

# Sidematch Extravaganza

*Separate Categories for Ladies, Men, Buckaroos and Buckarettas.*

*Participants **must** be in SASS costume for all side matches.*

## **Wild Bunch Mini-Match**

9:00AM – 12:00PM - The Hardware Store (west of the fort)

SASS Rules apply. Requires M1911 pistol with spare magazines, main match-legal lever action rifle and Winchester 1897 or model 12 shotgun. Round count: Pistol = 84, Rifle = 34, Shotgun = 24. If shooting Teddy Roosevelt/Doughboy category: Rifle = 24.

## **Fumble Bay / Warm-Up Stage**

12:00 PM – 3:00 PM - The Hardware Store (west of the fort)

Use this stage for a warm-up, testing firearms, testing ammo, etc.

Shoot this 10-10-4+ stage as many times as you want, any way you want. No timer or timer operator, no scores recorded.

## **Long Range Rifle**

12:00PM – 3:00PM - at the 300 yard range (west of Stage 1)

Big bore single shot, big bore lever action, and BAM (Bolt Action Military w/lead bullets and reduced loads), separate categories for each at 300 yards, shot from a seated position with cross sticks. Separate category for Sharps' rifles, which will be shot from a bench. Open iron or peep sights only – no optics allowed. Big bore allowed up to five sighter shots, then shoot six for score. BAM rifles shoot ten for score.

## **Long Range Pistol-Caliber Rifle**

12:00PM – 3:00PM, open bay east of the Fort

Main Match-legal rifle at 100 yards using SASS-legal ammunition. Two sighter shots allowed, shoot ten for score. Only two attempts allowed. The most hits wins (time is used for a tie-breaker).

## **Long Range Pistol**

12:00PM – 3:00PM, Stage 5 (Fort Staudinger)

Main Match-legal pistol at 50 yards using SASS-legal ammunition. Two sighter shots, then five shots for score. The most hits wins. Your best of three attempts will count.

## **Derringer/Pocket Pistol**

12:00PM – 3:00PM, Stage 1 (the Gaslight Theater).

Single-Action or Double-Action Pocket Pistols (separate categories for each) or Derringer. Your best out of three attempts will count.

## **Speed Pistol**

12:00PM – 3:00PM, Stage 2 (The Gazette, left window)

Any main match-legal pistols, shot duelist, gunfighter, or two handed (separate categories for each). Wild Bunch speed pistol (traditional and modern) will be held at Stage 5 (The Fort). Your best score out of three attempts will count.

## **Speed Rifle**

12:00PM – 3:00PM, Stage 2 (The Gazette, right window)

Any main match-legal rifle. Your best of three attempts will count.

# Sidematch Extravaganza (page 2)

*Separate Categories for Ladies, Men, Buckaroos and Buckarettas.*

*Participants **must** be in SASS costume for all side matches.*

## **Speed Shotgun**

12:00PM – 3:00PM, Stage 4 (The Bank)

Any main match-legal shotgun: 1897, 1887, double barreled hammered, double barrel hammerless (separate categories for each), as well as Wild Bunch. Your best of three attempts will count.

## **.22 Revolver / .22 Rifle**

12:00PM – 3:00PM, Stage 3 (The Saloon)

Bring your .22 revolver and .22 lever action or slide action rifle for this fun side match. Your best of three attempts will count.

## **Team Snake Shoot**

3:00 PM, (open bay east of the Fort)

Ad hoc teams are formed to use their main match shotguns (with SASS-legal ammo) to move snakes (12” sections of garden hose) a short distance as quickly as possible. The team that takes the shortest time to move their snakes across the designated line wins. Contestants can only compete on *one* team.

## **Heaven or Hell Tournament**

4:00 PM Stage 3 (the Saloon)

Two water bottles are tied to a rope (one at each end) and suspended over a pulley. Using .22 pistols, at the buzzer, two shooters will shoot their bottles as many times as possible, causing the water to leak out. The lighter bottle will move upward (toward Heaven), the heavier bottle downward (towards Hell). The “Heaven” bottle is the winner and will move on to the next bracket in the tournament. We will provide a .22 pistol if you don’t have one of your own.