



# Blue Water Sportsman's Association

## ACWSA SHOOT SCHEDULE OF EVENTS

June 6-8, 2014

Contact: Chris Hubbard - [minieball577@yahoo.com](mailto:minieball577@yahoo.com)

### FRIDAY, June 6th

12:00-4:00 PM

200/300/400 yard Rifle Match – (Individual Event, \$10.00 per person Targets will be paper targets/metal gongs. Open to any Civil War era rifle, civilian or military. Intended as a low-stress learning experience. Come on out and shoot.)

Camping area opens when long range match has ended. Because we are using the 600 yard range, all ranges will be closed during the match, so the camping area will not be accessible.

However, if you want to come out and watch/shoot/heckle, that will be fine.

5:00 PM

Range Set up for Saturday's events. **HELP SETTING UP THE RANGE IS APPRECIATED.**

### SATURDAY, June 7th

FOOD AND DRINK AVAILABLE ON THE RANGE.

9:00 AM

Registration for Saturday team events opens.

Range opens for placing of Mortars.

Mortar match (\$10.00 per mortar)

7 shot match. All balls count for score.

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

**Forty-five minute program. Scored by the Bull's Eye scoring method.**

9:30AM

Mortar match begins.

10:15 AM

Registration for Revolver Team ends.

10:30 AM

**Revolver Team Commanders' meeting.**

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

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

1. 15 yards 12 clays on a backer

2. 15 yards 8 metal rectangles

3. 15 yards 8 metal clovers

4. Various Ranges – Silhouette targets with rapid fire scoring method.

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. 50 yards 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. 50 yards 8 hanging metal stars

3. 50 yards 8 hanging metal diamond

4. 50 yards 8 hanging clovers

5. 50 yards Wooden Stake

- 2:00 PM Registration for Smoothbore ends
- 2:15 PM **Smoothbore Commander's meeting.**
- 2:30 PM Smoothbore musket match. (4 events, 3 person teams, \$5.00 per person)  
 One relay, teams need to supply one timer/safety.
1. 25 yards 9 clays on a backer
  2. 25 yards 6 hanging clays
  3. 25 yards 6 hanging water filled bottles
  4. 25 yards 1 Wooden Stake.
- SUNDAY, June 8<sup>th</sup> FOOD AND DRINK AVAILABLE ON THE RANGE.
- 8:00 AM Registration for Musket Team opens.
- 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. (5 events, 6 person teams, \$6.00 per person)  
 Two Relays.
1. 50 yards. 22 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. 50 yards - 12 metal diamonds.
  3. 50 yards - 12 metal stars
  4. 50 yards - 12 hanging metal clovers – Rolling Thunder
  5. 100 yards - 6 water filled jugs
- 1:00 PM Artillery Match - 200 yards - 10 shot bull's eye, 2 shots at breakables. Let us know ahead of time what cannons you'll be bringing so we can prepare targeting.

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

Awards for all events except Artillery to follow Musket match.