



The Bullet Hole

July – 2019

Next Shoot AUGUST 18, 2019 - Shooters' meeting at 9:30 a.m.

SILVER STATE SHOOTISTS MOVES TO GOLD HILL !!!



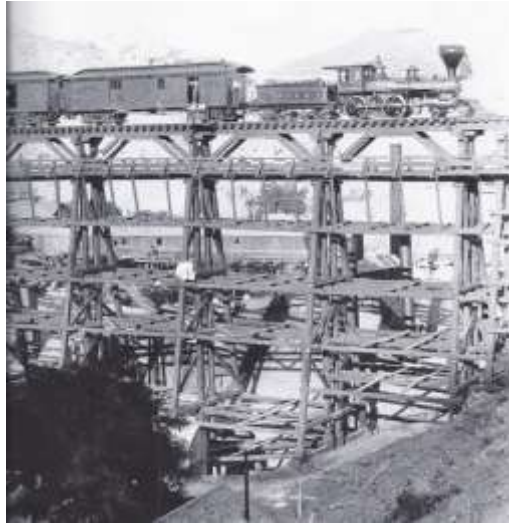
From your President;

Gold Hill Shoot

It was *HOT* at the second shoot at Crown Point Gulch. We had 23 shooters and some visitors from other clubs. Congratulations to Reno Slim who was the only shooter to shoot a clean match.

The first Shoot in Gold hill was attended by 26 shooters and half a dozen others as helpers and spectators.

The Gold Hill Crown Point Gulch location is a very interesting venue that has a lot of potential. It is the site of the original Comstock strike. The Yellow Jacket mine at the base of the Gulch has a shaft that goes down over 3,000 feet. In the late 18 hundreds, a trestle went across the moth of the Gulch. At the peak of the Comstock, this trestle would accommodate up to 23 trains a day. The trestle was torn down in the 1930 because Sutro Tunnel, operating the mine, found a large ore load under the footings. This is the trestle that is on the Nevada State emblem.



Range - Doc stated that lots of folks are looking for a range in Virginia City. There is a rumor of a meeting in August where building a Storey County shooting range will be discussed. Doc has many connections in the Virginia City area and will continue to watch this situation and look for a permanent range. In the meantime, the board is excited about the potential of the Gold Hill Venue. It may take a little while to settle into a steady rhythm but the board is committed to continuing improvement of the site.

Safety, steel, stands - Doc has picked up our 30 new steel targets from PMD and has delivered them to A-1 Steel, a professional welding company, to weld brackets onto the steel and manufacture 30 new stands. The new targets and stands should be ready for the August shoot. Jackpot Jerry is working on better defining the "bays" to ensure consistent and efficient setup and to prevent splatter from one bay into the next.

Membership dues - We are committed to continuing as a club and to finding a permanent location for our matches. Jerry and Doc will concentrate on the Crown Point Gulch in Gold Hill. Therefore we are now collecting the 2019 membership dues.

Roop County days effect on our September match - The Nevada State Wild Bunch followed by Roop County Days will be a full week of shooting just prior to our third Sunday scheduled shoot in September. The effect of this is that all of our members attending RCD's indicated they would be too-shot-to-shoot at our match. It was decided that the SSS shoot for September would be postponed for one week and held on September 22nd.

SASS rules and Wild Bunch Requests -. Shooting on the run is strictly forbidden under SASS rules. Additionally, our club adopted a rule not allowing loading rounds on the move even if the gun stays out of battery because of the unpredictable terrain we are shooting on. This practice is allowed under SASS but we have not allowed it in the past as an added safety precaution. It was decided that we would continue with the club rule as it now stands.

We have had two requests for people to shoot wild bunch at our matches. With the target situation and our lack of Wild Bunch RO's we would prefer to keep our matches SASS at least for the time being. Once we get the range and safety sorted out, we will readdress this request.

Meetings – We will have meetings more often than in the past until we are stable. Our next Board Meeting will be August 18th after the shoot at the Silverland Hotel in Virginia City. This

