

**Mississippi River Rangers
Smokin Guns At Rabbit Ridge
Cowboy Long Range Rifle
May 25, 2012**

General

All shooting will be done on the same hillside range where the match was held last year. Only SASS approved rifles using SASS approved loads will be allowed. Twelve color coded steel targets will be placed in four rows (3 targets per row) between 50 and 100 yards from the shooting line. The larger targets will be closest (50 yds) and the smallest will be the furthest away (100 yds). Point value will be assigned to each row with the value increasing with the distance from the shooter.

Each shooter will have 10 shots with the goal of obtaining the maximum number of points. All shots must be taken in a 5 minute block of time from either the platform or immediately in front of it. Time will be measured with a sun dial or hour glass depending on weather conditions.

Two spotters will be positioned to observe and call out “HITS” or “MISSES”. They will record them and tally the final score. **It is imperative that the shooter notify the spotters when they move to a different line of targets.**

Actual shooting time will not be recorded (only points), the goal is for accurate shooting to maximize point value. All shooting will be done from the standing (offhand) position. No artificial rests of any

type will be allowed. No sighting shots will be allowed nor will coaching be allowed.

Categories will be Lever Action-pistol caliber, Lever Action- Rifle Caliber, Single Shot smokeless, and Buffalo Rifle (larger than .37 cal with black powder). Awards will be given to Cowgirls and Cowboys in each category. The only record that will count will be the first one generated. Ties will be resolved by a Shoot-Off; terms to be defined by the Match Director.

Targets

The first row of targets (white) are placed at 50 yd and are the largest. They will have a value of one point per hit. Three green targets will be at 70 yds and will yield 2pts per hit. The smaller white targets will be at 80 yds. for 3pts per hit. The smallest targets (black)are at 100 yds for 5 pts per hit.

It will be possible to generate a maximum of 50 pts with the ten shots allowed.

Procedure

1. Shooter will come to the line with rifle and ammo. It would be prudent to have a plan of action at this point.
2. Shooter will load rifle--rounds not going in rifle may be stored on person.
3. Shooter will declare what row (color) they intend to shoot first.
4. Director will indicate starting point and begin timing.
5. Shooter may change targets by calling out row and color of new targets. One of the two designated observers will call out hits and misses as they occur.
6. Total hits and points generated will be recorded at the end of the

shooters session. Shooters may shoot as many times as possible. However, only the points generated during the shooters first session will count for record. Also, new shooters will have priority over those that have already shot for record.