

Geechee Gunfighters	Monthly Match:
951 Summers Drive	4 th Saturdays of every month
Ridgeville, SC 29472	Registration: 8:30 AM – 9:30 AM
	Safety Briefing: 9:30 AM
Geechee Gunfighters: http://www.palmettogunclub.org/cas	Introduction to Cowboy Shooting:
Palmetto Gun Club: http://www.palmettogunclub.org	2 nd Saturdays of every month
Match Director: Doc Kemm DocKemm10@gmail.com	Setup: 9:30 AM
Territorial Governor: Shamrock Sadie ShamrockSadie@gmail.com	Event: 10:00 AM – Noon

Match Director's Opine

Our match this month will honor the recent 80th birthday of the hardest working Geechee Gunfighter, indeed perhaps the hardest working cowboy in the whole darn state: Pickax Pete. I tell you, without Pickax, I don't know who would do much of the work needed to put on a match, it would take three normal people to do the work he does. I really appreciate all he does and even more I value his friendship! Thanks Pickax, you crusty old Marine, soldier, and school teacher!

I want to remind everyone that we are looking for a volunteer to replace Shamrock Sadie as Territorial Governor. I sent out the requirements in last month's email, basically you must have been a SASS member for at least 3 years and be a RO2. You do not need to be a member of the PGC. If you are interested, please let me know.

At the recent joint board, match director, and instructor meeting, I had tentative approval to schedule the 2019 SASS SC State Championship for 26 to 29 September. It still needs to be approved by the club membership, which I hope to obtain at the November meeting, should there be a quorum. Please do not expect the State Championship to be on par with the regional matches; I plan to hold a smaller, more easily organized and supported match for the state. It should still be fun for one and all. I will be looking for volunteers to help, in fact I have some people already lined up for certain jobs, but the more the merrier.

Doc Kemm

Territorial Governor Report

The intent of this section of the newsletter is to keep our fellow cowboys and cowgirls informed on SASS rule updates communicated to the TGs. Along with rule changes and reminders, I'll include rule refreshers as another way to educate our shooters on current SASS rules.

Shamrock Sadie

SASS Updates

There are no SASS updates from the SASS ROC, and no chatter on the TG Wire for clarifications or strange rules. However, Doc Kemm is looking for a Territorial Governor for the Geechee Gunfighters and SASS recently sent some information on the TG program and filling that role...

TERRITORIAL GOVERNOR PROGRAM

• A SASS TG is an elected or appointed official representative of a SASS Affiliated Club(s).

TG Role

• The primary role of the TG is communication. The TG serves as a direct line of communication between the club(s) he/she represents and SASS, being responsible for the dissemination of information regarding all clarifications and implementation of rule changes. The TG sets the gold standard within the clubs he/she represents, and aids in the education, implementation, and enforcement of all SASS rules at the club level. The TG must be active, engaged, and up-to-date on all rules and safety covenants within the SASS Shooters Handbook. The TG also serves as a direct line for SASS to keep a pulse on the satisfaction of affiliated clubs and the membership. The TG represents his/her club(s)' best interests to SASS and has voting privileges at the TG Summit on his/her clubs' behalf.

TG Criteria

- To qualify for appointment or election as a TG, the following criteria must be met, and must be maintained for each term served.
 - SASS member in good standing for a minimum of three years
 - Belong to at least one SASS Affiliated Club
 - RO–I & RO–II Certified (and current)
 - Must have attended at least one SASS Sanctioned match event
 - Committed to serving the interests of his/her club consistent with the promulgation and preservation of Cowboy Action Shooting[™] and the "Spirit of the Game."

TG Expectations

- SASS expects the following from all TGs:
 - Represent and support SASS, its philosophy, and its purpose to club members
 - Gather comments, criticisms, needs, suggestions, and proposed rule changes to communicate directly to the ROC and/or the SASS Board of Directors.
 - To act as ambassadors of SASS and the sport of Cowboy Action Shooting[™], communicating the Cowboy Action Shooting[™] story locally and regionally to further the growth of SASS and the sport
 - Attend TG Summits to represent his/her club and vote on proposed rule changes and other issues tabled by the Board of Directors
 - Remain active within the sport
 - Support and participate in SASS Sanctioned matches, attend and actively participate in the TG meetings held at Regional, National, International, and World Championship Events.

- Network, support, and actively communicate with Regional Chief ROs, fellow TGs, the ROC, and SASS.

TG Term

• TG's term of office is for 12 months from the time of appointment. SASS does not impose a limit to the number of terms served. SASS reserves the right to deny and/or revoke any TG appointment at any time within the certification period due to failure to adhere to the guidelines of the program, inadequacy, inactivity, poor attitude, or any conduct not conducive to the mission of the program.

Moving out West (Update)...

Knot and I traveled out West in October (6 weeks on the road shooting across the country and back). We spent some extra time in Phoenix just to look at housing options and one house unexpectedly just stood out as "the one." We negotiated a deal and signed on the dotted line. Now for the tough part; moving. We will start our first haul of goods in late January, shoot Winter Range (National Championships), then come back and probably make two more moves back out to Phoenix March – April, with hopes of putting our house in Charleston on the market sometime in April.

We hope to see you all on the trail either out West or as we occasionally make our way make to the Southeast to visit through the coming years. It's been a great ride!

Knot Hardly Dunn and Shamrock Sadie

SASS Rules Refresher

Below are some scenarios to test your knowledge of the SASS Rules. If you would like to see more SASS Rule Refreshers, please join the fun on the Doily Gang Facebook group, as I post rule refreshers occasionally, and other cool CAS stuff. 😂

Scenario 1:

A shooter completes shooting the stage. When the Timer Operator polls the shooters, only one spotter indicates a procedural then begins to explain sequence of the procedural to the other two spotters and the Time Operator. The other two spotters agree and indicate a procedural to the Timer Operator.

