

Gunfight at Givhans Ferry 2016 Schedule

Thursday, November 10th

- 8:30 AM Range Opens
- 8:30 AM - 12:30 PM RO1 Course (in the classroom trailer)
- 9:00 AM - 5:00 PM Registration (in the classroom trailer)
- 9:00 AM - 11:30 AM Doily Gang Clinic (Cowboys & Cowgirls)
- 9:30 AM Black Powder Match (be ready in the big tent)
- 10:00 AM - 4PM Side Matches
- 10:00 AM Warmup Blast for AM (meet at Bay 7 for safety briefing)
- 1:00 PM Wild Bunch Match (be ready in the big tent)
- 1:00 PM Warmup Blast for PM (meet at Bay 7 for safety briefing)
- 1:00 PM - 5:00 PM RO2 Course (in the classroom trailer)
- 2:00 PM - 5:00 PM Swap Meet (in the big tent)
- 4:00 PM - 5:00 PM Team Challenge Match
- 5:00 PM Free Shooter's Appreciation Dinner (in the big tent)
(range closes after dinner)

Friday, November 11th

- 7:00 AM Range & Registration Opens
- 8:30 AM Opening Ceremony & Mandatory Safety Mtg. (AM Shooters)
- 9:00 AM Start Shooting (AM Shooters)
- 12:00 PM Opening Ceremony & Mandatory Safety Mtg. (PM Shooters)
- 12:30 PM Start Shooting (PM Shooters)
- 4:00 PM Territorial Governor's Mtg. (in trailer; after PM wave)
- 5:00 PM Range Closes

Saturday, November 12th

- 7:30 AM Range Opens
- 9:00 AM Start Shooting (AM Shooters)
- 12:30 PM Start Shooting (PM Shooters)
- 5:00 PM Range Closes
- 6:00 PM Social Hour at Summerville Country Club
- 7:00 PM Banquet at Summerville Country Club
- Costume Contest, Side Match Awards, Black Powder, Wild Bunch, and Warmup match

Sunday, November 13th

- 8:00 AM Range Opens
- 8:30 AM Cowboy Church (in trailer)
- 10:00 AM Salute to our Veterans and Awards Ceremony
Shootoff: Top 16 Overall / Top 8 Ladies / all 16 & under

SASS presents the

Southeast Regional Championship



The Gunfight at Givhans Ferry
November 10-13, 2016

Hosted by the
Palmetto Gun Club and
The Geechee Gunfighters



**Hey, listen up....
These are the
Rules of the Range**

Range Master

J. M. Brown

- **Rules:** This is a SASS match where all SASS rules apply (unless stated otherwise in the stage description).
- **Scoring:** Main Match Scoring will be SASS Rank Point Scoring.
(MDQ = 999.99, SDQ = 999.90, DNF = 999.00)
- **Timer Operators:** TOs' can call and override Procedures, but not Misses. Be 100% sure of your call. If you are unwilling to make a call on a shooter, do not run the Timer or Spot.
- **Long Gun in Hand:** A long gun held "in hand" means the gun may be held in a safe position of the shooter's choice, including at the shoulder. No round may be in the chamber.
- **Port Arms:** Port arms requires the butt of the long gun to be at the shooters hip, the muzzle no higher than the shooter's shoulders, and the muzzle not pointed over the berm.
- **Staging:** Rifles and shotguns, when staged on tables, will have their muzzles pointed downrange with the entire trigger *guard* on the table. The butt can hang off the table. Pistols are returned to the holsters after shooting the string, unless staged in the scenario (see the stage options).
- **Starting Positions:** If no starting position is given, the shooter shall stand fully erect with revolvers holstered and hands at the side, not touching any firearm.
- **Knock Down Targets:** KD targets must be knocked down to be counted as a hit, except Buckaroos and Buckarettes. If a KD target falls, then bounces back up, it is a hit.
- **Reloading SG:** Reloading shotguns on the move is allowed as long as the action stays open.
- **Loading Table Etiquette:** Holster pistols after loading table officer gives the ok. Loaded pistols are put on the table, if you leave the table. Keep moving to the right to make room for other shooters.
- **PARTIAL LOST BRASS MATCH:** Due to the shortage in brass, this will be a partial lost brass match; just keep your posse moving.

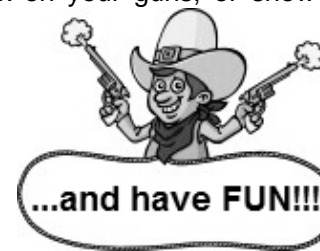
- **Spotters:** Please give your undivided attention to each shooter.
Remember...

