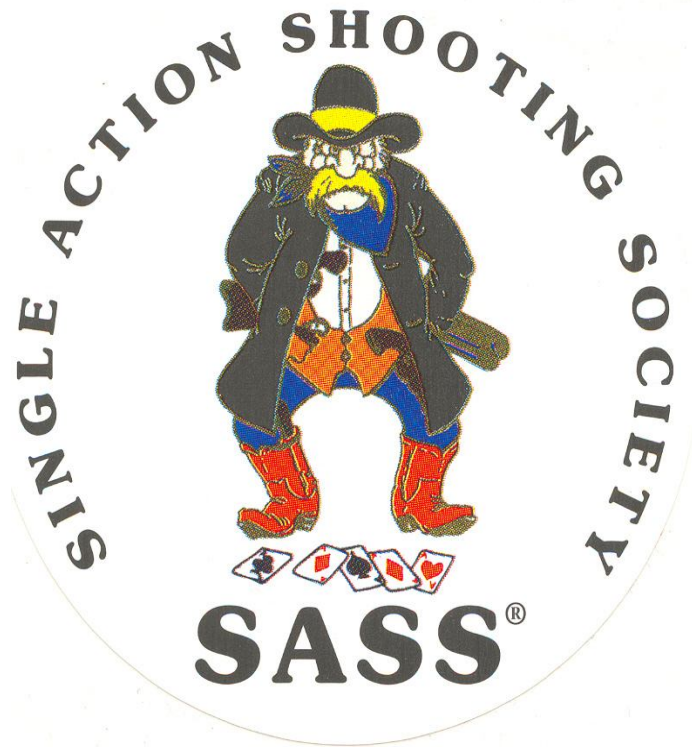


**SASS PRESENTS**

**COLORADO STATE CHAMPIONSHIP  
OF  
COWBOY ACTION SHOOTING  
AND  
WILD BUNCH MATCH**



June 9 through 12, 2011

HOSTED BY

**THUNDER MOUNTAIN SHOOTISTS**

WHITEWATER, COLORADO

Welcome from the **THUNDER MOUNTAIN SHOOTISTS**  
**To the Colorado State Championship of Cowboy Action Shooting**  
**And Wild Bunch Match**

Thank you for your support. We are excited to be hosting the Colorado State Championship and hope you enjoy yourself. If you need any assistance, please contact our Match Director and Territorial Governor,  
**Colorado Blackjack**

Any of our **Town Council Members** will also be glad to assist in any way. We will be spread out on all the posses.

Colorado Blackjack	Palisade Peach	Paladin Pete	Purdy Pearl
Sixgun Slim	Utahna Belle	Junction Jan	Pinto Being
J Whittler	Granny Jan	Curly Clark	Charles B Gatewood
Gateway Kid	Spur Cross Kid	Lobo Negro	Dominquez Red

We would like to thank our **Main Match Sponsors:**

The SPRING WORKS  
CASTLE PEAK WILDSHOTS  
KING OF THE MOUNTAIN  
ASPEN FILLY  
GUNSITE

And also the support from our **Stage Sponsors:**

GREENFIELDS  
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ALOHA ORGANIC FRUIT  
SAN JUAN/COLORADO CAST BULLETS  
JAY-MAX SALES  
KLONDIKE IKE  
HUMPHREY RV AND TRAILERS  
SPORTSMAN'S WAREHOUSE

We would also like to thank your **Boy Scouts** who will be assigned to the posses for brassing purposes, range cleanup, score running, etc. Please be kind and generous with your tips.



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# Castle Peak Wildshots

G y p s u m , C o l o r a d o

**Monthly Match:** 2nd Sunday @ 10 am

**Annual Match:** August 26, 27 & 28th

Take I-70 to Exit 140 - Gypsum, follow North Frontage Road West  
to the Town of Gypsum Shooting Sports Park (approx. one mile)

**970-524-9348** or **970-390-1369**

## MATCH SCHEDULE

**Thursday:** 8AM Registration  
8:30 Shooters Meeting  
9-12 noon: Long Range Single Shot and Big Bore Lever Action  
1PM Side Matches  
4PM 5 stage Warm up Mini Match  
8 PM Movie on the West side of the Clubhouse

**Friday:** 8 AM Posses 1-6  
1 PM Posses 7-12  
7PM Poker at the Clubhouse

**Saturday:** 8 AM Posses 7-12  
1 PM Posses 1-6  
6:30 Awards Banquet, Costume contest

The Banquet and awards ceremony for the Main Match, Side Matches and Mini Match will take place at the Grand Junction Trap Club. It is located 3/10 of a mile east of Highway 50 on Highway 141. From the range, turn right from Reeder Mesa Road onto Highway 50. At the light at the top of the hill, turn right, then right again in 3/10 of a mile. Signs will be posted. Continue up the hill and bear left at the Y and proceed to the parking area.

**Sunday:** 8AM Registration  
8:30 7 Stage Wild Bunch Match  
2PM Wild Bunch Awards



# Thunder Mountain Shootists Range Rules

## Basic Rules:

This is a **Cold Range**.

No firearms will be loaded until the Range Officer or person watching the loading table instructs you to do so.

Stage your guns only when the R.O. instructs you to.

Do not handle or show guns if other people are down range of you. (Take it to a vacant stage to show it or work on it.)

This is a **No-Alibi Match**. Once you have fired the first round you are committed to the stage.

No re-shoots allowed unless range equipment fails or there has been interference to the shooter.

If a gun malfunctions, hand it to the R.O. or make it safe and continue shooting the rest of the stage.

## Safety and Range Officers

Anyone can call for a cease-fire if they see an unsafe condition.

Any disputes will be resolved by the Range Officer.

Further disputes will be taken to the Match Director.

Please avoid arguments.

Unless the stage instructs you to do otherwise, **reloading** while on the shooting line will be done from the body, belt loops, shot shell holders, vest or pockets. Spectators and R.O.'s will not hand shells to the shooter.

