



**Battle Born
Rangers Company**
Monthly Newsletter
Representing
High Plains Drifter's
And
Roop County Cowboy's

Volume 1 Issue III

A Hale and Hearty Hello



Can we shoot, are we going to shoot, when should we shoot, is it too cold to shoot. That was the discussion for the HPD shoot this month. It was decided to move it to Saturday. We had 13 brave souls show up and face the weather. Albeit a somewhat OK day I couldn't attend as I had committed to installing a dog door at our daughter's home. It seems word has got out that I'm well versed in cutting large holes in walls.

As we all have experienced our Fernley weather has its own mind. And no matter what the weather report says it can and will change. Rickey and I went to the range on Friday for the ROOP shoot. We had some work done on our 5th wheel so we wanted to test it out. It was forecast to be windy Friday and Saturday. What do you know it was windy. Saturday, we had a

few shooters show up for the Wild Bunch match. Sitting in the RV reading and there's a knock on the door. It's Fanner checking in on me to make sure I was OK! My response was, "I'm good, but you look like you're frozen." He looked miserable.

July 4th FernleyStock - It's Back

Not much more to report but,,, yeah there's always a but.

The 4th of July is on a Saturday this year. So, we're going to bring back Fernleystock. Fanny and Grace will put together some ideas for entertainment. We'll be having a potluck Saturday night. Jasper will be cooking some club provided protein, as he calls it. For Saturday we will be putting together some shooting. Practice, long range, beach chair 22's, cowboy clays, 5K chair sitting and ??? We'd like to see people come out for a campout and fun fest. More info to come.

Josey Wales Match - April 12

Reminder, the ROOP shot in April is the Josey Wales shoot. Plan on 4 stages and around 20 rounds need for your rifle.

ROI & II Seminars

Don't forget there's still room for club members to take the RO I & II Seminars.

TG What's the Call Moment

TG moment; Shooter comes to the unloading table. He jacks a round out when clearing his rifle. What's the call, the rifle was not the last gun fired. The stage called for 10 rifle rounds. So, a round on the carrier is a minor safety violation, MSV. And a miss because he shot 9 rounds and not 10 on the stage. 15 seconds. Shooter owns the stage, doesn't matter that the TO or the spotters missed the round count.

That's it for now.

Jke
Ei Jeffe Supremo



Howdy Y'all,

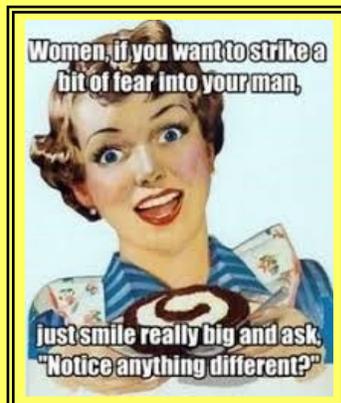
Well, our March match that was scheduled for Sunday, the 1st of March, was actually shot on Saturday, the 29th of February. This was a result of a lousy weather forecast for Sunday, so we switched the match to Saturday and everything worked out very well. We had 13 shooters and that was enough for one great posse. Jeremiah Jonathan (JJ) won the match followed closely by Wylie Fox, Nevada Star and Deadeye Dick in that order. We also had five clean shooters. So congrats to everyone for participating in a fun match. Set-up and take-down went great and thanks to everyone that pitched in to help out.

24th Annual Roop County Days

We have tentatively scheduled our Annual Match for the second week of September. We need volunteers to take charge of the various activities necessary to the success of this fun-filled event. So please don't hesitate to step forward and volunteer to help with this once a year match. You don't need to be a long-term cowboy or any type of expert. If you have questions there are plenty of people who can provide you with answers. We will discuss this again at our April match.

Happy trails!
Georgia Blue

P.S. Trivia question: Where was Doc Holiday born?





Howdy all,

Well we snuck in another one!! I'm told the guys that shot wild bunch on Saturday had a significant wind event. Sure glad I didn't make it out for that! We had 25 shooters join in on the fun with 5 of them shooting clean and only 4 "P's". We did have an issue with one posse not following the stage instructions, but that's going to happen when the stage writer, yours truly, had to leave before either posse finished the last stage. Thanks to all that went out of their way to help us. Your help is indispensable and we couldn't operate without you!! Next month we have Ike's world famous not to be missed Josey Wales shoot for our ROOP match.

BPRC Updates

49er preacher and I have been concentrating on long range and it's finally coming together. Expect an invitation to a 22 BPCR practice match in the very near future. Break out those 22's, clean them up and get ready for a very challenging, very fun new game. The game is played with a single shot 22 long rifle with either old timey scope or iron sights, but we will allow any 22 long rifle to join in. It's 40 rounds plus sighters shot as follows:

- 10 - Chickens 50 meters, shot off hand
- 10 Pigs 100 meters, shot any style (I'd highly recommend prone)
- 10 - Turkeys 150 meters, shot any style
- 10- Rams 200 meters, shot any style.

It's a timed event with different categories and the most animals knocked over declared the winner. There are more rules that we'll have available at the first practice match or you can go to <http://www.22bpcra.com/> to learn more about this fascinating game.

