the performances, and as a traveling companion. I was more than happy to oblige!

Now for the planning and the packing. Peaches selected six costumes and three hats she would wear over the course of the twoday show. Of course, there were matching shoes, gloves, tons of jewelry, and other accessories, as well. Peaches and I also packed one Victorian gown each, since



Peaches at Chiappa booth



Peaches and Alchimista

Trusty Phil was hoping to arrange for a dinner and photo shoot during the course of our visit. I had to pack three outfits for strolling and performances, and none of this takes into account our personal items! All things considered, we feel we did pretty good getting it all into only eight suitcases!

The exciting weekend finally arrived. Trusty Phil brought us to the site on Friday to set up, and we transformed an office into our dressing room, hanging petticoats over the windows for privacy (not that kind of a show!). I was delighted to see Alchimista, SASS Life #41531, and the entire Italian contingent, who were setting up the Cowboy Action ShootingTM competition, a new addition to the Show. That night, after a long day of preparing, the Italians wined us and dined us with a fabulous dinner and more laughs than you can count. We fell into bed tired, but excited about the opening of the show in the morning.

The Show was so crowded when we arrived we could hardly walk through the hallway to reach

(Continued on next page)



Miss Tabitha, Trusty Phil, and Peaches O'Day

(Continued from previous page)

our dressing room. Vendors were set up along both sides of the aisle selling Old West clothing, movies, books, Wild West memorabilia, and of course, lots of guns! Cowboy Action Shooting™ is a new thing in Europe, and SASS members like Trusty Phil, Alchimista, Kodiak Al, SASS #52355, and a host of other very dedicated shooters are carefully and enthusiastically cultivating the sport. It was exciting to see so much interest.

Just outside our dressing room, we could hear music from the large outdoor stage. Trusty Phil had brought in a troupe of costumed Victorian Dancers who were demonstrating dances of the 1800's. After their performance ended, the crowd began to cheer as three sassy Can-Can dancers took to the floor with an energetic, entertaining routine. The dancers were followed by Mariachi players and a really great country band that spoke little English, but sang cowboy songs beautifully!

It was time. When Peaches

stepped out of her dressing room, you could see jaws drop as folks stared in amazement. In a figure-hugging hot pink and black corset, with feathers towering above her enormous black hat, she literally stopped traffic everywhere she went. It seemed everyone wanted to have their picture taken with her, and she was happy to oblige.

Soon, one of the Frenchmen rounded us up and rapidly escorted the two of us to the back performance area, where costumed cowboys and Indians were demonstrating riding and roping skills and Mounted Shooting, and where earlier in the day, the Buffalo Soldiers had given their performance. Most exciting for us, there was a real, live stagecoach giving rides. Our escort flagged the driver over, climbed up the side, and after a lively, emphatic conversation in French with much arm gesturing, the current riders were evicted, and Peaches O'Day and I were invited to climb inside. I stopped for just a moment for a photo, and heard a yelp from the other side of the stagecoach, where Peaches had been lifted up and bodily inserted into the stagecoach (I guess her dress was too tight to allow her to climb aboard in the usual manner!). I joined her with our French escort, who was delighted to clamber aboard as well.

Realizing the audience would want to take pictures, I leaned out the window in my little red saloon outfit and began to wave. Unfortunately, Peaches' hat was too large to fit through the window, so folks had to be content with one velvet-gloved and diamond-jeweled arm waving. The stagecoach leaped into motion, and we suddenly realized this was no leisurely ride, but was a demonstration of the driver's ability! Peaches and I hung on for dear life, laughing all the while as the driver performed figure eights and raced around the field. It was one of my most memorable moments of the weekend!

The entire show was a lot of fun, as we strolled around, flirted with the audience, and posed for pictures, and Peaches took the stage for her singing performances with all of her usual pizzazz. You don't have to understand the English lyrics to get the idea of a

song like "I'm No Angel!" For the Saturday evening performance, with translation help from Trusty Phil and Jerome (thanks, Jerome!), Peaches invited Alchimista and Bandito to join her on stage for a few fun skits. On Sunday afternoon, for her final performance, Trusty Phil was able to get away from his organizational duties during her song "Mama's Boy." And the international crowd enjoyed singing along as Peaches gave an encore performance, singing "Minnie the Moocher."

What an experience! The weather was absolutely beautiful, the crowds were appreciative, and Trusty Phil is already planning for an even bigger and better show next year. He not only wants Peaches and me back next year, but he wants us to add to the performances, which of course, we are more than happy to do! Guess I'd better brush up on my French, oui ...? (For more information about next year's Paris Western Show, please contact Philippe G. Couvreur, a.k.a. Trusty Phil, SASS Life Member #28720, at couvreur.ph2@wanadoo.fr Photographs courtesy of Frederic Coune and Miss Tabitha.) 🌲



Peaches and Trusty Phil promenade

With Coyote Calhoun



have not had a chance to catch my breath after returning home from the Convention, and we are now planning END of TRAIL! First, before we talk about END of TRAIL, I have an announcement regarding the SASS Convention. Saturday night I announced next year's Convention theme would be "A Hoe Down." After the announcement, Cat Ballou, Miss Tabitha, and I were asked by several ladies to reconsider ... and we did. The theme for next year's 8th Annual SASS Convention will be a "Dodge City Ball." You will see articles in upcoming issues of The Cowboy Chronicle that will discuss all the particulars of a "Dodge City Ball." ... Now, for END of TRAIL!

All you hear now-a-days is news dealing with the government's plan to stimulate the economy. So, we thought we would offer our own plan to stimulate Cowboy Action ShootingTM. We're making changes for END of TRAIL. First, END of TRAIL prices are dropping. A main match entry is now reduced from \$250 to \$200. As an extra incentive, if you sign up by January 31, 2009, you will receive free side matches, or if you are a Mounted Shooter, \$20 off the rifle side match. We are also reducing vendor prices to make END of TRAIL more attractive to them. In addition, we are shortening END of

SASS END OF TRAIL SHOOTING STIMULUS PACKAGE

By Coyote Calhoun, SASS #201

TRAIL by three days. It will run from Monday, June 22nd, to Sunday, June 28th, for SASS members. The public days are Thursday through Saturday.

The basic schedule begins on Monday and Tuesday with the 12stage Wild Bunch Match and Warm-up Matches (yes, you an shoot them both!). Also, on Tuesday there are SASS University classes. Wednesday has all the familiar side matches you enjoy. We are expanding some of the side matches, such as Speed Pistol, to include Speed Pistol -Two Handed, Duelist, and Gunfighter. Opening ceremonies remain on Wednesday evening. Thursday, Friday, and Saturday are reserved for the 12-stage Main Match and nightly entertainment.

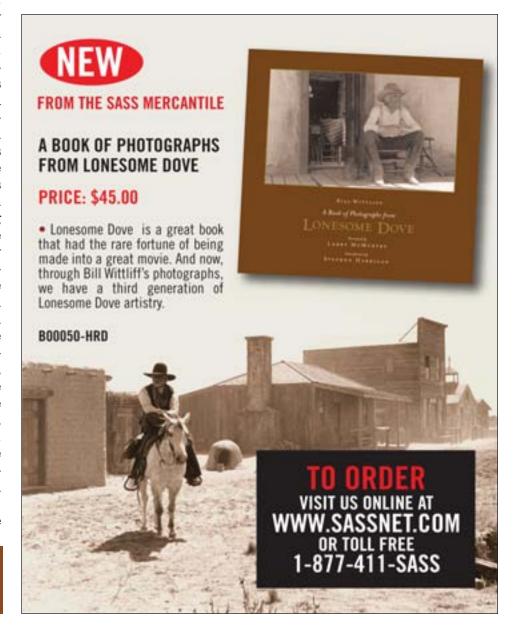
This year we will be distributing the Main Match Awards Saturday evening followed by a party to celebrate our new champions. Thus, Sunday becomes an optional day, both for vendors and shooters. We will have the Top Gun Shoot-off for Action as well as Mounted Shooters, and an MSA Mounted event following the mounted shoot-off. Team side matches for couples and family members will provide opportunities for everyone who stays the chance to pull the trigger on Sunday. All Sunday awards will be presented on the bays where the shooting occurs. Entertainment again will be top notch, with new additions like a Square Dancing/Line Dancing HoeDown, a Western Swing Night, and the Champions Celebration. Also, to give the match a more leisurely feel, we will be combining some social functions and eliminating others.

If you don't already know, we

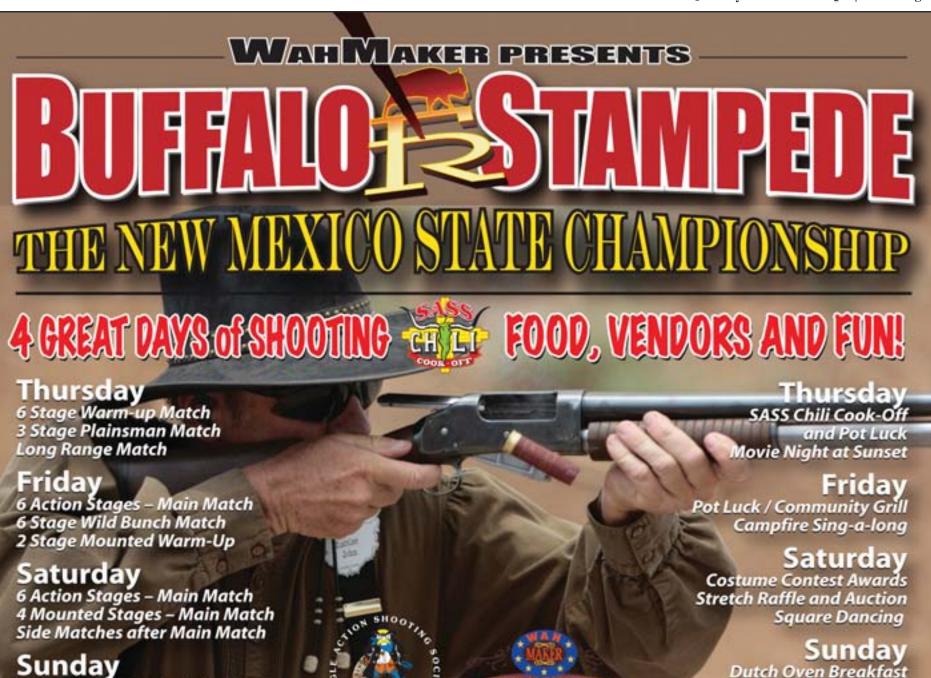
have a couple of new categories that will be replacing the Traditional and Modern categories. The new categories are both age-based categories. The first is open to all age groups and is called the Cowboy/Cowgirl Category. This category allows Buckaroos and Juniors to move up if they want to compete with older shooters. The second category is the Wrangler/Lady Wrangler Category, which is open to competitors age 36 and greater. Remember, with the loss of the Modern Category, all agebased categories may now shoot fixed-sighted or adjustable-sighted revolvers. These category changes go into effect March 1, 2009. Also, at END of TRAIL we will again offer the Senior Gunfighter Category. It was a hit last year and should be again this year. (The END of TRAIL application will be updated to reflect these changes.) All other SASS categories will be offered as long as there are at least five participants in the category.

That's all for now. There will be more information on END of TRAIL in up-coming Cowboy Chronicle articles and on the SASS web page.

See you on the Trail



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BLACK JACK MCGINNIS EXEMPLIFIES THE SPIRIT OF THE GAME

I am writing to express how delighted I was to read Black Jack McGinnis is being inducted into the SASS Hall of Fame. I first met him back in 1995 when I came south from Canada for my first big American matchPlum Creek in Schulenberg, Texas. I was as green as grass and woefully equipped. I had an old Rossi hammered 12 gauge, one Ruger Blackhawk, one Bisley Vaquero, and a Winchester 1894 Trapper that was so new it hadn't been sighted in yet. The posse was too generous to let me fall between categories and, if I would use his ammo, one of them lent me his Colt-and it was a Colt-the first I'd ever touched. It was also a Munden-tuned Colt with no trigger pull that I could discern. There was

many a safe but premature BANG with no following CLANG. But, the main source of misses was the unsighted Winchester. I was having too much fun to mind much.

I was enjoying the amazing shooting going on around me, and the posse soon sorted me out on that score. "Watch this guy," they told me. "He'll win the match, sure." His alias was Black Jack McGinnis, and he amazed me. He amazed me even more after the day's stages were shot. He came over to me and said, "Grab a box of shells, and we'll sort out that rifle." And we did, walking it in patiently until BANG/CLANG was the order of the next day. And, Black Jack McGinnis did—win the match, that

is. We have met numerous times since then and still do. I usually hear a shout, "I recognize that hat!" I had bought a top hat to wear. But, we've never shot on the same posse again.

Now he is so busy with his superb photography he must "shoot through" these days. But never mind. To me, he will always be the champion that stayed out in the Texas sun to help a rookie get it right, thus exemplifying not only superb shooting, but the true "Spirit of the Game" that separates Cowboy Action ShootingTM from every other game on earth.

Bad Penny, SASS #1453 Millgrove, Ontario Canada &

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SASS SUPPORTS "PUNKIN' CHUNKIN" IN NEW MEXICO!! . . .

(Continued from page 10)

mover, which was a great help getting people to and from their cars. All proceeds from the Estancia pumpkin' chunkin' go to the Estancia Rotary Scholarship Fund.

Punkin' Chunkin' is hurling a pumpkin by mechanical means over great heights and distances in an attempt to throw it the farthest. Hurling an 8 to 10 lb pumpkin at these distances gives a whole new meaning to "long range!" There is also a competition to hit abandoned vehicles, always a crowd favorite.

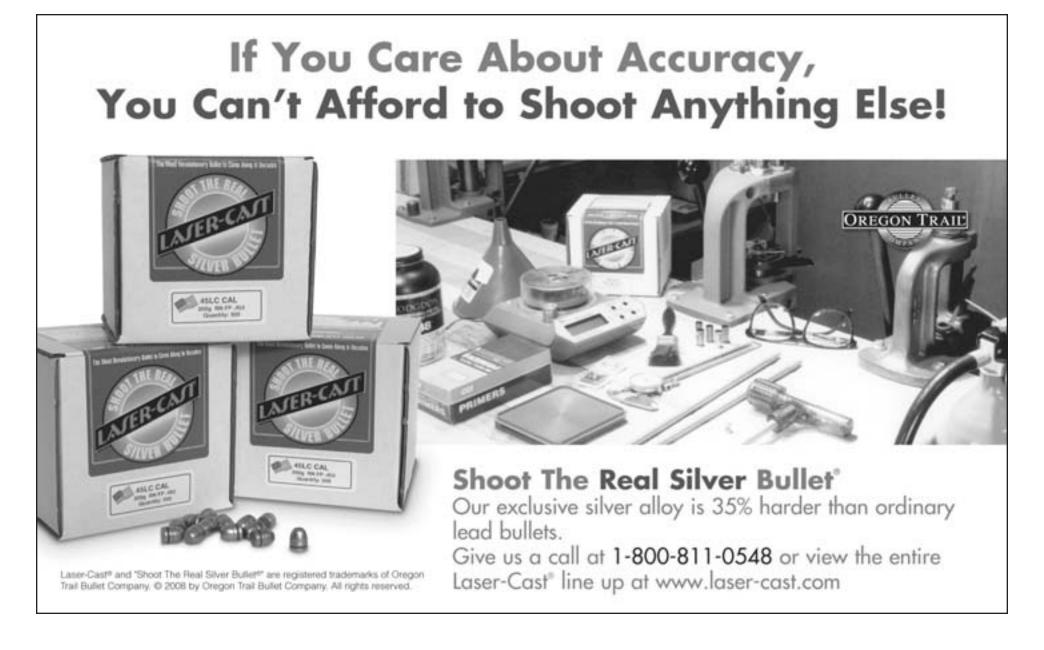
In addition to the large pneumatic cannons there are catapults, sling-shots, and even water-powered cannons. In order of increasing effectiveness, the devices include compound slingshots, catapults, trebuchets, and pneumatic air cannons. The latter has fired pumpkins as far as 4434 feet! The "missing" cannon, and yet to

be built, is a double barrel cannon!

The range achieved by devices greatly depends on the mass, shape, and size of the projectile, the yield limits, stiffness, pitch and elevation of the hurler, and wind speed. The pumpkin must remain whole after leaving the device for the chunking to count. Pumpkins that burst after leaving the barrel intact are referred to as "pumpkin pie in the sky!" Some pumpkin chunkers grow special, firm pumpkins for use as a projectile, since sabots are prohibited in competitions. These special pumpkins are generally not good for eating.

Pumpkin chucking competitions, formal and informal, exist throughout the United States in the fall, when pumpkins are harvested. The US Nationals for this event are held in Delaware. A European Championship has been held in Bikschote, Belgium_since 2004. •









Colonel Dan, SASS Life #24025

It does not take a majority to prevail ... but rather an irate, tireless minority, keen on setting brushfires of freedom in the minds of men. Samuel Adams

lthough it's impossible to write Aabout current events when your column is published monthly and the submission deadline is two months prior to publication, it usually turns out to be a good thing. It gives me time to think and reflect rather than

WHAT NOW?

By Colonel Dan, SASS Life #24025

feel and react. Having said that, the question I've been asked most after the big Democrat win is, "What Now? What do we do in light of this liberal victory, and what's to be done with such a dysfunctional GOP?" Many entrenched Republican Party leaders are now telling us they know how to fix the GOP by returning to conservative basics! Well, if they knew that, why did they abandon the basics in the first place and where were all these political wizards for the past 13 years? Traditionalists knew what was wrong and told them so. Now many of the same old names that authored the GOP disaster are lecturing us on the solution? Sorry, I don't buy it. They had their chance, and they betrayed our trust, so now they should just go away—far away. We want new leaders with newfound spine and old-fashioned courage.

What traditionalists need today more than ever is nerve. Steel your nerves and resolve yourself never to compromise on principle. It was compromising of conservative principle that infected the GOP, and we saw the outcome. That "new tone" introduced by George W. Bush would prove to be the start of a big GOP sell out and the end of the "GOP reign." Fiscal conservatism and respect for their constitutional obligations were relegated to the trash bin. Conservatives saw this for what it was and rightfully fired them. But, I've written about that before, so no need to rehash. The big question is, "What now?" Is the GOP dead? If you mean the GOP that sold out conservatism, yes, it should be dead. Then is conservatism itself dead also? Not by a long shot! If traditional conservatism was dead, those that fired the current GOP wouldn't have cared enough to give them the boot and many of those RINOs would still be in power today. [RINO, Republican in Name Only, is code for fake conservative.]

As I see it, the GOP has two options if it really wants to right the party and get back on track with those they deceived.

Option 1. The GOP must cleanse itself of all these fake conservatives and find new wood-a new set of true conservative leaders from which to rebuild the house is crucial. You can't rebuild anything using the same rotten wood from the structure that just collapsed. The Bush mantra of setting a "new tone," and McCain's "reaching across the aisle" never worked and will never work. Anytime the GOP reached across the aisle, they got their hands cut off. You'd think after the first 6 or 7

(Continued on next page)



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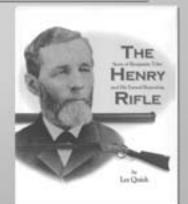
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(Continued from previous page)

times they would have learned their lesson, but apparently in the 13 years since the GOP first took over in 1995 that never sunk in. Bottom line, they need a solid core of new leadership. If they don't establish that premise from the start, they might as well just re-register as The Bush/McCain Democrats. approach failed and will fail every time it's tried. We need leaders with fire in their bellies, steel in their spines, and dedication to our Founder's values solidly entrenched in their hearts and souls. From this new core, they can slowly fight to earn back the trust and confidence of the people. But this must be demonstrated with determined action on the battlefield of government—no campaign speeches or empty words and promises. They must first show the gumption to stand up and fight for traditional values and principles.

They must <u>first demonstrate</u> the courage needed to withstand the liberal onslaught that's sure to come, and not back down nor compromise those principles. They must adopt the philosophy that compromise of principle is no compromise; it's surrender. As Jefferson said, "In matters of style, swim with the current; in matters of principle, stand like a rock." When they first show that, then and only then will their words mean anything at all to me. Who will these new leaders be? Don't worry. Those with the right grit will rise up, show themselves worthy of the task, and we will know them by their fruit.

In any case, the GOP must renew itself on a rock of solid principle; it must be reborn, and it can't do that with any of the old names that had a hand in its destruction. New strong leadership is central to all and Priority 1, or they risk being

GIVE TO THE

just like the leadership of old-hypocrites. And what can we, the unwashed masses, do to help usher in this rebirth? We must get "mean dog mad" as Josey Wales said, insisting on and accepting nothing less than authentic renewal. We have to declare open season on all RINOs and run them out of the party at every opportunity. We must be that irate, tireless minority Sam Adams described, taking no prisoners and giving no quarter to any pseudo conservative.

America's core values and her very life as we know it are at risk. So where do "we the people" get the

authority to exterminate gutless pretenders from the party? Our RINO extermination license was issued by the Founding Fathers, and that's all "we the people" need. If this core of new leaders finds the current GOP even the least bit reluctant or doesn't have the moral fiber for Option 1, then I see Option 2 as the only currently acceptable alternative.

Option 2. Retire the GOP flag and start a new party!

Just the view from my saddle... Contact Colonel Dan: coloneldan@bellsouth.net **Article Archives:**

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Capt. George Baylor, SASS #24287 Life

English, TX – We arrived on Friday the week before the Regional. Comin' At'Cha is situated on Badlands Bar 3 Ranch in English, Texas. A huge barn is just off the road. Nearly everything happens there. Past that is a long row of well prepared shooting stations with everything from a fort to three stages under cover (with fans for summer matches) to a giant wagon to a moving ore cart (from which you shoot!) Dog Dooley and Betty greeted us on arrival. Dog Dooley is a big dog. Betty is a small Pomeranian. Betty and George S. Patton, Jr., our miniature Pinscher, fell in love at first sight. Dooley anointed all of the external tires of our rig. Welcome to Badlands Bar 3.

Friday night everyone who had arrived for the workers' shoot on Saturday was in the new clubhouse in the barn. The clubhouse, built by T-Bone Dooley and Nuttin' Graceful, was based on the Little Rascals' clubhouse. This should give you an idea how thinking goes in the Dooley Gang. It's not exactly conventional. I got the feeling in all things, they did things the way they would like to see them done when they were contestants.

The Dooley Gang itself is a massive, growing success. Dooley Gang members identify themselves by wearing a purple arm garter. This showing of "gang colors" horrified at least one person at END of TRAIL who wrote to SASS complaining about it. Becoming a member is very difficult, and it took me some years to do it. You walk up to one of the principals and say, "I would like to join the Dooley Gang." He/she will hand you a tie on arm garter, and probably put it on your arm. You have to swear to uphold the low standards of the gang. There might be more, but when I joined at END of TRAIL 2007 the next thing that happened was I was handed a fruit

DISPATCHES FROM CAMP BAYLOR

Comin' At'Cha, The Southwest Regional

By Captain George Baylor, SASS Life #24287



The timer display was a nice touch at Comin' At'Cha. This remote "courtesy" display instantly displays a shooter's raw time for the benefit of spectators and shooting buddies.

jar with an unusual tasting liquid in it. My next memory was waking up with a terrible hangover and four stages to shoot!

Everyone involved in Comin' At'Cha has either been extensively trained in customer relations or just naturally wants to help you enjoy your stay. I didn't see any hang ups anywhere. You could usually find one or two "ranch hands" watching for problems, such as in RV parking, which was done with great efficiency this year. The addition of \$20,000 of gravel made the parking area trouble free, and, more importantly, stuck RV free.

Everything was included. You didn't have to pay a dollar here or five dollars there. T-Bone told of how annoyed he is to have to pay \$1 to shoot a side match. Just getting to our wallets with guns on is enough to annoy you, so I side with him completely in this. Instead, all side matches were included. Lunch was included. All Regionals have a method of raising money for the SASS Scholarship fund, an extremely worthy cause. At Comin' At'Cha contestants weren't asked for money. Instead we were asked to shoot the SASS Scholarship stage, an all plate stage. Every time we

shot, \$1 went to the fund—from the MATCH, not from our pockets. One lucky shooter won a Marlin .45, so a lot of us shot it several times.

The stages were simple. As I always say, it's a gunfight, not a college exam. One stage might have had no misses at all. It wasn't that easy. It consisted of seven rifle knockdowns, 10 revolver knockdowns, and two shotgun knockdowns, shot from four shooting positions. All misses could be made up with a shotgun. Some contestants emptied their shotgun belts, but they showed no misses.

(Continued on next page)

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Lunch was included on main match days ... a pretty good lunch. Moreover, there were two snack stations with little sausages and the like and drinks. These stations were right behind the shooting line.

Timing System

The timing system, as I mentioned last year, should be adopted everywhere in SASS, ESPECIALLY at END of TRAIL. At each stage was a big electronic board that displayed the time as soon as the shooter finished. The timer transmitted to that board and that board only the correct time. The system is from Competitive Edge Dynamics, and one timer and Big Board Display are required for each stage. The timer operator still read out the time in a loud, clear voice as soon as he could, loud enough for the shooter and spectators to hear. Once the time I called out wasn't what was posted. Radio frequencies can get blocked, for example, by a shooter walking between the timer and the display board. The timer had a review feature, and I just counted shots. The time on the timer was correct. You didn't have to worry about the timer picking up extraneous shots after the shooter finished. You just pushed the "Review" button, and it stopped recording shots.

Spectators could just glance at the big board at the last shot and see what time the shooter had. It was entertaining and informative. It should be standard equipment at every big match.

Shooting Coach

Buffy Lo Gal was telling everyone she could I was the best shooting coach in the world. I was working the loading table, and when it came time for her to be next, I told her, "You have to do three things to win." She nodded her head seriously, and I told her. She went out and did the three things. At the next stage, I would say the same thing, and she would go out and do all three things. Later I was called away to do another job, and after a couple of stages, she came to me and told me I needed to remind her of the three things before each of the rest of the stages. Without my sage advice, she had gotten a couple of misses. So I made sure I was there before she shot each time, shooting clean and fast.

What are the three things? You know normally I charge for this:

- Shoot fast.
- Hit all of the targets.
- Look good.

Usually I tell quizzical shooters, "Pick any two."

But I told Buffy, being a World Champion, she needed to do all three.

She did.

Note: I did not say, "Don't miss."

If I tell you not to miss, you'll go to the line thinking about missing. You should be thinking about hitting, not missing.

Helpers

When I finished shooting the second day, I was standing by my gun cart preparing to take it up the hill, and a muscular young man asked if he could help me. His job that day was to offer to help shooters. At first I said no, thinking I'm not that old and infirm. Then, I came to my senses and asked him to take my cart to my trailer 25 yards away. He did. It hit me much later that I had never seen a match so fat with workers they could have some there just to help shooters.

But that's the way the entire event went. I've never seen a better value for money at a big event. I've never been treated better. Yes, 27 guns given away helped.

All On The Ranch

Every activity was on the ranch. Parties and dinners were in the big barn. The fireworks display was over the lake just past the dry camping area. You didn't have to drive anywhere for anything. Yes, I said "the fireworks display," a professional 45-minute fireworks display. Don't all Regionals have them?

RV Parking

This year we had a parking space with my name on it, on dry land. Last year T-Bone pointed me in a direction, and we discovered that his evaluation of what ground would support 33,000 lb. was just a bit optimistic. That road is now memorialized with a "BAYLOR PKWY" sign.

Clean Match Awards

43 shooters shot clean, including two Frontiersmen. (It's easy to shoot clean when you're using two hands, smokeless powder, and cartridge pistols. Frontiersmen use one hand and manage percussion pistols. Try it some time.)

I shot one similar sized Regional that had nine clean shooters. Guess which one will be sold out next year? It is quite likely the 2009 Comin' At'Cha is *already* sold out. A long line of people was signing up for next year when the awards presentation ended. I was #3.







INCIDENT AT LITTLE MISERY

By Tennessee Jack Sledger, SASS #65872

Part of the great fun one can have with a SASS alias is to have your persona or alter ego participate in a famous Western incident, as in this example.

Springtime in the Dakota Badlands, 1885. It was snowing so hard the trains of the Northern Pacific Railway stopped running. The wind was howling fit to blow the feathers off a cigar store Indian, and it was cold enough to freeze a brass monkey. Two men each shouldered packs and a saddle, stepped from the gravel of the railroad depot in Little Missouri, North Dakota, and began trudging through the knee deep snow in the quickly gathering darkness toward a light emanating from a large wood frame building. A barely readable sign on the building announced that it was the Pyramid

Park Hotel.

"Some kinda ruckus goin' on," the taller, younger man said.

"Aw," his companion replied. "Prob'ly jus' some drovers hoorawin'. Still ..."

He shifted the saddle on his shoulder and loosened the thong from the hammer of the revolver at his waist. The other did likewise. No amount of ruckus was going to keep these pilgrims out in the cold.

As they approached the door of the hotel, the sound of a revolver shot came from within. The younger man looked at his partner, who nodded.

"You first, Hoss," he said. "You know what'll happen soon as I step in there. My durn specs'll fog up."

The speaker grasped the handle and opened the door

"Let 'er buck!" He said, drawing his pistol.

Tony Grayhorse, known to his Crow People as Rides Far, had some experience with this sort of thing. He was the first American Indian to be deputized as a U.S. Federal Marshal, and had brought law and order to the wide-open mining camp of Peckinpah, Colorado. His comrade was Tennessee Jack Sledger. They had crossed paths back in Bismarck at the railroad station. Both were headed for the same place, Medora, ND, with a similar purpose, the cattle business. Being of long acquaintance, going back to the old Army scouting days, they threw in together.

The only occupants of the large, poorly furnished, low-ceilinged room were three cowboys and the dour faced, bored looking barkeep. One of the three cowpokes, who seemed to have more of a load on than his companions, was executing some pistol twirling tricks with a pair of fancy nickel plated Colts. One of his buddies saw Tony Grayhorse burst in with a drawn and cocked government issue '75 Remington .45.

"Whoa! Hol' on there, Fren," this cowboy cried. "We'uns be jus' funnin' is all. Ain't no trouble here!"

Grayhorse uncocked his pistol and holstered it without a word. Tennessee Jack did the same, closed the door, and crossed the room to a table by one of two large coal stoves that heated the dismal saloon quite nicely. Sledger dumped his gear on the floor, followed by Grayhorse.

"Hey," said the cowboy who had first spoken. "Don't I know you, Mister? Why, sho-nuf, you be Maashal Grayhorse from over t' Colarady! You th' law in these parts, now?"

(Continued on next page)



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(Continued from previous page)

"Nope," was the reply, "'lookin' fer a ramroddin' job on a ranch here abouts. You boys signed on any place?"

Tennessee Jack had shucked off his buffalo hide greatcoat and fur cap. His spectacles had clouded over immediately upon entering the saloon, and he was busily wiping them clear with his neckerchief.

"Not yet, we ain't." The cowboy replied to Grayhorse's question. "But thars pa-lenty a' work 'round here. Why, we 'uns done heared tell as how a fella kin well nigh claim any wage he's a mind t'."

"Say, that's prime," Grayhorse answered. "Been a long time comin', ain't it?"

"I heared that, Maashal. Shonuf true, right there."

"HEY, FOUR EYES!" The half in the bag cowpoke hollered at Tennessee Jack.

The first cowboy grabbed his drunken buddy by the arm and spoke to him earnestly.

"Sligo, don' y'know who that is? Why, tha's ol' Bad Eye Jack Sledger. See'd him take two fellas in a dive out in Bismarck, back in '76 'for Custer got hisself whupped. An', an then, las' year I see'd him agin with Short, Masterson, Tilghman, an' Earp over t' Dodge when they cleaned it up. You done heared of th' Dodge City Peace Commission, ain't ya?"

Sligo wasn't so drunk as to not recognize his faux-pas.

"Duh, that's Bad Eye Jack? Lorda mercy!"

"Whaddya want?" Tennessee Jack answered, replacing his spectacles on his nose.

Sligo stammered a little.

"Oh, er, nuthin' Jack. Jus' wondered if'n it quit snowin' yit, is all"

"Not hardly, Friend. Reckon it'll blow all night. Barkeep, got any vittles? An' decent whiskey?"

"Whattaya call decent whiskey, Friend?

"Always been partial t' Tennessee Mash."

"Ain't got none a'that."

Tennessee Jack and Tony Grayhorse settled for coffee, antelope steaks (fresh yesterday), with last year's p'taters (nice an' mealy). As they partook of their surprisingly good meal, Jack tried to convince Grayhorse that he should go to ranching for himself instead of working as a foreman for someone else. Sligo was even deeper into his cups and ventured another pot-shot at the already mortally wounded clock on the wall. The tavern man ended this diversion by producing a street howitzer from beneath his bar. Just then, a stranger, heavily laden with saddle and pack, clad in buffalo hide and buckskin, entered. Jack remarked to Grayhorse.

"I seem t'call t'mind seein' that

pilgrim someplace."

The stranger also wore spectacles, which he removed to wipe clear of condensation with a bandana

"Hey, Four Eyes," the drunken Sligo bellowed. You be treatin!"

The stranger ignored Sligo and took a seat by the other stove.

"Ain't nobody I ever seen," Grayhorse observed.

"Hey, Four Eyes! You deef as well's blind? I'm a'talkin' t' you!"

The stranger continued to ignore Sligo, which annoyed him no end.

By jingo, that's it!" Sledger exclaimed. "That's who he is! What's he doin' way out here?'

Sligo drew his fancy nickel plated Colts and stumbled over to the

"Hey, you! Din' y'hear me a'tellin' y't' buy th' nex' roun'?"

The stranger rose from his seat with an air of resignation.

"Well, if I've got to, I suppose I've

got to," he said.

The newcomer took two steps toward the bar and then like a bolt of lightning, threw a right hand fist squarely to Sligo's jaw. Sligo's pistols went off into the ceiling and the stranger drove a left to the cowboy's midsection, doubling him over. A second right upper cut straightened Sligo out over backwards, striking his head against the stove, which knocked the chimney loose, depositing a season's worth of soot over him. Sligo didn't mind. He was out cold.

Tennessee Jack leaped to his

"Brav-O! A bully one-twothree!"

Theodore Roosevelt looked over at Tennessee Jack and Tony Grayhorse, teeth gleaming with the grin that would become so famous.

"Why, Miss-tah Sledgah I am dee-lighted to see you."

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Whooper Crane, SASS #52745 Mug shot by Deadeye Al

Then it comes to Sidekicks, those of us who grew up during the 1950's remember that jovial face, that put-on dialect, and that semibumbling character of the Cisco Kid's Sidekick ... Pancho.

Actually, Pancho was the crowning role for this very talented guy

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By Whooper Crane, SASS # 52745

who started out in the big time entertainment world in a Broadway play titled "Fads and Fancies" in 1915, in which he played an Italian nobleman, Sir Giovanni Gasolini.

Leo was born Leopoldo Antonio Carillo in 1880, the son of the first mayor of Santa Monica, and the great grandson of the first provisional Governor of California.

Early on, Leo decided he didn't want to become a priest as his parents desired, so he chose an education as an engineer while attending Loyola University. He had a talent as a caricaturist and spent some time after college as a political cartoonist for the San Francisco Examiner.

But you can't keep a good ham

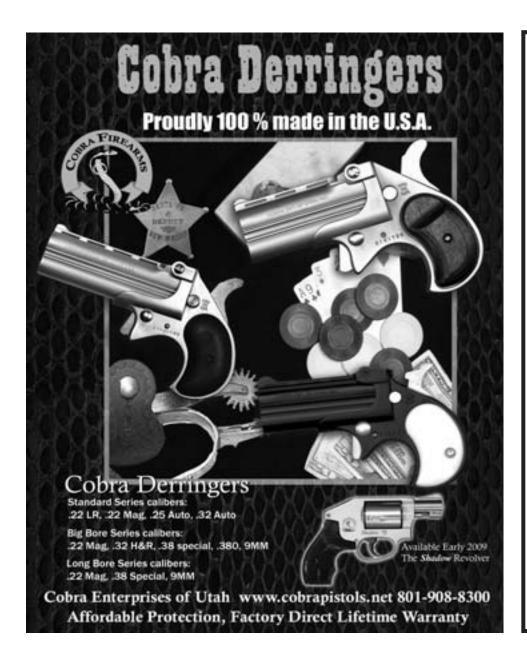


Leo Carillo

down for long, so Leo soon decided to get into the acting trade. He played various supporting roles in local theatre productions before hitting the Big Time on Broadway in 1915. There he played all sorts of Italian and Spanish roles for a dozen successful years before being talked into trying out his talents in Hollywood.

Leo's filmography starts in 1929 playing another Italian, Antonio Camaradino, a friendly florist and hurdy-gurdy player in a movie titled "Mister Antonio." He's the movie's Hero ... and already the Star ... in his very first flick!

Leo went on to appear in more than 90 films, spanning a movie (Continued on next page)



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(Continued from previous page)

career of over 20 years. He was frequently cast as excitable, tonguetangled Latinos, roles that offset his heritage as an educated, sophisticated scion of an original Californio family that dated back to the earliest Conquistadors.

Even though we loved Leo as a mischievous Sidekick, like most early movie stars, he also played Heavies in several gangster flicks, adventure films, comedies, and Westerns (including *Viva Villa* with Wallace Beery), but we'll overlook those ventures into The Dark Side because we enjoyed him so thoroughly as Cisco's buddy!

Here's an interesting sidebar: Leo played Signor Ferretti in the 1943 Arthur Lubin-directed version of The Phantom of the Opera, alongside Hollywood mainstays Nelson Eddy and Claude Rains.

OK ... Get on with it ... what about Pancho?

In 1948, Inter-American Productions decided to put together an oater based on the fictional O. Henry hero, The Cisco Kid (which was loosely based on Cervantes' classic story of Don Quixote). They looked for a handsome younger man to play Cisco and a quiet, older man to play his Sidekick, Pancho. The Pancho role was to be similar to the Sancho Panza role in Don Quixote,

They chose Duncan Renaldo as Cisco and Leo as Pancho. The "quiet older guy" role didn't fit the always-outgoing Leo very well, however, so the big poobahs changed the Pancho character to a more in-your-face, mischievous, kind of Sidekick ... essentially sharing the spotlight (and the billing you might say) with Cisco.

Their first movie, "The Valiant Hombre," premiered in March 1949 and was very well received by Western fans. Now, remember, a huge portion of this fan base was kids (like you and me, if you're one of us old fogies). The Cisco/Pancho duo played perfectly to this age group, so box office success was almost assured.

Inter-American (and their Distributor, United Artists) released four more Cisco Kid movies before a dramatic change came about that secured these two "Robin Hoods of the Old West" deep into our hearts.

And this dramatic change was??? The One-eyed Monster!!! All available studies of entertainment audiences pointed out one very obvious fact—folks were

watching lots of TV in favor of going to the movies!!!

Studios were in a panic, except those producing shows for TV. And, the producers of the Cisco Kid movies made the switch to TV seamlessly. In the same year the last Cisco Kid movie was released, 1950, the Cisco Kid TV Show began ... and continued to run for six very successful years.

Cisco and Pancho rode hard, rescued maidens in distress, apprehended villains, and saved towns from disaster every week until 1956, when they decided to settle down and run ranches of their own.

Talk about sidebars: Even though Leo was 70 years old when the series began, he told the studio he was 50 to assure obtaining the required insurance coverage before filming. Any of you Elder Statesmen out there who think you're getting too old to play our game should take a tip from Leo—you're never too old to have fun! Leo always regarded entertaining people as his kind of fun. He and Duncan Renaldo went on to make 156 episodes of the Cisco Kid before turning in their saddles!

After retiring from the flicks, Leo went on to operate his Rancho de Los Qiotes near Carlsbad, CA and to serve his ancestral state in various volunteer positions on the California Beach and Parks Commission for 18 years. He was eventually appointed as a goodwill ambassador by the Governor.

Leo loved to entertain. His legacy of 15 Broadway shows, over 90 movies, and 156 Cisco Kid episodes, along with countless personal appearances, goodwill visits, and benefits are testimony to his unflagging energy. And his years of public service underline his desire to give back to his fans, who gave him so much inspiration.

Leo passed on to that great Ranchero In The Sky in 1961 at the age of 81. He's resting at Woodlawn Memorial Cemetery in Santa Monica, and you can visit him there or at his Star on the Hollywood Walk of Fame at 1635 Vine Street. Be sure to bring some oats for his horse, Diablo, who gallops through the area on his nightly haunts, looking for his old amigo, Pancho.

"Oh, Cisco ... Oh, Pancho!"

Sources: Answers.com; tcm.com; yahoo.com; B Western Boot Hill

Photos: Whooper by Deadeye Al;

Pancho by The Movie Market ...











Lori Dani Dixie, SASS Life #1695 Photo by Major Photography

It's a phrase our kids have all heard before, and they know by the way we say it it's important to us as Americans. I can tell you what I have often seen in the classroom. The further a student is from the generation that immigrated here, the less they appreciate the opportunities their ancestors came here to get. The high standard of living that

*KID'S KORRAL *

Background Knowledge - Land of Opportunity

By Lori Dani Dixie, SASS Life #1695

people who are born here enjoy is taken for granted by those same people. I also think flush toilets are needed in all businesses and homes, I expect to be able to run out and get food to eat whenever I'm even a little bit hungry, and I expect to go pretty much where ever I want to without someone assaulting me. I expect my hard work to eventually pay off with enough stuff to keep me happy, and I don't expect anyone to tell me I can't do something I think is important.

Students generally know the eastern states were states first, so the western states had to be "later." People had to move there, so they at least know we expanded west even if they've never labeled it that way. If they've had some more ethnically sensitive education, students usually

know the Native Americans were "shafted" in the process. They might know many different groups came to America, or they can see these different groups in their schools. They've certainly heard all the rhetoric surrounding the current immigration issues in the press, even if they don't have a context for it.

THE ESSENTIAL QUESTION – How is land the opportunity?

What kind of opportunities are we talking about? Why is everybody looking for them? Who gets the land? Deep questions deserve a thorough answer.

THE LESSON – American history = Look West – Part I: New World Riches

To really understand why America is the land of opportunity, a

student has to look at global events. Columbus sailed in 1492, and discovered Spain could get rich by robbing the natives blind and putting them to work. They had it down to a system by the time Pizarro conquered the Inca in the 1530's. "Extra" noblemen (those who were too far down the line of siblings to inherit, or "knights" who no longer had peasants to "protect") gained political power by strong arming native populations - and royal land grants to prove it. Land was divided into encomiendas/plantations (like little dukedoms), and money (huge amounts of gold and silver mined by the natives) was sent back to the Royal Government. All of Europe wanted a piece of that kind of action!

(Continued on next page)







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The British sent a company to Jamestown in 1620 to try it (the first attempt at Roanoke Island just disappeared). Unfortunately, they didn't find the same kind of natives, or land, or wealth. After 10 years of more than half the town dying every year, they finally started making money from tobacco. They (the British) needed to bring farmers over to make money in this New World.

Interestingly enough, populations surged around the world in the 1700's and 1800's. We have to give credit to the Industrial Revolution and Enlightenment. The same "scientific" thinking practices that led the Founding Fathers to try our Democratic Experiment led to new economic and health practices. Cities grew as industries grew, (workers needed), and cities were planned (get the sewer waste out of the streets). While they didn't really know about germs, cleanliness and healthiness were finally tied together, so people died a little less often. Britain, in particular, was looking for ways to solve overpopulation problems. Let's send those extra people over to farm! Georgia was founded as a debtor's colony - people who couldn't pay their debts didn't pay them off any better in prison (without work), so they were sent to Georgia to work their debts off.

