

SILVER STATE SHOOTIST JULY MATCH



TO CELEBRATE OUR COUNTRY'S 250TH BIRTHDAY WE HAVE A SPECIAL MATCH FOR JULY.

WE WILL HAVE FIVE STAGES SATURDAY AND FIVE STAGES ON SUNDAY. EACH MATCH WILL BE SCORED SEPARATELY AS WELL AS A SCORE FOR ALL TEN STAGES COMBINED.

COME OUT AND SHOOT ONE DAY OR BOTH

ROUND COUNT IS 250 !!!

SATURDAY JULY 18TH – SETUP AT 7:30 WITH SHOOTERS MEETING AT 8:30

- **STANDARD \$15/20 FEE TO SHOOT**
- **FIVE STAGES – 51 RIFLE – 50 PISTOL – 24 SHOTGUN**
- **YOU KNOW THERE WILL BE A 1776 STAGE**

SUNDAY JULY 19TH – SETUP AT 7:30 WITH SHOOTERS MEETING AT 8:30

- **STANDARD \$15/20 FEE IF YOU DID NOT SHOOT ON SATURDAY**
- **ADDITIONAL \$10 FEE IF YOU SHOT ON SATURDAY**
- **FIVE STAGES – 51 RIFLE – 50 PISTOL – 24 SHOTGUN**
- **YOU KNOW THERE WILL BE ANOTHER 1776 STAGE**

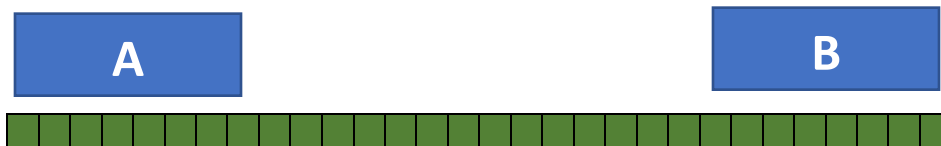
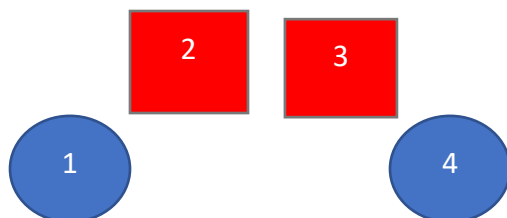
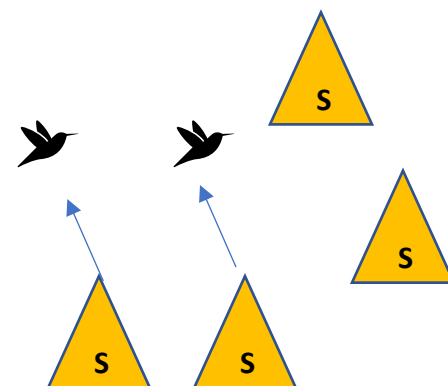
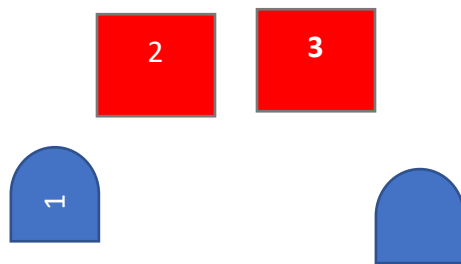
LET'S HAVE A GREAT CELEBRATION OF THE UNITED STATES 250TH BIRTHDAY.

WE HOPE EVERYONE CAN COME OUT AND CELEBRATE WITH US.

GENERAL RULES FOR THE MATCH:

- **PISTOLS MUST BE SHOT FROM THE TABLE IN FRONT OF THE PISTOL TARGETS. SHOOTING PISTOL TARGETS FROM ANY OTHER LOCATION WILL BE A MINOR SAFETY.**
- **IF A POSITION IS INDICATED IT WILL BE A TABLE AND ONE FOOT MUST BE BEHIND THE TABLE.**
- **SHOTGUN MAY BE SHOT FROM ANYPLACE ON THE BOARDWALK AS LONG AS IT CAN BE SAFELY STAGED, SHOT AND PLACED AFTER SHOOTING.**
- **AMMUNITION FOR THE EXTRA ROUND FOR THE 1776 STAGES MUST BE SAAS LEGALLY AQUIRED ROUNDS UNLESS A SPECIAL SITUATION IS APPROVED BY THE MATCH DIRECTOR.**
- **ANY BROKEN BIRDS OR THROWER MALFUNCTION WILL BE CONSIDERED A HIT IN FAVOR OF THE SHOOTER.**
- **ON THE DOWNRANGE FOR THE BIRDS, LOADERS WILL STAND BACK FROM THEIR GUNS. THE UNLOADING TABLE MAY FUNCTION NORMALLY DURING THE DOWNRANGE WHILE EXERCISING EXTREME CAUTION.**

10 Rifle
10 Pistol
6+ Shotgun



Stage 1 – Bay 1- Upper Gulch

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

Start: with hands flat on table not touching any gun.

