

THE RED MOUNTAIN RENEGADES

WELCOME YOU TO

THE SHOOT OUT AT THE RIDGE 2023

WILD WEST SHOW

THANK YOU FOR JOINING US!

AND THANKS TO THE FOLLOWING FINE FOLKS THAT HAVE STEPPED UP TO BE THE LOCAL TOUR GUIDES ON YOUR JOURNEY THROUGH THE HISTORICAL SCENES AHEAD!

POSSE MARSHALLS:

JACK LONDON * RUSTY WOOD * WINDBREAKER

DEPUTY MARSHALLS:

PREACHER FLYNN T. LOCKE * CARIBOO LEFTY * ARBITRATOR

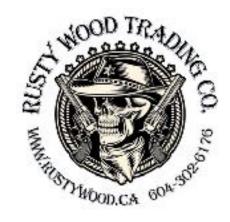
OFFICIAL MAIN MATCH SCOREKEEPERS:

DALLAS DANCER * MUSTANG HEART * KITTY CROSSDRAW
GEORGIA BANK * PALOMINO * SHOTGUN SHAE

ALSO MANY THANKS TO OUR SPONSORS:













FOR THE FOLLOWING CONTRIBUTIONS TO OUR PRIZE TABLE:

THE LIST OF MAJOR PRIZES (WITH INDIVIDUAL DRAWS) INCLUDES:

RUGER #1103 10/22 CARBINE WOOD STOCK 22 LR NORINCO '97 SHOTGUN

LEE 6 PACK PRO PRESS

DBK-04-BDC DIAMONDBACK 4-12X40 RIFLESCOPE LYMAN 1200DPS3 DIGITAL SCALE

YOU WILL AUTOMATICALLY BE ENTERED ONCE IN EACH OF THESE DRAWS, AND YOU WILL ALSO HAVE THE OPPORTUNITY TO PURCHASE UP TO 4 MORE TICKETS AT \$5 PER TICKET, MAX \$20. YOU PICK WHICH DRAWS YOU PUT THEM IN TO STACK YOUR ODDS! THESE PRIZES WILL BE DRAWN SUNDAY.

THERE ARE ALSO A NUMBER OF OTHER ITEMS THAT WILL BE IN A GENERAL DOOR PRIZE DRAW THAT WILL BE DRAWN SATURDAY NIGHT.

YOU MUST BE PRESENT TO WIN FOR ALL DRAWS.

TEXAS JACK ROPING ACT PRIZE - STAGE 2 AT THE CABIN PRESENTS AN OFF THE CLOCK OPPORTUNITY TO SHOWCASE YOUR LASSO SKILLS!

ROPE THE STEER AND GET AN ENTRY IN THE DRAW FOR:
LYMAN PRO1200 TUMBLER AND MEDIA



RED MOUNTAIN RENEGADES present 2023 SHOOT OUT ON THE RIDGE featuring RMR WILD WEST SHOW - 10 STAGE EVENT MAY 19 TO 21, 2023 SCHEDULE