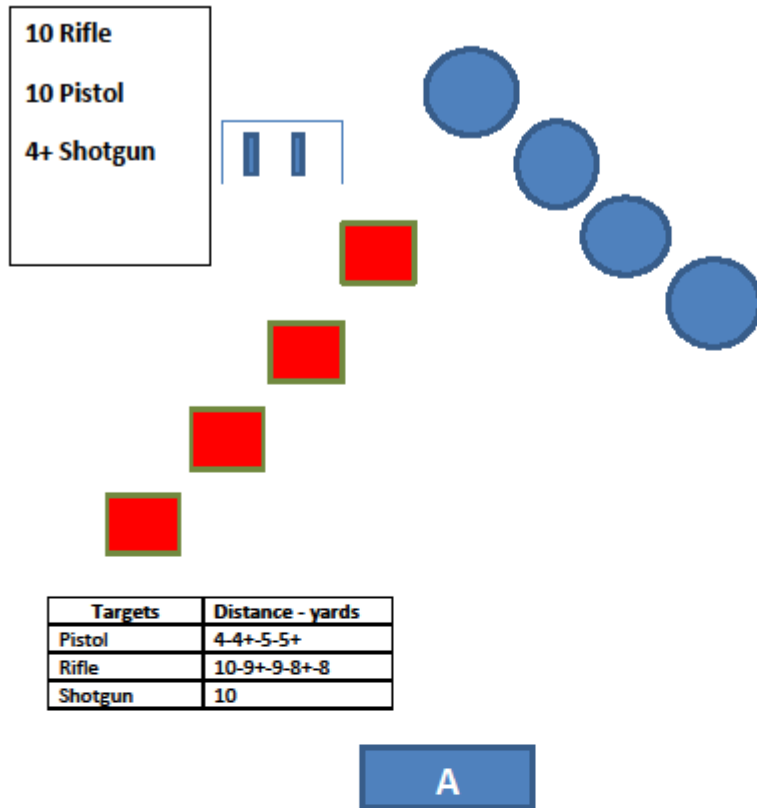
meeting will be open to all members. We will discuss the range, the potential, how the new targets and stands worked, and any other items that come up.

Stages – We are developing a club philosophy for the writing of stages that we can apply to all future matches. This will also be discussed at the board meeting after the next match. Jackpot Jerry will be writing the stages for the August match. These stages are attached at the back of the newsletter. For August Jerry has written Stages 1 and 2 to be close and fast – Stages 3 and 4 will be further away and slightly more challenging – Stages 5 and 6 will be even further away and will have a challenging bonus target. All of the sweeps will be fairly standard so everybody can concentrate on their shooting abilities.



If you have a problem finding the location, or if you would like more information about the information in this newsletter, call Jackpot Jerry. My cell phone number is: 310-990-6482





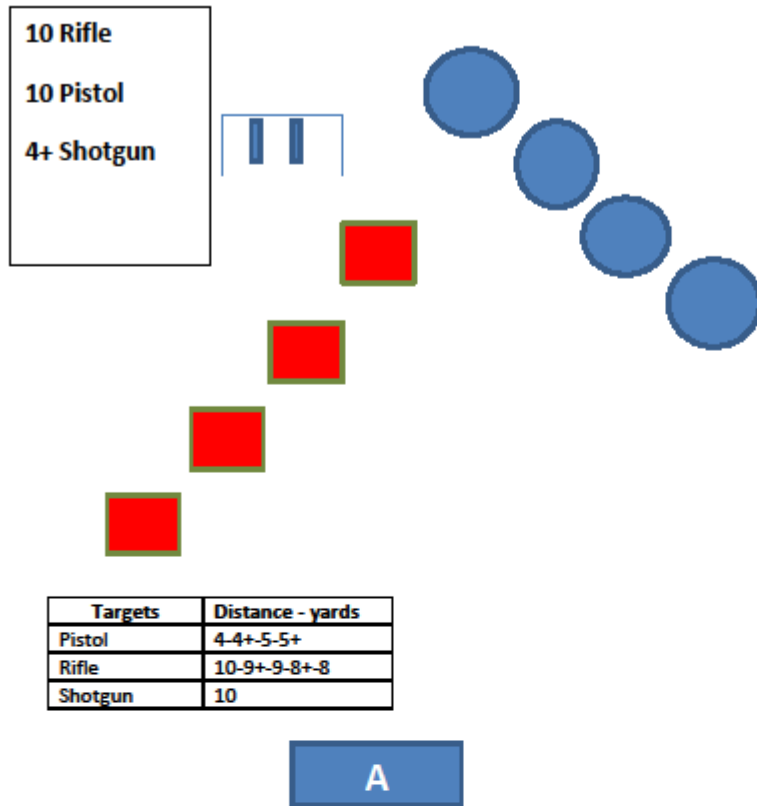
Stage 1 – Bay One

Guns: Rifle loaded ten rounds staged safely on table A. Shotgun open and empty staged safely on table A. Pistols loaded five rounds each holstered.

Start: In front of table A with hands at low surrender.

Shooting: Gun order shooters choice.

- With Rifle from table A, engage the four targets with a 1-2-3-4 sweep.
- With pistols from table A, engage three pistol targets in a 1-2-3-4 sweep
- With Shotgun from table a, shoot two hanging pipes with two 1-2 sweeps from the left.