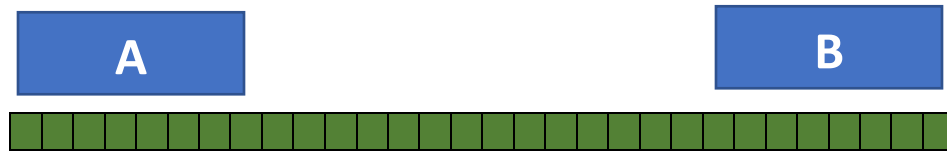
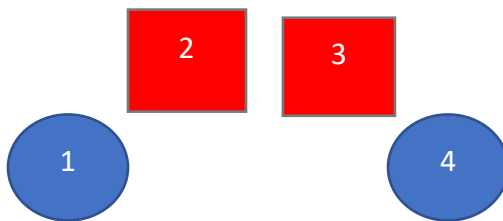
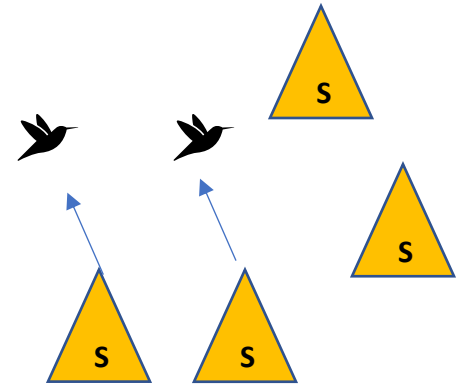
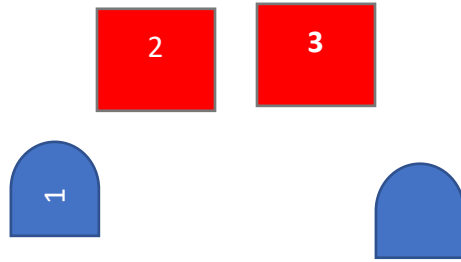
Shooting: Gun order shooters choice. Both positions must be used.

- **IF** With pistols shoot the pistol targets in a solitaire sweep - 1234 123 12 1.
- **IF** With rifle shoot the rifle targets in a solitaire sweep - 1234 123 12 1
- **IF** with Shotgun shoot the two shotgun targets and two knockdown targets and associated clay pigeons. A miss on the clay is not a miss but a hit is a 5 second bonus.

10 Rifle

10 Pistol

6+ Shotgun



Stage 2 – Bay 1- Upper Gulch

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

Start: with hands at low surrender.