Friday May 19 th	
8:30AM	Match set-up – cowboy bays & rifle range closed until 12:00 PM
9:00AM - 3:00PM	MDRGC Kitchen is open to purchase breakfast and lunch
9:00AM - 5:00PM	Shooter packs available in the clubhouse
8:30AM – 12:00PM	WILD BUNCH cowboy bays 2 & 3 - a 4 Stage event
1:30PM – 3:30PM	SIDE MATCHES - cowboy bays, rifle range, pistol bay & trap field
4:00PM – 5:00PM	Swap Meet – In the clubhouse
4:00PM – 9:00PM	Practice Bay open – pistol bay
5:30PM	RMR SOCIAL & POTLUCK DINNER in the clubhouse – bring a dish and join us for a fun time
7:30 PM	Posse marshal meeting and walk through – gather at Bay 1, cabin
Saturday May 20 th	
7:00AM	MDRGC Kitchen is open to purchase breakfast
8:15AM	Opening Ceremony & Mandatory Safety Meeting – Rifle Range
9:00AM	Commence Firing – Shooting 6 Stages on cowboy bays & rifle range
11:30AM – 1:00PM	Lunch – in clubhouse (<i>must</i> pre-purchase meal tickets on entry form)
5:00PM - 6:00PM	Mingle & Promenade
6:00 PM	Dinner – in clubhouse (<i>must</i> pre-purchase meal tickets on entry form)
	Side Match, Wild Bunch Awards & Part 1 Door Prizes
9:00AM – 9:00PM	Practice Bay open – pistol bay
Sunday May 21st	
7:00AM	MDRGC Kitchen open to purchase breakfast
7:30AM	Cowboy Church - clubhouse
8:45AM	Be at your scheduled bay to start shooting at 9AM precisely
9:00AM	Commence Firing – Shooting 4 Stages on cowboy bays & rifle range
11:30AM - 1:00PM	Lunch – in clubhouse (<i>must</i> pre-purchase meal tickets on entry form)
2:00PM	Team Shoot – Pistol Bay
6:00PM	Dinner – in clubhouse (<i>must</i> pre-purchase meal tickets on entry form) Match Awards Presentation & Part 2 Door Prizes
Ammunition Requirements (bring more for the odd miss)	
Main Match (minimu	m) Pistol 125 rounds / Rifle 125 rounds / Shotgun 50 rounds
Wild Bunch (minimur	m) Pistol 100 rounds / Rifle 50 rounds / Shotgun 25 rounds
Side Matches (minim	num) Pistol 50 rounds / Rifle 50 rounds / Shotgun 20 rounds. / 22LR 20 rounds
Side Matches	
Cabin Bay 1	Speed Pistol, Rifle, Shotgun
Saloon Bay 2	Accuracy Shotgun and Annie Oakley
Jail Bay 3	Accuracy Pistol, Rifle, 1911
Rifle Range	Quigley, Long Range Buffalo Hunter, Wolf Hunter (match rifle), Wild Bill (revolver),
Pistol range	.22 Extravaganza - bring a .22 pistol and .22 rifle
Trap Field	Cowboy Clays – bring a box of shells and \$5.00 per shooter (paid at range)

SAFETY - SAFETY - SAFETY

Safety: In the event of an emergency, Ambulance service is available and can be called by cell phone or from the main clubhouse (one phone is inside the other is outside the entrance.

911 is the emergency number

Location: Mission and District Rod and Gun Club 10969 Dewdney Trunk Road, Mission BC

Provide instruction on where the injured person is within the club grounds and arrange to have someone meet the ambulance at the main road and direct them to where assistance is needed.

Have someone from your posse find the Match Director - Whistlin' Cat or Honey Hereford - and or the Range Master - EZ Dunn or Hairy Hereford - for additional assistance.

For accidents that do not require an ambulance or while waiting for an ambulance, First Aid should be administered. There are first aid kits located at middle loading bay in the Cowboy Action bays, in the Rifle Range building, and in the Clubhouse. There is also an AED (Automatic External Defibrillator) located in the clubhouse.

First aid attendants on your posse will be identified for you and in the event you don't have a first aid attendant on your posse, we will let you know the closest posse that has one.

In the event of an emergency requiring evacuation, there is one exit from the property, which is the main gate. Instructions will be provided in the event an evacuation is required.

RANGE RULES AND PROCEDURES

The RED MOUNTAIN RENEGADES will apply the most current SASS rules and Conventions to this match. These rules will only be superseded by the Policies and Rules of the Mission and District Rod and Gun Club where applicable.

MDRGC Policy

It is <u>MANDATORY</u> that all shooters and spectators have and use Eye Protection and Hearing Protection.

1. Any shots (other than shotgun pellets) fired over the berms will be assessed as follows:

A round over the berm will result in a Stage DQ. If it happens a second time, it will be assessed as a Match DQ. (if the shooter acquires a second Stage DQ - no matter for what infraction in the match - it will result in a Match DQ).

