

The Cowboy Chronicle

The Monthly Journal of the Single Action Shooting Society®

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July 2014



GREAT 2013 NOR'EASTER SASS NEW ENGLAND REGIONAL

This year's Nor'Easter was a blast! The weather cooperated, the stages were great, and the newly commissioned "Great Bay" was in action. Visitors are reminded if you come in contact with the traditional "Bucket," it's a BUCKET... not a SHOTGLASS ... you don't have to drink the whole thing!

July 25 – 28, 2013

By Iron Pony SASS #36769

Pelham, NH – New Hampshire about three o'clock in the afternoon of Sunday, July 28; the parking lot of the Pelham Fish and Game Club is near empty and only a small handful of campers remain. The Great Nor'easter of 2013 is in the books with a big bunch of buckaroos, buckarettes, cowgirls, and cowboys on their way home from a long weekend of shooting. Well shooting, socializing, catching up with old friends, making new ones while swapping stories, lies, tips, and tricks, and of course having fun. Lots of fun.

In past years the general consensus has been the name of the Nor'easter needs to be changed from, duh Nor'easter (which for those of you not familiar is a "wicked pissah" storm with high winds and torrential rain in summer to "clear and still," i.e., clear up to my derriere and still snowing in winter) to something like the "Sunny and 75 degrees with light breezes New England Regional." This year, however, we dodged a bullet, hit the lotto, or whatever you want to call it, as the weather FINALLY cooperated. Sure it rained, sure there was some emergency landscaping being done Friday morning, but most of the rain fell

overnight; stopped before shooting commenced or started after guns were packed away for the day. With another couple of years like this, the "curse of Dead Head" may be lifted, but with that said maybe it will snow next year.

Speaking of emergency landscaping, Friday morning, the new and much improved range set up was greatly appreciated by shooters. Gone are the long common firing line, slick grass, and soft ground of previous years on the PF&G target range. Introduced this year was the five stage "big, huge bay." Each day saw multiple posse groups gathered in the new bay moving quickly and easily from stage to stage while still being able to mingle with shooters from adjoining stages before hustling back to their appointed place to shoot. Continued improvements are planned, and with the addition of dividing walls and even more bays in it, this range is only going to get better.

Matches like the Nor'easter are supposed to be places where competitors can shine. Straightforward stage design and instructions that allow the shooter to utilize both shooting and mental skills are the order of the day. You got both for the price of one at this year's Nor'easter thanks to the stage writing skills of the Great Nor'easter Committee. Themed around our favorite bad guys this year everyone could take out their fanciest black hat, pretend to be an outlaw, and let
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The Cowboy Chronicle



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The Cowboy Chronicle is always on the lookout for great photos—small fries, terrific costumes, unusual pictures ... and blackpowder shots. While not a rare event, it is none-the-less not often when the photographer catches a muzzle blast at “just the right time.” The Mississippi Kid, SASS #96425, caught Will Killgan’s, SASS #66377, muzzle blast just as it broke the sound barrier at the Georgia State Match. Awesome sight!

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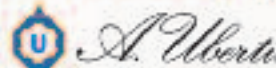
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Tex, SASS #4



NEW Cowboy Chronicle EDITOR

SASS began its first serious quest to find a new Cowboy Chronicle Editor-in-Chief earlier this year. It has been time for sometime to find new blood and new energy for the SASS periodical. Turning over the reins for The Cowboy Chronicle is not an easy task, or one taken lightly. The present editors have been at the helm since 1987—27 years! The periodical has grown with the organization and has evolved, as has Cowboy Action Shooting™. Nothing is the same today—SASS, Cowboy Action Shooting™, or The Cowboy Chronicle—and all are expected to continue evolving in the years to come. It's not only inevitable, but it's desirable to have this continuing change ... the hardest part for all of us—SASS Headquarters, the Range Operations Committee, and the Territorial Governors—is to understand which changes are beneficial and maintain our core fundamentals, and which are potentially destructive and will likely change the game we play in non-desireable, fundamental ways. The Cowboy Chronicle is, in many ways, the conscience of Cowboy Acton Shooting™. It has generally been able to



Skinny, SASS #7361, is the new Cowboy Chronicle Editor-in-Chief.

By Tex, SASS #4

articulate the Wild Bunch's view of what is "right," even when the views are not always popular. And, I expect The Cowboy Chronicle to continue to fulfill this mission.

The Editor(s) need to have expertise in editorial services, printing, and print schedules. Moving into the digital age as we are, many technologies, processes, and procedures used in the past need to be abandoned and new techniques and processes embraced. Additionally, it would be simply unimaginable for someone with no background in SASS and Cowboy Action Shooting™ to guide the publication from here on out. SASS and Cowboy Action have a 30-year history ... and that history makes us who we are today. This history and what makes certain precepts important can only be understood by those who have lived it.

In the search for a new Editor-in-Chief, several worthy candidates surfaced. Each had unique talents [\(CLICK Continued on next page\)](#)



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New Cowboy Chronicle Editor . . .

(Continued from previous page)

and potentially brought different skills and attitudes to the job. While all could have successfully accomplished the task, SASS is very pleased to announce our new **Editor-in-Chief is Skinny, SASS #7361, from Glen Rock, PA.**

Professional Credentials

He has more than 20 years experience in magazine production—both mechanical and digital processes. He is expert in MAC, Windows, Photoshop, Illustrator, Acrobat, InDesign, Quark Express, Word, Appleworks, and Excel—everything we use to create the publication. He has degrees in Journalism, Communications, and an MBA. He has always been at or near the top of his class academically. He has been the Editor-in-Chief for Gladstone Publishing in Prescott, AZ for some 25 years . . . and, he's a cowboy!

Cowboy Credentials

Skinny has always had a particular fascination for cowboy guns. His first handgun purchase, which he made as soon as he turned 21, was a Ruger Blackhawk .45 convertible with a 7.5-inch-long barrel. His second handgun, purchased shortly thereafter, was a Colt Series 70 1911, so it seems his involvement in Cowboy Action Shooting™ and Wild Bunch™ Action Shooting was foreshadowed even then!

Circa 1992 Skinny became aware of Cowboy Action Shooting™. A few months later he learned the Sundog Ranch Shooters in Prescott, AZ were putting on a local Cowboy Action Shooting™ match. He made a quick call to confirm the equipment required, and knew he had to go. At that first match he used his .45 Blackhawk (only one revolver was required in those days), a .44 Magnum Winchester 1894, and a Rossi double-barreled shotgun with external hammers . . . and came in dead last! When he arrived at the match to sign up, the lady in charge asked for an alias. He replied that he didn't have an alias, and she said, "Well, you have to have one to shoot." Weighing in at 130 pounds at the time, he replied, "Oh, I don't know, call me Skinny," and that has been his Cowboy Action Shooting™ name ever since.

After that first match Skinny was hooked and has been an active participant in Cowboy Action Shooting™ ever since, attending more monthly matches than he can possibly recall, and shooting numerous annual matches throughout the USA, including END of TRAIL and Winter Range. His first "big" match was Biscuit Flats, held in Mesa, Arizona in 1993. It attracted a whopping 65 shooters, so many that posses ran late, given the way stages were written then, and many had to continue shooting well after dark. Times have certainly changed!

Presently, Skinny resides in Pennsylvania where he is the Territorial Governor for the Jefferson Outlaws. He is not a "top" shooter, but, liking to mix things up, has shot in just about every category. Recently, he has settled into Senior. "That way I can shoot what I want and dress how I want," he says.

Welcome aboard!

He'll be taken over the job just as soon as can be arranged. In the meantime, please continue sending in match reports, articles, and so forth in the same manner as in years past. Everything will be forwarded appropriately and in time the new submittal addresses will be established. 🐾

COWBOY ACTION IS GETTING BETTER AND BETTER IN FRANCE

By Frenchie Boy, SASS Life #86324

The Southern Winter Challenge has been a HUGE success. More than 30 people attended all four matches, which is great for us.

We held a Club Cup and an Overall Challenge. The Club Cup was set up to motivate people to move to other clubs. And it worked out fantastic.

I have developed a software package to manage all these multi-matches scores, and it worked great.

In UZES, we will also have a demo of Cowboy Mounted Shooting, the very first time at a European match.

Southern France is a nice place to visit during Summer. We would be more than happy to welcome folks from all over Europe and the United States to Last Shot on the Trail, July 30 – August 2, 2014. 🐾



NORTH-SOUTH SKIRMISH ASSOCIATION HOLDS NATIONAL COMPETITION



Members of White's Company, 35th Virginia Cavalry compete during the musket matches at the N-SSA National Competition held May 16 – 18, 2014. The N-SSA 130th National Competition will be held October 3 – 5, 2014 at the Association's home range, Fort Shenandoah, near Winchester, Virginia.

Photo by Todd Harrington

The North-South Skirmish Association (N-SSA) held its 129th National Competition May 16 – 18, 2014 at Fort Shenandoah near Winchester, Virginia. Member units competed in live-fire matches with original or authentic reproduction Civil War period muskets, carbines, breech loading rifles, revolvers, mortars, and cannons. It is the largest Civil War event of its kind in the country.

Despite drenching rains and extensive flooding of the property, two of the three days of team matches were able to be held. The 110th Ohio Volunteer Infantry (OVI) continued its domination in the musket match with a terrific time of 432.9 seconds for the five-event program. A total of 163 eight-member teams participated in this N-SSA signature competition. The 110th OVI came within a whisker of winning the carbine match, too, being beaten for the gold medals by the 6th Virginia Infantry (Nansemond Guard) by 1.5 seconds. One hundred thirteen other companies participated in the carbine matches.

Thursday night's violent weather forced the cancellation of all of Friday's scheduled matches, including revolver, smoothbore musket, magazine-fed rifle, breech loading rifle, mortar, and the special Civil War Sesquicentennial Regional Challenge Musket & Carbine Match. In the artillery competitions, 31 guns participated on a very soggy main range. The winners included The Dixie Artillery in the smoothbore class; the 3rd U.S. Infantry in the rifled class; the 3rd U. S. Artillery in the howitzer class, and the 1st Maryland Cavalry in the rifled howitzer class. Richard Milstead of Hardaway's Alabama Battery won the prestigious Robert L. Miller award for the best uniformed soldier.

The N-SSA is the country's oldest and largest Civil War shooting sports organization with over 3,200 individuals that make up its 200 member units. Each represents a particular unit or regiment and proudly wears the uniform they wore over 150 years ago.

The 130th National Competition is scheduled for October 3 – 5, 2014 at Fort Shenandoah, just north of Winchester, Virginia. For more information about the N-SSA, contact Public Information Officer, Bruce Miller, at (248) 258-9007 or spartan70@sbcglobal.net or visit our web site at www.n-ssa.org.

ELITISM REVISITED

Letters to the editors in the March and May issues of *The Cowboy Chronicle* about SASS "Elitism" struck a chord with me. Though I'm not 100% with Mr. Rivers in the March letter on everything, I'd like to clarify a bit on what that chord is and what many feel, at least in casual conversation, on the range. If you go back and replace the word "elite" with "gamer," it would portray, I feel, a better consensus on the issue. I think Col. Dodge was able to get it a little closer to clarification in the May issue. Cowboys shot large-bore, full-power loads, such as the .44-40 and in the Calvary's case, .45 Colts and Schofields. Surprisingly, this is the only category that isn't represented in SASS, except on the local levels, such as the "Pale Rider" category embraced by the grass-roots efforts of weekend-warriors actually wanting to exemplify the "cowboy way."

I see a bit of controversy about adding more categories, so if there is resistance to adding more, like the Pale Rider, maybe it's time SASS considers an idea like a major/minor power category. A 3 or 4-second miss penalty for larger-caliber cartridge would level out the field and encourage, and challenge, even the exceptional shooters to shoot more true cowboy-like calibers, while at the same time retaining the system that works for many who are uncomfortable shooting bigger calibers.

Further, though modern timing is a boon, and in fact, essential to modern matches, most of real cowboy shooting involved setting up some cans or marking an 'X' on a tree, and seeing who comes closest. Maybe introducing some *time-limited* silhouette-type shooting or scored long-range shooting from the days where there were no timers would be of great value to regular folk who shoot well, but not necessarily fast. This wouldn't be difficult to add as side matches or even in regular stages, and can be implemented in the SASS scoring system. For example, set up 10 cans with a time-limit of 5 seconds per shot (the standard miss penalty). If one makes all 10 dance, they earn 0 points for the stage. If one misses all, they get 50 points for the stage. Heck, someone who misses fast might even have time to load another round or two from their belt. (Timers would still be used for marking the time, and if one goes back to the unloading table with a live round, it'd still be a miss for safety reasons per the rules, but any rounds 'dumped' at the target just simply wouldn't count after the time). It doesn't have to be cans, it can be larger Cowboy Action Shooting™ targets if it needs to be made 'easier', but you get my point.

Though I certainly can't speak for others, the consensus on the range does seem to validate that the focus on everything being about speed is getting to the boiling point to where it is a put-off for the majority of the shooters who just want to be true to the way of the cowboy for a day. While we don't want to put off new shooters with difficult stages, not every stage needs to be easy. SASS has done a wonderful job of making this endeavor work, but much of the changes seem to be reactionary as opposed to forward-thinking. When we were kids with cap guns, we wanted to be the cowboy hero, not the one who ran out of caps the fastest. And yes, if you load only 5 rounds into an 8-round magazine, Wild Bunch™ Shooting is Cowboy Action Shooting with a 1911 ...

Scotty Two Shotty, SASS #92130

Rapid City, MI

(Scotty – I'm not sure I'd have tumbled to the notion of elitism or gamer as meaning wanting to go as fast as possible ... but I can see your logic ... virtu-

(CLICK Continued on next page)

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Elitism Revisited (continued) . . .

(Continued from previous page)

ally everyone is doing everything they can to run their guns as fast as possible. But, running very fast doesn't have to be the only game within Cowboy Action Shooting™. The problem started right at the very beginning when END of TRAIL first recognized the "Overall" top man and lady competitors.

Categories were introduced early on (and are still being introduced) to encourage using big-bore guns, full loads, blackpowder, percussion guns, shooting one handed, and so forth—all represent different skill sets and different Old West fantasies ... and, they're not all equally competitive. What makes these categories work best is the practice of only recognizing winners in each category, never the overall. This way, peers get to compete against peers. Pale Rider cowboys, for instance, only have to best other Pale Rider competitors to win fame, fortune, and glory on the field of honor. This way, we can each remain "true" to our fantasies of how we think the "old guys" did it in the West.

By the way, many clubs offer side events like precision rifle and precision revolver that do stress accuracy rather than speed.

My point is this ... one CAN stay true to their fantasy and play the game in accordance with any set of restrictions one wishes to impose upon themselves. I do. But, I don't want to hear any whining that one can't win overall playing by those rules ... that's where the "elite" like to play! ... Editor in Chief.) 🐾

Little Known Fact

Every Southern state except South Carolina had troops fighting for both the Union and the Confederacy.

RUCKUS AT RED ROCK – A GREAT MATCH!

This year I had the good fortune to attend "Ruckus At Red Rock" in St. George, Utah, and I wanted to take the time to tell the Dixie Desperados what a great job they did. I'm two years into Cowboy Action, but I have been blessed to have a great mentor who has brought me along quickly. I have attended two Montana State Champion shoots and placed in both. I have also traveled to out of state shoots and have never missed any of our local club shoots. (We have a two-day shoot each month.) My point in mentioning this is, I think I have a pretty good understanding of what a "Good Shoot" is and isn't.

From start to finish Ruckus was a great shoot. When I think about a shoot, I always think first about the stages, which is short sighted on my part. There was a lot more that went into your shoot than just the stages. I spoke with several of your members and found each one to be helpful and friendly. The pre-shoot meetings were meaningful and to the point. The bays were in great shape, and EVERYONE on our posse pitched in to pick brass, spot, work the loading and unloading tables, and keep each stage moving. In my opinion, it was the best run and managed shoot I have attended to date.

Now, about what I came for—the stages. I thought each stage was well thought out, made you think, but was not "P-trap" oriented, and kept you moving. There was something for everyone. Super quick stages like your stage 6, with a 2-4-6-8 rifle/pistol combo. There was my personal favorite, stage 7, with a 1,1,2,1,2,3,1 2,3 4. Now there's a stage that makes you think, but also lets you run your guns. There wasn't a stage I didn't like. Each one was different and challenging and each one was FUN.

I have told every shooter I've seen since leaving St George that if you want to go to a great shoot, you need to go to Ruckus. As a matter of fact, I am using all 12 stages from Ruckus for our club's June shoot. Thank you J.T. Wild and the Dixie Desperados for putting on such a great shoot. God willing I'll be back for your next one!

Graydog, SASS #95556

Trout Creek, MT 🐾

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2013 GREAT NOR'EASTER

(Continued from page 1)

the dark side take over without having to worry about the long arm of the law catching up with them. Once again, thanks to Wild Bill Blackerby, SASS #34989, for providing insight into the history, real or Hollywood, of baddies we love to hate.

Side Match/Squall Thursday once again saw shooters hauling out main match guns along with their pocket pistols, derringers, cap and ball revolvers, 1911s, Buffalo rifles, and other treasured, but possibly infrequently shot firearms, for another test of accuracy, reliability, and speed. Working and watching the speed events it was a wonder just how fast these so-called obsolete firearms can be brought on and fired on multiple targets. It is also a wonder the parking lot was not full of tractor-trailer units to haul all the ammunition folks shot off trying to shave that 1/10th or 1/100th of a second off their previous run.

Wild Bunch™ shooters received the expert guidance of the Nawlins Kid, SASS #36107, and Loco Poco Lobo, SASS #36108, as a posse on the Squall stages, while Plainsman shooters like Doc McCoy, SASS #8381, and Patchogue Mike, SASS #8626, infiltrated the ranks of, hmm normal (?) shooters and took advantage of the purple targets set out for their single shot rifles.

Stages 1-5 on the new, ok I'll coin the term and see if it sticks, "Great Bay" offered good lateral movement along with one opportunity to pretty much stand and deliver. Making an appearance on Stage 1 was Bubba the big round crowd favorite target who had the unfortunate duty of serving as both a rifle and revolver target. Poor old Bubba got his bell rung four times by ever shooter—not a good weekend! Stage 2, shot from the railroad flat car was as close as we got to a stand and deliver stage with only a small amount of "here to there" movement and was, I would bet, one of the fastest stages of the match. Stage 5 was a good mirror stage with shooters provided the option of going left or right to engage duplicate banks of shotgun and revolver targets while cutting across the target field in almost a diagonal manner. By the time competitors reached the final shooting position, the revolver targets were up close and personal for a continuous Nevada sweep, always a Gunfighter favorite. Of course our British transplant, Corb Blimey, SASS #90296, was the only person who sounded right saying, "You'll never take me in, Coppers" on Stage 3.

Stage 6 incorporated the "chimney" rack of targets with nine plates placed closely in three vertical rows of three and was shot in a down 3 – up 3 – down 3 sweep by revolver and rifle with the tenth round from both being placed on a plate adjacent to either side of the rack. Shooting a vertical array is not something we do in every SASS match, but with brain engaged,

it presented no bigger challenge than any other sweep.

Also of note was stage 10 and the reappearance of Bertha the chicken at the Nor'Easter. Bertha, a stuffed chicken if you don't know, is in some way the object of affection of my pard Wild Bill Blackerby. It, she (?) has shown up in numerous stages, circumstances, and places over the past several years. Bill and Bertha's reputation is widely known amongst New England shooters, which may have accounted for some shooters gingerly placing their hands on Bertha while others held her at arm's length. Stage 10 did definitively prove that a Duelist could, if he was so inclined, shoot a stage and choke his chicken at the same time! If anyone has video, please forward it to me for continuous display on the clubhouse big screen next year.

Once shooting of main match stages ended on Saturday, folks drifted or rushed into the clubhouse to review the quickly posted raw scores or prepare for the top gun shoot off set for the following morning. Of course, there was plenty of time in between for shopping with vendors, checking out the cowboy swap/sale table, and free grazing from campsite to campsite for a bite to eat or a sip of "who hit John." We can credit Ruby Rose Longshot, SASS #67697, and Critter T Longshot, SASS #53188, returning the tradition of the Bucket from Pennsylvania to New Hampshire. Some bucketeers might not have been as happy with Ruby and Critter as others might, but all they have to do is remember it's a BUCKET, not a SHOTGLASS, you are not required to empty it when Ruby, smiling innocently, hands it to you.

If you decided not to cook for yourself, or did not want to visit Christina's Cantina for her dad, Slowhand, to serve you up something tasty, I sure hope you had arranged to attend Ida Mae Holiday's, SASS #48419,

[\(CLICK Continued on next page\)](#)



Match Director Capt. Morgan Rum presided over the awards ceremony.



– **OVERALL and REGIONAL WINNERS** –
James Samuel Pike, SASS #53331, and Appaloosa Amy, SASS #63949.

Winners		
Overall Match Winners and Overall Nor'Easter Champions		
Man	James Samuel Pike, SASS #53331	CT
Lady	Appaloosa Amy, SASS #63949	CT
Nor'Easter Champions		
B-Western	Capt Morgan Rum,, SASS #6859	NH
Classic Cowboy	Tom Payne, SASS #13115	NY
Cowboy	Two Gun Tuco, SASS #78297	MD
Duelist	Grazer, SASS #38845	MA
Frontiersman	Patchogue Mike, SASS #8626	NY
F Cartridge	High Springs Drifter, SASS #92057	NH
F C Duelist	Gun E Bear, SASS #5557	VT
F C Gunfighter	Dead Head, SASS #29768	NH
Gunfighter	Chelsea Kid, SASS #47400	NH
49'er	Dusty Drifter, SASS #70754	NY
Wrangler	James Samuel Pike	CT
Senior	Brett Cantrell, SASS #33868	RI
S Duelist	Bear Lee Tallable, SASS #23670	NH
S Gunfighter	Turkey Creek Vic, SASS #80846	NY
Silver Senior	Fly Rod, SASS #70309	MA
E Statesman	Rowdy Bill, SASS #9628	NY
L B-Western	Birdie Cage, SASS #32773	MA
L Duelist	Nanny Oakley, SASS #85920	RI
L Gunfighter	Emma Goodcook, SASS #49743	NH
L F Cartridge	Miss Delaney Belle, SASS #6860	NH
L 49'er	Crystal Creek Chris, SASS #64500	NH
Cowgirl	Snazzy McGee, SASS #66689	CT
L Wrangler	Spinning Sally, SASS #89526	NY
L Senior	Wild Sage, SASS #40879	RI
L S Senior	Shirttail Bess, SASS #92250	ME
L Senior Duelist	Nantucket Dawn, SASS #15681	MA
Grande Dame	Bonnie Dee, SASS #28413	MA
Buckarette	Kicking Cow Cassidy, SASS #97827	NY
Buckaroo	Tommy Two Spurs, SASS #92043	ME
Young Gun	Al B, Crazy, SASS #66690	CT
Side Matches		
Derringer – Speed	Man	Rowdy Bill NY
	Junior	Zachoria Spurs, SASS #65753 NY
Derringer - Accuracy	Man	Pittsburg Mac, SASS #20796 MA
	Lady	Shirttail Bess ME
Pocket Pistol - Speed	Man	Spirit Warrior, SASS #57526 VT

2013 Great Nor'Easter ...

(Continued from previous page)

Saturday night extravaganza. Steaks, pulled pork, and chicken (where's Bertha?) covered plates and sated cowboy hunger pangs between Birdie Cage's, SASS #32773, costume awards known as The Booties and side match awards announced by yours truly. I am told dancing, cigars, and other such rowdy behavior ensued after dinner and will have to trust these events maintained an appropriate level of decorum. They must have, as the clubhouse was still standing the following morning.

Sunday morning of the weekend saw the Top Gun Shoot Off commence at 9:00AM, which while too early for some, provided others ample time to fuel up on a hearty breakfast and coffee, provided each day by the Boy Scouts of America. Match Director Capt. Morgan Rum, SASS #6859, and his Master of Ceremonies/Ring Announcer Chelsea Kid, SASS #47400, guided our top thirty-two shooters through the elimination rounds, as the brackets grew smaller and came faster. Exciting face offs between competitors included Grazer, SASS #38845, shooting Gunfighter; James Samuel Pike, SASS #53331, taking a digger off the start while shooting against Pittsburg Mac, SASS #20796; Smokey Sue, SASS #39531, having to catch up with Two Gun Tuco, SASS #78297, and Appaloosa Amy, SASS #63949, suffering some type of "confusion" while going up against her daughter, and third generation SASS shooter, Snazzy McGee, SASS #66689, in the ladies final. When all was said and done, Snazzy had to try her hand at besting James Samuel Pike. Though she made a valiant effort, trying to distract him by hugging him twice and shot well in the end, Pike prevailed winning the shoot off.

Awards at any match are always a chance for well-deserved applause and recognition, the Great Nor'easter of 2013 was no different. Congratulations to our New England Regional champions James Samuel Pike and Appaloosa Amy, repeats both, along with all the category and stage winners. Watch your email for news about next year's event. With planned improvements for the Great Bay and 600 yards for long range, this shoot only gets better and better.

Congratulations and thanks to the entire crew of the Great Nor'easter for their hard work and dedication and to our vendors, sponsors, but most of all the cowboys and cowgirls who continue to support our event year after year. 🤠



Side Matches (cont.)

Speed Shotgun			Speed Pistol		Lever Rifle - Rifle Caliber - 150m- BP		Wild Bunch			
Man	Two Gun Tuco	MD	L Junior	Kicking Cow Cassidy	NY	El Otro Doc	LA	Traditional	Doc McCoy, SASS #8381	VT
Lady	Spinning Sally	NY	Speed Pistol - Duelist		Man	Short Stack, SASS #98640	MA	Modern	Pittsburg Mac	MA
Junior	Zachoria Spurs	NY		Grazer	MA	Lady	ME	L Modern	Loco Poco Lobo, SASS #36108	NY
L Junior	Kicking Cow Cassidy	NY	Long Range Single Shot - 200m			Long Range Pistol - 50m		Trap		
Speed Rifle				Diamond Rustler, SASS #58273	MA		Man	Driftwood Johnson, SASS #38283	MA	
Man	Two Gun Tuco	MD	Long Range Single Shot - 200m - BP			The Squall	VT	& Doc Savage, SASS #76749	NH	
Lady	Spinning Sally	NY		El Otro Doc, SASS #58695	LA	Man	James Samuel Pike	Lady	The Banker, SASS #98605	NH
Junior	Zachoria Spurs	NY	Quigley Match Offhand -200m			Lady	CT	Trap - BP	Doc Savage	NH
L Junior	Kicking Cow Cassidy	NY		Army Scout, SASS #38750	CT	Junior	NY			
Speed Pistol			Quigley Match Offhand -200m- BP				ME			
Man	Two Gun Tuco	NY		Dead Head, SASS #29768	NH	L Junior	NY			
Lady	Renegade Roper, SASS #86367	NY	Lever Rifle - Rifle Caliber - 150m				NH			
Junior	Tommy Two Spurs	ME		Tulsa Jack, SASS #57793	VT	Plainsman			Six Shot Steve, SASS #66105	NH



Cat Ballou, SASS #55



THE CATTLE QUEEN OF NEW MEXICO

By Lawdog Bob, SASS #80263

(While this column is primarily dedicated to presenting aspects of costuming within Cowboy Action Shooting™, it also is a conduit for presenting the stories of some of the most famous and infamous women in the Old West. Enjoy Lawdog Bob's article about the life and times of one of New Mexico's most famous female citizens, Susan McSween. Also, if you haven't visited her grave site in White Oaks, put it on your bucket list ... Cat)

In an upland valley nestled between two arid mountain ranges in western Lincoln County, New Mexico, is the old gold and silver mining community of White Oaks. Not quite a ghost town, White Oaks was once a thriving boomtown in the late 1800s. Along the road leading into White Oaks is an old cemetery called Cedarvale. Here are buried many famous New Mexicans, including William C. McDonald, New Mexico's first governor under statehood, and deputy James Bell, shot down by Billy the Kid during the Kid's notorious Lincoln escape. But one very special person buried in Cedarvale is Susan McSween-Barber, who has been called the Cattle Queen of New Mexico. If any person "won" the infamous Lincoln County War, it has to be her.

During those turbulent times, Susan was the wife of Alexander McSween, the lawyer-entrepreneur and associate of John Tunstall and Billy the Kid. Caught in the crossfire of two warring factions, Susan saw everything she and Alexander had worked for literally go up in flames, followed by the cold-blooded murder of her husband. Emotionally devastated, Susan McSween was left virtually penniless, with the real danger of her own assassination hanging over her head for months afterward.

Susanna Hummer was born to strict Dunkard parents on December 30, 1845 in Adams County, Pennsylvania, twelve miles north of Gettysburg. She apparently ran away from the family farm during the Civil War to go live with a married sister. Little is known of her life until 1873, by which time she'd changed her name to Susan E. Homer. She supposedly met Alexander McSween in Pekin, Illinois in 1870, and became engaged to him the following year. However, McSween went to law school during 1871-72, and Susan's whereabouts during this time are unclear. It is generally believed Susan deliberately covered up the details of her earlier life, a life of which she may not have been proud.

After their marriage in 1873, the McSweens tried their fortune in Eureka, Kansas, then emigrated in 1875 across the prairie in a horse-drawn wagon to Colorado by way of Dodge City, with hopes of eventually traveling to Silver City, New Mexico. Once they were in New Mexico Territory, however, they were advised to go to Lincoln, an up-and-coming town along the Rio Bonita, near the Capitan Mountains.

At first McSween allied himself with Lawrence Murphy, a former soldier who'd virtually locked up the region's mercantile trade and Army beef contracts for himself and his friends, including partner, Jimmy Dolan. Later, McSween formed a business partnership with a young Englishman named John Tunstall, in



Susan McSween had red hair and a fiery temperament to match. If anyone "won" the Lincoln Count War ... it was Susan!



Cedarvale Cemetery just outside White Oaks, NM

direct competition with Murphy and Dolan. Susan was against this partnership, fearing for both Alex's and Tunstall's lives. Tunstall's eventual murder touched off a violent series of events known as the Lincoln County War, in which Billy the Kid was to play a prominent part as one of the Regulators seeking revenge on behalf of Tunstall. The Kid and his friends became closely connected to the McSweens during this time.

The McSweens had built themselves a substantial adobe house in Lincoln, and Susan spared no expense in completing its elegant furnishings, even having a grand piano and an organ shipped across the plains so she could pursue her musical interests. Unfortunately, local people saw Susan as a haughty, condescending *anglo* woman who put on airs amongst her mostly *hispano* neighbors. This would create problems for her later on. Indeed, there was already much resentment toward Alexander McSween, because the McSweens had first arrived in Lincoln impecunious, but within two years were enjoying an extravagant lifestyle. Locally, McSween was seen as an avaricious lawyer, although, admittedly, a clever one.

Susan apparently had a temper that matched her flaming red hair. During that fateful summer of 1878, not long before the famous shootout and torching of the McSween home, Alex was on the move with Billy and the Regulators, as well as a number of other local young men who'd allied themselves with McSween's cause. At the time, they were dodging posses sent after them by Sheriff George Peppin, and Alex had been riding Susan's favorite mare, Pet. One of the posses captured two of the Regulators' horses during a gunfight at San Patricio, and then brought them back to Lincoln after retreating from the field. One of these horses was the McSween mare, and when Susan saw her rider-less horse, she immediately feared her husband had been killed. Susan reportedly obtained a shotgun and went looking for members of the posse, screaming out as she marched along the street. Eventually she ended up at the house of Saturnino Baca, the leader of the posse. She called him out and threatened to kill him for sending the posse out to kill her husband and for stealing her horse. Baca later reported that when he told her to leave, she said she had the money and the men to do away with Baca and his entire family. From this time, the Baca family became her sworn enemy.

Not long afterward, the McSween force rode back into Lincoln, taking defensive positions in the McSween house and the Tunstall store. Sheriff Peppin raised a force that surrounded McSween and his men. Before long, the famous battle in the town of Lincoln ensued, as Peppin attempted to serve arrest warrants on McSween and some of his men. Five days into the siege, troops arrived from nearby Fort Stanton under the command of Colonel Nathan Dudley. Rather than

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The Cattle Queen Of New Mexico . . .

