

Allie & Starr

Welcomes you to the

Inaugural

Blast from the Past Shoot

September 9th - September 10th 2023

4 Stages each day, clean match friendly

Saturday shooters meeting 8:30 am

Sunday shooters meeting 8:45 am

Saturday: Parlor Games & Ice Cream Social

Sunday: Lunch (provided) & Awards

\$30.00 for all the FUN

\$20.00 just Sunday

RSVP Starr89423@gmail.com

Free Dry camping
starting Friday





Inaugural Allie & Starr Blast from the Past
September 9th - 10th, 2023

Friday

noon	Campers arrive
6:00 pm	Bring your dinner to pavilion

Saturday

8:30 am	Shooters Meeting
9:00 am	4 main stages
	Lunch on your own
After lunch	Parlor games & Ice Cream Social in pavilion
Late afternoon	Reset stages
5:30pm	Bring your dinner to pavilion

Sunday

8:45 an	Shooters Meeting
9:00am	4 main stages
noonish	Lunch & Awards in Pavilion
After match	Put away steel, cleanup

THE BATTLE BORN RANGERS

Allie & Starr

Blast from the Past

We are committed to making this a fun, friendly shoot.

Some Important Information concerning Range Gates & Wildlife, Pets, & Generators

During the evenings management requires us to
keep the front gate locked at all times.

After hours there will be a phone number with
Instructions posted at the gate for entry.

We will also have a combination padlock locking
the main gate in the evening.

The combination is 1969

If you go through the gate after it is locked ***PLEASE*** remember
to close and lock it after your entry or departure
even if it's a quick trip to the store.

Our lease depends on us minding the gate

And keeping It locked when Race Track Management is not Present

**Pets must be kept on leashes at ALL times
and**

**Are NOT allowed on the Firing Range
Or**

**In the Pavilion during meals
Please respect the wildlife at the range.**

Generators:

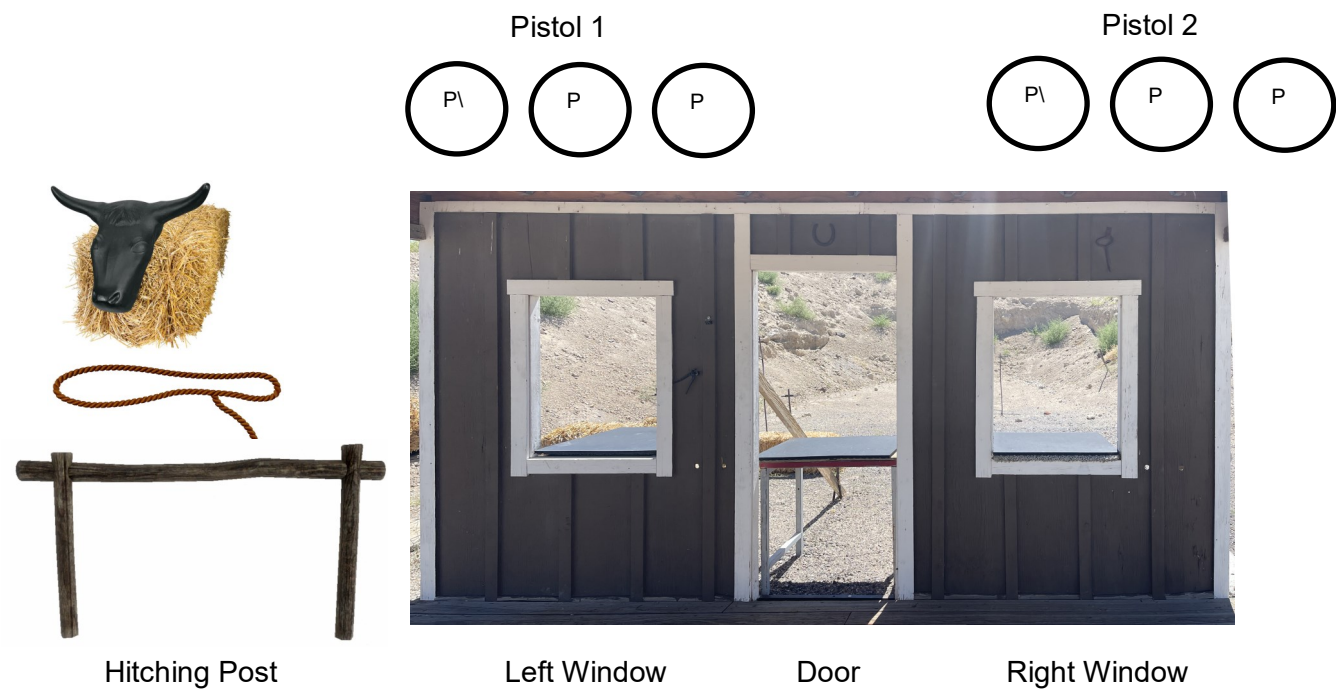
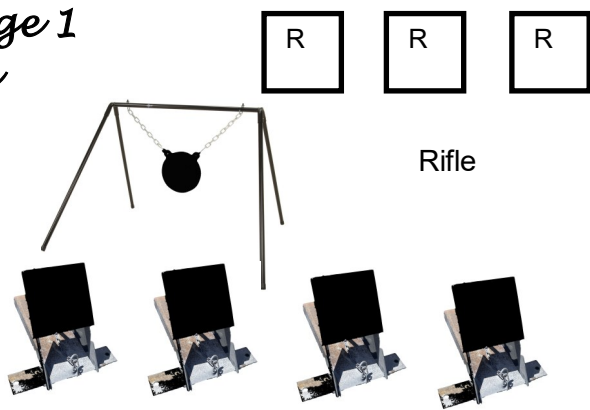
Lower Parking Lot: 6:00am - 10:00pm