Then disaster followed in the early 1800's. Ireland in particular suffered a horrible famine. Many, many people starved to death because their primary crop, potatoes, got a fungus. Even if they had potatoes, they only had rotten potatoes, so they got sick and died, too. Anywhere was better than there. China also suffered a famine at this

time, and people flocked across the oceans looking for a place to survive. America provided a window *in the West* where other doors had been slammed shut, a place to get healthy, comfortable even. Maybe even rich?

So, the idea of westward expansion was ingrained into the colonists (Virginia claimed from the Atlantic Coast to the Mississippi River before the Revolutionary War). Using the empty parts of America to get land to the un-landed was the whole idea. The coastal areas were usually granted or claimed by people who had money before they got here the third or fourth sons of nobleman who were just an expense for their families in Europe. The first working immigrants were indentured servants. They had their passage to America paid in advance in return for working the fee off once they arrived. Usually they were expected to work at least five years, and then they'd be "set free" with a few tools to go create a farm of their own. These freed indentured servants had to go into the foothills and mountains to carve out a place for themselves. In the 1700's, the Appalachians were the West.

INDEPENDENT PRACTICE – see if *you* can find the global westward movement.

Catch the next article to see how American History after the Revolutionary War keeps looking West. Talk to some of your SASS buddies who have Hispanic personas or personal history, and ask questions about the connections between cowboys and their Hispanic heritage. Interestingly, we all share a little bit of it.

I can be contacted at: ldgd@comcast.net !

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(EXT. 118)

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I CAN BEAT YOU WITH ONE HAND TIED BEHIND MY BACK ...

By Jeweler Jim, SASS Life/Regulator #50409

Well, maybe not tied behind my back, but my left arm is trussed up firmly against my front side. Seems I've developed the bad habit of having various parts of my anatomy removed, replaced, or reworked on an all too regular basis. That being said, I was still able to shoot at our last match on June 22nd of this year. A couple of weeks previous they reworked the shoulder/rotator cuff.

Now I know "Four Pistol Duelist" ain't an approved category for shooting, but then I've never been any kind of a threat for placing in any of the recognized shooting categories. We here at the Good Guys Posse, however, do try more than anything to just have fun. If you can do it safely (second set of pistols to replace the rifle), and have a legitimate reason for deviating from a shooting category, there's a good chance we'll let you do it. This brings me to the reason for this piece.

It would seem from my readings and dealings with the shooters and clubs in our area we have a falling off of attendance at some of the shoots. I put together a little diatribe for our local gazette berating the shooters for not coming out. Seems to me an increase of from ten to twenty bucks per shoot for expenses (four + dollar a gallon gasoline, shot prices, and so forth) isn't enough to make us stop or slow down. But, I digress.





If a shooter is confined to one of them "two wheeled conveyances" and shows up at your shoot, will you be able to make the necessary accommodations to allow him/her to participate? I like to believe we would do our best to see any and all shooters are "safely assisted through the course of fire." At the local level we need to be inclusive and not the other way round. Further, it seems to me we should be trying hard to get all the shooters we can to join in the fun. In fact, where possible I think we should be out there introducing our sport to the next generation, such as the Boy Scouts, 4H, or any and all organizations that might be interested in learning what we're about. With the younger generation you might also pick up a few of older generation that come along to watch instead of just signing a permission slip. If possible, after the demonstrations, you could have a "sign up" for a free one stage shoot after one

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of your matches or other designated/scheduled date.

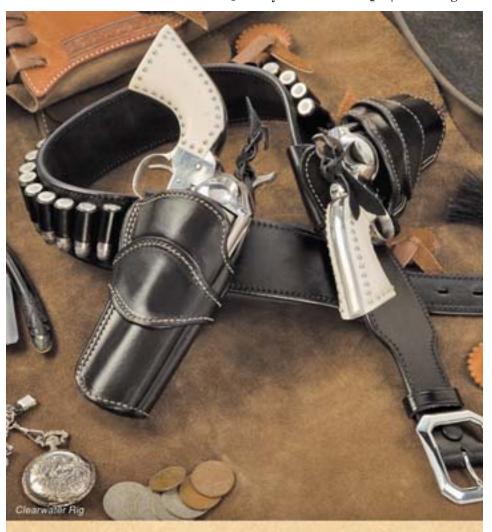
Some clubs have the extra guns available for use by the new shooters. Some have extra leather and/or gun carts for the newbie. If there was one thing that set Cowboy Action apart from any of the other shooting disciplines I've been exposed to, it was the warm, friendly, and helpful attention I was shown at the first shoots I attended. I have also tried to pass that on to the next new shooter. I think it is the willingness of the Cowboy Action Shooter to go the extra mile and extend themselves in all ways possible to help each other that attracts and holds us together as something a little nicer or different in our "push and shove" world in which we currently live.

So, thanks for all you do, and let's not stop or slow down any. I wonder who will get member number 100,000 when they join up? One way or another we need to keep shooting and make it easy for the new shooters to find us, to join up, and to do the same for the next

shooter after them. Helping with the set up, tear down, and range maintenance where possible isn't a bad thing either. Let's make it easier rather than harder for everyone to participate. I know five percent do the work and ninety five percent do the complaining, but I think we might be able to change those numbers some. End of lecture!

So, I didn't get to shoot stage six because it's an all shotgun stage and our "chime" targets for shotgun probably shouldn't be shot with pistol rounds anyway. I did get in five stages and found myself able to give and take the usual amount of verbal abuse necessary on the posse that lets me shoot with them. I also placed first in my category (no other shooters in it!) and last in the match scores (new record for misses!). One of the boys suggested I change my alias to Josey Wales, but I'll bet it's already taken, and I usually smoke my cigars, not chew 'em!





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Seven Ladders, SASS #75152

The typical cowboy was five feet six and a hundred forty pounds, sunburnt, windblown, and full of beans and half-cooked beef. But Victor Queen was different. One-quarter Cherokee, he was six feet tall, had black hair, black eyes, and was as handsome as they came in the Old West.

The son of Elias and Martha Jane Queen, Victor was the cousin of Jane Bowen, wife of John Wesley Hardin. The Queens were originally

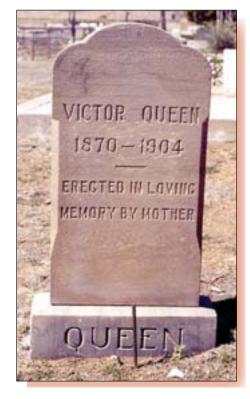
DEATH OF A QUEEN

By Seven Ladders, SASS #75152

from Arkansas, but settled in Williamson County, Texas, where Victor Queen was born in 1870. His family later moved to Queen, New Mexico, in today's Eddy County.

Queen soon established a reputation as a master cowboy on horse and a-loop. He was well paid and respected. Even so, in a hysteria that swept through southern New Mexico in 1894-5, he was accused of rustling.

Rustling was not the big deal we make of it today. To throw a "progressive loop" on a few calves was almost admired. Some of the outfits we know today started out this way, but someone made a complaint before a justice of the peace that Queen had stolen a bull and a horse. Twenty-four-year-old Queen thought he'd better wait out the suspicions in Mexico. There, he was easily located and arrested to await a possible extradition request. Two weeks



later, a friend from Eddy County, Martin Mrose, was similarly detained for possible extradition. Mrose and Queen were natural allies; Mrose also had lots of money. They hired a lawyer and filed a complaint with the Mexican Supreme Court, which ordered their release.

In the meantime, Mrose's wife, the notorious Helen Beulah Mrose, was having an affair across the river in El Paso with a newly minted lawyer, former gunfighter John Wesley Hardin. Hardin and Helen Beulah were drunkenly spending Mrose's money. Though still feared, Hardin hadn't faced gunfire in seventeen years. Mrose, on the other hand, was suspected of killing several men and had publicly put Bob Ford to flight. He borrowed Victor Queen's pistol and planned to settle scores.

To do this, he had to cross the Rio (Continued on next page)



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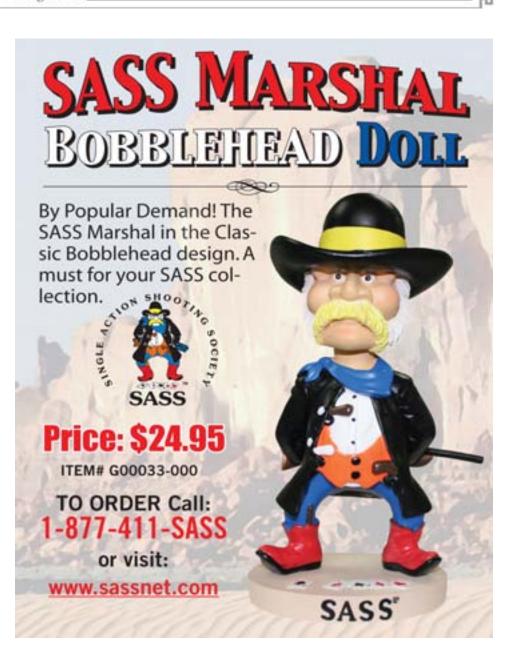
Grande River, but with arrest and detainment by American authorities possible, he sought out advice from the very lawmen that might want to seize him. Over a period of two weeks, he had discussions with at least two prominent men, one a deputy marshal. Assured they wanted to get rid of Hardin as badly as he did, Mrose crossed the river on the night of June 29, 1895. He was ambushed by the lawmen, who were in cahoots with Hardin all along.

Queen raged up and down the Mexican side of the river, unable to help his dying friend. For about a month afterward, he tried to get his pistol returned and to establish contact with Helen Beulah. Then he left Juarez to work for the Corralitos Cattle Company deep inside Chihuahua. In January 1896, he returned to New Mexico, to face his accusers, but there were no charges outstanding, no warrants, no indictments, and he was allowed to resume his life. On January 2, 1904, he married Mollie Lockwood, and they moved to Central, a little town just outside Silver City, where he obtained work as a timber supervisor in the Burro Mountain Copper Mine.

At three o'clock in the morning of December 13, 1904, Queen and former Deputy Sheriff D. M. Turner were ambushed outside a rooming house while noisily seeking accommodation. Their assailants were a saloon owner, James Wiley, and a friend, E. E. Freeman. Shot from behind, Queen was hit by a six-shooter in the thigh. Though a second shot broke his spine, he managed to turn around to face his assailants, who then furnished him with a load of #4 shot from a shotgun. He was hit seventeen times. Turner staggered into a dark alleyway and escaped with only one wound. Wiley and Freeman claimed they had been warned by telephone that Turner would try to kill them. Although neither Queen nor Turner were armed, Wiley and Freeman maintained, the shooting was in self-defense, and they were released on bond.

Though the Silver City Enterprise reported he was 65 at the time of his death, Victor Queen was really just 34 years old. He was described by all as a very valuable and useful man. His mother was devastated by the news. She paid for—what was then—an expensive headstone. He is buried in Silver City, New Mexico, just feet, incidentally, from Billy the Kid's mother.

In the end, the death of Victor Queen was fairly typical of the Old West. He was unarmed. He was shot in the back. No warning was given. Alcohol was involved, and the perpetrators got off. Queen's death was nothing more than a footnote in the development of the West. .







Lucky Bill Thorington, SASS Life #765

Dear Lucky Bill,

I belong to a shooting club that does not have a lot of members. This means a few of the members end up doing all the work, or most of it at least. We all (the few) show up to set up the stages and put all the props out and the like. This is after we (the same people) have designed the stages in the first place.

ASK LUCKY BILL

By Lucky Bill Thorington, SASS Life #765

Recently, some newcomers have started showing up to shoot. We learned they moved here from another state and were active in a club back there. (Where "there" is will remain anonymous, we don't want any more moving in ... just kidding.) These newcomers have been shooting with us for about a year now and have not volunteered to do anything. They just show up and shoot, and then go home. We don't want to chase them off, but the group is becoming weary of doing all the work. Have you any suggestions on how we can get them to help out?

Aching Al in an anonymous

Dear Al,

I feel your pain. This is a common problem at many clubs. But I must ask you a question: Have you asked them to help? Perhaps they don't know where

time. Looking for a rifle? You'll find hunting rifles, tactical rifles, target rifles, plinkers, all calibers, all styles,

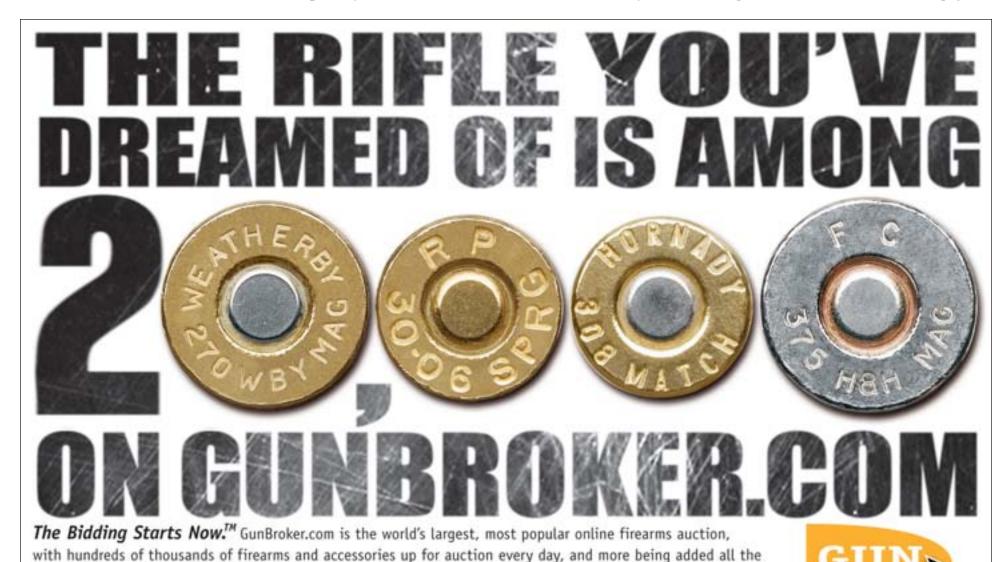
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they can best fit in. Also you need to know what they can do. Everyone is not adept at carrying targets around. The fact a few people are doing all the work makes them feel like they don't want to step on anyone's toes. Here's what I would do. Next time "they" come to a match, before they are able to get away, tell them that next month, they are in charge of the stages. Give 'em your phone number and or e-mail address so they can contact you. They've been there long enough they should know. Do you have meetings? They need to know the dynamics of how your club works. They may feel your small group is cliquey and are afraid to step up for fear of offending you. Once you are able to ascertain where they are coming from, and if they still don't help out, then I would suggest you just shoot them and put them out of their misery.

Dear Lucky Bill,

Our club has a nasty problem. When we started our Cowboy Action ShootingTM club we were a small group. We are in an area where new people continue to move in. With them come their ideas on just how a club should be run. When we started our outfit we set some basic criteria for what we were going to do with the club, a mission statement. Now these interlopers have shown up and are trying to take over with their own ideas, and stepping on toes in the process. We have meetings, but these newcomers are always trying to do everything. How can we put a stop to this?

(Continued on page 39)





FLAG ETIQUETTE A Brief Synopsis

By Nubbins Colt, SASS Life #7802

Recently, we had a discussion on the SASS Wire with respect to saluting the American Flag, "saluting" during the Pledge of Allegiance, etc. In particular, we discussed the fact there is a new law in place that permits military veterans to render a hand salute. This is important in SASS/Cowboy Action ShootingTM for a very simple reason, other than the obvious patriotic issues involved—the issue is, during the Pledge of Allegiance at a SASS match, do you remove your cowboy hat and hold it at your shoulder, with your right hand at your heart, or do you keep it on and render a military salute?

The SASS Wire discussion

thread can be found here:

http://sassnet.com/forums/index.php ?showtopic=107691&st=35&gopid =1383572&#entry1383572

The current statutory authority can be found here:

http://frwebgate.access.gpo.gov/cgib in/getdoc.cgi?dbname=110 cong pub lic laws&docid=f:publ181.110.pdf

Basically, and in summary, the answer to the question I posed is "yes"—it is your choice how you wish to evidence your respect for the Flag. Specifically, under Public Law 110-181, Section 594, if you are a military member or veteran, you can render a correct military hand salute, covered, and be quite correct, or feel free to remove your

hat and do it the other way.

The summary is as follows, written by Goodspeed and quoted by me on the SASS Wire:

H.R. 4986 was passed and signed into law by the President. It took effect January 28, 2008. It was titled: The Defense Authorization Act of 2008. It passed the Senate in its final form as a multi-page act with hundreds of sections, one of which was Section 594 which allows veterans to use a military type salute while not in uniform to salute the Flag. It was enacted as Public Law 110-181 on January 28, 2008.

Public Law 110-181, Section 594, States Current Military Personnel and Honorably Discharged Veterans



Nubbins Colt, SASS Life #7802

may use a Military Type Hand Salute when out of uniform to salute the Flag when it passes in a parade, or during the Pledge of Allegiance.

Public Law 110-181 Does not change, in any way the requirement for non-Veteran Civilians to Remove their Hats or Caps when the Flag passes in a parade or during the Pledge of Allegiance.

(Continued on page 39)



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Cree Vicar Dave, SASS Life #49907 Territorial Governor Sucker Creek, Michigan

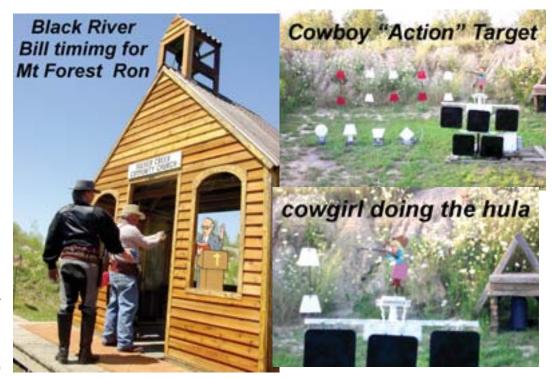
In my humble opinion, "Cowboy Action ShootingTM" by the nature of its name implies movementmovement of shooters, guns, and targets. Webster's Dictionary descrip-

A COWBOY "ACTION" TARGET

By Cree Vicar Dave, SASS Life #49907 TG Sucker Creek Michigan

tion of Action: "something performed; ... an act that one consciously wills and which may be characterized by physical or mental activity." Action is what our sport is about. Reveling in the challenge to both mind and body. The action of navigating a stage, exerting physical energy carried out by the body following the direction of an active mind. A problem may arise when the physical gets out of sequence with the mental. Thus, the reason for the procedural rearing its fuzzy face. But, this is all part of the genre of our sport.

In shooting at different matches, I've noticed some (Continued on next page)



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A COWBOY "ACTION" TARGET . . .

(Continued from previous page)

who do not care for a lot of action or ambience. They prefer shooting fixed targets over a stack of hay bales, wanting no additional cartridges being loaded on the clock, with little or no storefronts. Some suggest that all this "Action" in Cowboy Shooting makes our sport way too slow. Other matches have moving targets, loading a rifle and/or revolver round on the clock, and having a 19th century look to their stages.

I enjoy all cowboy type shooting, but Cowboy "ACTION" type shooting is what I like best. That's why in surveying the targets at our club you'll see plenty of action. It says in Ecclesiastes 1:10 "Is there anything

of which one can say, 'Look! This is something new?' It was here already, long ago; it was here before our time." So it is with Cowboy Acton. We are just playing out what happened a hundred years or so ago. The more active and challenging, the more enjoyable, and it gives the appearance that, "It was here already, long ago; it was here before our time."

Well "Action" is what this target is all about. It has five sixteen inch square targets hanging from chains in two rows. The top has three targets and the bottom two. The chains that hold the targets are connected to two metal crosspieces welded to a fifteen-inch steel car tire rim. The rim is bolted onto an old brake drum that rotates on a spindle. This all

sets on a metal frame. With all the weight at the end of the spindle, the frame base has to accommodate the center of gravity.

The targets were adjusted so they were fairly even in balance. Then, a windshield wiper motor (with offset arm) was mounted to the bottom of the frame behind the targets. The two-speed windshield wiper motor type works best. Low speed seems to work well. A half inch threaded rod extends back from the top metal crosspiece a foot or so. An actuating arm is attached vertically to the offset arm of the wiper motor and connects to the threaded rod extending back from the top crosspiece. A fairly heavy three quarter inch diameter by around eight-inch coil spring was placed between the top of the actuating arm and the threaded rod. The actuator arm passes through a large eyebolt near the top of it to keep the arm loosely in line. The spring is rigidly affixed to the actuator arm and swivels on the threaded rod. Everything was leveled up and a metal plate was installed to protect the wiper motor, arm, and spring. The movements of the targets are directly proportional to the distance from the center of the drum spindle. This one was placed out around two feet from the spindle. This produces a vertical movement of around four inches.

This target is located on our

Church stage. A switch just inside the right window operates the target action. A spotter turns the motor on and off as needed. We don't have electric power at our club, so the 12volt DC power needed for the wiper motor is produced by a Honda EU 2000 generator. Wolverine Wrangler made the preacher silhouette in the Church window. He also built a cowgirl atop the target that does the hula when the motor is in operation

If you make a living by edge shooting, you could have problems. But, if you aim and shoot for the center, an action target will have little negative effect on your performance. Unique and moving targets can play with your mind if you let em. But just remember, "It was here already, long ago." There's really nothing new in Cowboy Action. It was here before in the 1800's. Just set your mind and sights to the center of the target and enjoy yourself. It's Cowboy Action ShootingTM.

I really enjoy designing and building props and targets. My main focus is to give Cowboy Action Shooters ideas to enhance and promote our sport. Remember to always be safety minded and use good discretion when making projects. Make sure to follow all safety and health rules when building Cowboy Action allure.

Hope to see ya on the trail... creevicardave@hotmail.com 🌲

ASK LUCKY BILL . . .

(Continued from page 36)

Roughshod in Rhode Island

Dear Rough,

Find out from where they migrated. If it wasn't from where Aching Al is, perhaps you could send them packing there. Appears he could use the help. If it was from where he's from, then he may have more of a problem than he realizes.

Dear Lucky Bill,

This is probably a unique problem to me. But we have an avid shooter who seems to be fickle. He has some great ideas and is fun to be around, most of the time. There are a few times he is a PIA however. One thing that is annoying is this: he comes up with this brilliant idea for a stage or prop or something that he cannot carry out. So, he asks one of the rest of us to help him get the job done. His enthusiasm overwhelms us, which I am not complaining about. It's nice to have people in an organization who have the excitement of a child. It's refreshing. But here's the problem. His enthusiasm transfers to us, so we are anxious to bring this to him to make him happy. When we do bring him the final results, he looks at it and says, "Oh that's nice." Like here we are busting a butt to please him, and he acts like he never cared in the first place. Puzzled in Pittsberg

Dear Puzzled,

Quit doing things for him. While that may sound like the easy way out, consider this, and this may be hard to swallow. He's trying not to hurt your feelings because he doesn't like what you did. Has he ever come out and said anything to indicate he

doesn't? Next time question him and ask him if that was what he had in mind. If he acts like he has shooters Alzheimers (similar to a brain fart when shooting a stage) and doesn't remember asking, then you have two options. 1) Quit doing things for him, or 2) Just shoot him! A.

FLAG ETIQUETTE ...

(Continued from page 37)

Public Law 110-181 continues the tradition of requiring civilians (except those whose religion requires the wearing of headgear of some type) to remove their hat, caps, or Cowboy Hats to honor the Flag, as does common courtesy and most people's Mothers.

Note, also, should you be in a situation where you are "uncovered," that is, for non-military types, sans hat, you could render a correct military hand salute with your hand to your forehead (as noted by Good-

speed in one of his comments)—it is similar to the salute rendered if you were wearing a garrison cap (known by many other names, such as garrison cover, wedge cap, flight cap, side cap, forage cap, or overseas cap, among others), in case you are unfamilar with or do not recall the hand salute used on certain occasions indoors (Air Force and Army only, as I recall, not Navy, Marines, or Coast Guard). Under the new law, however, you could be outdoors and hatless and render a correct military hand salute—if you feel the need to look it up on the Internet go ahead but by definition it is this: "The common military hand salute consists of raising the right hand, held flat, to the right eyebrow. In the United States, the hand is slightly canted forward, as if shading the eyes so the palm is not visible to the one being saluted." The Flag shouldn't see your palm, either, of course! ?

For SASS/Cowboy Action Shooward, and the upper arm horizontal.".

tingTM relevance, you would use your cowboy hat in the same way you would use a visor on military headgear (or in the event you are somewhere wearing a ball cap which obviously has a visor, or if you wear a fedora): "Raise the right hand sharply, fingers and thumb extended and joined, palm facing down, and place the tip of the right forefinger on the rim of the visor [viz; the brim of the cowboy hat] slightly to the right of the right eye. The outer edge of the hand is barely canted downward so that neither the back of the hand nor the palm is clearly visible from the front. The hand and wrist are straight, the elbow inclined slightly for-

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Purdy Gear, SASS Life #33315

reckon by this time, most of you folks out there have figured out I do a heap of reading along with a heap of makin' leather stuff. As a result of all that, I'm constantly being made aware of just how little folks understand what the gear of the cowpuncher is all about. Oh, most have it figured that the hat was fer protectin' the noggin, chaps and

IT WAS ALL USED FOR SOMETHING

By Purdy Gear, SASS Life #33315

boots for leg protection, but the rest of it is mostly mystery, there just for pure flamboyance. Nope!

There's more to the common stuff than merely meets the eye and ordinary sensibilities. Take boots for instance. They protected the feet and lower legs. Everyone knows that. But there's more to it than that.

In the early years, cowboy boots were wide-toed and low-heeled, common gear to ordinary working fellers in city and country both. These boots were okay for the early trail days because stirrup treads were wide back then and it was pretty tough to slip a foot through and get hung up by accident. But the western stock saddle was evolving. Stirrup treads got narrower in the 1870's and so heels got higher to keep the boot from getting hung up. Because heels got higher, shanks had to be added into the boots to keep the soles from sagging. This also allowed the cowboy

(Continued on next page)



There was a reason why it was the way it was. Everything from the color of the slicker to a set of wrist cuffs was work or purpose driven.



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to ram his foot "home" in the stirrup and to support his weight while riding on a place built to take it. The toes got narrower to allow the foot to find the stirrup easier when mounting a snorty bronc. Those heels also narrowed up along the sides and from front to back. They weren't much good for walking because back in the early days the shanks were thin and fragile and prone to breaking, but that didn't matter because a cowboy shunned most all ground work anyway. What they were good for was as a firm anchor in corral dirt working with a rope and a wild chunk of horseflesh or cow.

And, all that fancy stitching that appeared on boots? True cowboy boots were built with their shafts made from fine, supple leathers. Thin stuff! That stitching stiffened 'em up so they wouldn't sag.

And what about chaps? Yup ... They gave a set of britches-clad legs a better than halfway chance against the brush and cactus-and kept a feller warm and dry on top of it! With a tall pair of boots beneath, they were armor against the hooves and horns of cow critters. But didja know they also helped a puncher keep his britches firmly in place in the saddle? According to John Rollinson (Pony Trails in Wyoming): Chaps "were a great help in riding as leather clings to leather and gives one a firmer seat in the saddle and a stronger grip with the knees." He, too, reaffirms that chaps were "admirable" in wet weather.

Hats protect the noggin from sun and rain. But did you ever wonder about how come some of those sombreros were fancied up? Stampede strings (or what the cowboy sometimes affectionately called "bonnet strings") kept his chapeau (particularly ones that were old or didn't quite fit right) from taking flight on a windy day or from getting lost while pursuing some cow brute through brush country. Hatbands were decorative, sure nuff, but also kept old, saggy, outta-shape hats where they ought to be. Cinchin' a hatband up a notch let it hug your grape rather than fly off every time you sneezed or the wind caught it.

If you made your living with a rifle with high sights and sported your hat "go to hell" or Curly Bill Brocious style and it flopped, you could pin it up with an old Ocatilla thorn or a bit of stitching or lace. If you preferred to wear your brim flattened out, the flop could be taken out with what leather workers call a "whip stitch" (one leather thong running into a hole, around the outside of the brim, into a hole, out around the brim, into a hole and so on). It dolled up an old, raggedy war bonnet and gave the brim stiff, new life to boot.

Did you ever wonder why the cowboy's saddle slicker is yellow? Oilskins back when came in either black or a mustard yellow color. The black color was found to spook the stock—something vital to know when you are trying to keep the lid on a herd of restless longhorns as lightning crackles and all hell is setting to cut loose in a stampede if you're not cautious. It also made for greater visibility on such nights when it was hard to see your horse's ears in front of you.

Slickers may have helped to break the wind some when things got gusty, but they sure weren't good for keeping you warm. As one ol' boy announced coming in out of a sudden blue Norther: "If I'da been wearin' two of the damn things, I'da froze plumb to death!"

The question I am probably asked most often is what wrist cuffs were used for. Modern literature says they are "roping cuffs," their purpose: to keep from getting rope burns. I get really edgy when I hear this. That makes sense until you really start to realize the dangers involved with roping. If you are getting rope burns around your forearm, you are asking for trouble, if not serious injury. Thumbs and hands are ROUTINELY LOST by punchers who get in jackpots with a rope while dally roping. Getting your rope around your forearm when half a ton of pot roast or three quarters of a ton of horseflesh is on the other end of the line is an invitation to serious injury to you in the form of shoulder dislocation (or even spontaneous amputation of arm at the shoulder), or to broken bones, joint and muscle injuries to both you and your mount.

Wrist cuffs served many uses. Sleeves at that time generally only came in one length. If you were long-armed, cuffs would make up the shortness. If you had short arms, they'd act as a sort of garter. They kept cuffs from fraying out before an entire shirt. Even more important, they were leather armor against blows from hooves and horns while branding or doctoring or other groundwork. If you punched cattle in brushy country, there was immediate value in a pair of cuffs as your left hand held the reins and the leather-clad right protected your eyes and face from branches lashing by.

I am also told on good authority that cuffs, particularly those with spots or studs on them, were useful items in a bar fight! One of my readers told me that, and I wish I could recall his alias, but it got lost in a computer hiccup. My apologies to him, and my thanks for that!

Well, compadres, I hope this has given you some additional insight to what some of the average cowboy's wardrobe is about. There's been some modernization in that attire and in his equipment, but for the most part, it all serves him in the same manner as the stuff his greatgreat-great-grandpa used.

Thanks for payin' attention. As usual, if you have comments or some crabbin', gimme a holler at 706-692-5536. You can also get me by e-mail (purdygear@windstream.net) through the link on the website, www.purdygear.com. I'll see you on down the trail!



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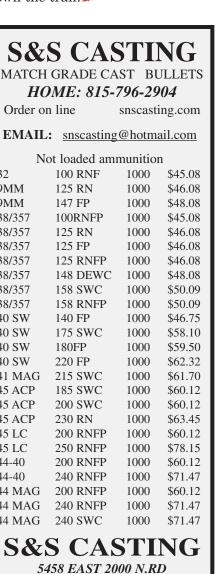
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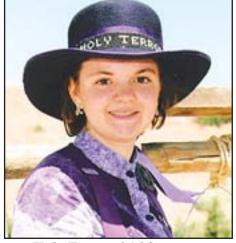
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Holy Terror, SASS #15362

've written many articles focused Lon the subject of practice. Usually I advise against practicing stages, but recently I've come to realize, if done right, practicing stages can be beneficial.

In the past I've advised against practicing stages for several reasons. First, to practice stages you usually have to spend considerable time and effort setting them up. You'll need multiple targets and props, such as tables or gun racks. In the amount of time you spend

WOMEN, GUNS, AND GEAR When to Shoot Stages

By Holy Terror, SASS #15362

setting up all these items, you could be practicing fundamentals more and getting better.

However, when practicing stages, you can do it with a minimum number of targets and minimum time as well. First, if you incorporate movement into your stage, you can use the same few targets for different guns during a stage. For instance, if you have three targets you can set them up and then shoot a rifle from 20 yards, run up to another position, and shoot the same targets with your revolvers from 10 yards. This way you will be able to use only a few targets and still practice a stage.

When it comes to practicing more with less, you can always do this with just a few targets. To keep from setting up a large number of stages, you can use the same target set up and shoot them in a different order, or at different distances, to make sure you get plenty of practice.

Another reason I thought it was a bad idea to practice stages is it is difficult to measure improvement when you practice stages. If you set up a stage and shoot it 10 times, it is probable your tenth score will be better than your first score. The simple act of repetition allows one to progressively shoot faster each time (up to a point). You won't know if your technique improved, or it was simply the repetition.

While it is difficult under practice stage conditions to measure progress, there are ways it can be done. First, if you want to measure your progress, don't shoot a stage a large number of times. Keep your stage shooting to only three or four repetitions per stage. This way you can try different things, and any improvements will be because of the techniques used or improvements in fundamentals.

If you want to better measure your improvements, become familiar with your timer. Rather than just looking at your ending time to see if there are improvements, take a look at each shot throughout the string. If you look at each shot, you will be able to determine if there are pauses at specific times during the string. You can see, for example, if there is a pause when you draw or if the time between your revolver

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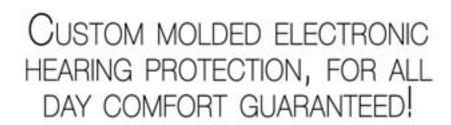
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(Continued from previous page) shots is too large.

There are a couple of good reasons you should consider shooting practice stages. One really good reason is if you don't get very much actual match practice. Just as it is important to practice the draw and hitting the target, you must practice shooting matches to be good at shooting matches. If you don't have many matches in your area, or if you can't get to them, then you should consider shooting more stages in your practice. This will not completely make up for real match experience, but practicing stages can definitely improve your match shooting.

Another good reason to practice stages is if you live in a bad weather area. Some areas don't have matches in the winter, and if they do, these are sometimes cancelled. In this case, you can practice shooting stages "dry fire." Practicing gun handling (the transfer of guns while picking them up and setting them down) while dry firing is good, but practicing gun handling within the structure of a stage is even better.

When practicing gun handling, the idea is to remember to use both hands at once, and while you can practice this with one gun, the more guns you throw into the mix, the better you get at it. So, if you practice stages, you will be able to transfer between different guns far better when you shoot in an actual stage.

Another good skill you can learn while practicing stages while dry firing is movement. One area where people can make up considerable time is in their movement between positions. If you want to learn to move more aggressively, it is helpful to practice dry fire because you can concentrate on movement rather than shooting.

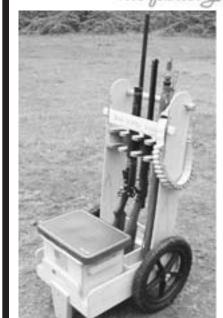
Whatever and however you choose to practice, it is important to keep a balance in everything you do. While shooting stages can take a long time, it is as important to get some stage/match practice as it is to practice fundamentals, like picking up your revolver or rifle. If done correctly, shooting practice stages can improve the results of anyone's practice.

If you have questions about this article, or if you have an idea or product you think should be brought to the attention of women shooters, or anyone else, please email me at holyterror15362@hotmail.com &

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LONG RANGE SHOOTING IS NOT ABOUT TIME

By Bear Buttes McNab, SASS #24310

Historically-noted long range marksmen like Davy Crockett could ram a patched ball down their trusty muzzleloader and shoot the evelashes off a gnat at 100 yards because they understood that shooting muzzle loaders well required precision both in loading and discharging the gun. Occasionally, however, circumstances presented themselves (e.g., pursuit by Indians, or warfare) in which mountain men and soldiers poured powder down their muzzles, spat a ball down the barrel, and smacked the butt of the weapon on their saddle pommel or the ground to seat bullet over the charge. This speeded up loading in a pinch, but seriously reduced precision. When your topknot is at stake

however, speed out-weighs precision.

Rifles of the late 1800's varied in style and function. The Sharps styles were cocked by hand as a separate function in the loading process. High Walls were cocked on opening the action. Lever action rifles held more cartridges in their magazines than the shorter carbines. There were rifles with half magazines and single shot rifles. Some were faster to use than others as a result. This is still true today and is arguably the greatest reason why time should never be a factor in scoring long range shooting events. As late as 1874 at the first Creedmoor Match, the National Irish Team were shooting muzzleloaders, while the American Team were shooting cartridge guns. This was definitely not a timed event. The Americans won it on the last shot of the event.

Keeping this in mind, there are many ways to create an enjoyable Long Range side match.

Have just one entry for score included with the main match fee. Shooters would know where they stand at the end of their string, pending shoot-offs. To generate club funds, sell re-shoots for bragging rights between friends or for a donated prize, a future match reduction fee, or the like. Run all the shooters for score, and then shoot any requested re-shoots after the event is finished.

Have a published side match start and finish time. Publish shootoff times and let competitors know they qualify for a shoot-off as they leave the line. These shoot-off times should be staggered so a long range shooter could get over to a shotgun shoot-off (for example) and not be jammed up and miss one or the other.

Allow some sight-in time before the match. This can be done as simply as shooting into the berms behind the targets to gauge wind and impact data, or by having " sighter" targets set out with either a limited number of shots, or all the shots you want in a limited time frame. A lot of folks don't have long ranges available to them for practice. Having sight-in time prior to the match allows a shooter the

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chance to acquire some shooting data and get in the game.

Provide the distance to the target. Long Range Matches should be a game of shooting precisely not guessing distance—especially when the locals probably have it doped to the nearest inch. With events that use multiple targets at different ranges, allow a sighter or two per target array/distance and then the shots for record.

New and inexperienced shooters should not have to feel pressed for time in their long range shooting. Factors such as muzzle control and shooting stick placement are just a few things a new or inexperienced shooter may find challenging. Safety is a concern with new shooters. For example, "setting" the front trigger of a double set trigger rifle, while in a hurry to get a shot off, can produce a startled expression at best, or an injury. All shooters should be focusing on safe firearm handling and not speed/time.

Shooting in relays or squads can speed up events. Assign a spotter/ counter to each shooter, and reverse positions for the next string. It is always helpful to have as many ears as possible when shooting longrange steel, as well as good spotting scopes. A really great improvement in the game is a sound activated strobe that flashes when the target is hit. These are battery powered and are available from about \$150 and up. If only one match official is available, shoot the string one shot at a time per shooter, and proceed through the shooters until all the shots are fired. If shooters are shooting one at a time, have a time frame to complete the required number of shots. The shooter must complete his string in the time frame, and any unfired shots are scored as misses.

With the Silhouette shooters, time frames are usually two minutes, thirty seconds, for five shots. Shooters may shoot all five shots in ten seconds or two minutes and twenty seconds. Time has no bearing on their score, as long as they shoot their required five shots within the time frame. The use of time this way helps matches with many shooters move along, and reduces long waiting times for the next squad or relay. It will also accommodate ALL varieties of rifles and experience levels of shooters.

If blackpowder and smokeless categories are not segregated, it is a fact most blackpowder shooters are usually far slower per shot than those shooting smokeless powder, and would probably be eliminated on time almost before they had a chance to begin – grossly unfair if they are highly skilled shooters! Shoot-offs should encourage precision and should never

reduce a long-range event to an arms race, bottoming out on the one rifle with the fastest action. The taming of the West was done with good shooting from a vast array of rifles. SASS Long Range events should reflect this history and spirit.

On the subject of shooting sticks-and speaking once again from history, the buffalo hunters of the 1870's would stand off 300 to 600 vards and kill as many animals in a herd as their skinners could skin. To kill more would be a waste of ammunition. They would rest their rifles on a convenient rock, saddle, stump, or any manner of shooting sticks. Cowboy long-range rules should follow their lead here. These are not NRA events with all their selective rules. Cowboy shooters are shooting tin buffalos, rustlers (like Tom Horn did), or holding off hostiles. Shooters should be able to use their own shooting stick design. Some folks can't sit on the ground. Prone positions are even further out of the question. For them, shooting out of a chair is the only way they can participate in the event. Provide a "fence" to rest a rifle across. Hay bales, stacked and stepped to allow standing, sitting, or prone rifle rests, could

be another solution to accommodate the various needs of our physically challenged shooters.

Target size is usually a variable of distance. Some clubs with longer ranges available have buffalos, moose, and other plates that are large and hittable in excess of 500 vards. Others use variable sized targets in the course of fire. For example: four shots on the bigger, four shots on the middle sized one, and finally two shots on the smallest one. The targets can be at the same range or different ranges. It's helpful to paint the targets so the shooters can see them in various light conditions so shooting in morning light offers no advantage or disadvantage over afternoon light.

Some shooters at the end of the day have perfect scores, and so it's shoot-off time! One method has all the perfect score shooters stand up and shoot off offhand. If you miss, you sit down. The last three standing would provide the first, second, and third place finishes as they shoot off to the last man. Props such as hay bales could be incorporated in the shoot-off. Large targets could be replaced by smaller ones and so on. Time should never be a factor. A

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* MAKING BLACKPOWDER *



By Pulp, SASS# 28319

With the price of Goex approaching \$20/pound retail, I've been looking into making my own blackpowder. After several months of searching the topic and gathering materials, I've learned that making blackpowder is safe, it's easy, and it's economical.

Safety First

Blackpowder is flammable, and some say explosive, so certain simple safety rules must be followed. These are no different than the rules for handling smokeless powder for re-loading.

- 1. No smoking or any source of igni-
- 2. Safety glasses.

Latex gloves when handling the chemicals.

Caution: Commercially made blackpowder is coated with graphite. This serves two purposes, 1) to improve flow and prevent caking, 2) to help reduce static buildup. Since home made blackpowder will not have this graphite coating, be extra careful when handling. Follow religiously all rules concerning static electricity and gunpowder. Even though some reloading equipment manufacturers certify their equipment is safe with black powder, I'd recommend thinking twice about using these blackpowder certified powder measures, and definitely do not use home made blackpowder in non-certified powder measures.

Materials

You'll need a ball mill. While blackpowder can be made with nothing more complicated than a ceramic mortar and pestle, a ball mill will greatly simplify the process. My ball mill is nothing more than a Lortone brand rock tumbler. It has two drums, each with a capacity of around four pounds of rocks. I only use one drum at a time. You can find rock tumblers at hobby stores, hardware outlets, and science supply companies. For more money, you can purchase larger ball mills especially designed for making blackpowder.

You'll also need a supply of lead balls. I just use a one-pound box of .454 swaged lead balls.

Chemicals can be ordered from pyrotechnic suppliers. You'll need lab grade potassium nitrate (KNO3), lab grade sulfur (S), and a quality charcoal. Willow or alder make the best charcoal. Do not buy charcoal briquettes. They have fillers that will ruin a batch of blackpowder. Charcoal can be ordered from pyrotechnic suppliers, but it's very easy to make your own.

Scales. You'll need a scale that is accurate to 1 gram. I use my powder scale, but it will only weigh to 500 grains. A postal scale or digital food scale may have the accuracy needed, but I have discovered a spring type food scale does not have the accuracy for small batches.

Process

Blackpowder is a mixture of KNO3, S, and charcoal. The finer the ingredients are mixed and ground together, the better the quality of the final product. Ball mills do an excellent job of mixing and grinding the ingredients. The proportion of ingredients is 75% KNO3, 15% charcoal, and 10% S. This is by weight, not by volume. For my first batches, I would make a total of 1,000 grains, but now I am making 2,000-grain batches, so I use 1500 grains of KNO3, 300 grains of charcoal, and 200 grains of S.

Put these ingredients into your ball mill, along with the lead balls. To be absolutely safe, you should place your ball mill outside, away from any source of ignition. Plug the ball mill into a long outdoor rated extension cord, and then plug the extension cord into an outlet. This will keep any possible spark away from the ball mill.