## Misses and Procedures

Each **miss** is a 5-second penalty.

If you know it's a miss, it's a miss

If you *think* it's a miss, it's a hit

A **procedural** (shooting through wrong openings, targets engaged in wrong order, using wrong guns, etc.) is a 10-second penalty. There is a maximum assessment of one procedural per stage.

## Infractions

### Stage Disqualifications:

Breaking the **170°** rule a dropped, **unloaded** firearm by the shooter

An **accidental discharge** impacting within 10 feet from the shooter

### Match Disqualifications:

An **accidental discharge** impacting within 5 feet of the shooter

A dropped, **loaded** firearm

A shot over the berm

More than one Safety violation during a match

### Ten Second Safety Violations:

A live or spent shell inadvertently left in the breech or chamber of a rifle or shotgun after shooting and after firing the next firearm or taking it to the unloading table

Picking up your own brass or picking up brass while carrying loaded firearms

## Moving Guns

Actions must be open when moving to or from loading and unloading tables and muzzles must be pointed up

Allow the shooter to pass in front of or down range of the other participants while walking to and from the loading and unloading tables.

If you drop a gun step back and let the R.O. retrieve the gun.

A dropped, unloaded gun by a non-shooter off the firing line is a no-call, but be careful.

## Loading and Unloading Tables

**No smoking** will be allowed at the loading and unloading table.

**No dry firing** allowed at the loading table.

Only one person may load or unload their firearms at a time. Priority will be the next person in line to shoot.

To avoid distractions, please keep conversations to a minimum at the tables.

**Eye and Ear protection** is required for all shooters and spectators.

All posse members are encouraged and expected to help with **range work**. Some of the jobs are:

Picking up brass

Setting targets

Counting

Working the loading and unloading tables

Scoring

Picking up the steel at the end of the match

**Have a good time and remember our first priority is SAFETY**



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Omnilite®

  
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**KX** **KARBON XTREME**  
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# GUNSITE

The Mission of Gunsite Academy is to provide good people with the skills by which they may conduct themselves as responsible citizens of a free Republic. Jeff Cooper, October 1999

**ASPEN FILLY'S MERCHANDISE**  
PURVEYOR'S OF FINE CUSTOM CLOTHING & GUN ENGRAVING

STAGE ONE- SHOT AT BERM ONE—SPONSORED BY EDWARD JONES

### Red, White & Blue - Upper Open Range by Dominguez Red

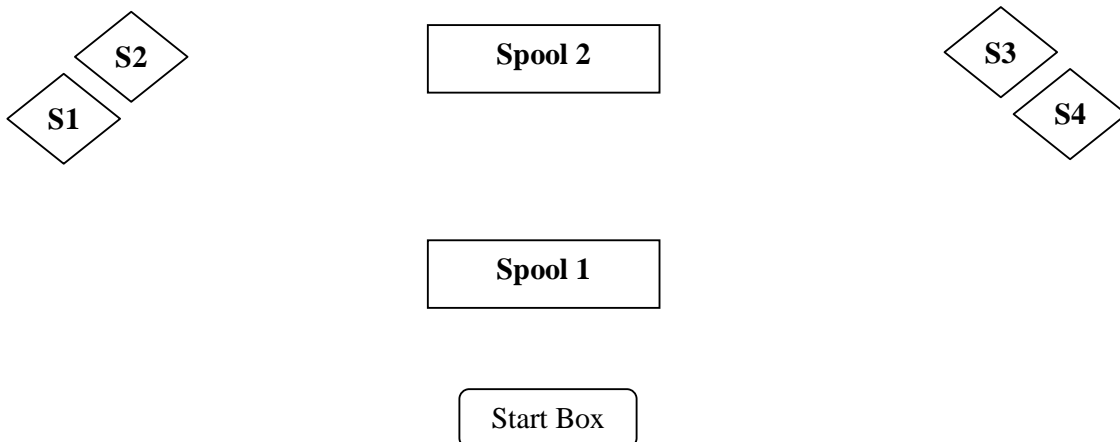
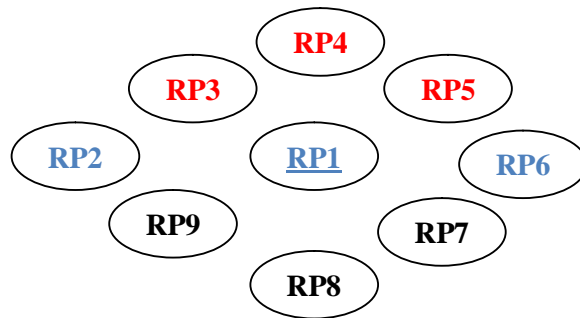
You are going to work in the valley, grumbling about having to work on Father's Day weekend. When suddenly you are confronted by a gang of choir boys, singing 4<sup>th</sup> of July ballads! You decide to show them who is patriotic!

Rifle with 10 rounds; hammer down on empty chamber, staged at spool 2.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at spool 1.

Shooter holds hat over heart, both feet in start box. Indicate ready by saying, "I'll give you a tune to sing to!!" RO will give standby and timer will start. Place hat on head and move to spool 1. Using shotgun engage S1-S4 any order, all must fall. Take shotgun with you to spool 2. With rifle engage RP1-RP9, once each, first 3 red targets, then 3 white targets then 3 blue targets with a double tap on your last blue target. Make rifle safe. Using pistols as necessary, engage RP1-RP9, once each, first 3 red targets, then 3 white targets, then 3 blue targets with a double tap on your last blue target. At RO direction take long guns to unloading table.