... and more rules



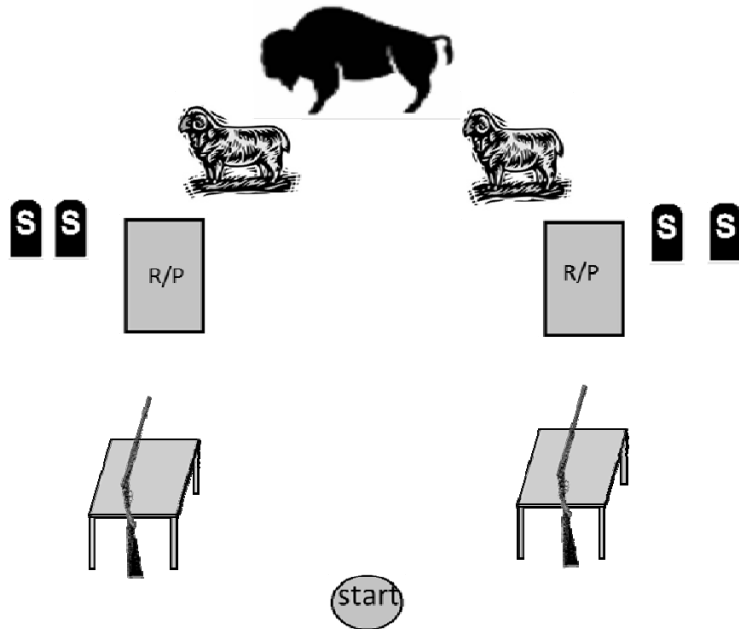
- If you *think* it's a hit, it is a hit!
 - If you *think* it's a miss, it is a hit!
 - If you know it's a miss, it is a miss!
 - If you *think* it is a procedural, it is a no call.
- >> If you are not comfortable spotting, do not spot. <<**

- **Posse System:** Everyone should help as best as they physically can in order to keep the posse moving. Do not leave your position unattended; find a replacement. The schedule has been designed so the posse will not feel rushed. Please do your part in helping the posse run smoothly.
- **Berm Marshals:** Berm Marshals are to monitor the individual events and ensure consistency from posse to posse. They will not run stages, but will observe. If a ruling is required, Berm Marshals do not determine the call, but will assist in contacting the Range Master.
- **Restarts:** Restarts are allowed prior to the first round down range. Abusing the restart courtesy will not be tolerated.
- **Reshoots:** Reshoots will be allowed only after the Range Master grants a reshoot. R.O. impairing the shooter or timer/target/prop malfunction requires reshoots. After a shooter's 1st round of a stage has gone down range, there will be no reshoots for firearm, ammunition, or equipment malfunctions. Target that falls after the 1st round is fired is not grounds for a reshoot. Shooter will fire round(s) where the target was located.
- **Disputes:** Disputes must not hold up other shooters. The R.O. will have the Berm Marshal contact the Range Master to resolve the dispute. Further escalation will be brought to the Match Director who in turn, will appoint a 3 person jury for final judgment (TGs and/or RO Instructors).
- **DQ:** No DQ Forward rules apply.
- **Muzzles:** If you want to clean your guns, work on your guns, or show someone your guns, please do so at the loading/unloading table, keeping the muzzle pointed up or towards the berm.
- **Misc:** Alcoholic beverages are prohibited on the PGC range. Motorized gun carts will park on the outside of the fences, not blocking the road.



STAGE 1

Sponsor: Carolina Rod and Gun, Inc.



10 Rifle, 10 Pistol, 4+ Shotgun

Order: rifle, pistol, shotgun

Staging: Pistols holstered, shotgun staged on either table, rifle in hands with one foot touching the start plate (shooter's choice of stance).