What's should the Timer Operator do?

Scenario 2:

Scenario calls for 10 rifle, 10 pistol, and 4+ shotgun. Rifle and pistol are shot from the left window. Then from the left window, shoot 2 shotgun knockdown targets, and then move to the right window and shoot 2 shotgun targets from right window (positions are about 15 feet apart).

Shooter shoots rifle and pistol per scenario, then picks up their SxS shotgun fires 2 rounds, only hitting 1 target. Shooter then shucks and loads another 2 rounds and fires 1 round, knocking down the 2nd target. Shooter moves to the right window with SxS shotgun still closed, then opens the shotgun when at the right window, shucks, then loads 2 shells and knocks down the 2 shotgun targets. *What's the call?*

Rules Refreshe

Scenario 3:

Scenario is 10 rifle, then 4+ shotgun, and then 10 pistol on a stand and deliver stage. Rifle is a double-tap sweep on 3 targets, then shotgun, then double-tap sweep with pistols on 3 targets. ATB: Shooter engages the rifle correctly, pulls a pistol and Timer Operator yells, "No, shotgun." Shooter has cocked the hammer on a pistol, looks back at Timer Operator, turns back towards the pistol targets, de-cocks the pistol (without acknowledgment from TO), then instead of doing a double-tap sweep, shoots all 10 pistol shots on the middle target, then finishes with the shotgun. *What's the call?*

Scenario 4:

A two-handed (traditional-style) shooter draws their 1st pistol (right hand holding grip while left thumb works the hammer) and shoots the 1st 5 shots. The shooter holsters the pistol in their right holster, then draws their left pistol with left hand holding the grip, cocks the hammer with their right thumb, then switches the grip to their right hand, and fires all 5 rounds. *What's the call?*

Answers follow on next page.

Important Links

SASS: <u>http://www.sassnet.com</u>

Carolina Cowboys: http://www.carolinacowboys.us

SC CAS Clubs:

- Belton Bushwhackers: <u>https://sites.google.com/site/beltonbushwhackers</u>
- Greenville Gunfighters: <u>http://www.greenvillegunfighters.com</u>
- Hurricane Riders: <u>http://www.hurricaneriders.net</u>
- Palmetto Posse: <u>http://www.palmettoposse.com</u>
- Savannah River Rangers: <u>http://www.savannahriverrangers.com</u>

Match Dates of Interest

- Jan 19, 2019, "The Shootout with The Barber" Annual: Hurricane Riders, Match Aynor, SC
- Hurricane Riders: <u>http://www.hurricaneriders.net</u>
- Feb 18-24, 2019: SASS National Championship, Phoenix, AZ
- Mar 8-9, 2019: International Black Powder Match, Fort White, FL
- Apr 11-14, 2019: FL State Championship, Midway, FL

Rules Refresher Answers

Scenario 1 Answer: 1 MISS and NO RESHOOT

- Timer Operator determines the call after discussion.
- *Explanation*: The Timer Operator should consider input from the spotters regarding procedurals and/or safety violations as well as personal observations during the stage. It is ok for spotters to discuss penalties. This discussion will allow the Timer Operator to assess whether or not the shooter correctly or incorrectly shot the stage. The Timer Operator will make the final determination regarding penalties.
- Shooters Handbook v22.3, p. 23 (Assessing Penalties and Protests)
 - The benefit of any doubt always goes to the shooter.
- Shooters Handbook v22.3, p. 23 (Assessing Penalties and Protests)
 - During the course of fire, a shooter may on occasion incur penalties which need to be assessed. The immediate authority on the stage to that end is the Chief Range Officer/Timer Operator (CRO/TO), assisted by the input of the spotters.

Scenario 2 Answer: PROCEDURAL

- Shooters Handbook v22.3, p.23 (Safety)
 - Movement is defined by the basketball "traveling" rule. Whenever a shooter has a loaded round under the hammer of a firearm in hand, at least one foot must remain in place on the ground. The first violation will result in a Stage Disqualification penalty. The second violation will result in a Match Disqualification penalty assessment. It is also not allowed to leave the loading table with a cocked, loaded firearm. Note: Shuffling the feet to maintain balance or adjust the shooting stance is allowed as long as the shooter does not actually change location.
- *Explanation*: In this scenario, after loading the 2nd 2 shotgun shells at the left window and firing 1 round, the SxS shotgun still has a live round in it and closed (cocked). The shooter moves to the right window with the shotgun closed.

Scenario 3 Answer: SDQ

- SHB v22.3, p. 14 (Safety & Handling Conventions Revolvers)
 - No firearm may be de-cocked on the firing line to avoid a penalty if cocked at the wrong time, position or location once a round has gone downrange. Once a revolver is cocked, the round must be expended (shot). However, if a round has not gone downrange, and under the direction and supervision of the CRO/TO, the revolver may be decocked. This requires a positive indication/acknowledgement from the TO for the shooter to do so. (See also "Double Jeopardy" avoidance in Safety & Handing Conventions All Firearms)

Scenario 4 Answer: PROCEDURAL

- SHB v22.3, p. 14 (Safety & Handling Conventions Revolvers)
 - A cocked revolver may never leave a shooters hand, including from one hand to the other. This does not apply when loading or reloading on the firing line.
- SHB v22.3; p. 22 (Stage Disqualification Penalty)
 - A cocked revolver leaving the shooters hand.