Upper Parking Lot: Unrestricted

Stage	Score	Notes
<i>Livery Stable, Stage 1 Rope that Doggie</i>		
<i>Big Bay, Stage 2: No Need for Shotgun</i>		
<i>Restaurant, Stage 3 Rabbit Stew Tonight</i>		
<i>Marshalls Office, Stage 4 Make Your Shots Count</i>		
<i>Big Bay, Stage 5: The Birds</i>		
<i>Restaurant, Stage 6 Protect the Cook</i>		
<i>Marshalls Office, Stage 7 What! No Guns?</i>		
<i>Saloon Stage 8 It Is All in the Cards</i>		
TOTAL		

Livery Stable, Stage 1
Rope that Doggie

10 Pistol
10+ Rifle
4+ Shotgun



Start: At hitching post with lasso in hand long guns staged appropriately.
With Lasso, rope the steer. Entire loop around both horns earns a 15 second bonus, one horn earns 5 second bonus. At shooters discretion pistols maybe tabled safely while roping, then re-holstered prior to starting the stage.
When ready at left window say: **“Yippee!?”** Wait for the buzzer.
On signal:
With first Pistol: Engage pistol 1 targets, with 2-1-2 sweep from either end
Then move to Door:
If Rifle: Engage rifle targets with 4-2-4 sweep from either end
If Shotgun: Engage shotgun knockdowns until down
Then move to right window Engage pistol 2 targets with same instructions as pistol 1 targets.
Then as needed Makeup any missed pistol or rifle targets by engaging swinger with rifle once each for each miss and two shotgun for a “P”.

Big Bay, Stage 2:
No Need for Shotgun

10 Pistol
10+ Rifle
0+ Shotgun



Position 1



Position 2

Start: At Position 1 with thumbs hooked in belt. Long guns staged appropriately. shooter may stage any rifle and or shotgun rounds at position 2

When ready say: ***“Ya think, these are all the targets”*** Wait for the buzzer.

On Signal:

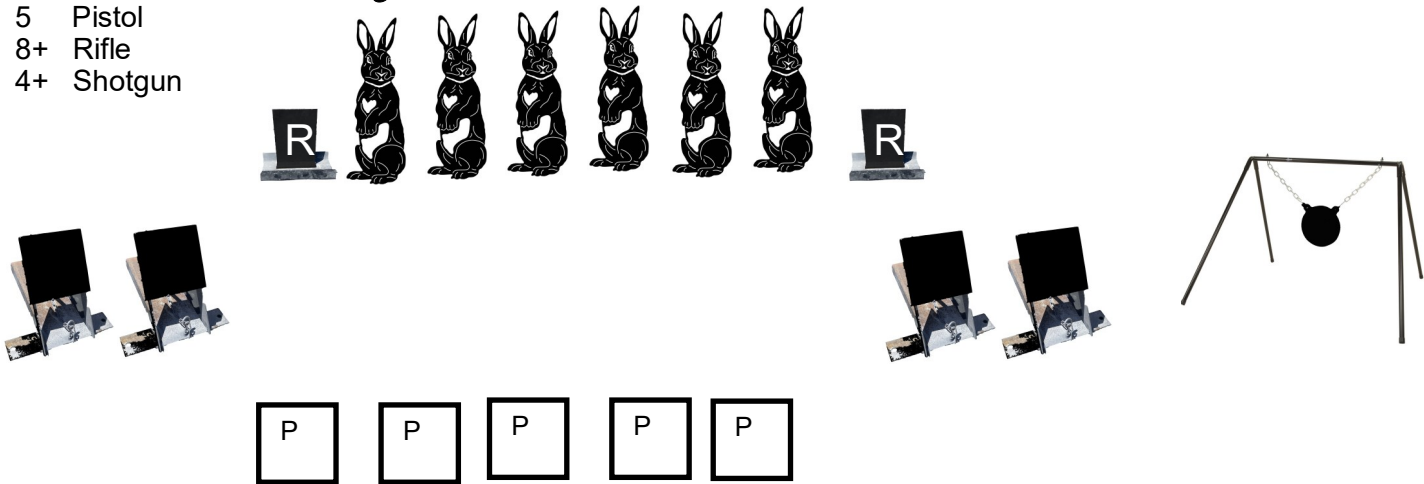
With Pistol: Engage the in-line plate rack until all plates are down, then use any remaining pistol rounds to knock down plates on ground.

