

2018
KENTUCKY
STATE
SASS CHAMPIONSHIP

Single Action Shooting Society



Hooten Holler Roundup 16

2018 Kentucky State Championship is proud to be sponsored by the Single Action Shooting Society

SINGLE ACTION SHOOTING SOCIETY

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.

Stage 1 Rifle 10 Pistol 10 Shotgun 4+ Must shoot through all 3 wall openings	START: Start at the pistol table with LINE : ""
	R R R SG SG SG SG P P P

Gun order: Pistol, Rifle, Shotgun


Gun staging: Pistols holstered, rifle stage in an opening and shotgun staged in opening

Must shoot through all 3 openings

Pistol: Engage targets at least 3 times each no double taps.

Rifle: Same as the pistol, make safe

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

Stage 2 Rifle 10 Pistol 10 Shotgun 4+ Must use 4 openings	START: Shooter starts at shotgun opening LINE : “”
	R R R R R SG SG SG SG P P P P P

Gun order: Shotgun, rifle, pistol


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

Must shoot through any 4 openings

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

Rifle: Shooter shoots a Nevada sweep on the 3 center targets and then sweeps all 5 targets from either end.

Pistols : Same as the rifle, make safe

<p>Stage 3</p> <p>Rifle 10 Pistol 10 Shotgun 4 +</p> <p>Must shoot through 3 wall openings</p>	<p>START: Shooter starts at the opening where the rifle will be shot with hands</p> <p>LINE : “”</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

Rifle: 3 on each outside target, then 2 on each inside target, make safe

Pistol: Same as rifle

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

<p>Stage 4</p> <p>Rifle 10 Pistol 10 Shotgun 4+</p>	<p>START: Shooter starts at gun of choice,</p> <p>LINE : “”</p>
	<p style="text-align: center;">R R R</p> <p style="text-align: center;">SG SG</p> <p style="text-align: center;">SG SG</p> <p style="text-align: right;">P P P</p>


Gun order: Rifle not last

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

Pistol: Triple tap the center target and then single tap each outside target, then repeat and restage.

Rifle: Same as the pistol, restage

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

<p>Stage 5</p> <p>Rifle 10 Pistol 10 Shotgun 4+</p> <p>Must shoot through three openings</p>	<p>START: Shooter starts at opening of choice with hands</p> <p>LINE : “”</p>
	<p style="text-align: center;">R R R R/SG</p> <p style="text-align: center;">SG SG SG SG</p> <p style="text-align: center;">P P P P/SG</p>

Gun order: Rifle not last


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

Must shoot through three openings

Rifle: Is shot in a 3 shots on each target 10th round on the knock down must fall to be a hit, make safe

Pistol: Same as the rifle, holster

Shotgun: The 4 shotgun targets are any order must fall to count and misses can be made up. After the 4 shotgun targets are down if rifle or pistol knock down are up they can be shot with the shotgun to make up the miss.

<p>Stage 6</p> <p>Rifle 10 Pistol 10 Shotgun 4+</p>	<p>START: Shooter starts with hands on door handle</p> <p>LINE : “”</p>
	<p style="text-align: center;">R R R</p> <p style="text-align: right;">SG SG 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

Pistols are shot in a double tap Nevada starting on either end, holster

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+	START: Shooter starts in circle with hands LINE : “”
	<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 and rifle are staged on the table.

Pistol: is a 2, 3 sweep from one end then a 2, 3 sweep from the other end, 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 8</p> <p>Rifle 10 Pistol 10 Shotgun as Needed</p> <p>Shooter must shoot from both tables</p>	<p>START: Shooter starts at gun of choice, with hands</p> <p>LINE : “”</p>
	<p style="text-align: right;">R R R</p> <p style="text-align: center;">SG SG SG SG SG SG</p> <p style="text-align: right;">P 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

Pistol: are shot in a 2-1-2 sweep then repeat same direction, holster

Rifle: same as the pistol, make safe

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

Stage 9 Rifle 10 Pistol 10 Shotgun 4+	<p>START: Shooter starts behind shotgun table holding</p> <p>LINE : “”</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: Shotgun, rifle pistol

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

Pistol: 4 on the center 1 on the outside, then 4 on the center 1 on the other outside, holster.

Rifle: Same as pistol, restage

Shotgun: Any order misses can be made up

Stage 10 Rifle 10 Pistol 10 Shotgun 4+	START: Shooter starts at table with hands LINE : “”
	<p style="text-align: center;">R 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</p>

Gun order: Rifle, shotgun pistol

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

Rifle: 1-2-2 sweep starting on the center target then a 1-2-2 sweep the other direction restage

Shotgun: Any order misses can be made up, restage

Pistol: Same as the rifle, holster

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