

# The Sentinel

vol 15 no5

Newsletter of the **Valdosta Vigilance Committee**

September 2016

## Big Country wins the September 2016 Shootout

Hurricane Hermine came right over Valdosta late Thursday night, and left many without power in our community. Crews from several locations around the state were in town working to restore power to those who were cut off.

The range had a few limbs down as well as a couple of trees, and there was some standing water which had receded somewhat by Saturday morning. The bay in the woods was still under water, so we shot two stages in each of the other three bays.

It turned out to be a beautiful day for a shootout!. It was muggy but the temperatures made it only to the mid 80s. A gentle South Georgia breeze refreshed us from time to time during the match.

Twelve cowboys made it to the shootout, and we had a couple of spectators. **Justice Lead Spreader** and **Papa Wombat** shot their third Cowboy matches. Both are making good progress. .

The Shootout was a lot of fun. We had three cowboys to shoot the match clean: **Big Country**, **G B Smokey**, and **Willy Whiskers**. Congratulations.



The Blues Brothers – Macinaw and J Bird Blue

On the negative side, there were 4 Ps, 2 SDQs and 1 MSV in the match -- opportunities to learn what not to do in the future.

**Big Country** was Top shooter followed **Wabash Valley Slim** and **Little Dead Drewzter**..

The whole posse pitched in to make the match run smoothly, and helped with picking up and putting away everything from the match. We were able to finish the match and have everything put away by 12:30pm.

### Category Winners:

**Wrangler** - Justice Lead Spreader

**Senior** – Rowdy Ray

**Silver Senior** – G B Smokey

**Elder Statesman** – Light Load

**Gunfighter** – J Bird Blue

**Senior Duelist** – Goliath

**Silver Senior Duelist** – Willy

Whiskers

**Josie Wales** – Macinaw

Thanks to **Wabash Valley Slim** for his help in setting up the match on Friday afternoon. Thanks to everyone who made the posse run smoothly. Thanks to those who helped tear down the stages and get the steel all put away after the match It was a hard-working posse!

Scores on page 2.

## October Shootout

The next monthly shootout is scheduled for Saturday, October 1, 2016. Six stages –\$10 entry fee. Gate open at 7:30, signup at 8:15, safety briefing at 8:45, shooting at 9:00. Sam's Bar-B-Que lunch will be available for \$7. Come out and enjoy the fun.

## New Cowboy Club

The **Red Hills Rangers** will hold their inaugural match on October 16, 2016, at the Talon Range facilities in Tallahassee, Florida. For information, contact Cassalong Hopidy (Cass Vickers) by phone at 850-459-5472 or by email to <mailto:cdv1875@comcast.net>.

## No Siege for 2017

The 2017 Florida State Match will not be at St. Augustine. There will not be a *Seige at St. Augustine* in 2017. Perhaps another Florida club will host the Florida State match in 2017 – we will try to keep you posted.

## Prayer Posse

**Dynomite Don** and **Big Country** are recuperating from their surgeries. **Badlands Boyd** has recently had major surgery and has a long road of recovery ahead of him. Keep these in your thoughts and prayers.

## Other Monthly Matches

- **September 10, 2016** – Ft White match month <http://www.fwcc.net/>
- **September 24, 2016** – Panhandle Cattle Company match in Chipley, FL <http://www.panhandlecattleco.com/>
- **September 24, 2016** – Cowford Regulators in Jacksonville <http://cowfordregulators.com/>
- **September 25, 2016** – Roughshod Raiders match in Gainesville, FL [www.roughshodraiders.com/](http://www.roughshodraiders.com/)