- 2. All Misses are five seconds penalties and Procedural penalties are ten seconds.
- 3. All shotgun targets are make-up unless they are a flyer or the stage description says otherwise.
- 4. All "no-hit" targets are five second penalties plus a miss penalty of five seconds.
- 5. All Bonus targets are scored as per specific stage descriptions included in this handbook.
- 6. Failure to engage or failure of "spirit of the game" is a 30 second penalty.
- 7. All scenario lines and actions are to be performed with "feeling" if the Timer Operator (TO) feels that is not the case the shooter will be asked to repeat the line or the action.
- 8. No ammunition may come from the TO or other shooters during the course of fire.
- 9. Leaving the Loading Table with a cocked rifle: In such instances, the shooter will be directed to point the rifle safely into the back berm, bring the hammer to full cock if it is in the half cock/safety position, then pull the trigger. If no round is fired, the shooter will be directed to finish staging their firearms in order to start the stage (No Call). If a round fires when the shooter pulls the trigger, the shooter will be assessed a Stage DQ and directed to proceed to the unloading table.
- 10. After a shooting string, all long guns are to be left empty with action open and placed in the appropriate rest. If the action closes accidentally while the shooter is otherwise engaged in the rest of the course of fire, the shooter will return to the long gun with the TO and ensure the action is clear. Appropriate penalties will be assessed according to the most current SASS rules.
- 11. Unless instructed otherwise by the TO, all revolvers/pistols are to be returned to leather empty & hammer down.
- 12. The 170-degree rule will be strictly enforced. All shooters MUST ensure that the muzzle of their firearm is always pointing straight down range +/- 85 degrees in any direction. Special care must be taken when drawing from a seated position, when returning pistols to leather, and when moving and turning with all firearms. A Stage Disqualification (SDQ) will result if rule is violated.
- 13. Every shooter will observe safe handling of all firearms (loaded or empty) and muzzle direction when not actively shooting a stage. This includes returning to the unloading table, taking firearms from or to gun carts, and removing firearms from scabbards or cases. Violation of this will result in an SDQ.

- 14. If a shooter receives a second SDQ, it will automatically result in an MDQ.
- 15. Any accidental discharge striking the ground, or any other object, within five feet of the shooter will result in an MDQ.
- 16. If you have a disagreement with a TO, do not argue. After you have made safe all of your firearms, the ruling may be politely and calmly appealed. See Assessing Penalties and Protests page 27 of the Shooters Handbook.
- 17. Everyone is a safety officer and therefore is responsible to report all safety violations to a posse or match RO. We are all here to have a fun and enjoy a safe shoot.
- 18. Discharge of any firearms, including main match, side matches and firearms safety checks will ONLY be performed under the direct supervision of an appointed RO.
- 19. Rifles MUST NOT have a live round chambered and shotguns MUST NOT be loaded outside of the designated shooters box.
- 20. A dropped empty gun will result in a SDQ. A dropped loaded gun will result in a MDQ. All dropped guns are "dead guns" & must ONLY be retrieved by the posse RO.
- 21. An empty gun that slips or falls from its designated rest after being carefully placed there by the shooter will not result in a penalty to the shooter. However, if a shooter carelessly places or chooses another rest for the gun and it falls, then a dropped gun penalty will be assessed.
- 22. This is a NO ALIBI MATCH. Once the first shot is fired in a stage, the shooter is committed to the stage & MUST complete it unless the TO stops the shooter for safety reasons. Firearm malfunctions, misfires, failing to load a firearm are not grounds for a re-shoot.
- 23. Failure of a range target or prop, a broken target or timer malfunction are grounds for a re-shoot at the discretion of the TO and the re-shoot time will be the recorded stage time.
- 24. No food wrappers or lunch leftovers should be put in the range garbage. Take the items with you or put them in the bear proof dumpster by the clubhouse. Food attracts bears.



REMEMBER TO HAVE FUN & SHOOT STRAIGHT AND CLEAN!!!

RMR WILD WEST SHOW 2023 ATTACK ON THE BURNING CABIN

STAGE 1, BAY 1, CABIN

Someone's set the cabin on fire and it's up to you and your posse to repulse the attackers and quell the flames.



10 pistol - holstered10 rifle - staged on porch shelf4+ shotgun - staged on table at corral

Shooter starts, with bucket in hands, at the skinny cabin window on the right.

When ready, shooter yells: "FIRE!!!" And then chucks the contents of the bucket of water on the burning cabin.

Shooter then sets the bucket down to the right, assuming the sass default position - hands at sides.

RO will give a standby and at the beep, shooter moves to big window of the cabin to engage pistol targets in a continuous Nevada sweep: 1 - 2 - 3 - 4 - 3 - 2 - 1 - 2 - 3 - 4. May begin on the left or right. Safely return pistols to leather and move to the porch. Engage rifle targets in the same continuous Nevada sweep you used for the pistols.

