



THE LONG RIDERS

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*** has a good membership base that holds regular shoots the fourth Sunday of the month from April through October. **SOME** shoots in the spring may be rescheduled. Check the website schedule for **EXACT** dates. A 3-Day July Jamboree is held the weekend of the fourth Sunday of July.

The Long Riders are led by a Board of Directors known around these parts as:
“The Vile Bunch”

Elected Officers:

Trail Boss	Loco Poco Lobo (SASS# 36108)	585-734-0867
Foreman	Montague Kid (SASS# 95003)	315-538-8389
Range Master	Nawlins Kid (SASS# 36107)	585-734-0868
Paymaster	Shorty Morty	
Clerk	Jumping Jack Flash (SASS# 15485)	

Appointed Officers

Communications:	Loco Poco Lobo (SASS# 36108)
Scenario Hand:	Flint McClintock (SASS# 105976)
Trail Hand:	Fuller Beans
Territorial Governor:	Nawlins Kid (SASS# 36107)

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. Safety of the shooters, range officials, and spectators is our number one concern. The decision of the Range Master with respect to safety of a shooter, firearm, or course of fire is final.

All Shooters are expected to dress in the style of the “Old West” or appropriate “B-Western” movie. For more information on costuming, see the SASS Costuming page here: <https://sassnet.com/about-sass/sass-costuming>. Eye protection is mandatory and hearing protection is strongly recommended.

If a safety horn is sounded, ALL shooting stops immediately and ALL firearms are “grounded”. Posse Leaders must acknowledge with a blast of their own horn and display the red flag. One long blast signifies emergency stop/range cold. Two short blasts signify all clear/range hot.

For information on firearms, see the SASS Handbook Rules here: <https://sassnet.com/the-shooting/cowboy-action-shooting/handbooks-rules>. 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 ignition chances in the magazine tube, Henry style rifles must be loaded in the horizontal position, and the follower must be eased down and not snapped. Fast draw or “fanning” of handguns is not allowed.

Use only cast or swaged lead bullets. Pistol velocities must be under 1000 fps, rifle under 1400 fps. Use only low base shot-shells, number 4 birdshot or smaller. 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.

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 and you must turn your body when drawing your revolver so the barrel is pointed down range. 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. Moving with a cocked gun is a major safety violation and may result in a S.D.Q. (stage). A second Offence is a D.Q. for the Match.**

Matches are scored based upon elapsed shooting time, plus penalties for missed targets, procedural for not following stage instructions or other rule infractions. **NO** re-shoots for ammo/firearm malfunctions.

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

Shooter Classes are as described here: <https://www.long-riders.org/member-info/shooting-categories/>.

Club Policy for NEW Cowboy Action shooters:

1. Arrive at the match by 8AM to have your guns, leather, and ammo inspected by the Range Master.
2. The Trail Hand will pair the new shooter up with an experienced shooter to mentor the shooter.
3. The mentor will help the shooter thru the stage, shooting (timer/score - optional), and posse jobs.

This club is member-driven; it will only work if you do. Shooters should help with tasks like target and props set up, assisting posse leaders running stages, picking up targets, props and trash at the end of the shoot, etc. Your help is appreciated! We hope you have fun SAFELY playin’ cowboy with **us**.

The Vile Bunch



Map to Shortsville Rod and Gun Club

DIRECTIONS:

From the NYS Thruway Take exit 43 and head south on NY 21 (right turn). At the third traffic light, turn left onto Main Street in Shortsville. Head east on Main Street, crossing the railroad tracks and the creek. Approximately 1/2 mile past the tracks, turn right onto Freshour Road. Continue on Freshour past Taylor 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.