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defusing the situation, Dudley took sides with Peppin's force (which was a tool of the Murphy/Dolan faction.)

The defenders had been besieged by relentless gunfire, but were holding their own in the heavy fortification supplied by the thick adobe walls of the house. Dudley subsequently ordered soldiers to surround the McSween house. Alarmed at the turn of events, Susan crawled out of the house, hugging the ground to avoid being hit by bullets, and sought out both Peppin and Dudley. After heated exchanges with both men, Susan was unable to obtain protection for her husband and his men, so she returned to the house. It was then the soldiers made a show of training a howitzer on the building. Later in the day,

some of Peppin's men started a fire in a lean-to adjacent to the house. This was the beginning of the end for McSween. The fire slowly burned through the adobe house, gradually consuming one wing after another, while bullets continually poured down. The defenders crept ahead of the advancing flames but were eventually trapped.

The besiegers allowed Susan, her sister, her sister's children, and members of the Ealy family to evacuate the burning house and the adjacent Tunstall store. Hours later, the Kid and four others made their escape from the conflagration through a hail of bullets, while Alexander McSween was gunned down on his doorstep attempting to surrender.

Most anybody other than Susan McSween would have admitted defeat and retreated for good, but the saucy and indomitable widow chose to stay, determined to make something of herself. This was difficult in light of her financial situation. Immediately after the murder of McSween, Peppin's men looted the store in which the McSweens had been partners with Tunstall. The aftermath of the siege was one of continued anarchy, violence, and outright theft. When Susan went to her ruined home to see if anything could be salvaged, two of McSween's enemies taunted her, saying they killed her husband, and they would kill her, too. She bravely and defiantly called upon them to get it over with. The two men skulked away.

After the killing, Susan wrote to Tunstall's parents describing the sad developments and hoping to get some form of financial aid from them. (Tunstall's father was a wealthy, English merchant.) In the meantime, she lived in an abandoned house that she and her husband had formerly leased to one of Alex's enemies, now secretly guarded at night by various members of the Regulators. She eventually left town about a month later, going to Las Vegas, New Mexico and retaining a lawyer there by the name of Huston Chapman to represent her interests in a number of lawsuits she was to file. Not only did she want financial relief, she wanted vengeance against the alleged perpetrators of her husband's murder, especially Colonel Dudley. In the meantime, she continued to write to the Tunstall family, advising them of developments in Lincoln County. Eventually, Tunstall sent her the equivalent of five hundred dollars, enough money to fund her legal battles.

Peppin, Dudley, and others on Susan's legal "hit list" responded to her accusations by painting a picture of her as a lewd and obscene woman of low moral character. They dug up a "witness," a twenty-year old *hispano*, who claimed Susan had seduced him in the past. However, it just so happened this young man was the son-in-law of Saturnino Baca, the posse leader whom Susan had once threatened. There were further allegations that Susan McSween was a prostitute, taking money for sexual favors. The opposition had decided the best way to combat Susan's legal vendetta was to spread scandalous gossip, a not ineffective way of discrediting a woman during Victorian times. In December, Susan returned to Lincoln in company with Chapman.

Her lawyer was a hothead, writing letters to the governor and the Territorial newspapers, filing complaints, and generally stirring up a legal hornet's nest for Susan's enemies. It didn't take long for the opposition to get fed up with Chapman. The lawyer was murdered on the streets of Lincoln the night of February 18th, 1879, exactly one year to the day of Tunstall's murder. The gunman was part of a mob led by none other than Jimmy Dolan.

Undeterred, Susan kept up the legal attacks with the help of Huston's law partner, Ira Leonard. However, Susan eventually lost her suit against Dudley, and Dolan was exonerated of any complicity in Chapman's murder. Both men had strong personal and legal connections with the infamous and corrupt Santa Fe Ring. Even Peppin was acquitted of arson and murder charges filed against him relating to the McSween debacle. However, Susan McSween was successful in



Susan McSween's final resting place — Cedarvale Cemetery, White Oaks, NM

a number of civil suits regarding the defense and disposition of the estates of her husband and some of his associates, and she ended up making some substantial money as a result, probably because she'd conveniently gotten herself appointed as the administrator of the estates. Apparently, no one but Susan got any money out of the deal.

Susan began buying up parcels of land in the area, and, as if returning to her childhood roots, began farming along the river valley. Then, on June 20, 1880, Susan married again to a man named George Barber, a self-educated lawyer and surveyor who'd recently arrived in Lincoln. The Barbers sold off their holdings, and, with their combined wealth, bought a ranch in the verdant Three Rivers valley just east of nearby

Tularosa (not far from White Sands and what would later become the Trinity atomic test site.) Stocking her ranch at first with cattle gifted to her by rancher John Chisum, Susan increased her holdings, developed an irrigation system, built a substantial stone house, barns and corrals, planted crops, and established orchards, which became some of the most successful fruit groves in Lincoln County.

Susan became obsessed with becoming a prosperous rancher. The herd grew to 5,000 head with a tax value of \$49,000 by 1891. Interestingly, it is said she forbade her cowboys from carrying firearms on her ranch, even though violence was rampant in the surrounding Tularosa country. She'd learned from sad experience what havoc and despair could be wreaked by rampant, lawless gunmen. She also demanded of her cowboys good manners, cleanliness, and overall civilized behavior, whether on the ranch or in town.

Apparently, George Barber did not take to ranch life. Instead, he established a home for himself several miles north in the booming town of White Oaks, where he conducted his business as surveyor and attorney. There is plenty of evidence that the marriage was inharmonious from the beginning, with the couple divorcing in 1891. Susan cited abandonment and lack of financial support by her husband. George probably couldn't stand the pushy, demanding woman he'd married.

Starting to get on in years, Susan sold off her ranch in 1902, and then moved into a house in White Oaks where she lived off the receipts of the sale for the rest of her life. She lived a long life in retirement, eventually using up most of her money. She frequently travelled back east, hobnobbing with famous personages, enjoying a taste of high society, and basking in her frontier celebrity. In 1923, her house caught fire, and the seventy-eight-year-old leaped to the ground from a second story window to save her life. The woman had to have spunk. She then moved into a small, humble dwelling with virtually no amenities, entertaining authors and historians eager to gain her personal perspective of the Lincoln County War. As it turned out, Susan had little use for the likes of Billy the Kid and his outlaw pals, and was irritated by the notoriety they had achieved.

Susan prospered, more or less, in spite of the tragedies of Lincoln, and outlived most of her antagonists. Lawrence Murphy, an alcoholic, died of cancer in November of 1878, just months after the Lincoln gun battle. James Dolan lived to the age of forty-nine, dying in 1898 amidst financial troubles and alcoholism. Colonel Nathan Dudley continued in a relatively successful military career toward the end of the Indian wars. Retiring in 1889, he died of heart failure in 1910. George Peppin died in 1909. Saturnino Baca passed away in 1925, at the ripe old age of ninety-five. Finally, Susan Barber succumbed to influenza at the age of eighty-five, on January 3, 1931, and was buried in the little cemetery just outside White Oaks. There she rests, just thirty miles as the crow flies, from the sleepy little town of Lincoln.

References and suggested readings:

The Lincoln County War: a documentary history. Frederick Nolan, 2009. Sunstone Press, Santa Fe. (The best and most thorough history of those times ... my primary resource.)

Writing the Range: race, class, and culture in the women's West. Elizabeth Jennings and Susan Hodge Armitage, 1997. University of Oklahoma Press. (Good summary of Susan McSween's agricultural and ranching enterprises.)

"The most historic cemetery in Lincoln County, New Mexico."

www.whiteoaksnewmexico.com/gravesites.hrr

In the Shadow of Billy the Kid: Susan McSween and the Lincoln County War. Kathleen Chamberlain, 2013. University of New Mexico Press (Recently published, I hadn't had a chance to consult it before writing this, but it is the only professional historical volume so far dedicated to Susan McSween's life. Interested readers wishing to fill in the details of Susan McSween's long and colorful life should be aware of this important, newly published work.)

HALL OF FAME 2014 Bios



TWO SONS, SASS LIFE #12636

Two Sons was born and raised in Danville, IL. Growing up, she watched all the western movies with Roy Rogers, Dale Evans, the Lone Ranger, Tonto, and many other childhood heroes. When she was five years old, she followed her Dad into the cornfields to hunt pheasant, tripping over corn stocks as she tried to keep up.

Hunting, trap, skeet, and sporting clays matured Two Son's shooting skills over the years, and she ultimately became very active in numerous shooting organizations where she competed at the highest levels and provided expert instruction for both men and women.

In 1995, she and her husband, Ol' Short Tom, SASS #12635, were introduced to SASS Cowboy Action Shooting™. Two Sons' first cowboy shoot was at Modoc club in Indiana. Her first stage started with the shotgun, and she was feeling pretty confident because she'd been an expert clay bird shooter for years. However, when the RO ask her if she was "ready," she yelled, "PULL!" Everything stopped because everyone was laughing—wrong game! But, she finished the day and had a lot of fun. Since then Two Sons has competed in Cowboy Action at the very highest levels. She is the eight-time reigning Lady Senior and Silver Senior World Champion (2006 – 2013). In addition to multiple National category championships, she has twice been the High Overall Lady, the Sweet 16 Cowgirl Champion, and twice the High Overall Cowgirl Wild Bunch™ Champion at Winter Range. And, there is a long list of first place and High Overall wins at annual, state, and Regional matches all over the country. She and Ol' Short Tom have shot at some 76 different Cowboy Action clubs throughout the United States.

She likes to help new shooters feel comfortable in the posse. She remembers what it was like to be a beginner and enjoys giving others encouragement and helping them learn the game. She believes SASS is a different shooting sport than others because it is friendly and families can enjoy the sport together. Her philosophy is attitude and sportsmanship are the most important aspects of the game.

Because of her fabulous shooting career and her willingness to help new shooters, Two Sons has had a lasting impact on SASS and Cowboy Action Shooting™. SASS is proud to induct Two Sons into the SASS Cowboy Action Hall of Fame, January 2015. 🤠



HALF-A-HAND HENRI, SASS #9727

In January 1995, Heather Kresser saw a five minute Cowboy Action video. Heather needed an alias. That was settled on January 18th when she cut off her right pinky in a construction accident. A blend of morphine, a friend's nickname for her, and one less finger resulted in Half-a-Hand Henri. Since then, Dirty Dan and Henri have competed in 14 Winter Ranges and END of TRAILS, 11 Regionals, and dozens of state matches in 25 different states.

Henri's love for shooting developed while hunting with her dad and brothers, teaching firearm safety as a teenager at a Fish and Game Conservation Camp, becoming the Hunter Firearms Safety Coordinator for the New Hampshire Department of Game and Fish, competitive pistol shooting with the Vermont Department of Fish and Game, and bird hunting over family dogs. It was love at first sight when she competed at her first Cowboy Action Match in May 1996.

Half-a-Hand Henri's objective from the beginning has been to promote our nation's Second Amendment rights by representing competitive shooters, hunters, and gun owners in a positive light as she teaches and shoots across the U.S. A personal goal is to win a SASS World Title in ten different shooting categories.

CHUCKAROO, SASS #13080

Through his efforts as a Territorial Governor, Match Director, competitor, recruiter, vendor, match sponsor, and contributor to *The Cowboy Chronicle*, Chuckaroo's influence on Cowboy Action Shooting™ can be felt everywhere across the country.

Introduced to Cowboy Action Shooting™ in 1996, he soon formed the Damascus Wildlife Rangers. Ninety-nine shooters attended the first match in 1998, and in 2000 they hosted the first Maryland State Championship, Thunder Valley Days. As Territorial Governor and Match Director since the club's inception, Chuckaroo has herded the Damascus Wildlife Rangers through 17 years, 153 matches, and all 15 Maryland State Championships.

In 1999, Chuckaroo created a New Shooters Clinic, introducing future cowboys and cowgirls to all aspects of the sport. Between his time as an official SASS recruiter and his clinic, he has introduced thousands to Cowboy Action Shooting™.

In 2002, the Northeast Regional relocated to Thurmont, Maryland. Renamed the Mason-Dixon Stampede, Chuckaroo served as Match Director from 2002 – 2011, and in 2008, the "Stampede" was named SASS Match of the Year.

At the SASS Convention and elsewhere, he freely shares his knowledge and experiences and keeps the cowboys in Maryland and surrounding states informed by sending a weekly newsletter, "Cowboy This Week," to over 700 SASS members. Chuckaroo was named SASS Territorial Governor of the Year in 2006.

Never one to miss an opportunity to promote Cowboy Action Shooting™, Chuckaroo appeared with "Gunny" in the pilot episode of Gunnys' History Channel show, *Lock n' Load*. He also convinced Comcast to make a half hour TV show featuring the Maryland State Championship and even did the voice over commentary.

Fighting the never-ending stream of anti-gun legislation, Chuckaroo has testified before the Maryland legislature on numerous occasions. Dressed in full cowboy gear, he wrangled a hearing with the Maryland Handgun Roster Board, leading to approval of the first derringer legal for sale in Maryland.

Through it all, Chuckaroo never forgot "fun" should be part Cowboy Action Shooting™. He has sacrificed his opportunity to compete in numerous matches, making sure all the other attendees have a great time.

Chuckaroo's activism in recruiting, teaching, publicity, political arenas has had a profound and lasting effect on SASS and Cowboy action Shooting™. SASS is therefore proud to induct Chuckaroo in to the SASS Cowboy Action Hall of Fame this January, 2015. 🤠



The favorite moments in Cowboy Action Shooting™ occur for Half-a-Hand Henri when her students earn their first category wins at a major competition. It brings her to tears when her students win their first State, Regional, National, and World titles. Working towards her personal goal, Henri has won eight State, five Regional, eleven National, World championships in eight different categories, plus three Wild Bunch™ National and four Wild Bunch™ World championships in two different categories, and been high overall shooter at four state championship matches.

Aside from being a top competitor and a mentor to aspiring shooters, Half-a-Hand Henri is also known far and wide as "the barefoot lady," shooting without benefit of shoes, boots, or moccasins on nearly every imaginable shooting range.

Half-a-Hand Henri's motto is if you want to be a champion, you have to act like a champion. She strives to achieve this everywhere she goes.

Half-a-Hand's ability to compete at world-class levels in so many different categories and her willingness to teach and support pro-Second Amendment political activities has had a significant and long lasting effect on SASS and Cowboy Action Shooting™. SASS is proud to induct Half-a-Hand Henri into the SASS Cowboy Action Hall of Fame, January 2015. 🤠

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Hall of Fame 2014 . . .
 (Continued from previous page)



JIM BOWIE, SASS LIFE #4775

Jim Bowie grew up on a farm in Texas. When he was “invited” to join the Army in 1960, he worked on guns, particularly 1897 shotguns. In 1994 he began shooting with the Coto Cowboys in Southern California. Jim soon started winning the Senior category in local, state, and Regional matches, and won overall in a cowboy match against the Los Angeles Police Department. He won National Senior Champion in 1999 and 2001 and World Senior Champion in 2000.

In 2002 Jim and TL, SASS Life #5365, opened the Cowboys and Indian Store in Santa Ana, California. As a competitive shooter, Jim knew the guns used in Cowboy Action were never intended to be shot as much, as hard, or as fast as SASS cowboys demanded. He is the **original** designer of the Marlin Cowboy Rifle one-piece firing pin. When the 1866 and 1873 rifles gained in popularity, he dreamed of making them *go faster and be more reliable* for Cowboy Action Shooting™. Along with TL, he designed the first “short stroke kit” for these rifles in 2003. As time went on, Jim refined the short stroke kits, adding the 3rd generation, 4th generation, and finally the 5th generation kit. These modifications literally changed the game, making it possible for the shooter today to shoot stage times that were unimaginable only a dozen years ago!

Today, you will find Jim Bowie’s rolling shop at many local, state, and Regional matches, as well as Winter Range and END of TRAIL. Many is the shooter who has run up to his window in the middle of a match, gun in hand, anguished expression on their face, and left with a smile and a smooth, repaired gun ready for the next stage!

Jim has taught several classes each year at the SASS Las Vegas Convention—Gun Care and Maintenance, How to Disassemble and Reassemble your ‘66/’73 Rifles, the Marlin Cowboy Rifle, and the 1897 Winchester pump shotgun. But, the most remembered class is Gun Care, as years later many of the attendees say “thank you” for what they learned in that class.

Jim was awarded the coveted SASS Regulator Badge in 2009 and has done more to make the game of Cowboy Action Shooting™ enjoyable and faster than any who have gone before him.

Jim’s innovative improvements to the old cowboy rifles has had a profound and “game changing” effect on SASS and Cowboy Action Shooting™. SASS is proud to induct Jim Bowie, proprietor of Cowboys and Indian Store, into the SASS Cowboy Action Hall of Fame, January 2015. 🤠

**PALEWOLF BRUNELLE,
 SASS LIFE #2495**



PaleWolf Brunelle has been actively involved in Cowboy Action Shooting™ since 1991 as an active competitor, Territorial Governor for multiple clubs, Range Officer, and as a key, respected member of the SASS Range Operations Committee. He was the first recipient of the “Best Territorial Governor” Woolly Award at the 2002 SASS Convention. He is a SASS Regulator and belongs to half a dozen different Cowboy Action clubs in the Pacific Northwest. PaleWolf is the Pacific Northwest Regional Chief Range Officer Instructor and oversees the qualification of new SASS Range Officer Instructors for that area. He regularly competes in numerous Cowboy Action categories, as well as Wild Bunch™ and is a very competitive shooter, winning numerous categories at the local annual, state, Regional, National, and World Championship levels.

PaleWolf is a key member of the Range Operations Committee. He is its day-to-day spokesperson, answering SASS rule questions from the Wire. He is also the most knowledgeable of all the SASS Range Operations personnel regarding SASS rules. Whenever a question arises, it is PaleWolf who has the definitive answer along with page and paragraph references. When there is any question as to the correct response, he is always consistent in querying the other members of the Range Operations Committee to ensure a consensus reply. His knowledge has been invaluable in guiding the Range Operations Committee through many of its discussions.

His intimate knowledge of the rules has allowed him to play key supporting roles for both Winter Range as well as END of TRAIL. He regularly participates at Winter Range, SASS’ National Championship, as a Posse Marshal and Range Officer. He has also participated in the SASS World Championship, END of TRAIL, for the past twenty years, serving as a Range Master for this event intermittently since 2003.


His influence within the Range Operations committee has had a lasting impact on SASS and the game of Cowboy Action Shooting™. SASS is proud to induct PaleWolf Brunelle into the SASS Cowboy Action Hall of Fame this January 2015. 🤠

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THE 2013 MASON-DIXON STAMPEDE

FROM BOOM TO BUST!



New this year was the "Ladies Only Clinic," hosted by Shamrock Sadie, SASS #78511, and the Doily Gang. This was not a clinic for new shooters, but rather for those ladies who were interested in taking their game to the next level!

By Evening Star, SASS #47408



An "Old West Saloon" complete with Faro and Chuck-A-Luck as well as a couple slot machines provided by Sassy Patty, SASS #58547, were a featured part of the Saturday evening banquet.

Thurmont, MD – Another year and another great match! Even when it didn't rain and the temperatures soared, our shooters showed everyone what they were made of—tough stuff!

And, these great times were not because the targets were really big and really close. In fact, one of our shooters this year, Ol' Muleskinner Jack, SASS #71249, made it a point to tell us how much he enjoyed the variety of and action involved in our stages. As an Elder Statesman and a gentleman all the way from Washington State, he truly shows us what the "Spirit of the Game" is all about. A good friend of his, and another Elder Statesman, Wilkes, SASS #28702, came all the way from Oregon and then came in 12th overall at Stampede—now that's some great shootin'! These Elder Statesmen were able to reconnect with their pard, Wichita Wayne, SASS #26920. We got a picture of them all together—after the fact ... What a great way to rendezvous!

The 2013 theme, From Boom to Bust, took us from the discovery of gold on Stage 1 where it looks like Jug Browning, SASS #22356, can't believe his eyes at the gold in his pan ... to the growth of boom towns and the inevitable jail breaks of desperados like Wild Bill Diamond, SASS #19375, and their eventual decline. Our shooters were challenged and focused throughout the match.

For the second year our Wild Bunch Mini-Match was well attended with several of our shooters really getting into the spirit of the game!

It is really because of our volunteers that we are able to put on a great and safe event every year with a completely different theme. Each and every one of our volunteers has my heartfelt gratitude. This year our "Spirit of the Game" award went to a couple who time and time again stepped up to do everything we asked,

[*\(CLICK Continued on next page\)*](#)



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The 2013 Mason - Dixon Stampede . . .

(Continued from previous page)

including judging our Costume Contest. A very special thanks to Dogmeat Dad, SASS #48563, and Lil Feathers, SASS #48564.

Of the many people who come to help with Stampede there are some people that come every year, year after year. This year we took the time to thank one of our most dedicated workers, Chance Calico, SASS #54214, as our "Top Hand," accepting his award from Ozark Bob, SASS #40028.

(CLICK Continued on page 18)



For the second year our Wild Bunch™ Mini-Match was well attended with several shooters really getting into the spirit of the game!



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A black and white photograph of a Western town street. The street is lined with two-story wooden buildings, some with balconies. The street is unpaved and appears to be a dirt road. There are a few people and horses visible in the distance.



The 2013 Mason - Dixon Stampede . . .

(Continued from page 17)

Each year we've introduced one or two new activities at Stampede. This year we were able, with the help of the Doily Gang and especially Shamrock Sadie, SASS #78511, to start a "Ladies Only Clinic." This is not a clinic for new shooters . . . for ladies who want to improve their game, this was the clinic for you! This year just for fun we also added an "Old West Saloon" to our Banquet, complete with games old and new, e.g. Faro and Chuck-A-Luck as well as a couple slot machines provided by Sassy Patty, SASS #58547. As always, our volunteers stepped up to be dealers and kept the games going until time to leave the hall.

Once again the tents have been packed up and our shooters have gone home. But there's always next year . . . If you didn't make it to Stampede this year - we hope we'll see you here October 2 - 5, 2014! 🤠



The 2013 theme was "From Boom to Bust." Stage 1 took us from the discovery of gold where it looks like Jug Browning, SASS #22356, can't believe his eyes at the gold in his pan . . .



Ol' Muleskinner Jack, SASS #71249, from Washington State remarked he really enjoyed the variety of target distances and action involved in the stages.



Top Junior Girl - Rimfire Randi, SASS #87690, and Top Junior - Jerseytown Kid, SASS #88434, are shown here with Walker Colt, who provides a pocket watch every year for the top junior shooters.



Big matches are always a place for old friends to reconnect, as was the case with Elder Statesmen Ol' Muleskinner Jack (Washington), Wilkes, SASS #28702, (Oregon) and Wichita Wayne, SASS #26920, (Maryland).



The story lines continued, depicting the growth of boomtowns and the inevitable jail breaks of desperados like Wild Bill Diamond, SASS #19375, and finally, the eventual decline of these glorified mining camps.

[\(CLICK Continued on next page\)](#)

Winners			Categories			Categories			Categories		
Northeast Regional Champions			Cowboy	Two Gun Tuco,		L Duelist	Knotty Lady,		Young Gun	Jerseytown Kid	PA
Man	Walker Colt			SASS #78297	MD		SASS #77161	PA	L Young Gun	Rimfire Randi	WV
	SASS #3035	VA	Cowgirl	Sunshine Marcie	WV	L F Cartridge	Tricky Trina,		Wild Bunch		
Lady	Sunshine Marcie,		Duelist	Smitty Black,			SASS #59582	VA	Modern	Walker Colt	VA
	SASS #64900	WV		SASS #82591	PA	L F C Duelist	Lil Feathers,		L Modern	Busslin' Belle	MI
Overall Match Winners			E Statesman	Wilkes,		L Gunfighter	SASS #48564	MD	Traditional	Snake-eye Skulker,	
Man	James Samuel Pike,			SASS #28702	OR		SAGEBRUSH SAL,			SASS #45097	MD
	SASS #53331	CT		SASS #26920	MD	L Senior	Honey B. Quick,		Shoot-offs		
Lady	Shamrock Sadie,		F Cartridge	Mad Dog Max,			SASS #47009	OH	Top 16	Two Gun Tuco	MD
	SASS #78511	SC		SASS #92788	WV		Misfire Maggie,		Sweet 16	Sunshine Marcie	VA
Junior	Jerseytown Kid,		F C Duelist	Amarillo Rattler,		L S Senior	SASS #69350	MD	Side Matches		
	SASS #88434	PA		SASS #68483	FL		Bonnie B Good,		Three-stage Blast		
L Junior	Rimfire Randi,			SASS #50682	VA	L Wrangler	SASS #27711	MD	Man	James Samuel Pike	
	SASS #87690	WV		SASS #76185	MD		Shamrock Sadie	SC			CT
Categories			F C Gunfighter	M. T. Chambers,			Side Saddle Sue,		Lady	Missfire Maggie	MD
49'er	Punch,			SASS #76185	MD		SASS #73023	WV	Junior	Jerseytown Kid	PA
	SASS #4368	WV	Frontiersman	Patchogue Mike,		Senior	Wild Bill Diamond,		Speed Rifle		
B Western	Lash Toru,			SASS #8626	NY		SASS #19375	MD	Man	Two Gun Tuco	MD
	SASS #85004	NC	Grande Dame	Tango Rose,		S Duelist	Smokin' Iron,		Lady	Shamrock Sadie	SC
	Cannonball Paul,			SASS #51321	WV		SASS #22149	OH	Junior	Jerseytown Kid	PA
Buckaroos	Sheriff,		Gunfighter	Walker Colt	VA		Chilliwick Buck,		Blackpowder	Calhoon Cody,	
	SASS #72563	NJ		SASS #55504	MD		SASS #57645	MD		SASS #98027	MD
Cattle Baron	Flatboat Bob,		L 49'er	Kiddo Caldwell,		S Senior	Geronimo Jim,		Speed Revolver		
	SASS #32310	VA		SASS #55504	MD		SASS #21775	WV	Man	Two Gun Tuco	MD
C Cowboy	Dutch Coroner,		L B Western	Shoulda Married Money,		Wrangler	James Samuel		Lady	Shamrock Sadie	SC
	SASS #82128	VA		SASS #67920	PA		Pike	CT	Junior	Jerseytown Kid	PA
C Cowgirl	Black Hills Barb,		L Duelist	Buslin' Belle,			No-One,		Speed shotgun - SXS		
	SASS #34171	PA		SASS #91885	MI		SASS #52804	MD	Man	Dutch Coroner,	
										SASS #82128	VA

The 2013 Mason - Dixon Stampede . . .

(Continued from previous page)



– The 2013 Northeast Regional Champion and Lady Champion – Walker Colt, SASS #3035, and Sunshine Marcie, SASS #64900.



– Overall Top Lady – Shamrock Sadie, SASS #78511, and Overall Top Man – James Samuel Pike, SASS #53331



The "Spirit of the Game" award went to a couple who time and time again stepped up to do everything asked, including judging the Costume Contest—Dogmeat Dad, SASS #48563, and Lil Feathers, SASS #48564.



For his many years of dedicated Mason-Dixon Stampede support, Chance Calico, SASS #54214, was recognized as this year's "Top Hand." He is seen here accepting his award from Ozark Bob, SASS #40028.

Side Matches (continued)		
Speed shotgun – SXS		
Lady	Shamrock Sadie	SC
Speed Shotgun – Pump		
Man	Two Gun Tuco	MD
Lady	Kiddo Caldwell	MD
Junior	Jerseytown Kid	PA
Pocket Pistol		
Man	Twin,	
	SASS #9553	WV
Lady	Tricky Trina	VA
Derringer		
Man	Twin	WV
Lady	Tricky Trina	VA
Long Range		
Lever Action rifle Caliber		
Man	Missouri Marshal	VA
Lady	Shamrock Sadie	SC
Lever Action Pistol Caliber		
Man	Jug Browning,	
	SASS #22356	MD
Lady	Ruger Rose,	
	SASS #91444	MD
Single Shot – Rifle Caliber		
Man	Steel Rail Jim,	
	SASS #90486	NY
Lady	Tricky Trina	VA

Top Hand	Chance Calico,		
	SASS #54214	MD	
Spirit of the Game			
	Lil Feathers,		
	SASS #48564	MD	
	& Dogmeat Dad,		
	SASS #48563	MD	
Costume Contest			
Best Dressed			
Cowboy	Mustang Major,		
	SASS #94336	VA	
Cowgirl	Ruger Rose		MD
Couple	Buslin' Belle		MI
	& Kentucky Drifter,		
	SASS #85997	MI	
L Junior	Rimfire Randi		WV
Junior	Maverick,		
	SASS #92789	WV	
Working Costume			
Cowboy	Frontier Bob,		
	SASS #45758	PA	
Cowgirl	Ruger Rose		
Couple	Buslin' Belle		MI
	& Kentucky Drifter		

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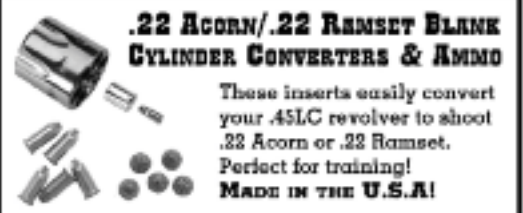
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Texas Flower, SASS # 43753



IT'S A JAIL BREAK IN TEXAS!

2014 SASS Texas State Championship

By Texas Flower, SASS Life # 43753

Photos by Texas Flower, Major Photography, Denton Dancer, and Forest Shadow

Oakwood, TX, March 27 – 30 – Mother Nature sent hot sun, blue skies, cold wind, stormy skies, and ever-changing temperatures for the four days of Jail Break, the 2014 SASS Texas State Championship. Welcome to east Texas in the spring! The Oakwood Outlaws hosted the match at their range near Oakwood, Texas. The range is owned by Texas Alline, SASS #21632, and Justa Hand, SASS #23892. They started the range to have a place to do some plinking with friends. It became such a popular place, the club was organized in August 2001, and it has turned into a true Texas premier Cowboy Action Shooting™ facility.

On Wednesday, the “wagons” began circling, vendors were setting up, and final touches were being made on the range. Lots of shooters were just enjoying reuniting with old friends and making new ones. The Outlaws were very pleased to welcome resident Texans and Wild Bunch members, Judge Roy Bean, SASS #1 and Justice Lily Kate, SASS #1000.



There was a very nice turnout for the Wild Bunch™ competition. This event continues to gain in popularity ... and rightfully so!



The Costume Contest Judges had a BIG job on their hands—many participants and great costumes!

Registration began bright and early Thursday morning. As shooters checked in, they were greeted by several friendly Outlaw members at the registration table where questions were answered and hugs were given. Besides Texans, there were shooters from 16 other states, checking in from as far away as Alaska! Each shooter received a Jail Break T-shirt and rolled the dice for an additional prize. Many shooters were arriving ready to compete in the Wild Bunch™, Plainsman, and the other side matches, including fastest pistol, rifle, shotgun, pocket pistol, derringer, and long range. While side matches were going on, a Costume Seminar was held for anyone interested in costuming and the costume contest. After a whole day of shooting, several shooters came back at “dark 30” for the night shoot, and it was dark! Glow sticks were used to identify the targets. Lots of shooting, and the main match has not even started!



—COSTUME CONTEST JUDGES—
(l-r) Nellie Blue, Cowtown Scout, the new Cowboy Chronicle Editor, Skinny, and Texas Flower.

Shooters gathered on the range Friday morning for Opening Ceremonies conducted by MC, Blue Bonnet Belle, SASS #40624, Match Coordinator, Texas Alline, Match Director, Denton Dancer, SASS #60759, and Range Marshal, Texas Gunslinger, SASS #10706. Shooting costumes were judged on the range before the match began and immediately after the match by judges, Cowtown Scout, SASS #53540, Skinny, SASS #7361, and Texas Flower, SASS #43753.