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Run your ball mill for four to six hours, and then unplug it.

Before opening the ball mill drum, refer to all the safety rules again. The powder in the drum will be very, very fine. Any air currents could easily carry this fine powder to a source of ignition. Be absolutely sure there are no sources of ignition in your vicinity.

Pour the fine powder into a spark proof bowl. Add a very small amount of a mixture of rubbing alcohol and water and mix. Keep adding the alcohol/water mix until the powder reaches a dry clay consistency. It will just barely stick together. Form the powder into a ball and rub it across a screen. I use a screen type kitchen sieve. This gives me a granulation very close to FFg. I catch the granules in a plastic dishpan. Do not line the dishpan with paper, as the paper will absorb some of the KNO3 from your gunpowder. Allow this to dry in a warm place. It may take a couple of days to dry. When dry, it will need to be screened again. For final screening, I use a flour sifter. This gives me a granulation similar to FFFg. Your blackpowder is now ready to use. Any fines can be screened out and saved until you have enough to be wetted and screened again.

You will find this powder has less density than commercial grade powder. When commercial powder is made, it is compressed to a density of about 15 grains/cc, and then steam dried. I haven't found a method of compressing my powder yet.

Results

The blackpowder I've made to date has been very satisfactory in percussion revolvers. A 30-grain spout on my flask will provide 650 to 750 fps out of a .44 caliber Navy Knock-Off, (since Colt never made a .44 caliber Navy, I'm not really sure what to call it), which is more than adequate velocity for Cowboy Action. Completely filling each chamber, and then compressing the powder with the bullet, actually exceeded 1,000fps by a little bit. That's a lot of fun to shoot, but obviously exceeds Cowboy Action ShootingTM limits.

I haven't had as good luck using it in cartridges. A .44-40 hull completely filled with my powder, and compressed with a 200 grain bullet will only give me around 500fps, and velocities are very erratic. I believe this is due to a couple of reasons. First, my powder is less dense than Goex, so even though I completely filled the case, the weight is only around 20 grains. Second, I'm only compressing the powder about 1/8 inch, the distance between the base of the bullet and the crimp groove. With the percussion revolvers, you can really squeeze the powder down with the loading lever.

Making your own charcoal

Charcoal is easy to make. I bought an empty paint can at a hard-

ware store and drilled a 1/4 inch hole in the lid. Place small chunks of freshly cut, debarked willow or alder in the can. Build a fire and wait for it to die down to coals. Place your can on the coals. When a steady stream of smoke is coming out of the hole in the lid, ignite the smoke. When the flame will no longer burn, your charcoal is done. Remove the can from the coals and let it cool before opening. You can grind the charcoal chunks into a fine powder with your ball mill.

Final thoughts

I've found making my own gunpowder is an enjoyable pastime. It is also safe, as long as you follow common sense safety rules. Yes, I know Goex and Hodgdon have both blown up powder mills, but they are making tons of gunpowder. I'm making four-ounce batches. The total time spent making a batch, excluding the ball mill time and drying time, is less than 30 minutes. This includes measuring ingredients, wetting the fine powder, and screening. My cost per pound is around \$6. For more information feel free to PM me through the SASS Wire.

[The Combay Chronicle disclaims any responsibility for those who choose to experiment with manufacturing blackpowder. Heat, from any source, is key to achieving accidental detonation. Be careful! ... Editor in Chief].



mon sense safety rules. Yes, I know tion. Be careful! ... Editor in Chief].

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Doc Nelson, SASS #19958

I think this is where most shooters begin weeding themselves out of the Gunfighter category, but I believe all a shooter needs is some desire and some tips for practice to get Gunfighter in their head. I've been working up to this point by trying to make sure a beginning Gunfighter has a foundation upon which to build. There was recruiting a partner, a style to choose, and making sure drawing and holster-

WANTED: GUNFIGHTERS!

Part 5 - It's All in Your Head!

By Doc Nelson, SASS #19958

ing weren't a problem. Now I hope to be able to help get Gunfighter solidly into the conscious mind so anyone can tackle any match stage or shooting order.

The first thing to overcome is the stage directions that read, "first pistol engages ... second pistol engages ..." All shooters shoot the same sequences or suffer a procedural; in Gunfighter the shooter must think "first five rounds ... second five rounds ..." There is no specified pistol order for GF, only target order matters.

Let's keep things simple and consider a basic left to right sweep of five targets with five rounds followed by a second left to right sweep. With either alternating or shooting pairs, the shooter needs to

choose which pistol to begin with and visualize through the 10 shot sequence which pistol engages which target. Try it. Visualize your two sweeps and which pistol to start with. If alternating is chosen and the sequence is started with the left pistol, you will notice the left pistol engages both P1 and P5. But worse yet, the right pistol then has to immediately swing the full length of the target array to engage P1 for round number six. Now consider starting with the right pistol on the left to right sweep. This time you should notice between shot number five and six, the left pistol has less movement and can be moving toward P1 while the right pistol engages P5. The split time between the 5th and 6th shot will be much less in the second example, and the odds for a clean pistol sweep are also improved.

Suppose though the shooter doesn't alternate, but shoots pairs. In this case, the left gun always engages left end targets, and right gun always engages right end targets. When shooting pairs it is easier to choose which pistol is shot when, and lead changes can then become instinctive. A lead change is where the same pistol is shot twice in succession. Visualize the target array as pairs of targets. In this case P5 and P1 becomes a pair to be engaged in that order: 1-2, 3-4, 5-1, 2-3, 4-5. The pistols can be naturally split to engage the end targets, and even though there are two

(Continued on next page)







(Continued from previous page)

lead changes (P4 and P5 are right gun and P1 and P2 are left gun), if you are pairing up the targets with the pistols, then either pistol is ready to fire and the correct target sequence can be maintained.

It is probably obvious now why I titled this article the way I did. It really has to be *all in your head* before getting to the firing line. Let's go ahead and try it again, this time with another ubiquitous sweep, the Nevada sweep.

To keep things consistent, the order is two Nevada sweeps, both starting on the left: P1, P2, P3, P2, P1, P1, P2, P3, P2, P1. Notice I put the sequence into a 10 shot string rather than two five-shot strings. With the alternating style, visualize which pistol engages which targets, and then switch which pistol you start with and try it again. My preference is to start with the right pistol, again to lessen the number of "crossovers" (the times the left pistol engages the right side target and vice versa). There are other variables to consider, the target spread and mind-set are two of the main ones. I dislike the crossover motion, so I would attempt to have as few as possible.

For those who shoot pairs, the first thing to do is visualize the order in pairs, P1 and P2, P3 and P2, P1 and P1, P2 and P3, P2 and

P1. One of the things I really like about shooting pairs is there is never a crossover motion. Pistols can be consistently placed close together, and generally there is going to be less pistol swing during a sequence because the left pistol never has to get to the right end target, and neither does the right pistol ever have to get to the left end target. The challenge, however, comes from being able to see both sights and select which trigger to engage with enough of a split time for observers to discern. When shooting pairs I have a fairly strong counting cadence in my mind, 1-2, 3-4, 5-6, 7-8, 9-10. With practice, the split times between pairs can be quite small and the split times of pairs will be about .08 seconds. Much less than that is hard to separate for the counters.

Keep in mind there really is no right or wrong way so long as the target sequence is kept. If you have it solidly in your head one way, then that is going to be the best way to shoot it. If you attempt to change your mind set through persuasion or observance of another shooter, you'll most likely end up with a train wreck. Instead, try the different way on another stage or during practice.

There are two methods to help get the sequence in your head: Patterns and Counting. Both are visualization methods to help you "see" the sequence. In the Pattern method, the shooter visualizes which gun engages which target and the 'pattern' of the sequence. If I do the pattern method for alternating a left to right Nevada sweep, it might sound like this; right, left, right, left, right, left, right, left. Once you "see" it rather than read or hear it, then it will be an easy thing to do.

Now let's do the pattern method

Now let's do the pattern method for shooting a left to right Nevada sweep shooting pairs. Left-right, right-left, left AND right, left-right, right-left. Multi-tap sequences are easier for me, most of the time, to visualize in patterns rather than counting. For instance, the 2,3,3,2, sweep of 4 targets, my pattern would be: double-tap, double-tap, split (one shot each on P2 and P3), double-tap, double-tap.

Counting differs from Patterns in that a Nevada sweep for alternating is a matter of starting with the chosen gun on the first target and counting until the opposite gun fires round number 10 on the last target. Or, it is possible to count in two sets of five and be just like a one gun shooter, as long as there isn't a problem starting the second sequence of five with the opposite gun as the first. Don't forget that for the Nevada sweep example shot five and six are on P1. Counting for pairs is much the same, really, only I count by pairs: 1-2, 3-4, 5-6, etc.

I hope it is obvious by now mental imagery practice, or visualization, is a significant part of becoming a successful shooter and is probably more important to a successful Gunfighter than other categories. Find a visualization method(s) that works for you and get ready for Funfigher!

Next time for Part 6 – Live Fire Practice!

I'm Doc Nelson, Gunfighter. I can be reached at <u>doc19958@yahoo.com</u>, and I would welcome your comments and suggestions. .

VISIT THE SASS WEB SITE AT WWW.SASSNET.COM







WHAT'S THE CALL?

By Oracle, SASS #4854 Regulator, RO-II TG-The Bitter Creek Rangers

Ireceived an email asking my opinion concerning the following. I have given the best answer I can with the information provided. The real question is can YOU make a hard call that will, undoubtedly, result in a bad day at the range?

At our last match a Cowboy came to the line, shot his pistols in 13 seconds, and then realized he had not loaded his rifle. He left the line electing not to load or shoot five shotgun targets either. He was given 15 misses (10 rifle, 5 shotgun), so his score was recorded as 88 seconds, 13 seconds plus 75 seconds for the misses. There was no procedural, no failure to do right, no 999.99. He actually beat quite a few competitors who shot at all the targets. I was told it was because he did not "intentionally" not load his rifle. That scoring doesn't seem right. Is it?

First, the Loading Table Officer did NOT do his job. Even though it is ultimately the responsibility of the shooter, the Loading Table Officer has the JOB RESPONSIBILITY of ensuring the shooter loads all firearms with the correct number of rounds for the stage. Were I the Match Director or Stage Marshal, I would remind them of that. SEE Range Operations Basic Safety Course (Level I), page 8, item 9, A.

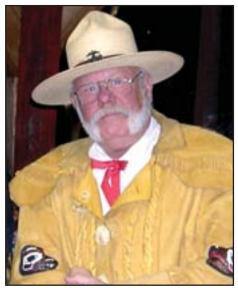
LOOK IT UP!!

As to the shooter, besides not laying out his ammo for the Loading Table Officer and himself to count, the shooter chose to not engage the rifle (NO AMMO) and shotgun (personal choice) targets. This resulted in the shooter gaining an unfair advantage (he shot the stage faster than some shooters even though he had 15 misses).

SEE Range Operations Basic Safety Course (Level I), Page 22, Failure to Engage/Spirit of the Game, 30 second penalty in addition to his raw time plus misses. Also see Appendix D POCKET RO CARDS "FAILURE TO ENGAGE/SPIRIT OF THE GAME. Additionally, RO I Book, Page 21 Procedural Penalties, first bullet. You can apply these infractions to either firearm.

This is important enough that I am giving the answer to this on this occasion.

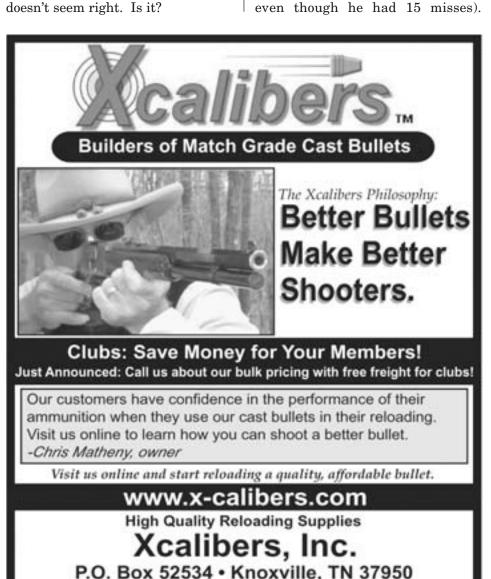
A lot of clubs give one re-shoot at the monthly match for brain fades just like this one. Some clubs don't, due to the number of shooters and time involved. The one thing I have to consider before issuing a Failure to Engage 30 second penalty is "was there an unfair advantage gained?"



Oracle, SASS #4854, Regulator RO-II, TG (Un Retired)

To me, in this case, the answer is yes!

Before issuing a Spirit of the Game Penalty (30 seconds, which could be in addition to the Failure to Engage 30 second Penalty) I would look at the shooter's SASS experience, SASS #, whether they are a "really fast shooter," and should know better. If they don't, and they (Continued on next page)



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RANGE TECH

How Modern Technology Affects Our Lives on the Firing Line

By Inspector, SASS #41400

I am sure most of you when talking to friends and family who are not Cowboy Action Shooters are told, "You were born in the wrong century." Personally, when I hear this I simply smile and say respectfully, "I disagree."

You see, it is my deep appreciation of history that makes me cognizant of the blessings modern technology brings into our everyday lives. If you will indulge me, I would like to share with you just a couple of antidotes that have helped me attain this deep appreciation of which I speak.

Had I lived in any era before the twentieth century, I would have Antibiotics have saved my life three than a life-threatening condition.

times in the past eleven years. I am afflicted with a common digestive condition that requires a round of modern medicine when it flares up. Now don't y'all worry about me, I am fine. I don't bring this to your attention to share with you my personal health problems; I bring this to

your attention to demonstrate that by today's standards, these flair-ups

never lived past the age of thirty. | are considered a nuisance rather

When I feel this condition acting up, I go to the Doc, and he verifies it is another flair-up, writes me a script, and I am back to work that same day. Without modern medicine, this conditionwould continue to fester

and eventually, the infection would spread throughout my body, and I would die in a matter of a few days.

Over the past summer, I visited Colonial Williamsburg in Williamsburg, Virginia. For those of you who do not know what this place is, it is a living museum of Williamsburg, VA during the Colonial era. One of their featured attractions is the skilled craftsmen who demonstrate how they make their wares with 18th century tools and technology. One of the many shops I visited was the Cooper. What does a Cooper do? A Cooper makes barrels and buckets. This is done by hand cutting staves to mate so closely they form a watertight seal between them. This craft is still practiced today for the finer adult beverage market. I was told a skilled Cooper could make a barrel in one to one and a half workdays. Now I am not talkin' about the old nine to five; I'm talkin' sunup to sundown.

What fascinated me more were



Inspector, SASS #41400

the buckets. Buckets were made in a manner similar to the barrels and a skilled Cooper could make a bucket in half a day. I want you to think for a minute, how much money do you make in half a day? I bet that by today's wages, you make enough money during your paid coffee break to buy a modern metal bucket. Even if you wanted one of those authentic old-fashioned wood buckets, it would not cost half a day's wages. (Maybe Quigley should have thought twice about his choice of targets ...)

In today's society, technology has blessed us with an abundance of material goods to the point that, in the case of this subject, we buy products in plastic buckets and get to keep the bucket for later use. This packaging adds little to the cost of the product because their materials and manufacture are so cheap-brought to you courtesy of modern technology.

I know my stories may seem a trivial pursuit, but if something as trivial as a bucket or a bottle of pills can change our lives, what about the things we take for granted while we are Cowboy Action ShootingTM? I hope I can help you appreciate the blessings technology brings to us in the form of tangible goods made faster, more reliable, and less expensive than what they would have been in the era in which we play out on the range.

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USPSA's specialty is pistol, but increasingly, we're hosting rifle, pistol, and shotgun places where SASS shooters could show us a thing

or two. No matter where you go, the action is fast, the targets are (usually) big, and our volunteer clubs are among the very best. There's a reason USPSA club shooters have long dominated the action pistol events, including Steel Challenge, IDPA, ICORE, and the Masters. Come find out what our organization can do for you!

WHAT'S THE CALL? . . .

(Continued from previous page) are experienced, they will after the day's score is posted.

Issuing this type of penalty is NOT something I relish doing. Making that judgment is the hard thing to do. If I were not capable of making the hard decision, I should not be an RO-II Instructor. In fact, my opinion should not be included in any initial decision or appeal. As is,

I am willing to take some heat for making a hard decision.

[An observation from the "peanut gallery" ... the rifle was a "screw-up" and should cost the competitor his ten misses. The shotgun, however, is bad attitude and should be penalized as such ... at least a Spirit of the Game in addition to his five shotgun misses (non-engaged targets). ... Editor in Chief.].



SCHOLARSHIP RECIPIENT BIO

Justin S. Accurate, SASS #52652 aka Justin Farmer

By Justice Lily Kate, SASS #1000

Tasper, GA – Justin S. Accurate shoots with the River Bend Rough Riders in Dawsonville, GA and is attending Truett-McConnell College in Cleveland, GA where he is pursuing an Associate's degree in Business. "The athletic program at Truett-McConnell is a two year program, and I am a member of the basketball team. I plan to get an associate degree and then transfer to a four year school to finish my college basketball career." His Dad, Jake Dunson, aka Jackie Farmer, SASS #16008, Mom Deborah, and brothers, Kenneth and Brian, round out his family.

Justin credits his parents and brothers with influencing him the most and says they "taught me almost everything I know." He is most proud of "my Savior Christ Jesus and my family."

According to Justin, "Cowboy Action ShootingTM has helped me learn how to be the best in any area of competition and life.".



SCHOLARSHIP RECIPIENT BIO

General Store John, SASS #71789 aka Ben Frank Rzicznek

By Justice Lily Kate, SASS #1000

Tercer, PA - From the Mercer, 128 Senango River Rats in Brookfield, OH and the Purgatory Regulators in Titusville, PA comes General Store John, aka Ben Frank Rzicznek, who plans to attend Slippery Rock University and major in Park and Resource Management. His future plans include becoming a DCNR Park Ranger, live close to home, raise a family, and continue to enjoy and participate in Cowboy Action ShootingTM.

Sounds like his parents, Stanley and Susan Rzicznek, have taught General Store John well. He also credits his shooting buddy, Mitt Roberts, aka Al Ozga, SASS #46485, and his best friend, John Hastetler as having great influence on him.

John says, "Cowboy Action ShootingTM has a very large impact on my life and even my parent's



lives. It is the best, most enjoyable shooting sport I have even been part of. The sport is safe, the shooters are safe, everyone gets along, and everyone has fun ... no matter what. When you find a sport like that, you just can't beat it!".

SCHOLARSHIP RECIPIENT BIO

Gnatty Branch, SASS #51879 aka Sally Forsey

By Justice Lily Kate, SASS #1000

Jackson, OH – Gnatty Branch says, "I have really enjoyed Cowboy Action ShootingTM for the five years I've been involved in it. Since I'm not at home as much now that I'm in college, it's a great way for my Dad, Tick Ridge Tim, aka Tim Forsey, SASS #51878, and me to get a chance to spend time together, participating in a sport we both love. Though the rest of my family doesn't shoot in competitions, they are still very interested in watching my Dad and me shoot or hearing about it when we get home." Gnatty and her Dad are cheered on by Mom Paula Forshey, sister Sarah Harris, and brother-in-law Andy. She says God and her family have had a great influence on her.

Gnatty currently attends Otterbein College pursuing a degree in Psychology, with a focus on Counseling and a minor in English Lite-



rature. She will graduate from Otterbein in 2009 and then plans to get her Master's Degree in School, Community, and Rehabilitation Counseling. Gnatty is most proud of

participating in the Scioto Territory Desperados' (Chillicothe, OH) charity shoots. "It's great to be able to have fun shooting and help others at the same time.".

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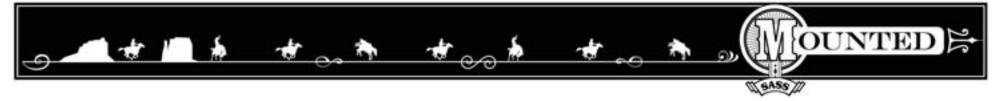
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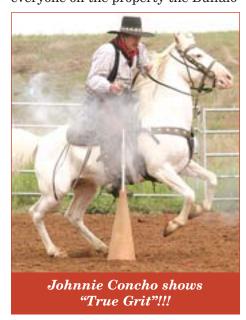
END of TRAIL is a match for experienced shooters.

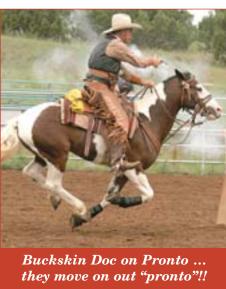
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Sierrita Slim, SASS #4054

Founders Ranch, NM - The sun rose over the ridge to the east and bathed the perfectly manicured Founders Ranch Mounted Shooting Arena in two things we could have used more of all weekend—warmth and bright sunlight! Work kept me away until Friday, but when we arrived at the Ranch, the arena was full of activity. Mounted Shooters were in the middle of their warm up stages. Blazing six-guns and thundering hooves were announcing to everyone on the property the Buffalo





2008 SASS "OUTLAW TRA

Mounted Shooting 4 Corners Regional Championship

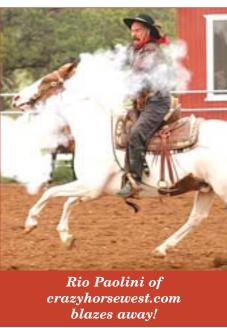


By Sierrita "Slim," SASS Life #4054 Regulator, NAB Member Photos by Mr. Quigley's Lorri Lott



Range Riders Mounted were hosting the 4 Corners Regional Championship of SASS Mounted Shooting!

Friday's weather for the warmup was gorgeous! Clear New Mexico skies, bright hot sun, and a mild breeze were the order of the day. Twenty-nine riders participated in the Regional competition, and Match Director Ted E. Lee proved a capable leader in the worst possible conditions. Now you might be thinking ... Clear skies, bright hot sun, and a mild breeze is the "worst possible conditions?" In the words of The







Kaliente Kay, Canyon Cowgirl, and Aneeda Huginkissall with big smiles!!!







Match Champions: Star of July and El Paso Bob.

Duke ... "Not Hardly." I used that phrase to describe Saturday's weather. After beautiful weather all day, when darkness fell Friday evening it concealed from us the heavy cloud cover we would find when we awoke on Saturday.

When the lights came on Saturday morning, they weren't on all the (Continued on page 58)

Winners				
Overall Champions				
Man	El Paso Bob,			
	SASS #71572			
Lady	Star of July,			
	SASS #47177			
Division 1	Gettysburg Cowboy,			
	SASS #74480			
L Division 1	Painted Lady,			
	SASS #74481			
Senior 1	Stuttering Wayne,			
	SASS #71602			
Junior Ltd	Royal Bandit,			
	SASS #56620			
Junior Open	Morning Dove,			
	SASS #7889			
Division 2	Chili Cowboy,			
	SASS #59663			
L Division 2	Six Gun Cynner,			
	SASS #69652			
Division 3	Boggy Draw Buford			
	SASS #41402			

L Division 3 Canyon Cowgirl, SASS #31074 Paul Bob, Senior 3 SASS #63722 El Paso Bob Division 4 Wildcat Kate. L Senior 4 SASS #7873 Senior 4 Johnnie Concho, SASS #2926 L Division 5 Star of July



2008 SASS "OUTLAW TRAIL" ...

(Continued from page 57)

way! The sky was overcast, and the sun mostly hidden by clouds. This disappointing change continued through Ted E. Lee's riders' meeting and looked like it might clear up a little as stage one progressed. We could actually see blue sky in some directions, at least for a little while anyway! Now overcast weather isn't bad for shooting. It's not too hot, the sun doesn't get in your eyes, and time flies even when your mount is standing still! Stage one ran under threatening skies, but without a hitch.

Looking around the canyon of Founders Ranch there were dark ominous clouds all around. We saw rain headed our way and could hear thunder rumbling through the surrounding hills, but no rain had found its way to the arena yet! We set up Stage 2 and started with the first rider in the order of go. Part way through the stage a light drizzle started falling. After a couple of runs, the sky started to clear, and the rain stopped. It looked like the day would be all right after all!

The only problem was we couldn't see over the rim of the canyon where more rain was falling! Stage 3 began with moisture in the air, but no rain at all. Everyone was rushing to take their turn in the arena as the rain began slowly at first. We kept running, everyone hoping to make it

through at least three stages in case the weather really took a turn for the worst. It was odd seeing the wet horses and riders still literally kicking up dust in the arena! Really! The steady rain was picking up, but hadn't yet made its way through the top surface of the arena. Thundering hooves dug through the wet surface and kicked up the dry dirt underneath! No mud and stable footing allowed us to complete the third stage amidst the pitter-patter of rain drops.

We began considering calling the day's shooting to an end, as word had gotten to us the riders were already wet, but still anxious to continue with another stage as long as good footing remained in the arena! Now that's dedication! Rushing to set up Stage 4, we found ourselves in the middle of a downpour in the middle of the arena, and in the middle of a lightning storm in the surrounding hills! Either the rain or lightning by itself would have put a stop to our fun for the day, but the combination sealed our fate. No more shooting on Saturday for the Mounted Shooters!

Everyone put up their horses and tack amidst a steady rain. By mid afternoon the rain suddenly stopped, and while it was too wet to ride in the arena, my pocket watch showed it was still early enough to do some shopping in SASS-Town. Supporting the vendors and sponsors

of our fine sport is always a great idea, and we finally had time to spend our money! With the sky clearing, we had high hopes the arena might dry out by morning. The breeze picked up and would help keep air circulating and speed up the drying process. We'd had a tiring day, but looked forward to the rest of the competition on Sunday.

After visiting with friends, Morning Dove and I retired to the trailer and watched "The Last Stand At Sabre River" before bedtime. Trailers sure do give you a warm, dry comfortable place to live while you're on the road. Funny thing about them, though, is when it rains, you can hear it from inside, and to our dismay, we could clearly hear rain. The raindrops began steadily hitting our trailer and became more intense as the night went on. Each time my sore back woke me up to re-position myself, it seemed like the rain was starting to subside, but then increased again to a steady drumbeat on the roof before I fell back to sleep. By morning the arena was slippery mud and standing water ... soupy for sure.

Slippery, muddy arenas are no place to have a Mounted Shooting match, so after consulting with others, Match Director Ted E. Lee did the smart thing and called the rest of the match off. SASS rules require running six stages for a Regional Championship ... under normal con-

ditions. If weather conditions cause the shooting to stop, the match can still come to an official conclusion as long as at least three stages were completed. We had completed three stages, so we had us a match! Soggy boots and hats with cowboys and cowgirls between them gathered at the Belle Union for a late morning awards ceremony. Smiling faces were seen all around, and our weekend came to an end with El Paso Bob the Men's Overall Regional (and Match) Champion and Star of July earning the Ladies Overall Champion buckle! Yee Haw! Concentration, hard riding, and straight shooting, as usual, won out in the end.

Congratulations to everyone who rode. They all showed great dedication to our sport and the same heartiness that won the West! A special thanks to our time keeper, Shyanne Pink, and all those who did MRO duty and helped set up the stages, Gundog Bob, Stuttering Wayne, and Buckskin Doc, to name a few. As is always the case at every match, we couldn't have done it without them.

New Mexico weather can be fickle at times, but most always it's clear and sunny. So don't let this little story of rain bother you. Come on out and join us next time. You haven't enjoyed life to the fullest until you've experienced blazing sixguns from the back of a fast horse! A

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Most shoots have a story.....



Tombstone has a LEGEND!



Joe Fasthorse Harrill,

SASS #48769

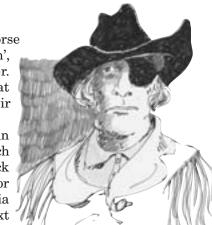
WAY OUT WEST

CHARLEY PARKHURST

By Joe Fasthorse Harrill, SASS #48769

HARLEY PARKHURST, alias Six-Horse ✓ Charlie, was a one-eyed cussin', drinkin', gamblin', tobacco chewin' stage driver. When Parkhurst was found dead in bed at age 67, his friends got the surprise of their lives. Charlie was a woman!

Charlie was born in New Hampshire in 1812 and raised in an orphanage from which she ran away dressed as a boy. The trick worked so well she continued the disguise for the rest of her life. Charlie went to California in 1849 and drove stagecoaches for the next 20 years. The patch over her blind eye, where



a horse kicked her, gave her a rough, tough appearance. She quit driving in the 1860's and took up lumbering and cattle ranching before retiring. Charlie died in 1879. A San Francisco paper wrote upon her death, "... the most dexterous and celebrated of the California drivers. It was an honor to occupy the driver's seat when the fearless Charley Parkhurst held the reins.".



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Shot Doc, SASS #54337

The Texas Rangers and the Texas Navy both had an important role in securing the safety of the Republic of Texas from 1836-1845 before Texas joined the Union. Most are familiar with the Texas Rangers, but few are even aware of the existence of the Texas Navy.

One of the first historians to document the importance of the Texas Navy in the war between

THE TEXAS RANGERS AND THE TEXAS NAVY

By Shot Doc, SASS #54337

Texas and Mexico was Jim Dan Hill (see reference at the end of this article). In that book, Hill initially described the role of the sea and the Gulf of Mexico in Texas history. He noted the majority of the first settlers came to Texas by way of the sea via New Orleans or Mobile to the ports at Galveston Bay, Brazoria, or Matagorda Bay. The Gulf of Mexico also became important in bringing supplies to the Mexican Army during their war with Texas. In fact, the tariffs, trade, and maritime grievances of the Anglo-Texans with their Mexican rulers in the 1820's and 1830's were responsible for the actions that led to the Texas Revolution, especially Mexico's decree of April 1830 that banned future Anglo-American immigration into Mexico.

After Texas declared its independence from Mexico on March 2, 1836, the fall of the Alamo later that month and the defeat of Santa Ana at San Jacinto in April followed. Captain Isaac Burton of the Texas Rangers was ordered to take 20 men to scour the country along the Gulf Coast and keep a lookout for a Mexican approach by water. In June 1836 they sighted a ship in the Bay of Copano south of Galveston. Sixteen Rangers succeeded in boarding the Watchman, a Mexican vessel bringing supplies to the Mexican Army. Using the Watchman as a decoy, the Rangers then captured the *Comanche* and the *Fanny Butler*, two other Mexican Ships with war supplies. Burton and his Rangers turned the captured supplies over to the Texas Army and forever earned the name of "Horse Marines" in winning one of the first encounters between Texas and Mexico on the water.

The first four warships of the Texas Navy were in service from 1835 to 1837. The *Brutus* was commissioned in February of 1836 and was successful in interfering with Santa Ana's supply ships and helped Sam Houston defeat Santa Ana at San Jacinto. The *Brutus* was wrecked in a storm along the Texas coast in 1837.

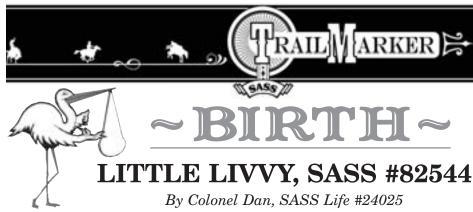
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Olivia Avery Whitaker, alias Little Livvy, SASS #82544, burst onto the Florida scene 12 October, 2008. Livvy is the daughter of Santa Fe River Stan, SASS #36999, 2006 Florida State Champion, and Southpaw Sweetheart, SASS #62914. Her proud grandparents Miss Mary Christmas, SASS #62913, Colonel Dan, SASS #24025, Gamblin' Gal, SASS #77275, and 3 Card Willie, SASS #77724, couldn't be happier. Although we weren't exactly sure when Livvy would finally arrive, she wasted no time getting here in those



last few minutes. Mother and daughter were fine from the git-go even after an all-natural birth, but that new dad, well he looked pretty tuckered out!

As Miss Mary and I left the house on that grand morning, the SBSS was standing tall at 2,199 members. When we arrived at the hospital and got our first glance at Livvy, she had her little fist clenched and sort of waved it at me as if to say, "I'm clean, Pop!" Given that sign from above, we inducted her right then and there as SBSS #2200!

Little Livvy starts life right from the buzzer with a SASS Membership, the protection of the Stealth Bullet Shooting Society, a vintage old model Ruger Bearcat, a dad that will teach her how to be a Cowboy Action champion, a mother that will teach her Shakespeare, a brother, the Dominator, SASS #62912, that will teach her paleontology, and a family that will ensure she has a few guns around at all times and grows into a loyal member of our SASS family. And finally, we'll all make sure she develops into a die-hard Army football fan! ...

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From 1838 until 1843, nine more ships were acquired for the Texas Navy. In 1839 Edward Ward Moore was appointed to the courtesy title of Commodore of the Navy of the Republic of Texas. It is uncertain how Moore had heard about the Colt Paterson revolver, but after his appointment as head of the Texas Navy, Moore contacted Samuel Colt to acquire his rifles and pistols for the Texas Navv. In 1839, the Texas Navy ordered 180 of Colt's revolving carbines and 180 of his revolving pistols, the Paterson, to be used by their men aboard ships during battle.

Under Moore's leadership, the Texas Navy soon established control in the Gulf of Mexico. His defeat of the Mexican fleet at Compeche near Yucatan in 1843 essentially ended Mexico's threat to Texas by sea, and the Texas Navy was decommissioned in 1843.

Moore was very impressed with the Colt Paterson revolver and became good friends with Samuel Colt. Moore later testified in Washington on a proposed arms contract on behalf of Colt's guns. It was Moore's friendship and his support of the arms contract that likely led to Colt commemorating Moore's defeat of the Mexican fleet in an engraving on the cylinder roll of his 1851 Navy Model and 1860 Army handguns.

An interesting sideline to this story was the Texas Rangers acquired the Colt Paterson pistols from the Texas Navy after it had been decommissioned. Jack Hays and his Texas Rangers at San Antonio received the pistols. In a famous battle with the Comanche at Walker Creek, Hays and his men first used that weapon to surprise the Comanche who were expert at drawing fire from the Ranger's single-shot weapons and then attacking before their guns could be re-loaded. Imagine the surprise of the Comanche when multiple shots were fired from the handguns of the Texas Rangers. The use of the Paterson revolver by the Texas Rangers in that battle is often credited with changing frontier Indian fighting tactics forever.

The stories of how the Texas Rangers and the Texas Navy contributed to the success of the war with Mexico make for fascinating reading. Those interested in finding out more about the little known history of the Texas Navy are encouraged to read Hill's book or to visit the website of the Texas Navy Association at http://www.texas-navy.com.

Reference: *The Texas Navy* by Jim Dan Hill, A. S. Barnes & Co., New York, Perpetua Edition, 1962.







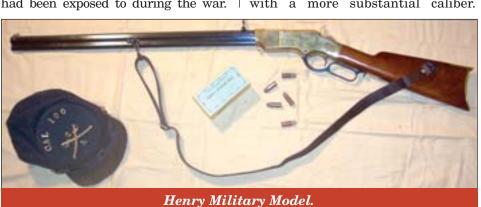
Tuolumne Lawman, SASS Life #6127

The vast distances between settle-able military help or law enforcement in the Old West made self-sufficiency (especially in the area of firepower) a necessity for all who lived there. It is not surprising westward drifting Civil War veterans would appreciate the advantage given to them by the newly developed rapid-fire long guns they had been exposed to during the war.

CIVIL WAR FIREARMS GO WEST Part 2: Repeating Rifles

By Tuolumne Lawman, SASS Life #6127

American company to introduce percussion revolvers with its 1836 Patterson. The .36 caliber seven and one half inch barreled Patterson revolver was exceptionally popular with Captain Jack Hays and the Texas Rangers for Comanche fighting in the 1840's. In 1837 Colt produced revolving ten and eight shot rifles, in calibers .33 and .44 caliber. Some of these were field tested in the Seminole Wars in 1838. General Harney and 100 of his Dragoons used the Colt rifles to great effect when they attacked and over-ran Chieka's Island in Florida. In 1839, Colt offered a six shot, .52 caliber carbine version to attract military contracts with a more substantial caliber.



Prior to the Civil War, virtually all shoulder arms were single shot. Most were "front stuffers" that required loading each shot by pouring powder down the barrel, ramming a single bullet down with a ram rod, and then priming the nipple with a percussion cap. Repeat shots with these firearms were very slow. The revolutionary development of repeating firearms during the Civil War changed the concept of effective firepower forever. Three of the most common repeating Civil War firearms brought to the West were: the Colt revolving rifle, the 1860 Henry "sixteen shooter," and the 1860 Spencer repeater.

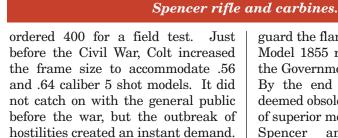
The Colt Revolving Rifles Colt was the first

> 1855 Colt-Root evolving rifle.

These were sold to the Texas Navy and again to the US Government for use against the Seminoles one more time. In 1842, a fairly favorable field report was filed. There were, however, some instances of chain fires (all cylinders going off simultaneously) and cylinder detonations that caused military interest in the revolving rifle program to die out.

In 1855, Colt developed a much-improved revolving rifle in collaboration with

Elisha Root. It was a six shot, and came in .36 and rifles, it used a side mounted, single action hammer like the Colt-Root pocket pistols. The rifle weighed in at a hefty nine pounds, 15 ounces. The Colt rifle sold for about \$44, and could be had in a military model with a sword bayonet. In 1857, the Army



One of the first units to be armed with Colt's five shot, .56 caliber revolving rifles was Hiram Berdan's Sharp shooters. They were issued 1,000 of the Colt rifles until their special order Sharps rifles were ready. The Sharp Shooters initially thought the Colts would not be accurate, but were surprised at their accuracy. According to Joe Bilby in his book "Revolution in Arms," some of the units besides the Berdan's Sharp Shooters that used Colt-Root Model 1855 revolving rifles were: 2nd Michigan Cavalry, 37th Illinois Infantry, and 31st Ohio Infantry. In fact, a total of 26 Union Cavalry units and 29 Union Infantry units were armed in part or whole with Colt's revolving rifles at some time during the war. Over 700 of the Colt rifles that were purchased by the Government before the war had been stored at arsenals in the south. Those were issued to and used by Confederate troops during the war.

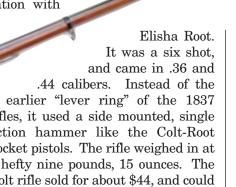
Often the Colt revolving rifles would be issued to units that would act as skirmishers or assigned to guard the flanks. A total of 4,712 Colt Model 1855 rifles were purchased by the Government during the Civil War. By the end of the war, they were deemed obsolete with the proliferation of superior metallic cartridges and the Spencer and Henry repeating firearms. Even though they continued to be used throughout the war, they were sold off as surplus for 42 cents each when the war ended.



The most revolutionary exception to the "single shot norm" was the experimental lever action Volcanic Repeating Rifle, designed by D. B. Wesson, of Smith and Wesson. This rifle was available in various calibers, but all calibers used a hollow lead bullet that contained a small 6.5-grain powder charge and a priming compound. To say that it was anemic in the performance area was an understatement.

Oliver Winchester saw the potential of this design. He bought the Volcanic Arms Co., and renamed it New Haven Arms Co., and set out to improve on the design. He wisely employed Volcanic's Superintendent, an inventor named B. Tyler Henry. Winchester, knowing the Volcanic's shortcoming was the very underpowered ammunition (that had a really nasty habit of going off in the under barrel magazine), put Henry in

(Continued on next page)





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charge of ammunition development.

In 1858, Henry patented a .44 caliber rim fire cartridge. It utilized a copper case with a priming compound in the folded rim, much like a modern day .22 LR cartridge. The powder charge was 26 grains of blackpowder behind a 216 grain conical. The bullet was a "healed" design, where the bullet is the same diameter as the cartridge case. To attach the bullet to the case, the base of the bullet is rebated, this smaller diameter por-



Common Henry advertisement
from Civil War.

tion being crimped inside the case (also like a modern .22 LR round). The original Henry rounds moved out at between 1100 and 1150 fps. While not a powerhouse by today's standards, it would still prove very popular during its time.

Winchester coupled this cartridge with a modification of the old Volcanic rifle, and in 1860, the Henry Repeating Rifle was born. It was a heavy weapon, tipping the scales at almost

9.5 pounds. The majority of this weight was in the barrel and magazine, which was machined out of a single solid forged piece of steel over two feet long. The Henry rifle had an exposed hammer and finger lever like the earlier Volcanic. The Henry loaded from the muzzle end of the magazine tube, and lacked the wood forearm of later lever action rifles.

The new Henry rifle held an unprecedented 15 shots in the magazine, and one more in the chamber. The Henry rifle earned a much-

deserved reputation for awesome firepower! While a muzzle-loader is capable of a few shots a minute, the new Henry rifle was capable of an unbelievable one aimed shot every second! Winchester capitalized on this with some rather fanciful advertising. He said the Henry was the most effective weapon in the world. He also said: "A resolute man, armed with one of these [Henry] rifles, particularly if on horseback, can not be taken!" The Confederates called it "that damn Yankee gun you load on Sunday, and shoot 'till Wednesday!" Even with this, Union military bureaucrats did not take the Henry rifle seriously.

> Production of the Henry began very slowly, with only a couple of thousand rifles being completed by 1862. Some early production rifles had a forged iron receiver, but the majority of the Henry rifles

were produced with the more familiar "brass" (actually closer to bronze than brass) receiver. With its expensive machining of the one-piece barrel and magazine tube, the rifles sold for the incredibly high sum of \$42 each! Ammunition was \$10 a thousand. This was several months' pay in 1860. Winchester tried to interest the Ordnance Board with his new repeating rifle. In 1862, the Civil War was in full swing. Even with encouraging



Units like the 7th Illinois Veteran Infantry used Henry Rifles as a re-enlistment bonus.

ordnance tests that showed the Henry bullet imbedding itself 5" into a wood target at 400 yards, the official reception was less than enthusiastic. The Board felt there was no advantage to a repeating rifle!

While not officially accepted for general issue, just under 2,000 were ordered for select units like the First District of Columbia Cavalry. They were assigned to picket duty around the nation's Capitol. Private sales to Union troops and individual units, however, far outstripped the government sales. Winchester could not keep up with the orders coming in. In 1862, Union General James Blunt's personal bodyguards were armed "with Henry's Volcanic rifles and two revolvers." Many units like the 7th Illinois Veteran Infantry and the 66th Illinois Infantry were armed with Henry rifles. They often defeated much larger Confederate forces. Henry rifles were decisive in the Battle of Altoona Pass, where Henry armed infantry held up a far superior Rebel force. Fully 11,000 of the 13,000 Henry rifles produced were used in the Civil War.

1860 and 1865 Spencer Repeater

It was an inventor, Christopher Spencer, who marketed what was the most successful repeater during the Civil war: the 1860 Spencer rifle and carbine. The total of government orders and purchases by individual units during the Civil War (depending on which source you read) may have exceeded 150,000 Spencer rifle and carbines.

Spencer modified the idea of the Sharps falling block, and used a downward pivoting block assembly. Pulling the trigger guard lever down opened the action and allowed a round to be fed from the stock's tubular magazine. The trigger guard was then lifted, closing the action. The hammer was then cocked manually. The Spencer had a seven round magazine in the butt stock.

