

**2017**

**KENTUCKY**

**STATE**

**SASS**

**CHAMPIONSHIP**

# Single Action Shooting Society



## Hooten Holler Roundup 15

2016 Kentucky State Championship is proud to be sponsored by the Single Action Shooting Society

**SINGLE ACTION SHOOTING SOCIETY**

[www.sassnet.com](http://www.sassnet.com)

# Schedule of Events

## FRIDAY

**8:30 – 11:45 Long Range Side Matches, entry cutoff at 11:30**

**Noon until 5:00 Side Matches**

**Wild Bunch Side Match starts at 12pm**

**Warm-up Match 2:00**

**5:30 Free Hot Dog Dinner**

**6:00 Hillbilly Entertainment**

## SATURDAY

**9:00 Safety Meeting (All Shooters MUST be Present)**

**9:30 Start Match**

Stage	1	2	3	4	5	6	7	8	9	10
Time										
9:30	1	2	3	4	5	6	7	8	9	10
10:15	10	1	2	3	4	5	6	7	8	9
11:00	9	10	1	2	3	4	5	6	7	8
11:45	8	9	10	1	2	3	4	5	6	7
12:30	7	8	9	10	1	2	3	4	5	6
1:15	6	7	8	9	10	1	2	3	4	5

**Lunch is available on site**

**4:00 Entertainment**

**Cowboy Yard Sale (feel free to sell anytime)**

**5:00 Dinner at HOOTEN/Side Match Awards**

**Shortly after dinner - Hillbilly Entertainment**

# SUNDAY

## 9:00 Match Starts

Stage	1	2	3	4	5	6	7	8	9	10
Time										
9:00	5	6	7	8	9	10	1	2	3	4
9:45	4	5	6	7	8	9	10	1	2	3
10:30	3	4	5	6	7	8	9	10	1	2
11:15	2	3	4	5	6	7	8	9	10	1

## Man on Man Shoot off ( open to all )

### Awards

## FIRST AID

First Aid may be requested to the Posse Leader or at the Church building.

## RULING DISPUTE PROCEDURE

In the event a competitor feels a range officer's ruling is in error, the ruling may be politely and immediately appealed to the range master / match director after clearing the range, allowing match activities to resume. The range master/match director will consider the appeal on grounds of policy and rules interpretation only, and their decision is final. At major matches special protest juries comprised of Territorial Governors may be empanelled to aid the range master/match director in making a reasonable judgement.

**At the Kentucky State Shoot, you must make your intent to appeal known to the posse marshal BEFORE leaving the unloading table.**

## RE-SHOOTS

At all SASS annual club, state, regional, national, and world championship matches, no re-shoots will be given after the first shot is fired, except for

- prop or match equipment failure
- a Range Officer impeding the progress of the shooter
- timer failure or unrecorded time as determined by the Range Officer and the Match Director. In this case, the shooter starts over with no penalties (except safety) or misses. For example, if the Range Officer stops a shooter from completing a shooting sequence because of a suspected squib load, and the gun turns out to be "clear," the Range Officer has impeded the progress of the shooter, and a re-shoot is in order.





<p>Stage 3</p> <p>Rifle 10 Pistol 10 Shotgun 4 +</p> <p>Must shoot through 3 wall openings</p>	<p><b>START:</b></p> <p><b>LINE :</b></p>
	<p style="text-align: center;">R      R                  R      R</p> <p style="text-align: center;">SG                                  SG SG                          SG</p> <p style="text-align: center;">P   P                  P   P</p>

Gun order: Rifle, pistol, shotgun

Gun staging: Pistols holstered, rifle and shotgun staged in different openings

Must shoot through three openings


Shooter starts at the opening where the rifle will be shot with hands?

Rifle: descending sweep starting on either end. make safe

Example 1, 1, 1, 1, 2, 2, 2, 3, 3, 4

Pistol: Same as rifle

Shotgun: Any order, must fall to count and misses may be made up

Stage 4 Rifle 10 Pistol 10 Shotgun 4+	<b>START:</b> <b>LINE :</b>
	<p style="text-align: center;">R    R    R</p> <p style="text-align: right;">SG        SG</p> <p style="text-align: right;">SG        SG</p> <p style="text-align: center;">P   P   P</p>

Gun order: Rifle not last

Gun staging: Pistols staged on left table, rifle is staged in the outhouse and shotgun is staged on right table


Shooter starts at gun of choice, with hands?