With a total of ten premier stages, five stages were shot on Friday. Texas Gunslinger provided all the scenarios for the match, and they were designed to be “fast and furious.” Some favorite stages were the Bank, Saloon, and Town Hall buildings. After shooting, everyone had a chance to relax and enjoy

[\(CLICK Continued on next page\)](#)

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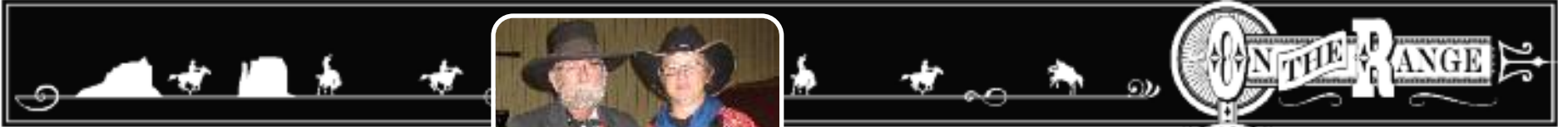
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It's A Jail Break In Texas! . . .

(Continued from previous page)

lunch. Each shooter had been given two \$5 vouchers to be used toward lunch purchases on Friday and Saturday with the food vendor on the range. Then, it was time to do some shopping (Single Action *Shopping Society*) with the many vendors. There was something for everyone from guns and equipment to fancy frocks.

On Friday evening, everyone was anticipating the hot dog cookout social, but ... right before the appointed hour, a storm with high wind and hail hit the area! After about an hour, the storm let up and a few brave cowboys and cowgirls came out to have a hot dog and visit with friends. The annual Jail Break Poker Championship was conducted in the Saloon, so some of the cowboys strolled on over to compete.

Thank goodness, Saturday dawned clear, but cold. The stages were very shooter friendly, and competitors easily completed the last five stages. After shooting, everyone was ready for lunch, a little more shopping, and time to rest before the banquet and awards!

The awards banquet was held on Saturday evening at the nearby Knights of Columbus Hall in Palestine, Texas. Before dinner, a panel of costume judges—Cowtown Scout, Nellie Blue, SASS #54399, and Texas Flower were set up to judge all the finest of the many wonderful costumes. Our very own "Texas Madam," Shotglass, SASS #17153, her "girl," Hey You, SASS #64946, and "banker," Squawty Bawdy, SASS #62932 began "working" the room selling stretch tickets for an Uberti 1873 .357 cal. rifle.



— THE TOP LADY OVERALL AND TEXAS LADY STATE CHAMPION—
Bent Barrel Betty, seen here receiving her award from Judge Roy Bean. Bent Barrel Betty has shown herself to be an awesome competitor ... and she is active in match support activities, such as organizing the Plainsman event at the Bar 3. Good job!



The first EVER Texas State Outlaw Champions! First place was Texas Mac (center) followed by Dirt Dart (left) and Capt. Juan Riot. It's true ... some folks don't know what that "bumpy thing" on the end of the barrel is all about!

Major Photography, Artie Fly and Sexie Sadie, were busy taking photographs of all the "dashing" Gentlemen and Ladies! As a delicious dinner of Texas Bar BQ with all the "fixings" was being served, the electricity went off in the hall, and we were all "in the dark!" Because cowboys and cowgirls have often been faced with the unexpected, once again, everyone adapted and the program continued!

Using flashlights and a bullhorn megaphone, the Plainsman, Wild

[\(CLICK Continued on page 22\)](#)

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It's A Jail Break In Texas! . . .

(Continued from page 21)

Bunch™, Poker, and side match winners were announced by BlueBonnet Belle and her always entertaining side-kick, Handlebar Bob, SASS #4650. A Costume Promenade had been planned, but due to the lack of lights, it was cancelled. The costume winners were announced and plaques were awarded in three places for 13 categories!

GREAT, what luck, the lights came back on! Now, we could see the match category winners! Five places were recognized with the top three winners in each category being awarded very nice belt buckles. Overall Champions and

also the Texas State Champions for 2014 were Bent Barrel Betty, SASS #33237 and Matt Black, SASS, #54580. Awards for Spirit of the Game went to Buckaroo, Cowboy Bandit, SASS #97942 and Range Boss, Capt. Jack, SASS #84382. Throughout the evening, shooter names were drawn for some very nice door prizes including two IAC 12 gage shotguns. A drawing was also held for a Taylors ACP 1911 .45 cal. pistol with two magazines, donated by the club. Tickets had been sold throughout the match for the 1911 pistol, and all proceeds went to the SASS Scholarship Fund. The final drawing was for the Uberti '73 rifle.

With the help of some other folks, Cowboy Church was conducted by Cocklebur, SASS #81525 on Sunday morning. The final event of the match was the Man-on-Man competition open to all registered shooters. The Champion was Matt Black, but he had to shoot against the Top Lady, Sweet P. In-

(CLICK Continued on next page)



COSTUME WINNERS			
Working Categories			
Man	Mad Dog McCoy, SASS #17292	CA	
Lady	Hot Tamale, SASS #78531	TX	
Junior Girl	Diamond Kate, SASS #95104	TX	
Best Dressed Categories			
Couple	Hot Tamale, SASS #78531 & Hawkshaw Fred, SASS #36811	TX	
Lady	Daisy Dee, SASS #94034	TX	
Gentleman	Doc O'Bay, SASS #63631	TX	
Best Dressed Categories			
B-Western/Silver Screen			
Lady	Sly Puppy, SASS #78115	AZ	
Man	Texas Slim, SASS #43510	TX	
Soiled Dove/Parlor House Madam			
	Jane West, SASS #30761	TX	
Military	Forest Shadow, SASS #40625	TX	
L Junior	Cherish, SASS #100345	TX	
Junior	Done That, SASS #62301	TX	

WINNERS			
OVERALL AND TEXAS STATE CHAMPIONS			
Lady	Bent Barrel Betty, SASS #33237	TX	
Man	Matt Black, SASS #54580	TX	
Categories			
49'er	Jake Cutter, SASS #41344	TX	
Buckaroo	Cowboy Bandit, SASS #97942	TX	
B-Western	Faygo Kid, SASS #26408	MI	
L B-Western	Panhandle Cowgirl, SASS #77924	TX	
C Cowboy	Cowhand, SASS #63559	TX	
C Cowgirl	Hot Tamale, SASS #78531	TX	
Cowboy	Tres Equis, SASS #90863	TX	
Cowgirl	Hey You, SASS #64946	OK	
Duelist	Slim Concho Jim, SASS #75887	TX	
E Statesman	Evil Roy, SASS #2883	TX	
Frontiersman	Yosemite Jim, SASS #75847	TX	
Fr Cartridge	Spur Roberts, SASS #14625	TX	
F C Duelist	Three Fingred Jack, SASS #87371	TX	
Gunfighter	Rusty Remington, SASS #61821	TX	
Grande Dame	Cactus Kay, SASS #15157	MI	
L 49'er	Bent Barrel Betty	TX	
L Duelist	Green Eyed Brazos Belle, SASS #82399	TX	
L F Cartridge	No Gunz Kay, SASS #69615	AR	
L Gunfighter	Kansas City Sneed, SASS #71319	TX	
L Outlaw	Rocky Meadows, SASS #18501	TX	
L Range Boss	Texas Alline, SASS #21632	TX	
L Senior	Dream Chaser, SASS #79316	TX	
L S Duelist	Kow Katcher, SASS #53134	TX	
L S Gunfighter	Granny Annie, SASS #37063	IA	
L S Senior	Wicked Felina, SASS #3483	TX	
L Wrangler	Luna Blue, SASS #92566	TX	
L Young Gun	Diamond Kate, SASS #95104	TX	
Outlaw	Texas Mac, SASS #43494	TX	
Range Boss	Blackfoot Drifter, SASS #11947	TX	
Senior	Aberdeen, SASS #42517	TX	
S Duelist	Handlebar Bob, SASS #4650	TX	
S F Cartridge	Manassas Jack, SASS #62087	TX	
S F C Duelist	Mad Dog McCoy, SASS #17292	CA	
S Gunfighter	Eli Hawk, SASS #39161	TX	
S Senior	Lefty Wheeler, SASS #78042	TX	
Wrangler	Colt Faro, SASS #54579	TX	
Young Gun	Matt Black	TX	
WILD BUNCH			
L Modern	Wicked Felina	TX	
L Traditional	Green Eyed Brazos Belle	TX	
Modern	Evil Roy	TX	
Traditional	Crooked Bullet, SASS #70870	TX	
PLAINSMAN			
L Traditional	Kow Katcher	TX	
Modern	The Brisco Kid, SASS #26032	OK	
Traditional	Longranger Rick, SASS #62056	TX	

It's A Jail Break In Texas! . . .

(Continued from previous page)

stigator, SASS #51857 to earn the title. Everyone had fun shooting, or at least cheering for a favorite!

The 2014 Texas State Championship Match had come to the end, and it was time to say our good-byes, give a final hug to friends, and hit the road for home. What a fun time was had by all! The stages, events, and organization were outstanding! Thanks to all the sponsors, vendors, shooters, and Outlaw members for making this such an action packed enjoyable experience. The Oakwood Outlaws are certainly commended on a job well done with or without electricity! 🤠



—Range Owners—
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They've done a marvelous job developing this facility into a premier Cowboy Action Shooting™ venue!



The Spirit of the Game Award went to Bucakarou Cowboy Bandit. Well done!



Eye Lash LaRue shows off a fabulous Indian Costume



Overall Match Winner and Texas State Champion, Matt Black, receives his award from Justice Lily Kate, SASS #1000.



Diamond Kate shows she's not just a pretty face—she was the 1st place Junior Girl Shooting Costume winner AND the top Lady Young Gun competitor! Great job!

MORE COSTUME HIGHLIGHTS • (CLICK_Continued on page 24)



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2014 EVENTS SCHEDULE TO BE ANNOUNCED

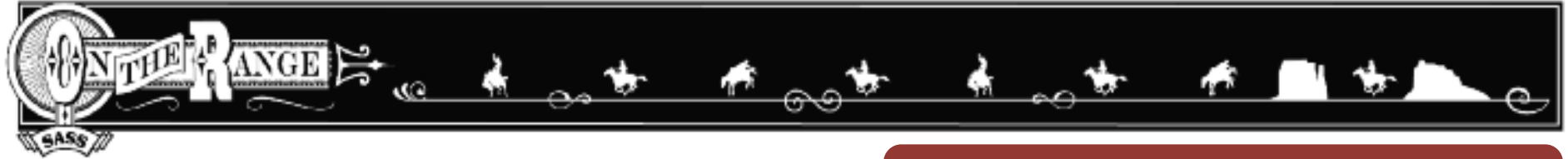
EAST COAST

2014 EVENTS SCHEDULE TO BE ANNOUNCED

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2014 EVENTS SCHEDULE TO BE ANNOUNCED





(Continued from page 23)



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- Frontier Cartridge Lady Frontier Cartridge Frontier Cartridge Duelist Lady Frontier Cartridge Duelist
- Gunfighter Lady Gunfighter Classic Cowboy Classic Cowgirl *B*Western Lady *B*Western
- Junior Boy (12-16) Junior Girl (12-16) 49er Lady 49er Senior (60+)
- Lady Senior (60+) Elder Statesman (70+) Grand Dame (70+)
- Silver Senior (65+) Lady Silver Senior (65+)
- Cattle Baron (75+) Cattle Baroness (75+) Grand Patron (80+) Grand Patroness (80+)

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All refunds are subject to a \$25 processing fee. No refunds after August 1st. You must be a SASS member to shoot. You will be sent a confirmation upon receipt of entry form. All shooters must attend the mandatory safety meeting Friday morning, August 23rd at 8:30 am.

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SASS KENTUCKY STATE CHAMPIONSHIP

2013

August 23 – 25, 2013

HAUNTED HOOTEN

By Cherokee Big Dawg, SASS #17531



Some contestants really got into the "haunted" theme of the match!

Time to gather for the opening ceremony.



Mckee, KY – Over the years, many members of the Hooten Old Town Regulators have formed the considered opinion that if one travels near or far to enjoy great stages and the company of friends old and new, the fun shouldn't stop when the last shot of the day goes downrange. Based on this premise, the Hooten Old Town Regulators have made it our policy to keep the carpet out as long as you're in town.

Now, if after-hours, high-brow, operatic croonin' is your cup o' tea, Hooten may not be your venue. But, if you're a fan of great stages, heated competition, music of the old-time, country or Blue Grass variety, country cookin', the Hillbilly



Congratulations to Short Fuse Ruby, SASS #47939, Lady State Champion, and Little Wing, SASS #18241, Male State Champion and Overall Match Winner.

Olympic Games, or just sittin on a porch listenin' to whip-poor-wills, or conversin' and grinnin', or playin' poker until your bedtime, your dollars will be wisely-invested at Hooten Old Town. At the SASS Kentucky State Match, whether you're a SASS Kentucky State match shooter, valued vendor, or visitor (all of whom are welcome and many prove to be candidates to become shooters) at Hooten Old Town, its your own fault if you fail to afford yourself of all the fun, fellowship, and food you can stand. If you'll let 'em, Match Director Double Eagle Dave, SASS #47357, and the rest of the Hooten Old Town Regulators will see to it you have a good time!



Hard to see the targets through all that smoke!

This year's SASS Kentucky Championship was held August 23, 24, and 25, 2013, and marked the 11th time the SASS state match has been hosted at Hooten Old Town by the Hooten Old Town Regulators. This, the most recent rendition of the Championship, was entitled "Haunted Hooten," so it may be more fittin' to say, "Ten years we acted as your hosts, but for the eleventh, we acted as your ghosts!" However they're counted, the 2013 renewal was attended by 95 shooters from 10 states and the grand old Canadian province of Ontario.

A few of these wayfarin' pilgrims found a place to crash in local shooters' cabins or lucked into a spare room rented from Hooten's original resident, land-owner Cap'n Ralph Marcum. Some shooters stayed at various motels and B&Bs in the area. Others camped on the grounds in tin tepees, large and small, and in for-real tents. Early arrivals were greeted and entertained by Match Director Double Eagle Dave and a few other Hooten Old Town Regulators until Friday morning's long-range side matches threw open the chute on the weekend of shooting fun. These folks, including chief lawn care expert, Just Hoss, SASS #44391, became near-full time residents of Hooten during the month leading up to the match.

Those Friday side-matches were well designed, enjoyed great participation, and were conducive to grins as broad as Kentucky is long. The usual speed events were in place. Accuracy events, termed "Zombie Matches," in keeping with the title of the State Championship, were added for 2013. One of these side matches featured 5 rifle/pistol targets set at 25-yard intervals from 25 to 125 yards. Another, much like the long-standing long-range match for main-match-eligible lever rifles and handguns, required the shooter to dump 5 timed rifle or pistol rounds on the 50-yard plate. The 2X4 Match was revived to near-rave reviews, and many a bird was busted following the call of "PULL" on the Cowboy Clays range.



Saturday evening you could hear the sounds of Bluegrass from the band, 7 South.

Perhaps the most popular side-match of all, the Wild Bunch™ Match, featured three fast stages and hundreds of whoops and hollers. When all was said and done, Dancin Angel, SASS #53686, was the last lass standing in Ladies Wild Bunch™ Modern. Blastin Brad, SASS #90942, had corralled Traditional hardware. Kentucky Drifter, SASS #85997, had put the mojo on the rest of the Modern shooters, and Hooten's own Copperhead Joe, SASS #39162, opened a new can o' worms by setting sail on his first-ever Wild Bunch™ endeavor. He promptly won the Wild Bunch™ Open division. Many a satisfied grunt was heard as the sun set on our

[\(CLICK Continued on next page\)](#)

SASS Kentucky State Championship 2013 . . .

(Continued from previous page)

usual Friday evening festivities, the Hot Dog Roast and Hillbilly Olympics.

Following an early-Saturday morning cannon shot that was loaded, primed, and touched off by Hooten's newest cannoneer, Kentucky Renegade, SASS #51204, the shooters exhibited their skills in 34 different categories on 10 Double Eagle Dave-designed stages in arguably some of the finest weather ever enjoyed at a SASS state match. The great attention to detail used by Appalachian Alan, SASS #35202, to decorate every nook and cranny of the town and shooting bays with visuals that would have made proud a hangout for any would-be hob-goblin. Alan's efforts in this regard were reminiscent of the lengths to which hosts of certain large SASS matches went, back in the early days, in an attempt to set the tone for the match. The ghastly environs must have caught some shooters up in the "spirit," as several shooters were seen wearing costumes and face paint worthy of star billing in a Lon Chaney movie.

The day's shooting proceeded with hee-haws, yee-haws, and only the occasional miss. Blackpowder smoke, in the windless Kentucky morning, draped a sunshine-yellowed canopy over the bays, adding to the desired effect of the



Folks also got to participate in a water balloon toss.

Haunted Hooten theme. Good, safe fun was apparently had by all, with the occurrence of no more serious an incident than a shooter having a "nightmare" of a stage.

Soon after the last shot rang out, the half-way-home numbers were posted on the "Busted Bubble Wall" on the porch of the church, by none other than Appalachian Alan. Some of the more competitive shooters could be seen dashing to the wall to check the tally. Others merely sauntered by, throwing a sideways glance at the day's shooting results at some point during the evening's activities, and still others snorted at the suggestion they should go view the scores.

The evening's Supper-on-the-Grounds was well-attended, and we must have taken a break from our spooky theme, as delicious country fare was substituted for the "eye of newt and toe of frog" one might expect at a "Monstah Bash." Napkins or SASS' required long sleeves proved handy to several hungry cowhands and the Hillbilly Games followed close on the heels of Miss Mertie's cookin'.

As the Games wound down, the "haunting" sounds of the Bluegrass band known as 7 South, featuring the mandolin chops of No Purse Nez, SASS #17532, floated on the evening breeze as lightly as the footfalls of Jeremiah Longknife, SASS #21326, fell eerily-silent on the darkening grass of the yard at Hooten. Along with a few other dancers, Jeremiah two-stepped his way into our hearts. He proceeded to donate a Black Hills Leather gun rig, then "capped" those ringers by winning the Silver Senior category and finishing 6th overall.

Sunday's church services were ably led by Kentucky Patriot, SASS #91291. His son, Huckleberry Hoffman, SASS #91376, unveiled his well-kept secret of a wonderful singing voice and shortly after the Amens were uttered, the first early shot was fired to plunge us into the second and final day of the competition.

Sunday's early start time is intended to enable participants with "miles to go before they sleep" to get out of Hooten at a decent hour. It has become a tradition at Hooten as it has proven popular over the years with those who must drive great distances.

The final four stages blew by quicker'n a skinny haint can slip through a keyhole. Suddenly, the SASS 2013 Kentucky State Championship belonged to the ages. As the chatter of the gunfire of the Top Gun Shoot-Off (which, by the way, is a come-one-come-all proposition at Hooten) rattled down the holler, most of us took a few seconds to deposit last-minute Stretch Raffle tickets in the cup beside our prize of choice. Then, before the Wicked Witch of the West could wail the line, "Double, double, toil and trouble", we found ourselves ready to hear the final tallies and to see the competitors called down front to receive their accolades in the form of SASS Kentucky State Championship buckles. Congratulations are in order to every category winner, to those who won state titles, and indeed, to every participant.



No match in Kentucky would be complete without a "hawg callin'" contest!

Category	Winner	Category	Winner	Category	Winner
49'er	Isom Kid, SASS #18240 KY	L Duelist	Buslin Belle, SASS #91885 MI		
Buckarette	KY Gunslinger Grace, SASS #88053 KY	L Grand Dame	Baby Ruth, SASS #93367 AL		
Buckaroo	Kwik Gun, SASS #65779 KY	L Gunfighter	Cimarron Lil, SASS #25823 KY		
B-Western	Copperhead Joe, SASS #39162 KY	L Junior	Last Kiss, SASS #34954 TN		
Cattle Baron	Kentucky Cannon, SASS #21952 KY	L Senior	OK Gal, SASS #88052 KY		
C Cowboy	Big Six Henderson, SASS #16594 KY	L S Senior	May Colpa, SASS #12761 OH		
Cowboy	Little Wing, SASS #18241 KY	L S Senior	Sassy Sue, SASS #83860 MI		
Duelist	Kentucky Drifter, SASS #85997 MI	L Wrangler	Short Fuse Ruby, SASS #47939 KY		
E Statesmen	Handcannon Hoss, SASS #87221 KY	Outlaw	Tennessee Tombstone, SASS #34723 TN		
F Cartridge	Drew First, SASS #26003 KY	Senior	Doc Altman, SASS #74468 KY		
F C Duelist	J D Brooks, SASS #63838 KY	S Duelist	Knob Creek Drover, SASS #29843 KY		
Frontiersman	Appalachian Alan, SASS #35202 KY	S Gunfighter	Double Eagle Dave, SASS #47357 TN		
Gunfighter	Ironhorse McClain, SASS #79365 KY		Lassiter, SASS #2080 OH		
Hillbilly	Boaz Longhorn, SASS #88829 OH	S Senior	Captain Grouch, SASS #31321 KY		
Josey Wales	Santana, SASS #30349 KY		Jeremiah Longknife, SASS #21326 FL		
L 49'er	George Emmett, SASS #61160 KY	S S Duelist	KY Cactus Dan, SASS #82630 KY		
L B-Western	Texas Jack Stephens, SASS #12303 KY		Paddi MacGarrett, SASS #71241 NC		
L Cowgirl	Canadian Two Feathers, SASS #70784 CAN	Wrangler	Dutchman Swart, SASS #55902 KY		
	No Purse Nez, SASS #17532 KY		Black Tom, SASS #43775 KY		
	Miss Bo, SASS #87860 KY	Young Gun	Horrible Hogan, SASS #66275 OH		
	Kentucky Gypsy, SASS #57866 KY		Kentucky Kid, SASS #97737 KY		



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Palaver Pete,
SASS Life/Regulator #4375



STEAL MY GOLD WILL YA!

By Palaver Pete, SASS Life/Regulator #4375

Central Oregon Bad Lands

PREQUEL: Most of the Pine Mountain Posse (PMP) was out of town attending another Cowboy function in the southern community of Roseburg. Those left behind thought about the risk of operating the Mine with such few numbers, but the desire to pick for Gold to earn some much needed family money exceeded the fear of being attacked by the notorious Millican Muggers Gang operating a few miles east of the Mine Shaft. The Question Dear Readers is: "Was it a good or bad decision these courageous Posse members made?" You can judge for yourselves as the story as told by one of the lady participants unfolds.

"Well, I asked not to be identified. I just want to tell the story as I saw it, and I don't want to talk about it afterwards. We gathered at the Mine Shaft, prepared to do some vein picking. According to weather reports from our town newspaper, it promised to be a good day for picking. It was Sunday, May 25th, the day before Memorial Day, when we started working on the main vein in the shaft. About an hour after we started working, Tetherow Tex LaRue noticed a large cloud of dust off to the east. We knew it meant trouble because there were no dust devils, and most of the cattle in the area were grazing to the south. Then we saw them, the Millican Muggers, and they were riding hard right towards us. I thought my life was coming to a close.

We knew the Muggers were after our Gold. We took cover, checked our firearms, and awaited our destiny. We took up defensive positions behind the wagon and the boulders just outside the entrance to the mineshaft. Hell was a comin', and we were ready to take 'em on. Deadwood Pete encouraged us to take our time and make every shot count. He followed his own advice, and he proved to be the best defender by knocking-off 24 (yes, that's right, 24) bad guys in 35.91 seconds. He downed ten with his rifle; 10 with his revolvers, and 4 with his shotgun. We were able to drive off the bad guys without sustaining any casualties, and



The Bad Guys put up a hellacious fight before Street Howitzer cut loose with his name sake, and cleared the street in no time flat!

we felt the need to do a little celebrating. So, after driving off the Muggers, we made our way to Hell Town for some refreshment. But wouldn't ya know it, more trouble lay ahead, and we were all worried because our main Posse was down in Roseburg, leaving us ten members alone to defend our turf, gold, and pride."

The Lady took a long drink of the water I offered her, took a deep breath, and continued relating her story. "Before we finished our second round of drinks, here comes what's left of the Muggers. Palaver Pete was at his best by duplicating Deadwood Pete's efforts in 32.70 seconds. He had lots of help from Pecos Bill Corrigan and the Stonewood Kid. The Bad Guys put up a hellacious fight before Street Howitzer cut loose with his namesake, and cleared the street in no time flat. As the Bad Guys rode off (what was left of them), we heard one say, "we'll get you, my pretty, at the RR Station ... he, he."

We knew it was going to be tough because we had to take the train in order to get back to Bend, and the Muggers knew that, so we could expect another all out effort on their part to get our gold. We had no choice—we drew-up a plan of defense. GDub and Wrong Hand Willy would cover our entrance to the Depot, while Sierra Sage Sue and Web Masterson provided cover fire for all. Wrong Hand Willy laid-down a tremendous volley of fire, as the entire Posse, now totally fed up with the Millican Muggers cut them to pieces—this time we knew they would not be back. Finally they were gone for good, we were all in good shape, and so was our GOLD." With that, the Lady brushed back her hair, walked toward the RR Station, and left me standing there beside the Mine Shaft.

Your decision: was it a good or bad decision to work the mine while most of the Posse was away? To see all the killings by Stage, and to register your reply to the question above, visit our website at: www.pinemountainposse.com/ You're a Daisy if ya do. 🐶



GDub lays down a withering hail of fire in helping the Posse drive-off the Millican Muggers.

Tetherow Tex LaRue was the first to enter the station, and as soon as he did, the organic material started to hit the air circulation system.



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MOST KILLS BY CATEGORY

Cattle Baron	Palaver Pete, SASS #4375	L 49'er	GDub, SASS #98435
F Cartridge	Stonewood Kid, SASS #62875	Gunfighter	Tetherow Tex LaRue, SASS #90999
Senior	Pecos Bill Corrigan, SASS #79317	49'er	Web Masterson, SASS #95234
49'er	Deadwood Pete, SASS #57450	Cowgirl	Sierra Sage Sue, SASS #57487
B-Western	Street Howitzer, SASS #79888	E Statesman	Wrong Hand Willy, SASS #82316



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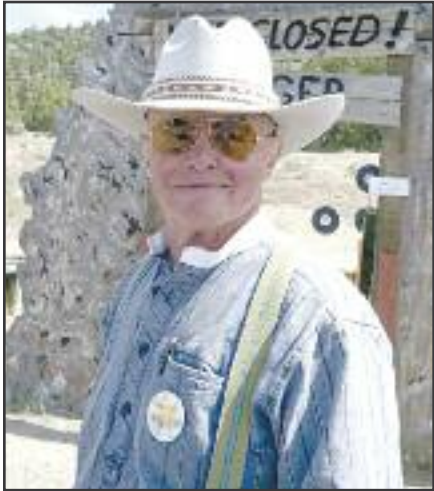
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Palaver Pete,
SASS Life/Regulator #4375



PINE MOUNTAIN POSSE WANNABE WILD BUNCH™ MATCH

By Palaver Pete, SASS Life/Regulator #4375

Bend, Oregon Territory

WILD BUNCH™ – The newest game in town ain't so new anymore. To my knowledge SASS has yet to assess how many shooters are shooting Wild Bunch™. However, I think it would be safe to say that 60 to 70 percent of the SASS Membership is shooting Wild Bunch™ and loving it. This is not surprising—we Americans are “change junkies.” We get bored easily and need change to recharge our enthusiasm, and Wild Bunch has done exactly that for the match games within the game that makes up our sport: Cowboy and Wild Bunch™ Action Shooting and Mounted Shooting. Here in Oregon the popularity of Wild Bunch™ grows daily, much to the credit of Sunrise Bill, SASS #64301, Territorial Governor of the Pine Mountain Posse. Bill's love of Wild Bunch™ is contagious, and fortunately for the game, he has managed to contaminate a great many shooters, some of which he proudly refers to as “Wannabes,” because they use rifles in caliber .38 instead of .40 or larger—they have fun, but other than prestige, they get nada—small price to pay in exchange for a great deal of fun.

THE WANNABE MATCH

Mother Nature tried her best to discourage shooting on Saturday, May 10th by bringing some unexpected snow to Central Oregon. However, with all due respect to Mother Nature, she probably forgot how determined Wild Bunch™ Shooters are, so ignoring a rather cold start the shoot went on to



Match Director, Sunrise Bill demonstrates what not to do when shooting from the Hanging Platform!



Pine Mountain Posse Wannabe Wild Bunch™ Posse.

be a great success. Ten Stages were shot over the two-day weekend. In addition to the stages, Bill organized a “Pistol Challenge,” requiring the shooter to knock down 23 targets with an allotted 25 rounds. Yuma Colorado, SASS #4533, one of Oregon's pioneer SASS members won this event by knocking down all 23 with 2 rounds to spare!

An impressive factor about Wild Bunch™ Shooting is the posse teamwork that develops as the shoot progresses. Picking up brass, for example, becomes triple the task of Cowboy Action Shooting™ because the 1911s spit out 15 rounds (on the average), while the cowboy re-

[\(CLICK Continued on next page\)](#)



“Am I done yet?” asks Brassy Shell, as Coho Kid looks on. The Coho Kid and Brassy Shell are co-owners of Ted Blocker Leather located in Tigard, Oregon.

Brother Bob hurries back to shelter after resetting targets. Mother Nature tried to discourage shooters by snowing on them, but after seeing their determination to continue, she brought back the Sun. Let's be nice to Mother Nature!



Winners		Wannabes	
Traditional	Man With No Name, SASS #8285 OR	L Modern	Conniving Kate Jones, SASS #58535 OR
Modern	Hoss Reese, SASS #88815 OR	Modern	Renegade Riley, SASS #79445 OR
L Modern	Pepper G, SASS #89336 OR		
Pistol Challenge	Yuma Colorado, SASS #5139 OR		

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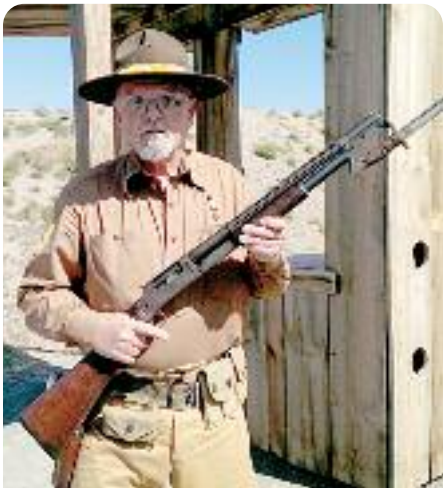
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Pine Mountain Posse • Wannabe Wild Bunch™ Match . . .

(Continued from previous page)

volvers retain within the 10 rounds normally fired. As we know, those 15 rounds of 1911s go all over the place, requiring a great deal of time to retrieve them, and unless the posse works together, “brass retrieval time,” combined with re-setting shotgun targets can take up a great deal of time. In this regard, Sunrise Bill had plenty of knowledgeable posse help from Coho Kid, SASS #16095 (owner of Ted Blocker Holsters), and others. 🐾



Authenticity was the name of the game at the Pine Mountain Posse Wild Bunch™ Match. Here we see Celilo, sporting a WWI Trench Shotgun with issue bayonet. Actually his entire outfit is authentic.



Somebody’s got to do it, and that somebody is Stargazer Sal who patiently computerizes scores after each stage is shot. Thank you to all our Distaff members who make our Cowboy and Wild Bunch™ shoots possible.

WILLY SHOOT, SASS #84092



Willy Shoot: he had a better place in mind

We lost a friend a few hours before the match. What normally would have started with shouts, screams, and laughter, started in a silent tribute to our Cowboy Pard in arms, Willy Shoot, SASS #84092, AKA Don Neill. Willy was one of those unassuming shooters that although sometimes unseen, was there when needed—a silent pillar of strength by our side. Now he is gone and our game has lost a spark. We are moving on as he would want us to do, but let it be said, before we go that we loved your company, Willy, and “thank you” for the joy you brought us. 🐾

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*Captain George Baylor,
SASS Life / Rugulator #24287*



DISPATCHES FROM CAMP BAYLOR

Seven Years On The Road

By Captain George Baylor, SASS Life/Regulator #24287

June 2007, The Redhead and I started going to SASS matches full time while living in our 40' diesel pusher Motor Coach, Camp Baylor, or "The Bus."