According to Marcot in his book on Spencers, the original loading for the Spencer was in .44 rimfire. It was designed slightly different than the Henry rounds, but it is recorded that .44 Henry rounds would function in the Spencer "Light Carbine" as it was

(Continued on page 65)









Jersey Kid, SASS Life/Regulator #287

There are a vast number of products and instructional tools of significant importance to those of us interested in the preservation and practice of the Old West arts, and I can think of no better one to feature than the Great Western II Dry Fire model of the Colt Single Action Army. This is a full size, highly polished and finished, all steel copy of a Colt SAA, more closely resembling the contours of a second generation Colt. It was conceived by longtime SASS friend. John Bianchi of Bianchi Frontier Gunleather, is manufactured in Italy by Pietta using their state of the art manufacturing facility and CNC equipment, and initially imported and marketed by EMF. At the time of this article, the control and distribution of the dry fire has just been transferred over to John Bianchi's Frontier Gunleather who is working with a new distributor.

This dry fire single action looks, feels, and handles exactly like the live fire models of EMF's Great Western II, but it was built completely from scratch. Under the guidelines and restrictions of the ATF, Pietta had to produce a frame from scratch as a non-gun frame rather than modify an existing SA frame. There is no hole for a firing pin and there are no barrel threads. The barrel is actually pinned in place and plugged, the chambers on the cylinder are not drilled all the way through, and the frame will not accept a replacement cylinder. A real innovative feature is while the hammer appears to have a stock fir-

EMF'S GREAT WESTERN II DRY FIRE

By Jersey Kid, SASS Life/Regulator #287

ing pin, there is actually a spring behind it, and in the hammer forward position, the pin is retracted into the hammer. All of these changes allowed ATF to declare this is not a firearm; therefore, there is no waiting period, and it may be purchased without going through a FFL Dealer. The quality of the dry fire lends itself to

action work, so it can have the same hammer and trigger pull as your match guns, giving you an ultra safe way to practice. It will also accept most laser devices to really help you effectively train.

What this all means to the SASS shooter or re-enactor is you now have the opportunity to train and practice with a gun that feels, looks, and functions exactly as a real gun, but can be carried without the restrictions associated with a gun capable of live fire. For spinning and fancy gun handling, it is perfect! No more dropping expensive Colts or having to settle for cheap pot metal copies that look like toys and break the first time you miss that over the shoulder toss. In fact, the very successful married team of Jim and Leslie Leone of San Juan

Capistrano, California uses the dry fire exclusively in their performances around the country. Jim says, "The durability of the gun allows you to perform at any venue; grass is ideal, however, we often perform on pavement. We no longer cringe if we miss a move, as we know the dry fire can handle it if dropped. The declaration by ATF standards has also allowed us to perform in places otherwise restricted when performing with a firearm such as schools, city property, churches, and so forth. In California we feel that is an added plus to using the EMF dry fire."

The dry fire also helps me personally train for Mounted Shooting as the other riders at the stable would be very nervous if I used real guns while they were sharing the arena with me and my horse. The dry fire is available in nickel or blue and case colored finish and available in three barrel lengths: 4-3/4", 5-1/2" and

7-1/2", which is ideal for those who participate in Custer or Cavalry events, as well as those looking to recreate that Indian scout outfit. Another plus for me is since we do a considerable amount of PR work in New York City I can now appear to be heeled without risking spending the night in the hoosegow!

Whether you are looking for the perfect training tool, a gun to learn how to spin, or you want to safely decorate your family room, I can think of nothing better than the "dry fire" Great Western II. For further information, please contact Frontier Gunleather at:

> John Bianchi Frontier Gunleather PO Box 2038 Rancho Mirage, CA 92270 (760) 324-6198 www.frontiergunleather.com gunleather@verizon.net ...



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CIVIL WAR FIREARMS GO WEST

(Continued from page 63)

called. This "light carbine was still listed in Spencer catalogues in 1865. Realizing this was too light to attract military orders, Spencer developed a more powerful round called the "No. 56 Spencer rifle and carbine round," though later it would be called the "56-56." The 56-56 designation did not mean it was a .56 caliber bullet, with 56 grains of powder the way the later .44-40 designation from Winchester did. It meant the case head had an outside diameter of .56 inch, as did the case mouth. It used a .54 caliber, 350 to 375 grain bullet over 42-45 grains of blackpowder in a copper, rim fire cartridge case. The 56-56 was much more powerful than the Henry repeating rifle's 215 grain, .442 diameter bullet over 25 to 28 grains of powder. The Spencer would sink this big, heavy bullet 12 inches into soft pine at 15 feet. It was regarded as very much superior to the Henry in the "stopping power" department, as well as having a reputation for superior accuracy.

From late 1862 onward, the Spencer gained a reputation as an effective, reliable arm. After a personal demonstration to President Lincoln in August of 1863, where Lincoln actually fired the Spencer himself in a Washington DC park, the Spencer was on its way to becoming an official issue arm. Because production was simpler than the Henry, and he was better financed with official government orders than Oliver Winchester, Spencer was able to deliver far more rifles than Winchester. Most were Cavalry carbines, though the first Spencers issued were full-length infantry and Navy rifles. At about a yard long, the carbine version offered compact, reliable firepower for Union cavalry units. They were much handier, compared to the longer Springfield and Enfield .58 caliber rifled muskets.

The Spencer acquitted itself extremely well in battle. In June 1863, Col. John T. Wilder and his small troop of Union Cavalry, called the "Lightning Brigade," decimated a much larger force of Confederates using muzzle-loaders at the Battle of Hoover's Gap, Tennessee. At other battles such as Yellow Tavern, Five Forks, Winchester, Chickamauga, Franklin, and with Custer's troops at Brandy Station, the Spencers proved their superiority. In 1865, the ordnance department modified the original 56-56 Spencer round and developed a .50 caliber round using the same overall length. This round was called the 56-50. From 1865 on, the newly produced Burnside contract Spencers were in this new caliber. Many existing 56-56 guns were also re-barreled to the 56-50 and re-issued.

The original 56-56 used a healed bullet. The lube was on the outside of the bullet, in exposed grooves. This allowed debris to stick to the bullet and the lube would rub off. The new 56-50 round had the case lengthened to cover the sides and grease grooves of the .50 caliber, 350 grain bullet. The crimp was a taper crimp over the bullet's ogive.

(To be continued ... next month—Fire Power on the Frontier.)

PRIMARY RESOURCES

"A Revolution in Arms" Joe Bilby
"Firearms of the American West
1866-1894" Louis Garavaglia and
Charles Worman

"Hackman-Adams" Civil War Weapons website 🎩





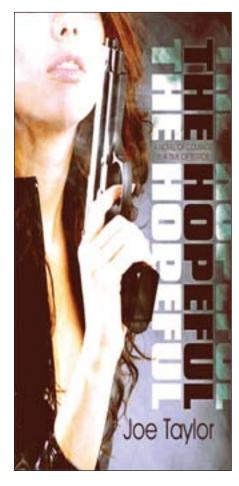
A NOTE FROM TENNESSEE JACK, HIS OWN SELF, ABOUT A NOVEL CALLED 'THE HOPEFUL'

To Mah Dear Frens et th' Chronical

Ah take pen in hand t' tell y'all 'bout som'thin' thet's happened. Ah got this agent who takes care a' mah bookin's fer the Western big game huntin' excursions Ah run fer rich fellas, an' soma Will Cody's doin's. This agent is a Pennsylvania Yankee name a' Joe Taylor, an' he ain't a bad sort fer bein' a Yankee an' all. Wull, seems he jus' done got a book published. It's entitled "The Hopeful" (Publish America, \$29.95, available as print on demand from Barnes & Noble and publishamerica.com).

Naw, it ain't a Western. It's about this bee-utiful gal who gits in a fix with some bad waddies from Al Qaida an' has t' go horn t' horn with 'em t' stay alive and do what she's a fixin' t' do. Thar is a six-gun totin' Texican Ranger, who's assigned to the N.S.A, an' this ol' boy whups down on them owlhoots like a man oughta t' do. He kinda puts ya in mind a' that movie fella Sam Elliott.

Ol' Joe done got soma mah stories run in yer fine publication, an' he'd surely like t' see ya tell th' folks to go out an' buy this here book. Make his momma proud an' him rich. A pitcher a'



this here book is appended t' this whyre.

Ah remain vera respectfully yours,

Tennessee Jack Sledger, SASS #65872 ...



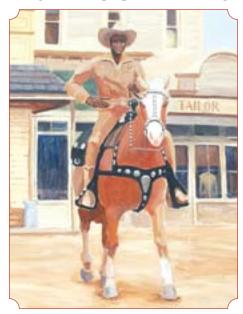


SMOKE N FIRE AT INDIAN CREEK

The SASS Pennsylvania State Blackpowder Shootout

By Mattie Hays, SASS Life #7816

onegal, PA – It just seems like yesterday plans were being made; what theme to choose that would be fun and enjoyable? We chose western comedy and settled on "Blazing Saddles." Although it has many racist, sexist views, we felt it could be "cleaned up" without losing its comic flavor. Chalkdust Kid, SASS #17559, as always, became the great story-teller modifying many of the scenes into workable scenarios, and to whet our appetites during the planning, his wife, Surly Sally, SASS #23279, brought her laptop to the meetings



Appalachia Annie was given license to paint whatever she wanted from the movie "Blazing Saddles." She outdid herself with Sheriff Bart riding into town on his palomino.



To add a little local "color," several committee members portrayed characters from "Blazing Saddles"—Dip, SASS #69249, was The Gov, Slo-Poke Sara, SASS #69250, was Miss Stein, Col. Wm Hays, SASS #7815, was Gabby Johnson, and Mattie hays, SASS #7816, was Lilli von Schtupp.

with the scenes he was modifying.

In the midst of the planning we lost our beloved Territorial Governor, Fuzzy Gonzalez, SASS #13588, who had been instrumental to gain our club the right to host the SASS PA State Blackpowder Shootout. That was a real blow. It just seemed Fuzzy ought to be here.

Appalachia Annie, SASS #17513, agreed to paint a scene from the movie to be used at the shoot and later auctioned off as a money maker. She had artistic license to paint whatever she wanted, and we



Who would have thought being proficient with a paddleball would be an asset at a Cowboy Action Shooting™ event? Some even had a chance to practice before their skills were called upon in Stage 3!

were pleased with the results. She outdid herself with Sheriff Bart riding into town on his palomino. Wow, it sure looked nice!

The day of the shoot several of (Continued on next page)

Winners

49er Dirty Dale, SASS #61545 C Cowboy Doc Argyle, SASS #12847 Duelist Cutter Kid,

SASS #29471 E Statesman Will Kilya, SASS #9568 F Cartridge Artic Fox, SASS #39883

Long Tall Texan,

SASS #22449
Frontiersman Marcus Allen,
SASS #4357

F C Duelist

Gunfighter Colorado Coffinmaker, SASS #14513 L 49er SloPoke Sara,

SASS #69250
L B-Western Gemstone Janet,

SASS #74014
L Duelist Miss Lacey Remington,
SASS #66293

L Gunfighter Mattie Hays, SASS #7816 L Senior Queen of Hearts.

 $\begin{array}{ccc} & \text{SASS \#9938} \\ L \ Traditional & \text{Bdoc, SASS \#76983} \\ Modern & \text{Dip, SASS \#69249} \end{array}$

Senior Deputy Keck, SASS #3974

S Duelist Whip Wagner, SASS #18444

Clean Match Gemstone Janet, SASS #74014

Dancing Dan, SASS #35681



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(Continued from previous page)

the committee portrayed characters from "Blazing Saddles." We had Dip, SASS #69249, as The Gov, Slo-Poke Sara, SASS #69250, as Miss Stein, Col. Wm Hays, SASS #7815, as Gabby Johnson, and myself as Lilli von Schtupp. Trying to give the shooters meeting in Lilli's Germanic accent proved to be a "little too much."

The shoot consisted of six stages, popular scenes from "Blazing Saddles" that progressed from the beginning of the movie to the end. Each one got you involved in the action, whether you said a line or did something with a prop, you were never bored. The first stage you played the part of Bart as he is getting out of the quicksand and hitting

Taggart over the head with a shovel. Your line was, "Un, Uh, baby, I have to!" On the 2nd stage where the town folks are meeting at the church to decide what they should do, the posse said the infamous line of "Matthew, Mark, Luke, and Duck!" as the shooter flung the dynamite through the window.

On the 3rd stage posse members got to demonstrate their skill with the paddleball. To get everybody practiced up beforehand, a paddleball was placed in their shooter's packet. Some folks were pretty adept. The shooting sequence was determined by turning over one of the paddles, which had pistol, rifle, shotgun, or pistol written on it. This added a different dimension, as you didn't know what you might turn

over. On the 4th stage you portrayed Mongo riding the Brahma Bull and then punching the horse. On the 5th stage the classic line "Badges? We don't need no stinking badges!" was said as you portrayed the thugs waiting to sign up to terrorize the folks of Rock Ridge. And finally on the 6th stage, standing on the hill, you push the dynamite detonator with the line, "Here we go ... hold your ears folks, it's Showtime!"

As with every shoot there is one person on your committee that goes above and beyond, and that person is SloPoke Sara. She designed the shooter badge, designed the Clean Match button, "This One's for You Fuzzy", took care of registration, and was there when I needed a sounding board. I'm sure she is

relieved not to receive those daily phone calls!

Even though this was a black-powder shoot with all the smoke, two folks received the coveted "This One's for You Fuzzy" clean match award. They were Gemstone Janet, SASS #74014, and Dancing Dan, SASS #35681. We also had a surprise visit from Kilroy. I didn't know he was a SASS member!

Plans are already in the works for the 3rd annual Pennsylvania State Blackpowder Shootout, "Smoke N Fire at Indian Creek." Deputy Keck, SASS #3974, will be the match director for the event to be held July 17, 2009. So mark your calendar, get those blackpowder loads perfected, and come on out. You will be glad you did!



SAGE BRUSH REBELLION 2008

By Silver Mary, SASS #70386

Cusanville, CA – As I entered the Trange gates, the sun peeked over the ridge and outlined the red flag -"The range is hot!" I wondered which side match was in progress.



At the Sage Brush Rebellion, your first challenge is driving along the road onto the range. It is washboard gravel, enough of a drop-off to start match adrenalin flowing, a stream bed to cross, and you have a chance to view a magnificent example of basalt rock (if you dare take your eyes off the road).

Having passed the first challenge with no misses, I parked and inhaled the sweet aroma of coffee, while I opened the truck bed and started to prepare for this annual match of the Lassen Regulators.

Friends from last year hailed greetings, there was indeed a side match going on—the "Split the Card" stage—the coffee and donuts were great, and I was ready for my shooter's package.

The match dinner was held in lovely country surroundings at the home of Sam Bullet and Chuck



The location is very picturesqueyou can see Thompson Peak from the range. You really expect ghost riders to sweep across the field or the ridge in front of the range.

Wagon Betty. It is a wonder so much green can achieved in this high desert envi-It is ronment. wonderful to dine in this setting.

Day 2 started with the targets from Stage One and Two combined into one stage, with lots of movement between guns. Not



I gotta say, Stage 1 at this range is always my favorite. You just never know what Dusty will cook up. This year, there were two sets of pistol targets. Splinter was pastured at the corral. Yes, my first two misses of the match were pistol targets.

to mention lots and lots of targets-Snakes Alive, oh my!

Yes, we had "Top Gun" male and female awards, which were won by Turquoise Jake, SASS #49626, and Annie Suzannah, SASS #33621. Yes, we had plaques for the top shooters in each category.

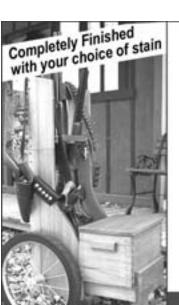
Best award was a pair of Turquoise Jakes' turquoise bullets, made into earrings for Chuck Wagon Betty, for her dedication to the Lassen Regulators club, plus her contributions of excellent food and encouragement to all who partici-

(Continued on next page)





Other stages included the Hanging Man, two gongs, flying pop cans, and a very solitary buffalo. It's true, one target can be too "up-close and friendly." Woe be unto anyone who misses on that stage ... the posse members have had several years to hone the banter that goes with that situation!



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Nickle was the recipient of the club's first True Grit award.

(*Continued from previous page*) pate in the Sagebrush Rebellion.

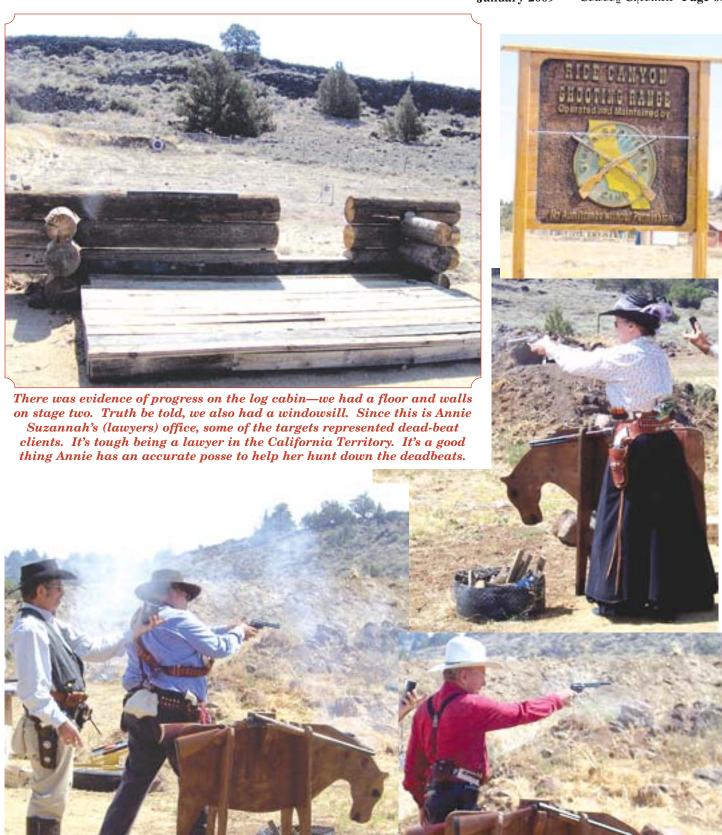
The entire match is up-close and personal. The club shoots like they are part of Nevada, instead of California. You bet that comment was meant to be tongue-in-cheek. When you join us, remind one of us to tell you the history for this part of the country.

If you are from any of the surrounding areas, such as southern Oregon, northern California or Nevada, southern Idaho, or northwestern Utah, this is an easy and short drive to Susanville, California. We look forward to shooting with you in the Sagebrush Rebellion in 2009!

This is a club that is being reborn from its heyday in 2002-2003. We are a smaller group, due to loss of pardners who have crossed over to the heavenly posses. We are dedicated to growing the club with new members. We are also determined to shoot in the Cowboy Spirit, as an entire club. We prefer to assist with improvement, instead of criticizing (which splits a group into cliques).

All camping info for the Sagebrush Rebellion 2009 can be obtained by contacting Kid Nickle at: ndolphay@yahoo.com

or 530-253-3502 🎩







SOMETHING A LITTLE DIFFERENT

By Jasper Agate, SASS #11697

hile staying in Casper, While staying ...
Wyoming, we made plans to shoot something a little different than your normal Cowboy Action shoot. It was The Wasserburger Mile and Wyoming Territory long range, single shot blackpowder rifle match. The match was held on a working cattle ranch where the Match Director, Kenny Wasserburger, and his father were born. We drove two hours southeast to Lusk, Wyoming, and then headed north on a state highway for another 36 miles, turned left onto a dirt county road, and followed it for another six miles. After we were on the dirt road for five miles, I was starting to get a little nervous. Pulling a 32 foot fifth wheel on a county dirt road can be a little nerve racking if you don't know where you are going!! About that time, I spied large pieces of white steel with black circles in the middle and knew we were on the right track. We camped real close to the family home in a huge wash to be out of the wind.

We shot for three days, and the wind blew hard all the time we were on the ranges. Our home in Nevada is considered a very windy place, but it paled by comparison to the winds that blow in Wyoming. The first day we shot 600 and 800 yards. I had told a few people I didn't have a spotter and ended up having some of the top shooters spotting for me and giv-

ing me their advice. They are a great group of friendly, helpful folks!! I had some load issues with the rounds I brought up from the trailer. They were left from a match I shot six months ago. I was getting ten-foot high-lows with that old ammo at 600 yards. My score at 600 reflected my bad ammo, so at lunch I was rather despondent and doubted myself. I went back to shoot the 800 with fresh ammo, did fairly well, and was back on top of the world!

The following day at the 900yard gong, I did even better than the 800. The wind really came up when we were shooting the 1000, and the radio that had been taped to the back of the target to hear the hits quit working. With the wind literally roaring in our ears, the Range Master and spotters were trying to hear the hits, as the spotting scopes were moving so much with the wind that hits could not be seen by anyone. They seem to hear the big 45 caliber bullets, but they had a very hard time hearing my little 400-grain 40 caliber bullets. I didn't do as well as earlier, but I still didn't embarrass myself. I was pleased with my performance so far, but we were going to shoot 1760 vards on Sunday!

The Match Director said I would need a full 200 minutes over my 1000 yard setting, and my staff was 25 minutes short. People had done all kinds of strange things to get the height they needed. One guy had taken a piece of wood, maybe a tongue depressor, and carved it in such a way to screw it to its eye cup, and drilled a hole for the extended eye hole. Most made extensions for their bases. MVA made an extra long staff with over 400 minute of elevation that a half a dozen guys had acquired. Kenny said they made the staff specifically for his match. One of the guys who showed up on Saturday afternoon just to shoot the mile said I could use his staff and I had a new best friend!! I made sure his drink cup was never wanting, cooked breakfast, and made coffee for him the following morning.

The next day we drove out to the mile shoot around 10 AM so the sun wouldn't be in our eyes. It was a couple of miles from where we shot for the previous two days. Even though the target was 8 foot tall and 12 foot across with a 4 foot black circle in the middle, it was way the heck out there! We all shot a few sighters to get the range close, and then spotters were dispatched with radios to an armored pit area 250 yards down and off to one side of the target. We watched them drive out the spotters over the canyons and through the woods. It was a good 30 minutes to drop off the spotters and drive back to the shooting position.

I shot in the second relay and

had a chance to observe the first group to try to pick up pointers. I had all my windage to the left (44 minutes) and my first shot was 20 feet to the right. After a few shots, I changed my front aperture to a post and used a lot of Kentucky windage. I held my elevation pretty well and had to make most of my adjustments for windage. At one point I was 1-1/2 targets off to the left to get a hit. One of the very cool things is you could see the misses with the naked eye, and my wife, Bee Bad, SASS #25307, was sitting behind us and could hear a lot of the hits. The hits looked like short misses to us because of the way the bullet splattered down.

We shot two sighters and ten for score twice. I managed to get three hits on the white, and Jimbo Terry, the guy who won the match, had an amazing 8 hits with 5 in the bull! You were awarded 3 points for a white hit and 5 for a black (bullseye) hit. I did fairly well considering I'm still new at this real long-range stuff. I managed a 74 with Jimbo shooting a 158. I was right in the middle!

I made a couple of very interesting observations I would like to share. Kenny switched to a paper-patched bullet after the first relay, and he needed to drop his elevation 50 minutes, and the top three shooters used .45-110's. I know this isn't Cowboy *Action* ShootingTM, but it was a hoot! \clubsuit





*THE MASON DIXON STAMPEDE

(Continued from page 1) #22644, was the Regional Champ and the overall match winner. Sunshine Marcie, SASS #64900, is the Lady NE Regional Champ. Killem All Kate, SASS #45808, was the top lady competitor.

Next year's date is October 1-4, 2009.



Sunday's team event included a raw egg ... winning team badge says it all!



Buckaroo Jimmy Wales take a few moments fishing at his campsite.





Sunrise over the vendor area bringing in a new day.

Winners **North East Regional Champs**

Man & Overall Biloxi Bob, SASS #22644 Sunshine Marcie, Lady SASS #64900

Categories Gunfighter

Walker Colt, SASS #3035 ModernNo-One, SASS #52804

49er Dingo Dave, SASS #38987

Senior Pecos Pete, SASS #16437 S Senior River Rat Randy, SASS #52574

L ModernKillem All Kate, SASS #45804 DuelistJ M Brown, SASS #27309

Biddle The Kid, Young Gun SASS #54292 L Traditional Stormy Shooter,

SASS #57333

Will Kilya, SASS #9568 E Statesman L 49er Sixgun Sallie, SASS #38989

Jug Browning, F Cartridge SASS #22356 L Gunfighter Mustang Megs,

SASS #60070 $F \ C \ Duelist$ Smoky Hill Thompson,

SASS #7923 L Senior Queen Of Hearts, SASS #9938 S Duelist John Derringer,

SASS #31360 Red Eyed Kid, B-Western SASS #37263

C Cowboy Sliphammer. SASS #360 L B-Western The Germinator, SASS #77294

Wicked Wanda, L C Cowgirl SASS #28122 L S SeniorCactus Kay,

SASS #15157 Frontiersman Just Plain Larry,

SASS #13965 Two Gun Tuco, Buckaroo

SASS #78297 L F Cartridge Miss Delaney Belle, SASS #6860

Buckarette Snazzy Mcgee, SASS #66689 GDameBonnie Dee,

SASS #28413 L Young Gun Sixgun Sable,

SASS #65263 L F C Duelist Purple Sage Lady, SASS #43039

L S Duelist Miz Annie Ross. SASS #60919 Pearl, SASS #68953 L Duelist

The Starpacker Cowboy Spirit No-One

Award **Top 16 Shootout**

Sunshine Marcie LadvWalker Colt Man**Three Stage Blast**

ManRed River Ray, SASS #33254

LadyAppaloosa Amy SASS #63949 BuckarooDan The Man, SASS #80527

BuckaretteLil Miss SASSy, SASS #80579

Three Person Team

Red River Ray Three Cut, SASS #58264 Dipstick, SASS #35806

Speed Derringer Man

Jimmy Spurs, SASS #65014 LadyTricky Trina, SASS #59582 Young Gun Huckleberry Hines,

SASS #60709 L Young Gun Sixgun Sable

Pocket Pistol

Twin, SASS #9553 ManLady Tricky Trina. SASS #59582 Young Gun Huckleberry Hines, SASS #60709

L Young Gun Sixgun Sable **Speed Pistol**

Red River Ray ManSunshine Marcie Lady BuckaretteLil Miss SASSy Biddle The Kid Young Gun Buckaroo Dan The Man

Speed Shotgun

LadyAppaloosa Amy, SASS #63949 Red River Ray ManBuckarooDan The Man Buckar etteLil Miss SASSy

Speed Rifle

Lady Appaloosa Amy Slick Silver Kid, ManSASS #28339

Yosemite Steve. Young Gun SASS #64215

BuckarooTwo Gun Tuco BuckaretteLil Miss SASSy

Long Range Rifle **Lever Big Bore**

Carolina Longarm, ManSASS #4146 Tomahawk Teri, Ladv

SASS #52808

Pistol Caliber

Carolina Longarm ManLadyThe Germinator BuckarooTwo Gun Tuco **Single Shot**

Deadlee Headlee, ManSASS #54317

LadvTomahawk Teri **Costume Contest Winners** (Presented And Sponsored By The Dixie Cowgirls)

Evening Wear

Couples

Steven and JuniorsDean Badamo

Pearl and Kearney Kid,

SASS #68592 Crystal Creek Chris, Ladv

SASS #64500 Johnny Bing Go, Man

SASS #76475 T-Star Smith.

Judges Choice SASS #72768

Shooting Costume

Junior Jimmy Wales LadyTomahawk Teri Red River Ray ManJudges Choice Hired Gun, SASS #18794

(Continued on page 72)

*The Mason Dixon Stampede *

(Continued from page 71)



Top Lady 49ers





Crabs and shrimp at the Judges 72nd birthday party.



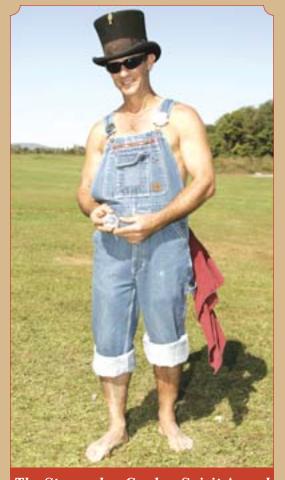
Miss Delany Belle clears her shotgun on the run.



Campers hang out along our portion of the historic Monocacy River.



Chuckaroo always gives the ladies a lift.

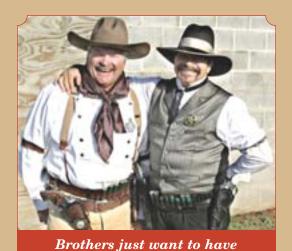


The Starpacker Cowboy Spirit Award was awarded to No-One! Oh my, another barefooted cowboy!



Ozark Bob loves the smoke, smell, and fire!

*The SASS NE Regional *



fun - cowboy action style!



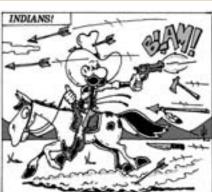


North East Regional champions—Sunshine Marcie and Biloxi Bob. Congratulations!



Chuckaroo gives the Berm Marshals final instructions on side match day.













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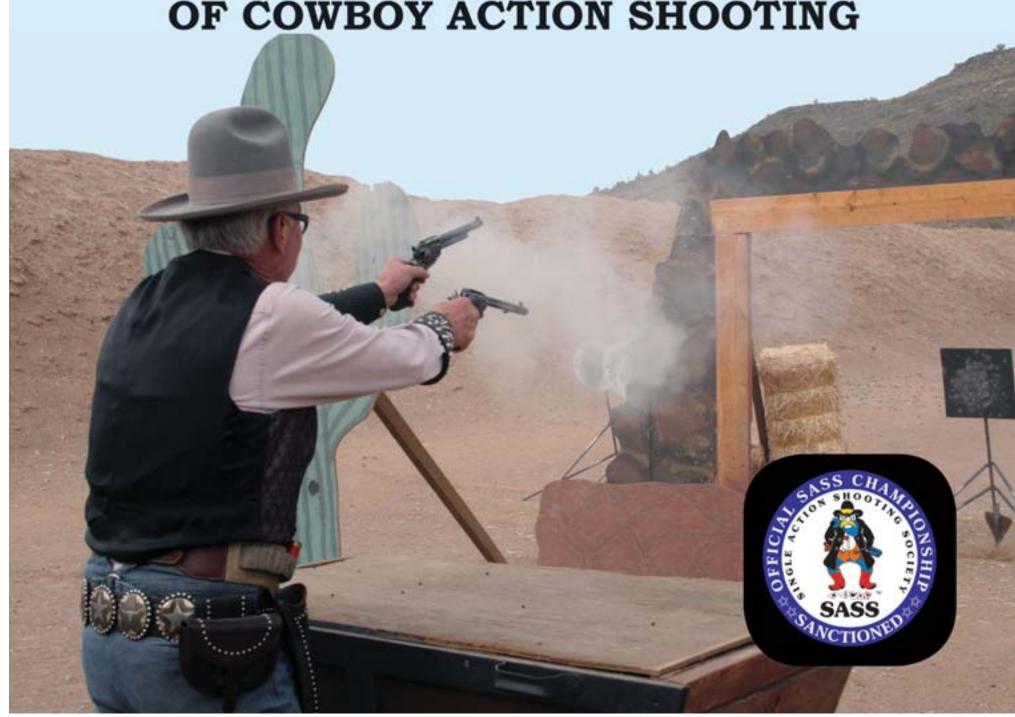


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Annual Match of The Year

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SHOOTERS 623-465-8683 • VENDORS 623-742-6578
39611 N 2nd Street Desert Hills, AZ 85086
register@winterrange.com • www.winterrange.com

PLAINSMAN EVENT
ALL AROUND COWBOY
POSSE SHOOT
TOP 16 SHOOT-OFF
SUTLERS ROW
MOUNTED SHOOTING

LOCATION

Ben Avery Shooting Range I-17 & Carefree Highway 623-582-8313

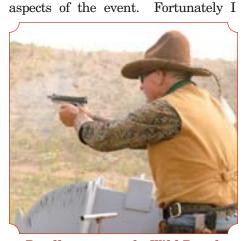


*OUTLAW TRAIL *

The 2008 SASS Four-Corners Regional

By Captain George Baylor, SASS #24287

Founders Ranch, New Mexico — Hipshot conned me into writing about the event at the very last minute (after he conned me into buying a duck. He's good). As I drove the bus to the next event I wondered how I would write this event up. Writing about SASS matches is harder than Chinese Algebra. If your task, for example, is to write about an auto race, you just have to chronicle who passed who and when, who lost it in the pits, etc. It all happens at the same time. But we all shoot stages at different times, so there's no way to write a story about the competition. You have to write about other



By all accounts, the Wild Bunch Event is a big success! Many of our shooters grew up with only single actions, so these "new fangled" pistols with levers, latches, and magazines are a different breed of firearm. However, most cowboys have quickly picked up the fundamentals!



Four-Corners Regional Champions -Blackjack Zak and Echo Meadows. It was rumored Blackjack Zak shot as well as he did to minimize the number of free entries to Winter Range he was going to have to accommodate! Congratulations to both Blackjack Zak and Echo Meadows!

turned on the SASS Wire because I was too tired to try to write. Lo and Behold, a miracle had occurred. Several people wrote about the event for me.

Pecos Clyde, SASS# 48481, wrote:

Got back to the house a while ago after shooting the Outlaw Trail Regional at Founders Ranch. I really feel this was the BEST match that has ever been offered at the ranch. If you arrived on Wednesday you had the opportunity to shoot 30 stages.



The Top Gun Shoot-off was both exciting and entertaining, and the top man, lady, and buckaroo were Echo Meadows, and Cowboy Clay. Terrific shooting under duress!



Frontiersman Pegleg Pete put on an awesome display of manly fireworks for the entire weekend! Even on a clear, breezy day, his loads obscured the targets!

Ten High,

SASS #56149



Hipshot took over as Match Director when Covote Calhoun got sidetracked by a family tragedy. Everyone closed ranks and took care of whatever needed taking care of ... and the match ran smoothly and pleasingly.

6 Cowboy warm up match stages (with written stages).

6 Wild Bunch match stages (what $a\ blast).$

18 Main match stages (something for everyone) plus long range and the .22 shooting gallery, and a top gun shootout open to all shooters.

The target size, distance, placement, sequences, and scenarios were perfect. The knockdowns were calibrated, and stayed that way all (Continued on next page)

Winners

Overall Regional Champions

Blackjack Zak, ManSASS #26828 Lady Echo Meadows, SASS #50735

Top Gun Shoot-off

Arizona Redneck, ManSASS #49989 Lady Echo Meadows Cowboy Clay, BuckarooSASS #67520

L Juniors Pixie Powder, SASS #67519 **Buckaroos** SASS #79590

Category Winners Hawkeye Okie, L B-Western Silver Heart,

SASS #48482

B-Western Johnny Meadows, SASS #28485 LF Cartridge Shirley Shooter, SASS #33848 F Cartridge Dan Diamond, SASS #61820 LF C Duelist Lily Orleans Mason, SASS #46755 F C Duelist Larsen E Pettifogger, SASS #32933 Frontiersman Captain George Baylor, SASS #24287 Grand Dame Lawless Lori Sue,

SASS #62830

E Statesman

C Cowgirl

Echo Meadows L Modern Pecos Clyde, Modern SASS #48481 L Duelist Mist Chance, SASS #15391 Duelist Fast Hammer, SASS #60707 L Senior Claudia Feather, SASS #2816 Senior Rattler John, SASS #5290 SASS #80852 S Duelist Led Foulin', Blaze Kinkaid, SASS #18030 SASS #253 L S Senior Ramblin Rose, Sagebrush Molly, SASS #2811

C Cowboy

Fort Worth Dallas, S Senior SASS #48501 Half-a-Hand Henri, Gunfighter SASS #9727 L 49er Annabelle Peacock, SASS #50114 J T Wild, 49er SASS #20399 L Traditional Texas Tiger, SASS #74829 Blackjack Zak **Traditional** Wild Bunch Match Arizona Redneck Modern **Traditional** Elk Ridge Sheriff, SASS #33087



(Continued from previous page)

through the match, and really added to the fun factor for many. Even the weather cooperated, by never raining while any of the shooting was going on. The evening social events were numerous. They showed the movie "Wild Bunch," had a silent auction, had a Dutch oven breakfast buffet Sunday morning, potlucks with a community barbeque provided three nights in a row, played a kind of trivia game, and "Are you smarter than a 5th grade cowboy."

I really applaud all those who had a hand in creating this unique, multi-day shooting event ... it was simply the BEST.

Larsen E. Pettifogger wrote:

Just got back from Outlaw Trail, the Four Corners Regional, at Founders Ranch. Buffalo Stampede in the spring and Outlaw Trail in late summer have become the testing ground for ideas for END of TRAIL and for Cowboy Action ShootingTM in general. This year the Wild Bunch set Outlaw Trail up as a "no frills match." Coyote Calhoun wrote some great stages but because of a death in the family couldn't make it to the

match. Hipshot, Wildshot, Tex, and a great bunch of volunteers set up the stages and it was a great match. The entry fee was only \$50 for a Regional Shoot. For your \$50 you got a six stage Wild Bunch match, a six-stage warm-up match, long-range rifle, and an EIGHTEEN stage main match. They also had a large new barbeque grill so everyone could bring food and have potlucks every night followed by cowboy trivia games. Tex was the moderator and the games were a hoot. The overall male and female champions (congrats Blackjack Zak and Echo ${\it Meadows) \ got \ really \ purdy \ buckles}$ and a statue/trophy Cowboy. The category winners got plagues, and they only went three deep with the awards. The shoot-off took place Sunday morning IMMEDIATELY followed by the awards ceremony, which was done QUICKLY and most everyone was able to get on the road and make a good jump on getting home just slightly after noon.

What you didn't get was a big dinner, bunches of side matches, the costume contest, or free margaritas*. (Continued on page 88)







THE HISTORIC CELEBRATION OF THE OLD WEST & Comancheria Days 2008 %

By Yuma Jack, SASS #11261 Photos by Doug Burress Photography, Jonah Star, SASS #48818, and Black Irish Charley, SASS #45193

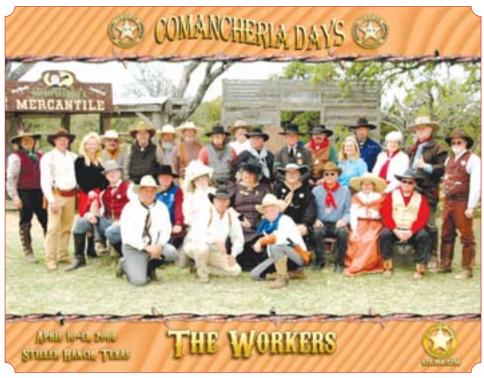
Fredericksburg, TX - I made my first visit to Comancheria Days in 1999 as a spectator, and starting in 2000, I have returned as a competitor almost every year since. The match is held at Stieler Ranch, in the Hill Country of central Texas, and it remains one of my favorite match locations. Stieler Ranch is an actual historic "Old West" working ranch owned and run by members of the Stieler family since the 1870's. The present owner, Becky Patterson, graciously allows the Texican Rangers to call the ranch "home" and hosts Comancheria Days. Becky even opened up one of the bunkhouses on the property for competitors to stay during the match. And that's Texas



MC Handlebar Bob (r) and winner of the Black Irish Charley look alike.



It's great to be in Texas!



Company A of the Texican Rangers 2008.

Hill Country hospitality!

Stieler Ranch provides the setting for 14 wide-open Old West stages with permanent props and no berms. The stages include a jailhouse, a buckboard, the Jersey Lily, a stagecoach (on springs), a locomotive and caboose, a street-front, a blacksmith shop and corral, and a cemetery. Comancheria Days celebrates an unbroken peace treaty between the local German settlers around Fredericksburg, Texas and the local Comanche. Every year since 1994, the Texican Rangers have held a match to celebrate the event. As usual, the side matches were held on Thursday and again after the main match on Friday. So if you missed them, it was not for want of avail-



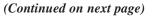
Dirty Dog Dale, SASS #56525, explains the Trail Walk.



Stagecoach

ability. There were the usual, fastest pistol, derringer, rifle, and shotguns. Then there were the long-range events in the South Forty, out to 250 yards for big bore lever action and single shot. You could also test your stamina on the "Trail Walk" again this year.

And, while on the subject of side matches, the Crown Jewel of the side matches in my mind was what the Texican Rangers like to call "Blazing Saddles." This popular side match is kinda like a mounted trail walk. The "steed" is a saddled metal drum fixed to a cart that, in turn, is mounted on





Red Scott greets the crowd



And the match—Ruff.



Nuff said!



Yep, Bad Hand, SASS #24260, used a Spencer in the main match!

(Continued from previous page)

rails. And if you haven't tried it, I

will, here and now, give you my first



Starry Knight at Comancheria Days 2007.

grain blackpowder "fire and brim-

stone" pills and stoke my trusty '73

with ten similarly loaded .44-40s.



Old Reed's, SASS #28619, cannon gets everybody's attention to start the match!

chester in the scabbard. With my

artillery on board, I swing up into

the saddle and retrieve my rifle,



Bullfrog Ike demonstrates the Cody-Dixon category.



Reverend Trinity rides on Blazing Saddles.









Overall	
Man	Calvin N. Hobbes,
	SASS #17218
Lady	Barbary Coast,
	SASS #21965
Categories	
49er	Calvin N Hobbes
Senior	Tumbleweed Dan,
	SASS #48676
S Senior	Alley, SASS #18036
E Statesman	Ed Sieker-Texas
	Ranger, SASS #15960
Grand Dame	Stagecoach Sally,
	SASS #26400
Modern	Picosa Kid,
	SASS #55762
Traditional	Joe Darter,

Frontiers man

F Cartridge

F C Duelist

SASS #38268 Double Down Dan,

SASS #36183

SASS #70785 Lars Christopherson,

SASS #17013

Doc Horsecutter,

Winners

Duelist	Jailbreak,
	SASS #5867
$S\ Duelist$	Handlebar Bob,
	SASS #4650
Gunfighter	Dee Horne,
, 0	SASS #25603
Cody Dixon	Bullfrog Ike,
	SASS #21182
B-Western	Reverend Trinity,
	SASS #53501
C Cowboy	Wild Bill Munch,
	SASS #49702
L Junior	Smokin Cheyenne
L 49er	Yankee Texan,
2 100.	SASS #56796
L Senior	Tennessee Tall,
L Schiol	SASS #49245
L Modern	Barbary Coast
L Traditional	Ivory Venom,
L Haamona	SASS #66839
$L\ F\ C\ Duelist$	Ima Gutshooter
$L\ Duelist$	Squawty Bawdy,
T C C 1.	SASS #62932
L Gunfighter	Patron, SASS #61749
L B -Western	.38 Kate,
	SASS #13082

Single Shot	
Man	Gimpy James,
	SASS #47311
Lady	Ima Gutshooter
Lever Action	
Man	Jonah Stark,
	SASS #48818
Lady	Irish Gypsy,
J	SASS #36887
Fastest	
Pistol	
Man	Lefty Rhodes,
	SASS #14206
Lady	Ivory Venom
Rifle	<i>y</i>
Man	Picosa Kid
Lady	Ivory Venom
SxS Shotgun	·
Man	Double Down Dan
Lady	Yankee Texan
Lever Shotgun	
Man	Dutch Van Horn,
	SASS #51153
Lady	Sidekick,

SASS #40914

Long Range

Pump Shotgun				
Man	Reverend Trinity			
Lady	Ivory Venom			
SxS Hammer Sh	otgun			
Man	Wild Bill Munch			
Sharpshooter				
Man	Picosa Kid			
Lady	Irish Gypsy			
Pocket Pistol				
Man	Picosa Kid			
Lady	Cat Caliber,			
	SASS #66840			
Derringer				
Man	Reverend Trinity			
Lady	Cat Caliber			
Trail Walk				
Man	Dusty Chambers,			
	SASS #4408			
Lady	Ivory Venom			
Blazing Saddles	S			

Man

Lady

Blacky Vela

Ivory Venom



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Comancheria Days 2008 . . .