24th Annual Roop County Match Director

A huge thanks to Georgia Blue for stepping up and taking the lead for our annual match. There is a ton of work that needs to be done to make the match a success and all will need to step up if we want to do this. So be sure to give him your thanks and ask what you can do to help us.

Range Update

I met the new owners, Sam and his partner Eric. They are nice guys. I think that we are in good shape with them, but we are just getting to know each other. Sam has a crew working around them and I've met a number of them and they are all pleasant and treated me with respect. As long as we mind our P's & Q's we should have a home in Fernley for a long time. One thing that we need to be mindful of is that there are a BUNCH of children riding their motorcycles out there. Kids will be kids and we really have to watch out for them. We've become accustomed to nobody out there and they had 175 people three weeks ago and 75 in attendance two weeks ago on Saturday. I know none of us want to harm a child, but I think we will need to be very cognizant of other people out there in the future. One other thing to consider is we have been the only people out there for so long that I know I leave my carry gun in my bag in the truck with the keys laying right next to them. I think it might be prudent to start securing our vehicles when we are up on the range and can't see them.

*That's all for now see you on the range,
Jasper*



Thoughts for TO's

From page 19 in Shooters Handbook

Safety Officers/Chief Range Officers - CRO (Timer Operator - TO)

The role of the Chief Range Officer/Timer Operator (CRO/TO) is to safely assist the shooter through the course of fire.

From page 22 in Shooters Handbook

- **Chief Range Officer/Timer Operator (CRO/TO)** - is the Chief Range Officer (CRO) for the stage and is in charge of the firing line as long as he/she is running the timer and has the primary objective to safely assist the shooter through the course of fire.
- **Spotters/Counters** - have the responsibility to count shots and misses and to verify targets were engaged in the correct order for the required number of shots.
- A minimum of three spotters are required – majority 2/3 breaks any ties in regards to misses.

Starting with the timer being handed to me.

Look down range making sure it is clear, that no one is bent over picking up brass.

Check the targets, especially the shotgun knockdowns. If something needs to be done, ask (usually a spotter) for it to be fixed. If no one is available place the timer on a table where the next shooter can see it. This should notify the shooter that the stage is not ready.

Once the stage is set, survey the spotters making sure there are three and they are all “up-range” of the shooting line.

Now it is time to let the next shooter know we are ready and to approach the firing line.

As the shooter is approaching the line, count the firearms and look for cocked hammers. Also look for shotgun shells. Make sure the long guns are pointing up or down range making sure no one is being swept. This takes some effort if there are staging instructions other than lying flat on table pointing down range. After the shooter has set long guns, ensure that the back of the trigger guard is above the table below.

As the shooter is getting positioned to start, look again to each side making sure spotters are behind the shooter. This is important when the stage has the shooter start up-range (like at the hitching post).

Now for some options. It is best you do not engage the shooter in conversation. Many shooters are thinking about shooting the stage. They are focused and conversation would not be appropriate. Except, there are some shooters who by their body language (meaning they start talking to you) are ready to say “Hi”. Just be appropriate in conversation. If the body language indicates so (like a new shooter, or a shooter who is still learning) ask them:

- “Do you understand the stage?”
- “Do you have any questions?”
- “Would you like some help?”

There are no hard and fast rules here, other than focusing on your primary duty, SAFETY!!!

OK here we go, time to pull some triggers.

As the shooter is getting set, start thinking about your movements. You need to be close enough to the shooter to see all the firearm handling and if necessary be able to STOP the shooter due to a safety concern (Typically, a squib or broken gun). Try not to impede the shooter in any way. Most TO's (but not all) hold the timer with their left hand leaving their right hand available to assist the shooter in being safe or to touch the shooter's shoulder to say 'STOP!' Say in a clear voice “Shooter will indicate ready by saying the line”, which may or not be correct it does not matter. Try to hold the timer close to shooter ear while not impeding the shooter.

At last - the 'BEEP'

So, let's say the shotgun is first and the shooter fumbles the shells. Once again, the TO must observe body language. Depending on a variety of variables that are too long to be listed, you might say "Start over." In saying this, you have interfered with the shooter, which is a condition for a re-shoot. This is an experience type call for the TO to make.

Bang...bang...bang, triggers are being pulled, lead is going down range. Your eyes should be on the firearm, NOT the targets. To repeat, the TO is the primary safety officer. It is NOT the task of the TO to be watching for hits, misses miss or target sequence. Spotters watch for hits, misses and target procedures. That's why there are THREE of them (please re-read the descriptions at the beginning of the article regarding duties).

The second task of the TO is the timer. During the stage, the timer should be close enough to pick up all the "bangs". This is done by holding the timer close to the firearm while not interfering. Depending on the physical stage placement, holding the timer correctly make take some thought. This brings up those stages where rifle cannot be last. The idea is when "mouse fart" ammo is being shot from the rifle the "puff" of the round will not be picked up by the timer. If the TO is doing the job of a TO, the timer will pick up the "mouse fart". Holding the timer with my arm extended downward will not pick up the sound. So, it is true, holding the timer improperly may not get the rifle rounds.

