



AMERICAN CIVIL WAR SHOOTING ASSOCIATION

ASHLEY SHOOT

HELD AT
ASHLEY SPORTSMAN'S CLUB
8554 South Mason Road, Bannister, Michigan

SEPTEMBER 21-22, 2013

Hosted by ACWSA Team Commanders

FRIDAY, Sept. 20th

Camping opens at noon. Range set-up noon until done.
HELP SETTING UP THE RANGE IS APPRECIATED

SCHEDULE OF EVENTS

SEPTEMBER 21st, 2013

SATURDAY, Sept. 21st

FOOD AND DRINK AVAILABLE ON THE RANGE

8:00 AM

Registration for Saturday team events opens.

8:30 AM

Registration for Revolver Team ends.

8:45 AM

Revolver Team Commander's meeting.

9:00 AM

Revolver match. (4 events, 3 or 4 person teams, \$5 per shooter)
One relay, teams need to supply one timer/safety.

1. 15 yds: Clay pigeons on a backer (3 per shooter).
2. 15 yds: Hanging event – target to be determined (2 per shooter).
3. 15 yds: Hanging event – target to be determined (2 per shooter).
4. 15 yds: Hanging event – target to be determined (2 per shooter).

- 10:15 AM** **Registration for Smoothbore Team ends.**
- 10:30 AM** **Smoothbore Commander's meeting.**
- 10:45 AM** **Smoothbore musket match.** (5 events, 3 person teams, \$5 per shooter)
One relay, teams need to supply one timer/safety.
1. 25 yds: Clay pigeons on a backer (3 per shooter).
 2. 25 yds: Hanging event – target to be determined (2 per shooter).
 3. 25 yds: Hanging event – target to be determined (2 per shooter).
 4. 25 yds: Hanging event – target to be determined (2 per shooter).
 5. 25 yds: Hanging event – target to be determined (2 per shooter)
- 12:00 PM** **Lunch Break.**
- 12:45 PM** **Registration for Carbine Team ends.**
- 1:00 PM** **Carbine Commander's meeting.**
- 1:15 PM** **Carbine Match,** (5 events, 4 person teams, \$6 per shooter)
Two relays.
1. 50 yds: Clay pigeons on a backer (3 per shooter).
 2. 50 yds: Hanging event – target to be determined (2 per shooter).
 3. 50 yds: Hanging event – target to be determined (2 per shooter).
 4. 50 yds: Hanging event – target to be determined (2 per shooter).
 5. 50 yds: Hanging event – target to be determined (2 per shooter).
- 3:40 PM** **Mortar and Artillery Registration and Commanders meeting.**
- 3:45 PM** **Mortar Match** (\$15 per team)
1 hour event. Common stake at 75 yds.
7 shot max. 5 closest to the stake counted for score.
- 5:00 PM** **Artillery Match** (\$15 per team)
Part I – 6 shots at 100 yds. ½ hour event. Rifled guns only.
Targeting: 4 filled gallon jugs and one bullseye target.
Part II takes place on Sunday
- Approx. 6pm** **Winner, Winner. Chicken Dinner! – by pre-registration only.**

SCHEDULE OF EVENTS

SEPTEMBER 22nd, 2013

- SUNDAY, Sept. 22nd** **FOOD AND DRINK AVAILABLE ON THE RANGE**
- 8:00 AM** **Registration for Musket team event opens.**
- 9:00 AM** **Registration for Musket Team ends.**
- 9:15 AM** **Musket Commander's Meeting at the base of the tower.**
- 9:30 AM** **Opening Ceremony**

9:45 AM

Musket Team match. (5 events, 6 person teams, \$6 per shooter)

Two Relays.

1. 50 yds: Clay pigeons on a backer (4 per shooter).
2. 50 yds: Hanging event – target to be determined (2 per shooter).
3. 50 yds: Hanging event – target to be determined (2 per shooter).
4. 50 yds: Hanging event – target to be determined (2 per shooter).
5. 50 yds: Hanging event – target to be determined (2 per shooter).

Awards and Range clean up upon completion of the Musket team events.

1:15 PM

Artillery Match

Part II – 6 shots at 100 yds. ½ hour event. Rifled guns only.

Targeting: 4 filled gallon jugs and one bullseye target.

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

ACTUAL TARGETING IS SUBJECT TO CHANGE AT THE DISCRETION OF THE EVENT DIRECTOR

Water filled targeting is possible. Teams should bring coloring to fill the water bottles.

Color is team choice.