Fast forward to March 2014. We were driving from our winter "home" in Phoenix to our summer "home" in Albuquerque. Why did we choose those places to stay? Winter Range is in Phoenix in the winter. END of TRAIL is in Albuquerque in the summer. Arizona is the winter Mecca of Cowboy Action Shooting™ with large numbers of heavily attended matches. The Arizona State Championship, Bordertown, is held at Tombstone. It's limited to 320± shooters. So THE DAY the entry blank appears online, 300 or so SASS shooters rush it to the Post Office or FedUp and pay for overnight delivery. There is always a waiting list of those who didn't get it in on time for some flimsy excuse like major surgery, the birth of their first child, or deployment to the sandbox on a classified mission.

Phoenix is too hot for an RV in the summer. But Albuquerque has, by comparison, mild summers, and several clubs shoot there. You can shoot every weekend and stay within a 50-mile radius of Albuquerque. And, of course, the one and only World Championship of Cowboy Action Shooting™, END of TRAIL is just outside of town.

Thus, this March we were headed to Albuquerque from Phoenix. The Redhead will never let me forget I moved our departure date up one day so I could shoot a match that weekend. This makes the following incident all my fault. Of course, I'm the man. Everything is my fault.

We were driving east on I-40 in Northern Arizona trying to reach a place we could park and get out of the wind, which had gone from a wind advisory to a wind warning. A wind advisory, to RVers, means bring the awning in. A wind warning means look out for flying RVs. Gusts were over 50 mph.

Without warning a LOUD banging sound started. The Redhead started screaming. The dog, George S. Patton, started barking uncontrollably. I was trying to figure out what happened. My mind was going through its checklist. One of the



Camp Baylor at Buffalo Stampede 2013

most dangerous things it could be would be a blown front tire because the correct action is to depress the throttle to keep the bus going as straight as possible, and then slowly allow the vehicle to slow down. The normal reflex is hitting the brakes. This causes the vehicle to swerve toward the blown tire. This is almost never a good thing. Front tire blowouts also occur near the diesel tank filler necks on both sides. If one is ruptured, the nose can be rapidly enveloped in flames, covering the front emergency exit and the door, and the bus burns to the ground within 2 minutes. You might call this the worst-case scenario.

Nope. That's not it, which is good, because I did brake. Like I said, it's reflex. But now the gods are pounding on the roof and sides repeatedly. I can hear it over the barking and screaming. I can see a hooded figure with a scythe laughing maniacally in front of the bus. The dog has run around uncontrollably. At one point he gets under the brake and throttle pedals. The Redhead screams at the dog and tries to extract him. I keep driving. Pretty soon The Redhead and the dog are both under the pedals having a dog/Redhead fight. I'm pretty sure The Redhead pulled the dog out. It could have been the other way around.

Eventually we got onto the side of the road. The wind had caused the 21' power awning to unfurl, ripping its support arms off, and the whole mess was blown over the roof. Experts at RV dealers have told me this is impossible. Yeah, right. The support arms were beating the left side of the bus, and the flopping awning was attacking the roof.

We limped a mile or so into a Flying J Truck Stop where a guy who looked like Santa Claus in civilian clothes offered to help. He and I climbed on the roof and removed the awning. The rest of the trip was relatively uneventful.

So I'm writing this in a Residence Inn while the bus is in the shop for a few weeks. The damage from the awning incident by itself was almost \$10,000 plus about \$2,000 in temporary housing costs. I'm bringing this up because people ask us about full timing and tell us how much they want to do it. I love full timing, and I strongly recommend it. But it isn't for everyone. My response is, "RVing is an adventure. So is going to war." If you are contemplating full time RVing and going from SASS match to SASS match, consider what you would do if the awning attack (or similar) happened to you. Incidents will happen.

Free Advice Worth Every Penny

People tell me, "I would do it, but my wife doesn't want to." Free unsolicited advice worth every penny #1: Going full time RVing without your wife's support

[\(CLICK Continued on next page\)](#)

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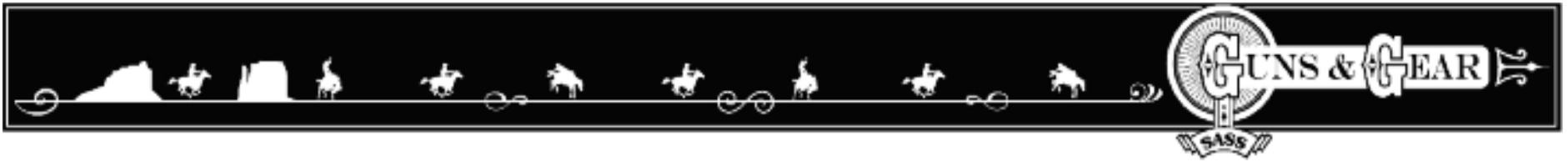
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Dispatches From Camp Baylor . . .

(Continued from previous page)

is not as dumb as throwing your parachute out the door of the plane and jumping after it thinking you can catch it on the way down. But it's close. Full timing was The Redhead's idea. If it had been mine, and I had talked her into it, I would probably be buried in a shallow grave somewhere in Utah, and she would be living in Nevada with a driver's license identifying her as Poker Alice Smith.

Free advice #2:

Do you want a "home base," or do you want to RV full time? I can't make a recommendation one way or another, but I can give some pros and cons.

PRO: You can leave the reloading shop in your home base and travel lighter. A motorhome and a "toad" can go almost anywhere. Our motorhome and 20' trailer are limited where we can go and where we can park. We're 65' long, and a lot of spots are 50'. We fuel up in the 18-wheeler lanes in truck stops. Coaches with toads can use the RV lanes. Most of the ranges we shoot at cannot handle the rig. The match contact person ALWAYS says yes, we can. No, we can't. We can't make tight 90° turns to get through 8 ft. wide gates off a one lane road. We can't U-turn on a one-lane road. Now when we go to a new range, we do a recon run in the Jeep.

The **CON** to having a home base and putting your reloading shop there is you have to go home eventually to reload. We haven't been back to Houston, where we were from, since 2010.

"Can't I just clamp my reloading machine to a picnic table and reload outdoors at the RV Park?" Well, at some you can. But then a species known as Snowbirds inhabits many RV parks. Some of them come from places where the only people with guns are cops, criminals, and Mayor Bloomberg's bodyguards. So one day you open the door to come out of the shop to see a SWAT team saying hello.

Reloading needs vary. 80 match days a year (cowboy and Wild Bunch), not unreasonable if you shoot cowboy and Wild Bunch, is about 20,000 rounds of pistol and rifle and 2000 rounds of shotgun, plus practice. Evil Roy shoots 15,000 rounds the month before END of TRAIL. Reloading shotguns is only needed if you shoot blackpowder. You can buy loaded shotgun ammunition for the cost of components, maybe less. I know of full timers who reload in the living rooms of their RVs. I also know people who wrestle alligators. Think spilled powder, spilled primers, angry wife, etc., not to mention the grave in the Utah desert. I load .38 Special, .45 ACP, .45 Colt, and .38-55, about 30,000 primers a year (and 10,000 percussion caps).



In 2012 the bus had to be transported from Tombstone to Tucson because of a high-pressure fuel leak. The truck came from Phoenix. Another fun day in the adventure known as RVing!

The shop in the trailer, Dillon SL900 on the left, XL650 on the right. 30,000+ rounds a year are made there, and all SASS and Wild Bunch guns maintained in that small space.



Doing all of this in the little trailer shop is like trying to fit Rosie O'Donnell into Kate Upton's bikini. But it is doable.

Free advice #3:

How much does it cost? Answer: How much do you have? Diesel is circa \$4/gal and unlikely to go down. Pulling the trailer results in 6 mpg, 8 without it. The generator burns 1/2 gallon of diesel an hour when dry camping. RV parks are not free. Average labor rate at RV shops is \$115/hour. You only need new tires every 5-10 years, but they cost \$700+ each mounted. Finding a good RV repair shop is like finding Prince Charming. You have to kiss a lot of frogs. Going to an event 1000 miles away costs close to \$1800 for fuel. There are cheaper to operate RVs, but they're smaller and thus harder to live in full time.

Free advice #4:

Get a really good roadside assistance plan. The bus was once flat bedded from Tombstone to Tucson, and the truck came from Phoenix. I believe that paid for the plan for a couple of years, maybe 4 or 5. Get an extended service contract with a good reputation. If you're really lucky, you might find it a waste of money. But I doubt it.

Free advice #5:

RVing is a lifestyle that requires endurance, strength, and dexterity. If you can't climb onto the roof of an RV or crawl into the basement, it will be more challenging—not impossible, but challenging. Old age and RVing are not for sissies.

Free advice #6:

Several SASS members are full timing in various sizes and styles of RVs, and a lot more are living in their RVs part of the time. It's a really enjoyable lifestyle, second only to some aspects of Hugh Hefner's. Every once in a while I wake up and can't believe we've gotten away with this for seven years. I'm waiting for the knock on the door. "We have you surrounded. Come out with your hands up. We're taking you back to work." I have never talked to a full timer who regretted it. So if you want to bad enough, then do it.

Free advice #7:

Before we started, I read every full-timer's blog I could find and learned a lot. So I started doing one to help future cowboys and cowgirls learn about it. I would suggest reading *Captain Baylor's Journal*, at <http://www.curtrich.com/rvloginindex.html>, a log of our seven years in our SASS/RV lifestyle—the good, the bad, and the ugly! 🐉

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COWBOY CARPENTRY



By Knot Werkin, SASS #82307

Last month we covered why a gun cart, sources, and size ...

When building the “legs” (the two long pieces between which the rest will be attached), are they going to be two long pieces or do you want this section of your cart to be foldable? The latter idea means at least two, possibly three, sections that can be loosened and folded onto each other. That type of design is a bit too complicated to get into here, and I’ll leave that to the real carpenters and mathematicians in the audience. A consideration for this type of design could involve the vehicle you drive to your hideout. A pickup will allow for most any kind of design; just throw it in the bed and strap it down (heavy or large carts can require a ramp, bench-pressing techniques, or the help of a nearby pedestrian). An SUV has some height restrictions but would be fairly accommodating for length and width. A Fiat presents a challenge unless you can fold your cart to the size of a briefcase. A ‘vette ... well, if you own a Corvette, why are you cowboy shooting? You should be driving around with a blonde in one hand and your beverage of choice in the other!

Speaking of wheels, how many ya gonna have and what kind? What kind refers to the type of tire. Hard plastic (like some lawn mower tires), semi-pneumatic (has a non-pressurized hollow center, but the feel of a regular tire), “flat-free” (solid polyurethane that also has the feel of an air-filled tire), or pneumatic (an air-filled tire). Personally I prefer an air-filled tire, although there can be a concern about the tire going flat during a meet. I haven’t had that happen in the five years I’ve been using them. For me, this tire just seems to comfortably handle all types of terrain and

GUNCARTS 101

surfaces. An excellent assortment of all types of tire can be found at many on-line and local outlets, including Northern Tool, Harbor Freight, Grainger, Tractor Supply, and Rural King.

Now, two be or not two be (sorry, Will). If you’re a young man with a healthy spine, you can probably traverse most any type of terrain without too much problem. So, build all the two-wheeled carts you want. I shoot Silver Senior, have had back and neck surgeries, and prefer landscapes that have no incline (or decline). Some years ago Cree Vicar Dave wrote an article in *The Cowboy Chronicle* about a gun cart he built that had four wheels. What he said made sense at the time. I don’t remember what he said, but I know it impressed me enough that the next cart I built had four wheels, and I haven’t looked back on that decision. What it might add in cost doesn’t compare to the level of comfort at the end of a long, hot day of pushing that cart around.

Bells and whistles might be a consideration while in the construction mode. These are add-ons that can be made while glue or finish is drying. What might be considered a bell or a whistle? A nicely sized umbrella is a good thing to have for rain or sun (or both, simultaneously, if you live in southeastern Indiana or southwestern Ohio). Big Lots has offered a variety at a decent price. All you need are two holders (top and bottom) with a hole a tad larger than the diameter of the umbrella pole.

How about a beverage holder? A hole saw and a band saw would be instruments that make this job easier. Squib sticks are nice to have for those situations when you need to check for/smack out a squib or other foreign body. I make two (long, short) and one holder for both. Odd bits of wood that are neat-looking (a piece that is spalted, a burl, perhaps a really large and tight knot) and can’t be used for anything substantial might make good holders in this instance.

A vest, coat or gun belt holder is another option. A leather vest is always a nice addition to one’s wardrobe, but I’m always concerned that, at the beep, I’m going to get hung up and end up with a dropped gun or one stuck in a vest pocket or wrapped around the chain of the pocket watch.

While maybe not considered a bell or a whistle, countersink screws and fill the remaining hole with a button or plug. A plug made from an exotic (e.g., bloodwood, zebrawood, cocobolo, purpleheart) makes your construct unique. Another eye-catcher, if using plugs of the same species as the rest of the cart, is to rotate the plug’s grain 90 degrees to that of the board into which it’s inserted.

[\(CLICK Continued on next page\)](#)

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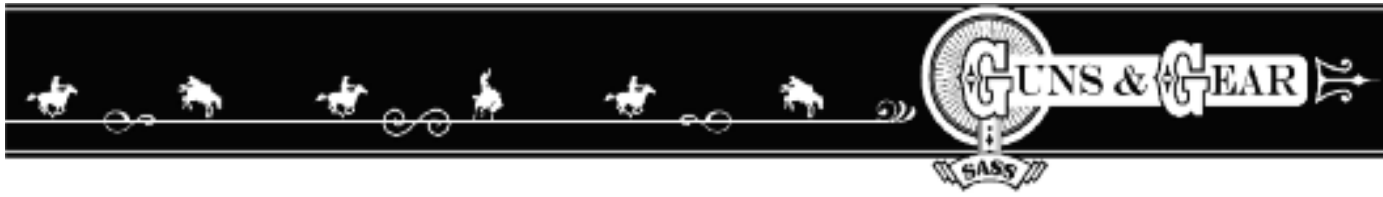


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Cowboy Carpentry: Guncarts 101 . . .

(Continued from previous page)

Sanded flush and covered in gloss, plugs will literally scream, "Look at me!"

And now for probably the last hint of the day for the would-be cart-maker. Do you know what kind of wood you will be using? (In retrospect, I probably should have asked this in the beginning, but if you have read this far, I'm hoping I've grabbed your interest.) Again, whatever is available/appeals to the builder is the rule of thumb. Pine, from construction to appearance grade, is almost always readily available from a big box home center. Finding a straight and flat board can be a challenge. Most of these centers will also have red oak or poplar in corresponding widths. Expect substantially higher prices for other than pine. Cedar is also a good choice if you want a light contrivance, but most of what's out there will need substantial machining to make it smooth. Cedar can also be brittle and easily splinters.

If you live even remotely in the vicinity of a wood mill or lumber company, you may be able to buy end or scrap pieces of various species at a real savings. I've been able to pick up an excellent assortment of maple (hard and soft), oak (red and white) cherry, walnut, Osage, hackberry, ash, Kentucky coffee, and other Indiana hardwoods for quite a bargain. Being end pieces, however, means they might be in a rough state and need to be worked into usable boards, which means having the equipment to do that. The end result is well worth it. Last year I built a five-gun folding cart out of scrap walnut that was finished in several layers of poly. 'Twas a beautiful, solid, heavy contrivance that served me well. The lesson I learned from that one was—lighter is better, so this past winter I ended up constructing a much smaller four-gunner of scrap cherry. It, too is a thing of beauty and, as I always say, cowboys always appreciate good wood.

One of the last steps in completing your project will be the finish. Not as in "I'm finally done," but what exterior coating will you apply to embellish all your hard work? I don't think you will see many painted carts around because the last thing you want to do is cover up that wood grain or any variations thereof. Paint will also chip, scratch, and fade and, considering the rough handling these carts will endure, that latest shade from Sherwin-Williams will not hold up.

Clear finishes (shellac, lacquer, varnish, polyurethane) are a better choice. Of course, you can leave the wood natural and let it attain a

mellow hue with time. Oil (mineral or boiled linseed) or wax (Trewax, Briwax, for example) can also be applied and will eventually attain that same look, but a bit more elegant. Shellac is an old-timey finish that is relatively easy to work with (denatured alcohol for thinning and cleanup). Lacquer (you've got to know what you're doing and have adequate ventilation) will result in a beautiful, but softer, finish. Just like that first blemish on your new car, the first ding will be a heartbreaker. Varnish is a tried and true finish that was the immediate precursor of polyurethane varnish. I think it was meant for mostly indoor use (although there is marine varnish). I use it in spray form for small parts. Polyurethane, in all its various forms, can be brushed, sprayed or wiped on, and in glossy or satin. It's a tough finish that will take the abuse experienced on the trail. To do it right (as with any clear finish), it must be allowed to dry thoroughly and then sanded between coats. It's a long, tedious process when applying several coats, but the end result will be one of which you can be proud.

For the new reader/new cowboy, I hope there was something here that will be of benefit. For the cowboy already in place, perhaps there's a stirring to finally build that dream machine. Above all else, though, ride for the brand. Yeehaw ... 🐎

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Part I

The Other Elephant In The Room

By Capt. Ignit'us P. LeFeu, SASS #94772

There have been a great number of articles, letters, and much discussion about the state of costuming and appropriate clothing, or lack thereof, at many of today's Cowboy Action Shooting™ events. However, to date, nothing has been said about the “other elephant” in the Cowboy Action Shooting™ room, specifically, the emergence of a tablet-based paperless scoring system for our sport.

Until our monthly Fun Shoot in January 2014, I had never heard of the A.C.E.S. (Action Cowboy Easy Scoring) tablet-based paperless scoring program. Since that day I have had to opportunity to view this new scoring program in action over the subsequent three monthly Fun Shoots; consequently, I have become aware of many areas of concern. It is easy to see the apparent benefits, but there are also many pitfalls and potential problems inherent in this type of scorekeeping, some obvious and some hidden.

More importantly though, I see the need for a lot more dialogue in the Cowboy Action Shooting™ community about the manner and hardware involved in implementing this type of scoring system, and what it means to the spirit of the sport and logistical reality for those responsible for the organization and scorekeeping of Cowboy Action Shooting™ events.

As such, I have written this article as a means to facilitate a discussion about this new facet to this great shooting sport in which we have all invested a lot of our time, energy, and soul.

Part One – The BASIC QUESTION: Do we, as Cowboy Action Shooters, want to use the A.C.E.S. (Cowboy Action Easy Scoring) tablet-based paperless system as the program to be used for the scoring of our monthly Fun Shoots and annual major SASS sanctioned events?

MY ANSWER: For me, the short answer is “No;” I do not think this paperless, tablet based scoring system is in the best interests of Cowboy Action Shooting™.

MY REASONS: POINT ONE – It is contrary to “The Spirit of the Game.”

When it is my turn to go up to the firing line, the last thing I want to see is an electronic tablet in the scorekeeper's hands. I accept the fact that some of today's modern devices are an integral part of our sport of Cowboy Action Shooting™ – shot timers are a given; modern cameras (because, let's face it, we are all a little vain and most of us make a serious effort with our costuming/outfits and like to see how we look in other people's eyes and when we are in our “cowboy action mode”); portable heaters and collapsible awnings help us cope with the elements; and some of us may have professional obligations and/or family considerations so mobile phones may have to be nearby. And while we do use a computer to tabulate our scores, it is away in the office and not “in-your-face” out on the firing line.

I accept the fact that in today's society it is nearly impossible go into any coffee

shop/restaurant/public venue and not see a variety of people using their smart phones/tablets/laptop computers. That is how it is today in 2014; most people have some form of electronic companion; and they seem to have to have them with them, whenever and wherever they are – that is the way it is today, and nothing I can say or do will change that.

But the sport of Cowboy Action Shooting™ is not about today's society; it is supposed to be in homage to “day's gone by, circa 1890s and earlier.” In my opinion, having electronic tablets “front and centre” in the hands of our scorekeepers is not in “The Spirit of the Game.”

And if you keep your own stats, it just gets worse, it feels like having “salt rubbed into the wound” because the ACES program jumps ahead and posts your final score (after figuring in your misses, bonuses, etc.), so when you go up to the scorekeeper to get your actual shooting time, misses, bonuses, etc., the scorekeeper has to perform their “finger magic on the tablet” as they navigate through the various menu options to get to your raw score. I just find that to be a little too much. It is so much simpler to be able to just look at a score sheet on a clipboard for few seconds, and then record that data into your own record book.

Just because we have the technology to do something does not mean that we have to use it.

POINT TWO – There is no paper score sheet whose listed scores have been verified by the shooters, and can be kept for archive purposes and to verify that the scoring data has been entered correctly.

This reason is my strongest objections to using the ACES system in the manner as intended and stated by the program's developer, “Pitt Viper” (aka Ken Nelson); to quote him from his website, “ACES eliminates undecipherable handwriting.” To be more precise, ACES eliminates ALL handwriting, because the program is not intended to be run in conjunction with a pen-on-paper score sheet.

I think this is just asking for trouble and inviting all sorts of problems down the road. Having a paper trail of the scores for all of our shoots is absolutely crucial. It is also essential to have an original paper score sheet in case something goes wrong with one of the tablets or Master Computer. Electronic devices, by their very nature, are easily prone to damage and malfunctions, and their reliance on electricity renders them susceptible to an additional range of complications.

We had a first-hand experience of the fragility of tablets at our January 2014 Fun Shoot when one posse's tablet lost battery power halfway through the shoot. As a result, the posse had to scramble to get some paper and to write down their scores for the last three stages. It could have been so much worse than the 45-minute delay at the end of the match so that the data could be entered into the system to allow for the match results to be computed. Imagine if that loss in power had resulted in a total system crash with the resulting loss of all data; then where would we have been with absolutely no record of all those shooter's scores for the first three stages? This is not a “News Flash” – computers do crash and data is lost, and it happens more frequently than most of us want to admit.

We had another experience of incomplete data transfer at our February Fun Shoot where one member's score for one stage did not get downloaded to the Master Computer. Consequently, that shooter was given an incomplete score and placed last. This was not a big deal as it was just a Fun Shoot, but had there been an original paper record, then the Match Director could have referred to it to get the missing score and enter it into the shooting data.

POINT THREE – Using tablets at the firing line is the thin edge of the wedge to having other electronic devices creep into the Cowboy Action field-of-play. What I have seen happen at my own club is now that it is okay for scorekeepers to visibly have tablets in their hands at the score, logically, it is now okay for other Cowboy Shooters to have their personal tablets with them. Ostensibly this was just to allow shooters to record their scores in their personal devices instead of writing their scores in a small notebook, 1890s style.

When our club starting using the ACES system, there was concern about the lack of a paper score sheet, and whether data would be properly and accurately transferred to the Master Computer. Requests to have an original paper score sheet

[\(CLICK Continued on next page\)](#)

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The Other Elephant In The Room . . .

(Continued from previous page)

used in conjunction with the tablets were ignored, instead we were told, "Get over it, it is a (deleted) fun shoot, and scores are really not that important. If they are to you, then keep a personal tally yourself just like golf and archery."

So while myself and other shooters do keep a personal written tally, others have chosen to bring their personal tablets to the shoot and use them to record their scores. After all, what is one more tablet, when it is now okay to have tablets on the firing line? Consequently, instead of having just one tablet per posse, we are now seeing several tablets per posse. And of course, if you have your personal electronic device with you, your natural reaction will be to use the tablet as you would in your "other life" away from the Cowboy Action Shooting™ World.

I remember when I first got involved in Cowboy Action, everyone made a conscious effort to leave their cell phones in their vehicles or hidden away in their gun carts. Then later, as built-in camera technology improved on smart phones, you would start to see these devices pop up every now and then during a shoot, as people took a few pictures. Even then though, people were considerate enough to put them away as soon as they grabbed their photos. Unfortunately these days, with the advent of tablet scoring, the message being sent to participants is it is okay to leave your tablets lying around the staging area, and to use them as you would every day. Not exactly in keeping with "The Spirit of the Old West."

POINT FOUR – Tablet score keeping is not very cost-effective and neither is it a timesaving system as much as it is a time and work-shifting system. Neither does it have any of the built-in checks and balances that the old Roundup program has. The only real advantage of the ACES system is that the final tally of the shoot's results has the potential to be achieved quicker than under the old Roundup program. But if you carefully compare the two systems, what is the real cost to achieve this potentially quicker result?

Using Roundup, the Match Directors entered the participants for the shoot into posses, and then they printed out the blank score sheets for the shoot, attached them to a clipboard and handed them with a pen to each posse leader. The shoot happens and results are written on the score sheets.

The first check and balance happens as we shooters review our own scores to ensure they have been written down correctly and legibly. In addition, as our own competitive nature kicks in, we tend to check our score against other shooters' scores. Because all the scoring data is listed on a single sheet of paper, showing the raw time, misses, bonuses, procedurals, etc., it is easy to see if something looks amiss. This makes cheating virtually impossible because everyone is checking everyone else. On the last stage, the Match Directors shoot early and take the score sheets from the completed stages and start entering the scores.

Here is where is the second built-in check and balance within the Roundup system occurs because by physically entering the scores, it forces the directors to review them as they are being entered. It gives them a chance to carefully check all the shooting data before computing and publishing the standings. After each posse finishes their last stage, they bring their sheets to be entered, while the rest of the par-

ticipants tear down the shoot and put away the targets and props.

The Match Directors finish the score entries, and then print out the final standings and go to the clubhouse where everyone has gathered. In my experience, over the twenty months of shoots with the Roundup program, we never waited any longer than 10 to 15 minutes before the match directors arrived. Just enough time to grab a coffee or cool drink in the summer; it was no big deal, and in fact, it gave the group a chance to relax and go over the day's events.

Total cost: one basic Master Computer, a basic printer, three clipboards and pens, and several sheets of paper. The system is elegant in its simplicity and very low in its dollar cost. It is also very secure, especially if the computer has no wireless feature, or one that has been disabled; it is virtually impervious to cheating, tampering, and hacking.

Unfortunately, in today's society we seem to have forgotten the virtue of patience; we want it, and we want it now. If we have to wait longer than five minutes at a hamburger joint for our food, we start getting agitated and mad that we are forced to wait for such a "long period of time."

On the other hand, the ACES system is not so simply and straightforward. First, you need the same Master Computer, however, it will probably have to be a more expensive one that is able to communicate with today's modern tablets, and you still need a printer for outputting the match results. And of course, you need anywhere from two to five or more tablets, either one for each posse or for each stage. In our club that is usually three for our Fun Shoots, and five for our big annual match. You also need to have chargers and a source of power for them in case


[\(CLICK Continued on page 40\)](#)

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The Other Elephant In The Room . . .

(Continued from page 39)

the tablets need a battery boost.

The dollar costs for the ACES system is much higher, especially if you realistically factor in the cost for the club to purchase their own tablets; therefore, the expense factor is several times that of the old *Roundup* program. It is only the willingness of generous cowboys to volunteer the use of their tablets (which they do at great risk of personal loss to their property and personal data) that makes the ACES system even possible for most clubs.

Once all the volunteer tablets and the Master Computer are on site, then the Match Directors can start to set things up for the match. This is when it starts to get complicated, as each device has to have the match information entered, and sometimes with volunteered tablets, they may each use a different operating system, and even if they all have the same operating system, they may have different versions of that system. So to start, your Match Directors must have a much higher level of computer competency than the old *Roundup* program required.

In fact, on the ACES website the developer, "Pitt Viper," has commented about the possible problems of getting all these devices working together for larger shoots. He mentions that for larger matches there are IT experts available who can attend to assist with the proper functioning of all the tablets and Master Computers.

So instead of entering data into just one Master Computer, the shoot information needs to be entered into three to six or more computers, and then you need to make sure they are all communicating with one another, either through a wireless Wi-Fi or a wired synch connection. Then the shoot commences and the scorekeepers enter the scores into each tablet.

The first deficiency with the ACES system is that, unlike a paper score sheet that lists the entire posse and all the scoring data on a single sheet of paper, the ACES system only displays the posse list with the final weighted score for each shooter. It does not show the misses, bonuses, procedurals, etc., that have been factored into computing the weighted score. So if a shooter wanted to compare the specifics of his performance against another shooter (i.e., to compare raw time and number of misses), then the scorekeeper would have to spend time going through the tablet's menus to first see your specific data, which you would then either have to write down or memorize, and then the scorekeeper would have to navigate again to the shooter you wanted to compare yourself against to get their specific data, which once again, you would have to write down or memorize. You would have to go through this procedure for each person in your posse against whom you wanted to compare raw times and misses. This is simpler? No. This is a timesaving procedure? No. This is streamlining the scoring function? No.

So finally the match has ended, and it is time to compute the results, and this is where the ACES program should really shine, right? Well it does a little bit anyways, as long as everything works correctly and there has been no hardware failures or any data transfer problems. I have already mentioned the three-quarter hour delay to do catch-up data entry due to the battery failure of one tablet, but there are other issues I have noticed at my own club that are not encouraging.

Over the four months we have used the program, we still seem to be waiting

that same 10 to 15 minutes for the results to be announced, because it still takes time to hook up each of the tablets to the Master Computer and download the scoring data. Then, the results are computed and printed. However, one of the problems with the ACES system is a corollary of the popular supposition that many people have, "I saw it on the Internet, therefore it must be true." Except now with the ACES system the new supposition is that, "The data was downloaded from the tablets, therefore it must be correct." Consequently, no effort seems to be made to check over the data and to verify it is actually correct.

Specifically in our club we have had several cases of shooters entered in the wrong category, or not entered into any category whatsoever. We even had one case of incomplete data transfer for one shooter. Yet none of these errors were noticed when the results were printed, or if they were, then it would appear the ACES program does not allow them to be corrected, as opposed to the *Roundup* program where shooter category designation can be changed after the shoot and a corrected shoot result published. People seem to be in such a hurry to publish the results they do not want to take the time to review the imputed data to see if it makes sense.

The ACES program has no built-in checks and balances that are performed by either the individual shooters or the Match Directors. It is an extra task that should be performed before the shoot results are published. And if this review of the data is properly done, there goes your supposed "time-saving" advantage of the tablets.

In Conclusion:

The ACES program does not seem to be a natural fit for the sport of Cowboy Action Shooting. It was adopted from a program "Pitt Viper" wrote for another shooting competition that uses modern firearms he participated in, and that is really where it should stay.

Maybe the desire to use the ACES program has more to do with the compulsive need exhibited by people who have adopted smart phones and tablets into their lives. They seem to be almost addicted to their electronic devices in that they cannot be without them for any length of time. As such, by getting their Cowboy Action club to use the ACES scoring system, it means that not only does this require each posse or stage to have a tablet, but by extension, it also allows all the other shooters to bring their own tablets/smart phones to a shoot to record their scores. Really, any form of electronic tablet scoring does not seem to be in the spirit of Cowboy Action Shooting™ with its stated principle of paying homage to a simpler time with simpler technology.

Having said all that, within my own club at least, I have found myself to be in the minority on this matter, and I fear the ACES tablet system is here to stay. So where do we go from here?

(This is the first "in depth" critique I've seen of the ACES program. I suppose there is some credence in the allegation ACES is taking us away from our Old West roots by introducing modern electronics onto our Cowboy Action ranges. For me, that's the least of my worries regarding using the ACES program.)

In my mind, the biggest failing of the ACES program is its users. Any (and all) scoring systems need fail-safe capabilities, redundancy, and standard cross-checks to ensure the accuracy of the scoring information. Most "big matches" that use ACES also dutifully manually record the scores on a standard score sheet (category, raw time, misses, procedurals, safeties, bonuses, and total time ... followed by the shooters initials. Most shooters then record their personal times on personal score sheets ... and have these available for cross checking on the bulleting board when the trial scores are posted at the end of the shooting day. No one has ever suggested the scores someone manages to tap into a smart phone are 100% correct. As this writer pointed out, it's difficult at best for the shooter to get his/her own hardcopy results of their own scores for later verification ... but's truly difficult when these hard copy results are not easily available, AND the match results trial runs are not posted in an expeditious fashion at the end of the day. It's one thing to sign off on one's score on a master score sheet, but if one never sees the trial run, there is no way to verify the scores are correct. Being able to verify one's scores is critical to ensuring the integrity of the scoring system.