Then move to position 2: Using rifle, knock down any remaining in-line plates then using rifle and or shotgun knock down any remaining plates on ground.

DO NOT engage in-line plate rack with shotgun, MDQ

Restaurant, Stage 3
Rabbit Stew Tonight

5 Pistol
8+ Rifle
4+ Shotgun



Window

Door

Start: This stage is from the days-gone-by of BRAZOS. Revolver Staged at window, long guns staged appropriately. Any shotshells to be used staged in bucket. Standing arm length away from window holding bucket touching chest.

When ready say: ***“Brazos where are my shells?”*** Wait for the buzzer.

On signal release bucket then move to window

With Pistol: Engage each pistol target
Then with Rifle: Engage each rifle target
Then with Shotgun : Engage all shotgun knockdowns until down.

Then as needed Makeup any missed pistol or rifle targets by engaging swinger with rifle once each for each miss and two shotgun for each “P”.

Marshall's Office, Stage 4
Make Your Shots Count

10+ Pistol using only one pistol
10 Rifle
6+ Shotgun



Left outside

Left Window

Door

Right Window

Right Outside

Start: This stage is from the days-gone-by of Deadeye Dick. Hands at high surrender. Long guns staged appropriately. Only one pistol loaded with 5 rounds in holster and 5+ pistol rounds carried per SASS rules (loops, pocket, pouch).

When ready say: ***“Deadeye, Lets take them down!”*** Wait for the buzzer.

On signal:

With Rifle: Using any opening, sweep “shirt” targets 3-1-1 from either end, then repeat using other end. Make rifle safe for down range movement.

Then with Shotgun : Pass through doorway, engage all shotgun targets until down

Then with Pistol: At down range platform engage shirt targets same instructions as rifle

Then as needed Makeup any missed pistol or rifle targets by engaging swinger with shotgun once each for each miss and one pistol for a “P”.