Happy Trails

9/3/2016

September 2016 Shootout

Valdosta Vigilance Committee

Finish	Alias	Category	State	Total	Cat	Stage 1				Stage 2				Stage 3				Stage 4				Stage 5				Stage 6			
					Finish	M	P	B	Final																				
1	Big Country	TG	GA	128.01	1	0	0	0	20.78	0	0	0	23	0	0	0	24.13	0	0	0	18.69	0	0	0	20.92	0	0	0	20.49
2	Wabash Valley Slim	TG	GA	157.16	2	1	0	0	34.06	0	0	0	19.19	0	0	0	18.92	0	1	0	39.69	1	0	0	20.7	0	0	0	24.6
3	Little Dead Drewzter	TG	FL	175.6	3	2	0	0	35.33	0	0	0	31.88	0	0	0	28.02	0	0	0	23.02	0	0	0	24.19	2	0	0	33.16
4	Light Load	ES	FL	189.57	1	1	0	0	34.14	0	0	0	30.39	0	0	0	27.28	0	0	0	26.19	0	0	0	24.11	1	0	0	47.46
5	GB Smokey	SS	GA	214.28	1	0	0	0	35.27	0	0	0	46.01	0	0	0	33.62	0	0	0	30.49	0	0	0	34.69	0	0	0	34.2
6	Goliath	SD	GA	218.51	1	0	0	0	38.18	1	0	0	46.65	0	0	0	37.86	0	0	0	31.17	0	0	0	31.31	0	0	0	33.34
7	Macinaw	JW	FL	260.9	1	1	0	0	43.56	1	0	0	54.05	0	0	0	37.66	1	0	0	39.87	1	0	0	43.01	0	0	0	42.75
8	J Bird Blue	G	FL	301.14	1	0	1	0	64.08	0	0	0	71.48	0	1	0	46.03	0	1	0	42.28	0	0	0	33.38	2	0	0	43.89
9	Willy Whiskers	SSD	FL	308.37	1	0	0	0	53.32	0	0	0	55.66	0	0	0	46.87	0	0	0	40.75	0	0	0	44.36	0	0	0	67.41
10	Rowdy Ray	S	GA	331.49	1	0	0	0	46.64	0	0	0	150	0	0	0	35.6	0	0	0	34.71	0	0	0	31.62	0	0	0	32.92
11	Justice Lead Spreader	W	GA	352.81	1	1	0	0	38.81	1	0	0	150	2	0	0	45.46	0	0	0	33.89	2	0	0	38.72	2	0	0	45.93
12	Papa Wombat	S	GA	362.27	2	0	0	0	72.76	0	0	0	64.31	0	0	0	49.31	1	0	0	61.57	0	0	0	48.81	1	1	0	65.51

*I borrowed this from the South River Shootists August 2016 newsletter. This is good information for all SASS members. Thanks, Cass, for compiling this list – Goliath*

### **Cass's Cogitations**

**A TG's Responsibility** I would like to remind all South River Shootists members that a Territorial Governor's first responsibility is the representation of club members to the national body and the representation of the body of TGs to club members. As your representative, I am always open to the ideas of SRS club members regarding policies and proposed rule changes that are the domain of TG decision-making. If you have questions, criticisms, or comments you want conveyed to the TGs, or want to suggest rule changes that the SRS membership supports, please bring them up at a monthly shoot or send an email to me at <mailto:cdv1875@comcast.net>. Thanks.

Shooting Down Some Myths—"Rules" That Aren't Cowboy action shooting is governed by hundreds of rules, captured in page after page of the Shooters Handbook and the ROI and ROII course materials, as well as various interpretations, rulings and clarifications. I know I have said it before, but what we really don't need is shooters invoking "rules" that don't exist—based on a misunderstanding of the rulebooks and their contents. In an effort to help combat the spread of such non-rule "rules," let's shoot down some of the popular or recurring rule myths now:

1. A round over the berm is always a Match DQ. There is no such SASS rule. Instead, the penalty is left to determination by individual clubs. ROI, p. 19, #15. At many clubs, a round over the berm is a MDQ—that will almost always be true at clubs in urban settings— and, by the way, club "incident reports" may have to be filed, or even reported to local law enforcement in case some person or property at a distance from the shoot venue is injured. There are many clubs, on the other hand, where a round over the berm is a No Call. In a desert setting, there may not even be a berm, or the berm may be a mountain 3,000 high in the background. And even at clubs where a "round over the berm is a MDQ," that may apply only to revolver and rifle rounds, not shot from shotgun discharges. Without such an allowance, a club could not include flying clays in the action—unless there is a might high berm or a launcher that only lifts the clay a few feet. (As an aside, note that one of the reasons the TO is admonished to "watch the gun" is to improve the chances that he or she will know whether a round has gone over the berm or not where penalties attach to rounds that do so.) In any event, there is no standing SASS rule—that is a matter determined on a club by club basis.
2. You cannot sight down your guns or otherwise shadow shoot at the loading table. Not true. What the rule actually prohibits is "dry-firing" at the LT. ROI, p. 26. "Dry-firing" is expressly defined as "the act of bringing of an unloaded firearm into a shooting position, cocking the hammer and pulling the trigger as if to cause the gun to fire normally." ROI, p. 31. Club rules may proscribe other acts involving the handling of guns at the LT that don't involve cocking the hammer and pulling the trigger, but SASS rules do not prohibit shadow shooting there, with fingers or guns.
3. You earn a 10-second Procedural if you shoot a rifle target with a pistol (or a pistol target with a rifle). You certainly do not. You will get a miss, since the round(s) in question failed to connect with a target

prescribed by the stage instructions for the type of firearm you are using. See definition of “Miss” at ROI, p. 32 and the Flow Chart at p. 28. And to be clear, that is true whether the shooter hit the wrong type of target “intentionally or by mistake.” ROI, p. 25.