Return rifle to the shelf, open and empty.

Move to corral and retrieve shotgun to engage 4 fallers in any order. All must go down.

TEXAS JACK'S ROPING ACT

STAGE 2, BAY 1, CORRAL

Texas Jack was the first cowboy to perform rope tricks in a Wild West show. He was so skilled that the Pawnee called him Whirling Rope. Lucky he's already roped the steer for you, just hold on for a time...



4+ shotgun - staged on table at corral

10 rifle - staged on porch shelf

10 pistol - safely holstered

Shooter starts, standing at the corral with the end of the lasso in hands. (Other end is around steer's skull, thanks Jack!)

When ready, shooter says:

"Cowboys have a purpose."

At the beep, shooter drops lasso and picks up shotgun.

Knock down 4 shotgun fallers and return shotgun open and empty to table.

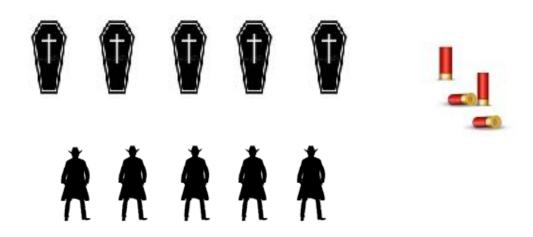
Move to porch and engage rifle targets:

May begin at either end. Return rifle open and empty to shelf.

Move to cabin window to engage pistol targets in the same sweep you used for the rifle;

CALAMITY JANE STAGE 3, BAY 2, SALOON

Calamity Jane was an American Frontierswoman, a sharpshooter, and a storyteller. Her stories officially reached a larger audience in 1893 when she joined the Wild West Show.



10 rifle - staged at left hand saloon window 10 pistol - safely holstered 4+ shotgun - staged at right hand saloon window

Shooter starts, standing at the left hand saloon window, with hands on hips and chest puffed out. When ready, shooter says:

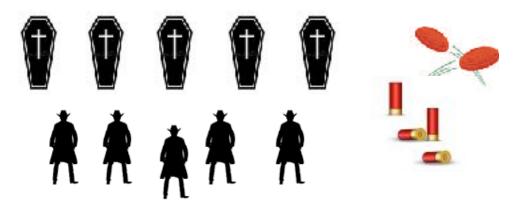
"If a girl wants to be a legend, she should go ahead and be one!"

At the beep, shooter engages rifle targets, through the window, using an outside-in sweep: 1-5-2-4-3 and repeat. May begin on the left or the right. Return rifle, open and empty to window and move to open saloon doors. Engage pistol targets in the same outside-in sweep you used for the rifle: 1-5-2-4-3 and repeat. Safely holster pistols and move to right hand saloon window and knock down 4 shotgun fallers.

ANNIE OAKLEY

STAGE 4, BAY 2, SALOON

When Annie Oakley joined the Wild West Show in 1885, she was the only female performer. Sitting Bull nicknamed her "Little Sure Shot" and adopted her as a daughter. Her audiences were charmed by her personality and awed by her skill.



10 pistol - safely holstered10 rifle - staged on table behind saloon doors4+ shotgun - staged on table behind saloon doors

Shooter starts with hands on closed saloon doors. When ready, shooter says:

"I ain't afraid to love a man, but I ain't afraid to shoot him either!"

At the beep, shooter pushes through the saloon doors and moves to table to engage pistol targets

Safely holster pistols and engage rifle targets , same as pistols:

Return rifle, open and empty to table and pick up shotgun. Shooter may load 2. Engage activator and then shoot flying target. May load 2 more. Engage second activator and then shoot second flying target.

* If flying targets are missed, shooter may make up on the extra shotgun fallers. Any make up fallers left standing after this are misses. *

WILD BILL HICKOK

STAGE 5, BAY 3, LIL TOMBSTONE

Wild Bill's menagerie has escaped, and the outlaws are trying to abduct the monkey!











10 pistol - holstered

10 rifle - staged on the windowsill at the hotel

4+ shotgun – staged on the windowsill at the hotel

Shooter starts in the jail, with both hands on the bars looking out the window. When ready, shooter says:

"Not my monkey!"