The 170

What about the 170? While transporting long guns to and from the stage the barrels should be pointed up as to NOT sweep anyone. During the stage pointing up would be breaking the 170 therefore a SDQ. This typically happens when moving with firearms between shooting locations. Shooter has barrel of long gun through window then backs up to move to next location. Because the shooter did not back up enough the shooter points the gun up . . . in order to quickly get to the next position à SDQ. A cross draw shooter moving right to left draws cross draw side with right hand in doing so sweeping many folks à MDQ!! Shooter has trouble ejecting shells and points long gun up to clear shells à SDQ. Shooter is frustrated with results, quickly grabs long guns and sweeps spotters ignoring the 170 à SDQ. With down range movement shooter forgets then holster pistols while facing down range, turns up range walks and then holster pistols à SDQ.

The last shot fired

The TO job is far from over. Safety is still the primary task, NOTHING else. Look at the timer and read the numbers twice. Once reading the digits one at a time and another time by reading the time as two two-digit numbers. Example 34.56 "three four point five six" and "thirty-four point fifty-six". Depending on the actions of the shooter looking at the counters may not be a priority. Assist the shooter in getting long guns with verbal instruction as needed. You may have to escort the shooter to the correct side of the stage until they are clear of the stage and within the view of the unloading table officer. At this point the TO has completed the task of safety.

As needed, this would be time to announce any 'down range' commands. Down range is a two-phase commitment, meaning someone requests a "down range" and the TO confirms the 'down range' request.

Now to deal with the scoring.

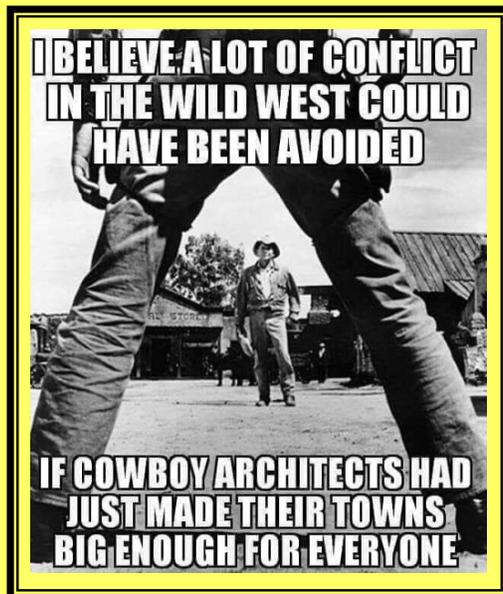
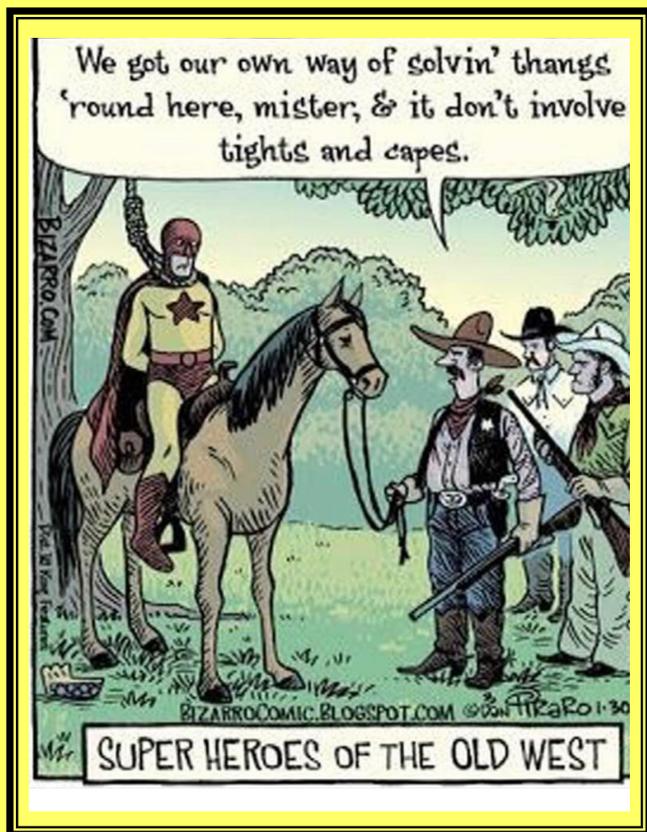
When polling the spotters everyone must agree with at least the following:

- Misses
- Procedurals
- Safety violations
- Disqualifications

If there was a match disqualification, it should be handled immediately, shooting stopped and the shooter and firearms safely taken to the unloading table. As needed, the TO may have to hand off the timer to someone else if it is determined to be necessary to go speak to the shooter at the unloading table any given issue. Once the final accounting has completed, walk over to the scorekeeper show them the timer to read on their own and announce the stage violations. Wait to get confirmation from the scorekeeper of the scoring before returning the shooting line. On the way back to the shooting line observing any down range activity before stating to call for the next shooter.