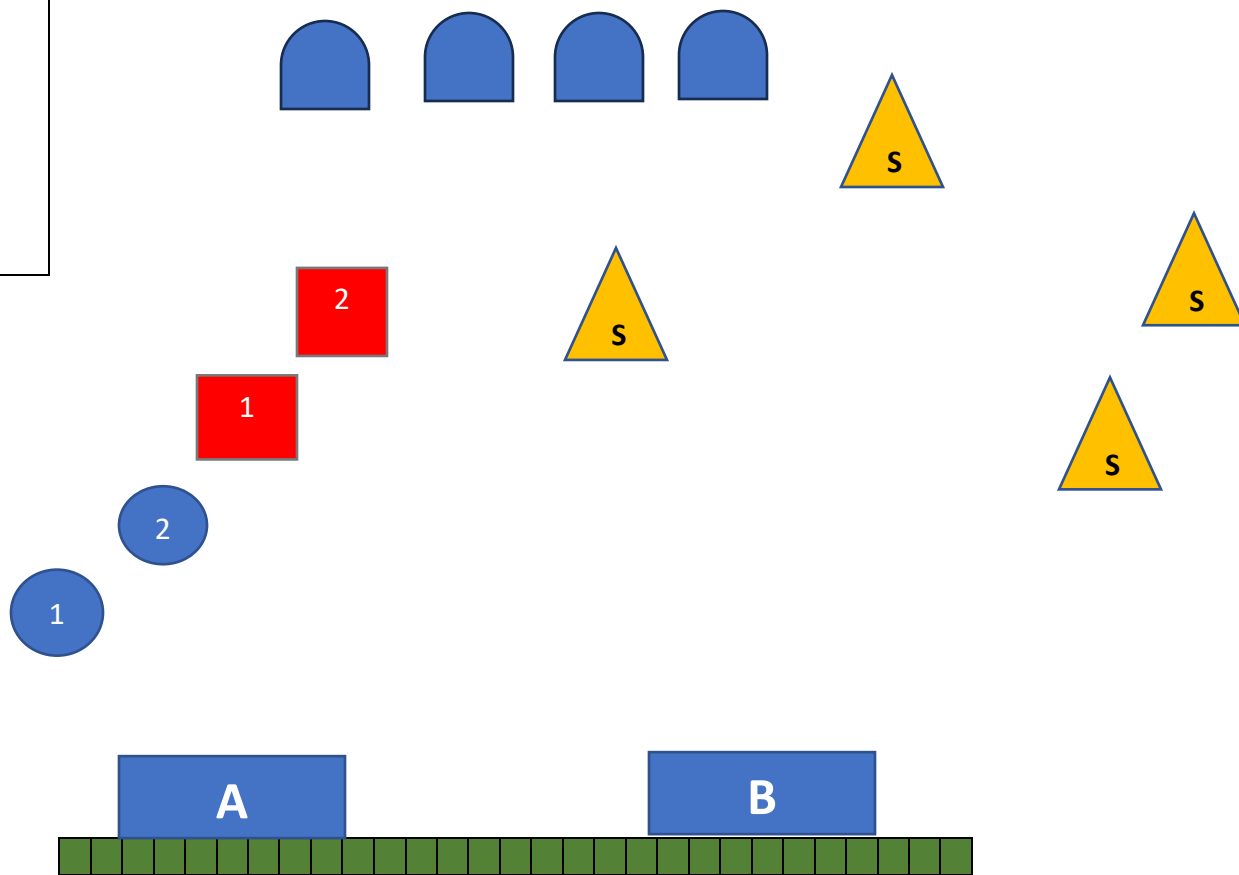
Shooting: Gun order shooters choice. Both positions must be used.

- **IF** With pistols shoot the pistol targets in a 2-3-3-2 sweep from either end.
- **IF** With rifle shoot the rifle targets in a 2-3-3-2 sweep from either end.
- **IF** with Shotgun shoot the two shotgun targets and two knockdown targets and associated clay pigeons.
A miss on the clay is not a miss but a hit is a 5 second bonus.

10+ Rifle

10+ Pistol

4+ Shotgun



Stage 3 – Bay 3

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

Start: with A Salute. Indicate ready by saying “Independence Day”

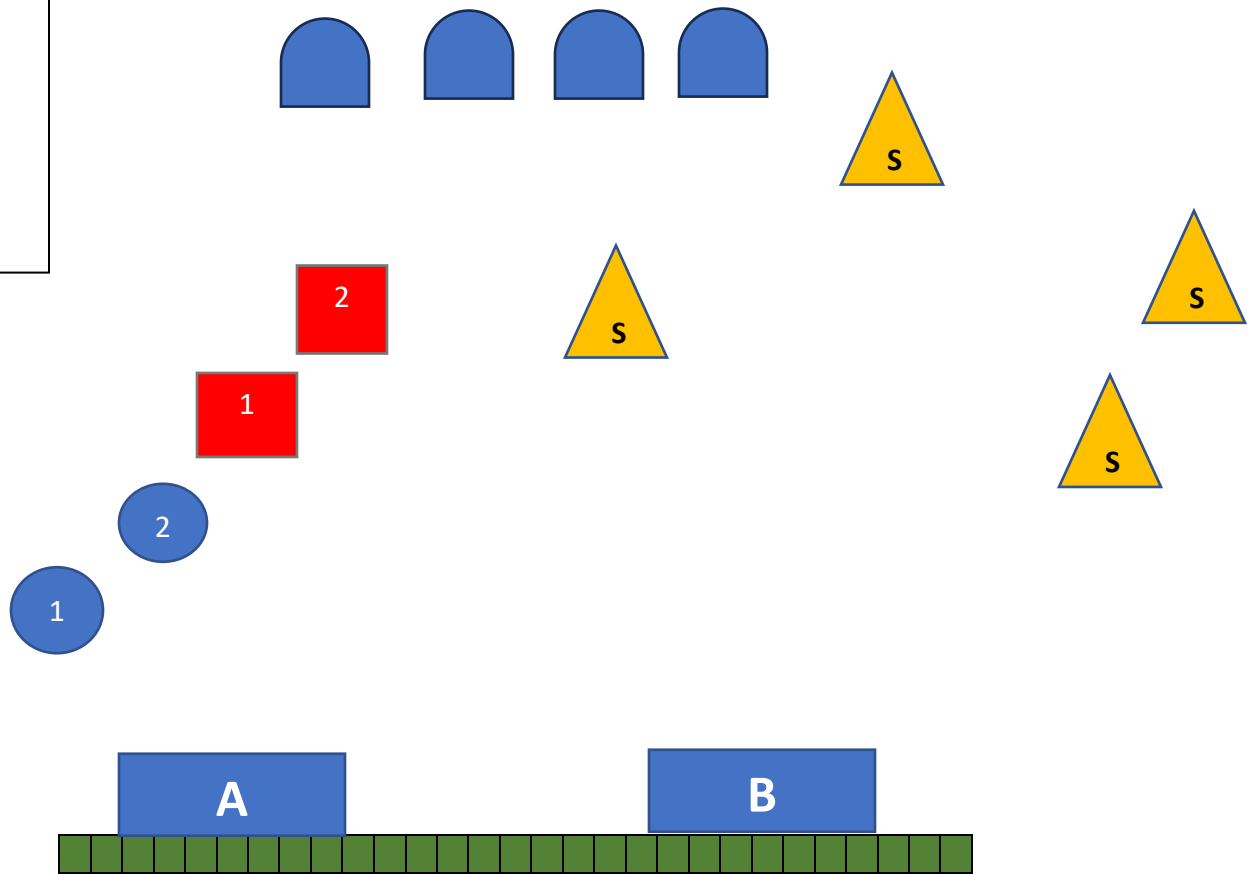
Shooting: Gun order shooters choice. Both positions must be used