And ... the unverified results are not always correct. When there are errors detected, it's not clear to me what needs to be done to make the necessary corrections. The older "tried and true" scoring techniques have been worked out and can be very efficient. Even for very large matches, like END of TRAIL, the trial listing can be posted within a few short minutes after the last shots are fired. END of TRAIL has used BOTH its standard scoring system AND ACES for the past couple of years ... and really hasn't seen an improvement in the timeliness and accuracy in the reports.

ACES is not a bad scoring system ... but it can be used in foolish ways ... and will embarrass unwary Match Directors.

There is another half to this critique ... I'm anxious to see what it has to say! 🐘



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Big Dave, SASS #55632



THE TRAGEDY AT FRANKLIN

By Big Dave, SASS #55632

For most people, the Battle of Franklin, (November 30, 1864) is relatively obscure. Most Civil War buffs concentrate on battles like Antietam and Gettysburg, which were fought in the Eastern Theater. Franklin, which was fought in Tennessee (the Western Theater), is often overlooked. It is doubtful, however, that anyone who survived the battle would have forgotten that day. It has been called the Pickett's Charge of the West and saw five hours of the Civil War's most savage fighting. The Battle of Franklin left the Confederate Army of Tennessee damaged beyond repair. Less than three weeks later, it would be finished as an effective fighting force.

Franklin is remarkable for its sheer stupidity and waste. Just before the battle began, most of the Confederate officers could see what was coming. The soldiers probably could as well, because it had become obvious that a frontal assault against a position like Franklin would almost certainly end in disaster. Sherman's troops had tried the same thing in June 1864 at Kennesaw Mountain, Georgia, and had been repulsed with horrible losses. This was when Joseph Johnston still commanded the Army of Tennessee. Now there was "a new sheriff in town." The new sheriff believed in diving headfirst into the enemy, even though he'd witnessed the results many times in Virginia, Maryland, and Pennsylvania. His own body was a testament to the costs of frontal assault.

The new "sheriff" was John Bell Hood, who replaced Joseph Johnston as commander of the Army of Tennessee on July 17, 1864. Johnston had been replaced because his tactics weren't considered aggressive enough by the Confederate government and newspapers. Johnston could occasionally maul Sherman's army, but he couldn't stop its advance. With the Union Army on the outskirts of Atlanta, it seemed a different type of commander was needed. On the advice of



The wily John Schofield later had an innovative revolver named after him.

Braxton Bragg, Confederate President Jefferson Davis fired Johnston in favor of Hood.

Bragg, who had commanded the Army of Tennessee himself until 1863, was a curious choice as an advisor. He had been a terrible commander and was hated by virtually everyone who served under him, officers and soldiers alike. Bragg possessed an unpleasant, irascible temperament and his sole talent, (other than to alienate others) was to, "pull defeat from the jaws of victory." President Davis accepted Bragg's resignation after the loss of Chattanooga, but kept him on as an advisor. Bragg's recommendation of Hood would prove he could still harm the Army of Tennessee despite the fact he no longer commanded it.

If Jefferson Davis had wanted an aggressive commander, then John Bell Hood was the ticket. Hood had been in the thick of most of the major fighting in the East until July 1863 when he was wounded on the second day of the Battle of Gettysburg. His aggression had saved the day in some cases, but it had cost him and his troops dearly. After Gettysburg, Hood's left arm was virtually useless, having been

shattered by a Minie ball. Soon after his recovery from that wound, he was transferred to the West, where in November 1863, he was again wounded at Chickamauga. This wound resulted in the amputation of his right leg four inches below the pelvis. Like the Confederacy itself, the war had whittled down John Bell Hood. Nevertheless, he remained belligerent and determined.

Hood seemed to carry on despite his disabilities. He could ride all day without apparent difficulty. However, he had to be strapped to his horse and required laudanum (tincture of opium), in order to sleep. It is probable his recovery was incomplete. But his old willingness to charge into the enemy hadn't been affected. Like Bragg and Davis, Hood thought Johnston had been overcautious. He would stop Sherman the old-fashioned way with a direct assault.

Soon after receiving his command, Hood attacked Sherman. In the fighting outside Atlanta, all of Hood's assaults failed. They incurred heavy losses. On September 2, 1864, the Army of Tennessee was forced to abandon Atlanta to Sherman's army. President Davis considered replacing Hood, but he was running out of options, and Hood kept his command.

It was obvious, even to Hood, it would be best to disengage Sherman. His new plan was to head north into Tennessee and recapture Nashville, which had been in Union hands since early 1862. After taking Nashville, the Army of Tennessee would enter Kentucky, turn east, cross the Cumberland Gap, and eventually link up with Lee in Virginia. Meanwhile, Hood's depleted ranks would swell with recruits from Kentucky and Tennessee. A prominent historian called this, "a plan scripted in never-never land." Perhaps it came to Hood in an opium dream.

The campaign went off to a good start. Hood entered Tennessee in November and came into contact with an advance force of 30,000 Union troops under the command of John Schofield. Hood intended to either defeat Schofield in battle or to prevent him from linking up with the federal army in Nashville. Unfortunately, Schofield could not be pinned down; he kept slipping away. On November 29, at Spring Hill, Schofield was nearly cornered, but Hood's subordinates failed to deliver a decisive blow. What was worse, the Confederates neglected to block the road leading to Franklin, a village 12 miles away. During the night of the 29th of November, Schofield's troops passed undetected within a quarter mile of the Confederate camp. Around 4:30 AM, they began to arrive in Franklin. Fortunately for the Union soldiers, there were already earthworks in place from a battle fought the previous year. The earthworks were in disrepair, but they were quickly rebuilt and reinforced.

Hood was deeply disappointed and was determined not to let Schofield escape. It appeared Schofield's army was trapped for the time being. Franklin is located just south of a bend of the Harpeth River. Only a single bridge led from Franklin toward Nashville. In the weeks before, the federals had been forced to abandon



Patrick Cleburne's pessimism on November 30, 1864 was justifiable.



Tod Carter was mortally wounded less than 200 yards from the house where he was born.



John Bell Hood was better suited as a brigade or division commander. His appointment to command the Army of Tennessee proved to be a disaster. "All the lion, none of the fox, perhaps not the brightest bulb in the box." (Apologies to Stephen Vincent Benet.)

[\(CLICK Continued on next page\)](#)

The Tragedy At Franklin . . .

(Continued from previous page)

their pontoon bridges, so their only escape involved a time consuming march over the narrow wagon bridge. In the immediate vicinity of the village, the river was too deep to ford.

Hood's subordinates suggested crossing the Harpeth to the east or west and surrounding Schofield's army. He could then be starved into surrender or attacked from the flank. Hood's instincts were to smash directly into Schofield and to finish the thing then and there. After the debacle at Spring Hill, he probably mistrusted his army's ability for a complex maneuver. Besides, Hood had broken Union lines with frontal assaults at Gaines' Mill in 1862 and more recently at Chickamauga. The latter battle had cost him a leg, but so what? Hood ordered the assault to be executed as soon as his army regrouped.

Hood's officers protested. Though the opposing forces were of roughly equal strength, the Union defenses were formidable. They featured an elaborate system of trenches and barricades supported by artillery. Unfortunately for the Confederates, the Union artillery had not been left behind during their rapid march to Franklin.

Most of the Confederate artillery, on the other hand, had not yet arrived, so only two batteries would support the attack. Moreover, the attacking force had to traverse two miles of open ground before they could reach the enemy. It seemed to be a perfect recipe for disaster.

The mood among Hood's staff was gloomy, to say the least. "I don't like the looks of this ..." complained General Frank Cheatham. Shortly before the assault began, General Patrick Cleburne summed it all up in a remark to his friend, General Govan. "Well, Govan, if we're to die, let us die like men."

The Confederate attack began at 4:00 PM on November 30 and the fighting continued well into the evening. On the left and right, the Confederates were driven back with heavy losses. Cleburne's men broke through the Union center, but were stopped by a counter attack and eventually forced back. Men fought with muskets, bayonets, shovels, and pickaxes. Two Union regiments had the good fortune to be armed with Henry rifles and were able to rain fire upon the packed Confederates. By midnight, there was only the occasional musket shot and Schofield's men began to withdraw across the Harpeth River toward Nashville.

The Army of Tennessee suffered about 7,000 casualties. Among them were 14 generals; 5 were killed outright and a sixth later died of his wounds. 55 regimental commanders were out of action. General Cleburne, an outstanding officer, was one of the 5 dead generals. His comment about dying had been prescient.

Schofield's army lost about half that number of men. Most had been wounded, captured, or reported missing. Less than 200 men were listed as killed in action. The withdrawal to Nashville was successful.

The scene at Franklin the next day was appalling. The Confederate dead were packed like sardines in the trenches where the brief breakthrough had occurred. Many of the dead were still standing because their dead comrades propped them up. The ground before the trenches was littered with bodies and body parts. Smashed musical instruments (as well as musicians) lay scattered around because the Army of Tennessee's band had followed it into battle.

One of the severely wounded Confederates was Captain Theoderick (Tod) Carter, a Franklin native, who was found less than two hundred yards from his family's home. He was carried into the house to his shocked relatives and died a couple of days later. Carter briefly regained consciousness and his last words were, "Home, home, home ..."

Incredibly, John B. Hood looked on the bright side. Schofield had retreated, leaving Franklin to the Confederates. A victory (of sorts) could be claimed. The Army of Tennessee was still on the offensive. As soon as it buried its dead, it would proceed to Nashville. In a zombie-like fashion, Hood's army staggered northward. Two weeks later, at the upcoming Battle of Nashville, the Army of Tennessee would be destroyed.

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LITTLE KNOWN FAMOUS PEOPLE - Way Out West -

By Joe Fasthorse, SASS #48769



Joe Fasthorse,
SASS #48769

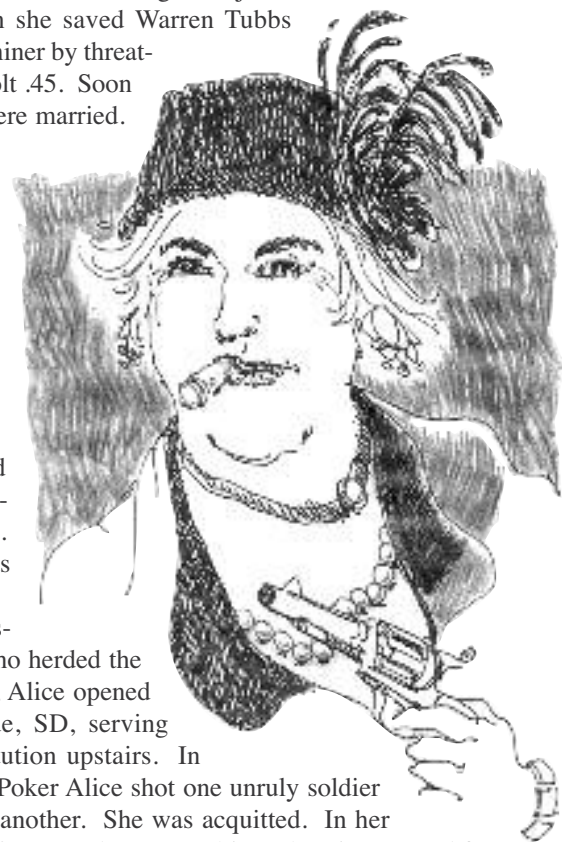
Alice "Poker Alice" Ivers was born in England in 1851. Her family moved to Virginia when she was ten, and Alice attended boarding school in Virginia. Nine years later she moved to Colorado Territory where she met and married a gambler named Frank Duffield. Frank taught her how to play poker. When Duffield was killed in Leadville, Alice began playing poker seriously. She earned a living gambling at saloons in some of the wildest towns on the western frontier.

In Deadwood in 1888, Alice was dealing blackjack at Bedrock Tom's Saloon when she saved Warren Tubbs from a knife wielding drunk miner by threatening the attacker with her Colt .45. Soon afterward, Tubbs and Ivers were married.

They had seven children. The family settled to a quiet life in Sturgis. When Warren died of tuberculosis, Alice went back to the poker tables.

By the time Ivers had earned the name "Poker Alice," saloon owners liked the idea she was a respectable woman, even though she always carried her pistol and smoked cigars. As her reputation grew, so did her income. She would make as much as \$6,000 in one night.

Poker Alice's third husband was George Huckert, who herded the sheep on her ranch. In 1910, Alice opened "Poker Palace" at Ft. Meade, SD, serving booze downstairs and prostitution upstairs. In 1913, the year Huckert died, Poker Alice shot one unruly soldier customer dead and wounded another. She was acquitted. In her sixties, she was accused of being a madam, a gambler, a bootlegger, and for drunkenness. She retired in 1928 and died in 1930 at the age of 79.



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Col. Ranald MacKenzie

“Bad Hand”

By Col. Richard Dodge, SASS Life #1750

The “American Wild West” is considered by most to have begun with the end of the Civil War and the inevitable drive westward. Cowboys and Indians, cattle drives, outlaws and lawmen, gunmen and gamblers, saloons and brothels – these details color the vision of most folks.

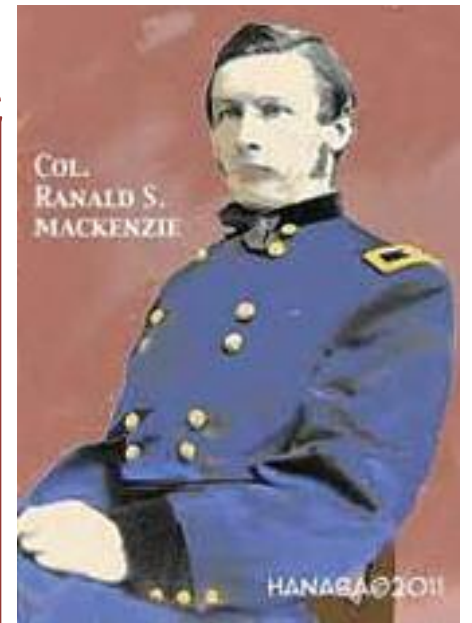
Actually, the Wild West began almost 40 years earlier, in Texas. That enormous land was still part of Mexico and was in fact the domain of the powerful Comanche nation, the largest and most warlike of the Native American tribes. Their presence was one of the reasons the newly created Mexican government in 1821 commissioned Steven Austin to broker land deals with immigrants from the East, hoping to populate the region with frontiersmen with the grit and the means to hold the very mobile and dangerous Comanches at bay.

And the Americans did come, as did many Europeans. Small frontier settlements began to appear further and further west, along with small forts with walls and guard towers. And the Comanche responded with more and more violent raids - murdering, kidnapping, burning buildings and crops, killing and driving away livestock. It was here young Cynthia Ann Parker was kidnapped from her family’s pitiful little stockade.

It quickly became evident individual settlers were no match for the



Quanah Parker –
last Chief of the Comanches



Col. Ranald MacKenzie – Civil War

mounted warriors who appeared as though from thin air in the middle of the night. A structured presence was required just for survival, leading to the organization of a “ranger force” to pursue and subdue the Comanche. It is legitimate to date the beginning of the Wild West with the organization of the Texas Rangers in 1822.

From the mid-1820s until the mid-1860s, the “settling” of the West happened in bits and starts. It was made up of a settlement here and there, some more successful than others, remote ranches living on the fringe of life and death, skirmishes between Indians and Rangers, retaliations and outrages, lives torn by torment and hatred. The movement for Texas’ independence (which included American, European, and Mexican citizens) from the corruption and oppression of the Mexican government and culminating in the battles at the Alamo and San Jacinto, intensified the determination to develop the frontier into a new nation. Texas was born.

The 1840s witnessed increasing migration across the continent to California. The few hundred mountain men became thousands of families in long trains of white-topped wagons. The Plains tribes resented the intrusion and perhaps foresaw the coming danger to their way of life. The resulting conflicts instilled mutual hatred and fear on both sides. The California Gold Rush only intensified the numbers of wagons wearing long scars in the sacred lands of the buffalo and the warlike people who relied on them for their very sustenance.

So for forty years the Wild West smoldered, growing slowly and painfully. It remained, for all intents and purposes, a “race war” of brown and white against red, raging north from the Rio Grande for a thousand miles, created with a colorful history of memorable battles and heroic deeds by men whose names still color our history books.

With the Civil War, the Confederacy’s needs trumped the concerns of the frontier. Even the Rangers were drawn away from their posts; farmers and ranchers answered the call to arms. Homes and settlements were suddenly bereft of defenders and the frontier withdrew under renewed Comanche offensives. By the end of the Civil War, the frontier had retreated hundreds of bloody miles to the east.

It took half a decade following the war for life to be sorted out, for the hideous war to be shaken off, and the future to come into focus. For an increasing number, the future focused on the frontier and renewing the “Wild West.”

[\(CLICK Continued on next page\)](#)



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Col. Ranald MacKenzie . . .

(Continued from previous page)

Aside from the carnage of the Civil War, the 1870s was one of the bloodiest decades in American history. The U. S. Army, now a shadow of its wartime strength, was given a new mission for which it was ill prepared – the developing West and the depredations between red men and white. Now began the determined and government-supported movement to take over the vast lands covering two thirds of the present United States, overcoming the Indian resistance and domesticating the lawless men who moved into the void.

This period known as the “Indian Wars” was to rage across half the continent for another 20 years. It was a bitter, brutal struggle between the desperate Stone-Age culture of the Native American Indian, and the technically advanced Euro-American culture which was fully intent on continuing its conquest of a continent – a mission begun over two centuries earlier.

Decimated by budget cuts, armed with worn-out, obsolete arms and equipment, commanded by officers unprepared for the new mission and clad in inappropriate uniforms, it is remarkable the Army was ever successful in fulfilling its new mission. It cost them dearly, but they did it. A new list of names was added to the history of the Wild West - names such as George Cook, Nelson Miles, Charles Gatewood, George A. Custer, and Ranald MacKenzie.

MacKenzie was to be the final, tragic victor. He was called “Bad Hand,” a driven, relentless man, disliked but respected by both his fellow officers and



the men under his command, and feared by his foes. It seemed his only goal in life was to totally destroy any adversary to which he had been directed, and it made him the most effective officer in the Indian Wars.

MacKenzie should have been a Navy man, born into a family of admirals and diplomats. His father, Commander Alexander Slidell MacKenzie, was a noted naval historian and author whose military record had been darkened by the “Somers Affair” in which he had executed three mutinous sailors without proper courts martial while on assignment in the Mediterranean. Another brother was an admiral. His uncle, John Slidell, was the American Ambassador to Mexico and the Confederate Ambassador to France whose illegal seizure from the British ship *Trent* caused a significant political tiff with England during the Civil War. His sister, Jane Slidell, was married to Admiral Matthew Perry, the same Admiral Perry who opened Japan to the world.



MacKenzie at the time of the Red River War – 1874-187

Coming from such an illustrious family, Ranald MacKenzie had a lot to prove. His stubborn, independent streak showed itself when he turned away from the Naval Academy, possibly due to his father’s reputation, and enrolled in West Point. He graduated first in his class right in the middle of the Civil War.

He was to be quickly tested and hardened, commanding units in the engineers, artillery, and cavalry. He was considered by no less than General William Sherman to be “the most promising young officer in the army.”

[\(CLICK Continued on page 46\)](#)



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Col. Ranald MacKenzie . . .

(Continued from page 45)

Within two years he had been in eight major battles and been brevetted to colonel. Within three years he had commanded troops in five more battles and was wounded six times, including the loss of two fingers, thus “Bad Hand.” He was brevetted major general at the Appomattox surrender, where he was charged with custody of seized Confederate military property, an enormous assignment which he carried out with typical efficiency. For all that, MacKenzie’s career was just beginning. With the war over, the nation turned once more to the business of Manifest Destiny.

After a series of assignments at various posts in the Midwest, Mackenzie was given command of the 4th United States Cavalry, an all-black unit of “Buffalo Soldier” fame, to rid Texas of the scourge of the brutal Comanche. It was here MacKenzie, now Colonel MacKenzie, would achieve his greatest fame. Though he was unpopular with his troops – they called him the “Perpetual Punisher” for his harsh discipline, he quickly turned the 4th Cavalry into the most effective Indian fighters in the U. S. Army. His aide described him as “fretful, irritable, oftentimes irascible and pretty hard to serve with.” It was as though all the years of battle, the pain of his injuries, and the driving need to prove himself to his Navy family were focused on the destruction of his new enemies, and that is what he set out to do.

The Comanche nation was actually five different sub-tribes ranging at will over most of what is now Texas and New Mexico. With their Kiowa allies, they ruled absolutely the vast “Llano Estacado”, a flat, featureless 37,000 square mile plateau with well-defined borders of 300 foot high bluffs – the “staked plains” that had defeated Coronado some 300 years earlier which included most of eastern New Mexico and northwest Texas. Now it was the empire – the Comancheria - of the Quahadi, the most vicious and warlike of the Comanche tribes. From here the highly mobile Quahadi, considered to be “the finest light cavalry in the world” by professional soldiers, struck the advancing white settlements at will and retreated in safety. Where northern Plains tribes counted their wealth in horses in the hundreds, it was not unusual for a Comanche war chief to count his horses in thousands. It was here MacKenzie took the 4th Cavalry to fight the Comanche on their own turf.

Of all the great chiefs of the Native Americans, none, not Sitting Bull, not Crazy Horse, not Geronimo, none is more notable than Quanah Parker, son of the kidnapped Cynthia Ann Parker. As war chief of the Quahadi, he was a worthy foe of MacKenzie, matching the latter’s driven dedication with extreme intelligence, cunning, and courage. Theirs was to be one of the most epic conflicts of the Indian Wars.

Where others pursued and lost their foe and retreated, MacKenzie pursued and did not retreat. On October 1, 1873, with 600 troopers and twenty Tonkawa scouts, the 4th Cavalry broke camp on the Brazos River and snaked westward in a long column. It was to be the beginning of the final campaign to wrench the West from the stubborn hands of those who had occupied it for hundreds of years. The pursuit of the wily Quanah would lead to frustrating glimpses of a fleeting foe, sometimes an entire village of women, children and old men, sometimes a band of warriors disappearing into a maze of ravines, never to be seen again – until their next meeting.

And there were successes, defeats for the Comanche from which they could not recuperate. MacKenzie was ruthless and unrelenting in his destructive craze; every article of captured supplies was destroyed - food, clothing,



MacKenzie’s troops at the Battle of Palo Duro Canyon

shelter, and horses. This is the reason there are so few artifacts of the Comanche culture remaining today. The loss of the horses was particularly disastrous to the Comanche, for horses were more than just transportation; they represented wealth and power and could not be easily replaced under MacKenzie’s relentless press.

There were battles worthy of an entire story (and there will be some), including the most disastrous one at Palo Duro Canyon. This deep gash in the land south of present day Amarillo was one of the last and strongest Comanche strongholds. Thousands of horses could be hidden there. And they were trapped there when MacKenzie discovered the canyon. Though the Comanche managed to lead most of their people up the canyon’s walls and out of the battle, they lost most of their herd and all of their food and shelter. Of the 1,500 horses captured, MacKenzie selected about 300 of the best and slaughtered the rest on the spot. The carcasses were left to rot and the bones littered the canyon floor for decades. Old timers will tell you that on a dark night in the canyon you can still hear the thunder of the hoofs of the ghosts of a thousand ponies in the distance.

The Battle of Palo Duro Canyon broke the power of the Comanches, a defeat from which they could not recover. Quanah Parker surrendered shortly after and became one of the most famous and respected of his race as he quickly adopted the “white man’s road” and led his people into the brave new world.

For MacKenzie, life took a far more bitter turn. Perhaps he had suffered from some form of mental illness all along; surely his superior officers and his men thought so, given his almost demented ruthlessness. Following the defeat of the Comanches, he was posted to fight the Cheyenne and successfully ended the Black Hills War in the Dakotas. In 1883, he was promoted to Brigadier General and assigned to the Department of Texas. He bought a small Texas ranch and was even engaged to be married, but the years of rage and obvious physical pain from his battered body caught up with him. Some think it was hastened by a fall from a wagon at Fort Sill, but the old soldier began to exhibit signs of odd behavior, and in 1884 was retired from the army for “general paresis of the insane.” One wonders what modern psychiatry might make of MacKenzie’s illness. He died shortly afterward at his sister’s home on Staten Island and is buried in the West Point National Cemetery.

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HERB JEFFERIES

The Bronze Buckaroo

~ 1914 – 2014 ~

By Tex, SASS #4



Herb Jeffries as SASS members knew him during his appearances at END of TRAIL.



Herb Jeffries, born in Detroit, was known as the “last of the singing cowboys” and was the recipient of the SASS Buckaroo Bronze at END of TRAIL back in the 1990s. Jeffries was inspired to seek backing for black cowboy movies after seeing a black boy crying because other children “wouldn’t let him play cowboy. But in the real West, one of every four cowboys was black.” He had no plans to star in them himself, he said, until the search for a suitable actor-singer-rider came up short, so he embarked on a crash course in lasso handling and other Western skills.

His fantastic voice served him well until his death, and made him a more than worthy true “cowboy singer” — in fact, the *only* black singing cowboy in Hollywood history. Jeffries remained active as a singer into his 80s and 90s, touring and putting out the 1995 CD “The Bronze Buckaroo (Rides Again)” and following it up in 2000, with “The Duke and I.” Among the honors that came his way late in life was a star on the Hollywood Walk of Fame, dedicated in 2004.

Sometimes billed as Herbert Jeffrey, he starred in four Westerns aimed at black audiences from 1937 to 1939: “Harlem on the Prairie,” “Two-Gun Man From Harlem,” “The Bronze Buckaroo,” and “Harlem Rides the Range.” These low-budget films (produced by a white man, Richard C. Kahn) are “notable less for what’s in them than that they exist at all.” Jeffries starred as Bob Blake. The films featured his horse, Stardusk; the vocal group, the Four Tones; and comic relief from prolific character actor, Mantan Moreland. Among the songs featured in these movies were “I’m a Happy Cowboy,” “Get Along Mule,” and “(Got the) Payday Blues.”

He was a true singing cowboy legend, and he’ll be missed ... 🤠



Little Known Fact

Kady Brownell followed her husband to the battlefield near Manassas. She stayed on the field to take care of the wounded soldiers and when the flag bearer was wounded, she carried the flag across the field until she was wounded.

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JOURNEY TO MY FIRST BIG MATCH

By Stirrup Trouble, SASS #98294

Since first finding SASS last year, I finally found a shooting sport that met my niche, and I have a new hobby (aka obsession). For years I have shot in various types of shooting competitions, and although they were fun and I liked the people and enjoyed the competition, for me they just didn't do it for me like SASS has. This truly is a sport where everyone can find their own level of success, whether they are eight or eighty, without the dominance of the Lycra-shirted pros dominating every level of success.

Over the winter, I wanted to find a multi-day match to shoot in 2014. I



Passing through Chapman, Kansas, I saw the Butterfield Stage sign.

knew I would not be competitive, but I wanted the experience and camaraderie of taking part in a bigger event. My only concern was that I am limited on time off from work and funds, so I needed to find a match that limited my travel time. After scouring the Wire and the Internet, I found a group in Kansas called the Butterfield Gulch Gang that were holding their annual Siege at Clark's Station Blackpowder annual match in early May. During the time when I was considering matches, I communicated via email with Major Art Tillery, SASS #87441, and he was so welcoming and willing to answer all my dumb questions that I was starting to get sold on that match, especially when he told me I was welcome even though I was shooting smokeless instead of the holy black. A lot of other matches interested me as well, but the final deciding factor for me as a first big match was although it was an annual match, it was not so large that I would get lost in the crowd and not be able to take full advantage of the festivities.

Mid-February arrived and anticipation rose through the roof with the arrival of the tax refund check. The day it arrived, the entry was filled out and dropped in the mailbox for the stage driver. Luckily, with all the hours at work

[\(CLICK Continued on next page\)](#)



A few of the desperados found on the range.



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Journey To My First Big Match . . .

(Continued from previous page)

lately, my boss had no problems with the time off and approved the vacation time, so I hurried up and locked in the room reservation. Now it is down to the waiting.

By the time April arrived, I was on pins and needles. Days were crawling by, and I checked and rechecked my gear. The countdown on my wall at the office was slowly counting down the days. After a winter without any Cowboy Shooting, I was ready for my cowboy weekend.

Finally, the day arrived, the gear was packed, and I was off toward my destination. Feeling like a kid the day before Christmas, the miles ticked by as I headed south toward Abilene. Four hours later, I was checked into the hotel and ready for the start of my big weekend. Not familiar with the area, I decided to take a dry run out to the range to make sure I could find it in the morning. As I passed through Chapman, seeing the mural for the Butterfield Stage added to my excitement and told me I had chosen the right place to spend my first travel match. Heading south, cutouts of cowboys pointed the way to the range. Once I saw the sign for "Butterfield Gulch," I knew I was good to go.

Friday morning was the beginning of side match day, and I was about to get my first peek at the range. After changing into my gear, I hopped in the car and headed down the trail. After going down the pasture road entrance marked by the Butterfield Gulch sign, I had my first glimpse of the "town." To say I was blown away was an understatement. Between the open pasture and the false fronts, it was as though I had stepped back 150 years!



Next, I was excited when I saw the cowboy pointing the way.

First on the agenda was the long-range shoot. I had never used my match rifle for any long range shooting, but with a smile on my face I headed down to the long-range area to give it a shot. Needless to say, I was elim-

[\(CLICK Continued on page 50\)](#)



The entrance sign to Butterfield Gulch.



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Journey To My First Big Match . . .

(Continued from page 49)

inated quickly, but was still smiling while watching the others do well. Seeing some of them ring the 400-yard buffalo over and over was incredible. After that, we moved onto the speed events. I didn't fare much better there, but I was having a blast. Not only was the range great, but the people were even better.

Saturday the main match began. I was extremely nervous, but excited even more than I thought I would be. I was assigned to Posse #2, and despite the fact we were all from different areas, we quickly melded into a family, laughing and cheering each other on. Knowing I was so new to SASS, and with this

being only the third match I had ever shot, I got some extra pointers and encouragement from the rest of the posse, especially Shady Willie Brown and Flint Hills Dawg, two of the Butterfield Gulch Gang regulars. We shot six stages on Saturday, and although I was slow as dirt, I was excited that I managed to shoot three of them clean. Saturday night was the banquet, and we all put on our cowboy best and headed to the Elks Lodge in Abilene for a fantastic meal, side match awards, and door prizes. Lucky for me, I came home with a gift certificate for some Starline brass, which made me thrilled. Timing was perfect, as I was getting low on brass and brass for my Colt isn't cheap.

Sunday was bittersweet. I was having a blast, but I also knew by the end of the day, my weekend of playing cowboy would be at an end. I shot the last four stages at what I felt was a slow pace, but I also managed to end the day with another clean stage, so I was thrilled with my finish.

I also have to send kudos to the Boy Scouts. They supplied our lunches on Saturday and Sunday, and the food was excellent. Great bunch of kids, and I hope we helped them raise a lot of money for their troop.

Even looking back on the match, I can't help but smile. Despite never even being in the area before, everyone at the range, both those that were associated with the club and those that traveled to the match, made me feel as though I belonged and was a long lost friend instead of just a fellow shooter. A special shout out goes to Major Art Tillery, Flint Hills Dawg, and Shady Willie Brown for being patient and helping me get through all the stages suc-



A couple of "old codgers" at the match.

[\(CLICK Continued on next page\)](#)



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Journey To My First Big Match . . .

(Continued from previous page)

cessfully. There were many others that were fantastic as well, and I don't believe I met a single stranger at the range. When SASS advertises it is the people that keep us coming back, they were not kidding.

One thing I can say for sure is not only was this my first travel match, but it is also going to be my "have to" match I return to every year. If any of you are in driving distance to this match, this needs to be on your list as well.



The door prize table had a very nice selection of prizes.