(Continued from page 79)

a couple of distant targets (one of whom looked a lot like Ned muttering something about a one-eyed fat man). First shot at the one on the left ... then the other on the right and back again. They took a heap of lead, and the smoke from my .44-40 just hung in the air, but "Ol Paint" held still amongst the fury I was unleashing on those hombres!

Now, rifle empty, it was time to close in on the sidewinders that were still standing. Returning the rifle to scabbard, I put spurs to "Ol Paint" (by hitting a release lever), and we gallop across the field. Drawing a 5-1/2 inch barreled Colt with my right hand, I fire once, twice, and then thrice more at two desperados coming up fast on my right. Now I don't think every shot found its mark, but they both got as many 200-grain doses of lead as they needed. But before I could blow the smoke off the muzzle, I see two more troublemakers closing in on my left. Returning the empty gun to the pommel holster and quickly drawing my other Colt with my left hand, I let "Ol Paint" have his head. With my left hand I launched five more .45 LC's, and each of those ne'er-do-wells got his fair share. Returning the Colt to the pommel holsters, I rein in "Ol Paint" with a "Whoa!" and jump down from the saddle with a big "Yeehaw!" And let me tell ya, if you were in this event just for the score, well your head was just not in the right place or time!

The main match, kicked off by Match Director Red Scott, SASS #40038, commenced on Friday morning with the Pledge of Allegiance and a prayer under beautiful cool Texas skies. The targets, while big and close, were nonetheless challenging. The stages were set up by Red and Sheriff Robert Love, SASS #8960, to capture the flavor of popular scenes from some of our favorite western movies. There was Kid Shaleen and his drunken horse from "Cat Ballou," followed by a scene from "Last Stand at Saber River." Then Tom Dunson and Grute fight "Injuns" at the Red River, and Butch and Sundance blow up the Union Pacific Flyer. At the Oriental, as Paden (Silverado) you've got to retrieve your hat after announcing, "You're wearing my hat. I hope your fingers aren't tickling my ivory handled Colt ..." Other famous lines provided the opening to yet more stages such as, "You the one who shot our friend?" (Open Range), and "God created men - Sam Colt made them equal ... more or less" (Quigley Down Under). Among my personal favorites was the scene from "Outlaw Josey Wales" where you dropped an armload of packages with the question, "You gonna pull

them pistols or whistle Dixie?"

The Stagecoach stage was a natural for a scenario from the movie of the same name and was arguably the toughest stage of the match. You had to fire the rifle from inside the coach, which is mounted on springs and commences to bounce with every slightest movement of the shooter. Then if that weren't enough, you dismounted the coach and moved to its front where, after releasing a retaining rope, you had to fire both pistols at a swinging target. At least you got to finish with the shotgun standing firmly on the ground shooting at stationary knockdown targets. From this stage you moved to the Josie Wales stage where many a shooter, mistakenly, took the suspended rifle (bell) targets for granted after the stagecoach challenge.

On Saturday, the main match continued with still fair weather. Again, starting out cool and warming up a bit as the morning sun climbed higher in the sky. It is worth mentioning that given all the discussion of late about new and revised shooting categories, the Texican Rangers introduced a new category at Comancheria Days this year called Cody-Dixon. This category has been growing in popularity at the Texican Rangers monthly matches. Shooters in this category fired at the same pistol and shotgun targets as everyone else, but instead of shooting 10 or so rounds at the normal rifle targets, the Cody-Dixon competitor fired five shots from big bore lever (Cody) or single shot (Dixon) rifles at a longer range (75–100 yards) targets. It sure was fun hearing those Sharps, Hi Walls, Rolling Blocks, and even Spencers booming on the main match stages.

Cook Mel Ellenwood served up excellent chuck wagon fare during the entire match, and the service was every bit as good as the grub. At the conclusion of the shootin,' the scores were tallied by Fatal Star, SASS #40039, in preparation for the evening festivities. The Saturday night awards banquet was held at the fantastic Nelson City Dance Hall in Welfare, Texas. This is becoming a Comancheria Days tradition as this was the third year in a row the Texicans returned to this venue.

Nelson City Dance Hall, next to Po-Po's Restaurant, was started as a dance hall in 1929 by local rancher, Edwin Nelson. With his gas station at the junction of two old highways, it became known as Nelson City. Although it appears on maps, it has never had a Post Office and has never been incorporated. The original dance hall went belly-up during the Depression. It was purchased in 1932 by another colorful local cattleman name of Ned Houston who converted it into a restaurant he

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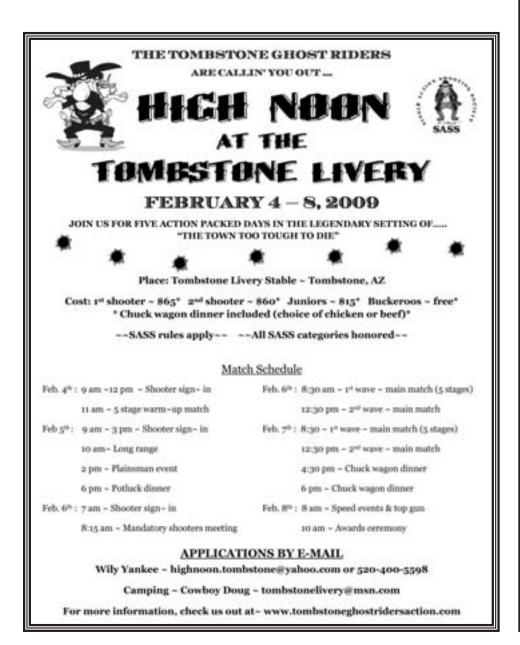
supposedly named Po-Po's after the Mexican volcano, Popocatepetl. Houston sold the restaurant in 1938, and it has changed hands several times since. The new dance hall and bar includes a replica Old West town that serves as a social area outside the dance hall. And the décor of the hall is as Western as it gets. The dinner consisted of melt-in-your-mouth Texas-style barbeque brisket and entertainment was provided by emcee Handlebar Bob, SASS #4650.

This year Comancheria Days had two married couples take some top honors. Calvin N Hobbs, SASS #17218, and Barbary Coast, SASS #21965, took top honors in their respective categories and top man and lady overall as well. Then, in the longrange side match, top honors went to Gimpy James, SASS #47311, among the men, and to Ima Gutshooter, SASS #55279, for the ladies.

Despite the challenging stages, including the stagecoach, some shooters managed to negotiate all ten stages with nary a miss. Those sharpshooting cowboys were Blacky Vela, SASS #32322, Handlebar Bob, and Navasota Kid, SASS #5671. Dogie Jones, SASS #47652, had a disheartening first day, but continued to give his best to his posse and was recognized with a "Spirit of the Game Award." Mixed in with the awards were stretch raffles, measured by, among others, the lovely beyond measure, Fatal Star, for guns and other prizes provided by the Texican Rangers as well as from match sponsors, Cimarron Firearms and Dry Gulch Mercantile. Proceeds from the raffles were donated by the club to our own Starry Knight, SASS #25197, who became seriously ill last year.

Sunday morning began with Reverend Trinity's cowboy church service where he must have gained some favor because the "Rev" later reigned victorious in an "edge of the seat 'til the last shot" Top Gun Shoot-Off.

Comancheria Days continues its tradition of being a match in the "Old West" tradition from the Stieler Ranch location to the awards ceremony in a western town and dance hall. And especially when the Texas weather cooperates, you can't find a better spot for fun with a gathering of some of the best cowboys from all over. So check out the Texican Rangers website (http://www.texicanrangers.com/), mark your calendars for next April, and plan to come shoot the Blazing Saddles event, or dust off that big bore to compete in the new Cody-Dixon category. Or, just come shoot with the Texican Rangers and help us celebrate Comancheria Days 2009, ya hear? 🚣





The Apache and Comanche Indians raided through this area "in the light of the full moon". Texas Rangers were assigned to protect settlers from marauding Indians, holdups, feuds, and daring shootouts. Individuals settled their differences by the "Law of the Gun". John Wesley Hardin and many of the great 'gunmen' left their mark.

April, 2-5 2009

STIELER RANCH Historic "Old West" working cattle ranch from the 1870's Located on the west side of Hwy 87, 12.5 Miles south of Fredericksburg, 8 miles north of Comfort.

10 Exciting Main Match Stages: Friday & Saturday Shooters Meeting @ 8:30 AM

Side Matches: Thursday starting @ 1: PM and Friday after Main Match

Fastest: Pistol, Rifle, Shotgun and Derringer. Trail Walk, Rim-fire pistol, Blazing Saddles, Sharpshooter and Long range big bore

Saturday Night Awards Costume contest! raffle for gun giveaways! Cash Bar

"Grand Prize" an 1897 Winchester 12ga original

Web site: www.texicanrangers.com

Pre-Registration to March 20, 2009

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Classic Cowboy	☐ Men's Frontiersman	☐ Ladies Duelist
■ Men's Modem	Men's Frontier Cartridge	☐ Ladies Senior
■ Men's Senior	■ Men's B-Western	Grand Dame
Men's Duelist	■ Junior Boys	☐ Junior Girls
3 to establish catagory	Checks Payable To: Ladies B Western	
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Individual Entry	\$100.0	0
Couples	\$185.00	
Juniors	\$35.00	
Banquet Guests	\$25.00	
Camping per day \$10.00		0
	Tota	

Breakfast & Lunch for sale at the Range

SASS rules apply

SASS meembership not required No Vendor Fees





Whooper Crane, SASS #52745 Mug shot by Deadeye Al

This month we're traveling "deep in the heart of Texas" to check out one of the fine cowboy Ranges that thrive in the Lone Star State ... and a worldwide cowboy buddies club that's sprung from it.

BUNKHOUSE BIDNESS %

A spotlight on SASS Clubs Around the Country

By Whooper Crane, SASS #52745

was open for Cowboy Action ShootingTM ... and keeping fingers crossed some of them would show up!

At their first shoot, in June 2001, over 70 shooters arrived to give this new Range a tryout. And they've been showing up in handsome numbers ever since.

The Range is not a Club, per se, but a venue that holds a Saturday/Sunday match the first weekend of every month ... attracting Cowboy Action Shooters not only from Texas, but also from Arkansas, Louisiana, and Oklahoma.

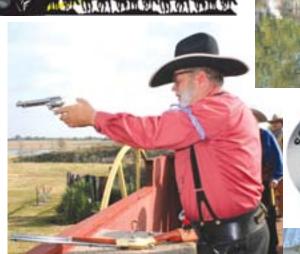
With the success of their month-

all refreshments are included in your entry. Need lunch? It's included! Need an iced tea? It's included. Need supper? It's included!

Need a new firearm? It's includ-

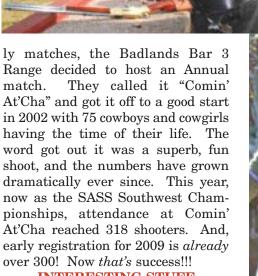
ed! Well ... let me explain that. At Comin' At'Cha, every posse is given a brand new firearm to give to one of its members. Members draw from (Continued on next page)











INTERESTING STUFF

One of the benefits of shooting at Badlands is that once you've paid your initial entry fee, you don't need to reach into your pocket again. All shooting ... all events ... all meals ...



ShootingTM. It occurred to T-Bone it just might be easier to enjoy the game if he didn't have to drive so far. It just so happened T-Bone owned a 400-acre working ranch, with cattle, hayfields, and the whole deal just outside English, Texas. "Why not build a shooting range right here at home?" Red Dooley said. So they began.

Matches: 1st weekend each month Annual Match: Comin' At'Cha (SASS Southwest Regional) November 5-6-7-8, 2009

HISTORY In early 2001, Cowboy Action Shooter, T-Bone Dooley, and his missus, Red Dooley, were driving here and there (but nowhere close) to have their fun doing Cowboy Action

The first thing they did was convert some of their corrals to bermed bays. The second thing (with help from their inlaws and a few "outlaws") was to build six good-looking store-front stages right in their barn. The third was to take those stagefronts and anchor them in the bays. The final thing was to announce to anyone who would listen the new "Badlands Bar 3 Shooting Range"

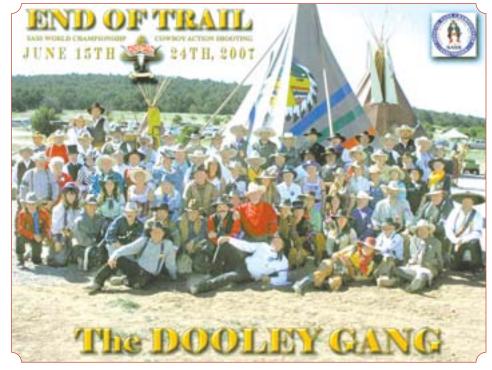
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the hat for a lucky poker chip. The cowboy or cowgirl who draws it, wins! Imagine ... a free firearm for *every* posse!

Twenty-one posses = twenty-one firearms. Actually, with other give-aways and raffles, *twenty-eight* firearms were presented to participants at this year's Comin' At'Cha. That's a lot of hardware, Pards!

Another great feature of Comin' At'Cha is outstanding nighttime entertainment, including a world-class Karaoke Night and one of the best fireworks shows you'll ever see!

The stages at Badlands continue to impress shooters. There are 13 stages in all, including Fort Goody, Red's Saloon, Hatcreek Mercantile, a Freight Office, a Mine Cart, The Texas Wagon and Miss Ann's Garden. New this year is an exciting Shoot House featuring *eight* differ-



ent doorways to shoot through. It's a Hooooot! As the local shooters like to say: "See Ya In The Badlands."

The range endeavors to stay fresh. This year they've added all new steel targets to keep it that way. With tongue firmly in cheek, T-Bone says, "This is just a little something we put together."

If the quality of a Range is judged by the quality of its shooters, then take a look at this "rogues gallery" of current and past National Champs who are regulars at Badlands: Honey B. Graceful, Billy Boots, Shotgunner, Spur Roberts, Cactus Lil, KowKatcher, Louisiana

Lady, and of course, T-Bone and Red Dooley, among others.

One of the earmarks of a Range that demonstrates "The Cowboy Way" is the willingness of its shooters to work with new and upcoming Pards in developing their own shooting styles. Part of the time each shooting weekend is set aside to help train these eager shooters to become more competitive in their game (we all know it's more fun to shoot better today than it was last month). And, the nicest part is that this on-site training is free to registered shooters, whether they be new to the game or seasoned veterans.

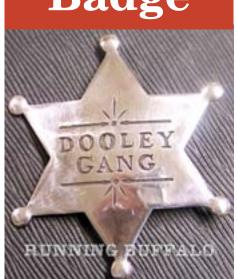
Here's a Range that has what it takes to keep our game growing. Other Ranges and Clubs around the country could emulate their actions toward achieving this same fine goal.

While the Badlands Bar 3 is not a Club as we know it, their shooters have fostered one of the best known informal clubs in SASS ... *The Dooley Gang*.

The Dooley Gang started in 2004 when a group of shooters from Texas headed to END of TRAIL in California in an old bus. Their good fellowship and camaraderie attracted a following of like-minded shoot-

(Continued on page 100)

Dooley Gang Badge





STAGE 5 - THE MINE CART

10 Revolver Staged in cart 10 Rifle Staged in cart NO SHOTGUN

REVOLVER-RIFLE-REVOLVER

Start sitting in cart with hands in front of you on ledge. Remain seated until stage is over. Cart starts at west end of stage with shock absorber touching stop. (Cart will move and stop at shooter's command/direction.)





When ready for beep say, "My buddy is pushing my cart!" ATB, with 1st revolver engage revolver target with five rounds. At your command, the cart starts moving right. Engage Texas Slim with rifle for 10 rounds, THROUGH THE STATE OF TEXAS. Cart moves to far right and engage last revolver target with five rounds from 2nd revovler. Engaging Slim target without shooting through Texas will result in 10 second penalty. Hitting Texas target is a miss.

Note: Careful entering and exiting stage. Use caution around moving cart.





GHOST TOWNS AND GUNFIGHTS

By Sweetwater Jack, SASS #28885 Life/Regulator Photos by Kate Brinning, SASS #12839

It was a bright, warm, Saturday morning in September in the small town of Golden, Oregon, and though you'd never know it by driving past the town site today, the "city center" was alive with throngs of people enjoying the fall day. There were folks cooking burgers under bright awnings, craftsmen and crafts-women selling their wares from hastily erected tables, and the members of the local volunteer fire department were out in force with their well-equipped and maintained engines, bright and shiny in the sun. A typical weekend day in a small community in Southern Oregon you'd say? Well, not exactly. You see, Golden Oregon, celebrating its annual "Golden Days" is a GHOST Town!

As the name suggests, Golden was a mining town established as part of the Gold Rush in southern Oregon. When miners began arriving in the late 1850's, the site of the future community sloped gently to the bank of Coyote Creek, a tributary eventually feeding the Rogue River. Although miners found gold in the area, the working season for mining was short due to low summer flows of Coyote Creek. By 1860, a road had been constructed along Coyote Creek to transport lumber for flumes, sluice boxes, and goods for miners. The town was unique in that it was a community of about 200 homes, a general store, a livery, TWO churches, and NO SALOONS! (A trek of about four miles to the neighboring community of Wolf Creek would, however, provide solace to a thirsty miner.) During the 1860's many of those first miners moved on following reports of better mining elsewhere. Many of these original claims were sold to Chinese miners who continued to work them. By 1868 Chinese miners were selling their claims to a new wave of white miners. Records exist for most of these transactions showing the claims were legally sold and not forced as in many areas where racism prevailed during the time. Eventually, the Jacksonville-Roseburg stagecoach made a regular spur trip three miles up Coyote Creek to the busy community.

Today, visitors to this National Historic District can explore the

remaining buildings perched above the valley where miners once toiled. The remaining structures are few, and include one of the churches (still providing non-denominational worship services), the carriage house/livery barn, and the general store (out of business), as well as a couple of the original homes, plus outhouses. The church graveyard contains bronze markers memorializing some of the original founders of the town, plus some wooden "grave markers" placed there by a TV movie company who filmed an episode of "Gunsmoke" there and left the markers behind to give the plot "drama." Golden is now in the process of being restored, and if you'll pardon the pun, "resurrected."

Several weeks before the celebration was to take place, I was contacted by members of the local (Golden/Wolf Creek) volunteer fire department who had heard about and seen newspaper pictures of our local Cowboy Action ShootingTM clubs' participation in "shooting up" Yreka, California during their annual "Gold Rush Days" (twice). They wanted to know if I could arrange to have a bunch of those same SASS members come up to Golden for the day and add some "authenticity and fun" to their celebration with our period-correct clothing and gear? Oh, and could we possibly stage some sort of a gunfight/shootout or two, with lots of blackpowder blanks, smoke, and flame, women yelling, etc. ...? Now HOW could I refuse a request like THAT??? Gathering about 30 available volunteers from our large group of combination serious Cowboy Action Shooters/Ham Actors we unofficially refer to as: "The State of Jefferson Vigilance Committee," took about twenty minutes. Enlisting Purgatory Smith, SASS #48494, as the leader of the "bad guys," he quickly rounded up his "gang" of such notables as Colonel Cornelius Gilliam, SASS #5875 (no stranger to blackpowder), The Colonel's young buckaroo, TNT Mighty Mite, SASS #41690, Checotah, SASS #57965, Treacherous Jack, SASS #64691, and Runnin' Wild, SASS #55137.

Aside from the obvious factors of outrageous FUN, what does all this

have to do with Cowboy Action ShootingTM? Well, I'll TELL you. It has to do with RECRUITING! We ALL do whatever we can to promote Cowboy Action ShootingTM, SASS, and the Cowboy way of life, but it quite often boils down to a situation where we are at the range, shooting a match, be it a monthly club match or larger one, and taking a few minutes to approach and talk to a stranger that has wandered over to watch a stage being shot. And, of course, the stranger is amazed at how friendly and outgoing we all are, and what obvious fun we are having, and we may even be able to find him/her an old copy of The Combon Chronicle to take home. But, this person was already AT THE RANGE, probably a shotgunner, hunter, or target shooter. When we step out to these city/town celebrations, we are given the opportunity to come in contact with people who may have never stepped foot onto a shooting range. Here we are, dressed in 19th Century clothing, sporting the "Guns of the Old West," saying "lines" from old western movies that have been locked up in studio vaults for 50 years, and ENTERTAINING these FAMILIES. And they ARE paying attention! Our excursion to Golden, Oregon

"briefing" before the gunfire started, explaining we are all competition Cowboy Action Shooters, the guns are real, and even though now loaded with "Old-Time" blanks, can be dangerous. Special emphasis was given to the safety aspects, directed to all, but mostly to the

on September 6th was a per-

fect example. We did a short

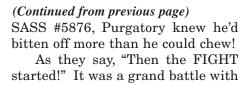
youngsters present. We pointed out the pile of Comboy Chronicle back-issues and other SASS brochures and handouts we brought and explained just a bit about Cowboy Action ShootingTM and SASS.

As Purgatory's ne'erdo-wells arrived and announced their intentions of "taking over the town, stealing the gold, setting fire to the horses and mules (I told you they were ne'erdo-wells), and having their way with the women," they were met by the forces of "law and order." Confrontation! Women screaming! The lovely Ima Horsinaround's, SASS #55138, shrieks ALONE knocked over a couple of the bad guys! And when the chorus was joined by Derringer Donna, SASS #64692, Gaye Abandon, SASS #44556, Queen O' Clubs, SASS #5179, and Lonesome Rose, SASS #12020, as well as Kate Brinning, SASS #12839, and Lady Liberty,

(Continued on next page)







started!" It was a grand battle with the baddies dropping into the grass like flies. Backed up by Sam Walker, SASS #9408, Ten Sleep Good Guy, SASS, #41785, Upchuck, SASS #31964, and Line Century, SASS #5180, I fired the last shot, one round from my single-shot derringer. Surprisingly, it dropped TWO of the Purgatory gang at the same time! (Heck of a ricochet!) When the shoot-out was over, and the "bad guys" helped up off the ground (of COURSE the "forces of

won!), Line Century was the big attraction for the They all kids. wanted to talk to a "real cowboy," and if you know him, or have ever seen him, you know there isn't a more "classic cowboy" than Line. You should have seen hunkered him. down and talking straight talk to those young kids, letting one young buckaroo actually

law and order"

hold his still-warm Colt .45, while warning him and the other children about gun safety ... Line even knows how to squat with spurs on ... The only folks that seemed a bit disappointed in the aftermath were a couple of the Wolf Creek Volunteer Fire Fighters who were kind of expecting/hoping for us to set fire to SOMETHING with all that gunfire! (We were REALLY careful about that, not wanting to have to live with the guilt of burning down the few remaining buildings in Golden.)

Leaving our live rounds at home and replacing them with blackpowder blanks, many of us here in the State of Jefferson (far Northern California and Southern Oregon—but that's another long and historical story) have ventured out to rob banks, hold up trains, and lay waste to gangs of outlaws (some of whom were us!) and generally fill the air with clouds of sulfurous smoke, spit flame and sparks, and overload and detune various hearing aids.

So that's it. As Tex has said many times, the kids these days just don't have the heroes we had as kids. Roy, Gene, Hoppy, Lash Larue, Johnnie Mack Brown, Cisco and Pancho, "The Duke" ... they're all gone, now. SO ... YOU and I have to be Roy, Dale, Gene, and Hoppy ... we can do this! (And, have a GREAT time doing it!) Hope to see ya' down the trail!





Registration deadline June 1, 2009

Side matches on Thursday Ten main stages on Friday and Saturday Awards Banquet Saturday evening

Shooter entry form and Vendor info available at: www.highlonesomedrifters.com 307-587-2946 joekar@tritel.net



The Single Action Shooting Society And

The Cheyenne Regulators

Present the 13th Annual









Free Bottled Water and Sport Drink At Every Stage



3 Side Matches Included Free

SASS High Plains Regional Cheyenne, Wyoming Territory

July 2nd - 5th, 2009

Tuesday and Wednesday

Evil Roy 2-day Shooting Class-for info. call (970) 247-1234 or visit www.evilroyshootingschool.com

Thursday

Side Matches—Pocket Pistol, Derringer, Long Range, Plainsman Speed Pistol, Rifle and Shotgun Meet and Greet at The Historic Plains Hotel (wearing of unloaded firearms allowed)

Friday

Six main stages

Casino Night at The Big Tent (All shooters welcome)

Saturday

Six main stages & Working Costume Contest

Plated Banquet at The Holiday Inn with the Steppin' Out Costume Contest

Sunday

Free Events: Top Shootist, Team, Couple and Posse Shoots Awards at the Big Tent



*NO BRASS MATCH *

NO DQ FORWARD

POWER FACTOR

Name:		1.00#	
Alias:	S	ASS#	
Street:		11505	
City:		Zip:	
Phone:	(H)		(V
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Email Address:			
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I can be a poss	e leader (must be R.O	. II trained)]
Dry camp: (ASSIGNE	D SPACES) Limited to 65 spots	, first come, first serv	ed
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	able to: Cheyenne Reg		.09
390	04 Central Ave. Suite		
	Cheyenne, WY 820	01	

Questions? Nevada Sweet at nevadasweet@msn.com

Match Director Fightin' Joe Baker at 307-220-5222

Vendors Contact Lizzie Walker at 307-635-3507

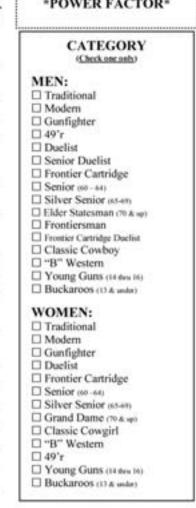
Committee	Γ
Family* (\$225)	
(* 2 adults and 1 or more non-adults living @ same address.)	
Individual (\$115)	.
Spouse (\$85)	
Young Adult (\$55)	
(ages 17 through 20)	
Young Guns (\$30)	
(14 through 16)	1
Buckaroos (Free)	
(13 & under)	
Conventioneer (\$40)	.
Plainsman Event (\$10)	8
Extra Side Matches (\$5 ea)	3
(first three free with registration)	
Banquet & Dancing (\$32 ea)	8
(Limited to first 400 people)	
Gun Cart Rental (\$15 ea)	4
Camping Fee (\$22 tes included)	
R.O. 1 Training (\$10)	-

R.O. 2 Training (\$25)

TOTAL:

** Late Fee (\$20) (after June 20%)

Donation to SASS Scholarship Fund





SASS® Presents The TEXAS State Championship

Hosted by the Oakwood Outlaws Oakwood, Texas USA



il Break

April 30, May 1, 2, & 3, 2009

Southern Belle Ball/Banquet on Saturday Night Special North vs South Shoot-off on Sunday

10 Main Stages * Side Matches * Vendors * Food Vendor Top-Gun Shootout (Sunday) * Primitive & RV Campi Costume Contest (Banquet), Cowboy Church (Sunday)
Limited Trailer Electrical Hookups-Reserve at 903.545.2252
Limited to first 240 Shooters * Must be a SASS Member

** SASS Rules Apply **

FEES: 1st Entry-\$95 * Spouse/SO-\$75 * Young Guns / Buckaroo -\$40 Plainsman Event (Thur. Apr 30th; 4 Stages)-\$15 * Extra Banquet Ticket-\$20 Late Fee (after April 17th)-\$20 * Family Max \$240 ROI Class (Wed, April 29th)-\$10 * ROII Class (Wed, April 29th)-\$25

Shooter's Fee includes Main Match, Side Matches & Banquet

For More Information: Call Texas Alline: 903.545.2252 Email: bailine@yahoo.com www.oakwoodoutlaws.org

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	TRADITIONAL
	Modern
	47708
	GAPIGHTER.
	B-Western
	DUBLET
	CLASSE: COWNOY
	FRONTSER CARTRIDGE
١	FRONTIER CARTRIDGE DUBLIST
	FRONTERSHAN
	Senzok (Ages 60-64)
	SILVER SENSOR (AGES 65-69)
	SENSON DUBLEST
	SENDOR FRONTIER CARTRIDGE
	ELDER STATESMAN (Men 70-74)
	STATESHAN GOLD (Men 75+)
	GAWO DAME (LADRES 70+)
	Young Gas (Ages 14-16)
	Business Chair 1/2 1/22

LITTLE SUCKNOOD IN

Main Shooter	Sig. Other	Young Gun/Buck SASS Alias:			Plainsman Event	80	
Shooting Category:			Sho	oting	Ladies Category	7. Y	1
SASS # (required): Address:		Are you a R			Are you a ROII?		
State:	Zip:	Phone: ()_				Ξ
E-Mail: Posse Buddies (if po	ossible):						

Registration receipt and information packet will be mailed back to you confirming your entry Refunds subject to \$25 administration fee. No refunds after April 17, 200 cry with check payable to: Oakwood Outlaws, 337 W US Hwy 79, Oakwood



Oklahoma

Territorial Marshals

Present the 16th Annual

LANDRUN 2009

April 30, May 1, 2, 3

Side Matches Thursday

12 Main Stages (7 on Friday, 5 on Saturday)

Banquet and Awards Ceremony Saturday Evening

Sunday: Team Shoot, Master Gunfighter, Mr&Mrs Match \$110 per Shooter, \$65 per Junior Shooter

Registration Forms Available at www.okcgunclub.org

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Sponsored by the Oklahoma City Gun Club & Oklahoma Territorial Marshals

General Info: LeRoy Rogers (405) 799-0381, cary219@aol.com Registration: Cal Cogburn (405) 631-0122, LStempert@sbcglobal.net

Smoky Mountain

OAK RIDGE, TENNESSEE March 26th, 27th, and 28th, 2009

DAK RIDGE SPORTSWEN'S ASSOCIATION SWORT WOURTHIN SHORTIST SOCIETY

The Oak Ridge Sportsmen's Association Smoky Mountain Shootist Society officially announces the 7th annual Smoky Mountain Shoot-Out. As springtime comes to East Tennessee, cowboy and cowgirl action shooters pack up their frontier-era wardrobe, single action revolvers, lever action rifles. and old-fashioned shotguns and head for the foothills of the Smoky Mountains. It will be a weekend of Cowboy Action Shooting and good old Southern Hospitality. Side Matches are on March 26th and the Main Match is on March 27th and 28th.

☆ Shooter's Registration Form 2009 Please use one registration form per shooter. (Copy form for additional entries.) Send Spouse and Junior Entry with Main Entry, Entry deadline is March 1, 2009. Match will be limited to the first 200 registrants. Name: ١ SASS No. (Required) 1 Phone: I Club Affiliation: Shooting Category (All SASS Categories + Outlow)

Please make check out to ORSA

Try to posse me up with:

Mail Registration Form & Check to:

Hombre Sin Nombre P.O. Box 32894 Knoxville, TN 37930

If you are not able to access the Internet and would like to be sent information via good of Pony Express please call:

Hombre Sin Nombre: (865) 257-7747

FEES:	Total
Main Match	\$70
Spouse	\$50
Jrs. & Buckaroos	FREE
Side Matches (all day)	\$15
Saturday Night Awards Dinner (each)	.\$35
Total Fee \$_	

A \$15 fee will be charged for cancellations made before January 16, 2009. No refunds after that date.

THE TEXAS HISTORICAL SHOOTIST SOCIETY

Presents it's 18th Annual Invitational Match

TRAILHEAD '09

NEW CATEGORY "WILD BUNCH"

Available for the inst time as a Main Match shooting category. Dress the part and shoot the eans of the movie



NEW CATEGORY

CODY/DIXON® oot a big bore rifle at each stage instead of our pistol caliber rifle. Two classes available, Lever Gun (30-30 Winchester or larger). Big Bore Single (.375 or

CELEBRATING -LONESOME DOVE

March 19, 20, 21, 22, 2009 at Gunsmoke, Texas

Thursday Side Matches - Fastest Pistol, Rifle, Shotgun, Derringer, Pocket Pistol, Cowboy Long Range, Speed Stage, .22 Stage, Long Range Lever Gun, Long Range Big Bore Single Shot (.375 caliber or larger), Night Shoot **Friday**- 6 Main Match Stages, Trail Walk **Saturday**- 6 Main Match Stages, Saturday Night Banquet **Sunday**- Mano y Mano, Team and Couples Shoot.

Send Registration to: T.H.S.S. - P.O. Box 151 - Columbus, Texas 78934

- 1. All SASS Categories are available. Minimum of three (3) entries to establish a category.
- um of five (5) entries in a category to award three (3) places.
- \$25.00 Late Fee on entries postmarked after 03/06/09. No guarantee of Posse assignment on
- No refunds on cancellations made after 03/17/08.
- Junior ages 13 17 years, Buckaroo/Buckarette ages 9 12 years.
- Absolutely no category changes made after first shot of Main Match, NO GOLF CARTS, MOTORIZED GUN CARTS, OR VEHICLES ALLOWED ON THE RANGE.

Name	Aller	SASS #	Plo
Address	City	 _Z/p	E-mail
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INDIVIDUAL ENTRY JUNIORS (with register BUCKAROUBUCKA GUEST BANQUET TO LATE FEE TOTAL SHOOTER FE	RETTE CKETS (cs)		\$99.00 \$45.00 FREE \$20.00 \$25.00

Mounted Shooting Competition Saturday& Sunday, contact Bill Williams for registration information 936-539-1930

SASS Presents

North Mountain Shoot Out X

The SASS Pennsylvania State Championship May 22-23-24, 2009 Hosted by: El Posse Grande North Mountain Sportsmen's Association Muncy Valley, PA

Visit our website at www.northmt.com for more info 10 Main Stages (6 on Saturday, 4 on Sunday) - Side Matches Friday SASS Rules Apply – SASS

Membership Required		
Alias		SASS #
Name		
City		Zip
Phone	E-Mail	
Shooting Pard *		# in Party
Home Posse/Club		