Pistol: Alternate on 2 targets for 5 rounds, then dump 5 rounds on the remaining target, restage

Rifle: Same as the pistol, restage

Shotgun: Any order, must fall to count and misses may be made up, restage



Stage 5 Rifle 10 Pistol 10 Shotgun 4+	<b>START:</b> <b>LINE :</b>
	<p style="text-align: center;">R R R R</p> <p style="text-align: center;">SG SG SG SG</p> <p style="text-align: center;">P P P P</p>

Gun order: Start and end with the shotgun

Gun staging: Pistols holstered, rifle and shotgun are staged in the same or different openings

Must shoot through three openings

Shooter starts at opening of choice with hands?


Shotgun engage 2 shotgun targets, make safe

Pistols are shot in a 1-4-4-1 sweep starting on either end. holster

Rifle same as the pistols, make safe

Shotgun: engage 2 shotgun targets.

Shotgun misses can be made up from either shotgun location

<p>Stage 6</p> <p>Rifle 10</p> <p>Pistol 10</p> <p>Shotgun 4+</p>	<p><b>START:</b></p> <p><b>LINE :</b></p>
	<p style="text-align: center;">R            R            R</p> <p style="text-align: right;">SG            SG</p> <p style="text-align: right;">          SG            SG</p> <p style="text-align: center;">P    P    P</p>

Gun order: Pistol, rifle, shotgun


Staging: Pistols holstered, rifle and shotgun are staged inside rail car with door closed

Shooter starts with hands on door handle

Pistols are shot is a 2-1-2 sweep starting on either end repeat, holster. Yes, the 3rd target can be quad tapped

Rifle same as the pistol, restage

Shotgun: Any order, must fall to count and misses may be made up

Stage 7 Rifle 10 Pistol 10 Shotgun 4+	<b>START:</b> <b>LINE :</b>
	<div style="text-align: center;"> R    R    R    R    SG   SG   SG   SG    P   P   P   P </div>

Gun order: Rifle not last


Gun staging: Pistols holstered, shotgun staged on right table. Rifle can be staged on either table. shooter must shoot from both tables.

Shooter starts at table of choice with hands?

Pistol: Nevada sweep starting on either end holster

Rifle: same as the pistol make safe

Shotgun: any order, must fall to count and misses may be made up, make safe

Stage 8 Rifle 10 Pistol 10 Shotgun as Needed	<b>START:</b> <b>LINE :</b>
	R R R SG SG SG SG SG SG P P P

Gun order: Rifle not last

Gun staging: Pistols holstered, rifle staged on right table and shotgun staged on the left table


Shooter must shoot from both tables

Shooter starts at gun of choice, with hands?

Pistol: are shot with at least 2 shots on each target holster

Rifle: same as the pistol, make safe

Shotgun: any order, must fall to count and misses may be made up, make safe

<p>Stage 9</p> <p>Rifle 10 Pistol 10 Shotgun 4+</p>	<p><b>START:</b></p> <p><b>LINE :</b></p>
	<p style="text-align: center;">R/P   R/P   R/P</p> <p style="text-align: center;">SG            SG                            SG            SG</p>

Gun order: Pistol, Rifle, Shotgun

Gun staging: Pistols holstered, Rifle and shotgun staged on different tables, pistols are holstered

Shooter starts behind rifle table.

Pistol: 1-8-1 starting on either end, holster

Rifle: Same as pistol, restage

Shotgun: Any order misses can be made up



Stage	Raw Time	Misses	Procedural/ MS	Total Time
Stage 1				
Stage 2				
Stage 3				
Stage 4				
Stage 5				
Stage 6				
Stage 7				
Stage 8				
Stage 9				
Stage 10				
Totals				

The Hooten Old Town Regulators would like to send out their appreciation to Capt. Ralph Marcum. Without Capt. Marcum and the use of his facilities the wonderful shoot and time you will enjoy this weekend would not be possible. Please take the time to tell Capt. Marcum thank you for everything

Once again please take the time to visit our vendors