Stage 2 – Bay One

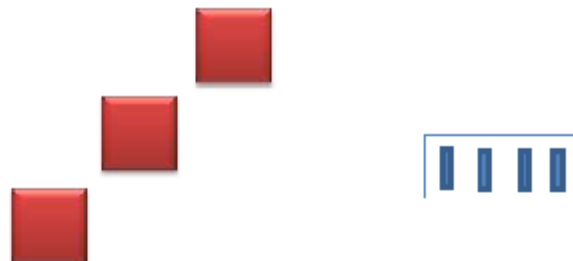
Guns: Rifle loaded ten rounds staged safely on table A. Shotgun open and empty staged safely on table A. Pistols loaded five rounds each holstered.

Start: In front of table A with hands at high surrender.

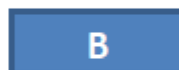
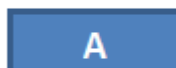
Shooting: Gun order shooters choice.

- With Rifle from table A, engage the four targets with a 3-2-2-3 sweep.
- With pistols from table A, engage three pistol targets in a 3-2-2-3 sweep
- With Shotgun from table a, shoot two hanging pipes with two 1-2 sweeps from the left.

10 Rifle
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



Stage 3 – Bay Two

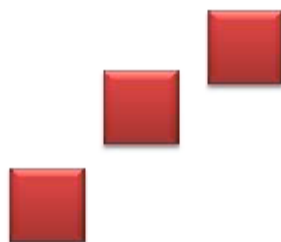
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of either table with gun(s) in hand.

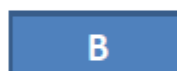
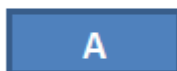
Shooting: Gun order shooters choice. Both positions must be used.

- With Rifle engage the two outside targets alternating for 5 rounds than engage the inside target for 5 rounds..
- With pistols engage the two outside targets alternating for 5 rounds than engage the inside target for 5 rounds..
- With Shotgun from table B, shoot the two outside hanging pipes then shoot the two inside hanging pipes.

10 Rifle
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



Stage 4 – Bay Two

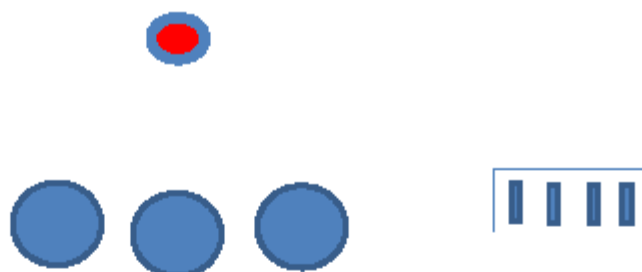
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of either table with gun(s) in hand. Must be a different gun than stage 3

. Both positions must be used.

- With Rifle engage each target for three rounds with the tenth round on the center target
- With pistols engage each target for three rounds with the tenth round on the center target
- With Shotgun from table B, shoot the hanging pipes once each.

10 Rifle
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



A

B

Stage 5 – Bay Three

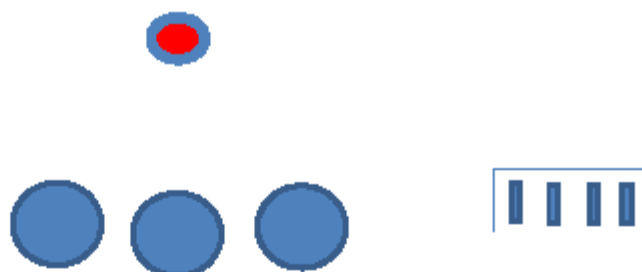
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands on hat.

Shooting: Gun order shooters choice. Both positions must be used.

- With Rifle engage the three rifle targets in three single tap sweeps from either end – no dirty sweeps. Put tenth round on bonus target. A miss on the bonus target is not a miss but a hit is a 5 second bonus.
- With pistols engage the three pistol targets in three single tap sweeps from either end – no dirty sweeps. Put tenth round on the bonus target. A miss is not a miss but a hit is two 5 second bonuses.
- With Shotgun from table B, shoot the four hanging pipes.

10 Rifle
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



A

B

Stage 6 – Bay Three

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands at default.

Shooting: Gun order shooters choice. Both positions must be used.

- With Rifle engage the three rifle targets in a triple tap sweep from either end. Put tenth round on bonus target. A miss on the bonus target is not a miss but a hit is a 5 second bonus.
- With pistols engage the three pistol targets in a triple tap sweep from either end. Put tenth round on the bonus target. A miss is not a miss but a hit is two 5 second bonuses.
- With Shotgun from table B, shoot the four hanging pipes.