Posse requests are getting more and more difficult to grant. First consideration will be given to keep families and tho sharing equipment together. We'll do our best after that

~~~ SHOOTER CATEGORIES ~~~

(All SASS recognized categories are honored)

Male Female (please check one and signify shooter category below)

Traditional Classic Cowboy Silver Senior Forty-Niner **B** Western Elder States/G Dame Frontier Cartridg Front Cartridge Duelist Duelist Young Guns Front Cartridge Gunfighter Senior Duelis

Please use one registration form per shooter • Copy for additional shooters • Total fees on first page

X \$90.00 =
X \$70.00 =
X \$35.00 =
X \$15.00 =
X \$ 7.50 =
m

- Registration fee includes 10 stages of shooting Saturday Sunday and the Saturday night all-you-can eat banquet. Other
- registration less includes 1 of stages of shooting Saturday 2 curious and the Saturday linght air-you-carree meals will be available on site.

 Friday side matches \$2.00/event or \$15.00/all day. Payable at match.

 Advance registration is required. 200 Shooter cut off. Registrations must be received by April 15, 2009.

Make checks payable to: North Mountain Sportsmen's Association Mail registration to: Barb Snyder (aka Black Hills Barb), 17030 US Route 15, Allen Your registration will be confirmed by E-Mail or Pony Express

OUTLAW TRAIL...

(Continued from page 77)

Everyone I talked to liked the no frills format and everyone had a great time. There was quite a discussion on the wire a few weeks ago about what type of match people wanted, a lower price with no frills, or a higher entry fee with a banquet and all kinds of side matches and entertainment. This match was an absolute blast, and I liked being able to get on the road early enough to make it back to Phoenix on Sunday night instead of having to drive back on Monday.

* Well, the event didn't give out free Margaritas, but Camp Baylor started giving them out Tuesday night to the people tweaking the Wild Bunch regulations. As the Margaritas flowed, the regulations got better and better. I hope the part about Traditional category shooters having to shoot left-handed survived a sober proofreading. All in all Camp Baylor gave out almost two gallons of Margaritas. We had 10 people in the bus one night and multiple shifts another night. Since it was muddy outside, this caused a lot of mud to get tracked in. The Redhead spent much of Sunday cleaning the floor and beating her husband with a mop handle.

Back to the Match

We started Wednesday with a six-stage warm up match that finished almost on time. The six-stage Wild Bunch match only had to be delayed a bit. The schedule hadn't been specific enough, and several people thought they could only enter one or the other. Those of us who (a) were gluttons for punishment and (b) brought all of our guns with us shot 12 stages in one day.

Wild Bunch Match

One stage, at Bahia de Coto, used the newly purchased automatic clay bird launchers. One flew from the left on "pull," and one from the right on the shot. I realized then they would be used in the main match. I thought of putting a can of Goex FFg under each, connected with long fuses so I could be out of the area when it blew, but I decided that would make the pool of suspects too small.

The pistol targets were at about 5 yards, the rifle at 15, and shotguns at 8. Courses of fire were simple. Since 1911's can be reloaded up to four magazines worth, several stages had 15 or 20 rounds of pistol fire. Really cool. If you haven't tried a Wild Bunch match (using these simple rules, which, hopefully will evolve into national rules, supplementing the mishmash of conflicting rules currently used by various clubs), you should.

The Main Match

The next morning it was in the 50's, with no wind and near mist. You can imagine what that did to the blackpowder shooters! Can you say, "Shooting blind?" Shooters were shivering under their Fish Slickers,

but they were giggling. No complicated scenarios, no small, distant, hard to hit targets. If you weren't clean, it was because you shot too fast for your abilities.

Procedurals were rare. Minor safeties for miscounted rifle rounds weren't because of lots of nine round stages, which you can't blame on the scenario.

The next day was our posse's turn to shoot two stages at Bahia de Coto. One had you standing inside the train at the engine and calling "pull." If you're among those of us who can't see, much less hit, when the birds flew by at hypersonic speed and you fired your two rounds into the air, you could load two and make them up on steel targets. I can do that in less than five seconds, so it wasn't that much of a penalty. Some people actually hit both of them! Remember my rule about gunfights: If one of the enemy takes off and flies away, let him. He is not a threat. You have more important things to worry about!

The next stage in the same location, causing a backlog of posses later in the day, had you standing outside of the train when the birds flew. I watched a shooter who had spent one tour in the Marines shooting skeet. He missed the second bird. I yelled pull, "engaged" the birds as fast as I could, and was reloaded and aiming before Annabelle could say, "make up two."

All Knockdown Stage

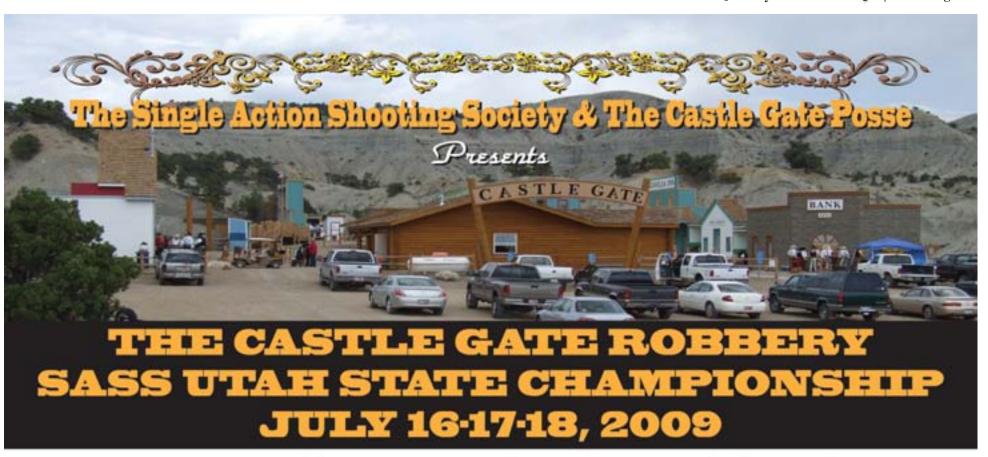
Thankfully, there were no more birds. There were a lot of knockdown targets. Most counted as a hit when hit and gave a 1 second bonus when knocked down. Stage 17, however, was all knockdowns. Well-mounted knockdowns that didn't lose calibration are a treat, and these were a treat. 15 targets were in front of you. You had as many guns as needed to knock them down. Do it with the rifle and one pistol, and you didn't need the other two guns. Arizona Redneck, who was second overall, did it in 8.42.

Pecos and Larsen pretty much described the evening activities. I wound up with a \$100 Shooting Gallery Duck in the silent auction (Hipshot is so persuasive). It will serve as a "Bar is Open" and "Bar is Closed" sign at the bus until something better comes along. If you see the duck up in the windshield, we haven't run out of Margaritas yet.

Now you know how to keep a lot of SASS shooters happy: Keep the targets Big and Close and the scenarios Simple, and have a lot of stages. You don't need really fancy or really deep trophies (beautiful plaques for 1st, 2nd, and 3rd, REALLY nice plaques and belt buckles for top overall and top lady).

The Redhead, as we drove away a little sadly since it was over, put it well, "This is about the most fun we've had here, isn't it?"

"Yes, it is.".



In the premier Cowboy Action Shooting town of Castle Gate At the North Springs Shooting & Recreation Range ~ Price, Utah







RO courses ~ Wed July 15

Evil Roy Shooting School ~ Tue. & Wed July 14-15

Doc Nelson's Gunfighter School ~ Wed July 15

(See website for school details!)

Thurs July 16 ~ Side Match Day
Fri July 17 ~ 6 Main Match Stages
Evening Social at Castle Gate
Sat July 18 ~ 6 Main Match Stages
Banquet & Costume Contest

MM = 120 Pistol 120 Rifle 50 + Shotgun
Sides = 40 Pistol 40 Rifle 24+ Shotgun

Dry Camping at the Range \$8.00 per night - Info: Wolf of North Springs 435-650-7728 - Pay at the gate Vendors/General Info Contact ~ Cowboy Murder'n Maude 435-637-8209 Hotels ~ Contact Book Cliff Sally 435-757-0368

ALIAS	120	SASS	1 1 5 m	Main Match Fee includes Side Matches & Banquet Deadline June, 15th (make checks payable to THE CASTLE GATE POSSE)
CATEGORY	- 0	AN COLUMN	RO 1RO2	
PARTNER WITH_	-	E-MAIL	0	1st person \$90.00
NAME	142	Zing		Spouse/SO \$ 75.00
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ZIP	1.	PHONE	dies.	Total DueNO REFUNDS ON CANCELATIONS AFTER JUNE 1, 200
*	\$	www.thecas	stlegateposse.net	5

Price: \$59.95 Denim Jacket, Blue, SASS Embroidered above left pocket and

on back of collar,

SASS DENIM JACKET

AJ0003-

Please specify size S,M,L,XL, & 2XL





COWBOY ACTION SHOOTING T-SHIRT

This 100%, pre-shrunk, heavy weight t-shirt comes with the SASS Marshal logo positioned on the left chest. Back top: The Single Action Shooting Society, Back bottom: Cowboy Action Shooting Celebrating America's Wild West Heritage.

ATS007-GR

Please specify size



FOUNDERS RANCH LONG SLEEVE **BUTTON-UP SHIRT**

Price: \$39.95

- . This stylish denim shirt features an embroidered SASS Logo above a buttoned pocket
- Available in M. L. XI., XXI.

ABLOO4-TN

Please specify size



SASS MARSHAL FIELD JACKET

- . Mustard colored 100% cotton duck with blanket lining.

 • Many convenient pockets inside and out.
- · Available in M, L, XL, XXL

AJ0001-MTM

Please specify size



2008 COWBOY ACTION SHOOTING T-SHIRT

Price: \$19.95

 Hanes Befft - T shirt, Ash color. SASS MArshal logs on the front left chest. New Cowboy Action Shooting art on bac. ATSCASOR-

Please specify size - S.M.L.XL.2XL, & 3XL

SASS COLLEGIATE LONG SLEEVE T-SHIRT

. This stylish collegiate long sleeve shirt commemorates the 1873 Colt Single Action Army and the Winchester '73

SASS COLLEGIATE SWEAT SHIRT

. This stylish collegiate sweat shirt comm

rates the 1873 Colt Single Action

Army and the Winchester '73 Limited Sizes Available

- · Writing down right sleeve
- Limited Sizes Available

Please specify size

ATS004-LS

ABLOO2-DE Please specify size



FOUNDERS RANCH T-SHIRT

Price: \$14.95

- . This 100%, pre-shrunk, heavy wieght t-shirt comes with the SASS Founders Ranch logo positioned on the left chest
- · Back shown

. Available in S. M. L. XL, and XXL

ATS002-BN

Please specify size



SASS EMBROIDERED DENIM SHIRT

- . This styfish denim shirt features a highly embroidered SASS Logo above a buttoned pocket
- · Made from a subtle but sturdy cotton denim, the button down collar adds a stylish look
- · Available in L. XL, XXL., Youth/Ladies Medium and Youth/Ladies Large

ARL002-DE

Please specify size





FOUNDERS RANCH BALL CAP

- . This deluxe half cap is 100% cotton with 6 panels and sewn eyelets
- The Founders Ranch logo is embroidered on front
- · One size fits all

ACDOG3-BND



SASS DELUXE BALL CAPS

- . This deluxe ball cap is 15% wool and 85% acrylic with 6 panels and sewn eyelets
- . The SASS Marshal is embroidered on the front of the cap and there is a plastic snap size-adjuster in the back so you can get the perfect fit!
- Available in Navy Blue, Red and Black
- . One size fits all

Black Navy Blue AC0001-NY0 Red AC0001-RD0



- . This deluse ball cap is 15% wool and 85% acrylic with 6 panels and sewn eyelets.
- . John Dwayne is embroidered on front with SASS on the back above the plastic snap size-adjuster!
- . Available in Black, Navy Blue and Red.

Black AC0002-8KD Navy Blue AC0002-NYD AC0002-R00

ACCESSORIES Mercantile

SASS Collectors Badge rests on top of the ring cut outs



CUSTOM LEATHER POUCH BADGE HOLDER

Price: \$39.95

- . Hand stitched with beavy duty snap
- . Available in Black, Brown, and Tan

Black L00002-BK0 L00002-BND Brown



CUSTOM LEATHER SASS BADGE HOLDER

Price: \$19.95

- · Hand stitched with heavy duty snap
- · Available in Black, Brown, and Natural

Black L00001-8KD L00001-8N0 Brown



SASS STERLING SILVER MONEY CLIP

· Crafted from Sterling Silver

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CYLINDER PENCIL HOLDER BLUE AND NICKEL

Blue Pencil Holder - Price: \$29.95 Nickel Pencil Holder - Price: \$34.95

· Available in Blue and Nickel

G00020-BLU Nickel G00028-NIC

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SASS COLLECTOR BADGES - GOLD AND SILVER

Price: \$43.95 - Gold Collectors Badge LIFE MEMEBERS ONLY (Includes \$9.00 shipping)
Price: \$33.95 - Silver Collectors Badge (Includes \$9.00 shipping)

- Law enforcement-type badges are made in the U.S.A. and constructed of heavy brass alloy . The Gold Badge is plated in 24 karat gold
- . The Silver Badge is Rhodium plated for a high luster, scratch resistant, non-tarnish finish
- All custom orders take 4-6 weeks

C00001-SI0



CUSTOM ORDER

SASS DELUXE BELT BUCKLE WITH OR

Price: \$84.00 - With Alias (Includes \$9.00 shipping) Price: \$60.00 - Without Alias (Includes \$9.00 shipping) · All custom orders take 4-6 weeks



CUSTOM ORDER

SASS DELUXE LADIES DRESS **BUCKLE WITH ALIAS**

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- . Please select a color, and enter your Alias and SASS Number, (see website for form or call 1-877-411-SASS to speak to a customer service representative)
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Black

C00006-000-81A C00006-000-RUS



CUSTOM ORDER

SASS DELUXE MENS DRESS **BUCKLE WITH ALIAS**



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SASS Supreme Custom Belt Buckle in Bass Relief

- Customized with your Alias

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Price: \$4.95

 5th Annual SASS Convention and Wild West Christmas lapel pin from 2006. This pin is a great

PC0500-000

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END OF TRAIL 2005 LAPEL PIN

Price: \$4.95

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 24th Anniversary End of Trail lapel pin from 2005. This pin is a great souvenir to have from End of Trail, the Cowboy Action Shooting

PE0500-000



COLLECTIB

END OF TRAIL 2006 LAPEL PIN

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PE0600-000



SASS MARSHAL LAPEL PIN

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SASS WATCH FOB WITH LEATHER STRAP **GOLD AND SILVER**

Price: \$14.95 - Gold Watch FOB Price: \$14.95 - Silver Watch FOB

. Available in Silver or Gold with an adjustable leather strap

G00016-GD0 Gold



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FRAME WITH FOUR-COLOR

ACTION SOCIETY

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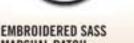
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. Made with high quality, durable steel and highlighted with the SASS Marshall

. The ideal way to beautify your hitch

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SASS BADGE LAPEL PIN **GOLD AND SILVER**

P00003-000 Gold P00002-000 Silver

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Price: \$12.95

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· Features a non slip base 600021-000



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SASS MARSHALL DECAL

· Full color self stick decal 680004-000



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Ceramic mug with bullet hole design



JOHN DWAYNE MUG

· Ceramic mug with SASS logo on one side and EOT John Dwayne Logo on the other M08001-000



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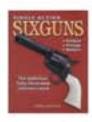
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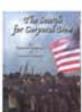
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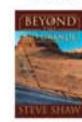


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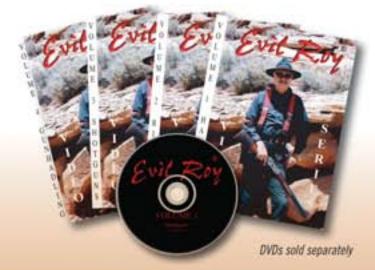


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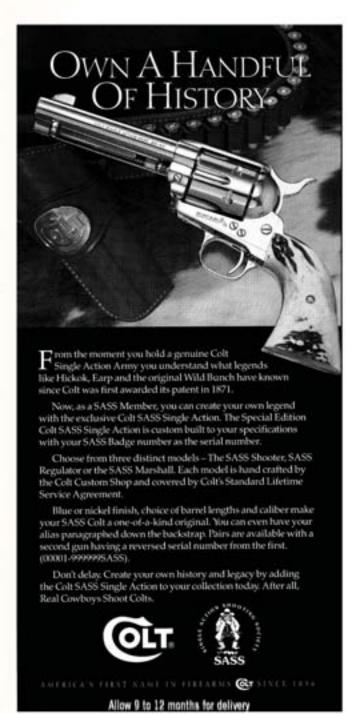
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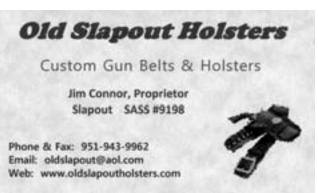
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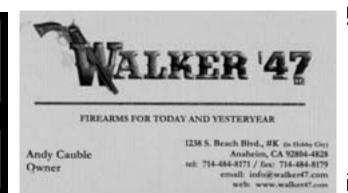
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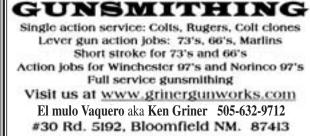
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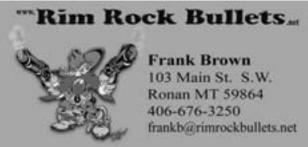


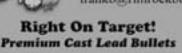






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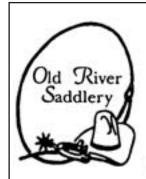
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2 T Manufacturing 30	D Bar J Hat Company31	Heart Diamond Ranch 99	Old River Saddlery98	SASS - MERCANTILE96
Action Target	D.S. Welding	Hell On Wheels	Old Slapout Holsters 97	SASS - Mounted Mercantile 58
Ajax Grips	DeSantis Holster & Leather Goods 13	High Lonesome Drifters 85	Olde Tyme Mercantile 97	SASS - Wanted Dead or Alive 40
American Cowboy	Desperado Cowboy Bullets 60	Hoplite, Inc	Oregon Trail Bullet Company 21	SASS - Winners Buckle
Ammo Direct	Diamond J. Gunsmithing 98	I.A.R	Perfect Shot, The 99	Sassdecals.com
Arntzen Steel Target	Dillon Precision	James & Guns	Pioneer Arms Corporation 69	Shasta Leatherworks 99
Back Pocket Guncart 43	Dixie Gun Works 61	James Country Mercantile 68	Pioneer Gun Works 28	Smokey Mountain Shootist Society 87
Bar S Grips	El Paso Saddlery	Jaxonbilt Hat Co	Quick Draw Signs 99	Star Packer Badges 98
Bianchi International	El Paso Saddlery	Jeff Flannery	Redding Reloading	Starline Brass
Big 45 Frontier Gun Shop 98	El Posse Grande	Jim Downing Custom Engraver 63	Reloads N More 98	Sweet Shooter Gun Cleaner 47
Bill Johns Master Engraver 66	Electronic Shooters Protection 43	Jose Valencia Studio 97	Richard E. Leach(wanted c/c) 99	Sweet Shooter Gun Cleaner 98
Black Hills Leather	Elite Sports Express	Kaw Valley Mercantile 98	Rim Rock Bullets, Inc 97	Tatonka Dan
Blue Book Publications	Elk Horn Grips97	Kiowa Creek Trading Co 52	Rodney Yates Insurance 99	Taylors & Company 108
Bond Arms	EMF Company7	Kirkpatrick Leather 20	Rossi 92' Specialists 97	Tecumseh Trdg Post(cowboy) 99
Bozeman Trail Arms	EMF Company	Laughing Moon Mercantile 99	Roy Stephens	Ted Blocker Holsters98
Buffalo Arms Company 47	EMF Company49	Leather Crafters & Saddlery Journal 60	Rugged Gear	Ten-X Ammunition 6
Buffalo Runner Boots 65	EMF Company59	Leather, Guns & Etc 97	Running Buffalo 97	Texas Historical Shootist Society 88
Buffalo Stampede	EMF Company99	Liberty Leather	Rusty Musket Enterprises 99	Texas Jacks Wild West
Buffalo Western Wear98	Enck's Gun Barn 98	Lindhom Bros. Spurs	Ruxton's Trading Post 98	Tombstone Ghostriders Mounted 59
Cal Graph	Espinoza Bootmaker	Long Hunter Shooting Supply 8	S & S Casting	Tombstone Ghostriders Action 81
Calico Lassie	Evil Roy Shooting School 27	Mernickle Custom Holsters 25	Sacramento Dry Goods97	Tonto Rim Trade Company 4
Cart-Right Carts	Folkwear	Mike's Custom Hatters 48	SASS - Corporate Membership 80	Uberti-Stoeger Industries 3
Castlegate Posse	Front Sight - U.S. Practical Schools 51	Moore Ranch	SASS - EOT 2009	W.A.Murphy
Champion Attitude Boots70	Frontier Gun Leather 9	Mounted Shooters of America 59	SASS - End of Trail 2006 DVD 38	Walker 47
Chronicle of the Old West 46	Golden Gate Western Wear 41	Munden Enterprises 10	SASS - Evil Roy DVD Series 37	Western And Wildlife Wonders 23
Circle KB Leatherworks 29	Great Basin Cartridge 49	Mustang Woodcrafters 68	SASS - Membership Application 107	Western Stage Props
Cobra Enterprises 28	Griner Gunworks 97	NRA	SASS - Match Management 73	Western Star Leather 98
Cochise Leather Company 47	Grip Maker	Nutmeg Sports	SASS - MERCANTILE90	Wild West Mercantile
Comancheria Days 81	Gun Craft	Oak Tree	SASS - MERCANTILE91	Winter Range
Competition Electronics	GunBroker.com	Oakwood Outlaws	SASS - MERCANTILE92	Wooden Works West44
Cook's Bison Ranch	Gunfighter 928 69	Off The Wall	SASS - MERCANTILE93	Working Cowboy Gun Leather Shop . 99
Cowboy Fast Draw Association 20	Guns Of The Old West	Oklahoma City Gun Club 87	SASS - MERCANTILE94	Xcalibers Reloading Supplies 50
Cowboys And Indian Store 42	Hamilton Drygoods 97	Oklahoma Leather Products 98	SASS - MERCANTILE95	Xcalibers Reloading Supplies 97
	* *			

BUSINESS AT THE SUMMIT ...

(Continued from page 6)

often the 170-degree safety rule is technically broken, but as long as the muzzle is pointing at the ground within three feet of the shooter, it's a "no call." This is still an "open" item.

- At a match, long guns must have "action open" if the action can be seen or the trigger pulled. A gun sock over a long gun in a gun cart is not grounds for leaving the action closed. Cased guns and guns in heavy scabbards can have "action closed."
- Restarts occur when there is no recorded score. Reshoots occur when there IS a recorded score. A restart is intended to simply allow the shooter a clean start.
- Neither "proper" coaching or "no" coaching is grounds for a reshoot.
- The convention of staging long guns horizontally does not apply to "restaging."
- Cap and ball competitors could always charge the 6th chamber for reload stages, but it has been clarified the 6th chamber can be capped on the clock before the revolver is fired.
- Leather wraps on the forestock are not allowed.
- In those categories that allow gunfighter style shooting, cross draw configurations are allowed so long as the competitor does not shoot using the gunfighter style (may use double duelist shooting style).
- Failure to adhere to unloading procedures will be assessed to the previous stage if it is discovered there are still empties in a firearm at the next stage.
- Shotguns must be open and empty

to be restaged.

- A stage starts at the loading table when the first firearm hits the table and continues through the unloading table until the last firearm is removed from the table.
- Walking to the firing line with a cocked firearm (e.g., a rifle) constitutes moving with a cocked firearm and is a stage DQ.
- Dropped rounds may be retrieved by the shooter at the completion of the shooting sequence.
- Blackhorn Powder, a potential blackpowder substitute, is not a SASS-legal powder. It has the properties of a duplex load.
- A dropped gun is not considered dropped until it comes to rest. If control can be reestablished before it hits the ground, it's a "no call." (No final verbiage has been agreed upon.)

TG Voting Issues

It's always important to remember, the TG's are sent to the Summit with instructions from their constituents concerning their thoughts regarding each of the published agenda items. During the Summit, these agenda items are discussed and sometimes even debated. New ideas and different insights often arise during these discussions. And, sometimes the issue itself gets modiduring the discussions. fied Occasionally it becomes clear the initial voting position adopted by a Governor needs to be changed. The Governors are expected to respect their constituents' desires, but to also decide what's right and best for the game after hearing the discussions ... otherwise there's no need for a Summit. We could simply send ballots out across the country and save

a lot of time and money. The ultimate judgment of the Governors is the whole point of the Summit. A summary of their voting is provided below. Check with your Territorial Governor for the complete story ...

- Combine Modern and Traditional Categories and create two new age-based categories? Yes
- Allow Gunfighter shooting style in all age-based categories? No
- Sponsor/Team logos on shooting apparel is prohibited, but manufacturer's labels are legal? Yes
- All horizontally staged handguns must be staged with the entire handgun lying flat on the staging surface? Yes
- ALL clothing and equipment MUST be worn appropriately, how it was intended, and how it would have been worn in the Old West or as seen in B-Western movies and Television? Yes
- Should we allow a shooter to retrieve a dropped round? No

- Decocking a firearm may not be done to avoid a penalty if cocked at the wrong time or position. NO gun may be de-cocked on the firing line except by pointing it downrange and pulling the trigger or while under the direct supervision of the Range Officer? Yes
- Change the rule to eliminate all penalties for empty rounds left in the chamber or on the carrier of long guns only. No
- Should we allow Gunfighters to carry revolvers in the butt forward manor? No
- Should we allow ejectors on singleshot shotguns? Yes
- An alternate target MUST be provided for all aerial shotgun targets for Buckaroo and Buckarette competitors? Yes

Well, there you have it. Once again, READ the new Handbook and RO materials when they become available. Don't be "behind the times!".

BUNKHOUSE BIDNESS...

(Continued from page 83)

ers who wanted to share the good times. What began as a group of a dozen local buddies has now grown to over 500 "members" worldwide!

The Gang can be found having their good times at virtually every major match in the West ... and now even in the East, like the Ohio State Championships, for example. This year's END of TRAIL shooters will long remember the Friday night singalong at the Gang's Founders Ranch encampment area.

Any shooters who wish to join this happy throng need only contact a "member" and ask to be inducted. The rules are simple, and the attitude

is The More, The Merrier! If you're interested, just ask any of the merry men and women wearing purple armbands. They'll take care of the rest.

The Dooley Gang's motto personifies their attitude: "Have fun, and remember SASS is a game, not a sport." (I think maybe I'll ask T-Bone to induct me ... I'm about as gamey as they come!)

Next month we'll head up into the mountains for a visit with one of the fine Clubs in Rocky Mountain Country. 'Til then, ride hard and shoot straight!

Photos:

Whooper by Deadeye Al Action shots by Candy Lee .

SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE

March 2006 15 Ag A 100	Club Name	Sched.	Contact	Phone	City	State	Club Name	Sched.	Contact	Phone	City	State
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Mounts M	Cahaba Cowboys	3rd Sun	Duke Slade	205-854-0483	Argo	AL	Okeechobee Marshals	2nd Sat & 4th Sun	Buffalo Brady	772-344-6119	Indiantown	FL
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Agronal Confedence Agronal C												
Plant Foodback Copology	Arizona Cowboy Shooters											
According Acco		2nd Sat	Sunshine Kay	602-973-3434	Phoenix	AZ						
Action A		2nd Sat	Wander N. Star	520-744-3869	Tucson	AZ	River Bend Rough Riders	1st Sat	Silver City Rebel	770-887-9942	Dawsonville	GA
Visit Floring Country Condroys 2nd Sun 1 pt Trouble 29-84-57-86 20-8		2-16-4	W:1 V1	520 400 5500	T	4.7						
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Mohare Minduls												
Articate Navarupi Rangers 48 St												
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Denible R Bar Regulators												
High Sierra Drifters											Econore	1L
Richmond Roughriders												
The Over The Hill Gang												
Burno Canyon Gunslingers 3rd Sat Don Trader 714-827-7360 Chino CA Illowa Irregulars 3rd Sun (Apr-Oct) Shamrock Sis 309-798-2635 Milan IL	The Over The Hill Gang	2nd Sun	Kooskia Kid	818-566-7900	Sylmar	CA	McLean County Peacemakers	3rd Sat	Marshall RD	309-379-4331		IL
North County Shootist Assoc. 3rd Sat Graybeard 760-727-9160 Pala CA Marion County Renegades 4th Sat Shell Stuffer 618-822-6952 Sandoval IL												
Plunge Creek Cowboys 3rd Sat Horace Falcon 951-845-8427 Highland CA Good Guys Posse 4th Sun Long toth 847-395-0664 Rockford IL												
Shasta Regulators 3rd Sat Modoc 530-365-1839 Redding CA Dewmaine Drifters As Sched Wounded Kness 618-997-4261 Carterville IL High Desert Cowboys 3rd Sun Doc Silverhawks 661-948-2543 Acton CA Salt River Rengades As Sched Newsome Porter 217-985-4915 Quincy IL State	Plunge Creek Cowboys											
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Ukiah Gun Club 3rd Sun Will Bonner 707-462-1466 Ukiah CA Pleasant Valley Renegades 2nd Wknd Nomore Slim 812-839-3052 Canaan IN California Shady Ladies 4th Sat Lady Gambler 916-447-2040 Sloughhouse CA High Ground Regulators 3rd & 5th Sat Blackjack Max 765-832-3324 Putmanville IN California Shady Ladies 4th Sat Wif 408-448-3256 San Jose CA Circle R Cowboys 3rd Sat Mustang Bill 219-272-2781 Brooksten IN Hawkinsville Claim Jumpers 4th Sat Deacon Doug 530-926-4538 Yreka CA Thunder Valley 3rd Sat Wiph Mccord 219-942-5859 Knox IN Mad River Rangers 4th Sat Kid Kneestone 707-445-1981 Eureka/Arcata CA Red Brush Raiders 4th Sun Doc Goodluck 812-755-4237 Campbellsburg IN Pozo River Vigilance Committee 4th Sun Querida 831-636-3348 Son-2ales CA Wildwood Wranglers 4th Sun Captain Jake 714-536-2635 Norco CA Indiana Black Powder Guild As Sched CC Filson 785-827-8149 California Shady Ladies Ch High Ground Regulators 3rd & 5th Sat Mustang Bill 219-272-2781 Brooksten IN Neosten IN Pozo Rover Vigilance Committee 4th Sun Querida 831-636-3348 Gonzales CA Wildwood Wranglers 4th Sun (No Sohot in Dec-Feb) VOODOOMAN 219-872-2721 Michigan City IN The Cowboys The Range 4th Sun Captain Jake 714-536-2635 Norco CA Butterfield Gulch Gang Ist Sun Powder Creek Cowboys Powder Creek Cowboys Shad Wush Nomore Slim Ad Sth Stat Newnord 1n Neosten Nonore Slim 812-839-3052 Putmanville IN Carcle R Cowboys Strad Sat Mustang Bill 219-242-5859 Knox In Neosten IN Pozo Rover Vigilance Committee 4th Sun Doc Goodluck 812-721-1188 Newhorgh IN Doc Molar 765-842-372 Campbellsburg IN Powder Creek Regulators 4th Sun Doc Goodluck 812-721-188 Newhorgh IN Doc Molar 765-842-7814 Newnord Captain Jake 714-536-2635 Norco CA Indiana Black Powder Guild As Sched CC Filson 774-551-7693 Etna Green IN Butterfield Gulch Gang Ist Sun Colorado Cowboys Shawnee Shamus 913-236-8812 Lenexa KS	South Coast Rangers - Perry Adams	S	•		•		Daleville Desperados	2nd & 4th Sat	Jennifer Jericho	765-378-5122	Daleville	IN
California Shady Ladies 4th Sat Lady Gambler 916-447-2040 Sloughhouse CA Cycyte Valley Sharp Shooters 4th Sat Wif 408-448-3256 San Jose CA Circle R Cowboys 3rd Sat Mustang Bill 219-279-2781 Brooksten IN Deadwood Drifters 4th Sat Lusty Lil 323-353-3898 Piru CA Stark County Desert 3rd Sat Whip Mccord 219-942-5859 Knox IN Hawkinsville Claim Jumpers 4th Sat Deacon Doug 530-926-4538 Yreka CA Mad River Rangers 4th Sat Kid Kneestone 707-445-1981 Eureka/Arcata CA Red Brush Raiders 4th Sat Doc Goodluck 812-721-1188 Newburgh IN Pozo River Vigilance Committee 4th Sat Dirty Sally 805-438-4817 Santa Margarita CA Bed Brush Raiders 4th Sun Doc Molar 765-948-3844 Jonesboro IN FaultLine Shootist Society 4th Sun Querida 831-636-3348 Gonzales CA Wildwood Wranglers 4th Sun (No Shoot in Dec-Feb) VOODOOMAN 219-872-2721 Michigan City IN The Cowboys 4th Sun Grass Vieley CA Sloughhouse Irregulators 5th Sat & Sun Badlands Bud 530-677-0368 Sloughhouse CA Colorado Cowboys 1st Sat El Gato Gordo 719-683-66713 Lake George CO												
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The Cowboys 4th Sun Captain Jake 714-536-2635 Norco CA The Range 4th Sun Grass V.Federally 530-273-4440 Grass Valley CA Sloughhouse Irregulators Colorado Cowboys 1st Sat El Gato Gordo 719-683-6713 Lake George CO The Cowboys 4th Sun Grass V.Federally 530-273-4440 Grass Valley CA Butterfield Gulch Gang 1st Sun Polecat Ron 785-827-8149 Chapman KS Powder Creek Cowboys 2nd & 4th Sat El Gato Gordo 719-683-6713 Lake George CO The Cowboys 1st Sun Polecat Ron 785-827-8149 Chapman KS Shawnee Shamus 913-236-8812 Lenexa KS												
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Colorado Cowboys 1st Sat El Gato Gordo 719-683-6713 Lake George CO & 4th Wed Shawnee Shamus 913-236-8812 Lenexa KS									Polecat Ron	785-827-8149	Chapman	KS
							Powder Creek Cowboys		Shawnee Shamus	913-236-8812	Lenexa	KS
	Colorado Shaketails	1st Sun	Yaro	303-646-3777	Ramah	CO	Mill Brook Wranglers	2nd Sun	Glacier Grizz	785-421-3329	Hill City	KS
San Juan Rangers 1st Sun Kodiak Kid 970-252-1841 Montrose CO Free State Rangers 3rd Buffalo Phil 913-898-4911 Parker KS Windygap Regulators 1st Wknd Piedra Kidd 970-565-9228 Cortez CO Sand Hill Regulators 3rd Sat Goat Roper 620-345-3151 Hutchinson KS												KS
Windygap Regulators 1st Wknd Piedra Kidd 970-565-9228 Cortez CO Sand Hill Regulators 3rd Sat Goat Roper 620-345-3151 Hutchinson KS Ben Lomond High Capital City Cowboys 4th Sun Newton 785-925-0281 Topeka KS		1St WKIIU	ricula Kidu	970-303-9228	Cortez	CO						
Plains Drifters 2nd Sun Sand River Slim 303-771-1920 Ramah CO Kentucky Regulators 1st Sat Kentucky Dover 270-658-3247 Boaz KY	Plains Drifters						Kentucky Regulators	1st Sat	Kentucky Dover	270-658-3247	Boaz	KY
Castle Peak Wildshots 2nd Sun Old Squinteye 970-524-9348 Gypsum CO Hooten Old Town Regulators 1st Sat (Mar - Dec) Bullfork Red 606-782-0239 Mckee KY Knob Creek Gunfighters Guild 1st Sun Cumberl/Drifter 502-548-3860 Shepardsville KY		2nd Sun	Old Squinteye	97/0-524-9348	Gypsum	CO						
Pistol Club 2nd Sun Capt. W. K. Kelso 970-565-3840 Cortez CO Crab Orchard Cowboy Shootist 2 nd Sat R.C. Lakota 270-322-3014 Clay KY			Capt. W. K. Kelso		Cortez		Crab Orchard Cowboy Shootist	2 nd Sat	R.C. Lakota	270-322-3014	Clay	KY
Montrose Marshals 2nd Sun Big Hat 970-249-7701 Montrose CO Green River Gunslingers 2nd Sat Yak 270-792-9001 Bowling Green KY	Montrose Marshals	2nd Sun	Big Hat	970-249-7701	Montrose	CO	Green River Gunslingers	2nd Sat	Yak	270-792-9001	Bowling Green	KY
Pawnee Station 3rd Sat R R Wrangler 970-225-0545 Wellington CO Kentucky Longrifles Cowboys 2nd Sat Bullfork Shotgun 606-784-0067 Morehead KY Rockvale Bunch 3rd Sat Nevada Steel 719-784-6683 Rockvale CO Ohio River Rangers 2nd Sat Jim Spears 270-443-5216 Paducah KY												
Four Corners Gunslingers 3rd Sun Cerveza Slim 970-247-0745 Durango CO Lonesome Pine Pistoleros 2nd Sun Isom Kid 606-633-4465 Jeremiah KY		3rd Sun	Cerveza Slim	970-247-0745		CO	Lonesome Pine Pistoleros	2nd Sun	Isom Kid	606-633-4465	Jeremiah	KY
Thunder Mountain Shootists 3rd Wknd Pinto Being 970-464-7118 Grand Junction CO Fox Bend Peacemakers 4th Sun Tioga Kid 859-277-9693 Wilmore KY	Thunder Mountain Shootists											
Northwest Colorado Rangers 4th Sat Sagebrush Burns 970-824-8407 Craig CO Devil Swamp Gang 1st Sat Cooper York 504-722-8988 Thibodaux LA Pawnee Sportsmens Center 4th Sat Governor General 970-656-3851 Briggsdale CO Up The Creek Gang 2nd & 4th Sat Hardly Able 337-474-5058 Lake Charles LA												
Black Canyon Ghost Riders 4th Sun Double Bit 970-874-8745 Hotchkiss CO Bayou Bounty Hunters 2nd Sat Soiled Dove 985-796-9698 Amite LA	Black Canyon Ghost Riders	4th Sun	Double Bit	970-874-8745	Hotchkiss	CO	Bayou Bounty Hunters	2nd Sat	Soiled Dove	985-796-9698	Amite	LA
Sand Creek Raiders 4th Sun Sweet Water Bill 303-366-8827 Byers CO Cajun Cowboy Shooters Society 2nd Sun Durango Dan 225-752-2288 Baton Rouge LA Ledyard Sidewinders 1st Sat Yosemite Gene 860-536-0887 Ledyard CT Cypress Creek Cowboys 2nd Wknd May Dutchman 318-396-6320 Downsville LA												
CT Valley Bushwackers 2nd Sun Cayuse 203-457-1031 East Granby CT Grand Ecore Vigilantes 3rd Sat Ouachita Kid 318-932-6637 Natchitoches LA												

SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

(Continued from page 101)										,	
Club Name	Sched.	Contact	Phone	City	State	Club Name	Sched.	Contact	Phone	City	State
Guns of Sabine Pass	3rd Sat	Flip-A-Coin	337-463-5690	Melder	LA	High Plains Drifters	1st Sun	Fernley	775-575-3131	Fernley	NV
Deadwood Marshals Jackson Hole Regulators	4th Sat 4th Sat	Barkeeps Slick McClade	225-715-8711 318-395-2224	Sorrento Quitman	LA LA	Eldorado Cowboys Nevada Rangers Cowboy Action	1st Wknd	Charming	702-565-3736	Boulder City	NV
Danvers Desperados	As Sched	Cyrus Cy Klopps	781-667-2857	Middleton	MA	Shooting Society	2nd Sun	Joe Gill	702-565-3276	Jean	NV
Harvard Ghost Riders Mansfield Marauders	As Sched As Sched	Yosemite Kid Mohawk Mac	781-373-2411 508-369-5093	Harvard Mansfield	MA MA	Pahrump Cowboy Shooters Association	2nd Sun	Iona Vaquero	775-764-0257	Amargosa Valley	NV
Shawsheen River Rangers	As Sched	Yukon Willie	978-663-3342	Bedford	MA	Roop County Cowboy		•			
Gunnysackers Eas'dern Shore Renegades	Sat 1st Sat	Nantucket Dawn Slash Eight	781-749-6951 410-648-6829	Scituate Sudlersville	MA MD	Shooters Assn. Fort Halleck Volunteers	2nd Sun 3rd Sat	Russ T. Chambers	775-747-1426 775-753-8203	Sparks Elko	NV NV
Thurmont Rangers	1st Sat 1st Sun	Cody Conagher	304-258-1419	Thurmont	MD	Desert Desperados	3rd Sun	Green Springs Buffalo Sam	702-459-6454	Las Vegas	NV