What has been presented here is not perfect nor complete. It is just some thoughts on what a TO should be prepared to accomplish when holding the timer.

And I am
Mr. Ed



April 12th, 2020 Josey Wales Shoot

This years shoot will have 4 Josey categories:

Josey Wales: Single shot big bore rifle, 4 pistols any caliber, cartridge or Cap and Ball. Everything is black powder and shot dualist, double dualist, or gunfighter.

Modern Josey: Same as the above except smokeless powder and lever action Big Bore.

Josey's Girl: Same as above except the Ladies can shoot BP or smokeless. They can also use two hands for the pistols.

Josey Sissy: Sadly this category is reserved for those Cowboys and Cowgirls who can pony up for the categories listed above.

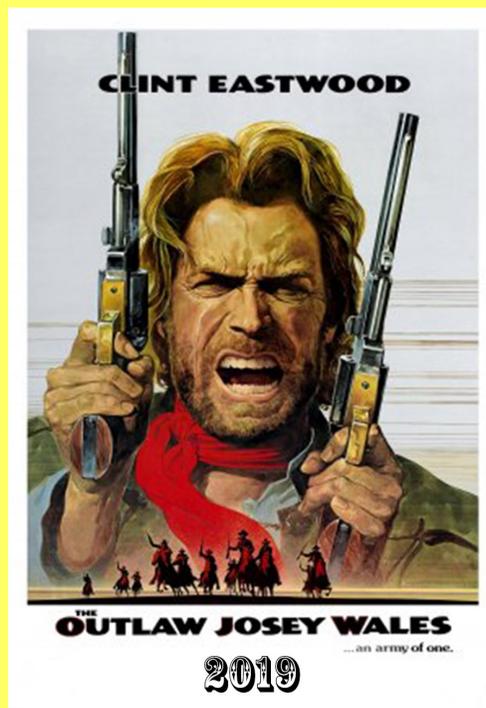
One pair of pistols will be staged. Josey shooter will shoot the rifle targets with one set of their pistols. The rifle targets will be at the back of the bay. **No shotgun needed.**

The stages will be written for both the Josey and Josey Sissy shooters.

Because of time we will be shooting 4 stages this year.

The Round Count is:

- ♦ 80 Pistol
- ♦ 16 Big Bore Single Shot
- ♦ 24 Big Bore Lever Rifle



I need help setting up. Thanks, Ike

THE BATTLE BORN RANGERS

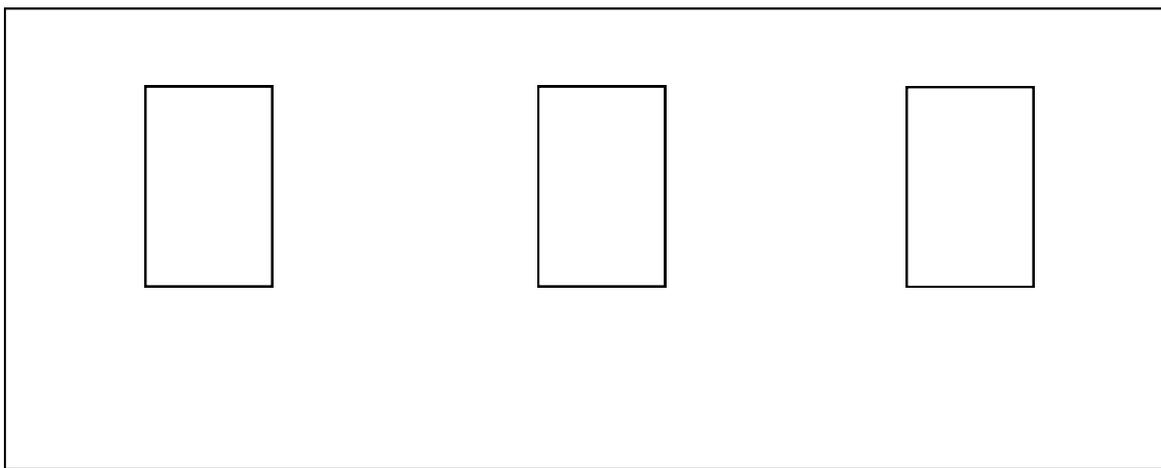
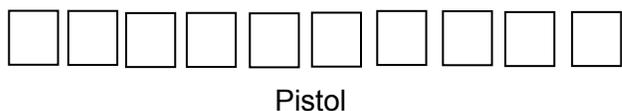
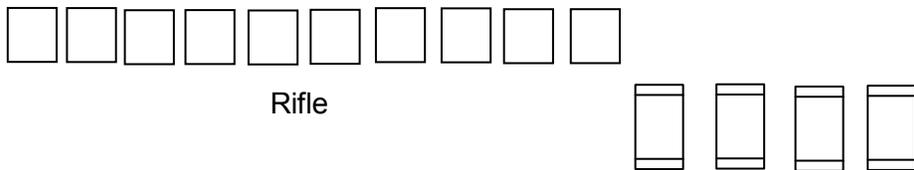
**WELCOMES YOU TO THE
2020**



APRIL 5 MATCH

Stage 1: Bordello

- 10 Pistol
- 10 Rifle
- 4+ Shotgun



Position 1 Position 2 Position 3 Position 4 Position 5

Start: Hands firmly grasping a gun belt of choice (Yours - **Not** someone else's). Shooter's choice of starting position and gun order. Pistols holstered. Rifle and shotgun staged appropriately. Must use 2 Shooting positions.

