



Howdy Pardner,

THE LONG RIDERS Cowboy Action Shooting club was founded in February 1995. Through the hard work of its dedicated members, **THE LONG RIDERS** grew to over 40 members in its first year. Today, **THE LONG RIDERS** have a good membership base that holds regular shoots on the fourth Sunday of each month from April through October. A special 3-Day Shoot is held the weekend of the fourth Sunday of August.

THE LONG RIDERS are led by a nine member Board of Directors known around these parts as: **“THE VILE BUNCH”**:

Elected Officers:

Trail Boss:	LOCO POCO LOBO (SASS# 36108)	(585) 467-4429
Foreman:	RAUNCHY RICK (SASS# 31204)	(585) 342-5569
Paymaster:	CALAMITY JANET	(315) 986-2160
Clerk:	CACTUS JACK	
Safety Officer:	NAWLINS KID (SASS# 36107)	(585) 467-4429

Appointed Officers:

Editor:	LOCO POCO LOBO (SASS# 36108)	(585) 467-4429
Scenario Hand:	LUCKY DOG	
Props Hand:	TBD	
Trail Hand:	FULLER BEANS / SHORTY MORTY	

Committee Chairman:

Gunsmith:	SANDY STEEL
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THE LONG RIDERS SHOOTERS' GUIDE TO COWBOY ACTION SHOOTING

All shooters are expected to abide by 'the Spirit of the Game' in dress, actions and shooting. **We are here to have fun playin' cowboy.** Safety of the shooters, range officials, and spectators is our number one concern. The decision of the Range Safety Officer with respect to safety of a shooter, firearm, or course of fire is final.

All Shooters, regardless of shooting class, are expected to dress in the style of the "Old West" or appropriate "B-Western" movie. **No camouflage clothing, ball caps, tee shirts, short sleeves, sneakers, or modern "rodeo style" felt and/or straw hats** please. Ladies dressed as "Cowboys" must adhere to the long sleeve rule. Ladies dressed in period appropriate dresses are encouraged to wear long sleeves but it is no longer mandatory. Eye and ear protection are strongly recommended for all shooters.

Single action revolvers, lever action rifles in a pistol caliber, and either double barrel or exposed hammer pump shotguns are used. All firearms must be unloaded except when 'on deck' or shooting. Actions on rifles and shotguns must be open and muzzles pointed in a safe direction when transported at a match. To minimize the chance of ignition in the magazine tube, Henry style rifles must be loaded in the horizontal position, never vertically. Ease the follower down; do not let it snap down under spring tension.

If a safety horn is sounded all shooting must stop immediately and all firearms are to be grounded. All Range Officers in all posses must echo any safety horn with a blast of their own horn. If loading at the 'on deck' table, stop and back away from your firearm. One long blast signifies emergency stop. Two short blasts signify all clear.

Use only cast or swaged lead bullets. Pistol velocities must be under 1000 fps, rifle under 1400 fps. Use only low base shotshells, number 6 shot or smaller. Except as noted, all rounds must be SASS legal. Pistols must be centerfire of at least .32 caliber and no more than .45 caliber. Rifles must be centerfire of at least .32 caliber and no more than .45 caliber. Shotguns are centerfire of at least 20 gauge and no more than 10 gauge.

Each shooter should carry extra rounds on his or her person. Dropped rounds during a course of fire are 'dead' and may not be picked up until the stage is finished. Picking up empties will be done by the assigned "Brass Picker" in your Posse. Shooters that have completed the course of fire are to move immediately to the unloading area.

Holsters must securely retain the handgun at all times through the full range of movement as may be required by any scenario. Cross Draw holsters may not exceed a 30 degree cant. A dropped gun is a major safety violation. **A dropped unloaded gun results in a D.Q. from the stage. A dropped loaded gun results in a D.Q. for the Match. Only the Range Officer will be allowed to recover the gun, examine it, clear it, and return it to the shooter**

Fast draw or 'fanning' of handguns is not allowed. Cross draw holsters are permitted but you must turn your body when drawing your revolver so the barrel is pointed down range.

Shooting targets out of sequence as prescribed by the stage will result in a 10 second penalty.

Moving with a cocked gun is a major safety violation and may result in a D.Q. for the remainder of the shoot. Start to move, 10 Seconds – Actually move, DQ for the Stage – Second Offence, DQ for the Match.

No shooter may consume any alcoholic beverage until finished shooting and firearms are stored.

This club is member driven; it will only work if you do. All shooters are requested, and expected, to help wherever necessary to set up targets and props, assist posse leaders in running each stage, and picking up targets, props and trash at the end of the shoot. Your help is appreciated. We hope you have fun playin' cowboy with **THE LONG RIDERS.**

THE VILE BUNCH

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:

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.

Young Gun is a shooter between the ages of 14 to 21, as recognized by New York State.

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

2 Duelist – 2 gun shooters use the same hand for both guns.

Double Duelist – shooting with one hand only and shoot one gun with the strong hand and the other gun with the weak hand, but not simultaneously. The competitor cannot hold both guns at the same time.

Gunfighter – shooting with a revolver in each hand, with alternating shots from each gun.

Rough Rider is a modified version of the SASS Wild Bunch matches and is shot as another category, instead of a separate event. Competitors must be dressed in 19th or early 20th century cowboy period attire or 1900 to 1916 military period attire and use a full-size single stack frame 1911 style semi-auto pistol in .45 ACP caliber. The traditional and modern sub-classes are based upon SASS specifications, however any SASS legal shotgun or rifle may be used and the shooter will be classified separately from the traditional cowboy classes. Shotguns are staged unloaded, rifles are loaded at the loading table, and 1911 clips are loaded with 5 rounds each at the loading table. Magazine is inserted into 1911, WITHOUT slide cycled, then holstered. On any given day, there must be a minimum of 2 shooters registered in a class for that class to be scored, with the exception of the Gunfighter and Wild Bunch Traditional and Modern classes.

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.



MAP TO SHORTSVILLE ROD AND GUN CLUB

DIRECTIONS:

From the NYS Thruway, Exit 43; take NY 21 South (right turn). At third traffic light, turn left on Main Street in Shortsville. Heading East on Main Street you will cross a railroad track.

Approximately 1/2 mile past the tracks, turn right on Freshour Road. The club driveway will be on your right approximately 1 1/2 miles down Freshour Road.

From Canandaigua and points south, take routes NY 5 & US 20 to NY 21. Take NY 21 North to Chapin. Turn right on NY 488. Take NY 488 to Freshour Road and turn left. The club driveway will be on your left approximately 3/4 mile North of NY 488.