St. Charles Sportsman's Club	2-16-4	Df I	201 400 7070	W-14¢	MD	Silver State Shootists Club	3rd Sun	Tahoe Bill	775-586-9178	Carson City	NV
Cowboy Action Monocacy Irregulars	2nd Sat 3rd Tues	Rufus Lupus Church Key	301-499-7879 304-229-8266	Waldorf Frederick	MD MD	Steptoe Valley Raiders Silver City Shooters Society	4th Sat 4th Sun	Cheyenne Kid Oklahoma	775-296-2053 775-727-9700	Ely Indian Springs	NV NV
Damascus Wildlife Rangers	4th Sat (Mar-Nov)	Chuckaroo	301-831-9666	Damascus	MD	Tioga County Cowboys	1st Sat	Capt. Jake Cutter	607-6625-4801	Owego	NY
Beaver Creek Desperados Big Pine Bounty Hunters	As Sched As Sched	Jimmy Reb Ripley Scrounger	207-698-4436 207-876-3541	Sanford/Springvale Willmantic	ME ME	Crumhorn Mountain Cowboys Pathfinder Pistoleros	1st Sun 1st Sun	Lefty Cooper Sonny	607-547-6008 315-695-7032	Maryland Fulton	NY NY
Blue Hill Regulators	As Sched	Dangerous Dalton	207-667-3586	Blue Hill	ME	Bar-20, Inc.	2nd Sat	Renegade Ralph	315-363-5342	West Eaton	NY
Capitol City Vigilance Committee Hurricane Valley Rangers	As Sched As Sched	Mark Lake Leo	207-622-9400 207-829-3092	Augusta Falmouth	ME ME	Panorama Trail Regulators Boot Hill Regulators	2nd Sat 2nd Sun	Twelve Bore Judge Zaney Grey	585-613-8046 845-352-7921	Penfield Chester	NY NY
Rockford Regulators	1st Sat	No Cattle	616-363-2827	Rockford	MI	Hole In The Wall Gang	2nd Sun	El Fusilero	631-864-1035	Calverton	NY
River Bend Rangers Double Barrel Gang	2nd Sat 2th Sat	Jonathan Slim Slippery Pete	574-277-9712 269-838-6944	Buckanan Hastings	MI MI	Border Rangers Diamond Four	2nd Sun (Apr-Oct)	Badlands Buzz Kayutah Kid	607-898-3581 607-796-0573	Greene	NY NY
Chippewa Regulators	3rd Sat	Lazy Eye Ben	906-632-2720	Sault Ste. Marie	MI	Circle K Regulators	3rd Sat 3rd Sun	Smokehouse Dan	518-885-3758	Odessa Ballston Spa	NY
Sucker Creek Saddle	2nd Cat	Cros Vison Davis	989-654-3636	Dunalrannidaa	М	D Bar D Wranglers	4th Sat	Captain M.A.F	845-226-8611	Wappingers Fall	NY
& Gun Club Hidden Valley Cowbays	3rd Sat 3rd. Sun	Cree Vicar Dave Triple Creek	269-273-8334	Breckenridge Sturgis	MI MI	The Long Riders Rockdale Renegades	4th Sun As Sched	Loco Poco Lobo Scheriff Richie	585-467-4429 607-783-2752	Shortsville Rockdale	NY NY
Eagleville Cowboys	4th Sat	Thummper John	231-377-7232	Central Lake	MI	The Shadow Riders	As Sched	Dusty Levis	646-284-4010	Westhampton Beach	
Johnson Creek Regulators Rocky River Regulators	4th Sat As Sch	Rainmaker Ray Terrebonne Bud	248-991-9073 248-709-5254	Plymouth Utica	MI MI	East End Regulators Sackets Harbor Vigilantes	Last Sun Last Sun	Diamond Rio Bobby Hats	631-585-1936 1-315-782-3536	Westhampton Sackets Harbor	NY NY
Saginaw Field & Stream Club	As Sched	Katie Callahan	989-585-3292	Saginaw	MI	Big Irons	1st Sat	Deadwood Stan	513-894-3500	Middletown	OH
West Walker Rangers Lapeer County Sportsmans	As Sched	Two Rig A Tony	616-891-6917	Grand Rapids	MI	Middletown Sportsmens Club, Inc. Tusco Long Riders	1st Sat 1st Sat	Deadwood Stan Split Rail	513-894-3500 330-364-6185	Middletown Midvale	OH OH
Club Wranglers	Sun	Ricochet Bill	810-441-2438	Attica	MI	West Jeff Ghostriders	1st Sun	Col. Cord McNalley		West Jefferson	OH
Cedar Valley Vigilantes	1st & 3rd Sat	Kaycee McCaylum	507-455-1101	Morristown	MN	Firelands Peacemakers	1st Wed, 3rd Sat	Johnny Chiloh	440 004 4551	Dachastan	OH
Crow River Rangers Lookout Mountain	1st Sun	Cantankerous Jeb	763-682-3710	Howard Lake	MN	Sandusky County Regulators	& 5th Sun 2nd Sat	Johnny Shiloh Woodfox	440-984-4551 419-726-7950	Rochester Gibsonburg	OH OH
Gunsmoke Society	2nd Sat	Wagonmaster	218-744-4694	Virginia	MN	Shenango River Rats	2nd Sat & 4th Sun	C1 I	220 702 0050	X 1 X 1	OII
East Grand Forks Rod & Gun Club	3rd Sun	BB Gunner	218-779-8555	East Grand Forks	MN	Miami Valley Cowboys	(May-Oct) 2nd Sun	Shenango Joe Buckshot Jones	330-782-0958 937-418-7816	Yankee Lake Piqua	OH OH
Ike's Clantons	4th Sun (Apr-Sep)	Dawgnapper	320-275-2052	New Ulm	MN	Scioto Territory Desperados Inc.	3rd & 5th Sun	Lucky Levi	740-380-6190	Chillicothe	OH
The Ozark Posse Rocky Branch Rangers	1st Sat 1st Sun	Tightwade Swede Iza Littleoff	417-847-0018 816-524-1462	Cassville Higginsville	MO MO	Wilmington Rough Riders AuGlaize Rough Riders	3rd Sat 3rd Sun	Paragon Pete Deputy Diamond	740-626-7667 419-722-6345	Wilmington Defiance	OH OH
West Plaines Waddies	2nd & 5th Sat	Major Missalot	417-284-1432	West Plaines	MO	Briar Rabbit Rangers	4th Sat	Grizzly Killer	330-204-4606	Zanesville	OH
Moniteau Creek River Raiders Central Ozarks Western Shooters	2nd Sun 3rd Sun	Doolin Riggs X S Chance	573-687-3103 573-765-5483	Fayette St. Robert	MO MO	Ohio Valley Vigilantes Central Ohio Cowboys	4th Sat 4th Sun	Rowdy K Buffalo Balu	419-529-0887 740-569-3206	Mt. Vernon Circleville	OH OH
Gateway Shootist Society	3rd Sun	Bounty Seeker	636-464-6569	St. Louis	MO	Jackson Six Shooters	Last Sat (Mar-Oct)	Flat Iron Fred	330-538-2690	North Jackson	OH
Southern Missouri Rangers	4th Wknd	Smokie	417-759-9114	Willard	MO	Rattlesnake Mountain Rangers	1st Sat	Black River Jack	918-908-0016	Checotah	OK
Natchez Six Gunners Mississippi Peacemakers	1st Sat 3rd Sat	Winchester Squinter	601-445-5223 601-825-8640	Natchez Mendenhall	MS MS	Shortgrass Rangers Cherokee Strip Shootists	1st Sat & 3rd Sun 1st Sun	Captain Allyn Querida Kate	580-357-5870 405-372-0208	Grandfield Stillwater	OK OK
Mississippi River Rangers	4th & 5th Sat	Easy Lee	662-838-7451	Byhalia	MS	Oklahoma City Gun Club	2nd Sat & 4th Sun	Stonewall	405-739-0545	Oklahoma City	OK
Honorable Road Agents Shooting Society	1st Sat	Diamond Red	406-685-3618	Ennis	MT	Indian Territory Single Action Shooting Society	2nd Sun, 3rd Sat, 4tl & 5th Sun	Montana Dan	918-313-0249	Coweta	OK
Sun River Rangers						Flying W Outlaws	3rd & 5th Sat	Papa Don	580-225-5515	Elk City	OK
Shooting Society Gallatin Valley Regulators	1st Sun & 4th Sat 2nd Wknd	Jeb Stuart Missouri River Kid	406-727-7625 406-587-2072	Simms Logan	MT MT	Tater Hill Regulators Horse Ridge Pistoleros	3rd Sun 1st & 3rd Sun	Taos Willie Big Casino	918-355-2849 541-389-2342	Tulsa Bend	OK OR
Rocky Mountain Rangers	2nd Wknd	Jocko	406-847-0745	Noxon	MT	Dry Gulch Desperados	1st Sat	Runamuck	509-525-2984	Milton Freewater	OR
Bigfork Buscaderos Last Chance Handgunners	3rd Sat 3rd Sat	Bodie Camp Bocephus Bandito	406-883-6797 406-439-4476	Bigfork Boulder	MT MT	Merlin Marauders Molalla River Rangers	1st Sat 1st Sat	Rogue Rascal Gold Dust Bill	541-472-8585 503-705-1211	Grants Pass Canby	OR OR
Montana Territory Peacemakers	4th Sat	Backstrap Bill	406-652-6158	Billings	MT	Siuslaw River Rangers	1st Sun	Johnny Jingos	541-997-6313	Florence	OR
Yellowstone Regulators	4th Sat	Chisler Wood	307-690-2676	West Yellowstone		Table Rock Rangers	1st Sun & 2nd Sat	Jed I. Knight	541-944-2281	White City	OR
Flatwood's Cowboys North Carolina Cowboys, Inc.	1st Sat 1st Sat	Seth Hawkins J. M. Brown	910-346-3612 919-266-3751	Hubert Creedmore	NC NC	Klamath Cowboys Jefferson State Regulators	2nd Sun 3rd Sat	Rambling Dave Jed I. Knight	541-273-1055 541-944-2281	Keno Ashland	OR OR
Old Hickory Regulators	1st Sat	Father Time	252-291-3184	Rocky Mount	NC	Oregon Trail Regulators	3rd Sat	T. J. Maverick	541-667-2669	La Grande	OR
Old North State Posse Walnut Grove Rangers	1st Sat 1st Sat	Tracker Mike Hiem	336-595-8853 828-245-5563	Salisbury Rutherfordton	NC NC	Oregon Old West Shooting Society Fort Dalles Defenders	3rd Sun & 4th Sat 4th Sun	Mid Valley Drifter Frisco Nell	541-259-2774 360-835-5630	Albany The Dalles	OR OR
Carolina Rough Riders	1st Sun	Pecos Pete	704-996-0756	Charlotte	NC	Umpqua Regulators	4th Sun	Big Lou	541-484-5900	Roseburg	OR
Buccaneer Range Regulators Carolina Cattlemen's Shooting	2nd Sat	Dodge City Dude	910-270-3351	Wilmington	NC	Lewis River Rangers Columbia County Cowboys	As Sch As Sched	Johnny Colt Kitty Colt	503-289-1280 503-642-4120	St. Helens St. Helens	OR OR
and Social Society	2nd Sat	Wicken Wanda	919-266-1678	Creedmore	NC	Dry Gulch Rangers	1st Sat	Pepc Holic	724-263-1461	Midway	PA
High Country Cowboys Carolina Single Action	2nd Sat	Wild Otter	828-423-7796	Asheville	NC	Perry County Regulators Boot Hill Gang of Topton	1st Sat 1st Sun	Tuscarora Slim Lester Moore	717-789-3004 610-704-6792	Ickesburg Topton	PA PA
Shooting Society	2nd Sun	Carolina Longarm	910-627-7615	Eden	NC	Chimney Rocks Regulators	1st Sun	Hattie Hubbs	814-696-5669	Hollidaysburg	PA
Bostic Vigilantes	2th Sat 3rd Sat	Bostic Kid	704-434-2174	Bostic	NC NC	Factoryville Freebooters	1st Sun	Tad Sloe	570-489-0652	Factoryville	PA
Cross Creek Cowboys Gunpowder Creek Regulators	3rd Sat	Huckleberry Mike Fannie Kikinshoot	910-980-0572 828-754-1884	Wagram Lenoir	NC NC	Whispering Pines Cowboy Committee	1st Sun	Mac Traven	570-723-8885	Wellsboro	PA
Piedmont Gunslingers	3rd Sun	Sam Carp	704-596-7120	Churchland	NC	Logans Ferry Regulators	2nd Sat	Mariah Kid	412-607-5313	Pittsburgh	PA
Iredell Regulators Badlands Bandits (The)	4th Sat As Schd	Stump Water Roughrider Ray	704-630-9527 701-260-0347	Statesville Belfield	NC ND	Lost Dutchmen Mainville Marauders	2nd Sat 2nd Sun	Basket Lady Gettysburg	717-949-3970 570-387-1795	Schaefferstown Mainville	PA PA
Dakota Rough Riders	As Sched	RoughRider Jim	701-673-3122	Moffit	ND	The Dakota Badlanders	2nd Sun	Barley Pop Bill	610-770-1189	Orefield	PA
Sheyenne Valley Peacekeepers Platte Valley Gunslingers	Last Sat (Apr-Sep) 1st Sun	Wild River Rose Col. Horace Rider	701-588-4331 308-380-9511	Kindred Grand Island	ND NE	Westshore Posse River Junction Shootist Society	2nd Sun 3rd Sat	Doc Hornaday Deputy Keck	717-432-1352 724-423-6255	New Cumberland Donegal	PA PA
Oregon Trail Regulators, NE	2nd Sat	Pvt. J. Southwick	307-837-2919	Scottsbluff	NE	Jefferson Rifle Club, Inc.	3rd Sat (Mar-Nov)	Oracle Jones	410-239-6795	Jefferson	PA
Alliance Cowboy Club Eastern Nebraska Gun Club	2nd Sun 2nd Sun	Panhandle Slim Flint Valdez	308-760-0568 712-323-8996	Alliance Louisville	NE NE	Easton Greenhorns Blue Mountain Rangers	3rd Sat As Sched 3rd Sun	Ragweed The Mad Tanner	610-847-2798 610-562-8161	Lower Saucon Hamburg	PA PA
Flat Water Shootists of the Grand I		Time valuez		Louisvine		Silver Lake Bounty Hunters	3rd Sun	Marshal T. J.	570-663-3045	Montrose	PA
and Rifle Club High Plains Renegades	3rd Sun 5th Sun	Scorpion Blaine Scruffy Skippy	308-226-2567 402-276-1391	Grand Island Columbus/Monro	NE NE	Purgatory Regulators Elstonville Hombres	3rd Wknd 4th Sun	Dry Gulch Geezer Basket Lady	814-827-2120 717-949-3970	Titusville Manheim	PA PA
The Dalton Gang Shooting Club,	Jui Suii	зстипу экірру	402-270-1391	Columbus/Monto	e NE	Stewart's Regulators	4th Sun	Sodbuster Burt	724-479-8838	Shelocta	PA
of NH LLC	3rd Wknd	Littleton S. Dalton	603-444-6876	Dalton	NH	El Posse Grande	4th Sun (Mar-Oct)	Black Hills Barb	570-538-9163	Muncy Valley	PA
Merrimack Valley Marauders Pemi Valley Peacemakers	As Sched As Sched	Sheriff R. P. Laconia	603-345-6876 603-524-2240	Pelham Holderness	NH NH	Conestoga Wagoneers Lincoln County Lawmen	As Sched 4th Sun	No Change Eula Nissen	215-431-2302 401-647-3049	Southampton Manville	PA RI
White Mountain Regulators	As Sched	Dead Head	603-772-2358	Candia	NH	Palmetto Posse	1st Sat	Dun Gamblin	803-422-5587	Columbia	SC
Thumbusters Jackson Hole Gang	2nd Sun 4th Sun (Mar-Nov)	Doc Fanizzo Emberado	732-892-7272 609-466-2277	Minmouth Jackson	NJ NJ	Piedmont Regulators Hurricane Riders	2nd Sat 3rd Sat	Chase Randall Saloon Keeper	864-843-6154 843-361-2277	Anderson Aynor	SC SC
Magdalena Trail Drivers	1st & 3rd Sat	Grizzly Adams	575-854-2488	Magdalena	NM	Savannah River Rangers	3rd Sat	Surly Dave	803-892-2812	Jackson	SC
Rio Rancho Regulators Otero Practical Shooting	1st & 4th Sat	Sam Brannan	505-400-2468	Rio Rancho	NM	Greenville Gunfighters Geechee Gunfighters	3rd Sun 4th Sat	Cowboy Junky Edisto Ike	864-414-5578 843-869-2429	Greenville Ridgeville	SC SC
Association	1st Sat	Saguaro Sam	505-437-3663	La Luz	NM	Cottonwood Cowboy Association	2nd Sun	Dakota Nailbender	605-520-5212	Clark	SD
Buffalo Range Riders Bighorn Vigilantes	1st Sun 2nd Sat	Johnny Bayou Falcon Kid	505-281-5181 505-286-8449	Founders Ranch Edgewood	NM NM	Black Hills Shootist Association	3rd Sun 4th Sun	Hawkbill Smith	605-342-8946 605-598-6744	Pringle Faulkton	SD SD
Lincoln County Regulators	2nd Sat 2nd Sat	Sgt. Shuster	575-257-0871	Ruidoso	NM NM	Bald Mountain Renegades Wartrace Regulators	1st Sat	Grease Cup Will Reily	615-325-9585	Wartrace	TN
High Desert Drifters	2nd Sun	Howlin Henry	505-286-4411	Edgewood	NM	Greene County Regulators	1st Sat	Mort Dooley	423-357-8464	Rogersville	TN
Lost River Cowboys Rio Grande Renegades	2nd Sun 2nd Wed, 3rd Sat, 4th	Whiskey R. Dave h Sun,	505-623-9201	Roswell	NM	Bitter Creek Rangers, The Memphis Gunslingers	1st. Sat 2nd Sat	Sunset Evans Mountaineer Lefty	931-484-2036 901-388-6420	Crossville Arlington	TN TN
	& 5th Sat/ Sun	J. W. Calendar	505-856-4046	Albuquerque	NM	Smoky Mountain Shootist Society	2nd Sat	Hombre Sin	865-740-3801	Oak Ridge	TN
Gila Rangers Lost Almost Posse	2nd Wknd 3rd Sat	Chico Cheech Beau Legg	575-388-2531 505-662-4757	Silver City/Mimbres Los Alamos	NM NM	North West Tennessee Longriders Tennessee Mountain Marauders	3rd Sat 3rd Sat	Can't Shoot Dillon Double Barrell	731-885-8102 423-5933767	Union City Chattanooga	TN TN
Seven Rivers Regulators	3rd Sat	Stink Creek Jones	575-885-9879	Carlsbad	NM	Highland Regulators, Inc	3rd, 4th			Č	
Rio Vaqueros Monument Springs Bushwhackers	3rd Sun 4th Sat	J. W. Brockey Twobits Jim	505-744-4488 575-631-7075	T or C Hobbs	NM NM	Ocoee Rangers	& 5th Wknd 4th Sat	Tennessee Triple B Ocoee Red	423-539-8538 423-476-5303	Winfield Cleveland	TN TN
Picacho Posse	4th Sat	Fast Hammer	505-647-3434	Las Cruces	NM	El Vaqueros	1st & Last Sun	Tom Doniphan	254-559-9896	Breckenridge	TX
Tres Rios Bandidos Lone Wolf Shooters, LLC	4th Sun 1st & 2nd Sun	Old West Cowboy Penny Pepperbox	505-326-0773 775-727-4600	Farmington Pahrump	NM NV	South Texas Pistolaros Texas Riviera Pistoleros	1st Sat 1st Sat	Long John Beard Long Star	210-414-7786 361-334-1978	San Antonio Corpus Christi	TX TX
Shooten, DDC		, repperson	1000	P			** ****			Continued on page	

(Continued on page 103)

January 2009

SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

(Continued from page 102)													
Club Name	Sched.	Contact	Phone	City	State	Club Name	Sched.	Contact	Phone	City	S	tate	
Texas Troublemakers	1st Sat	Lefty Tex Larue	903-539-7234	Brownsboro	TX		ANADI	AN MONTH	пумат	CHES	!		
Orange County Regulators	1st Sat	Pineknot Luther	409-963-2721	Orange	TX		As Sched		780-464-4600		n House A	LB CA	ANADA
Buck Creek Bandoleros	1st Sat & 3rd Wknd	Hoofprint Prine	254-897-7328	Nemo	TX	Rocky Mountain House Old	713 Belled	mustang meart	700 101 1000	receive ivit	ii iiouse 7i	LD C	ii (ii ib) i
Plum Creek Carriage &	& SIU WKIIU	Hoorprint Prine	234-691-1326	Nellio	11	West Shootists	As Sched	Luke A. Leathersmith			t House A		ANADA
Shooting Society	1st Sat Sun	Delta Raider	512-376-2602	Lockhart	TX	Red Mountain Renegades Valley Regulators	1st Sun 3rd Sat	Forty One Colt Bob High Country Amigo		Mission Courtenay			ANADA ANADA
Comanche Trail Shootists & 5th Sat	1st Sat, 3rd Sun Dee Horne	432-556-8446	Midland	TX		Palmer's Gulch Cowboys	As Sched		250-372-0416	Heffley C			ANADA
Badlands Bar 3	1st Wknd	T-Bone Dooley	903-628-5512	English	TX		As Sched	Teacher C.	250-592-4311	Victoria	В	C CA	ANADA
Old Fort Parker Patriots	1st Wknd	Slowaz Molasses	254-412-0904	Groesbeck	TX	Western Canadian Frontier Shootists Society	As Sched	Gunfighter Jim	250-573-2885	Kamloops	В	C C/	ANADA
Texas Peacemakers Thunder River Renegades	1st Wknd 1st wknd	Deadeye Greg Double Down Dan	903-593-8215 281-259-5202	Tyler Magnolia	TX TX	SASS Nova Scotia Cowboy	713 Sched	Guirighter Jim	230-373-2003	Kannoops	D	C C1	111/11/11
Concho Valley Shooters	2nd Sat	The Atoka Kid	325-723-2035	San Angelo	TX	Action Shooting Club	3rd Sun		902-890-2310	Truro, NS	N		ANADA
Bounty Hunters	2nd Sat 2nd Sat	Cable Lockhart	806-299-1192 806-335-1660	Levelland	TX TX	Barrie Gun Club Lambton Sportsman's Club	2nd & 4th Sat 2nd Sat		705-435-2807 519-337-9058	Barrie St. Clair			ANADA ANADA
Canadian River Regulators Travis County Regulators	2nd Sat	Capshaw Chainfire Tom	210-860-5276	Clarendon Smithville	TX	Wentworth Shooting Sports	ziid Sat	1 ayton	319-337-9038	St. Claii		IV CF	INADA
Texican Rangers	2nd Sat & Sun	Dusty Chambers	830-896-7856	Fredericksburg	TX	Club	2nd Sun		1-905-664-3217				ANADA
Texas Tenhorns Shooting Club Lone Star Frontier	2nd Sun & Last Sat	Diablo Slim	214695-1946	Greenville	TX	Ottawa Valley Marauders Aurora Desperados	As Sched 1st Fri		514-792-0063 905-727-8987	Ottawa Aurora			ANADA ANADA
Shooting Club	2nd Wknd	Texas Banker	972-641-8585	Cleburne	TX	The Badlands of H. A. H. A.			905-627-4123	Ancaster			ANADA
Oakwood Outlaws	2nd Wknd	Texas Alline	903-545-2252	Oakwood	TX	Champ de tir						~ ~	
Big Thicket Outlaws Cottonwood Creek Cowboys	3rd Sat 3rd Sat	Shynee Graves Tracks	409-860-5526 325-207-1094	Beaumont Snyder	TX TX	Saint-Jacques-le-Mineur	As Sched	Richelieu Mike	450-658-8130	Napiervill	e Q	C CA	ANADA
Gruesome Gulch Gang	3rd Sat	Eli Blue	806-293-2909	Plainview	TX								
San Antonio Rough Riders Tejas Caballeros	3rd Sat 3rd Sat	Tombstone Mary Judge Menday	210-493-9320 512-261-9955	San Antonio Driftwood	TX TX		EUROP	E MONTHI	Y MATO	CHES			
Red River Regulators	3rd Sun	El Rio Rojo Ray	903-838-0964	Texarkana	TX	Sweetwater Gunslingers Austri	ia As Sched	Fra Diabolo	office@sass-	austria.at	Vienna		AT
Texas Historical Shootist Society	3rd Sun	Charles Goodnight	281-342-1210	Columbus	TX	Old West Shooting Society Switzerland	As Sched	Hondo Janssen	044-271-99	47	Zurich		СН
Alamo Area Moderators Butterfield Trail Regulators	4th Sat 4th Sat	Tombstone Mary Cob-Eye Zack	210-493-9320 325-660-3048	San Antonio Abilene	TX TX	Association of Western Shoote	rs As Sched	Thunderman	420-603-222		Prelouc		CZ
Purgatory Ridge Rough Riders	4th Sat	Armed to the Teeth	806-777-6182	Slaton	TX	Czech Cowboy Action Shootin Society	As Sched	George Roscoe	420-777-220	1248	Oparany		
Comanche Valley Vigilantes	4th Wknd	Denton Dancer	214-384-3975	Cleburne	TX	Society	As Selieu	George Roscoe	420-777-220		(South Boh	emia)	CZ
Green Mountain Regulators Tejas Pistoleros, Inc.	4th Wknd 4th Wknd	Singin' Zeke Texas Paladin	830-693-4215 713-690-5313	Marble Falls Eagle Lake	TX TX	Cowboy Action Shooting-	I+ C-+	Kid O Folliard	49 170 382 9	1106	D 4.4 4		DE
Texas Regulators	4th Wknd	Shotglass	281-259-0284	Tomball/Cypress	TX	Germany SASS-Europe	Last Sat Monday	Niers River Kid	0049-2823-9		Edderitz Wegberg		DE
Tin Star Texans Coal Creek Cowboys	4th Wknd 1st & 3rd Sat	Dusty Lone Star Lineas A.	210-273-5517 435-680-9275	Fredericksburg Cedar City	TX UT	Cas-Europe	Wed	Hurricane Irmi	0049-2823-5	807	Bocholt	NRV	W DE
Big Hollow Bandits	1st Sat	P.J. McCarthy	435-671-1929	Heber	UT	SASS Germany SASS-Finland	As Sched Various	Rhine River Joe Capt. Woodbury Kar	0049-2823-5 ne 3 59F+11		Varies Various		DE FI
Copenhagen Valley Regulators	1st Sat	Lance Vigil	435-723-5115	Mantua	UT	Les Tireurs de l'uzege	Dimanche	Lictevoet Jean-Claud	de +33(0)4667	59 529	Uzes		FR
Crow Seeps Cattle Company L.L.C.	1st Sat	Buffalo Juan	435-528-7432	Mayfield	UT	Cowboy Action Shooting Fran- Club de Tir Beaujolais	ce Varies Varies	Trusy Phil Jesse Sandwhite	+33 1453260 6.83E+08		Varies Varies		FR FR
North Rim Regulators	1st Sat	Autum Rose	435-644-5053	Kanab	UT	Kells County Regulators	1st Sat	Indepenence Carroll			Varies		IE.
Dixie Desperados	2nd &4th Sat	William Waddy	435-652-7887	St. George	UT	Honky Tonk Rebels	As sched	Kaboom Andy	39 335 7378		Vigevano		IT
Deseret Historical Shootist Society Hobble Creek Wranglers	2nd Sat 2nd Sat	Shorty Lamoore Hobble Creek	435-723-8614 801-489-7681	Kaysville Springville	UT UT	Old West Shooting Society Ital SASS Luxembourg	ly As Sched As Sched	Alchimista Smiley Miles	39-33420683 +352-621 28		Italy Varies		IT LU
Rio Verde Rangers	2nd Sat	Doc Nelson	435-564-8210	Green River	UT	Dutch Western Shooting		•					
Cache Valley Vaqueros Utah War	2nd. Sat 3rd & 5th Sat	Wasatch Ranger Jubal O. Sackett	435-723-1651 801-944-3444	Logan Salt Lake City	UT UT	Association Scherpschutters Veghel	1st Sun 2nd Sun	Fat Bob Cloggie Joe	31-40-242-4 31-4120-652		Varies Veghel		NL NL
Diamond Mountain Rustlers	3rd Sat	Cinch	435-724-2575	Vernal	UT	SASS Netherlands	As Sched	Lightning Anja	0031-517-59		Leeuwarde	n	NL
Mesa Marauders Gun Club	3rd Sat	Copper Queen	435-979-4664	Lake Powell	UT	Western Shooting Club	As Sched	Data Cady	31-4-6433-1	075	Stain (I D)		NL
Roller Mill Hill Gunslingers Wasatch Summit Regulators	3rd Sat 3rd Sun	Widtsoe Kid Boots Rob	435-676-8382 435-649-3625	Panquitch Park City	UT UT	Stone Valley SASS Norway	As Sched	Pete Cody Charles Quantrill	47-932-59-6		Stein (LB) Loten		NO NO
Balanced Rock Regultors, LLC	3rd. Sat	Ernie Bentley	435-637-7188	Price	UT	Schedsmoe County Rough Rid		Jailbird	47-6399-427		Lillestrom		NO
Castle Gate Posse	4th Sat	Cowboy M. Maude		Price	UT	Quantrill Raiders SASS Sweden	As Sch 1st Sat	Charles Quantrill Wild Bull	4.79E+09 4.66E+09		Romedal Lesjofors		NO SE
Wahsatch Desperados Dixie Desperados	4th Sat 5th Sat	Sly Steadyhand Moe Greens	801-546-4843 435-668-6622	Fruit Heights Hurrican	UT UT	British Western Shooting Socie		Badas Bob	16-422-53-3		Redcar		UK
Pungo Posse	1st Sat	V. B. Southpaw	757-471-6190	Wakefield	VA								
Cavalier Cowboys Virginia City Marshals	1st Sun (Mar-Dec)	Kuba Kid	804-270-9054 703-801-3507	Hanover County Fairfax	VA VA	SOI	UTH AF	RICA MON	THLY M	ATCH	ES		
Blue Ridge Regulators	1st Tues 2nd Sun	Humphrey Hook Bad Company	540-886-3374	Lexington	VA VA	Western Shooters of							
K.C.'s Corral	3rd Sat	Cousin Wilfred	804-932-9952	Mechanicsville	VA	South Africa	3rd Sat	Richmond P. Hobson	027-21-797-	5054	Cape Tov	vn	SA
Mattaponi Sundowners Bend of Trail	3rd Sun & 4th Sat 4th Sun	Flatboat Bob Trapper Dan	804-785-2575 540-890-5162	West Point Roanoke	VA VA								
Pepper Mill Creek Gang	4th Sun	Slip Hammer Spiv	540-775-4561	King George	VA	DC	WN IIN	DER MONT	THIV M	тсн	78		
Stovall Creek Regulators	Alt. 1st Sat & Sun	Brizco-Z	434-929-1063 434-973-8759	Madison Heights	VA VA	Gold Coast Gamblers	1st & 3rd Sa		61-7-5537-5		l Coast	QLD	AU
Rivanna Ranger Company Verdant Mountain Vigilantes	See Sched 2nd Sun	Virginia Ranger Snake-Eye Alger	802-476-6247	Charlottesville St. Johnsbury	VA VT	Adelaide Pistol &	131 00 310 30	n Dagger Jack	01-7-3337-3	037 G010	Coast	QLD	710
Mica Peak Marshals	1st & 3rd Sat	Old Timer Gus	509-325-9253	Mica	WA	Shooting Club	1st Sat & 3r	d Sun Lobo Malo	61-8-289060	6 Kor	inye	SA	AU
North East Washington Regulators Renton United Cowboy	1st Wknd	Armstong Rosie	509-684-2325	Colville	WA	Cowboy Action Shooters of Australia	3rd Wknd	Mister Skye	02-9975-798	3 Tera	lha	NSW	AU
Action Shooters	1st Wknd	Jess Ducky	425-271-9286	Renton	WA	Mount Rowan Rangers	4th Sat	Arizona Sheriff				VIC	AU
Colville Guns and Roses	2nd Sun	Snapshot Sal	509-684-6787	Colville	WA WA	Fort Bridger Shooting Club Inc		Duke York	61-3-9551-2			VIC	AU
Smokey Point Desperados Apple Valley Marshals	2nd Sun 3rd Sat	Mudflat Mike Silent Sam	425-335-5176 509-884-3875	Arlington East Wenatchee	WA WA	Wiski Mountain Rangers SSAA Single Action	As Sched	The Caretaker F	1are414383843	Mot	ınt Martha	VIC	AU
Wolverton Mountain						Shooting-Australia	Sat/Sun	Virgil Earp	61-7-4695-2	050 Mill	merran	QLD	AU
Peace Keepers Ghost Riders	3rd Sat 3rd Sun	Hellfire Sidewinder Sam	360-513-9081 425-836-8053	Ariel Fall City	WA WA	Trail Blazers Gun Club Bullet Spittin Sons O' Thunder	1st Sun r 2nd Sat	Ernie Southpaw			Town nerston N.	NZ	NZ
Black River Regulators	4th Sat	Montana Slim	360-754-4328	Littlerock	WA	Wairarapa Pistol and	2liu Sat	Billy Deadwood	1 64-6-356472	O Faiii	icision iv.	NZ	
Custer Renegades	4th Sun	Slingshot Sam	360-410-6869	Custer	WA	Shooting Club, Inc.	2nd Sun	Doc Hayes	06 379 6692		erton		NZ
Pataha Rustlers Pouslbo Pistoleros	4th Sun 4th Sun	Doc Day Sourdough George	509-382-4898 360-830-0100	Dayton Poulsbo	WA WA	Tararua Rangers Western Renegades	3rd Sun 4th Sat	J.E.B. Stuart Slim Chance Ev	(64) 6 37964 var. 027 249 627		erton ganui		NZ NZ
Rattlesnake Gulch Rangers	Last Sat	Ricochet Robbie	509-628-0889	Benton City	WA	western Renegades	4tii Sat	Sim Chance Ev	er 027 249 027	o wan	ganui		NZ
Beazley Gulch Rangers Rock River Regulators	Last Sun 1st & 3rd Sat	An E. Di Stoney Mike	509-787-1782 608-868-5167	Quincy Beloit	WA WI	~ . ~					~		
Western Wisconsin Wild Bunch	2nd Sat	Sierra Jack	608-792-1494	Holmen	WI		SS MOU	NTED MON	THLY M	ATCH	ES		
Bristol Plains Pistoleros	2nd Sun	Tex Hewitt	847-956-0947	Bristol	WI	Tombstone Ghost Riders	2-16	Combon Dono	520.45	7.2550	T1		4.7
Crystal River Gunslingers Wisconsin Old West	2nd Sun 2nd Sun & 4th Sat	Ghost Chaser	715-281-7823	Waupaca	WI	Mounted Club Prescott Ranch Rangers	2nd Sun Varies	Cowboy Doug July Johnson	520-45 951-77	7-3339 5-1957	Tombsto Paulden	ne	AZ AZ
	(Apr-Oct)	Tracker Jack	715-643-2011	Boyceville	WI	Ghost Town Riders	1st Sun	Steely Eyes Earp	951-73	7-6596	Norco		CA
Liberty Prairie Regulators	3rd Sat	Dirty Deeds	920-748-4833	Ripon	WI	Roy Rogers Rangers	2nd Wkn		951-92		Winches	ter	CA
Blue Hills Bandits Oconomowoc Cattlemen's	3rd Sun	Lone Lady	715-458-4841	Rice Lake	WI	California Range Riders San Joaquin Valley Rangers	As Sched TBA	Old Buckaroo Dog Face Dan	925-63	0-1616 4-0361	Varies Stocktor		CA CA
Association	4th Sat	Marvin the Moyle	414-254-5592	Concord	WI	Revengers of Montezuma	1st Sat	Aneeda Huginkis			Cortez		CO
The Bad Guys Posse Dawn Ghost Riders	As Sched 1st Sun	Speedy Dan Coffee Bean	262-728-6577 304-327-9884	Elkhorn Hinton	WI WV	Florida Outlaws Cowboy Mounted Shooting	As Sched	Lone Wolf McCı	rary 321-26	3_5230	DeLeon	Springs	FL
Frontier Regulators	2nd Sat	Captain Tay	JUT-J41-7004	Grafton	WV	Broken Spoke Mounted Posse	As Sched		rary 321-26 217-96		Mendon		FL IL
The Railtown Rowdys	2nd Sun	Miss Print	304-589-6162	Bluefield	WV	Midwest Rangers, Inc.	As Sched	J. B. Hume	309-21	9-2198	Rochelle		IL
Kanawha Valley Regulators Cowboy Action Shooting	3rd Wknd	Pike Marshall	304-925-9342	Eleanor	WV	Thurmont Mounted Rangers New Hampshire Mounted	3rd Sun	Timber Smoke	410-99	7-9370	Thurmo	nt	MD
Sports, Inc.	4th Sun (Mar-Nov)	Cody Conagher	304-258-1419	Largent	WV	Shooters Mounted	As Sched	Army Saddler	603-48	7-3379	New Bo	ston	NH
Cheyenne Regulators, Inc. Colter's Hell Justice Committee	1st Sat	Dr. Frank Powell	307-637-0350	Cheyenne	WY	Cowboy Legends Mounted		•					
WSAS WSAS	1st Sat	Lucky B.	307-202-1113	Varies	WY	Shooting Association Buffalo Range Riders	As Sched	Crown Royal Co	wboy 973-29	6-6283	Pomptor	Plains	NJ
Bessemer Vigilance		-				Mounted	1st Sun	Cimarron Lou	505-2	86-4566	Founde	rs Ranch	n NM
Committee High Lonesome Drifters	1st Sun 2nd Sat	Smokewagon Bill Kari Lynn	307-472-1926 307-587-2946	Casper Cody	WY WY	Rio Grande Rustlers	2nd Sat	Buckskin Doc		40-0257	Belen		NM
Sybille Creek Shooters	2nd Sat	Wyoming Roy	307-322-3515	Wheatland	WY	Oklahoma Gunslingers	As Sche	•		44-8060	Clarem		OK
Southfork Vigilance Committee WSAS	2nd sun	Wennoff Halfcock	307-332-5035	Lander	WY	Lone Pine Rangers	3rd Sat	Hawkeye Scou	it 541-4	47-7012	Prinevi	lle	OR
Donkey Creek Shootists	3rd Sat	Poker Jim	307-660-0221	Gillette	WY	Quebec Mounted Sh	ooting						
Powder River Justice Committee WSAS	3rd Sur	Doc Febr	307 692 2220	Buffalo	W	Association	Varies	Dirty Owl Bert	819-424-7842	Ioliotto)C C^	NADA
woAo	3rd Sun	Doc Fehr	307-683-3320	Dunaio	vv	ASSOCIATION	varies	Diriy Owl Bert	017-424-1842	Joliette	(QC CA	ANADA

Sched.

Match Name

SASS AFFILIATED CLUBS ANNUAL MATCHES

State | Match Name

Sched.

Contact

Phone

City

State

Match Name	Sched.	Contact	Phone	City	State	Match Name	Sched.	Contact	Phone	City	State
New Years Day Shoot	Jan 01 - 01, 09	Humphrey Hook	703-801-3507	Fairfax	VA	SASS Alaska Territorial Championship	Shootout				
New Year Showdown	Jan 01 - 01, 09	Yukon Willie	978-663-3342	Bedford	MA		Jul 03 - 05, 09	Tripod	907-373-0140	Anchorage	AK
SASS Florida State Championship	I 00 11 00	W	407 057 1107	0.11.	EI		Jul 09 - 12, 09	Sweet Water Bill	303-366-8827	Byers	CO
The Last Stand	Jan 08 - 11, 09 Jan 16 - 18, 09	Weewahootee ClueLass	407-857-1107 928-726-7727	Orlando Yuma	FL AZ	SASS Montana State Championship Sh On the Sun River	ootout Jul 10 - 12, 09	Jeb's Lady	406-727-7625	Simms	MT
Yuma Territorial Prison Breakout The Western Cup	Jan 16 - 18, 09 Jan 23 - 25, 09	Oklahoma	775-727-9700	Indian Springs	NV	SASS Utah State Championship	Jul 10 - 12, 09	Jeb's Lady	400-727-7023	Sillilis	IVI I
Ambush at Butterfield Trail	Jan 23 - 25, 09	Fast Hammer	505-647-3434	Las Cruses	NM		Jul 16 - 18, 09	Cowboy M. Maude	435-637-8209	Price	UT
High Noon at the Tombstone Livery	Feb 04 - 08, 09	Wily Yankee	520-400-5598	Tombstone	ΑZ	SASS Alaska State Championship		•			
Gold Coast Gunfight 2009	Feb 14 - 15, 09	L. Topay	305-233-5756	Fort Lauderdale	FL		Jul 17 - 19, 09	Montana Kid	907-451-4540	Chatanika	AK
Gunfight at Plunge Creek Fire N Ice	Feb 20 - 22, 09 Feb 20 - 22, 09	Capt. Fox Squibber	909-795-4480 520-568-2852	Highland Casa Grande	CA AZ	SASS Pennsylvania State Black Powder Smoke N Fire at Indian Creek	Shootout Jul 17 - 17, 09	Deputy Keck	724-423-6255	Donegal	PA
Fire and Ice	Feb 21 - 22, 09	Barbwire	480-488-3064	Phoenix	AZ		Jul 17 - 17, 09 Jul 18 - 19, 09	Deputy Keck Deputy Keck	724-423-6255	Donegal	PA
SASS NATIONAL CHAMPIONSHIP							Jul 23 - 26, 09	Texas Jack Morales	541-923-3000	Bend	OR
Winter Range	Feb 25 - 01, 09	Justice B Dunn	928-636-4911	Phoenix	ΑZ		Jul 23 - 25, 09	Green Springs	775-753-8203	Elko	NV
Hot Lead In Deadwood SASS EASTERN NATIONAL MOUN	Feb 27 - 01, 09	Barkeeps	225-715-8711	Sorrento	LA	Guns Of The Timberlands SASS Indiana State Championship	Jul 24 - 26, 09	Kid Kneestone	707-445-1981	Blue Lake	CA
CHAMPIONSHIP	Feb 27 - 01, 09	Lone Wolf	321-263-5239	Williston	FL		Jul 24 - 26, 09	Doc Molar	765-948-3844	Jonesboro	IN
Ride with Pancho Villa	Mar 06 - 09, 09	Delta Raider	512-376-2602	Lockhart	TX		Jul 24 - 26, 09	Texas Slim	325-668-4884	Abilene	TX
Shootout In The Hills	Mar 07 - 07, 09	Lady Robin	352-429-2587	Howey	FL		Jul 31 - 02, 09	Yaro	303-646-3777	Ramah	CO
Raid on Andersonville	Mar 13 - 15, 09	Chopper Dog	864-449-0443	Anderson	SC	SASS Alaska State Blackpowder Shoote		F D1	007 242 0701	A1	A 17
Roundup Trailhead '09	Mar 14 - 15, 09 Mar 19 - 22, 09	Texas Banker Charles Goodnight	972-641-8585 281-342-1210	Cleburne Columbus	TX TX	Smoke in the Greatland SASS Oregon State Championship	Aug 01 - 01, 09	Four Bucks	907-243-0781	Anchorage	AK
Gathering of The Posses	Mar 20 - 22, 09	Squibber	520-568-2852	Casa Grande	ΑZ		Aug 14 - 16, 09	Mid Valley Drifter	541-259-2774	Albany	OR
The Ide's of March	Mar 21 - 22, 09	Sassy Teton Lady	352-357-3065	Tavares	FL		Aug 22 - 22, 09	Yankee	781-383-9799	Scituate	MA
Smoky Mountain Shoot-Out	Mar 26 - 28, 09	Hombre Sin	865-740-3801	Oak Ridge	TN	SASS Colorado State Championship	0 02 06 00	C T	070 001 5202	Mantana	CO
Gathering on the Mattaponi SASS Florida State Blackpowder Shoo	Mar 28 - 29, 09	Flatboat Bob	804-785-2575	West Point	VA	=	Sep 03 - 06, 09 Sep 03 - 06, 09	San Juan Dragon	970-901-5282 209-836-4042	Montrose Manteca	CO CA
Black Thunder	Mar 28 - 28, 09	Amaduelist	561-694-2079	Indiantown	FL		Sep 11 - 13, 09	Hoss	419-836-8355	Gibsonbong	OH
SASS WESTERN NATIONAL MOUN	NTED					SASS Maine State Championship	,			Ü	
		wboy Doug Tombstonde	elivery@msn.com	Tombstone	ΑZ		Sep 11 - 13, 09	Rhino Jacks	207-324-3117	Berick	ME
Butterfield Range War Law Enforcemen vs Cowboys 3rd Annual	t Mar 28 - 28, 09	Fast Hammer	575-647-3434	Las Cruces	NM	SASS FOUR CORNERS TERRITORIA Smoke Iron 2009	AL BLACKPOW Sep 11 - 12, 09	DER SHOOTOUT Penny Wrangler	435-680-0909	Cedar City	UT
The Plainfield Incident	Apr 02 - 05, 09	Baldy Green	707-425-8569	Davis	CA	SASS Minnesota State Championship	5cp 11 - 12, 09	1 Chiny Wrangici	r55-000 - 0707	Count City	01
Comancheria Days	Apr 02 - 05, 09	Dusty Chambers	830-377-6331	Fredericksburg	TX	Gunsmoke '09	Sep 17 - 20, 09	Straight Shooting	612-756-3118	Morristown	MN
SASS Washington State Blackpowder		D:	500 620 0655	D ~	***	Bridgeport Vigilantes Eastern	0 17 20	D 1: 27:1	760 000 1111	D : 1	~ :
A Dark Day at Rattlesnake Gulch Shootout on the Little River	Apr 04 - 05, 09 Apr 04 - 04, 09	Ricocchet Robbie	509-628-0889 229-244-3161	Benton City Valdosta	WA GA	High Sierra Shootout SASS New York State Championship	Sep 17 - 20, 09	Bodie Kid	760-932-1139	Bridgeport	CA
12th Annual Dixie Shootout	Apr 04 - 04, 09 Apr 11 - 12, 09	Big Boyd RC Moon	205-410-5707	Valdosta Brierfield	GA AL		Sep 18 - 20, 09	Homer Suggs	518-274-8505	Ballston Spa	NY
Shootout at the O. K. Corral	Apr 11 - 12, 09	Tennessee Tonto	813-545-5658	Brooksville	FL		Sep 18 - 20, 09	Bounty Seeker	636-464-6569	St. Louis	MO
SASS Indiana & Michigan State Black	k Powder Shootout					Shootout at Old Magdalena	Sep 18 - 20, 09	Grizzly Adams	575-854-2488	Magdalena	NM
Revenge at Red Brush	Apr 15 - 17, 09 Apr 16 - 19, 09	Manatee Fannia Mostly	317-640-0172 831-637-8872	Etna Green Clovis	IN CA		Sep 19 - 21, 09	Johnny Meadows	928-567-9227	Camp Verde	AZ
Shootout at Fort Miller SASS Georgia State Championship Ri		Fannie Mostly	831-637-8872	Clovis	CA	SASS NORTHWEST REGIONAL CHA Rattlesnake Gulch Roundup	Sep 24 - 27, 09	Ricochet Robbie	509-628-0889	Benton City	WA
The Immortals	Apr 16 - 19, 09	Man from Little River	678-428-4240	Griffin	GA		Sep 25 - 27, 09	Querida	831-636-3348	Gonzales	CA
Ruckus at Red Rocks	Apr 16 - 18, 09	Moe Greens	435-668-6622	St. George	UT	SASS West Virginia State Championshi	р				
Gates of Hell	Apr 22 - 26, 09	Lusty Lil	323-353-3898	Piru	CA		Sep 25 - 27, 09	Jackson	540-678-0735	Largent	WV
SASS New Mexico State Mounted Cha Buffalo Stampede	ampionship Apr 23 - 26, 09	SASS Office	505-286-4566	Founder's Ranch	NM	SASS Nevada State Championship Eldorado	Oct 01 - 04, 09	Charming	702-565-3736	Boulder City	NV
Dry Gulch at Arroyo Cantua	Apr 23 - 26, 09	Diamond Dick	916-483-9198	Sacramento	CA		Oct 06 - 10, 09	Buzzard Brat	435-627-2346	Hurricane	UT
SASS New Mexico State Championshi						SASS Tennessee State Championship					
Buffalo Stampede Wasco County Shootout	Apr 23 - 26, 09 Apr 24 - 26, 09	SASS Office Frisco Nell	505-832-1302 360-835-5630	Founders Ranch The Dalles	NM OR	Regulator's Reckoning SASS WESTERN REGIONAL	Oct 08 - 10, 09	Sassy Lora	615-896-8450	Wartrace	TN
SASS California State Championship		THISCO INCH	300-033-3030	The Danes	OK		Oct 08 - 11, 09	Justin O. Sheriff	909-229-7882	Lucerne Valley	CA
Shootout at 5 Dog Creek	Apr 30 - 03, 09	Dirt McFearson	661-805-3281	Bakersfield	CA	SASS Wisconsin State Championship					
LandRun	Apr 30 - 03, 09	LeRoy Rogers	405-799-0381	Oklahoma City	OK		Oct 09 - 11, 09 Oct 09 - 11, 09		608-442-8741 318-397-2035	Holmen Downsville	WI
SASS Texas State Championship Jail Break	Apr 30 - 03, 09	Texas Alline	903-545-2252	Oakwood	TX		Oct 10 - 11, 09	Louisiana Lady Kid Hawkins	386-454-2067	Fort White	LA FL
SASS Kentucky State Championship						SASS Kansas State Championship	.,				
Hooten Holler Round-Up SASS North Carolina State Black Pow	May 01 - 03, 09	Big Six Henderson	859-200-7987	McKee	KY		Oct 16 - 18, 09 Oct 22 - 25, 09	Buffalo Phil Captain Jake	913-898-4911 714-536-2635	Baskerville Norco	KS CA
Smoke on the border	May 01 - 03, 09	Carolina Jack	910-864-9875	Wagram Ranch	NC	SASS Missouri State Championship	000 22 23, 07	сиринг зикс	711 330 2033	110100	CH
SASS Arizona State Blackpowder Sho				_			Oct 22 - 25, 09	Smokie	417-759-9114	Branson	MO
Tonto Rim Smoke Out SASS West Virginia Blackpowder Stat	May 14 - 17, 09	Silverado Cid	928-595-1230	Payson	ΑZ		Oct 22 - 25, 09 Oct 30 - 01, 09	Peaceful Lester Moore	209-293-4456 610-704-6792	Railroad Flat Topton	CA PA
Smoke over Buffalo Flats	May 15 - 17, 09	Eddie Rebel	307-397-6188	Eleanor	WV	SASS North Carolina State Champions		Ecotor Moore	010 701 0772	ropton	***