When ready say: ***"What the Heck !"*** Wait for the buzzer.

At Signal:

If Pistol: Engage the 10 pistol plates. Plates left standing are counted as misses unless made up. At any point plates left standing may be made up by engaging with shotgun until down.

If Rifle: Engage the rifle targets with same instructions as pistol.

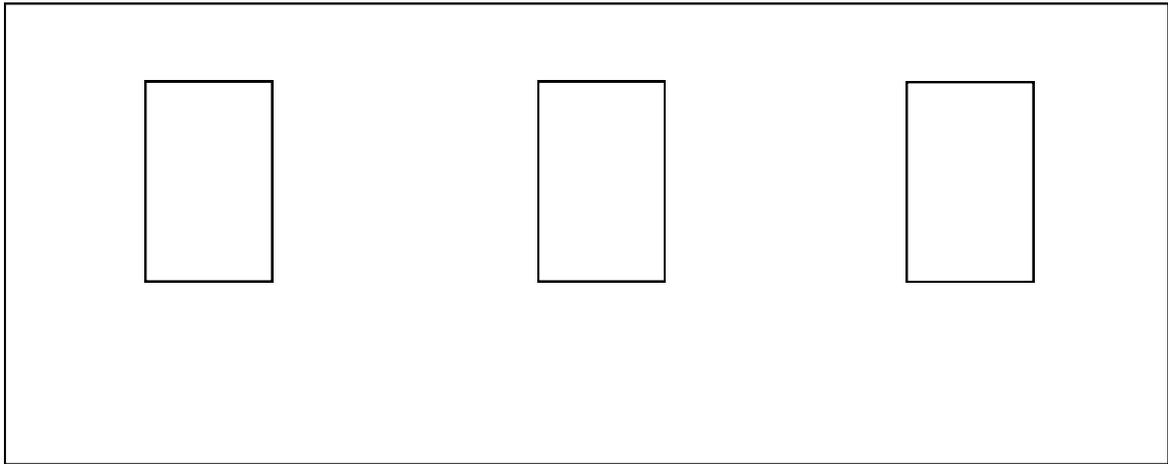
If Shotgun: Engage shotgun knockdowns - must go down.

Stage 2: Bordello

- 10 Pistol
- 8 Rifle
- 3 Shotgun



Pistol/Rifle/Shotgun



Position 1

Position 2

Position 3

Position 4

Position 5

Start: Hands firmly gripping hat if you are wearing one, firmly grasping ears if you are not wearing a hat. Shooter's choice of starting position and gun order. Pistols holstered. Rifle and shotgun staged appropriately.

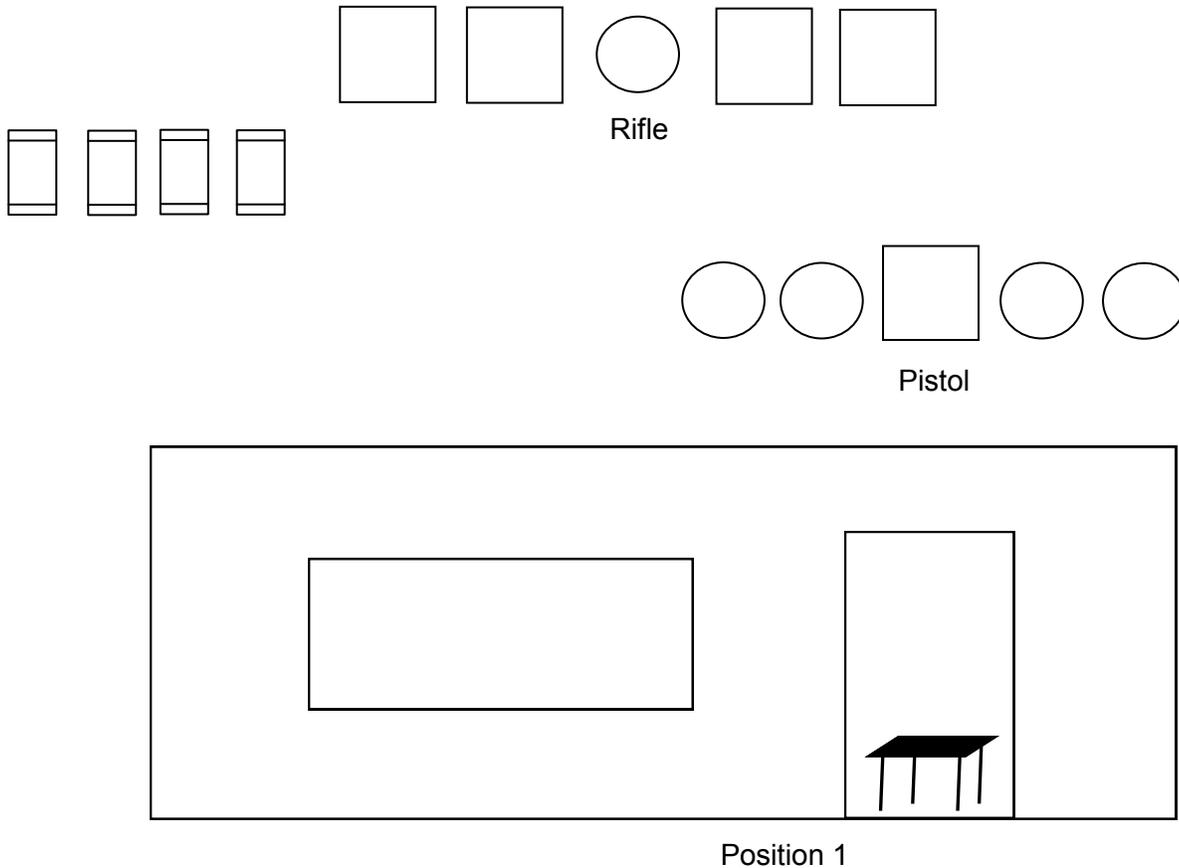
When ready say: ***"This seems easy enough !"*** Wait for the buzzer.