At the beep, shooter moves out of jail through the door to behind the table.

Shoot the 3 pistol targets:

1 - 1 - 2 - 3 - 3 and repeat.

Move to the hotel and shoot the 3 rifle targets

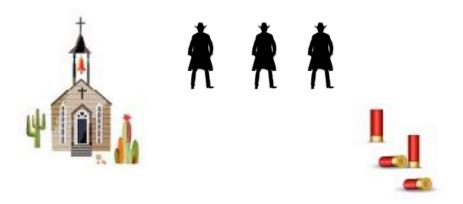
1 - 1 - 2 - 3 - 3 and repeat.

Make rifle safe by placing it on the table ledge, open and empty, facing the berm.

Shoot the shotgun fallers from the hotel window. All must go down.

THE PONY EXPRESS STAGE 6, BAY 3, LIL TOMBSTONE

You must get the mail to its destination, the church!



10 rifle - staged on the windowsill at the hotel 4+ shot gun - staged on the windowsill at the hotel 10 pistol - holstered

Shooter starts standing beside jail, with hands flat on the table. When ready, shooter says:

"Nothing can stop me now!"

At the beep, shooter grabs the mail pouch from the table and moves to the hotel window. Shoot the 3 rifle targets:

Place the rifle on the table ledge facing the berm.

Shoot the 4 shotgun fallers, all must go down.

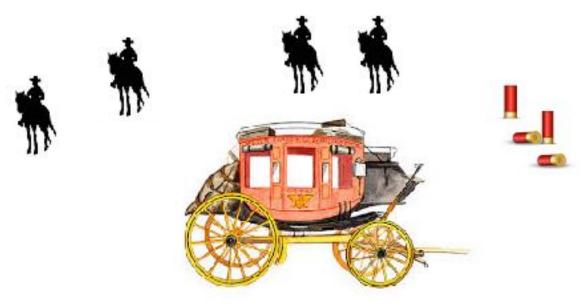
Place the shotgun on the table ledge facing the berm.

Move through the church door way **with** the mail pouch and deposit it safely. Shoot the 3 rifle/pistol targets through the window: 1 - 1 - 1 - 2 - 2 - 2 - 3 - 3 - 3.

RMR WILD WEST SHOW 2023 STAGECOACH ROBBERY

STAGE 7, BAY 4, RIFLE RANGE LEFT

The most famous stagecoach was the Deadwood Stage. It often carried gold from the Black Hills and was guarded by men with reputations nearly as bad as the highwaymen!



10 rifle - staged at rear of stagecoach, on ledge 10 pistol - safely holstered 4+ shotgun - staged at front of stagecoach

Shooter starts, standing at the rear of the stagecoach, hands shielding eyes from the sun, so you can see the riders gaining on the stagecoach.

When ready, shooter says: "I see trouble a'comin'!" At the beep, pick up your rifle and engage 2 cowboys in a double tap sweep. May start on left or right.

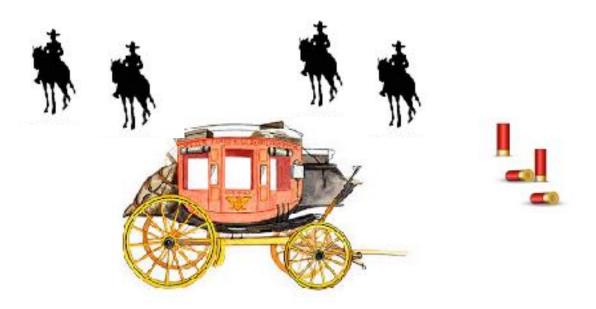
Return rifle, open and empty, to stagecoach rear ledge and move to open stagecoach door.

With your pistols, shoot 2 cowboys in the same double tap sweep as the rifle. Safely holster pistols and move to front of stagecoach.

Engage shotgun targets by double tapping each gong. Minimum 4 shots.

RMR WILD WEST SHOW 2023 STAGECOACH ROBBERY PART 2 STAGE 8, BAY 4, RIFLE RANGE LEFT

Once driven by Calamity Jane, The Deadwood Stage was eventually bought by Buffalo Bill Cody for his Wild West Show. Audiences thrilled to the reenactment of outlaws galloping after the stage! ...And here they come again!