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Kingston's Myth of 7,000 Souls

By Craig Springer

Kingston, New Mexico, was a busy place over a century ago. The town and adjacent mines peaked in their prosperity about 1890, with a population of less than 1,500. But the town's population grew post-mortem. That's how legends go. And that's the difference between heritage and history. That latter is what happened; the former is how we want it to be. That Kingston was New Mexico's largest territorial town has become our heritage—and entirely with no basis in truth.

Kingston had its start with the discovery of silver. In the early 1880s, prospectors from nearby Hillsboro and Georgetown scratched dirt for signs of precious metal, and they found it. In October 1882, James Porter Parker, a civil engineer and General George Custer's former roommate at West Point platted a townsite. The November 11, 1882 *Tombstone Weekly Epitaph* reported on the boom, citing 45 men were working in the Kingston mines.

Kingston sprung from a wilderness. A finely wrought prospectus, *The Mines of Kingston*, published in March of 1883 by C.W. Greene, a mining investor and owner of Kingston's *Tribune* documented a great deal of activity. He cites that ... "people came pouring in 'till not less, probably, than three thousand had come to view the promised land." Far fewer of the lookers stayed. Greene himself pulled up stakes by the end of 1883, and moved his newspaper to Deming. The Territory of New Mexico conducted a census in 1885, counting 329 people living in Kingston and in the nearby Danville Camp combined. And it was a pluralist



1883 Butcher of bear, beef, hog, turkey, antelope, and sheep

place that included people with Chinese and Spanish names, and folks that indicated birthplaces in England, Germany, or Ireland. A Kingston resident corroborated that the population numbered in the hundreds mid-decade in a lament in the *St. Johns Herald*, October 7, 1886. "We blush to admit that Kingston, a town of several hundred inhabitants has no school, no church, no young men's Christian association, and no public institutions of any kind, in which we can place our children for moral and intellectual training."

The population ticked upward, and the Methodist church sought to rectify the lack of morals in Kingston. *The Gospel in All Lands*, published in 1888 by the Methodist Missionary Society reported on the progress of a stone church underway to serve Kingston's 1,000 residents, as it cites. There was work to do: "If I could take the reader along the main street on our way to a school-house for evening service, he would see the typical mining town in all its wickedness," wrote Rev. S.W. Thornton.

Two years later, the U.S. Census Bureau conducted its 1890 census. The [\(CLICK Continued on next page\)](#)

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Kingston, NM as seen from Reservoir Hill



Kingston's Myth of 7,000 Souls . . .

(Continued from previous page)

bureau counted 1,449 people living in Kingston and near its mines. You may have heard the 1890 census burned. That is true—it burned in 1921—long after the 1890 data were compiled and published, and those published data are still available.

According to the 1890 census, 3,785 people lived in Albuquerque, which was more than all of Sierra County's 1890 population. One might wonder if minorities were undercounted, which is to ask essentially, did the Kingston enumerator overlook 5,551 minorities while counting only the 1,449 white folks. Not likely. Moreover, the 1890 census parsed out minorities down to the county: 37 Chinese lived in Sierra County in 1890. Minorities were listed in Kingston in 1885, and were counted in other censuses before and after 1890.

A Territorial Bureau of Immigration publication printed in 1894 reported on the condition and prospects of New Mexico stating, "The town [Kingston] itself is well situated, has a public water service, churches and schools, two good hotels, and a pushing, go-ahead population of about 1,000 persons." Those prospects may have already changed. Silver prices went south with the economic Panic of 1893 and Kingston decayed. The July 7, 1893 *Mohave County Miner* published a note from a Kingston correspondent: "Less than a hundred miners are employed at Kingston, New Mexico, where there were hundreds at work a few years ago. The mines at Kingston are all silver producers and the low price of silver has made it necessary to suspend operations on most of the mines in the camp." Note that the alleged largest town in territorial New Mexico is referred to as a "camp."

The myth of 7,000 walks hand in hand with another, that three

[\(CLICK Continued on page 54\)](#)



Kingston miner's shack circa 1890—probably J.C. Burge from the George Miller collection. Black Range Museum

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Kingston's Myth of 7,000 Souls . . .

(Continued from page 53)



A scene from nearby Hillsboro, NM – circa 1894

newspapers kept shop in town, competing for readers and advertisers. That, too, is bogus. Eleven newspapers were published in Kingston from 1883 – 1893, but all were very short-lived, some lasting only weeks. From April 1885 to March 1886 during Kingston's legendary peak, the town lacked a newspaper, while Albuquerque at the same time supported two dozen newspapers, according to *The Territorial Press of New Mexico* (UNM Press).

The 1890 edition of N.W. Ayer & Son's *American Newspaper Annual* includes a report from C.T. Barr, editor of the *Kingston Shaft* (the only paper in Kingston listed in the annual). Barr said the paper served a town of 700 and a county-wide population of 3,635. Three years later, the *Shaft* reported to the same newspaper annual a Kingston population of 633. The *Shaft* had a circulation of 500 in 1893.

Kingston's greatest growth occurred after it died. In travel guides, state tourism office promotions, and academic writings by professional historians, you will see a phrase repeated so often that a myth has turned to "memory," that Kingston once exceeded 7,000 residents and was the largest town in New Mexico. It's even on Forest Service signs at Emory Pass. Seven-thousand is about as big as Truth or Consequences is today.

How such myths start is a curious mystery. The earliest writing on an inflated town size, a purported 5,000 people, that I found was in *Log of a Timber Cruiser*, published 22 years after the silver miners left Kingston. Its writer, a future playwright and novelist, William Pinkney Lawson, visited Kingston for one night on his way into the forest for a summer job counting trees called the town "a melancholy collection of deserted buildings." He had no direct observation of the purported 5,000.

In August 1936, WPA writer, Clay Vaden, interviewed former Kingston prostitute Sadie Orchard. She told Vaden that Kingston thronged with 5,000 residents in 1886. Also in 1936, Sierra County pioneer James McKenna looking back through the haze of 50 years published the apocryphal *Black Range Tales*. He upped Orchard by 2,000 and it's been gospel since.

"When the legend becomes fact, print the legend," the line comes from the old movie, *The Man Who Shot Liberty Valance*. And so it's been for the quaint Sierra County town!

— — —
Craig Springer is the co-author of the book *Around Hillsboro*. He and his wife own the *HistoricMillerHouse.com*. He's a member of the Hillsboro Historical Society. 🐾

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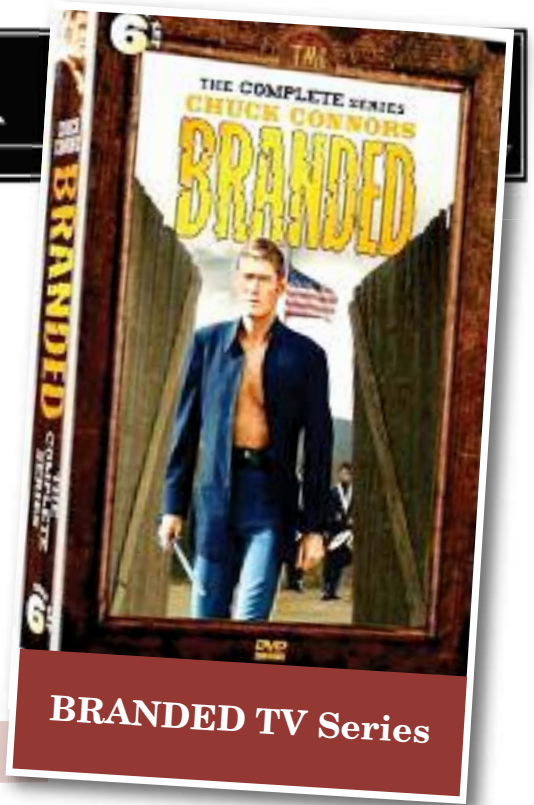




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The *Branded* TV series starring Chuck Connors, aired on Sunday nights from January 1965 to September 1966 with a total of 48 half-hour black and white episodes.

In *Branded*, Chuck Connors plays the part of Captain Jason McCord, West Point graduate and decorated Cavalry officer. As the sole survivor of the Battle at Bitter Creek in 1880, an Apache Indian massacre, he is judged to have deserted the field of battle and is stripped of his rank. He is branded a coward. McCord defended himself by claiming he had been knocked unconscious during the attack. During his trial, McCord was able

to piece together a theory that he was framed by another officer who he was convinced deserted the Bitter Creek Massacre. No one believed McCord's story, so he began his own search in episode after episode, scouring the West in hope of clearing his name. Like several other western series, the truth is never resolved.

The opening of the series is a depiction of the degradation of Captain McCord. His hat is pulled off, his epaulets are torn from his uniform, his buttons are pulled off, and his saber is broken, while a drum plays over the theme song: "*Branded*." He is then sent out of the fort where this occurred, and the gates are closed behind him.

[\(CLICK Continued on next page\)](#)

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Cowboy TV . . .

(Continued from previous page)

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From time to time, President Ulysses S. Grant recruits him for daring undercover missions, which he courageously undertakes, but his disgrace and shame follow him wherever he goes.

Branded had a very successful two year run, and was well received. A mark of its success is the number and quality of television stars of the time that appeared in guest roles. They included Alex Cord, Burt Reynolds, Peter Graves, Rod Cameron, Claude Akins, Gene Evans, John Ireland, MacDonald Carey, Warren Oates, Bruce Dern, Lee Van Cleef, and many other stars.

Each season and the complete series are available on DVD.

I'll be turning the rotary TV channel selector dial now. Stay tuned.

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References: Wikipedia; Wikipedia Commons; Alex McNeil, *Total Television*, Penguin Books, 1996, 4th ed.; Ronald Jackson, *Classic TV Westerns*, Citadel Press, 1994; Harris Lentz III, *Television Westerns Episode Guide*, McFarland, 1997.

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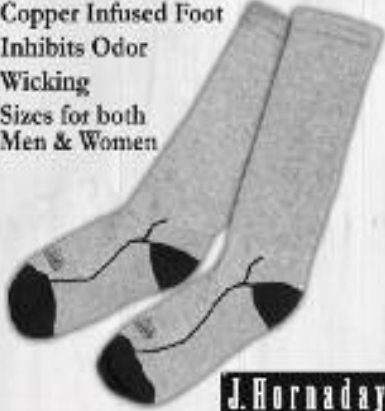


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Guns in the Sun	2nd Sat	Johnny 2moons	760-346-0972	Palm Springs
Buffalo Runners	2nd Sat	Grizzly Peak Jake	530-676-2997	Rescue
Dulzura Desperados	2nd Sat	Reuben J. Cogburn	619-997-2755	San Diego
California Rangers	2nd Sat	Jimmy Frisco	209-296-4146	Sloughhouse
Imperial Valley Rangers	2nd Sun	Southern Southpaw	760-587-1744	Imperial
Double R Bar Regulators	2nd Sun	Five Jacks	760-949-3198	Lucerne Valley

Club Name	Sched.	Contact	Phone	City
CA (continued)				
High Sierra Drifters	2nd Sun	Grizzly Peak Jake	530-676-2997	Railroad Flat
Richmond Roughriders	2nd Sun	Buffy	650-994-9412	Richmond
Over The Hill Gang (The)	2nd Sun	Kooskia Kid	818-566-7900	Sylmar
Bridgeport Vigilantes	3rd Sat	Ben Maverick	909-496-3137	Bridgeport
Burro Canyon Gunslingers	3rd Sat	Don Trader	714-827-7360	Meyers Canyon
Nevada City Peacemakers	3rd Sat	Major Mal Phunction	530-888-1395	Nevada City
Robbers Roost Vigilantes	3rd Sat	Nast Newt	760-375-7618	Ridgecrest
High Desert Cowboys	3rd Sun	Doc Silverhawks	661-948-2543	Acton
Kings River Regulators	3rd Sun	Sierra Rider	559-268-1115	Clovis
Panorama Northfield Raiders	3rd Sun	Gun Hawk	818-761-0512	North Hollywood
Murieta Posse	3rd Sun	Grizzly Peak Jake	530-676-2997	Sloughhouse
Hellorado Rangers	3rd Sun	Will Bonner	707-462-1466	Ukiah
Hawkinsville Claim Jumpers	4th & 5th Sat	Lethal Les L'Amour	530-905-1407	Yreka
Mad River Rangers	4th Sat	Kid Kneestone	707-445-1981	Blue Lake
Coyote Valley Sharpshooters	4th Sat	Nasty Hag	408-859-4300	San Jose
Pozo River Vigilance Committee	4th Sat	Dirty Sally	805-438-4817	Santa Margarita
California Shady Ladies	4th Sat	Lady Gambler	916-447-2040	Sloughhouse
Faultline Shootist Society	4th Sun	Querida	831-635-9147	Gonzales
The Cowboys	4th Sun	Captain Jake	714-318-6948	Norco
Deadwood Drifters	4th Sun	Lusty Lil	661-775-3802	Piru
Sloughhouse Irregulars	5th Sat & Sun	Badlands Bud	530-677-0368	Sloughhouse
CO				
Colorado Cowboys	1st Sat	Painted Filly	719-439-6502	Lake George
Colorado Shaketails	1st Sun	Midnite Slim	719-660-2742	Fountain
San Juan Rangers	1st Sun	Kodiak Kid	970-252-1841	Montrose
Windygap Regulators	1st Wkd	Piedra Kidd	970-799-1133	Cortez
Briggsdale County Shootists	2nd & 4th Sat	Kid Bucklin	970-493-1813	Briggsdale
Vigilantes	2nd Sat	Grizz Bear	719-545-9463	Pueblo
Four Corners Rifle and Pistol Club	2nd Sun	Capt. W. K. Kelso	970-565-3840	Cortez
Montrose Marshals	2nd Sun	Big Hat	970-249-7701	Montrose
Castle Peak Wildshots	2nd Wkd	Old Squinteye	970-524-9348	Gypsum
Pawnee Station	3rd Sat	Red Creek Dick Martin	303-857-0520	Nunn
Rockvale Bunch	3rd Sat	Cherokee Diable	719-371-0172	Rockvale
Four Corners Gunslingers	3rd Sun	Cereza Slim	970-247-0745	Durango
Thunder Mountain Shootist	3rd Wkd	Pinto Being	970-464-7118	Whitewater
Northwest Colorado Rangers	4th Sat	Black Mountain Cat	970-824-8407	Craig
Sand Creek Raiders	4th Sun	Sweet Water Bill	303-366-8827	Byers
Black Canyon Ghost Riders	4th Sun	Double Bit	970-874-8745	Hotchkiss
CT				
Ledyard Sidewinders	1st Sat	Yosemite Gene	860-536-0887	Ledyard
Congress of Rough Riders of CT	1st Sun	Snake Eyes Frank Tanner	203-296-9547	Naugatock
CT Valley Bushwackers	2nd Sun	Milo Sierra	860-508-2686	East Granby
Fairfield County Cowboys	4th Sat	Phil Chase	203-254-2261	Monroe
DE				
Padens Posse	3rd Sat	Hazel Pepper	302-422-6534	Bridgeville
FL				
Ghost Town Gunslingers	1st Sat	Copenhagen	904-808-8559	St. Augustine
Gold Coast Gunslingers	1st Sat & 3rd Sun	George Washington McLintock	786-256-9542	Fort Lauderdale
Hernando County Regulators	1st Sun	Shady Brady	352-686-1055	Brooksville
Miakka Misfits	1st Sun	Serving Justice	914-219-7007	Myakka City
Fort White Cowboy Cavalry	2nd Sat	Deadly Sharpshoot	352-317-6284	Fort White
Okeechobee Marshals	2nd Sat & 4th Sun	Kid Celero	561-312-9075	Okeechobee
Okeechobee Outlaws	2nd Sat & 4th Sun	Dead Wait	863-357-3006	Okeechobee
Tater Hill Gunfighters	2nd Sun	Judge JD Justice	941-629-4440	Arcadia
Weewahootee Vigilance Committee	2nd Sun	Cypress Sam	407-847-7285	Orlando
Panhandle Cowboys	2nd Sun	High Card	850-492-5162	Pensacola
Southwest Florida Gunslingers	3rd Sat	Jed Lewis	239-455-4788	Punta Gorda
Big Bend Bushwhackers	3rd Sat	Sixpence Kid	850-459-1107	Tallahassee
Lake County Pistoleros	3rd Sat	Arcadia Outlaw	352-208-2788	Tavares
Panhandle Cattle Company	4th Sat	Desperado Dale	850-260-5507	Chipley
Cowford Regulators	4th Sat	General Lee Smokey	904-803-2930	Jacksonville
Indian River Regulators	4th Sat	Belligerent Orney Bob	321-403-2940	Palm Bay
Roughshod Raiders	4th Sun	Delta Glen	352-317-2357	Gainesville
OK Corral Outlaws	4th Sun	Kokomo Kid	863-357-2226	Okeechobee
Five County Regulators	4th Sun	Jed Lewis	239-455-4788	Punta Gorda
Doodle Hill Regulators	4th Sun	Dave Smith	813-645-3828	Ruskin
Antelope Junction Rangers	Fri nite & 2nd Sat	Mayeye Rider	727-736-3977	Pineallas Park

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SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

Club Name	Sched.	Contact	Phone	City
GA				
River Bend Rough Riders	1st Sat	Done Gone	770-361-6966	Dawsonville
American Old West Cowboys	1st Sat	Josey Buckhorn	423-236-5281	Flintstone
Valdosta Vigilance Committee	1st Sat	Big Boyd	229-244-3161	Valdosta
Lonesome Valley Regulators	1st Sun	Wishbone Hooper	478-922-9384	Warner Robins
Providence Springs Rangers	2nd Sat	Buckshot Bob	229-924-0997	Anderson
Doc Holliday's Immortals	2nd Sat	Easy Rider	770-954-9696	Griffin
Camden County Cowboys	2nd Sat	Christian Mortician	912-227-5683	Kingsland
Piedmont Regulators	2nd Sat	Hunter Sam	706-391-4630	Toccoa
South River Shootists	3rd Sat	Man From Little River	678-428-4240	Covington
Cherokee Cowboys	4th Sat	Bad Lands Bob	706-654-0828	Gainesville
HI				
Maui Marshals	1st & 3rd Sat	Bad Burt	808-875-9085	Maui
Big Island Paniolos	3rd Sat	Paniolo Annie	808-640-3949	Ocean View
Single Action Shootists of Hawaii	4th Sun	Branded Buck	808-351-9260	Honolulu
IA				
Turkeyfoot Cowboys	1st Sat	Ranger Mathias Fischels	319-240-2224	Elk Run Heights
Hawkeye Outlaws	1st Sat	Forgunz	712-251-5550	Sioux City
Fort Des Moines Rangers	1st Sun	Pit Mule	515-205-0557	Indianola
Zen Shootists	2nd Sat	Sergeant Duroc	515-783-4833	Nevada
Outlaw's Run	2nd Sun	Capt. Jim Midnight	712-621-5726	Red Oak
ID				
Panhandle Regulators	1st & 3rd Sun	Halfcocked Otis	509-991-5842	Otis Orchards Council
Gunslingers of Flaming Heart Ranch	1st Sat	Jughandle Jack	208-634-3121	
Southeast Idaho Practical Shooters	1st Sat	Yakkey Doodle Bob	208-521-3174	Idaho Falls
Desert Sky Regulators	1st Sat	D. F. Hart	208-438-8313	Rupert
Squaw Butte Regulators	1st Sun	Acequia Kidd	208-365-4551	Emmett
El Buscaderos	2nd & 4th Sun	Oddman	208-437-0496	Spirit Lake
Northwest Shadow Riders	2nd Sat	Silverado Belle	208-743-5765	Lewiston
Southern Idaho Rangers	2nd Sat	Lone Thumper	208-251-4959	Pocatello
Oregon Trail Rough Riders	2nd Sun & 3rd Sat	Gem Hunter	208-466-0061	Kuna
Hells Canyon Ghost Riders	3rd Sat	J.P. Sloe	208-798-0826	Moscow
Twin Butte Bunch	3rd Sat	Idaho Rusty Bucket	208-745-6150	Rexburg
Border Marauders	3rd Wkd	Mud Marine	208-627-8377	East Port
Snake River Western Shooting Society	4th Sat	Missy Mable	208-731-6387	Twin Falls
IL				
Shady Creek Shootists	1st & 4th Sun	Dapper Dan Porter	309-734-2324	Little York
Lakewood Marshal's Rangeless Riders (The)	1st Sat	Pine Ridge Jack	618-838-9410	Cisne
Kishwaukee Valley Regulators	1st Sat	The Inspector	618-972-7825	Highland
Free Grazers	1st Sun	Snakes Morgan	815-751-3716	Sycamore
Tri County Cowboys	2nd Sat	Fossil Creek Bob	217-821-3134	Effingham
Kaskaskia Cowboys	2nd Sat	Msgt. SH Long	815-967-6333	Polo
Vermilion River Long Riders	2nd Sat	Wagonmaster Ward	618-443-3538	Sparta
Illinois River City Regulators	2nd Sun	Lead Poison Lar	815-875-3674	Leonore
Nason Mining Company Regulators	2nd Sun	Granville Stuart	309-243-7236	Milan
McLean County Peacemakers	3rd & 5th Sat	Diggins Dave	618-927-0594	Benton
Litchfield Sportsman's Club	3rd Sat	Marshall RD	309-379-4331	Bloomington
Illowa Irregulars	3rd Sat	Ross Haney	618-667-9819	Litchfield
Fort Beggs Defenders	3rd Sun	Shamrock Sis	309-798-2635	Milan
Long Nine Cowboys	3rd Sun	Torano	815-302-8305	Plainfield
Good Guys Posse	4th & 5th Sun	Lemon Drop Kid	217-787-4877	Loami
	4th Sun	Dangerous Denny	815-245-7264	Rockford
IN				
Paradise Pass Regulators (formerly Cutter's Raiders)	1st Sat	C. C. Top	574-354-7186	Etna Green
Atlanta Cattle Company	2nd Sat	Bear Creek Reverend	765-652-1525	Atlanta
Pleasant Valley Renegades	2nd Sat	Nomore Slim	812-839-3052	Canaan
Schuster's Rangers	2nd Sun	Coal Car Kid	219-759-3498	Chesterton
Pine Ridge Regulators	3rd Sat	Riverboat Gambler	765-832-7253	Brazil
Wolff's Rowdy Rangers	3rd Sat	Justice D. Spencer	574-536-4010	Bristol
Circle R Cowboys	3rd Sat	Mustang Bill	219-208-2793	Brookston
Wabash Rangers	4th Sat	Henry Remington	217-267-2820	Cayuga
Westside Renegades	4th Sat	Johnny Banjo	812-270-2027	Evansville
Starke County Desert	4th Sat	Whip Mccord	219-942-5859	Knox
Big Rock SASS	4th Sat	Southpaw Too	812-866-2406	Lexington
Red Brush Raiders	4th Sat	Doc Goodluck	812-721-1188	Newburgh
Deer Creek Regulators	4th Sun	Doc Molar	765-506-0344	Jonesboro
Wildwood Wranglers	4th Sun	Voodoooman	219-872-2721	Michigan City
Indiana Black Powder Guild	As Sch	C. C. Top	574-354-7186	Etna Green

Club Name	Sched.	Contact	Phone	City
KS				
Butterfield Gulch Gang	1st Sun	Flinthills Dawg	785-479-0416	Chapman
Free State Rangers	1st Sun & 3rd Sat	Buffalo Phil	913-898-4911	Parker
Powder Creek Cowboys	2nd & 4th Sat & 4th Wed	El Dorado Wayne	913-686-5314	Lenexa
Mill Brook Wranglers	2nd Sun	Grandpa Buckten Millbrook	785-421-2537	Hill City
Sandhill Regulators	3rd Sat	Merimac Menace	620-664-7003	Hutchinson
Capital City Cowboys	4th Sun	Top	785-313-0894	Topeka
Chisholm Trail Rowdies	Last Sun	Cody Wyatt	316-204-1784	Wichita
KY				
Kentucky Regulators	1st Sat	Shenandoah Slim	270-354-5040	Boaz
Hooten Old Town Regulators	1st Sat	Double Eagle Dave	423-309-4146	Mckee
Knob Creek Gunfighters Guild	1st Sun	Drew First	502-644-3453	West Point
Green River Gunslingers	2nd Sat	Yak	270-792-9001	Bowling Green
Levisa Fork Lead Slingers	2nd Sat	Escopeta Jake	606-631-4613	Pikeville
Ponderosa Pines Posse	3rd Sat	Copperhead Joe	606-599-5263	Manchester
Ohio River Rangers	3rd Sat	George Rogers	270-554-1501	Paducah
Breathitt Bandits	4th Sat	Slowly But Surely	606-666-4663	Jackson
Rockcastle Rangers	4th Sat	Grinnin Barrett	270-792-3196	Park City
Fox Bend Peacemakers	4th Sun	Tocala Sam	859-552-9000	Wilmore
LA				
Deadwood Marshals	1st & 3rd Sat	Doc Spudley	504-467-6062	Sorrento
Grand Cane Gunslingers	1st Sat	Blackjack Charlie	318-872-0111	Grand Cane
Up The Creek Gang	2nd & 4th Sat	Possum Skinner	337-372-0586	Lake Charles
Bayou Bounty Hunters	2nd Sat	Soiled Dove	985-796-9698	Folsom
Grand Ecore Vigilantes	3rd Sat	Ouachita Kid	318-932-6637	Natchitoches
Jackson Hole Regulators	4th Sat	Slick McClade	318-278-9071	Quitman
MA				
Cape Cod Cowboys	4th Sat	Curly Jay Brooks	508-477-9771	Mashpee
Shawsheen River Rangers	As Sch	Yukon Willie	978-663-3342	Bedford
Harvard Ghost Riders	As Sch	Double R Bar Kid	978-771-9190	Harvard
Danvers Desperados	As Sch	Cyrus Cy Klopps	781-667-2857	Middleton
MD				
Gunnysackers	Sat	Nantucket Dawn	781-749-6951	Scituate
Eas'dern Shore Renegades	1st Sat	Teton Tracy	302-378-7854	Sudlersville
Thurmont Rangers	1st Sun	Chuckaroo	301-831-9666	Thurmont
Monocacy Irregulars	2nd Tues	Chuckaroo	301-831-9666	Frederick
ME				
Damascus Wildlife Rangers	4th Sat	Chuckaroo	301-831-9666	Damascus
Big Pine Bounty Hunters	As Sch	Ripley Scrounger	207-876-4928	Willmantic
Capitol City Vigilance Committee	As Sch	Mark Lake	207-622-9400	Augusta
MI				
Beaver Creek Desperados	As Sch	Jimmy Reb	207-698-4436	Berwick
Rockford Regulators	1st Sat	No Cattle	616-363-2827	Rockford
River Bend Rangers	2nd Sat	Paul Puma	269-684-1782	Niles
Double Barrel Gang	2nd Sat	Dakota Fats	269-721-8190	Hastings
Butcher Butte Bunch	2nd Sun	Grubby Hardrock	810-750-0655	Fenton
Sucker Creek Saddle and Gun Club	3rd Sat	Kid Al Fred	989-832-8426	Breckenridge
Chippewa Regulators	3rd Sat	No Name Justice	906-632-1254	Sault Ste. Marie
Hidden Valley Cowboys	3rd Sun	Saulk Valley Stubby	269-651-5197	Sturgis
Rocky River Regulators	3rd Sun	Terrebonne Bud	248-709-5254	Utica
Blue Water Gunslingers	4th Sun	Buggyman	810-434-9597	Kimball
Eagleville Cowboys	4th Sat	One Son of A Gun	231-676-0922	Central Lake
Johnson Creek Regulators	4th Sat	Rainmaker Ray	313-618-2577	Plymouth
Mason County Marshals	4th Sat	Two Gun Troll	231-343-2580	Scottsville
Wolverine Rangers	As Sch	R.J. Law	248-828-0440	Port Huron
Saginaw Field & Stream Club	As Sch	Bad River Marty	989-585-3292	Saginaw
Lapeer County Sportsmans	Sun As Ash	Flat Water Johnny	314-378-5689	Attica
MN				
Club Wranglers				
Cedar Valley Vigilantes	1st & 3rd Sat	D M Yankee	612-701-9719	Morristown
Crow River Rangers	1st Sun	Cantankerous Jeb	763-682-3710	Howard Lake
Granite City Gunslingers	2nd & 5th Sat	Amen Straight	612-723-2313	Saint Cloud
Lone Rock Rangers	2nd Sat	Red Dutchman	651-402-0368	Farmington
Fort Belmont Regulators	2nd Sun	Mule Town Jack	507-840-0883	Jackson
Lookout Mountain Gunsmoke Society	3rd Sat	Wagonmaster	218-780-6797	Virginia
MO				
East Grand Forks Rod & Gun Club	3rd Sun	BB Gunner	218-779-8555	East Grand Forks
Ozark Posse (The)	1st Sat	Tightwad Swede	417-846-5142	Cassville
Mountain Oyster Gang (Formerly Rocky Branch Rangers)	1st Sun	Siegfried	660-909-6519	Higginsville
Moniteau Creek River Raiders	2nd Sun	Doolin Riggs	573-687-3103	Fayette
Shoal Creek Shootists	3rd Sat	Chaos Jumbles	417-451-9959	Joplin

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SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

Club Name	Sched.	Contact	Phone	City
MO (continued)				
Gateway Shootist Society	3rd Sun	Bounty Seeker	314-740-4665	St. Louis
Central Ozarks Western Shooters	3rd Sun	X. S. Chance	573-765-5483	St. Robert
MS				
Southern Missouri Rangers	4th Wkd	Flossie	573-374-8491	Marshfield
Butterfield Trail Cowboys	4th Wkd	Smokie	417-759-9114	Walnut Shade
Natchez Sixgunners	1st Sat	Silky	601-807-1513	Natchez
Gulf Coast Gunslingers	1st Sun	Old Rebel	228-860-0054	Biloxi
Mississippi Peacemakers	3rd Sat	Macon A.	601-954-3720	Mendenhall
MT				
		Longshot		
Mississippi River Rangers	4th & 5th Sat	Taska Jim	901-490-2600	Byhalia
Honorable Road Agents Shooting Society	1st Sat	Diamond Red	406-685-3618	Ennis
Sun River Rangers Shooting Society	1st Sat & Sun	Charlie Whiskers	406-455-1441	Simms
Makoshika Gunslingers	2nd Sat	Doc Wells	406-345-8901	Glendive
Bitterroot Buckaroos	2nd Sat	Nine Lives	406-381-9376	Hamilton
Gallatin Valley Regulators	2nd Sat	El Hombre de Montana	406-388-2902	Logan
Black Horse Shootists	2nd Wkd	J. E. B. Stuart Montana	406-727-7625	Great Falls
Rocky Mountain Rangers	2nd Wkd	Jocko	406-847-0745	Noxon
Last Chance Handgunners	3rd Sat	Vinny Da Kid	406-439-4476	Boulder
Custer County Stranglers	3rd Sat	Hartshot	406-232-0727	Miles City
NC				
Montana Territory Peacemakers	4th Sat	Two Gun Montana	406-655-8166	Billings
Lincoln County Regulators	4th Sat	Anita Nuttergun	406-297-7667	Eureka
Neuse River Regulators	1st & 3rd Sat	Paddi MacGarrett	910-330-1998	New Burn
Walnut Grove Rangers	1st Sat	Two Gun Terry	828-453-7721	Ellenboro
Old Hickory Regulators	1st Sat	Wendover Kid	252-908-0098	Rocky Mount
Old North State Posse	1st Sat	Tracker Mike	336-558-9032	Salisbury
Carolina Rough Riders	1st Sun	Pecos Pete	704-394-1859	Charlotte

