

Shooters Classes

THE LONG RIDERS score one and two handgun shooters in separate modified SASS classes, depending on the type of revolver and ammunition used. We recognize only SASS legal revolvers: fixed sight single action revolver(s), cartridge, cap & ball, or other single action revolvers with adjustable sights.

THE MODIFIED SASS CLASSES ARE:

DUELIST - Shooters must use SASS legal revolvers as defined above; and must shoot using one hand only.

DUAL DUELIST or **GUNFIGHTER CLASS** - **THE LONG RIDERS DO NOT** currently recognize this class, however, we have a **TWO GUN SHOOTIST CLASS**. Shooters in this class must use S.A.S.S. legal revolvers as defined above; and must shoot using one hand only and shoot one gun with the strong hand and the other gun with the weak hand but not simultaneously. The first gun fired must be holstered before the second gun is drawn.

TRADITIONAL - Shooters must use SASS legal revolvers as defined above, and may use a two-hand hold.

MODERN - Shooters must use SASS legal revolvers as defined above, with adjustable sights, but “blacked”.

SENIOR CLASS - Shooters must be 60+ years old and shoot duelist or traditional with a SASS legal revolver.

On any given day, there must be a minimum of 3 shooters registered in a class for that class to be scored.

It is club policy that new shooters meet the following minimum requirements:

1. Bring all guns, leather, and ammo for inspection by the Range Safety Officer between 10am and 12 noon on the Saturday preceding the fourth Sunday of the month. If unable to meet on Saturday, you may call the Safety Officer to make arrangements for an inspection at a mutually convenient time.
2. Members of other Cowboy Action Shooting Clubs are exempt from these qualifications as long as they report to the Safety Officer the morning of the shoot for firearm and ammo inspection.
3. The new shooter will inform the Trail Hand that they are new to Cowboy Action Shooting when they sign up at the registration desk the day of the match. The Trail Hand will pair the novice up with an experienced shooter who is willing to mentor the shooter.
4. New shooter will walk through the scenarios with their sponsor the morning of the shoot.
5. The mentor and new shooter will have 1 assigned job throughout the first match. They will rotate through jobs, including the loading and unloading tables, throughout the match.
6. At lunchtime, the new shooter will shoot the 4th scenario of the posse, with their mentor, using the timer only as a buzzer.
7. After lunch, the new shooter will have the option to re-shoot their 4th scenario of the day as the last shooter on their posse. The timer will be a buzzer, and scoring will be an option.

Re-shoots are not awarded for ammunition or firearm malfunctions.

We take SAFETY very seriously while having fun dressing up and playing cowboy.

The costuming is almost as important as the guns we shoot.

New shooters are encouraged to seek the advice of an experienced club member prior to spending a lot of money on costuming and leather that may or may not be appropriate.