- **IF** With Rifle and pistols, engage the four pistol targets with a 1776 round count. The extra round may be loaded in any gun except the shotgun after the buzzer.
- **IF** with Shotgun shoot the four shotgun targets till down.

10+ Rifle

10+ Pistol

4+ Shotgun



Stage 4 – Bay 3

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

Start: At table B with rifle in hand.

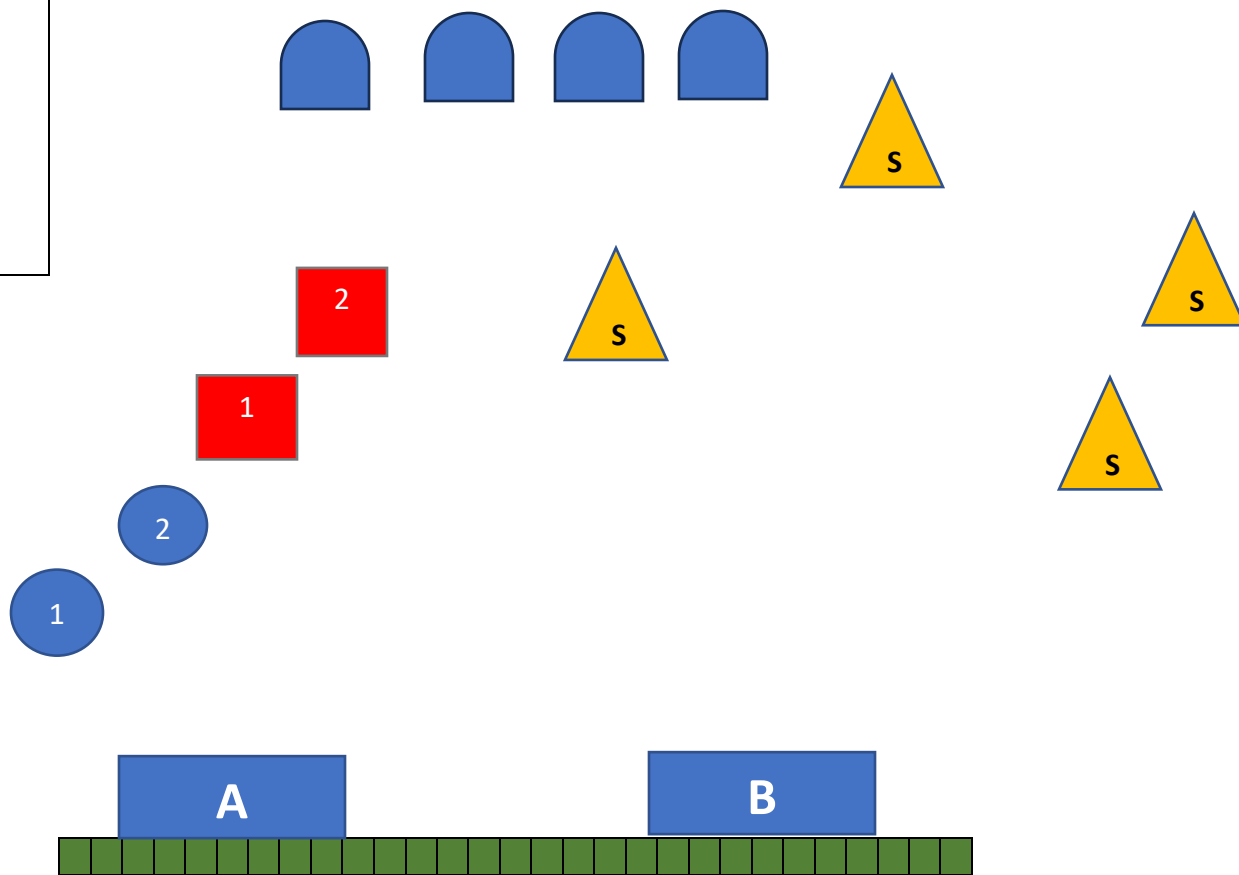
Shooting: Gun order rifle, shotgun, pistols. Both positions must be used