4. Gunfighters have to alternate successive shots between the two revolvers. You wish! The Shooters Handbook states that “There is no set pattern as to how the revolvers are to be fired, but alternating revolvers is clearly the most efficient.” SHB, p. 14. Remember that those shooting a GF category (Gunfighter, B Western, or Frontier Cartridge GF—or other GF categories offered in a given match, like Senior GF) are permitted to shoot Gunfighter style (using both revolvers on some shot alternating basis) or Double Duelist. And one of the principal advantages of double-cocking is that it allows the GF to change leads (that is shoot successive rounds from the same revolver when doing so avoids having to “cross over” with the guns to engage the targets in the required sequence). Incidentally, a recent clarification permits B Western shooters to switch between GF style and traditional (two-handed) style during a single stage—for example, shooting the first 5 rounds GF style and the last 5 rounds two-handed.
5. A duelist has to holster the first pistol before shooting the second. Show me that rule in the books—there isn’t one. As long as there are no unfired rounds in the first revolver, a duelist may keep it out—pointed in a safe direction—while shooting the second revolver, and then holster both at the end of that shooting string. If there are unfired rounds in the first pistol (say, the shooter lost track and only fired 4 rounds) when the second is pulled from leather, the shooter earns a P (first offense) for shooting out of category. ROI, p. 25.
6. There is a penalty for sweeping yourself with the muzzle of a gun. Really? Please show me where that rule is so I will know what penalty to apply. The fact is there is no such SASS rule. Shooters often sweep their feet when clearing revolvers from leather and bringing them up to shoot and cross draw shooters routinely sweep the non-shooting arm when pulling or reholstering pistols. There are rules against sweeping others, of course, and there is a rule against unsafe gun handling (failure to manage safe muzzle direction)—the penalties for which are up to and including a Match DQ. ROI, p. 15.
7. You cannot move/“travel” while shucking or clearing hulls from a shotgun. I include this as a myth based purely on my observation of shooters. I can’t tell you how many times I have watched shooters who are about to move with a shotgun stay in place, or even stop, until the hulls from shots just taken have cleared the chambers of their shotguns. I have seen it enough to believe that many of them are concerned that if they move with a shotgun that has hulls in it, they are committing an offense for which they can be penalized. There is no rule imposing that restriction—you just have to clear them before you shoot the next firearm or, if the shotgun was shot last, before it leaves your hands at the ULT. ROI, p. 18. A shotgun is explicitly declared safe for movement, shotgun in hand with “action open, round on carrier or in chamber.” ROI, p. 17.
8. SASS rules prohibit writing a stage that finishes with a rifle. Negative. No such rule exists. But rifle reports are typically the most difficult for timers to register, sometimes even when the sensitivity is set all the way to max, and for that reason stages are rarely written which finish with the rifle. There are

situations when a rifle finish may work—for example, when shooting from an enclosure that captures the rifle report. In any event, it's a stage design consideration, not a SASS rule.

9. The TO or other range officer must carry a malfunctioning firearm to the ULT. Nay. Those reciting this “rule” may be thinking about the retrieval of dropped firearms. Those are to be picked up by an RO and cleared, if necessary, on the stage, then returned to the shooter. ROI, p. 19. The shooter is expressly forbidden to retrieve dropped firearms. But there is not a rule prohibiting a shooter from carrying a malfunctioning firearm to the ULT if he or she can do so safely. A malfunctioning firearm cannot be removed from the firing line/unloading area without being cleared, however, unless the shooter does so under the direct supervision of a match official. Failure to adhere to that constraint earns a MDQ. ROI, p. 21.

I am sure others have been the object (victim) of other made-up rules that have no basis in the SASS handbooks. Feel free to share them with me or the group. Keeping myth rules out of the game is a constant and continuing battle—do your part by politely insisting that those who cite rules you think are contrived show them to you in the handbooks—and we will all have a better time, and better times.

Until our trails next cross,

Cassalong Hopidy