At Signal:

If Pistol/Rifle/Shotgun: In any order, engage the 3 Pistol/Rifle/Shotgun targets 7 times each.

Stage 3: Restaurant

10 Pistol
10 Rifle
4+ Shotgun



Start: With both hands and one finger on each hand touching a **single** gun of choice. Gun order is shooter's choice. Pistols holstered. Rifle and shotgun staged appropriately. Must use two shooting positions.

When ready say: **"Haven't we done this before?"** Wait for the buzzer.

On signal:

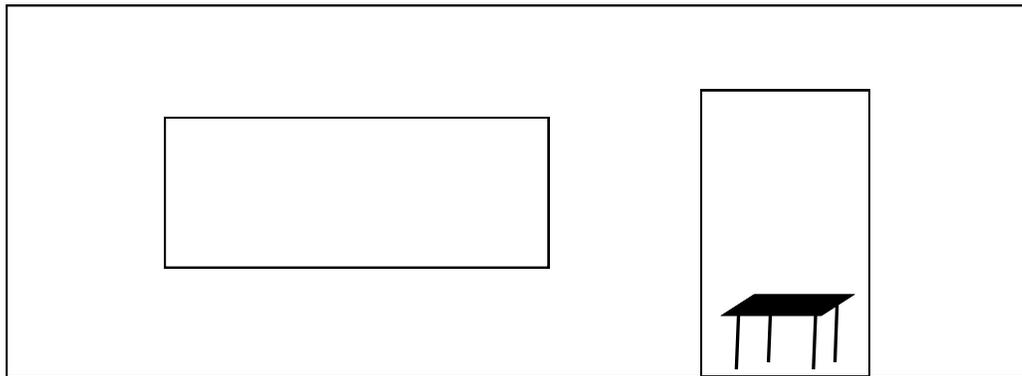
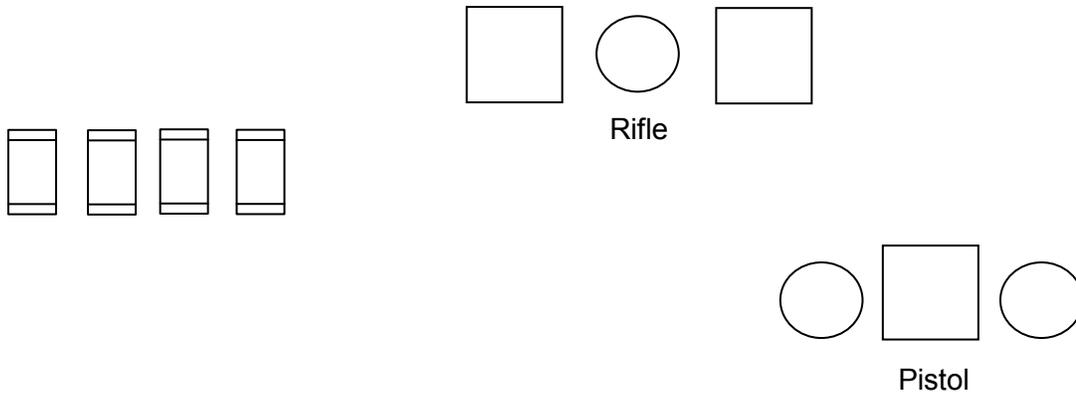
If Pistol: Starting on center pistol target, double tap the target. Then from either end single tap three adjacent targets back to the center for 5 rounds. Then again double tap center pistol target and starting on opposite end, single tap three adjacent targets back to the center.

If Rifle: Engage rifle targets with same instructions as pistol.

If Shotgun: Engage shotgun knockdowns - must go down.