- With Rifle, engage the four rifle targets with a double tap Nevada Sweep from either end.
- **With Shotgun** shoot the four shotgun targets till down.
- With Pistols from table A, engage the four Pistol targets with a double tap Nevada Sweep from either end.

10+ Rifle

10+ Pistol

4+ Shotgun



Stage 5 – Bay 3

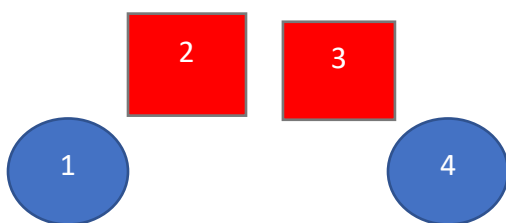
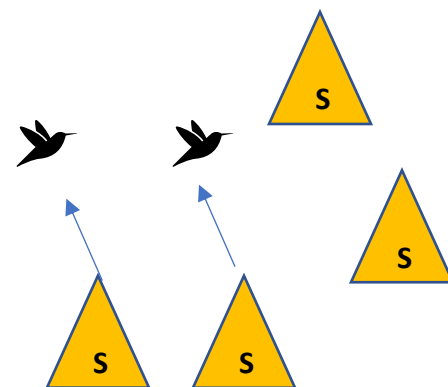
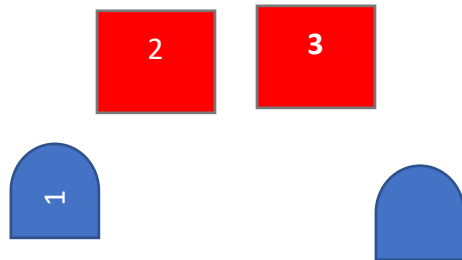
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with gun(s) of choice in hand(s)

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

- **IF** With Rifle, engage the four rifle targets with a in a reverse Lawarence Welk sweep. 4-3-2-1 from either end.
- **IF** With Pistols, engage the four pistol targets with a in a reverse Lawarence Welk sweep. 4-3-2-1 from either end.
- **IF** with Shotgun shoot the four shotgun targets till down.

10 Rifle
10 Pistol
6+ Shotgun



Stage 6 – Bay 1- Upper Gulch

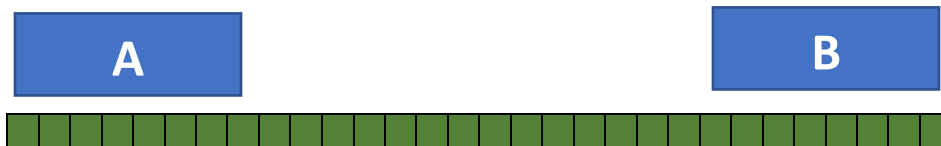
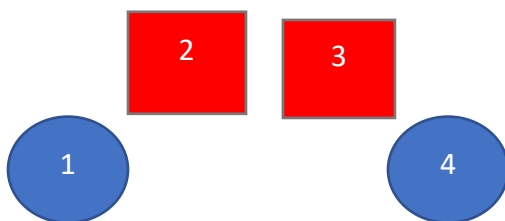
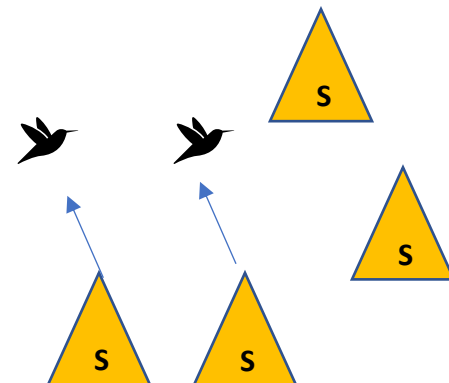
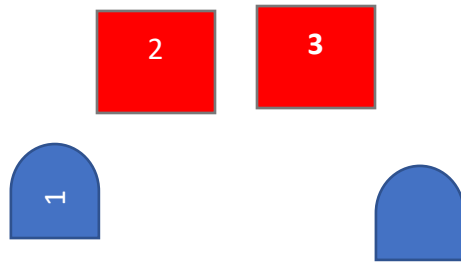
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with hands clasped behind your back.