Big Bay, Stage 5:
The Birds
10 + Shotgun



E

D

C

B

A



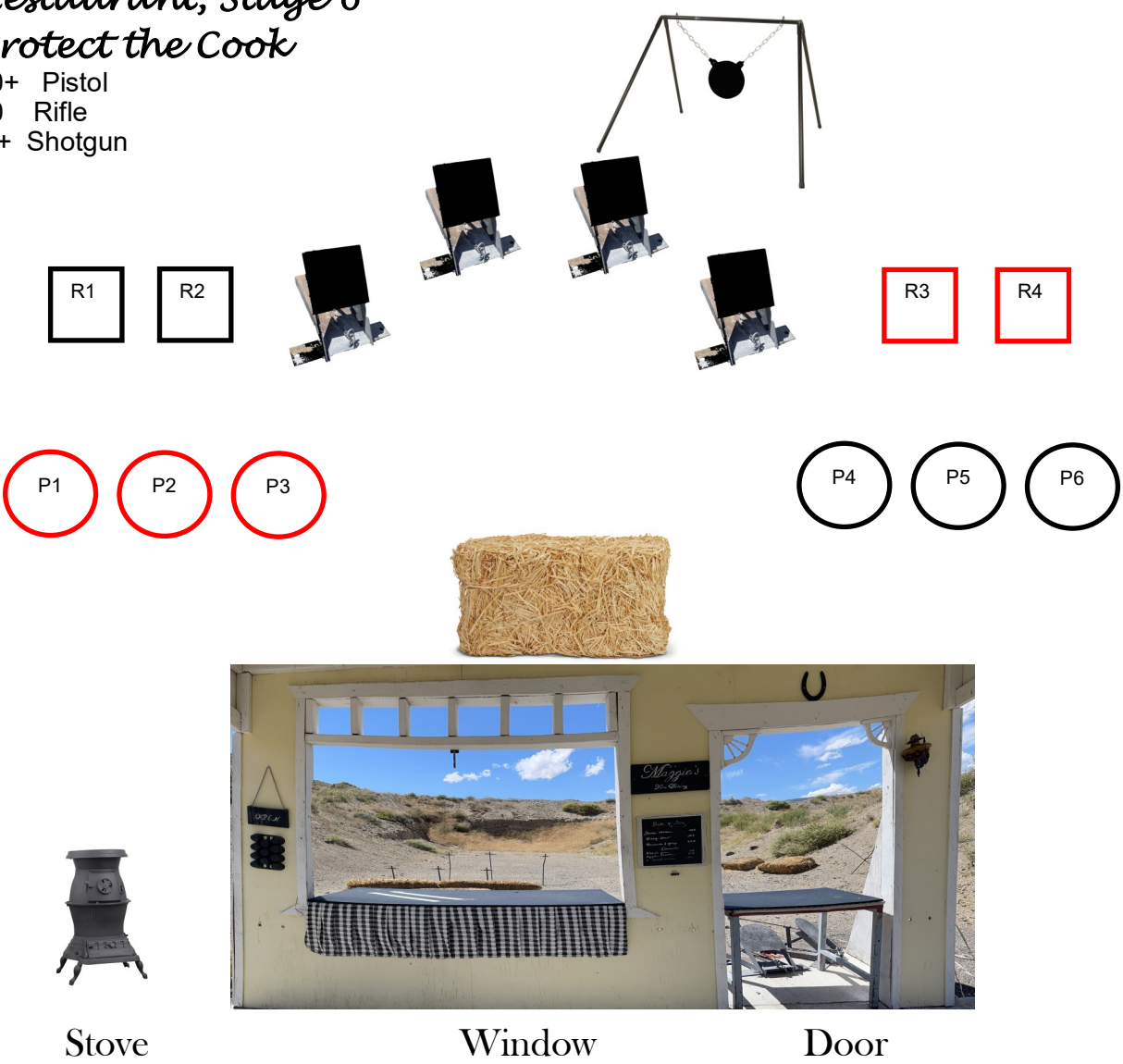
Start: Up to five shooters per set. Each shooter will get two clays birds per position. After all shooters have shot at a position all the shooters will rotate counter clockwise to the next position then repeat until a total of ten birds per shooter.

Procedure: Shooter may load only once they are in position and when it is their turn. NO LOADING ahead-of-time. At your turn say “Pull” a single clay will be released. Shooter may take a second shot if needed. TO will announce “Hit” or “Miss” for all to hear. **Do NOT move with a loaded firearm, MDQ.**

Scoring:
Each shooter starts with a 30 second stage. Each hit bird is a two seconds bonus.
Example, a shooter hits six birds. $2 * 6 = 12$ $30 - 12 = 18$ second stage, for score. Max score is 30 seconds and clean.

Restaurant, Stage 6
Protect the Cook

10+ Pistol
10 Rifle
4+ Shotgun



Start: Long guns staged at window. Shooter starts at stove with plate and spatula in hand, When ready say: ***“No one likes burnt bacon”*** Wait for the buzzer.

On signal: Transfer bacon and eggs to plate, bring plate to window

With Rifle: Engage the **RED** targets left to right (P1 P2 P3 R3 R4) then **Black** targets right to left (P6 P5 P4 R2 R1). Make rifle safe for down range movement.

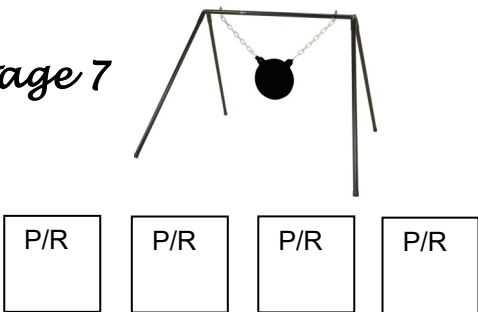
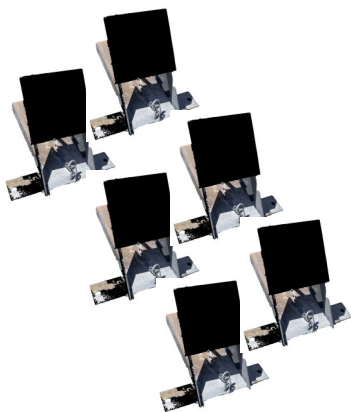
Then move through door, engage shotgun targets until down

Then with Pistol at hay bale, engage targets per rifle instructions

Then as needed Makeup any missed pistol or rifle targets by engaging swinger once with shotgun each for each miss and once with pistol for each “P”.