Stage 4: Restaurant

- 9 Pistol
- 9 Rifle
- 4 Shotgun



Position 1

Start: Palms touching the shooting platform in front of you. Gun order is shooters choice. Pistols holstered. Rifle and shotgun staged appropriately.

When ready say: ***"Who writes this stuff?"*** Wait for the buzzer.

At Signal

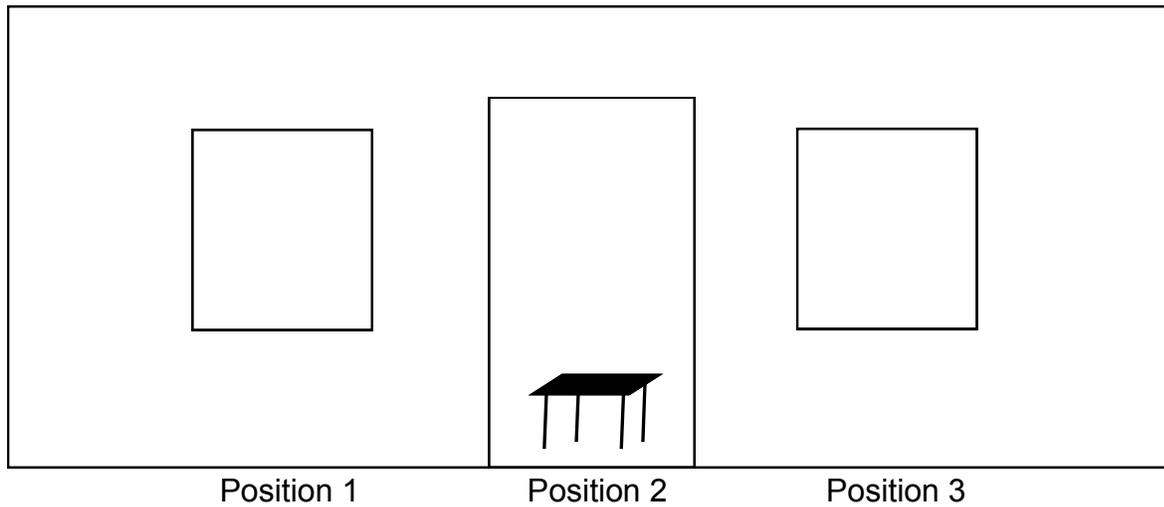
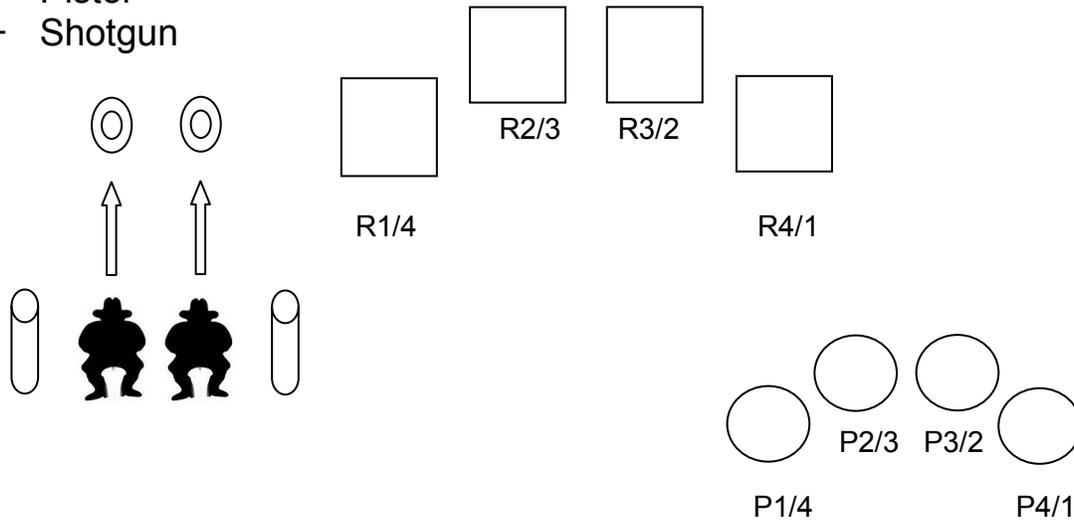
If Pistol: Starting on center pistol target, engage targets with a continues Nevada Sweep.

If Rifle: Engage rifle targets with same instructions as pistol.

If Shotgun: Engage shotgun knockdowns - must go down. ***No makeups.***

Stage 5: Marshal's Office

10 Rifle
 10 Pistol
 4+ Shotgun



Start: Shooters choice of starting position and gun order with hand(s) touching gun(s) of choice.
 Rifle and shotgun staged appropriately. Pistols holstered.
 Must use 2 shooting positions.

When ready say: ***"I don't think I like this anymore."*** Wait for the buzzer.

On signal:

If Pistols: Starting from either directions, engage the pistol targets in the following manner: 2 on P1, 3 on P2, 2 on P3, and 3 on P4.

If Rifle: Engage the rifle targets according to the pistol instructions.

If Shotgun: Engage the 2 shotgun poppers and clay birds.
 Missed birds may be made up by engaging the pipe knockdowns.
 Pipes engaged for missed bird(s) must go down to count.