STAGE TWO SHOT AT BERM 3-SPONSORED BY KLONDIKE IKE

**The Bugg Brothers - Saloon by Pinto Being**

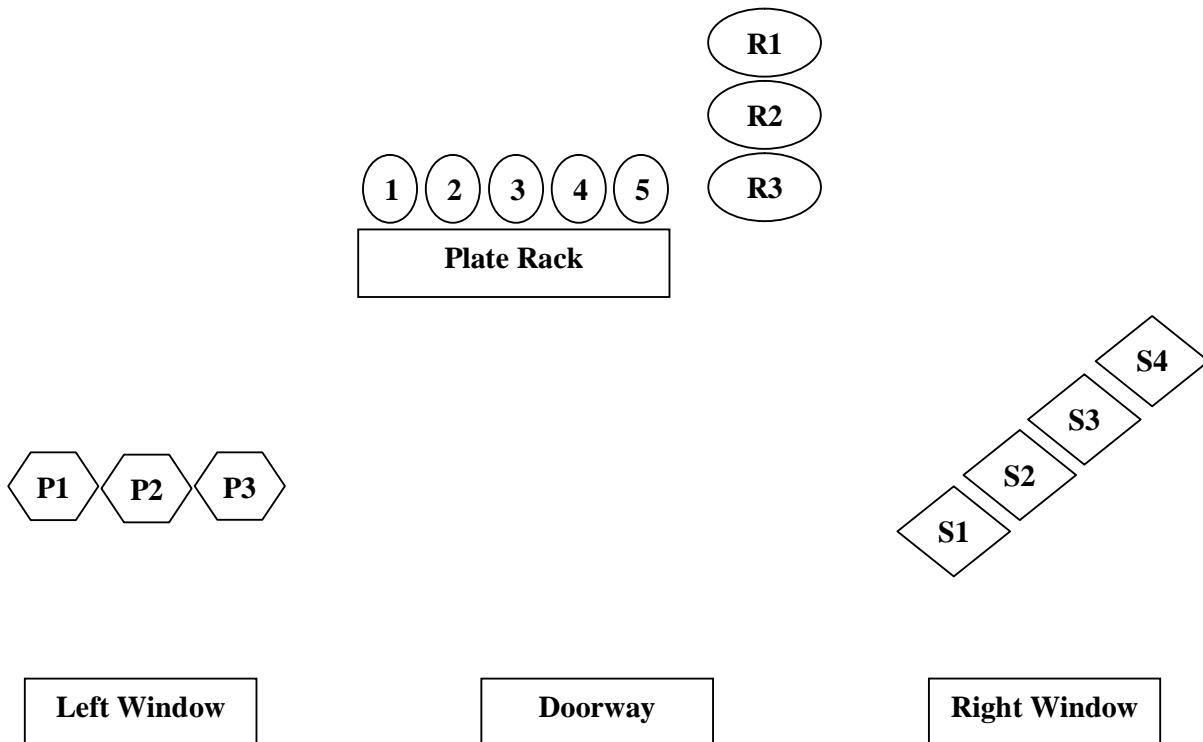
You and your crew have just left your herd at Bridgeport. Hopin' to wet your whistles at the Shining Bars Saloon, you ride into Whitewater. Upon arriving at the saloon you are warned that the notorious Bugg Brothers gang has taken command of the bar and are engaged in murder and mayhem among the citizens! You know that Slug, Stink and Doodle Bugg are murderin' thieves with prices on their heads. If you want your long awaited drink of Redeye, you and your cowhands had better get into action!

Rifle with 10 rounds; hammer down on empty chamber, staged on table in doorway.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at right window.

Shooter starts standing in doorway, hands touching both sides of doorframe at shoulder height. Indicate ready by saying, "Crush the Buggs!" RO will give standby and timer will start. Using rifle sweep the plate rack with first 5 rounds then do a 2-1-2 sweep of the vertical targets, starting at top or bottom. Restage rifle. Move to left window and engage P1-P3 in two, 2-1-2 sweeps, starting on either end, and both sweeps in the same direction. Move to right window and engage S1-S4 any order, all must fall. After all SG targets have gone down you may engage any plate rack targets still standing with the SG until down. At RO direction take long guns to unloading table.



STAGE THREE SHOT AT BERM FOUR—SPONSORED BY BALLISTOL

**Protect the Herd - Open Range by Wrangler Ron**

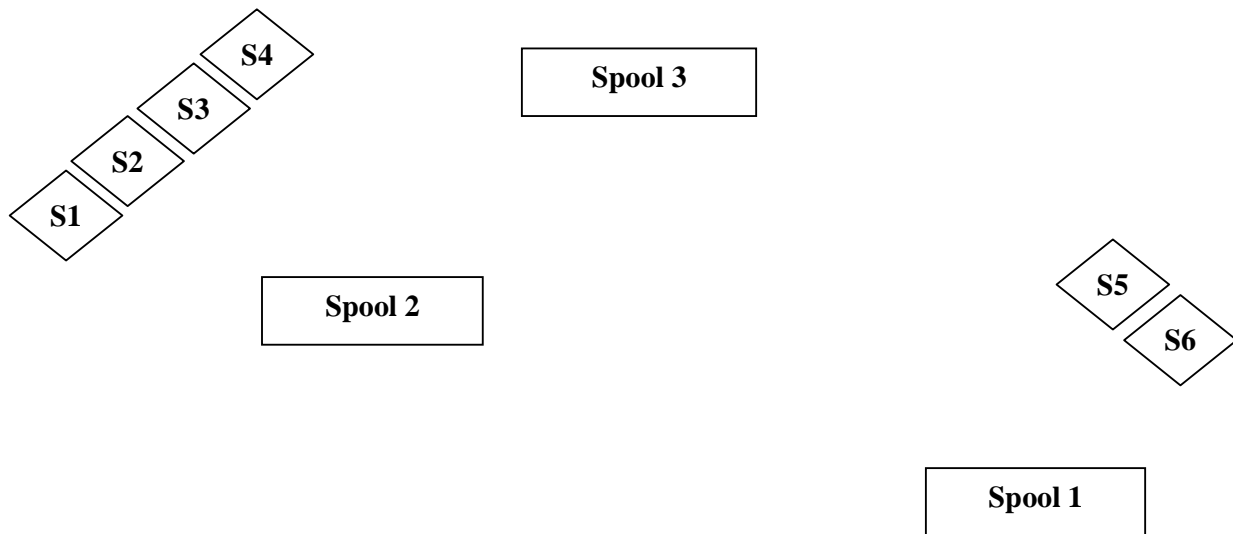
You gaze out at your herd, thinking pleasant thoughts about what you're gonna do with all the money after you sell em off. Perhaps a new room on the ranch house, real glass in the windows or maybe even that new rifle you been looking at. But your musings are interrupted by the terrified bellow of your cows being run off by rustlers. Time to get her done!!