Marshall's Office, Stage 7
What! No Guns?

- 10 Pistol
- 10 Rifle
- 3+ Shotgun



Left outside Left Window Door Right Window Right Outside

Staging: Tomahawks and knives will be staged at throwing table. Shooter may use their own equipment with approval by Match Directors or representatives.

Before timer with Tomahawk or knife: At Left Outside, stick tomahawk or knife in target for bonus. 20 seconds first try, 10 for second 5 for third. At shooters discretion pistols maybe tabled safely while roping, then re-holstered prior to starting the stage.

Start: At left window, rifle.in hand.

When ready say: ***“That’s a Knife”*** Wait for the buzzer.

On signal:

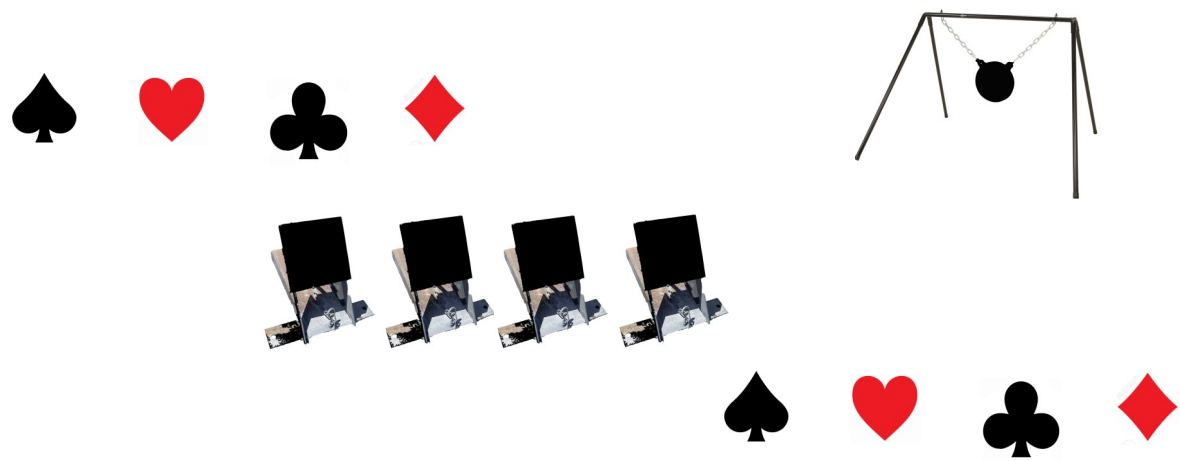
With Rifle: Double tap each target then single tap each inside target. Make rifle safe for down range movement.

Then Shotgun : From left window knock down two shotgun targets pass through doorway, both feet on concrete knock down two targets, then move off concrete and knock down any remaining targets..

Then Pistol: At down range table, same instructions as rifle.

Then as needed Makeup any missed pistol or rifle targets by engaging swinger with shotgun once each for each miss rifle and pistol target and two shotgun for each “P”.

Saloon Stage 8
It Is All in the Cards
10 Pistol
10+ Rifle
4+ Shotgun



Rifle

Shotgun

Pistol

Start: Long guns staged appropriately. Shooter will draw a single card from the deck. If card is **RED** shooter starts with **rifle**, if **BLACK** then **pistol**. The suit of the card determines which target to start a continuous 2-3-3-2 sweep starting from the LEFT. The rank of the card (Ace = 11) will be the bonus for the stage. When ready at appropriate position hands FLAT on table, shooter says **“Luck of the draw”** On signal:

If Pistol from pistol window: Per instructions based on card drawn, **Then Shotgun**
If Rifle from rifle window: Per instructions based on card drawn, **Then Shotgun**
With Shotgun : Engage shotgun knockdowns until down.
Then remaining firearm, Pistol or **rifle**, using instruction above.
Then any misses can be made with **rifle** by hitting the swinger with 1 round for each miss. Any “P’s” can be made up with 2 shotgun rounds on swinger.