4+ shotgun - in hand, at front of stagecoach 10 rifle - staged at rear ledge of stagecoach 10 pistol - safely holstered

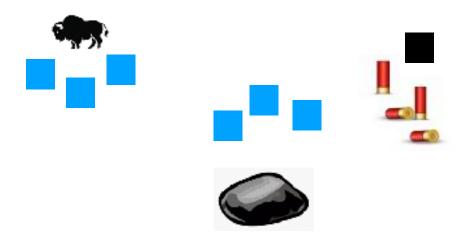
Shooter starts, at the front of the stagecoach, with shotgun in hands.

When ready, shooter says: "I see trouble a'runnin'!"
At the beep, shooter loads shotgun and alternately shoots each gong once and then repeats by shooting each gong AGAIN!
Put open and empty shotgun down on front of stagecoach.
Move to rear of stagecoach and retrieve rifle from back ledge.
Shoot 5 at one cowboy and then shoot 5 at the other.
Return rifle open and empty to back ledge.
Move to open stagecoach door and with your pistols, shoot 5 at one cowboy and then shoot 5 at the other, same as the rifle.

RMR WILD WEST SHOW 2023 BUFFALO BILL CODY - BUFFALO SHOOT

STAGE 9, BAY 5, RIFLE RANGE RIGHT

They claim Buffalo Bill Cody shot 4280 buffalo. Here's your shot!



10 rifle - in hand and on target10 pistol - safely holstered4+ shotgun - staged on Flat Top Rock

Shooter starts to left of Flat Top Rock, rifle in hand and pointing at Buffalo target. When ready, shooter says:

"Four thousand two hundred and eighty-one!"

At the beep, action rifle and shoot the buffalo once, then triple tap the rifle targets, starting in the centre and then either direction: Buffalo - 2 - 2 - 2 - 1 - 1 - 1 - 3 - 3 - 3.

Make rifle safe at Flat Top Rock.

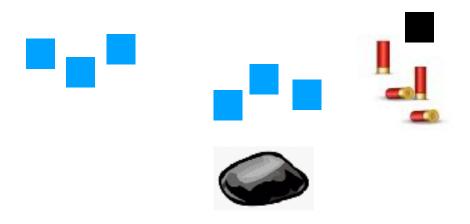
Engage centre pistol target 4 times, then triple tap the other targets same direction as the rifle:

2 - 2 - 2 - 1 - 1 - 1 - 3 - 3. Safely holster pistols. Engage 4 shotgun swing paddles in any order. All must swing!

Note: If buffalo was missed on first shot, you can make up with shotgun on square target at end of stage. Spotters to advise extra shot required at end of shotgun string.

RMR WILD WEST SHOW 2023 SITTING BULL - TATANKA IYOTAKE STAGE 10, BAY 5, RIFLE RANGE RIGHT

Sitting Bull gave most of his earnings from the Wild West Show to less fortunates that he met along the tour, and his family back home on the reservation.



10 pistol - safely holstered10 rifle - staged on Flat Top Rock4+ shotgun - staged on Flat Top Rock

Shooter starts standing behind Flat Top Rock, with peace pipe in hands and in front of face as though smoking.
When ready, shooter says:

"I am here by the will of the Great Spirit."

At the beep, place peace pipe on rock. Engage pistol targets in a Delta Green sweep:

May begin on left or right. Safely reholster pistols.

Pick up rifle and engage rifle targets same as pistol:

Engage 4 shotgun swing paddles in any order. All must swing!

RMR WILD WEST SHOW RAW **MISSES** MSV **P**. **TOTAL** SDQ STAGE TITLE TIME 1/10 MDQ 1/5 1/10 TIME ATTACK ON 1 THE BURNING **CABIN TEXAS** 2 JACK'S **ROPING ACT CALAMITY** 3 JANE ANNIE 4 **OAKLEY** WILD BILL 5 **HICKOK** THE PONY 6 **EXPRESS STAGECOACH** ROBBERY 1 **STAGECOACH** 8 **ROBBERY 2 BUFFALO BILL** 9 **BUFFALO SHOOT** SITTING BULL 10 TATANKA **IYOTAKE** *** MATCH ALL DONE! **TOTALS**