Shooting Shindig	May 15 - 17, 09	Stink Creek Jones	575-885-9879	Carlsbad	NM		Nov 05 - 07, 09	J. M. Brown	919-266-3751	Salisbury	NC
Shootout at Leadville SASS State Blackpowder Shootout	May 15 - 17, 09	Oracle Jones	410-239-6795	Jefferson	PA	Vengeance Trail SASS Louisiana State Blackpowder Sho	Nov 08 - 08, 09	Shady Brady	352-686-1055	Brooksville	FL
Castle Gate Smudge Match	May 16 - 16, 09	Cowboy Maude	435-637-8209	Price	UT		Nov 13 - 15, 09	Soiled Dove	985-796-9698	Amite	LA
SASS Mississippi State Championship)	•				Tombstone Territory "Ace La Rue Memor	ial"				
Smokin' Guns at Rabbit Ridge	May 21 - 24, 09	Easy Lee	662-838-7451	Byhalia	MS		Nov 26 - 29, 09	Diamond Pak	520-780-4852	Tombstone	ΑZ
SASS SOUTHEAST REGIONAL The Shootout at Mule Camp	May 21 - 24, 09	San Quinton	706-540-0400	Covington	GA	SASS WESTERN TERRITORIAL BL Smoke Out at Purgatory Flats	Nov 28 - 29, 09	Iona Vaquero	775-764-0257	Amargosa	NV
SASS SOUTHEAST TERRITORIAL			700 3 10 0 100	Covington	0/1		Dec 18 - 20, 09	Lt. I.M. Lost	520-797-7568	Tucson	AZ
Shootout at Mule Camp	May 21 - 21, 09	San Quinton	706-540-0400	Covington	GA		Jan 01 - 02, 10	Moe Green	435-668-6622	St. George	UT
High Sierra Shootout	May 21 - 24, 09	Nyack Jack	916-812-0434	Rail Road Flat	CA	CANA	DIANAN	NUAL MAT	CHES		
SASS Pennsylvania State Championsh North Mountain Shoot Out IX	May 22 - 24, 09	Black Hills Barb	570-538-9163	Muncy Valley	PA	Malahat Ridge Feb 08 - 08, 0			Victoria	BC CAI	NADA
Shootout at Three Fingers Saloon	May 22 - 24, 09	Dirty Sally	805-438-4817	Santa Margarita	CA	Nimrod/ Buffalo Shoot Apr 18 - 19, (Victoria		NADA NADA
Ambush at Mill Creek	May 22 - 24, 09	Captain Jake	714-536-2635	Norco	CA	Headquarters Aug 29 - 30,	09 Teacher	C 250-592-4311	Victoria	BC CA	NADA
Great Lakes Match #11 Open Range	May 23 - 24, 09 May 23 - 24, 09	Wall-Man Diamond Pak	248-628-7424 520-780-4852	Attica Tombstone	MI AZ	Bunkhouse Oct 25 - 25, 0	9 Teacher	C. 250-592-4311	Victoria	BC CAI	NADA
SASS Illinois State Championship Spr		Zimionu i ak	520-700-4032	TOTHOSTORIC	112	ם וויים	OPE ANIN	NUAL MATC	HFS		
Roundup at the Gulch	May 28 - 31, 09	Ranger Rex	618-295-2700	Sparta	IL						
Siege At San Juan	May 28 - 31, 09	San Juan	970-901-9582	Montrose	CO		01 - 01, 09	Rhine River Joe 0049	0-2823-5807	Bocholt	DE
SASS Arkansas State Championship I By Rooster Cogburn's Posse	May 29 - 31, 09	Sister Sundance	479-968-7129	Belleville	AR	Inscrit aux match de la SASS Europe Jul 1	8 - 19, 09 Lict	evoet J-Claude +33(0)466 759 529	Uzes	FR
Resurrection	May 29 - 31, 09	Dusty Lone Star	210-273-5517	Fredericksburg	TX	SASS European Regional Championship	,		-,		
SASS Nebraska State Championship	I 04 05 00	·	200 200 1000	C 111 :	NTP.	End of Trail 2009 Sep		Alchimista 39-0	303737100	Gualdo Tadino,	IT
Hornady's Midwest Roundup SASS MA, CT, and RI State Champio	Jun 04 - 07, 09	Governor Asa	308-390-1309	Grand Island	NE	Trail's End - The World Frontier & Western Championships Mar	13 - 15, 09	Ooc Haves 64-6	-379-6692	Wairarapa	NZ
Shootout at Sawyer Flats	Jun 05 - 07, 09	Barrister Bill	978-667-2219	Harvard	MA			Nashville Frank buck			NO
SASS Wyoming State Championship						DOUN	TIMED A	NINITIAT NEA	TOHEC		
Cody's Wild West Shootout SASS Ohio State Championship	Jun 11 - 13, 09	Joe Cross	307-587-2946	Cody	WY			ANNUAL MA	TCHES		
Shootout at Hard Times	Jun 12 - 14, 09	Buckshot Jones	937-418-7816	Piqua	ОН	SASS AUSTRALIAN REGIONAL CH		15 617	1605 2050	£:11	A T T
Oregon Trail Shootout	Jun 19 - 21, 09	Hank Vaughan	541-910-4244	La Grange	OR	Chisholm Trail 2007 Sep 28 - 04,	U9 Vii	gil Earp 61-7-	4695-2050 N	Millmerran	AU
Revenge of Montezuma	Jun 19 - 21, 09	Stumble Lenna	970-565-9228	Cortez	CO	SA	SS ANNU	AL MOUNT	ED		
SASS WORLD CHAMPIONSHIP END of TRAIL	Jun 22 - 28, 09	SASS Office	714-694-1800	Founders Ranch	NM	SASS WESTERN NATIONAL					
SASS North Dakota and South Dakota			, 1 . 0 / T-1000	- canacis ixanell	2 1171	MOUNTED CHAMPIONSHIP	Mar 28-20 '00	Cowboy Doug Ton	nhstondelivary@ma	com Tombeton	e A7
Peace in the Valley	Jun 19 - 21, 09	Wild River Rose	701-588-4331	Kindred	ND	SASS High Plains Mounted Region		COWDOY DOUG 101	iosionucii very @ iffst	.com 10m0stolk	CAL
SASS High Plains Mounted Regional Revenge Of Montezuma	Jun 19 - 21, 09	Aneeda Huginkiss	970-565-8479	Cortz	СО	0	Jun 19-21, '09	Aneeda Huginkiss	970-565-84	79 Cortz	CO
SASS Maryland State Championship	Jun 17 - 21, UZ	. meeda 11agmkiss	210-303-0 1 17	COLL	20	SASS EASTERN NATIONAL	,		- 22 3		-
Thunder Valley Days	Jun 25 - 27, 09	Chuckaroo	301-831-9666	Damascus	MD	MOUNTED CHAMPIONSHIP	Feb 27-Mar 1,'0	9 Lone Wolf McCrar	y 321-263-52	239 Williston	FL
SASS Wisconsin State Blackpowder S						SASS Florida State Mounted Char					
Smoke in the Hills		Tracker Iack Danials	715-643 2011	Roveeville	X/T	SASS Florida State Modified Chai	приянир				
Smoke in the Hills SASS HIGH PLAINS REGIONAL	hootout Jun 28 - 28, 09	Tracker Jack Daniels	715-643-2011	Boyceville	WI	Last Stand in the Wetlands	Nov 29-30, '08	Lone Wolf McCrar	ry 321-263-52	239 Williston	FL
SASS HIGH PLAINS REGIONAL Hell on Wheels	Jun 28 - 28, 09 Jul 02 - 05, 09	Fight'n Joe Baker	307-547-9269	Cheyenne	WY	Last Stand in the Wetlands SASS New Mexico State Mounted	Nov 29-30, '08 Championship		•		
SASS HIGH PLAINS REGIONAL	Jun 28 - 28, 09			Cheyenne		Last Stand in the Wetlands	Nov 29-30, '08 Championship		•	Williston 666 Founder's Rance	



SASS TERRITORIAL GOVERNORS LIST



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CLUB NAME	St.	Governor	Phone	CLUB NAME	St.	Governor	Phone	CLUB NAME	St.	Governor	Phone	CLUB NAME	St.	Governor	Phone
Alaska 49er's	AK	Four Bucks	907-344-4880	Cowford Regulators	FL	Doc Monday	904-221-5151	Monocacy Irregulars	MD	Chuckaroo	301-831-9666	Bar-20, Inc.	NY	R. L. Trooper	315-893-7917
Golden Heart Shootist	A IZ	Lt. Col. D. D. Reed	007 499 2002	Doodle Hill Regulators	FL	Doc Dalton	812-684-4778 941-354-2919	St. Charles Sportsman's Clu		Churchana	201 921 0666	Boot Hill Regulators	NY	Colonel Bill Pete Gabriel	845-354-4980
Society Juneau Gold Miners Posse	AK AK	Buckskin John	907-488-3903	Five County Regulators Florida Outlaws Cowboy M	FL Iounted	B. S. Buhley	941-334-2919	Cowboy Action Thurmont Mounted Ranger	MD s MD	Chuckaroo Timber Smoke	301-831-9666 410-997-9370	Border Rangers Circle K Regulators	NY NY	Feany Valentine	607-734-7993 315-357-2352
Alabama Rangers Cahaba Cowbovs	AL AL	Pinchony Creek Curly Doc Coleman	334-227-4712 205-988-9076	Shooting Fort White Cowboy Cavalry	FL	Kid Dilligaf Deadly Sharpshooter	954-434-1276 352-332-6210	Thurmont Rangers Beaver Creek Desperados	MD ME	Cody Conagher Capt. Morgan Rum	304-258-1419 603-772-5041	Crumhorn Mountain Cowboys	NY	Buckskin Bruce	607-674-5702
Gallant Gunfighters	AL	Tuff Stuff	205-529-2373	Gold Coast Gunslingers	FL	Jeremiah Longknife		Big Pine Bounty Hunters	ME	No Nonsense Nancy		D Bar D Wranglers	NY	Esmeralda	845-724-3515
North Alabama Regulators Old York Shootists	AL AL	Sawyer Pistoleer	256-489-2955 205-680-1001	Hernando County Regulators	FL	Fiero Rider	352-596-9483	Capitol City Vigilance Committee	ME	Rootin Tootin Tim	207-897-3820	Diamond Four East End Regulators	NY NY	Pete Gabriel Sheriff A. B. Dupree	607-734-7993 631-588-8495
Arkansas Lead Slingers	AR	Morongo Bill	479-531-3575	Howey In the Hills				Hurricane Valley Rangers	ME	Capt. Morgan Rum	603-772-5041	Hole In The Wall Gang	NY	Doc Bogan	631-598-1989
Critter Creek Citizens Vigilance	AR	Critter Creek Bob	870-774-1586	Cowboys Indian River Regulators	FL FL	Ole Glor E Turkey Creek Red	352-429-2587 321-728-7928	Chippewa Regulators Double Barrel Gang	MI MI	Jack Bantam Slippery Pete	906-635-6947 269-838-6944	Panorama Trail Regulators Pathfinder Pistoleros	NY NY	Bristol Bisley Freddy Pharkas	585-229-2750 315-469-2023
Judge Parker's Marshals	AR	Reno Sparks	918-647-9704	Lake County Pistoleros	FL	Southpaw Tom	386-566-6782	Eagleville Cowboys	MI	One Son Of A Gun	231-676-0922	Rockdale Renegades	NY	Pete Gabriel	607-734-7993
Mountain Valley Vigilantes Outlaw Camp	AR AR	Ozark Outlaw Ozark Outlaw	501-362-2963 501-362-2963	Miakka Misfits Okeechobee Marshals	FL FL	Deadlee Headlee Amaduelist	941-926-4106 561-694-2079	Johnson Creek Regulators Lapeer County Sportsmans		Cool Hand Carl	248-318-3463	The Long Riders The Shadow Riders	NY NY	Nawlins Kid Snake River Clav	585-467-4429 631-477-1090
South Fork River	A.D.	A decree Dell	970 004 7227	Panhandle Cattle Company		South-Pacific	850-271-5899	Club Wranglers	MI	Wall-Man	248-628-7424	Tioga County Cowboys	NY	Pete Gabriel	607-734-7993
Regulators True Grit SASS	AR AR	Arkansas Bell Ozark Outlaw	870-994-7227 501-362-2963	Panhandle Cowboys Resurrection Rangers	FL FL	Navajo Kid Dixie Heart	850-478-5608 813-920-4280	Rockford Regulators Rocky River Regulators	MI MI	Tuscon Stu Nevada Gambler	616-887-9917 248-625-0814	AuGlaize Rough Riders Big Irons	OH OH	Temple Highweeds	419-438-5497 937-746-1426
Altar Valley Pistoleros Arizona Cowboy Shooters	ΑZ	D. D. Rudabaugh	520-889-9231	Southwest Florida Gunslingers	FL	Swamp Fox	239-566-2047	Saginaw Field & Stream Club	MI	Bad River Marty	989-585-3292	Briar Rabbit Rangers Central Ohio Cowboys	OH OH	Slowrider Loose Lucy	740-747-3030 740-569-3206
Association, Inc	ΑZ	Johnny Meadows	928-567-9227	The Hatbill Gang	FL	Zack McGee	904-282-1881	SASS-6 - TG	MI	Dakota Doc	810-733-8454	Firelands Peacemakers		Cheyenne Culpepper	440-324-7611
Arizona Yavapai Rangers Bordertown, Inc.	AZ AZ	Pigpen T. A. Chance	619-325-9027 520-573-1218	Weewahootee Vigilance Committee	EI I	Black Diamond Doug	407-977-3839	SASS-7 - TG Sucker Creek Saddle &	MI	Cactus Kay	810-733-8454	Jackson Six Shooters Miami Valley Cowboys	OH OH	Krazy Thom Jinglebob Kidd	330-792-0450 437-667-2868
Cochise Gunfighters	ΑZ	Coyote Cat	520-366-5401	American Old West	IL I	Black Diamond Doug		Gun Club	MI	Cree Vicar Dave	989-654-3636	Middletown Sportsmens			
Colorado River Regulators Colorado River Shootists	AZ AZ	Trinity Big Horn Bing	928-855-6155 928-580-0361	Cowboys Cherokee Cowboys	GA GA	Cherokee Maddog Harman Hammer	269-429-0124 864-882-2077	West Walker Rangers Wolverine Rangers	MI MI	Lucky Lennie R. J. Law	616-340-9197 248-828-7714	Club, Inc. Ohio Valley Vigilantes	OH OH	7 Mile Tom Marcus Allen	937-885-5043 330-225-5625
Cowtown Cowboy Shooters	s,			Doc Holliday's Immortals	GA	Man From Little River	678-428-4240	Cedar Valley Vigilantes	MN	Mogollon Drifter	507-838-7334	Sandusky County			
LLC Dusty Bunch Old Western	ΑZ	Two Dot	623-931-4889	Lonesome Valley Regulator Mule Camp Cowboys	sGA GA	Echeconnee Kid San Quinton	912-923-4251 706-335-7302	Crow River Rangers East Grand Forks Rod &	MN	Boulder Canyon Bob	763-753-4820	Regulators Scioto Territory	ОН	Bad Creek Kid	419-875-6577
Shooters	AZ	Gil T. Azell	602-284-8495	Pale Riders	GA	Limp Along	706-327-6801	Gun Club	MN		701-746-5131	Desperados Inc.	ОН	Smokin Iron	740-385-6692
Los Vaqueros Mohave Marshalls	AZ AZ	T. A. Chance Kizmet	520-573-1218 928-753-4266	River Bend Rough Riders Tennessee Mountain	GA	Silver City Rebel	770-887-9942	Ike's Clantons Lookout Mountain Gunsmo	MN oke	H. B. Lovett	507-354-1270	Shenango River Rats Tusco Long Riders	OH OH	Marshall Flagg D. J. McDraw	814-724-7192 740-767-2326
Pima Pistoleros Cowboy A	ction			Marauders	GA	Double Barrel	706-375-6711	Society	MN	Wagonmaster	218-744-4694	West Jeff Ghostriders	OH	Col. Cord McNally	614-563-6070
Shooter Prescott Ranch Rangers	AZ AZ	Dirty Bob July Johnson	520-825-2863 951-775-1984	Valdosta Vigilance Committee	GA	Hi Seas Cowboy	229-468-3175	Central Ozarks Western Shooters	МО	Fingers McGee	573 687 3103	Cherokee Strip Shootists Flying W Outlaws	OK OK	Querida Kate Aberdeen	405-372-0208 806-256-3047
Rio Salado Cowboy Action		•	105 055 5610	Maui Marshals	HI	Lobo Negro	808-242-6024	Gateway Shootist Society	MO	Missouri Bull	314-776-6885	Indian Territory Single Acti		D 4	010 275 0067
Shooting Society Tombstone Buscaderos	AZ AZ	Gold Canyon Kid West Fargo	425-255-7612 520-826-0012	Turkeyfoot Cowboys Zen Shootists	IA IA	Dusty Tagalon Dusty Tagalon	319-430-3176 319-430-3176	Moniteau Creek River Raiders	МО	Fingers McGee	573 687 3103	Shooting Society Oklahoma Gunslingers	OK OK	Bone Arranger Bone Arranger	918-275-8067 918-275-8067
Tombstone Ghost Riders	4.77	I.D. Front	500 (90 7242	Border Maurauders	ID	Mud Marine	208-597-6191	Rocky Branch Rangers	MO	Latigo Smith	816-318-9967	Shortgrass Rangers	OK	Goose Terwilligher	580-248-7260
Mounted Club Tonto Rim Marauders	AZ AZ	J. B. Fast Rye Creek Roberts	520-682-7343 928-472-9136	El Buscaderos Hell's Canyon Ghost Riders		Capt. Malachi Fallon Kid Karen	208-263-2324 509-397-3715	Southern Missouri Rangers The Ozark Posse	MO	LongShot John Chaos Jumbles	417-461-0033 417-451-9959	Tater Hill Regulators Columbia County Cowboys	OK OR	Eight Bit Bob Johnny Colt	918-437-1474 503-642-4120
White Mountain Old West	4.7	Standa Alana	029 527 9401		ID	El Gordo Hombre	208-743-5765	Mississippi Peacemakers	MS	Leatherneck	601-824-5932	Dry Gulch Desperados	OR	Run Amuck	509-525-2984
Shootists Winter Range Marksman,	AZ	Stands Alone	928-537-8401	Oregon Trail Rough Riders Panhandle Regulators	ID	Idaho Sixgun Sam Kid Karen	208-866-7271 509-397-3715	Mississippi River Rangers Natchez Six Gunners	MS MS	Easy Lee Leatherneck	662-838-7451 601-824-5932	Fort Dalles Defenders Horse Ridge Pistoleros	OR OR	Ol #4 Texas Jack Morales	503-653-5364 541-923-0686
Inc.	ΑZ	Justice B. Dunn	928-636-4911	Snake River Western Shoot		Idoho Dod Commons	200 726 0142	Bigfork Buscaderos	MT	Lobo Joe	623-680-7420	Jefferson State Regulators	OR OR	Col. Cornelius Gilliam	541-734-8509 541-281-6162
YRL-High Country Cowboys	ΑZ	Star Packer	520-632-5463	Society Southeast Idaho Practical	ID	Idaho Bad Company	208-736-8143	Gallatin Valley Regulators Last Chance Handgunners		Colt Heart Captain Drummond	801-302-8612 406-363-5443	Klamath Cowboys Lewis River Rangers	OR	Nite Ryder Johnny Colt	503-642-4120
5 Dogs Creek	CA CA	Snakebite Bodie Kid	559-787-2943 760-937-5463	Shooters	ID ID	Hardtwist Trader El Jefe Hombre	307-883-3675 208-406-3854	Montana Territory Peacemakers	MT	Brother Van	406-328-6807	Lone Pine Rangers Merlin Marauders	OR OR	Dr. Doc Feelgood Sweetwater Jack	541-504-8951 541-479-6021
Bridgeport Vigilantes Brimstone Pistoleros	CA	Rowdy Yates	714-532-2922	Southern Idaho Rangers Squaw Butte Regulators	ID	Wogg	208-869-2362	Rocky Mountain Rangers		Lobo Joe	623-680-7420	Molalla River Rangers	OR	Bart Star	503-391-8917
Buffalo Runners Burro Canyon Gunslingers	CA	Peaceful Tramp	209-293-4456 714-921-8668	Twin Butte Bunch Fort Beggs Defenders	ID IL	Hardtwist Trader Shotgun Bandit	307-883-3675 847-669-1787	Sun River Rangers Shooting Society	g MT	Mysterious Bill	406-454-1892	Oregon Old West Shooting Society	OR	Pale Wolf Brunelle	503-769-4138
Cajon Cowboys	CA	Asphalt Cowboy	951-679-8662	Good Guys Posse	IL	Jeweler Jim	847-639-9089	Yellowstone Regulators	MT	Colt Heart	801-302-8612	Oregon Trail Regulators	OR	H. Hank C. Vaughan	541-910-4244
California Range Riders California Rangers	CA CA	Old Buckaroo Sutter Lawman	408-710-1616 530-589-6901	Illinois River City Regulators	II. Fo	ourty Five .45 Kid 'The'	309-694-7100	Buccaneer Range Regulator 910-864-9875	rs	NC	Carolina Jack	Siuslaw River Rangers Table Rock Rangers	OR OR	Pale Wolf Brunelle Checotah	503-769-4138 541-772-9941
California Shady Ladies	CA	Maggie Hunter	530-677-0368	Illowa Irregulars	IL	Trader Dave	309-787-2244	Carolina Cattlemen's Shoot			NC	Umpqua Regulators	OR	Pale Wolf Brunelle	503-769-4138
Chorro Valley Regulators Deadwood Drifters	CA CA	El Lazo Johnny Mack Brown	805-441-4242 818-884-1846	Kaskaskia Cowboys Kishwaukee Valley	IL	Colonel Darlin	618-628-3028	J. M. Brown Carolina Rough Riders	919-2 NC	266-3751 Longeye	704-366-9662	Blue Mountain Rangers Boot Hill Gang of Topton	PA PA	Trusty Sidekick Lester Moore	610-939-9947 610-704-6792
Double R Bar Regulators	CA	Desert Dawg	760-949-3597	Regulators		Six Fingered Shootist	815-895-4051	Cross Creek Cowboys	NC	Carolina Jack	910-864-9875	Chimney Rocks Regulators	PA	Almost Broke Joe	724-627-0326
Dulzura Desperados Escondido Bandidos	CA CA	Tecolote Jack J. W. Bass	619-987-9096 760-789-5828	Litchfield Sportsman's Club Long Nine Cowboys, Inc.	IL IL	Boben Weev Citizen Kane	618-632-0712 217-793-2330	Flatwood's Cowboys Gunpowder Creek	NC	Paco Blackie	252-636-8765	Conestoga Wagoneers Dry Gulch Rangers	PA PA	No Change Chicken Coop	215-579-9025 412-343-0498
FaultLine Shootist Society	CA	Tres Pinos	831-636-3348	Macoupin County				Regulators	NC	Ripshin	828-754-1884	Easton Greenhorns	PA	Tin Ear	610-847-2798
Guns in the Sun Hawkinsville Claim	CA	Deacon Dick	760-340-0828	Regulators Marion County Renegades	IL IL	Railroad Bill Railroad Bill	314-994-0367 314-994-0367	High Country Cowboys Iredell Regulators	NC NC	Oklahoma Charlie Dingo Dave	704-662-3917 336-492-2498	El Posse Grande Elstonville Hombres	PA PA	Doc Allan Wood Barnmaster	570-538-9163 717-949-3970
Jumpers	CA	Sweetwater Jack	541-479-6021	McLean County				North Carolina Cowboys	NC	Stump Water	704-630-9527	Jefferson Rifle Club, Inc.	PA	Colt Starbucks	410-902-7939
High Sierra Drifters Hole In The Wall Gang	CA CA	Nyack Jack Irish Red O Toole	916-447-2040 805-527-7410	Peacemakers Midwest Rangers, Inc.	IL IL	Boot Hill Bones Thunderbird Kid	309-244-8214 815-509-6375	Old Hickory Regulators Old North State Posse	NC NC	Red River Mike Oklahoma Charlie	252-535-6599 704-662-3917	Logans Ferry Regulators Lost Dutchmen	PA PA	Deputy Keck Barnmaster	412-423-6255 717-949-3970
Kings River Regulators	CA	Snakebite	559-787-2943	Nason Mining Company				Piedmont Gunslingers	NC	Sam Carp	704-596-7120	Mainville Marauders	PA	Cincinnati Kid	570-474-0381
Lassen Regulators Mad River Rangers	CA CA	Kid Nickle Cap Roundtree	530-253-3502 707-923-4999	Regulators Rangeless Riders	IL IL	Wolftracks Joseph Shelby	618-982-2976 618-462-5212	Walnut Grove Rangers Badlands Bandits (The)	NC ND	Horsetrader Roughrider Ray	828-728-3077 701-575-4418	Perry County Regulators Purgatory Regulators	PA PA	Lester Moore Marshall Flagg	610-704-6792 814-724-7192
Mother Lode Shootist		•		Salt River Renegades	IL	Newsome Porter	217-985-4915	Dakota Rough Riders	ND	RoughRider Jim Bob	701-673-3122	River Junction Shootist	DA		
Society Murieta Posse	CA CA	Southpaw Wildroot	775-246-8070 530-745-9588	Shady Creek Shootists The Free Grazers	IL IL	T. A. Spurs Crooked Arm	309-798-2635 618-483-6309	Sheyenne Valley Peacekeepers	ND	Doc Neilson	701-588-4331	Society Silver Lake Bounty Hunters	PA PA	Vegas Kid Pete Gabriel	412-558-3820 607-734-7993
North County Shootist	CA	W.E. Danetti Huntan	610 224 9490	The Lakewood Marshal's Tri County Cowboys	IL	Sgt. Eli	618-847-4209	Eastern Nebraska Gun Club	b NE	Mustang Gregg	402-839-3006	Stewart's Regulators The Dakota Badlanders	PA	Sodbuster Burt	724-479-8838
Association Panorama Sportsman Club	CA	W. F., Bounty Hunter Solomon Star	619-224-8480 310-832-7445	Vermilion River	IL	Thunderbird Kid	815-509-6375	Flat Water Shootists of the Grand Island Rifle Club	NE V	W. Beckett U.S. Marshal	308-226-2651	Westshore Posse	PA I	imberland Renegade Hired Gun	610-434-1923 717-774-5652
Plunge Creek Cowboys Pozo River Vigilance	CA	Rico	909-797-2020	Long Riders	IL IN	Bailey Creek Southpaw Too	815-442-3259 812-866-2406	High Plains Renegades	NE	Mustang Gregg	402-839-3006	Whispering Pines Cowboy Committee	PA	Pete Gabriel	607-734-7993
Committee	CA	El Lazo	805-441-4242	Big Rock SASS Circle R Cowboys	IN	Gunther Cartwright	765-628-3923	Oregon Trail Regulators, NE	NE	Doc Viper	308-623-1797	Lincoln County Lawmen	RI	One-Ear Pete	401-647-3049
Richmond Roughriders River City Regulators	CA CA	I. M. Nobody Diamond Dick	650-589-0505 916-483-9198	Cutter's Raiders Daleville Desperados	IN IN	Montana Longhair Padre P.W.	574-269-9784 260-672-3295	Platte Valley Gunslingers Merrimack Valley	NE	Col. Horace C. Rider	308-380-9511	Geechee Gunfighters Greenville Gunfighters	SC SC	Ranger Law Chopper Dog	843-552-1591 864-449-0443
Robbers Roost Vigilantes	CA	M. C. Ryder	760-384-2321	Deer Creek Regulators	IN	Padre P.W.	260-672-3295	Marauders	NH	Marshal Mo Hare	603-672-8111	Hurricane Riders	SC	Barber 'The'	843-756-9307
Roy Rogers Rangers San Joaquin Valley Rangers	CA s CA	Johnnie Concho Old Buckaroo	951-928-4601 408-710-1616	High Ground Regulators Indiana Black Powder Guile	IN	Vaquero Hayes Manatee	812-662-7799 317-640-0172	Pemi Valley Peacemakers The Dalton Gang Shooting	NH	Capt. Morgan Rum	603-772-5041	Palmetto Posse Piedmont Regulators	SC SC	Lorenzo Kid Montana Brown	803-312-2884 864-313-3098
Shasta Regulators	CA	Silver Buck	530-474-3194	Pleasant Valley Renegades	IN	Nomore Slim	812-839-3052	Club, of NH LLC	NH	Ike Shotgun Mccoy	802-467-8837	Savannah River Rangers	SC	Surly Dave	803-892-2812
Shasta Regulators Of Hat Creek	CA	Silver Buck	530-474-3194	Red Brush Raiders Schuster's Rangers	IN IN	Duke Skywalker Sassie Sue	812-626-0214 219-872-7957	White Mountain Regulators Cowboy Legends Mounted		Capt. Morgan Rum	603-772-5041	Bald Mountain Renegades Black Hills Shootist	SD	Sodak Red	605-598-6281
Silver Queen Mine				Stark County Desert	IN	Sassie Sue	219-872-7957	Shooting Association	NJ (Crown Royal Cowboy		Association	SD	West Creek Willie	605-673-2742
Regulators Sloughhouse Irregulators	CA CA	California Guy Black Jack Traven	909-599-5484 530-677-0368	Thunder Valley Wildwood Wranglers	IN IN	Vaquero Hayes Sassie Sue	812-662-7799 219-872-7957	Jackson Hole Gang Thumbusters	NJ NJ	Emberado Ol' Sea Dog	609-466-2277 732-892-7272	Cottonwood Cowboy Association	SD	Lucky O'Riley	605-472-1882
Sunnyvale Regulators	CA	Billy Two Bears	408-739-4436	Butterfield Gulch Gang	KS	Shylock	785-823-1333	Bighorn Vigilantes	NM	Falcon Kid	505-286-8449	Bitter Creek Rangers, The	TN	Oracle	423-334-4135
The Cowboys The Outlaws	CA CA	Ivory Jack McCloud Allie Mo	714-739-2721 209-296-2709	Capital City Cowboys Free State Rangers	KS KS	Major Lee Wild Brazos Peddler	785-539-9508 830-997-0905	Buffalo Range Riders Buffalo Range Riders	NM	More Or Les	505-744-5670	Greene County Regulators Highland Regulators, Inc	TN TN	W. A. A. Wallace Ringer	276-479-2187 423-422-7668
The Over The Hill Gang	CA	Hyatt Earp	818-982-2092	Mill Brook Wranglers	KS	W. B. Earp	785-743-2409	Mounted	NM	Sierrita Slim	575-746-5703	Memphis Gunslingers	TN .	Arizona Ranger 'The'	662-342-0564
The Range Two Rivers Posse	CA CA	Second Creek Dick Shenandoah	530-292-3429 209-477-1117	Powder Creek Cowboys Crab Orchard Cowboy	KS	Fall City Sam	816-591-3864	Gila Rangers High Desert Drifters	NM NM	W. W. Shakey Shooter	575-536-3888 505-294-3233	Ocoee Rangers Smoky Mountain Shootist	TN	Pleasant	423-476-6873
Ukiah Gun Club	CA	Hoot	707-829-2731	Shootist	KY	Hoss Lytle	606-776-6719	Lincoln County Regulators		Blackey Cole	505-430-0139	Society	TN	Silver Dust	865-300-4666
West End Outlaws Ben Lomond High Plains	CA	Chickamauga Charlie	951-549-9304	Fox Bend Peacemakers Green River Gunslingers	KY KY	Tiny Texarkana Shaddai Vaquero	859-885-3058 270-651-3301	Lost River Cowboys Magdalena Trail Drivers	NM NM	Iron Worker Grizzly Adams	575-622-3490 575-854-2488	Tennessee Mountain Marauders	TN	Double Barrel	706-375-6711
Drifters	CO	Colorado Swede	303-688-3750	Hooten Old Town	1/3/	•	050 740 0202	Monument Springs	NIM	·	EDE 207 E202	Wartrace Regulators	TN	Charlie Bowdre	615-896-8450
Black Canyon Ghost Riders Castle Peak Wildshots	CO	Fandango Dave Old Squinteye	970-835-8871 970-524-9348	Regulators Kentucky Longrifles	KY	Appalachian Alan	859-749-9292	Bushwhackers Otero Practical Shooting	NM	Val Darrant	505-396-5303	Alamo Area Moderators Badlands Bar 3	TX TX	Crosscut Billy Boots	870-499-7315 903-739-5912
Colorado Cowboys	CO	Mule Creek	719-748-3398	Cowboys	KY KY	Hoss Lytle	606-776-6719	Association	NM	Rising Star	505-430-4301	Bounty Hunters	TX	Texas Dude	806-299-1313
Colorado Shaketails Four Corners Gunslingers	CO	Yaro Wicked Felina	303-646-3777 970-385-4141	Kentucky Regulators Knob Creek Gunfighters	Kĭ	Luck Hatcher	270-488-3592	Picacho Posse Rio Grande Renegades	NM NM	More Or Les Crotchety Ole Bart	505-744-5670 505-296-8531	Buck Creek Bandoleros Butterfield Trail Regulators	TX TX	Cole Bluesteele Texas Slim	817-577-1854 325-668-4884
Four Corners Rifle and Pistol Club	СО	Piedra Kidd		Guild	KY KY	Captain Grouch Luck Hatcher	502-265-1271 270-488-3592	Rio Grande Rustlers Rio Vaqueros	NM NM	Nuevo Mike More Or Les	505-832-4059	Canadian River Regulators	TX	Adobe Walls Shooter Texas Boden	806-669-3465 432-693-2700
Montrose Marshals	CO	Piedra Kidd Big Hat	970-565-9228 970-249-7701	Ohio River Rangers Bayou Bounty Hunters	KY LA	Rattlesnake Blake	270-488-3592 985-796-9698	Seven Rivers Regulators	NM	Stink Creek Jones	505-744-5670 505-885-9879	Comanche Valley Vigilante	TX s TX	Goatneck Clem	817-247-9982
Northwest Colorado Rangers	СО	Powder Wash Kid	970-826-0150	Cajun Cowboy Shooters Society	LA	Crazy Emmitt	228-586-0922	Tres Rios Bandidos Eldorado Cowboys	NM NV	O Bar Freddie Madd Mike	505-325-2167 775-727-7476	Concho Valley Shooters Cottonwood Creek Cwboys	TX TX	Texas Boden Texas Slim	432-693-2700 325-668-4884
Rangers Pawnee Sportsmens Center	CO	Governor General	970-484-3789	Cypress Creek Cowboys	LA LA	Matt Masterson	318-397-2035	High Plains Drifters	NV NV	El Rod	775-783-8387	El Vaqueros	TX	Col. John S. Mosby	254-559-6667
Pawnee Station	CO	Rawah 0	970-568-3378	Deadwood Marshals Devil Swamp Gang	LA LA	Barkeeps Cooper York	225-751-8552 504-467-9077		NV	Lash Latigo	775-727-8790	Green Mountain Regulators Gruesome Gulch Gang		Nada Chance Texas Crowfoot	512-970-7447 806-684-2376
Rockvale Bunch	CO	Owen	719-564-2999	Grand Ecore Vigilantes	LA	Needmore Gunz	318-256-2550	Shooting Society	NV	Jon Bernard Books	702-452-2354	Lone Star Frontier Shooting	ŗ		
San Juan Rangers Sand Creek Raiders	CO CO	San Juan Gingles	970-249-4227 303-781-2609	Guns of Sabine Pass Up The Creek Gang	LA LA	Navasota Kid Navasota Kid	337-734-2281 337-734-2281	Pahrump Cowboy Shooters Association	NV	Lobo Joe	623-680-7420	Club Oakwood Outlaws	TX TX	Goody Texas Gunslinger	970-620-9133 214-803-9258
Thunder Mountain Shootist	ts CO	Curly Clark	970-464-7780	Danvers Desperados	MA	Pittsburg Mac	781-599-1930	Pahrump Cowboy Shooters				Old Fort Parker Patriots	TX	Azle Parker	817-444-2936
Windygap Regulators CT Valley Bushwackers	CO CT	Piedra Kidd Cayuse	970-565-9228 203-457-1031	Gunnysackers Harvard Ghost Riders	MA MA	Yankee Barrister Bill	781-383-9799 978-667-2219	Association Roop County Cowboy	NV	Lobo Joe	623-680-7420	Orange County Regulators Plum Creek Carriage &	TX	Navasota Kid	337-734-2281
Ledyard Sidewinders	CT	Cayuse	203-457-1031	Shawsheen River Rangers	MA	Barrister Bill	978-667-2219	Shooters Association	NV	Toni Two Bits	775-783-8387	Shooting Society	TX	Dusty Lone Star	210-680-8840
Padens Posse Antelope Junction Rangers	DE FL	Deacon Will Hombre Paul	302-422-6534 727-492-6113	Damascus Wildlife Rangers Eas'dern Shore Renegades		Chuckaroo Jingles Jerr	301-831-9666 410-833-3430	Silver City Shooters Society Steptoe Valley Raiders	y NV NV	Otto N. Sure Smokey	702-614-9205 702-454-2206	Purgatory Ridge Rough Riders	TX	Texas Crowfoot	806-684-2376
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SASS TERRITORIAL GOVERNORS LIST



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CLUB NAME	St.	Governor	Phone	CLUB NAME	St.	Governor	Phone	CLUB NAME	St.	Governor	Phone	CLUB NAME	St.	Governor	Phone
Red River Regulators	TX	Amos Dumas	903-832-3951	Stovall Creek Regulators	VA	Levi Garrett	540-433-2240	High Lonesome Drifters	WY	Joe Cross	307-587-2946	SASS Norway	NO	Angelo Siringo	+47 918 44671
	TX	A. D. Texaz	210-493-9320	Virginia City Marshals	VA	Lonesome Polecat	703-450-4090	Powder River Justice				Schedsmoe County Rough		8	
South Texas Pistolaros	TX	Long John Beard	210-414-7786	Verdant Mountain Vigilante	esVT	Doc McCoy	802-434-2533	Committee WSAS	WY	Wyoming Drumme	r 307-587-9222	Riders	NO	Samuel B. Carpenter	479-001-1230
Tejas Caballeros	TX	Texas Heat	512-762-7552	Apple Valley Marshals	WA	Wiley Bob	509-884-3827	Southfork Vigilance		, ,		Dutch Western Shooting			
Tejas Pistoleros, Inc.	TX	Texas Paladin	713-690-5313	Beazley Gulch Rangers	WA	Wiley Bob	509-884-3827	Committee WSAS	WY	Wyoming Drumme	r 307-587-9222	Association	NL	Fat Bob	31408422265
Texas Historical Shootist				Black River Regulators	WA	Will Simeon Skinner	360-866-3902	Australia		, ,		SASS Netherlands	NL	Ronny the Gambler (031-517-592120
Society	TX	Dusty Lone Star	210-680-8840	Colville Guns and Roses	WA	Crossfire Scout	509-684-8953	Cowboy Action Shooters of	f			Scherpschutters Veghel	NL	Fat Bob	31408422265
Texas Peacemakers	TX	Tennessee Star	972-964-8627	Custer Renegades	WA	Elder Kate	253-946-1438	Australia	NSW	Mister Skye	029-975-7983	Western Shooting Club			
Texas Regulators	TX	Texas Jack Daniels	281-259-0284	Ghost Riders	WA	Elder Kate	253-946-1438	Gold Coast Gamblers	QLD	Virgil Earp +	61 7 4695 2050	Stone Valley	NL	Pete Cody 00	31 464 33 1075
Texas Riviera Pistoleros	TX	Brushy Creek Bill	361-215-4484	Mica Peak Marshals	WA	Old Lead Spreader	509-926-3665	SSAA Single Action Shooti	ing-			SASS Luxembourg	LU	Kodiak Al	352-021/280606
Texas Tenhorns Shooting				North East Washington		•		Australia	QLD	Virgil Earp +	61 7 4695 2050	Old West Shooting			
Club	TX	Cole Bluesteele	817-577-1854	Regulators	WA	Con Vallian	509-684-6901	Adelaide Pistol & Shooting	,			Society Italy	IT	Alchimista	+39-0303737098
Texas Troublemakers	TX	Knife Maker	817-498-4527	Pataha Rustlers	WA	Shalako Tucker	866-428-5538	Club	SA	Virgil Earp +	61 7 4695 2050	Cowboy Action Shooting-			
Texican Rangers	TX	Dusty Lone Star	210-680-8840	Pouslbo Pistoleros	WA	Roy Mason	206-842-9113	Fort Bridger Shooting				Germany	DE	Shotgun George	49 2233613719
Thunder River Renegades	TX	Justa Hand	903-545-2252	Rattlesnake Gulch Rangers	WA	Crisco	509-628-0889	Club Inc.	VIC	Virgil Earp +	61 7 4695 2050	SASS Germany	DE	Santa Klaus +	-49-941-2803400
Tin Star Texans	TX	Dusty Lone Star	210-680-8840	Rattlesnake Gulch Rangers	WA	Crisco	509-628-0889	Mount Rowan Rangers	VIC	Squizzy	03 5342 8400	SASS-Europe	DE 0	Orlando A.Brick Bond 4	9-2131-7423065
Travis County Regulators	TX	Delta Raider	512-376-2602	Renton United Cowboy Act	tion			Wiski Mountain				Cas-Europe	DE	Il Calbrese +	49-174-5161865
Balanced Rock Regultors,				Shooters	WA	Moe MacDandee	425-788-1246	Rangers, The	VIC	Virgil Earp +	61 7 4695 2050	Cowboy Action Shooting			
LLC		Dingoman	435-637-7188	Smokey Point Desperados	WA	Doc Faraday	360-563-0356	Canada				France	FR		33 442 739 157
Big Hollow Bandits		J. T. Wild	801-829-8989	Wolverton Mountain Peace				Islington Sportsmen's				Les Tireurs de l'uzege	FR	John Peacemaker	33 442 739 157
Cache Valley Vaqueros	UT	Lefty Slack	435-730-0880	Keepers		Big Iron Buster	360-892-3027	Club		Big Jim Dandy	905-936-6746	SASS-Finland	FI	Finn Jake	35840-060-6937
Castle Gate Posse	UT	Fargo Kid	435-613-0449	Blue Hills Bandits	WI	Slick Sloan	715-458-2818	Alberta Frontier Shootists			250-372-0416	Classic Old Western Societ			
Coal Creek Cowboys	UT	Puffbuster	435-680-9275	Bristol Plains Pistoleros	WI	Tex Hewitt	847-956-0947	Palmer's Gulch Cowboys	BC	Cariboo Lefty	250-372-0416	of Finland	FI	Finn Jake	35840-060-6937
Copenhagen Valley				Liberty Prairie Regulators	WI	Doc One Shot	920-748-8897	Red Mountain Renegades	BC	Cariboo Lefty	250-372-0416	British Western Shooting			
Regulators	UT	Wind River Ranger	801-782-8393	Oconomowoc Cattlemen's				Valley Regulators	BC	Haweater Hal	250-656-2520	Society	UK	Badas Bob	1642-253-3333
Crow Seeps Cattle Company				Association		Dennis James	262-650-1439	Victoria Frontier Shootists	BC	Haweater Hal	250-656-2520	Association of Western			
L.L.C.	UT	Brazos Cain	435-529-2172	Rock River Regulators	WI	Stoney Mike	608-868-5167	Western Canadian Frontier				Shooters	CZ	John Bohemia	420-416-736-523
Deseret Historical Shootist				The Bad Guys Posse	WI	Mud Marine	208-597-6191	Shootists Society	BC	Cariboo Lefty	250-372-0416	Czech Cowboy Action			
Society	UT	Wind River Ranger	801-782-8393	Western Wisconsin				Western Canadian Frontier				Shooting Society	CZ	Rookie	420-181-751618
Diamond Mountain Rustlers		Ace High Bill	801-971-8555	Wild Bunch	WI	Fred Finagler	608-985-7565	Shootists Society	BC	Cariboo Lefty	250-372-0416	Sweetwater Gunslingers			
Dixie Desperados	UT	Alaska Bill Hillis	435-673-7111	Wisconsin Old West				Barrie Gun Club	ON	Bear Butte	905-891-8627	Austria	AT	Wyatt H. Ristl	00431-272-1278
	UT	Utah Rifleman	801-489-5267	Shootist, Inc.	WI	Hay Root	715-595-6475	Islington Sportmen's Club		Big Jim Dandy	905-936-6746	New Zealand			
Mesa Marauders Gun Club		Happy Jack	435-979-4665	Wisconsin Old West				Lambton Sportsman's Club	ON	Clay Creek	519-542-4644	Bullet Spittin			
North Rim Regulators	UT	Oh Well	435-644-5053	Shootist, Inc.	WI	Hay Root	715-595-6475	Waterloo County Revolver				Sons O' Thunder		Hangman W. Lynch	64-6-354-4324
Rio Verde Rangers	UT	Fargo Kid	435-613-0449	Cowboy Action Shooting	****	m .	201 200 5000	Association		Bear Butte	905-891-8627	Frontier & Western Shooting	0	D	005159805509
Roller Mill Hill Gunslingers		Rockwell	435-676-2403	Sports, Inc.		Twin	304-289-6098	Wentworth Shooting Sports			005 004 0505	Sports Association		Doc Hayes	0064 6 3796692
Utah War	UT	Jubal O. Sackett	801-944-3444	Dawn Ghost Riders		Horse Soldier	304-383-2809	Club	ON	Bear Butte	905-891-8627	New Zealand Pistol Associ			
Wahsatch Desperados	UT	Mystery Rider	801-773-6406	Kanawha Valley Regulators		Captn. Hook	304-429-2199	The Badlands of	0.1 m		005 004 0505	(Cowboy Section)	NZ	Tuscon The Terrible	
Wasatch Summit Regulators		Boots Robb	435-649-3625	The Railtown Rowdys	WV	El Rubio	304-589-6162	H. A. H. A.	ONT	Bear Butte	905-891-8627	Tararua Rangers	NZ		(64) 6-379-7575
Bend of Trail	VA	Beer Slinger	540-314-3949	Bessemer Vigilance	****		205 505 0222	Champ de tir			005 004 0505	Trail Blazers Gun Club	NZ	Sudden Lee	03-755-8870
Blue Ridge Regulators	VA	Will Braker	304-289-3443	Committee.		Wyoming Drummer	307-587-9222	Saint-Jacques-le-Mineur	QC	Bear Butte	905-891-8627	Wairarapa Pistol and) I/7	0 1 0	64.6.270.0062
Cavalier Cowboys	VA	Kuba Kid	804-270-9054	Cheyenne Regulators, Inc.	WY	Deputy Cuny	307-634-2449	Europe				Shooting Club, Inc.	NZ	Southern Cross	64-6-379-8062
K.C.'s Corral	VA	Shenny Sheno	804-443-3212	Cheyenne Regulators, Inc.	WY	Deputy Cuny	307-634-2449	Old West Shooting Society	CII I	D	044 271 00 47				
Mattaponi Sundowners	VA	Missouri Marshal	757-471-3396	Colter's Hell Justice	33737	W/	207 597 0222	Switzerland		Palouse Creek Hondo					
Pepper Mill Creek Gang	VA	Jim Plinkerton	540-775-5226	Committee WSAS		Wyoming Drummer		SASS Sweden	SE	Wild Bull	04658612045				
Pungo Posse	VA	Missouri Marshal	757-471-3396	Donkey Creek Shootists	w Y	Wyoming Drummer	307-387-9222	Quantrill Raiders	NO	Nashville Frank	+47 92237661				

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The Single Action Shooting Society is an international membership organization created to preserve and promote the sport of Cowboy Action ShootingTM. SASS endorses national, regional, and state matches conducted by affiliated clubs; stages End of Trail¹⁵⁴, The World Championship of Cowboy Action Shooting TH; promulgates rules and procedures to ensure safety and consistency in Cowboy Action Shooting"; and seeks to protect it's members' 2nd amendment rights. SASS members share a common interest in preserving the history and traditions of the Old West and competitive shooting.

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Permanent member/shooter number SASS hadge, SASS membership card SASS Marshall lapel pin, SASS membership certificate, The monthly Courboy Chronicle, SASS Decal, SASS shooters handbook, and a Gold collector's badge for Life members

A Silver Collector's badge is also available to order with your membership.



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