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

- **IF** With pistols shoot the pistol targets in a 4-1-1-4 sweep.
- **IF** With rifle shoot the rifle targets in a 4-1-1-4 sweep.
- **IF** with Shotgun shoot the two shotgun targets and two knockdown targets and associated clay pigeons. A miss on the clay is not a miss but a hit is a 5 second bonus.

10 Rifle
10 Pistol
6+ Shotgun



Stage 7 – Bay 1- Upper Gulch

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

Start: with hands at low surrender.

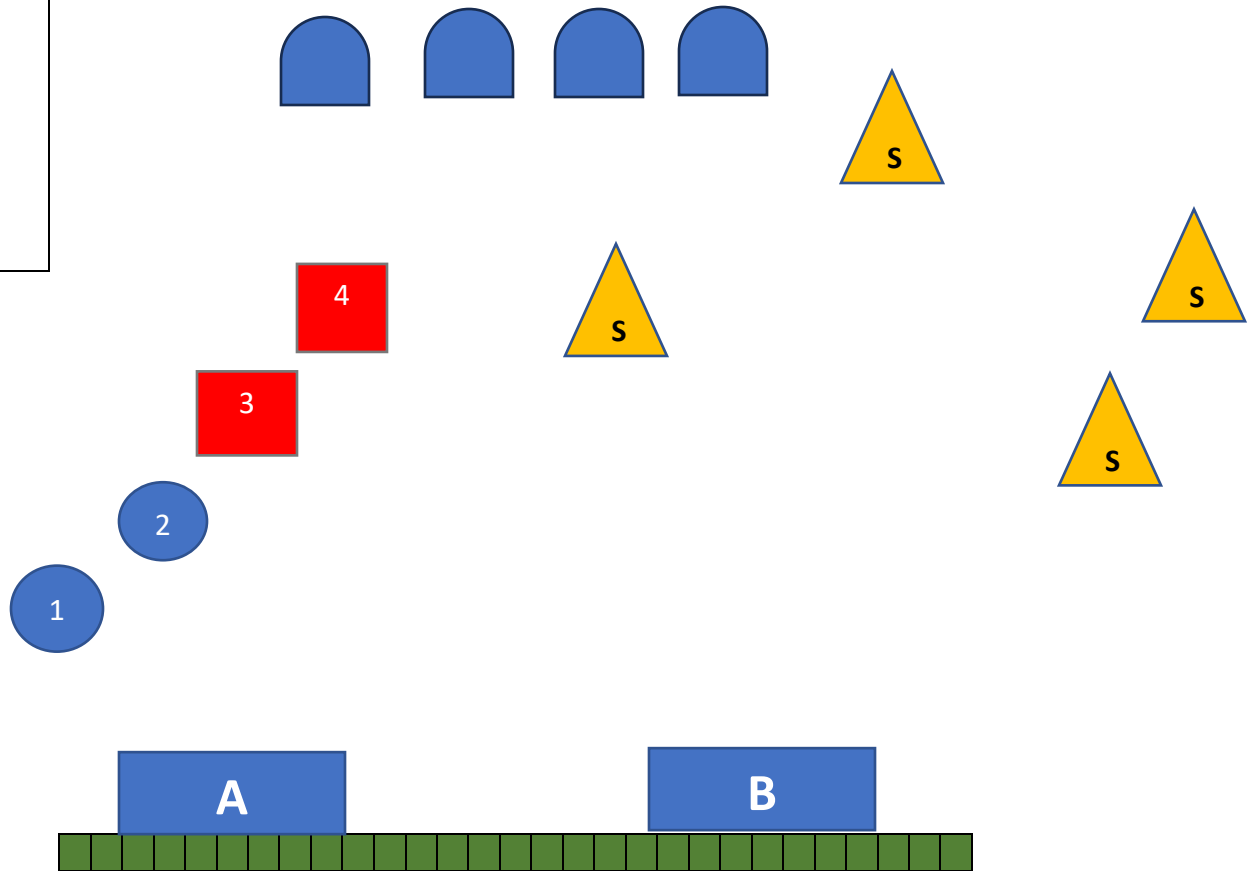
Shooting: Gun order shooters choice. Both positions must be used.