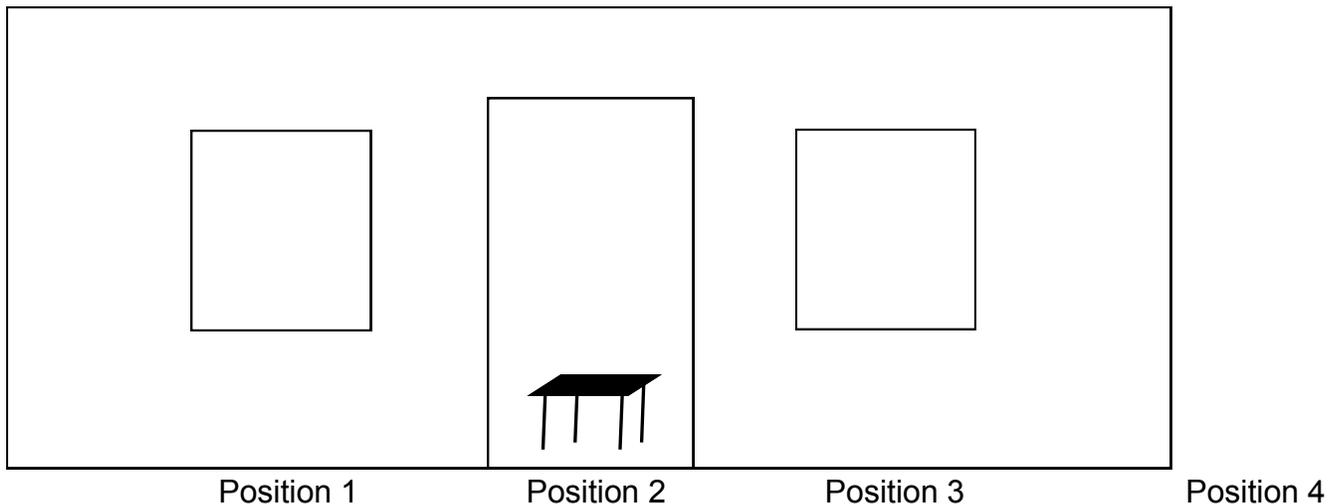
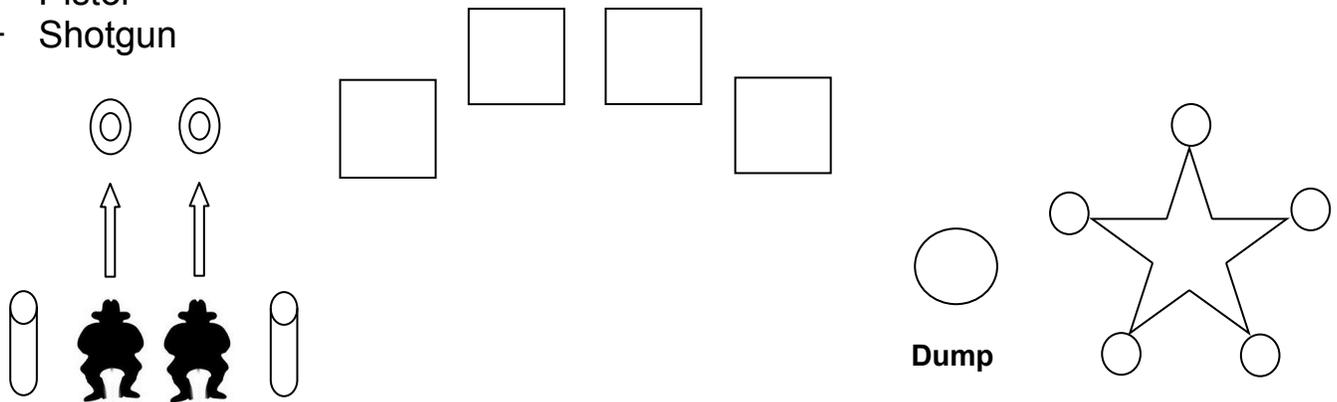
3 Second Bonus for hitting both clay birds.

Stage 6: Marshal's Office

10 Rifle

10 Pistol

4+ Shotgun



Start: Shooter's choice of starting position and gun order with hand(s) firmly grasping **ANYTHING**.

Rifle and shotgun staged appropriately. Pistols holstered. Must use 3 shooting positions.

When ready say: **"I'm sure I don't like this anymore!"** Wait for the buzzer.

On signal:

If Pistols: Engage the Texas Star until all paddles are down. Engage the Dump Target with any remaining rounds. Misses on paddles do not count as misses. Misses on Dump Target and paddles left on Texas Star count as misses.

If Rifle: Engage the rifle targets with 5 rounds on a single target and the remaining 5 rounds on the other three targets without double tapping.

If Shotgun: Engage the 2 shotgun poppers and clay birds.

Missed birds may be made up by engaging the pipe knockdown for each bird missed **AND** a round down range for each bird missed. Pipes engaged for missed bird(s) must go down to count.

3 second bonus for hitting both clay birds.