Rifle with 10 rounds; hammer down on empty chamber, staged on spool 2.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 6+/- rounds on person, open and empty, port arms at spool 1.

Shooter stands behind spool 1, SG at port arms. At RO direction, load 2 rounds, bring shotgun in hand. Indicate ready by saying, "Not gonna happen!!" RO will give standby and timer will start. Engage the two KD's until down. Move to spool 2 and engage the four KD's until down. Make shotgun safe pointed into berm. With rifle, engage RP1-RP3 in a 3-4-3 sweep, starting on either end. Make rifle safe, pointed into berm OR take it with you to spool 3. Move to spool 3 and using pistols as necessary engage RP1-RP3 in a 3-4-3 sweep, starting on either end. If you leave the rifle at spool 2, shooter must be within arm's reach of spool 3 to engage RP1-RP3 with pistols. At RO direction take long guns to unloading table.



STAGE FOUR SHOT AT BERM 5—SPONSORED BY GREENFIELDS

**That's My Loot! - Train by Gateway Kid**

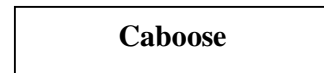
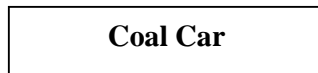
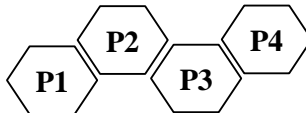
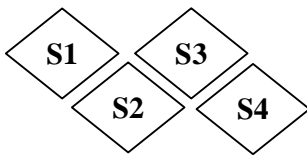
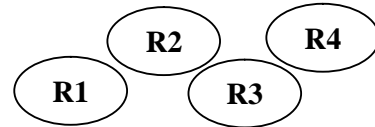
After a long cattle drive, it sure is relaxing to catch a train home. Leaving the trail dust behind, rolling along in comfort and dreaming of your gal is your idea of a good time! To bad this train has got the payroll for the ranch and some mean hombres mean to take it!!

Rifle with 10 rounds; hammer down on empty chamber, staged in the caboose.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged in train.

Shooter starts in caboose, hands on hat. Indicate ready by saying, "Some of that money is mine!" RO will give standby and timer will start. From caboose engage rifle targets as follows – R1x1, R2x2, R3x3, R4x4 starting from either end (Lawrence Welk Sweep). Make rifle safe in caboose. Move to coal car. With pistols engage pistol targets as follows - P1x1, P2x2, P3x3, P4x4 starting from either end (Lawrence Welk Sweep). Holster pistols. Move into train and using shotgun engage S1-S4 in any order – must fall to count. At RO direction take long guns to unloading table.



### **That's My Horse! - Livery by Lobo Negro**

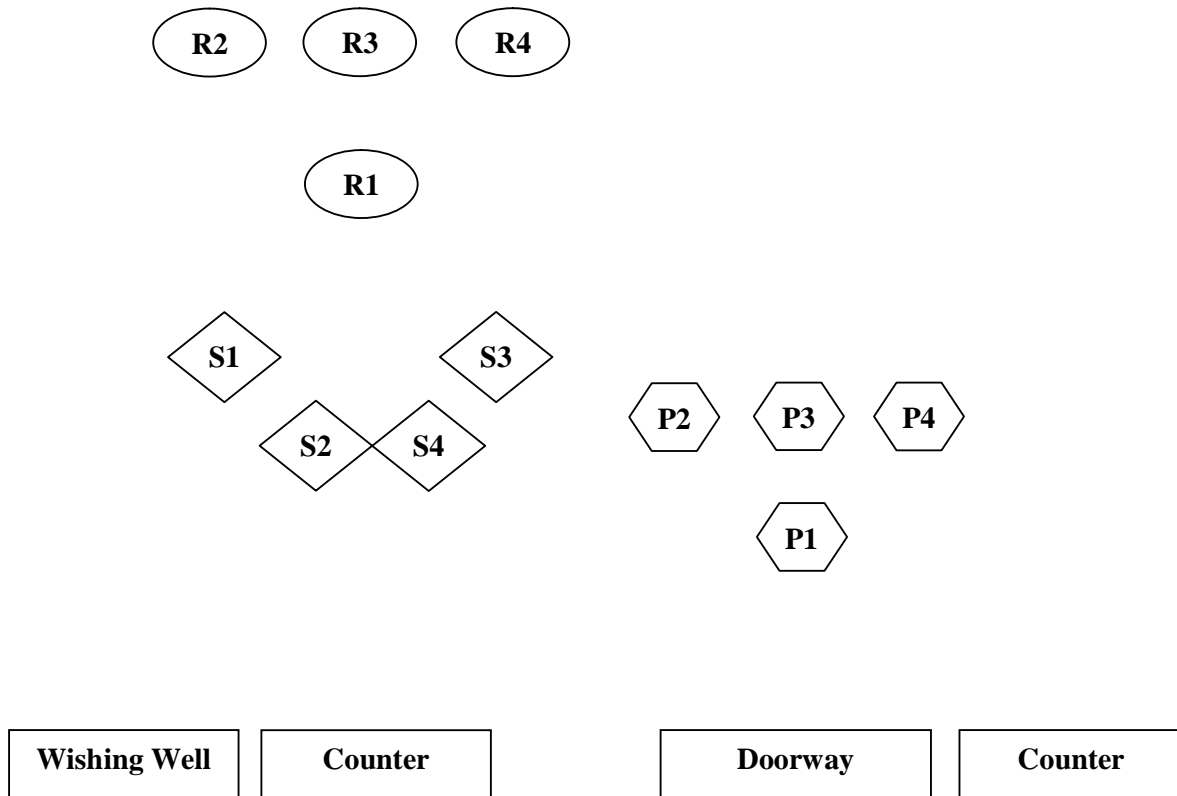
After a rough night in town, it's time for you to go to the Livery, saddle your horse and head back to the ranch. When you get to the door of the Livery you know you are in for a tough time because you spot the entire Brown Gang in the back of the barn and some big ugly dude throwing a saddle on your bronc. About then some fool sticks a buzzer in your ear and the fireworks start.