- **IF** With pistols shoot the pistol targets in a 3-2-3-2 sweep from either end.
- **IF** With rifle shoot the rifle targets in a 3-2-3-2 sweep from either end.
- **IF** with Shotgun shoot the two shotgun targets and two knockdown targets and associated clay pigeons.
A miss on the clay is not a miss but a hit is a 5 second bonus.

10+ Rifle

10+ Pistol

4+ Shotgun



Stage 8 – Bay 3

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

Start: with A Salute. Indicate ready by saying “Happy Birthday America”

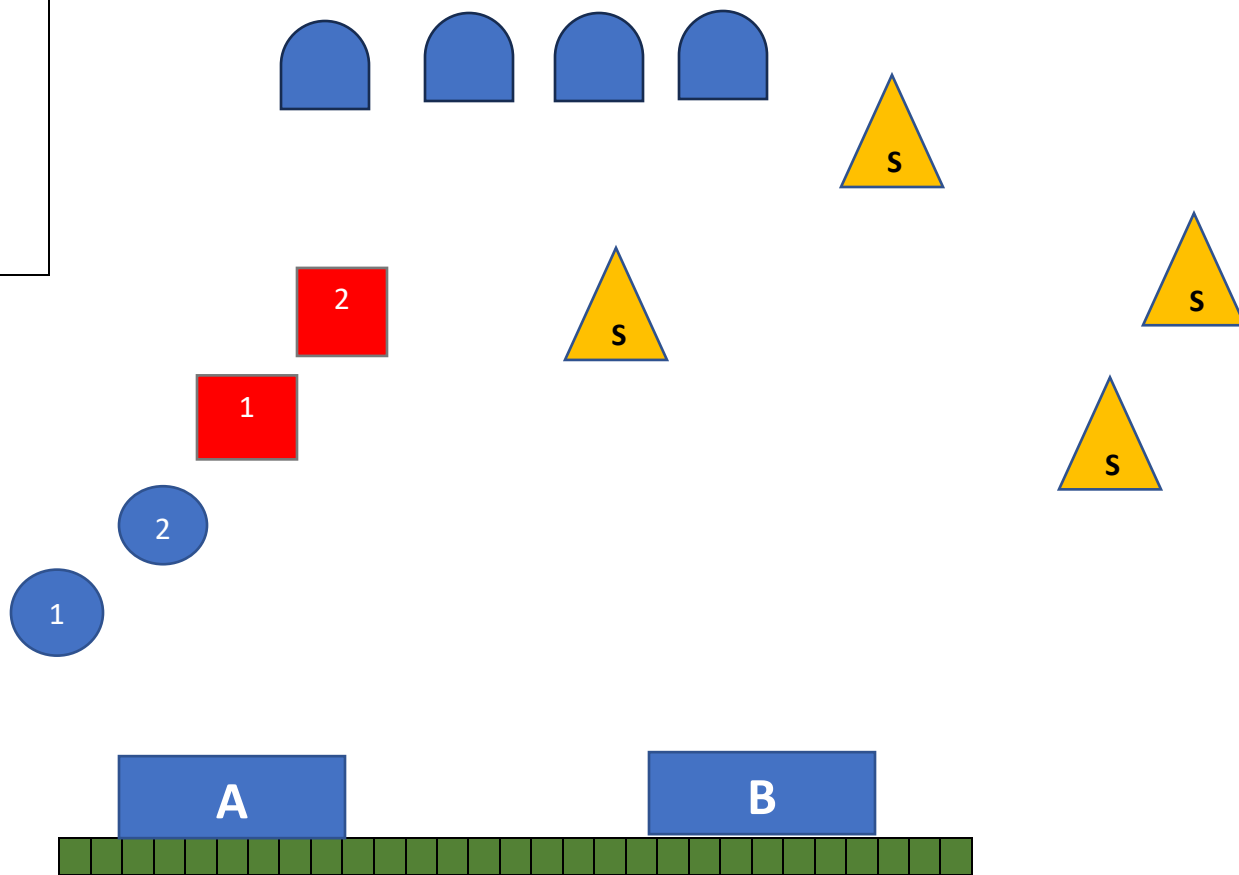
Shooting: Gun order rifle, pistols, shotgun. Both positions must be used

- With Rifle and pistols, engage the four targets with a 1776 **SWEEP** from back to front. The extra round may be loaded in any gun except the shotgun after the buzzer. (1 on 4 – 7 on 3 – 7 on 2 – 6 on 1)
- **IF** with Shotgun shoot the four shotgun targets till down.

