



Blue Water Sportsman's Association

ACWSA SHOOT SCHEDULE OF EVENTS

July 23-25, 2010

Contact: Chris Hubbard - minieball577@yahoo.com

FRIDAY, July 23rd:

12:00 PM

Camping area opens at Noon. No camping will be allowed on the range side of the road. No alcohol will be allowed outside of camp. **HELP SETTING UP THE RANGE IS APPRECIATED.**

5:30 PM

200 yard Rifle Match – (2 person teams, \$5.00 per person - See attached page)

SATURDAY, July 24th:

FOOD AND DRINK AVAILABLE ON THE RANGE.

9:00 AM

Registration for Saturday team events opens.
Range opens for individual practice session.
Paper targets for practice will be sold starting at 8:45.

9:30AM

Registration for Revolver Team ends.

9:45 AM

Revolver Team Commanders' meeting.

10:00 AM

Revolver match. (4 events, 4 person teams, \$5.00 per person)

One relay, teams need to supply one timer/safety.

1. 15 yard 10 clays on a backer.
2. 15 yard 8 4 inch hanging metal tiles.
3. 15 yard 8 hanging metal clovers.
4. 15 yard 8 hanging clays

11:45 PM

Registration for Carbine Team ends.

12:15 PM

Carbine Commanders' meeting. Range closes for individual practice.

12:30 PM

Carbine match, (5 events, 4 person teams, \$6.00 per person)

1. 18 clays on a backer - "Start and Stop" sequence event.

Team must hit green target first, then break all orange/black pigeons, then hit red target last to end event. 20 second penalty for red or green target shot out of sequence.

2. 8 hanging metal stars
3. 8 hanging metal clovers
4. 8 hanging wood blocks
5. 8 hanging clays

1:45 PM

Registration for Smoothbore ends

2:00 PM

Smoothbore Commander's meeting.

2:15 PM

Smoothbore musket match. (4 events, 3 person teams, \$5.00 per person)

One relay, teams need to supply one timer/safety.

1. 50 yards 5 six inch tiles
2. 25 yards 9 clays on a backer
3. 25 yards 6 hanging clays
4. 25 yards 6 hanging water filled bottles

4:00 PM

Artillery Match - 100 yards 10 shot bull's eye and breakables.

5:00 PM

Range closes

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SUNDAY, July 25th

FOOD AND DRINK AVAILABLE ON THE RANGE.

8:00 AM

Registration for Musket Team opens at the 200 yard cover.

9:00 AM

Registration for Musket Team ends

9:15 AM

Musket Commanders' meeting at the base of the tower.

9:30 AM

Opening Ceremony.

9:45 AM

Musket Team match. (6 events, 6 person teams, \$6.00 per person)
Two Relays.

The concept behind this match is the fact that infantry did not fire at 100 yards and 50 yards only, but rather fired volleys as they marched into battle attempting to dislodge the enemy, at various ranges, and then fired repeated rounds or volleys at the position they intended to hold. With that in mind following the second relay of each of the first three events the skirmish line will advance, "gaining ground" on the "enemy" and then will occupy a position about 50 yards from their lines, and hold there until relieved. (Please take note of distances! - You should be able to shoot these distances reasonably accurately by adjusting your point of aim using your current 50 and 100 yard sights.)

1. 125 yard - 12" x 18" dry wall - 5 round volley-fire -
2. 100 yard - 6 water filled jugs.
3. 75 yard - 8 large ceramic tiles
4. 50 yard - 22 clays on a backer.
5. 50 yard - 12 hanging metal clovers
6. 50 yard - 12 hanging metal tiles

12:30PM

Mortar match (4 or 5 crew teams, \$10.00 per mortar)

100 yd. stake for each mortar, provided by each team

Forty-five minute program. Mortars can be placed behind the lines during the skirmish as long as ammunition chests are secured, but need to be in place and ready to start at 12:30 pm.

All Units are responsible for
cleaning up their frame and ready
area.

Awards for all events except mortar
to follow Musket match.





ACWSA July Blue Water Shoot

SHARPSHOOTER'S MATCH

Friday July 23rd, Approx. 5:30 PM

This match will be shot at 200 yards and is open to any firearm of the American Civil War period. This match will be fired as two man teams. The match will be fired in two relays, with one man spotting while the other is shooting. Each relay will be 40 minutes long. Firing will be from any safe position. There will be two separate classes of firearms. Teams must be comprised of guns of the same class. Since your teammate is on another relay, one rifle may be shared by the two shooters.

Firearms

Class 1. Standard-issue arms. Rifles that were issued as general service weapons during the Civil War.

Class 2. Sharpshooter/ Target rifles. Includes all target rifles of the period, regardless of sights, scoped and otherwise. Also includes Volunteer Rifles, Whitworth's, Kerr's, special mounted Sharps, ect.

Targets (Drawn almost to 1": 1' scale)

Standard-issue arms (Class 1) will shoot at a target that will be 2' x 4'. A center of 8" diameter, located slightly above center, will be worth five (5) points. Around which will be a 14" ring worth four (4) points and a 20" ring worth three (3) points. Anywhere else will be 1 point. Five shots will be shot for score by each team member. Each team member will also shoot at five tiles which will count as five points each. Bull shown to right.

Sharpshooter/ target rifles (Class 2) will fire at a 2'square target with an 8'diameter circle in the center as shown at near-right. Five shots for score which is determined by measured length of string. Five tiles worth 5" of string each (25 inches total) will also be fired with 5" being deducted from the string measurement for each tile that is hit. Any safe position or rest will be allowed.