Rifle with 10 rounds; hammer down on empty chamber, staged on counter by wishing well.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged on counter by wishing well.

Shooter starts at door, hands on hips. Indicate ready by nodding and saying, "Stand away from my horse!" RO will give standby and timer will start. From doorway engage pistol targets as follows – P1, P2, P3, P4, P2, P3, P4, P2, P3, P4 (P2-P4 left to right). Holster and move to counter and engage rifle targets as follows - R1, R2, R3, R4, R2, R3, R4, R2, R3, R4 (R2-R4 left to right). Make rifle safe. With shotgun engage S1-S4 any order all must fall to count. At RO direction take long guns to unloading table.



STAGE SIX SHOT AT BERM SEVEN—SPONSORED BY HUMPHREY RV/TRAILERS

### **Time to Clean Up! - Lulu's by Curly Clark**

A bath, a shave and a little companionship. What more does a poor cowpoke need to set the world to rights? Glad you asked cuz those unwashed marauders of the Bristly gang seem just a bit out of sorts. It's up to you to straighten em out!!!

Rifle with 10 rounds; hammer down on empty chamber, staged at the left window.

Pistols with 5 rounds each, hammer down on empty chamber, staged at right window.

Shotgun with 4+/- rounds on person, open and empty, staged at table in doorway.

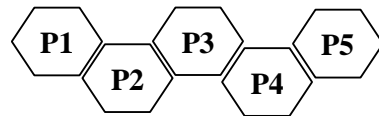
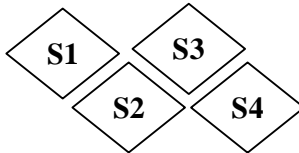
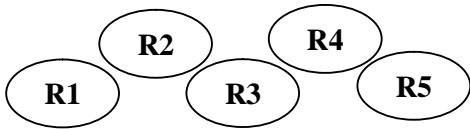
Shooter starts in center of porch, touching porch railing with both hands. Indicate ready by saying, "Guess I'll need my guns!" TO will give standby and timer will start. From left

position engage rifle targets as follows – R1, R2, R3, R4, R5, R5, R4, R3, R2, R1 starting

from either end. Make rifle safe. With pistols from right window engage pistol targets as follows - P1, P2, P3, P4, P5, P5, P4, P3, P2, P1 starting from either end. Holster pistols.

Shotgun will be shot last from doorway, engage S1-S4 in any order – must fall to count.

Shooter may start with pistols or rifle. At TO direction take long guns to unloading table.



**Left Window**

**Doorway**

**Right Window**

STAGE SEVEN SHOT AT BERM ONE—SPONSORED BY G J TRAP CLUB

### **Poker Run - Upper Open Range by Dominguez Red**

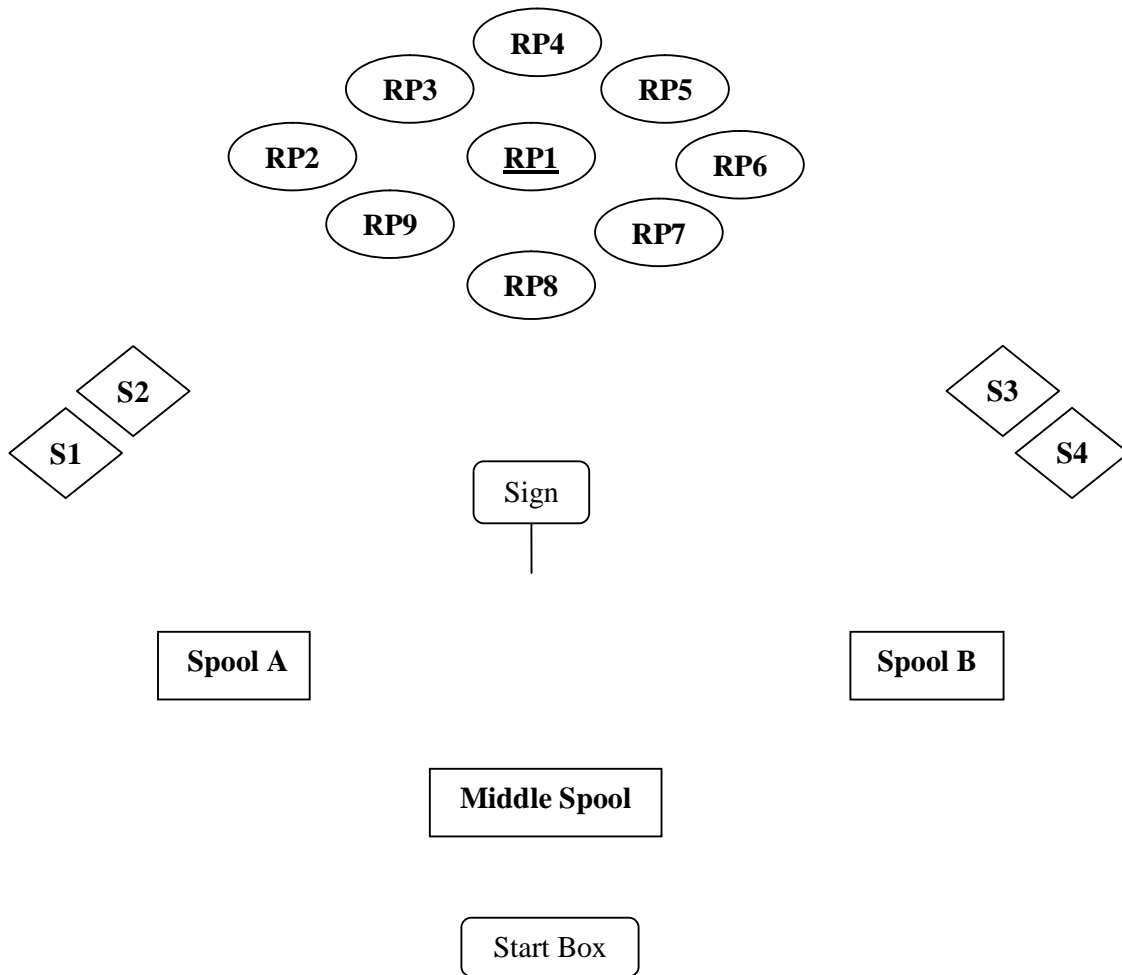
After a very successful night of poker, you decide to hide your winnings from your spouse, in the little valley for safe keeping. But the fellows whose money you had won want it back!