10+ Rifle

10+ Pistol

4+ Shotgun



Stage 9 – Bay 3

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

Start: with hands at default.

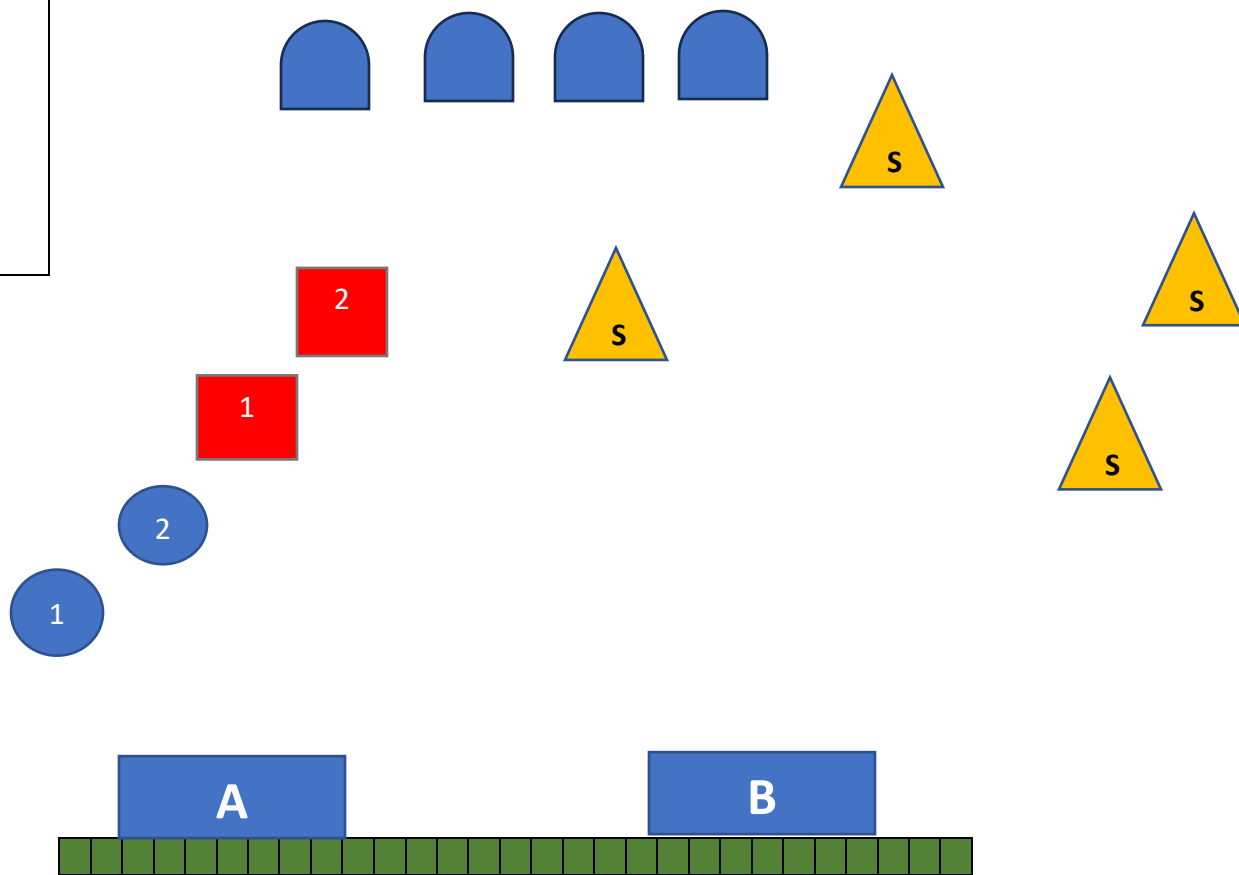
Shooting: Gun order shooters choice. Both positions must be used

- **IF** With Pistols, engage the four pistol targets with a continuous Nevada sweep.
- **IF** With Rifle, engage the four rifle targets with a continuous Nevada sweep.
- **IF** with Shotgun shoot the four shotgun targets till down.

10+ Rifle

10+ Pistol

4+ Shotgun



Stage 10 – Bay 3

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

Start: pointing at the first target you are going to shoot and say “don’t shoot till you see the white of their eyes”

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

- **IF** With Pistols, engage the four pistol targets by putting five rounds each on any two targets.
- **IF** With Rifle, engage the four rifle targets by putting five rounds each on any two targets.
- **IF** with Shotgun shoot the four shotgun targets till down.