Club Name	Sched.	Contact	Phone	City
NC (continued)				
Carolina Cattlemen's Shooting and Social Society	2nd Sat	J. M. Brown	919-291-1726	Creedmore
Buccaneer Range Regulators	2nd Sat	Jefro	910-330-7179	Wilmington
Gunpowder Creek Regulators	3rd Sat	Herdzman	828-493-1679	Lenoir
Cross Creek Cowboys	3rd Sat	South Buffalo Slim	910-391-9556	Wagram
Iredell Regulators	4th Sat	Charlotte	704-902-1796	Statesville
ND				
Trestle Valley Rangers	2nd Sat	Doc Hell	701-852-1697	Minot
Badlands Bandits	2nd Sun	Roughrider Ray	701-260-0347	Belfield
Dakota Rough Riders	As Sch	Blake Stone	701-471-2334	Bismark
Sheyenne Valley Peacekeepers	Last Sat	Wild River Rose	701-588-4331	Enderlin
NE				
Eastern Nebraska Gun Club	2nd Sun	Flint Valdez	712-323-8996	Louisville
Flat Water Shootists of the Grand Island Rifle Club	3rd Sun	Forty Four Maggie	308-383-4605	Grand Island
Platte Valley Gunslingers	As Sch	Skunk Stomper	402-461-3442	Grand Island
NH				
The Dalton Gang Shooting Club of NH	3rd Wkd	Littleton S. Dalton	603-444-6876	Dalton
Pemi Valley Peacemakers	As Sch	Bear Lee Tallable	603-667-0104	Holderness
White Mountain Regulators	As Sch	Dead Head	603-957-0377	Candia
Merrimack Valley Marauders	As Sch	Sheriff R. P. Bucket	603-345-6876	Pelham
NJ				
Monmouth County Rangers	2nd Sun	Utah Tom	732-803-2430	Monmouth
Delaware Blues	2nd Sun	Yellow Mike	302-750-2381	Quinton
Jackson Hole Gang	4th Sun	Papa Grey	732-961-6834	Jackson
NM				
Magdalena Trail Drivers	1st & 3rd Sat	Grizzly Adams	575-854-2488	Magdalena
Del Norte Diablos	1st & 4th Sat	Nevada Ranger	505-220-0892	Rio Rancho
Bighorn Vigilantes	1st Sat	German George	505-286-0830	Founders Ranch

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SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

Club Name	Sched.	Contact	Phone	City	Club Name	Sched.	Contact	Phone	City
NM (continued)					OK (continued)				
Otero Practical Shooting Association	1st Sat	Saguaro Sam	505-437-3663	La Luz	Indian Territory Single Action Shooting Society	2nd & 5th Sun, 3rd Sat, 4th Wed	Little Fat Buddy	918-437-4562	Sand Springs
Chisum Cowboy Gun Club	1st Sat	Two Bit Tammy	575-626-9201	Roswell	Oklahoma City Gun Club - Territorial Marshals	2nd Sat & 4th Sun	Flat Top Okie	405-373-1472	Oklahoma City
Buffalo Range Riders	1st Sun	Garrison Joe	505-323-8487	Founders Ranch	OR				
Chisum Cowboy Gun Club	1st Sun	Two Bit Tammy	575-626-9201	Roswell	Horse Ridge Pistoleros	1st & 3rd Sun	Big Casino	541-389-2342	Bend
High Desert Drifters	2nd Sat	El Vaquero Malo	505-688-7937	Founders Ranch	Merlin Marauders	1st Sat	Mountain Grizz	253-208-1105	Merlin
Lincoln County Regulators	2nd Sat	Gunsmoke Cowboy	575-808-0459	Ruidoso	Dry Gulch Desperados	1st Sat	Runamuck	509-520-3241	Milton
Rio Grande Renegades	2nd Wed, 3rd Sat, 4th Sun, 5th Sat & Sun	Whiplash Whitey	505-401-3064	Albuquerque	Siuslaw River Rangers	1st Sun	Johnny Jingos	541-997-6313	Freewater
Gila Rangers	2nd Wkd	Chico Cheech	575-388-2531	Silver City	Table Rock Rangers	1st Sun & 2nd Sat	Jed I. Knight	541-944-2281	Florence
Seven Rivers Regulators	3rd Sat	Stink Creek Jones	575-885-9879	Carlsbad	Pine Mountain Posse	2nd & 4th Wkd	Whisperin' Wade	541-318-8199	White City
Monument Springs	4th Sat	Val Darrant	575-396-5303	Hobbs	Jefferson State Regulators	3rd Sat	Jed I. Knight	541-944-2281	Bend
Bushwhackers					Oregon Trail Regulators	3rd Sat	Willie Killem	541-443-6591	Ashland
Picacho Posse	4th Sat	Fast Hammer	575-664-3317	Las Cruces	Oregon Old West Shooting Society	3rd Sun & 4th Sat	Tuffy Tumbleweed	541-619-7381	La Grande
Tres Rios Bandidos	4th Sun	Largo Casey	505-330-2489	Farmington	Umpqua Regulators	4th Sun	Oregon Gustaf	541-430-1021	Albany
Rio Vaqueros	4th Sun	Anna Sassin	575-744-5793	Truth or Consequences	Fort Dalles Defenders	4th Sun	Frisco Nell	360-835-5630	Roseburg
NV					PA				
Fort Halleck Volunteers	1st & 3rd Sat	Green Springs Thomsen	775-753-8203	Elko	Perry County Regulators	1st Sat	Tuscarora Slim	717-789-3004	Ickesburg
High Plains Drifters	1st Sun	Washoe Zephyr	775-721-6619	Fernley	Dry Gulch Rangers	1st Sat	Pep C. Holic	724-263-1461	Midway
Eldorado Cowboys	1st Wkd	Creeker	702-328-4867	Boulder City	Boot Hill Gang of Topton	1st Sun	Lester Moore	610-704-6792	Topton
Nevada Rangers Cowboy Action Shooting Society	2nd Sun	MT Fargo	702-460-6393	Las Vegas	Whispering Pines Cowboy Committee	1st Sun	Panama Red	570-724-7214	Wellsboro
Roop County Cowboy Shooters Association	2nd Sun	Jasper Agate	775-849-7679	Sparks	Chimney Rocks Regulators	2nd Sat	Relentless Renegade	814-414-1461	Holidaysburg
Silver State Shootists	3rd Sun	Shotgun Marshall	775-265-0267	Carson City	Logans Ferry Regulators	2nd Sat	Mariah Kid	412-607-5313	Plum
Desert Desperados	3rd Sun	Buffalo Sam	702-459-6454	Las Vegas	Heidelberg Lost Dutchmen	2nd Sat	Ivory Rose	717-627-0694	Borough
Lone Wolf Shooters, LLC	4th & 5th Sun	Penny Pepperbox	775-727-4600	Pahrump	Mainville Marauders	2nd Sun	Dodge Bill	570-477-5667	Schaeffers-town
NY					Westshore Posse	2nd Sun	Hud McCoy	410-984-2249	Mainville
Crumhorn Mountain Cowboys	1st & 4th Sun	Lefty Cooper	607-287-9261	Maryland	Dakota Badlanders (The)	2nd Sun	Timberland Renegade	610-434-1923	New
Alabama Gunslingers	1st Sat	Bum Thumb	585-343-3906	Alabama	River Junction Shootist Society	3rd Sat	Mattie Hays	724-593-6602	Cumberland
Tioga County Cowboys	1st Sat	Dusty Drifter	607-659-3819	Owego	Jefferson Outlaws	3rd Sat	Red-Eyed Kid	443-392-1615	Orefield
Boot Hill Regulators	1st Sun	Judge Zaney Grey	845-352-7921	Chester	Blue Mountain Rangers	3rd Sun	Cathy Fisher	610-488-0619	Donegal
Pathfinder Pistoleros	1st Sun	Sonny	315-695-7032	Fulton	Matamoras Mavericks	3rd Sun	Hammerin Steel	570-296-5853	Jefferson
Salt Port Vigilance Committee	2nd Sat	Twelve Bore	585-613-8046	Holley	Silver Lake Bounty Hunters	3rd Sun	Marshal T. J. Buckshot	570-663-3045	Hamburg
Bar-20 Inc.	2nd Sat	Badlands Buck	315-637-3492	West Eaton	Purgatory Regulators	3rd Wkd	Dry Gulch Geezer	814-827-2120	Milford
Oxford Regulators	2nd Sun	Scheriff Richie	607-783-2666	Oxford	Elstonville Hombres	4th Sun	Trusty Sidekick	610-939-9947	Montrose
Hole In The Wall Gang	3rd Sat	El Fusilero	631-864-1035	Calverton	El Posse Grande	4th Sun	Black Hills Barb	570-538-9163	Titusville
Diamond Four	3rd Sat	Kayutah Kid	607-796-0573	Odessa	Stewart's Regulators	4th Sun	Sodbuster Burt	724-479-8838	Manheim
Circle K Regulators	3rd Sun	Smokehouse Dan	518-885-3758	Ballston Spa	Lincoln County Lawmen	4th Sun	Preacher Ben Pray'n	401-651-5827	Muncy
Sackets Harbor Vigilantes	4th Sun	Ranger Clayton Conagher	315-465-6543	Sackets Harbor	Palmetto Posse	1st Sat	Dun Gamblin	803-422-5587	Valley
The Long Riders	4th Sun	Loco Poco Lobo	585-467-4429	Shortsville	Belton Bushwhackers	2nd Sat	Pants A'Fire Meyer	864-760-9366	Shelocta
D Bar D Wranglers	4th Sun	Captain M.A.F	845-226-8611	Wappingers Fall	Hurricane Riders	3rd Sat	Saloon Keeper	843-361-2277	Foster
Mythical Rough Riders	5th Sun	Rev Dave Clayton	716-838-4286	Hamburg	Savannah River Rangers	3rd Sun	Kid Ray	803-960-3907	
The Shadow Riders	As Sch	Dusty Levis	646-284-4010	Westhampton Beach	Greenchee Gunfighters	4th Sat	Doc Kemm	843-863-0649	
East End Regulators	First Sun	Diamond Rio	631-585-1936	Westhampton	Greenville Gunfighters	4th Sun	Cowboy Junky	864-414-5578	
OH					SD				
Middletown Sportsman Club	1st Sat	Deadwood Stan	513-894-3500	Middletown	Camp Sturgis Regulators	1st Sat	Brother King	970-481-7569	Sturgis
Tusco Long Riders	1st Sat	Prairie Dawg	216-932-7630	Midvale	Medicine Creek Road Agents	1st Sun	Iron Mender	605-222-5145	Onida
Greene County Cowboys	1st Sun	Ruger Ray	937-352-6420	Xenia	Cottonwood Cowboy Assoc.	2nd Sun	Dakota Nailbender	605-520-5212	Clark
Fireland Peacemakers	1st Wed, 3rd Sat & 5th Sun	Old Iron Hip	440-355-8410	Rochester	Bald Mountain Renegades	3rd Sun	Cottonwood Cooter	605-280-1413	Faulkton
Sandusky County Regulators	2nd Sat	Curtice Clay	419-836-8760	Gibsonburg	Black Hills Shootist Association	3rd Sun	Hawkbill Smith	605-342-8946	Pringle
Shenango River Rats	2nd Sat & Last Thurs	Shenango Joe	330-782-0958	Yankee Lake	Snake Creek Rustlers	4th Sun	O' Town Kid	605-252-8403	Faulkton
Miami Valley Cowboys	2nd Sun	Buckshot Jones	937-418-7816	Piqua	TN				
Wild Wild West Point Cowboy Action Shooting	2nd Sun	Handy Hoss	330-424-9669	West Point	Bitter Creek Rangers	1st & 3rd Sun	Oracle	423-334-4053	Crossville
Blackhand Raiders	2nd Sun	Duke City Kid	614-556-0245	Zanesville	Greene County Regulators	1st Sat	Boozy Creek	423-279-0316	Rogersville
Scioto Territory Desperados	3rd & 5th Sun	Pickaway Tracker	740-477-1881	Chillicothe	Wartrace Regulators	1st Sat & 3rd Sat	Whiskey Hayes	931-684-2709	Wartrace
Wilmington Rough Riders	3rd Sat	Paragon Pete	740-626-7667	Wilmington	Memphis Gunslingers	2nd Sat	Hot Lead Lefty	901-601-7459	Arlington
AuGlaize Rough Riders	3rd Sun	Bear River Smith	419-506-0999	Defiance	Smoky Mountain Shootist Social Club	2nd Sat	Jim Mayo	865-227-2779	Lenoir City
Ohio Valley Vigilantes	4th Sat	Slow Movin Ron	614-599-0721	Mt. Vernon	ORSA's Oak Ridge Outlaws	2nd Sat	Hombre Sin Nombre	865-257-7747	Oak Ridge
Central Ohio Cowboys	4th Sun	Stagecoach Hannah	614-563-6070	Whitehall	Tennessee Mountain Marauders	3rd Sat	Double Barrel	423-593-3767	Chattanooga
Stonelick Regulators	As Sch	Carson	513-753-6462	Batavia	North West Tennessee Longriders	3rd Sat	Can't Shoot Dillion	731-885-8102	Union City
Brown Township Regulators	Last Sat	Sandy Creek Jake	330-863-1139	Malvern	Ocoee Rangers	4th Sat	Ocoee Red	423-476-5303	Cleveland
OK					TX				
Rattlesnake Mountain Rangers	1st & 2nd Sat	Black River Jack	918-908-0016	Checotah	Orange County Regulators	1st & 3rd Sat	Texas Gator	409-243-3477	Orange
Shortgrass Rangers	1st Sat & 3rd Sun	Oklahoma Spuds	405-640-5650	Grandfield	Texas Tumbleweeds	1st Sat	Cayenne	806-355-7158	Amarillo
Cherokee Strip Shootists	1st Sun	Scott Wayne	405-377-0610	Stillwater	Texas Troublemakers	1st Sat	Lefty Tex Larue	903-539-7234	Brownsboro
Tulsey Town Cattlemens Association	2nd & 4th Sat	Dry Gulch Deryl	918-697-7396	Tulsa					

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SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

Club Name	Sched.	Contact	Phone	City	Club Name	Sched.	Contact	Phone	City
TX (continued)					VA (continued)				
Plum Creek Shooting Society	1st Sat	Long Juan	512-750-3923	Lockhart	Bend of Trail	4th Sun	Rowe - A - Noc	540-890-6375	Roanoke
Comanche Trail Shootists	1st Sat	Dee Horne	432-557-0860	Midland	Rivanna Ranger Company	As Sch	Virginia Ranger	434-973-8759	Charlottes-ville
South Texas Pistoleros	1st Sat	SaukValley Sam	210-379-3711	San Antonio	Stovall Creek Regulators	As Sch	Brizco-Z	434-929-1063	Lynchburg
Texas Peacemakers	1st Sat	Tennessee Star	214-334-8627	Tyler	VT				
Old Fort Parker Patriots	1st Wkd	Naduah Nocona	254-729-5253	Groesbeck	Verdant Mountain Vigilantes	2nd Sun	Doc McCoy	802-363-7162	St. Johnsbury
Thunder River Renegades	1st Wkd	Blackpowder Burn	281-826-9240	Magnolia	Northeast Washington Regulators	1st Wkd	A. T. McGee	509-684-2325	Colville
Concho Valley Shooters	2nd Sat	Roamin' Shields	325-656-1281	San Angelo	Mica Peak Marshals	1st & 3rd Sat	Tensleep Kid	509-284-2461	Mica
Texas Riviera Pistoleros	2nd Sat	Stinkng Badger	361-9374845	George West	Renton United Cowboy Action Shooters	1st Wkd	Jess Ducky	425-271-9286	Renton
Lajitas Rangers And Rogues	2nd Sat	Texas Trouble	915-603-1366	Lajitas	Windy Plains Drifters	2nd & 4th Sat	Svenska Annie	509-953-1113	Medical Lake
Travis County Regulators	2nd Sat	Cherokee Granny	979-561-6202	Smithville	Wolverton Mountain Peace Keepers	2nd Sat	Ten Gauge	360-772-0716	Ariel
Texas Tenhorns Shooting Club	2nd Sat & Last Full Wkd	Hairtrigger Hayes	972-658-4347	Leonard	Pataha Rustlers	2nd Sat	Pinto Annie	509-520-2789	Dayton
Rio Grande Valley Vaqueros	2nd Sun	Dream Chaser	956-648-7364	Pharr	Mima Marauders	2nd Sat	Okie Sawbones	360-705-3601	Olympia
Lone Star Frontier Shooting Club	2nd Wkd	Rock Rotten	817-905-3122	Cleburne	Smokey Point Desperados	2nd Sun	Mudflat Mike	425-335-5176	Arlington
Texican Rangers	2nd Wkd	Yuma Jack	210-240-8284	Fredericks- burg	Apple Valley Marshals	3rd Sat	First Chance	509-884-3827	East Wenatchee
Oakwood Outlaws	2nd Wkd	Texas Alline	903-545-2252	Oakwood	Olympic Peninsula Strait Shooters	3rd Sat	Doc Neeley	360-417-0230	Port Angeles
Canadian River Regulators	2nd, 3rd & 5th Sat	Adobe Walls Shooter	806-679-5824	Clarendon	Black River Regulators	4th Sat	Pop-a Cork	360-878-8911	Littlerock
Big Thicket Outlaws	3rd Sat	Shynee Graves	409-860-5526	Beaumont	Custer Renegades	4th Sun	Joe Cannuck	360-676-2587	Custer
Tejas Caballeros	3rd Sat	Judge Menday Coming	512-964-9955	Dripping Springs	Poulsbo Pistoleros	4th Sun	Sourdough George	360-830-0100	Poulsbo
Gruesome Gulch Gang	3rd Sat	Eli Blue	806-729-5887	Kress	Rattlesnake Gulch Rangers	Last Sat	Ricochet Robbie	509-628-0889	Benton City
Alamo Area Moderators	3rd Sat	Tombstone Mary	210-493-9320	San Antonio	Beazley Gulch Rangers	Last Sun	An E. Di	509-787-1782	Quincy
Willow Hole Cowboys	3rd Sat & Sun	Def Willie	979-696-1300	North Zulch	WI				
Texas Historical Shootist Society	3rd Sun	Charles Goodnight	281-342-1210	Columbus	Rock River Regulators	1st & 3rd Sat	Stoney Mike	608-868-5167	Beloit
Berger Sharpshooters	3rd Sun	Hoss Jack	903-546-6291	Greenville	Crystal River Gunslingers	2nd Sat	Polish Pistolero	920-913-1615	Waupaca
Trinity Valley Regulators	3rd Sun	Grumpy Grandpa	972-206-2624	Mansfield	Wisconsin Old West Shootist, Inc	2nd Sun & 4th Sat	Blackjack Martin	715-949-1621	Boyceville
Badlands Bar 3	3rd Wkd	T-Bone Dooley	903-272-9283	Clarksville	Hodag Country Cowboys	3rd Sat	Hodag Bob	715-550-8337	Rhineland
Butterfield Trail Regulators	4th Sat	Texas Slim	325-668-4884	Anson	Liberty Prairie Regulators	3rd Sat	Dirty Deeds	920-229-5833	Ripon
Comanche Valley Vigilantes	4th Sat	Billy Bob Evans	972-393-2882	Cleburne	Oconomowoc Cattlemen's Association	4th Sat	Marvin the Moyle	414-254-5592	Concord
Green Mountain Regulators	4th Sat	Wildcat Bob	217-725-4934	Marble Falls	WV				
Tejas Pistoleros	4th Sat & Sun	Texas Paladin	713-690-5313	Eagle Lake	Frontier Regulators	2nd Sat	Captain Tay	304-265-5748	Thorton
Magnolia Misfits	4th Sat & Sun	Attoyac Kid	281-448-8127	Magnolia	Kanawha Valley Regulators	2nd Wkd	Eddie Rebel	304-397-6188	Eleanor
Tin Star Texans	4th Sat.	Mickey	830-685-3464	Fredericks- burg	Cowboy Action Shooting Sports	4th Sun	Last Word	304-289-6098	Largent
UT					Peacemaker National	As Sch	Cole McCulloch	703-789-3346	Gerrards- town
Three Peaks Rangers	1st & 3rd Sat	Curly Jim Whiskus	435-590-9873	Cedar City	WY				
Big Hollow Bandits	1st Sat	Marshal Dillon	435-724-2575	Heber	Cheyenne Regulators	1st Sat	Wild Horse John	307-637-6974	Cheyenne
North Rim Regulators	1st Sat	Autum Rose	435-644-5053	Kanab	Colter's Hell Justice Committee WSAS	1st Sat	Yakima Red	307-254-2090	Various
Copenhagen Valley Regulators	1st Sat	M.T. Pockets	801-920-4047	Mantua	Bessemer Vigilance Committee	1st Sun & 3rd Sat	Smokewagon Bill	307-267-1155	Casper
Utah Territory Gunslingers	1st Sat	Lefty Pete	801-554-9436	Salt Lake City	High Lonesome Drifters	2nd Sat	Kari Lynn	307-587-2946	Cody
Musinia Buscaderos	1st Sat	Buffalo Juan	435-528-7432	Mayfield	Sybill Creek Shooters	2nd Sat	Wyoming Roy	307-322-3515	Wheatland
Dixie Desperados/ Senior Games	2nd & 4th Sat	The Alaskan	435-635-3134	Hurricane	Southfork Vigilance Committee WSAS	2nd Wkd	Wennoff Halfcock	507-332-5035	Lander
Deseret Historical Shootist Society	2nd Sat	Ruckus Rick	801-201-0700	Fruit Heights	Border Vigilantes	3rd Sat	Assassin	307-287-6733	Cheyenne
Rio Verde Rangers	2nd Sat	Doc Nelson	435-564-8210	Green River	Powder River Justice Committee WSAS	3rd Sun	Doc Fehr	307-683-3320	Buffalo
Cache Valley Vaqueros	2nd Sat	Logan Law	435-787-8131	Logan	Great Divide Outlaws	4th Sat	Slingn Lead	307-324-6955	Rawlins
Hobble Creek Wranglers	2nd Sat	Hobble Creek Marshall	801-489-7681	Springville	Donkey Creek Shootists	4th Sun	Poker Jim	307-660-0221	Gillette
Wasatch Summit Regulators	2nd Sun	Old Fashioned	435-224-2321	Salt Lake City	Snake River Rowdies	As Sch	Sheriff John R. Quigley	307-733-4559	Jackson
Utah War	3rd & 5th Sat	Jubal O. Sackett	801-944-3444	Sandy	INTERNATIONAL				
Mesa Marauders Gun Club	3rd Sat	Copper Queen	435-979-4665	Lake Powell	DOWN UNDER				
Diamond Mountain Rustlers	3rd Sat	Cinch	435-724-2575	Vernal	AUSTRALIA				
Wahsatch Desperados	4th Sat	Ruckus Rick	801-201-0700	Fruit Heights	Gold Coast Gamblers	1st & 3rd Sat	Virgil Earp	041 876 5839	Gold Coast
Castle Gate Posse	4th Sat	Rowdy Hand	435-637-8209	Price	Adelaide Pistol & Shooting Club	1st Sat & 3rd Sun	Lobo Malo	61 08 284 8459	Korunye
VA					Westgate Marauders	2nd Sun	Stampede Pete	61 39 369 5939	Port Melbourne
Pungo Posse Cowboy Action Club	1st & 2nd Sat	Missouri Marshal	757-471-3396	Waverly	Little River Raiders	3rd Sun	Lazy Dave	61 40 377 7926	Little River
Liberty Long Riders	1st Sun	Thunder Colt	540-296-0772	Bedford	SASA Little River Raiders Single Action Club	3rd Sun	Tiresome	61 25 978 0190	Melbourne
Cavalier Cowboys	1st Sun & 2nd Wed	Striker	804-339-8442	Hanover County	Cowboy Action Shooters of Australia	3rd Wkd	I.D.	61 29 975 7983	Teralba
Virginia City Marshals	1st Tues	Humphrey Hook	703-801-3507	Fairfax	Fort Bridger Shooting Club	4th Sun	Duke York	61 41 863 2366	Drouin
Blue Ridge Regulators	2nd Sun	Bad Company	540-886-3374	Lexington	SASA Single Action Shooting Australia Inc.	Sat & Sun	Virgil Earp	61 74 695 2050	Millmerran
K.C.'s Corral	3rd Sat	Buckshot Bob	804-382-3407	Mechanicsville					
Mattaponi Sundowners	3rd Sun & 4th Sat	Flatboat Bob	804-785-2575	West Point					
Pepper Mill Creek Gang	4th Sun	Slip Hammer Spiv	540-775-4561	King George					

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SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

Club Name	Sched.	Contact	Phone	City
INTERNATIONAL				
NEW ZEALAND				
Trail Blazers Gun Club	1st Sun	Sudden Lee	sudden@farm side.co.nz	Mill Town
Bullet Spittin Sons O' Thunder	2nd Sat	Billy Deadwood	64 63 564 720	Palmerston N.
Wairarapa Pistol and Shooting Club	2nd Sun	Doc Hayes	64 63 796 692	Gladstone
Frontier & Western Shooting Sports Association	2nd Sun	Doc Hayes	64 63 796 692	Gladstone
Tararua Rangers	3rd Sun	J.E.B. Stuart	64 63 796 436	Carterton
Ashburton Pistol Club	3rd Sun AM	Shellie Jector	643 304 8401	Ashburton
Ashburton Pistol Club Wild Bunch™ Shooting	3rd Sun PM	Shellie Jector	643 304 8401	Ashburton
Western Renegades	4th Sat	Black Bart Bolton	64 27 249 6270	Wanganui
SASS Pistol New Zealand	As Sch	Tuscon the Terrible	64 32 042 089	Varies
EUROPE				
AUSTRIA				
Sweetwater Gunslingers Austria	As Sch	Fra Diabolo	43 664 490 8032	Vienna
CZECH REPUBLIC				
Association of Western Shooters	As Sch	Thunderman	42 060 322 2400	Prelouc
DENMARK				
Danish Black Powder Federation	As Sch	Slim Dane	45 20 655 887	Copenhagen
Association of Danish Western Shooters	As Sch	Mrs. Stowaway	45 602 013 65	Greve
FINLAND				
SASS Finland	As Sch	Woodbury Kane	35 850 517 4659	Various
Classic Old Western Society of Finland	As Sch	Woodbury Kane	35 850 517 4659	Loppi
FRANCE				
SASS France Greenwood Creek	1st & 3rd Wkd	Handy Hook	33 68 809 1360	Bormes les Mimosas
SASS France Golden Triggers of Freetown	1st Sun	Cheyenne Little Colibris	33 67 570 3678	Villefranche de Rouergue
L'Arquebuse d'Antony	2nd Sun	Jeppesen	33 14 661 1798	Antony
Buffalo Valley	As Sch	Slye Buffalo	02 37 63 65 83	Châteauneuf- en-Thymerais
High Plains Shooters	As Sch	Jack Cooper	336 1384 5580	Clermont De L'oise
Association Mazaugaise de Tir	As Sch	Redneck Mike	33 494 280 145	Mazaugues
SASS France Alba Serena Tir Club	As Sch	Marshall Tombstone	09 62 53 83 32	Moriani
Old Pardis Shooting Society	As Sch	Charles Allan LaSalle	33 1 4661 1798	Versailler Anthony
Club de Tir Beaujolais	As Sch	Woodrow the Wild	33 047 838 0374	Villefranche sur Saone
Old West French Shooters	As Sch	Curly Red Ryder	33 3 8582 0203	Caromb
BERAC	As Sch	Delano L. Oakley	33 3 8020 3551	Premeaux Prissey
Club de Tir Brennou	As Sch	French Bob	00 33 024 767 5888	Varies
Reverend Oakley's Cowboy Klan	As Sch	Delano L. Oakley	333 802 03 551	Varies
Les Tireurs de l'uzege (Old West Gunfighters)	Every Sun	Marshall Dundee	33 04 66 759 529	Uzes
Black Rivers	Last Sun	Kid of Neckwhite	33 3 8526 3029	Roanne
Club de Tir de Bernay	Sat	Chriswood	33 2 3245 5900	Bernay
SASS France Yellow Rock	Sat	Shooting Missie	336 7555 8063	ECOT
Societe de Tir Bedoin Ventoux (Windy Mountain Vigilantes)	Sat-Sun	Sheriff Ch. Southpaw	33 490 351 973	Bedoin
Tir Olympique Lyonnais	Sun	Barth	33 6 1324 6128	Lyon
Club de tri de nuits Saint Georges	As Sch	Delano L. Oakley	33 38 020 3551	Nuits Saint Georges
Club de Tir Sportif de Touraine	As Sch	Major John Lawson	brisset37@ hotmail.fr	Tours
CAS/SASS France	As Sch	Frenchie Boy	336 169 32 076	Varies
GERMANY				
German Territory Regulators	As Sch	REPHIL	49 29 216 71814	Varies
Cowboy Action Shooting™ Germany	Last Sat	Marshal Heck	49 345 120 0581	Edderitz
Jail Bird's Company	Mon	Orlando A Brick Bond	492 1317 42 3065	Wegberg
CAS Europe	Wed	Hurricane Irm	49 28 23 3426	Bocholt
SASS Germany	Wed	Il Calabrese	49 28 239 8080	Pfalzdorf
SASS Germany	Wed	Rhine River Joe	49 28 235 807	Spork

Club Name	Sched.	Contact	Phone	City
INTERNATIONAL				
HUNGARY				
Westwood Rebels	As Sch	El Heckito	362 0460 1739	Galgamacsa
ITALY				
Old Gunners Shooting Club	As Sch	Renato Anese	33 51 24 5391	Toppo di Travesio
Western Shootist Posse	1st Sun	Steven Gardiner	39 338 920 7989	Trevi
Green Hearts Regulator	3rd Sat	Oversize	35 05 642 4677	Livorno
Fratelli Della Costa Onlus	3rd Sun	Ivan Bandito	39 34 7043 0400	Mazzano
Lassiter Fan Shooting Club	As Sch	Alameda Slim	alamedaslim@ owss.it	Siena
Maremma Bad Land's Riders	As Sch	Alameda Slim	alamedaslim@ owss.it	Siena
Old West Shooting Society Italy	As Sch	Alchimista	39 33 420 68337	Varies
Canne Roventi	Last Sun	Valdez	39 07 1286 1395	Filottrano
Honky Tonk Rebels	Last Sun	Kaboom Andy	39 33 5737 8551	Vigevano
Wild West Rebels	Sun	Bill Masterson	alberto@frontisrl.it	Malegno-BS
LUXEMBOURG				
SASS Luxembourg	As Sch	Smiley Miles	35 26 2128 0606	Varies
NETHERLANDS				
SASS Netherlands	As Sch	Dutch Bear	31 619 430 223	Leeuwarden
Dutch Western Shooting Association	As Sch	Dutch Bear	31 619 430 223	Oss, Noord Brabant
NORTHERN IRELAND				
Kells County Regulators	1st Sat	Independence Carroll	28 93 368 004	Varies
NORWAY				
Black Rivers	As Sch	Charles Quantrill	47 9325 9669	Loten
Quantrill Raiders	Sun	Charles Quantrill	47 9325 9669	Loten
Schedsmoe County Rough Riders	Thurs	Jailbird	47 6399 4279	Lillestrom
POLAND				
SASS Polish Western Shooting Association	As Sch	Trigger Hawkeye	trigger-hawkeye@ hot.pl	Lodz
SERBIA				
Union of Western Shooters of Serbia	As Sch	Hombre des Nudos	63 721 6934	Humska
SWEDEN				
SASS Sweden Northern Rangers	As Sch	Northern S. T. Ranger	46 72 206 7005	Varies
SWITZERLAND				
Black Mountain Gunfighters	As Sch	Blacksmith Pete	417 9449 5800	Romainm- A'tier
Old West Shooting Society Switzerland	As Sch	Hondo Janssen	44 271 9947	Zurich
INTERNATIONAL				
CANADA				
Aurora Desperados	1st Fri	Destry	905-551-0703	Aurora ON
Robbers Roost Hamilton Angling & Hunting Assoc.	1st Sun	Legendary Lawman	905-393-4299	Ancaster ON
Red Mountain Renegades	1st Sun	Flynn T. Locke	604-820-1564	Mission BC
Bar E Ranch	2nd & 4th Sat	Northern Crow	705-435-2807	Barrie ON
Beau Bassin Range Riders	2nd Sat	Frenchy Cannuck	506-312-0455	Riverview NB
Lambton Sportsman's Club	2nd Sat	Clay Creek	519-542-4644	St. Clair ON
Wentworth Shooting Sports Club	2nd Sun	Stoney Creek	905-664-3217	Hamilton ON
Victoria Frontier Shootists	2nd Sun	Haweaer Hal	250-920-8707	Victoria BC
Prairie Dog Rebels	3rd Sat	Valley Boy	519-673-5648	London ON
Valley Regulators	3rd Sat & Sun	High Country Amigo	250-334-3479	Courtenay BC
Otter Valley Rod & Gun	4th Sun	Colt McCloud	519-685-9439	Strafford- ville ON
Islington Sportmen's Club	As Sch	Hawk Feathers	905-936-2129	Caledon ON
Blueridge Sportsmen's Club	As Sch	Rebel Dale	519-599-2558	Clarksburg ON
Royal City Rangers	As Sch	Indian Frank	905-878-9440	Guelph ON
Waterloo County Revolver Association	As Sch	Pappy Cooper	519-536-9184	Kitchener ON
Mundy's Bay Regulators	As Sch	Indiana Magnum	705-534-2814	Penetan- guishene ON
Nova Scotia Cowboy Action Shooting Club	As Sch	Wounded Belly	902-890-2310	Truro NS
Palmer's Gulch Cowboys	As Sch	Caribou Lefty	250-372-0416	Heffley BC
Ottawa Valley Marauders	As Sch	Button	514-792-0063	Ottawa ON
Alberta Frontier Shootists Society	As Sch	Powder Paw	403-318-4463	Rocky Mtn House AB
Club de tir Beausejour	As Sch	Richelieu Mike	450-658-8130	St-Jean QC
Long Harbour Lead Slingers	Tues	Preacher Man John	250-537-0083	Chrysostome/ L'avis
SOUTH AFRICA				
Pioneer Creek Rangers	2nd & 4th Sat	Slow Wilson	27 83 677 5066	Pretoria
Western Shooters of South Africa	3rd Sat	Richmond P. Hobson	27 21 797 5054	Cape Town S.A

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SASS AFFILIATED CLUBS MONTHLY SHOOTING SCHEDULE (Cont.)