Rifle with 10 rounds; hammer down on empty chamber, staged at middle spool.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at spool 1 or 2.

Shooter holds 1 money bag in each hand, both feet in start box. Indicate ready by saying, "This is my money!!" RO will give standby and timer will start. Move to middle spool and place money bags on spool. 10 second penalty if they fall off. Using rifle engage RP1 first, then RP2 - RP9 once each any order and last round on RP1. Take rifle with you to spool with shotgun. Make rifle safe pointed into berm. With shotgun engage the two KD's any order, move to opposite spool and engage 2 KD's any order. All KD's must fall to count. Make shotgun safe pointed into berm. Move to sign in center of bay. One foot must be past sign. Using pistols as necessary, engage RP1 first, then RP2 - RP9 once each any order and last round on RP1. At RO direction take long guns to unloading table.



STAGE EIGHT SHOT AT BERM THREE—SPONSORED BY G J TECK CENTER

### Sacketts Meet the Whitewater Gang - Saloon by Pinto Being

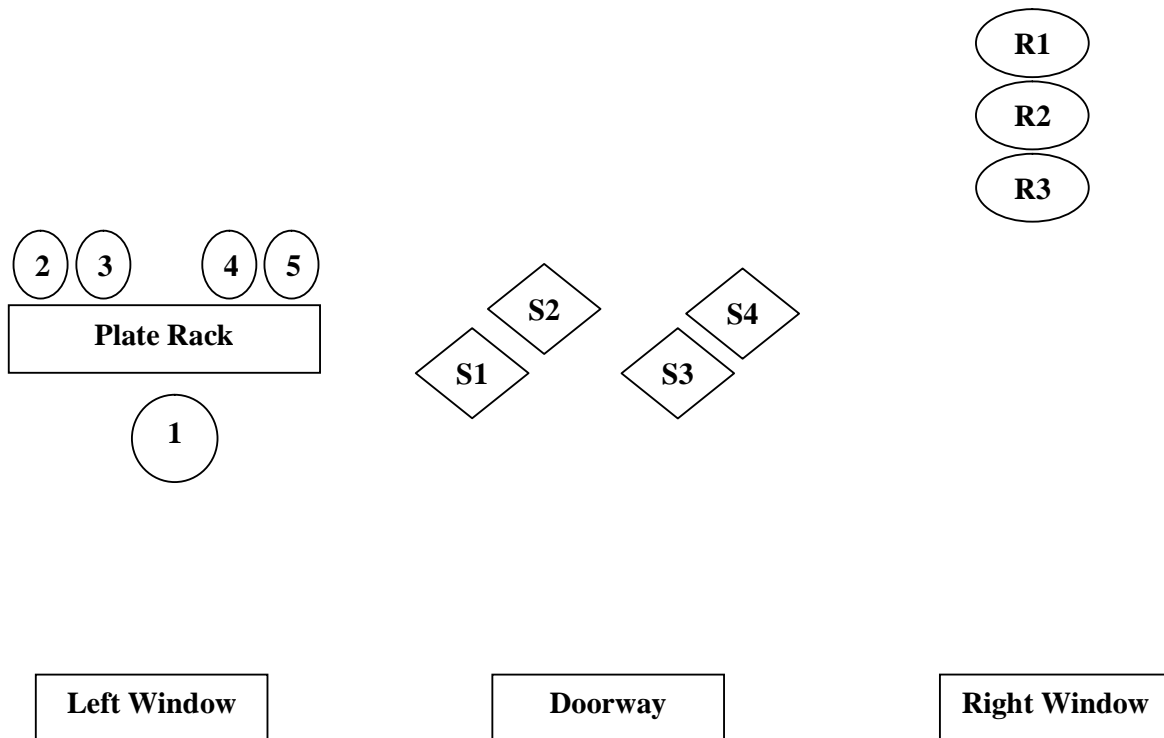
You and the rest of the Sacketts heard that the dreaded Whitewater Gang has holed up in the Shining Bars Saloon. Word is the Whitewater Gang just robbed the Deltas Savings & Loan of all the towns gold. You won't stand for that and have decided to team up with the local Sheriff to round em up and bring em to Justice!

Rifle with 10 rounds; hammer down on empty chamber, staged at right window.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at left window.

Shooter starts standing at right window, hands on window frame at shoulder height. Indicate ready by saying, "Hands in the air!" RO will give standby and timer will start. Using rifle engage the vertical targets in a double tap Nevada sweep, starting at top or bottom. Restage rifle. Move to left window and using pistols as necessary, engage plate rack/stationary target as follows – P1, P2, P1, P3, P1- P1, P4, P1, P5, P1. (in either direction) Holster pistols, pick up shotgun and move to doorway and engage S1-S4 any order, all must fall. After all SG targets have gone down you may engage any plate rack targets still standing with the SG until down. At RO direction take long guns to unloading table.



STAGE NINE SHOT AT BERM FOUR—SPONSORED BY WHITERIDER BULLETS

### **Not My Cows! - Open Range by Wrangler Ron**

Looking out over the prairie, you know what life is all about. A beautiful sunrise, tall grass into the distance, a gentle breeze on your face, the whistles and shouts of rustlers!?!? What the !?!? There is no way you're gonna let those varmints have your stock without a fight!!

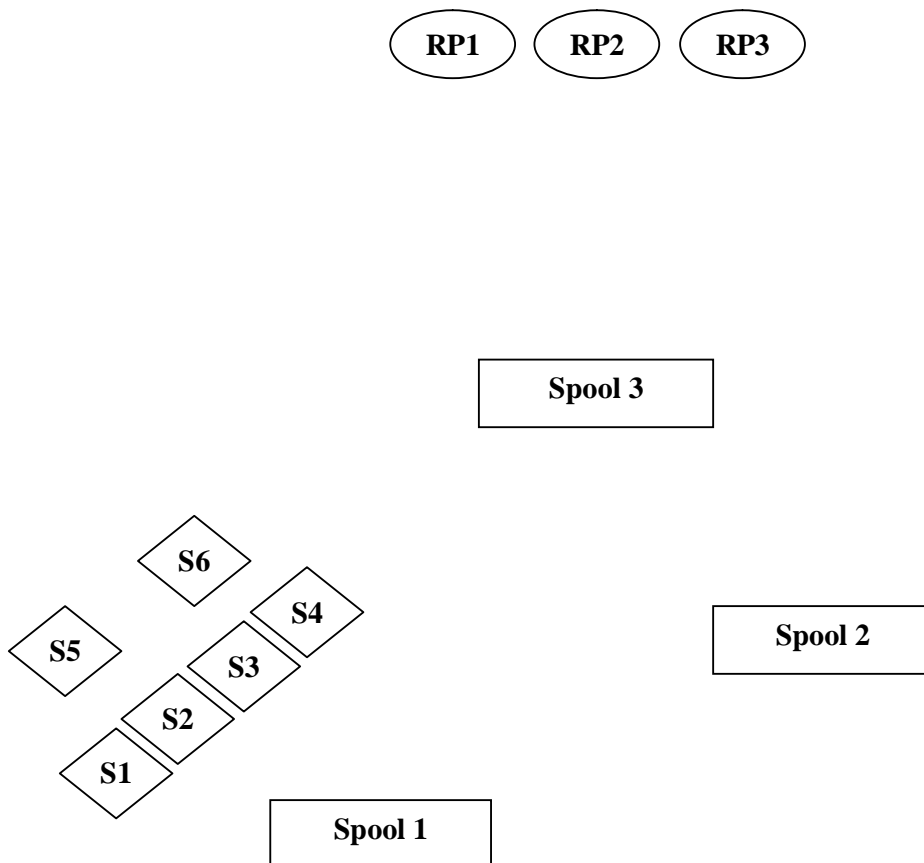
Rifle with 10 rounds; hammer down on empty chamber, staged on spool 2.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 6+/- rounds on person, open and empty, staged at spool 1.

Shooter stands behind spool 1, hands flat on table. Indicate ready by saying, "This is gonna be quick!!" RO will give standby and timer will start. Engage the six KD's until down. Make shotgun safe pointed into berm. Move to spool 2, with rifle, engage RP1-RP3 in two 2-1-2 sweeps, starting on either end, both in same direction. Make rifle safe, pointed into berm.

Move to spool 3 and using pistols as necessary engage RP1-RP3 in two 2-1-2 sweeps, starting on either end, both in same direction. Shooter must be within arm's reach of spool 3 to engage RP1-RP3 with pistols. At RO direction take long guns to unloading table.



STAGE TEN SHOT AT BERM FIVE SPONSORED BY—WILLIAMS PRODUCTION

### Is That You Again!?! - Train by Gateway Kid

You finally get home after one heck of a long train ride. Two months pay in your wallet, the train in the station and your gal on your mind it is time to kick back and settle down for a spell. But a bunch of lowdown coyotes decide now is the time for a daring daylight raid on the train station itself!!

Rifle with 10 rounds; hammer down on empty chamber, staged in the train.

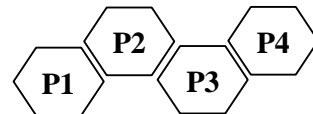
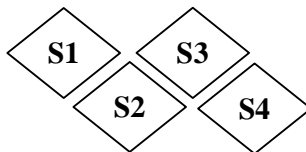
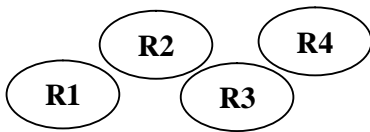
Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at coal car.

Shooter starts in train, hands flat on window sill. Indicate ready by saying, "Don't you ever give up?!" RO will give standby and timer will start. From train engage rifle targets as follows – R1, R2, R3, R4, R1, R2, R3, R1, R2, R1 (Badger sweep) starting from either end.

Make rifle safe in train. Move to coal car. With shotgun engage S1-S4 any order all must fall to count. Move to shelf in caboose (within arm's reach) and engage pistol targets as follows –

P1, P2, P3, P4, P1, P2, P3, P1, P2, P1 (Badger sweep) starting from either end. At RO direction take long guns to unloading table.



Train

Coal Car

Caboose

STAGE ELEVEN SHOT AT BERM SIX—SPONSORED BY JAY-MAX SALES

### I'm Gonna Head Home! - Livery by Lobo Negro

After all that carrying on yesterday at the Livery you were so happy to come out alive that you went and threw back a few more last night. You ain't feeling a whole lot better, but your responsibilities tell you that saddling up and getting back to the ranch has gotta happen.