Club Name	Sched.	Contact	Phone	City
WILD BUNCH USA				
AK				
Alaska 49ers	3rd Sat	Marshal Stone	907-232-1080	Birchwood
AZ				
Cowtown Wild Bunch Shooters	1st Sat	Wild Bodie Tom	602-721-3175	Carefree
NATZY Bunch	3rd Sun	Tumbleweed Rose	928-899-8788	Flagstaff
Bordertown Inc.	As Sch	Pecos Clyde	480-266-1096	Tucson
CA				
Hole in the Wall Gang	1st Sat	Frederick Jackson Turner	818-640-0945	Piru
Gold Country Wild Bunch	3rd Sat	Sutter Lawman	530-713-4194	Sloughouse
CO				
Castle Peak Wildshots	1st Sat	Old Squinteye	970-524-9348	Gypsum
Pawnee Station	1st Sun	Red Creek Dick Martin	303-857-0520	Fort Collins
Thunder Mountain Shootists	2nd Sat	Colorado Blackjack	970-260-5432	White Water
FL				
Ghost Town Gunslingers Wild Bunch™	1st Sat	Copenhagen	904-808-8559	St. Augustine
ID				
Squaw Butte Regulators	4th Sun	Acequia Kidd	208-365-4551	Emmett
IL				
Kaskaskia Cowboys	As Sch	Boben Weev	618-632-0712	Sparta
IN				
Pine Ridge Regulators	1st Wkd	Riverboat Gambler	765-832-7253	Brazil
LA				
Jackson Hole Regulators	4th Sat	Slick McClade	318-278-9071	Quitman
MO				
Butterfield Trail Cowboys	4th Wkd	Smokie	417-759-9114	Walnut Shade
NC				
Carolina Cattlemen's Shooting and Social Society	4th Sat	J. M. Brown	919-291-1726	Creedmore
NM				
Tres Rios Bandidos	2nd Sun	El Mulo Vacquero	505-632-9712	Farmington
Rio Grande Renegades	3rd Sun	Mica McGuire	505-263-1181	Albuquerque
Los Pistoleros	4th Sat	J. Frank Norfleet	575-648-2530	Founders Ranch
Picacho Posse	4th Sat	Fast Hammer	575-647-3434	Las Cruces
NV				
Lone Wolf Shooters LLC	4th & 5th Wkd	Penny Pepperbox	775-727-4600	Pahrump

Club Name	Sched.	Contact	Phone	City
WILD BUNCH USA				
OH				
Big Irons	As Sch	Deadwood Stan	513-894-3500	Middletown
OK				
Cherokee Strip Shootists Wild Bunch	1st Sat	Scott Wayne	405-377-0610	Stillwater
Oklahoma City Gun Club - Territorial Marshals	2nd Sun	Flat Top Okie	405-373-1472	Oklahoma City
OR				
Horse Ridge Pistoleros	3rd Sat	Big Casino	541-389-2342	Bend
PA				
Logans Ferry Regulators	2nd Sat	Mariah Kid	412-607-5313	Plum Borough
SC				
Greenville Gunfighters	5th Sun	Hondo Jackson	864-414-1968	Greenville
TN				
Wartrace Regulators	3rd Sat	Papa Dave	931-723-7896	Wartrace
TX				
Comanche Valley Vigilantes	4th Sat	Billy Bob Evans	972-393-2882	Cleburne
UT				
Wasatch Summit Regulators	4th Sun	Old Fashioned	435-224-2324	Salt Lake City
WV				
Kanawha Valley Regulators	2nd Wkd	Eddie Rebel	304-397-6188	Eleanor
INTERNATIONAL				
CANADA				
ON				
Robbers Roost Hamilton	3rd Sun	Bear Butte	905-891-8627	Ancaster
Monthly Mounted USA				
AZ				
Tombstone Ghost Riders Mounted Club	2nd Sun	Dan Nabbit	520-456-0423	Tombstone
CA				
California Range Riders	As Sch	Old Buckaroo	408-710-1616	Varies
CO				
Revengers of Montezuma	1st Sun	Aneeda Huginkiss	970-565-8479	Cortez
NM				
Buffalo Range Riders Mounted	3rd Sat	Chili Cowboy	505-379-8957	Founders Ranch
OH				
Big Irons Mounted Rangers	As Sch	Stoneburner	513-829-4099	Middletown

SASS AFFILIATED CLUBS ANNUAL MATCHES

Match	Dates	Contact	Phone	City	State	Match	Dates	Contact	Phone	City	State
USA 2014											
JULY											
SASS Colorado State Champ Shootout at Pawnee Station	03 - 06	Red River Wrangler	970-225-0545	Nunn	CO	SASS Iowa State Champ Ambush on the Prairie	01 - 03	Ranger Mathias Fischels	319-234-1550	Elk Run Heights	IA
SASS Alaska Territorial Championship - Shootout Under The Midnight Sun	04 - 06	Tripod	907-373-0140	Anchorage	AK	Night Raid	01 - 03	D. F. Hart	208-438-8313	Rupert	ID
SASS Alaska State Championship	11 - 13	Poco Loco Louie	907-488-7660	Chatanika	AK	SASS WESTERN REGIONAL CHAMPIONSHIP	06 - 10	Sinful	805-286-1188	San Luis Obispo	CA
SASS Minnesota State Champ North Star Showdown	11 - 13	Amen Straight	612-723-2313	Kimball	MN	20th Annual Chorro Valley Shootout in the Valley	07 - 10	Missy Mable	208-731-6387	Twin Falls	ID
SASS Montana State Champ Shootout On the Sun River	11 - 13	Charlie Whiskers	406-455-1441	Simms	MT	SASS MIDEAST REGIONAL CHAMPIONSHIP	07 - 09	Deadwood Stan	513-894-3500	Middletown	OH
The Geronimo Trail Shootout	11 - 13	Chico Cheech	575-388-2531	Silver City/ Mimbres	NM	Guns of August	08 - 10	Gunsmoke Cowboy	575-808-1329	Ruidoso	NM
SASS Oregon State Blackpowder Championship	11 - 13	Stonewood Kid	541-678-2566	Bend	OR	Billy the Kid's Breakout	08 - 10	Doc McCoy	802-363-7162	St. Johnsbury	VT
SASS Oregon State Champ Smokin' Gunfight in the Badlands	12 - 13	Gem Hunter	208-466-0061	Kuna	ID	SASS Vermont State Champ Green Mountain Mayhem	08 - 10	Doc McCoy	802-363-7162	St. Johnsbury	VT
Renegade Shootout	12 - 13	Gem Hunter	208-466-0061	Kuna	ID	Sundown Showdown at Chimney Rocks	09 - 10	Relentless Renegade	814-414-1461	Hollidaysburg	PA
Black Gold Shootout	17 - 19	Copperhead Joe	606-599-5263	Manchester	KY	Squinty Eye Western Shoot	15 - 17	Wagonmaster	218-780-6797	Virginia	MN
Castle Gate Robbery	17 - 19	Rowdy Hand	435-637-8209	Price	UT	Tribute to John Wayne Shootout	16 - 17	Vinny Da Kid	406-439-4476	Boulder	MT
SASS Oregon State Champ Shootout at Saddle Butte	18 - 20	Tuffy Tumbleweed	541-619-7381	Albany	OR	SASS FOUR CORNERS REGIONAL CHAMPIONSHIP	21 - 24	Misty Moonshine	505-843-1320	Founders Ranch	NM
Oregon Trail Shootout	18 - 20	T. J. Maverick	541-910-4244	La Grande	OR	Outlaw Trail	21 - 23	Autum Rose	435-644-5053	Kanab	UT
SASS Pennsylvania State Blackpowder Shootout	20 - 20	Slowpoke John	717-676-3198	Ickesburg	PA	Western Legends Roundup	22 - 24	Double Eagle Dave	423-309-4146	McKee	KY
Smoke on the Ridge	24 - 27	Capt. Morgan Rum	603-772-5041	Pelham	NH	SASS Kentucky State Champ Hooten Holler Round-Up	22 - 24	Double Eagle Dave	423-309-4146	McKee	KY
SASS NEW ENGLAND REG. The Great Nor'easter	31 - 02	Jubal O. Sackett	801-944-3444	Sandy	UT	Fire In The Hills	22 - 24	Captain Cook	715-248-3727	Boyceville	WI
SASS FOUR CORNERS TERR. BLACKPOWDER CHAMP	31 - 02	Jubal O. Sackett	801-944-3444	Sandy	UT	SASS Arkansas State Champ Shoot'n in the Shade	29 - 31	Bulldog McGraw	501-337-9368	Hot Springs	AR
Thunder at Big Salty	31 - 03	Elder Kate	253-946-1438	Renton	WA	SASS SOUTHEAST TERR BLACKPOWDER CHAMP	29 - 31	Man From Little River	678-428-4240	Covington	GA
SASS Washington State Championship	31 - 03	Elder Kate	253-946-1438	Renton	WA	Smoke Out at South River	29 - 31	R. J. Law	248-828-0440	Port Huron	MI
Westmatch XXII	31 - 03	Elder Kate	253-946-1438	Renton	WA	SASS Michigan State Champ Wolverine Rangers Range War	29 - 31	Nine Lives	406-381-9376	Hamilton	MT

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SASS AFFILIATED CLUBS ANNUAL MATCHES

Match	Dates	Contact	Phone	City	State
USA 2014					
AUGUST (continued)					
Rough Rider Roundup	29 - 31	Rod-Iron-Rip	701-223-3085	Bismark	ND
SASS New Mexico State Shoot Out at High Lonesome	29 - 31	Two Bit Tammy	575-626-9201	Roswell	NM
Fourth Annual Great Basin Long Range Shootout	29 - 01	Cascades Annie	541-318-8199	Bend	OR
SASS Virginia State Champ Star City Shootout	29 - 31	Trapper Dan	540-890-5162	Roanoke	VA
Ambush at Indian Creek XVI	30 - 31	Mattie Hays	724-593-6602	Donegal	PA
SEPTEMBER					
SASS Maine State Champ Thunder over Beaver Creek	05 - 07	Rhino Jacks	207-324-3117	Berwick	ME
Whispering Pines Ambush	05 - 07	Panama Red	570-724-7214	Wellsboro	PA
Standoff at Smokey Point	11 - 14	Mudflat Mike	425-335-5176	Arlington	WA
Ambush at Hat Creek	12 - 14	Modoc	530-365-1839	Burney	CA
Midwest Classic	12 - 14	Mose Spencer	270-349-4392	Sparta	IL
SASS Indiana State Champ Hoosier Ambush	12 - 14	C. C. Top	574-354-7186	Etna Green	IN
Shootout at Stoney Bottom	12 - 14	Curtice Clay	419-836-8760	Gibsonburg	OH
Ride of The Immortals	13 - 13	Easy Rider	770-954-9696	Griffin	GA
Northwest Territorial Shootout	13 - 14	Diamondfield Jack	208-731-6387	Twin Falls	ID
Drifter Daze III	13 - 14	Svenska Annie	509-953-1113	Medical Lake	WA
SASS MIDWEST REGIONAL CHAMPIONSHIP – Gunsmoke	17 - 20	Mogollon Drifter	507-838-0026	Morristown	MN
SASS Oklahoma State Champ Ruckus in the Nations	18 - 21	Burly Bill	918-830-2936	Sand Springs	OK
Purgatory Rush	18 - 20	Dry Gulch Geezer	814-827-2120	Titusville	PA
Six Gun Justice	19 - 20	Alibi Adeline	208-542-0576	Rexburg	ID
SASS Kentucky State Blackpowder Championship Smokeout in the Hills	19 - 21	Copperhead Joe	606-599-5263	Manchester	KY
SASS New York State Champ Heluva Rukus	19 - 21	Homer Suggs	518-274-8505	Ballston Spa	NY
A Gun Fight in Dixie	19 - 21	Hot Lead Lefty	901-601-7459	Arlington	TN
Cheyenne Autumn	20 - 20	Eli Blue	806-729-5887	Kress	TX
Wolverton Mtn. Peace Keepers 9th Anniversary Match and Warmup for the NW Regional	20 - 21	Ten Gauge	360-772-0716	Ariel	WA
Old TV Westerns Match	21 - 22	Buttermilk Biscuit	541-382-9798	Bend	OR
Adobe Walls	26 - 28	Querida	831-635-9147	Gonzales	CA
Fall Round-Up	26 - 28	Shamrock Sis	309-798-2635	Milan	IL
SASS New Hampshire State Championship – Ghost Riders Revenge 14th Annual	26 - 28	Capt. Morgan Rum	603-772-5041	Candia	NH
SASS West Virginia State Championship Appalachian Showdown XXI	26 - 28	Last Word	304-289-6098	Burlington	WV
Rampage	27 - 27	Ruckus Rick	801-201-0700	Fruit Heights	UT
OCTOBER					
SASS Alabama State Champ Ambush At Cavern Cove	02 - 05	Drake Robey	256-313-0421	Cavern Cove	AL
SASS Kansas State Champ Millbrook Massacre	02 - 04	Grandpa Buckten Millbrook	785-421-2537	Millbrook Station	KS
SASS NORTHEAST REGIONAL CHAMPIONSHIP Mason Dixon Stampede	02 - 05	Ozark Bob	240-674-9895	Thurmont	MD
ShowMe Shootout	02 - 05	Two Shot Hoss	417-839-8325	Marshfield	MO
SASS Nevada State Champ Eldorado	02 - 05	Creeker	702-328-4867	Boulder City	NV
Defend Old Fort Parker	02 - 05	Luna Blue	815-527-1303	Fort Parker	TX
High Noon at Tusco	03 - 05	Prairie Dawg	216-932-7630	Midvale	OH
Guns in the Grove	04 - 04	Two Gun Terry	828-453-7721	Ellenboro	NC
Comanche Moon Shootout	04 - 05	Dee Horne	432-557-0860	Midland	TX
Huntsmans World Senior Games	08 - 11	Mokaac Kid	435-668-4613	Hurricane	UT
SASS Wisconsin State Champ Mississippi Fandango	10 - 12	Flyen Doc	608-790-3260	Holmen	WI
Trade Days	11 - 12	Koyote			
SASS Louisiana State Champ Shootout at Gator Gulch	11 - 12	Randy Atcher	812-207-6567	Canaan	IN
SASS Ohio State Blackpowder Championship Blackout at Stoney Bottom	11 - 12	Possum Skinner	337-372-0586	Lake Charles	LA
Peacefuls End of Track at High Sierra	16 - 19	Curtice Clay	419-836-8760	Gibsonburg	OH
SASS Tennessee State Champ Regulators Reckoning	16 - 18	Grizzly Peak Jake	530-676-2997	Railroad Flat	CA
The Last Hurrah	16 - 18	Whiskey Hayes	931-684-2709	Wartrace	TN
Border War	16 - 19	First Chance	509-667-9377	East Wenatchee	WA
Hot Lead 2014	17 - 19	Mud Marine	208-627-8377	East Port	ID
SASS New Jersey State Champ Purgatory in The Pines	17 - 19	Doc Spudley	504-467-6062	Serrento	LA
SASS Arkansas State Blackpowder Championship Black Smoke on the White River	18 - 18	Peacemaker Reb	908-285-8707	Jackson	NJ
		Arkansas Harper	870-994-7227	Mountain Home	AR

Match	Dates	Contact	Phone	City	State
OCTOBER (continued)					
Diamond Four Roundup	18 - 19	Kayutah Kid	607-796-0573	Cayuta	NY
The Whoopin'	18 - 19	Judge Munday Coming	512-964-9955	Dripping Springs	TX
Hanging Tree Shootout	19 - 19	Lost Camp	417-469-0705	St. Robert	MO
SASS Arizona State Champ Bordertown	22 - 26	Quicksand	520-290-8599	Tombstone	AZ
SASS Missouri State Champ The Branson Triple Classic	22 - 26	Smokie	417-759-9114	Walnut Shade	MO
SASS MIDWEST TERR BLACKPOWDER CHAMP The Branson Triple Classic	22 - 23	Smokie	417-759-9114	Walnut Shade	MO
Sussex County Range War	24 - 26	Missouri Marshal	757-471-3396	Waverly	VA
Code of the West End	25 - 25	Duke Skywalker	812-626-0214	Evansville	IN
SASS SOUTHWEST REGIONAL CHAMPIONSHIP Comin' At Cha	30 - 01	T-Bone Dooley	903-272-9283	English	TX

Annual USA Mounted Matches

AUGUST					
SASS Four Corners Regional Mounted Champ – Outlaw Trail	22 - 24	Chili Cowboy	505-379-8957	Founders Ranch	NM

Annual USA Wild Bunch Matches

AUGUST					
SASS Idaho State Wild Bunch™ Championship – Squaw Butte Regulators Wild Bunch™ II	01 - 02	Idaho Sixgun Sam	208-866-7271	Emmett	ID
SASS WILD BUNCH™ CHAMP Outlaw Trail	21 - 24	SASS Office	505-843-1320	Founders Ranch	NM
SASS Oregon State Wild Bunch™ Championship	29 - 31	Hoss Reese	503-907-6522	Bend	OR
SEPTEMBER					
SASS Kansas State Wild Bunch™ Championship Uprising at Monticello	06 - 07	Hondo Tucker	913-206-3918	Lenexa	KS
SASS South Carolina State Wild Bunch™ Championship Raid on Conestee	18 - 19	Hondo Jackson	864-414-1968	Greenville	SC
OCTOBER					
SASS Arizona State Wild Bunch™ Championship	20 - 19	Wild Bodie Tom	602-721-3175	Peoria	AZ
SASS Missouri State Wild Bunch™ Championship	22 - 23	Smokie	417-759-9114	Walnut Shade	MO
NOVEMBER					
First Chisum Cowboy Wild Bunch™ Championship	14 - 15	Two Bit Tammy	575-626-9201	Roswell	NM
SASS Nevada State Wild Bunch™ Championship	28 - 29	Penny Pepperbox	775-727-4600	Pahrump	NV

Annual International Matches

CANADA					
SASS CENTRAL CANADIAN REGIONAL CHAMP Battle at the Bar E Ranch	Jul 18 - 20	Northern Crow	705-435-2807	Barrie	ON
23rd Annual Headquarters Salmonella Gulch Gambler of the Old West	Jul 25 - 27	Hawewater Hal	250-920-8707	Victoria	BC
SASS WESTERN CANADIAN REGIONAL CHAMP Shootout at Bounty Gulch	Aug 07 - 09	Granny Oneshot	306-749-2822	Saskatoon	SK
Shootout at the Double B Ranch 2nd Annual Invitation	Aug 08 - 10	Frenchy Cannuck	506-312-0455	Riverview	NB
SASS CANADIAN NATIONAL CHAMPIONSHIP – Shootout at Twin Rivers Cowtown	Aug 29 - 31	Gunfighter Jim	250-573-2885	Kamloops	BC
SASS Ontario Wild Bunch Provincial Championship	Sep 14 - 14	Legendary Lawman	443-852-5024	Ancaster	ON
AUSTRALIA					
SASS AUSTRALIAN REGIONAL CHAMP Chisholm Trail	Sep 29 - 05	Virgil Earp	61 74 695 2050	Millmerran	
Gunfight at the OK Corral	Oct 25 - 26	Duke York	61 418 632 366	Drouin	
FRANCE					
Last Shot on the Trail	Jul 30 - 02	Marshal Dundee	33 04 66 759 529	Uzes	
Ambush at Greenwood Creek	Sep 12 - 14	Handy Hook	33 68 809 1360	Bormes les Mimosas	

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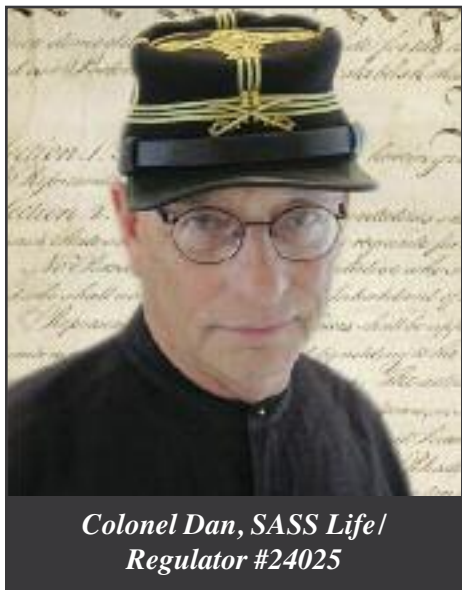
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 World Championship Territorial Shoot Out State Shoot Out
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 Club Contact: _____ Contact Phone: _____

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Colonel Dan, SASS Life/
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SECOND AMENDMENT ABSOLUTIST— THAT'S ME!

By Colonel Dan, SASS Life/Regulator #24025

Since the general civilization of mankind, I believe there are more instances of the abridgment of the freedom of the people by gradual and silent encroachments of those in power than by violent and sudden usurpations.
~ James Madison (1788) ~

A good cowboy shootin' friend we call the Professor—a presiding judge and first rate SBSS Media Bumfoozler—hung a label on me awhile back that I have since worn with some degree of pride. He referred to me as a *Second Amendment Absolutist*. Meaning that my position on gun rights could be accurately summarized with a simple question—*what part of "... shall not be infringed" doesn't the world understand?*

I've always been a simple soldier taking things as I see them, not trying to read into much or engage in complex mental gymnastics where the concepts of right and wrong or my general philosophy of life is concerned.

The view from my foxhole is the Founders were wonderfully insightful, brief, simple, and to the point. The most profound documents in history have been the simplest in my opinion.

God saw fit to run the whole world with only Ten Commandments and our Constitution is divine in its simplicity and brevity. No long drawn out legal language complexities anywhere in either of these two documents that I see. So why should "... shall not be infringed" be subject to any lengthy and complex legal-babble? The simple answer is plain, it shouldn't.

"... shall not be infringed." According to Webster's Dictionary:

shall: Determination or promise. Inevitability. Command. A directive or requirement. To have to: **MUST**

not: "In no way; to no degree. Used to express negation, denial, refusal, or prohibition"

be: "Make: cause to become"

infringed: "To encroach upon something."

Another way then to state the concept of the Second Amendment would be:

"The right of the people to keep and bear arms must in no way or to no degree become encroached upon."

The Founders, many of whom were lawyers themselves, knew exactly what they wrote and what they wrote is exactly what they meant. If you notice, the phrase does not say, "... shall not be infringed *except for* ..." it says what it says. Trying to read anything else into it those words is more than a stretch—it's deceitful.

The Founders' intent was not about arming only a government controlled National Guard that didn't even exist back then as some anti-gunners claim based on the prelude to the Amendment. The intent is quite clear and evident not only in the Amendment itself, but their concept is widely seeded throughout the Federalist Papers and other quotes from those men.

Samuel Adams: "The Constitution shall never be construed to prevent the people of the United States who are peaceable citizens from keeping their own arms." During Massachusetts' U.S. Constitution Ratification Convention, (1788.)

Thomas Jefferson: "No free man shall ever be debarred the use of arms." Proposed Virginia Constitution (1776,) Jefferson Papers 344, (J.Boyd, ed. 1950.)

John Adams: "Arms in the hands of individual citizens may be used at individual discretion ... in private self defence." A Defense of the U.S. Constitutions of Government of the United States of America (1787 – 88.)

James Madison: The Constitution preserves "the advantage of being armed, which Americans possess over the people of almost every other nation ... (where) the governments are afraid to trust the people with arms." The Federalist #46.

Alexander Hamilton: "The best we can hope for concerning the people at large is that they be properly armed." The Federalist Papers.

George Washington: "A free people ought ... to be armed" and "When firearms go, all goes—we need them every hour."

The above should be basis enough for why I think the way I do about the Second Amendment, but I'll gladly provide another reason no politician should ever be completely trusted with the keys to our freedom.

Politicians, with few exceptions, have proven themselves untrustworthy and cannot be relied upon to faithfully uphold and defend the original letter or intent of the Constitution as they swore an oath to do.

Incrementalism and obfuscation have always been the methods of choice to circumvent the Constitution and slide more government control into our lives by many big government social engineers. The proof of this has been clearly apparent throughout history. The most pertinent example is how we've gone from that wonderful concept of "... shall not be infringed" to over 20,000 gun laws.

When we allow government to impose one exception on us, a hundred more will quickly follow—all designed to restrict, limit, and increasingly infringe on American's unalienable rights while expanding government control into every aspect of our lives until the precedent is slowly but surely set.

I detest such devious behavior. It is nothing but pure incrementalism and demonstrates the encroaching nature of government, yet modern day Americans now accept such intrusion as a legitimate fact of life.

Whether their target is our healthcare, money, or guns, incrementalism can never be satisfied. No matter what concessions or agreements you make today, it will never be enough tomorrow—not until society is totally dominated by a large and powerful central governing body of self-proclaimed elitists.

As Jefferson knew and cautiously warned, "*The natural progress of things is for liberty to yield and government to gain ground.*"

The other method used to usurp freedom is obfuscation—making the simple complex so people can't understand it.

Why do many politicians always want to make the obviously simple inane complex? Answer: They fear simplicity but complexity is their ally. They can't hide behind simplicity because everyone can see through that. However, the more complex and less understandable they can make anything, the more subject to their own interpretation it becomes—the income tax code is a perfect example. Obfuscation allows government agencies to interpret questions most any way they want, most any time they want, in order to serve their own ends.

These are not new fangled methods of modern political science; these are just old-fashioned political shenanigans.

James Madison and Thomas Jefferson were right as rain. More freedom has indeed been lost through incrementalism than any sudden usurpation of rights, and as we've seen, that cancerous usurpation has proven to be the natural progress of all things government—and I would personally add obfuscation to that warning. Therefore, I simply abide strictly by what is written in the original Constitution, and I expect our leaders to live up to their sworn oath of office by protecting and defending that document and the unalienable human rights it recognizes and guarantees.

The Colonel's personal conclusion: "... shall not be infringed" means exactly what it says and anything beyond that is unconstitutional. **Americans have the right to keep and bear arms and the government shall not encroach upon that right.** But ... can an individual, through personal actions, forfeit that right? A subject ripe for future consideration.

Now I know most lawyers, including the good Professor for whom I hold in the highest regard, will tell me this absolutist line of thinking would never hold up in a court of law and that certainly doesn't surprise me. But then most times, what I consider common sense and plain talk doesn't hold up in a court of law these days anyway.

Contact Colonel Dan at:

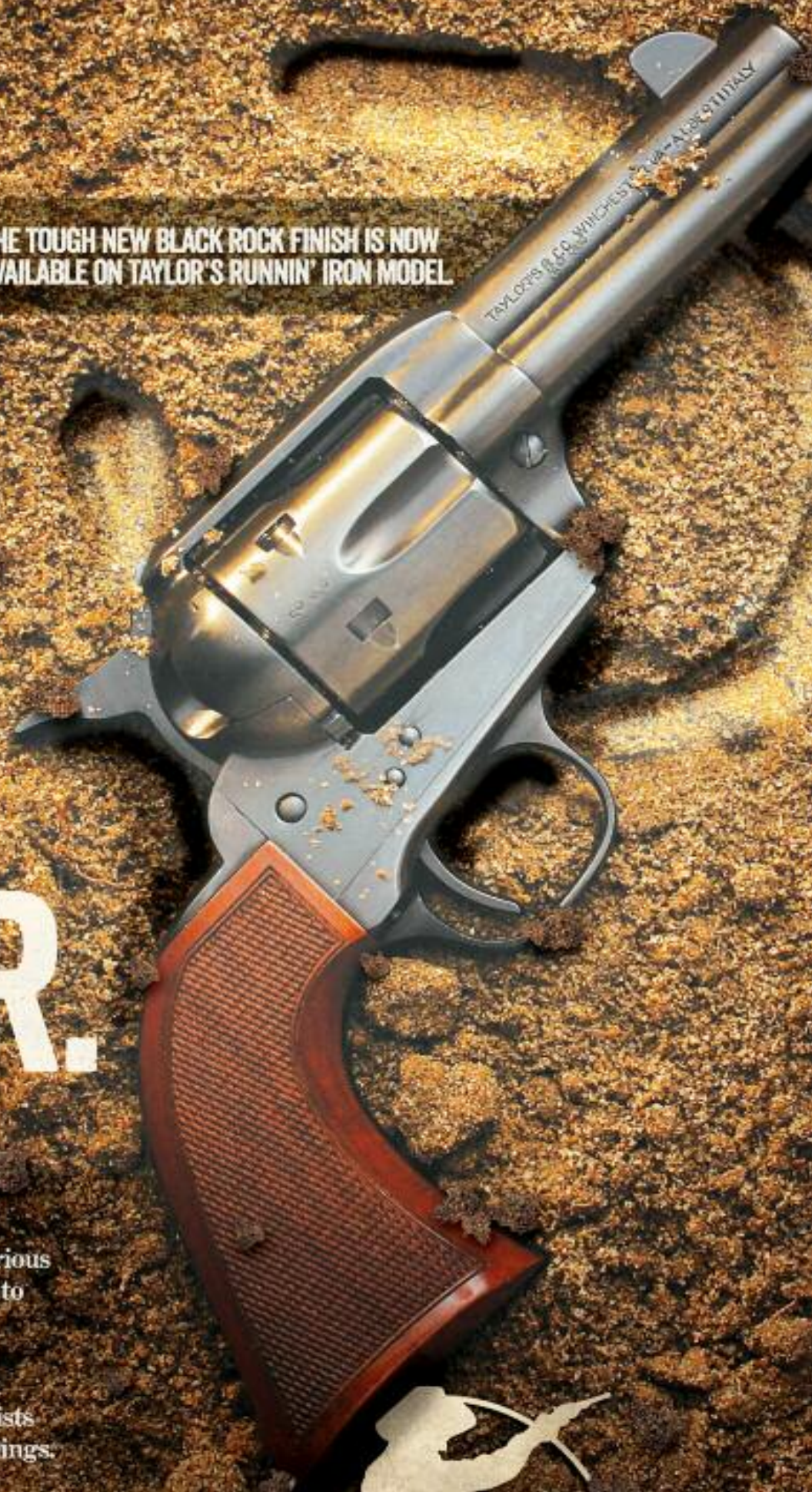
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