Rifle with 10 rounds; hammer down on empty chamber, staged on right hand counter.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

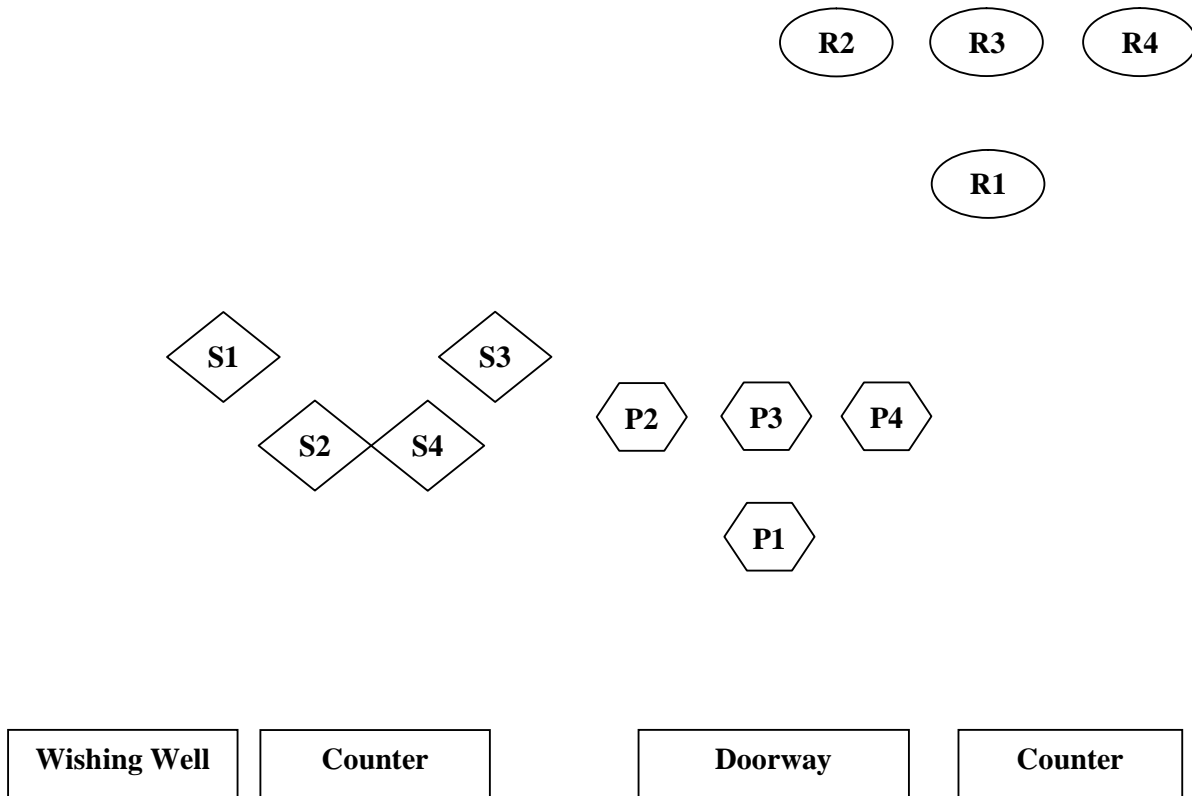
Shotgun with 4+/- rounds on person, open and empty, staged on counter by wishing well.

Shooter starts at door, hands on doorframe at shoulder height. Indicate ready by nodding and saying, "Don't ever call me Shorty!" RO will give standby and timer will start. From

doorway engage pistol targets as follows – P1x 5, Nevada sweep P2-P4 (P2-P4 either direction). Holster pistols and move to right counter and engage rifle targets as follows -

R1x5, Nevada sweep R2-R4, (R2-R4 either direction). Make rifle safe. Move to shotgun

engage S1-S4 any order all must fall to count. At RO direction take long guns to unloading table.



STAGE TWELVE SHOT AT BERM SEVEN—SPONSORED BY SPORTSMAN'S

### Wake Up Call! - Lulu's by Curly Clark

All cleaned up and feeling mellow you decide to sack out on a mattress that is softer than the hard ground you're used to by a dang site! But just as you're dozing off you hear the thunder of horses hooves as the Bristly gang makes one last run at the pay wagon in the town streets.

You know you are the last man standing between the Bristles and all that gold!!

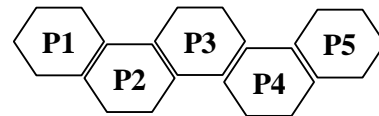
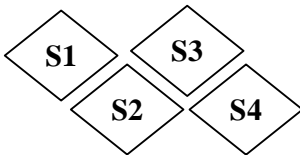
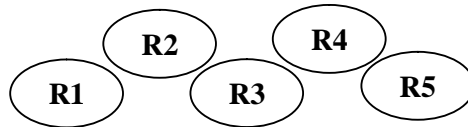
Rifle with 10 rounds; hammer down on empty chamber, staged at table in doorway.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at left window.

Shooter starts at doorway, rubbing eyes with both hands. Indicate ready by saying, "Don't you guys ever sleep?!!" TO will give standby and timer will start. With rifle engage rifle targets as follows - R1x2, R2x2, R3x2, R4x2, R5x2 starting from either end. Make rifle safe.

With pistols from right window engage pistol targets as follows - P1x2, P2x2, P3x2, P4x2, P5x2 starting from either end. Holster pistols. Move to left window and with shotgun, engage S1-S4 in any order - must fall to count. At TO direction take long guns to unloading table.



Left Window

Doorway

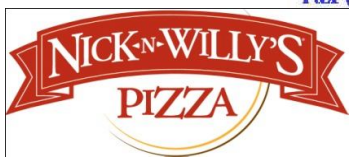
Right Window

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