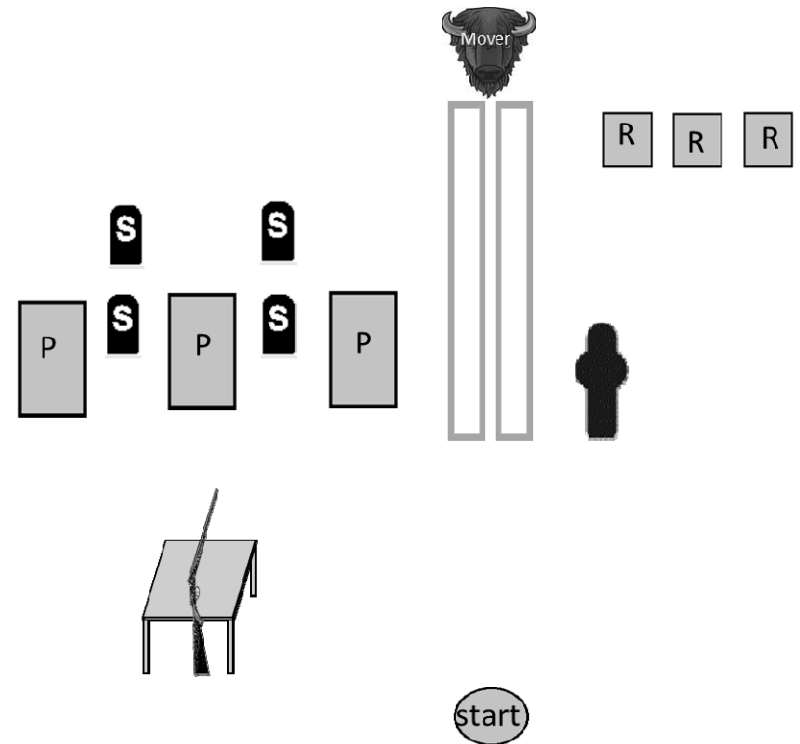
Line: "I'm willing, are you?"

ATB: *With rifle*, place two rounds each on the rams and buffalo, *then* place two rounds on each rectangle. Move to either table and make rifle safe. *With first 5 pistol rounds*, place two rounds on a rectangle, *then* one round on the rams and buffalo. Repeat instructions for next 5 pistol rounds using the same rectangle target. *With shotgun*, knock down the two shotgun targets in front of you, *then* move to other table and knock down the other two shotgun targets.

NOTE: Both pistols are shot from the same table.

STAGE 2

Sponsor: Cherokee Maddog



10 Rifle, 10 Pistol, 4+ Shotgun

Order: rifle, pistol, shotgun –or– rifle, shotgun, pistol

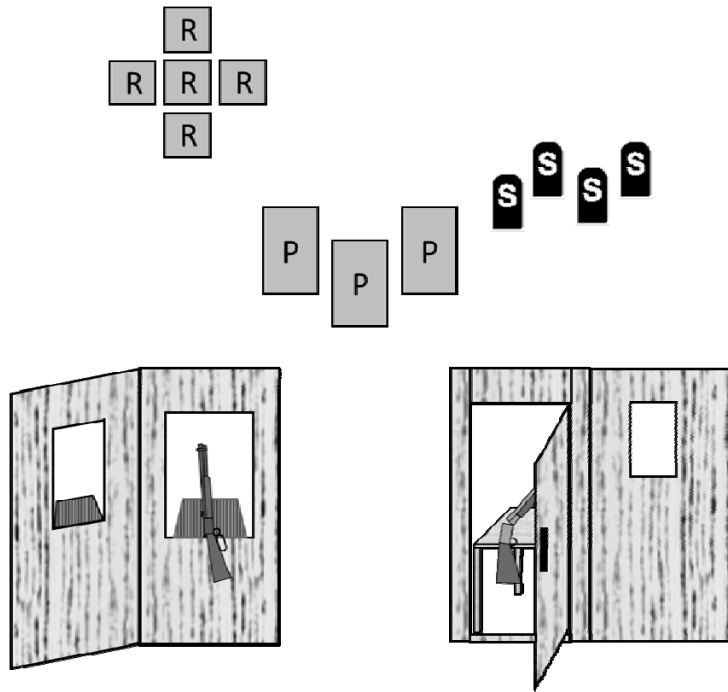
Staging: Pistols holstered, shotgun staged on table, rifle in hands with one foot touching the start plate (shooter's choice of stance).

Line: "I don't like to kill friends!"

ATB: *With rifle*, engage the rifle targets by first knocking down the actuator target, *then* place 4 rounds on the buffalo, *then* Nevada sweep the 3 static targets for five rounds. Move to the table and make rifle safe. Shooter's choice as to the order that shotgun and pistols are used. *With shotgun*, knock down the four shotgun targets in any order. *With pistols*, engage the pistol targets in two five-round Nevada sweeps (may start on either end with each sweep).

STAGE 3

Sponsor: Blue Boy Bullets



10 Rifle, 10 Pistol, 4+ Shotgun

Order: rifle, pistols, shotgun

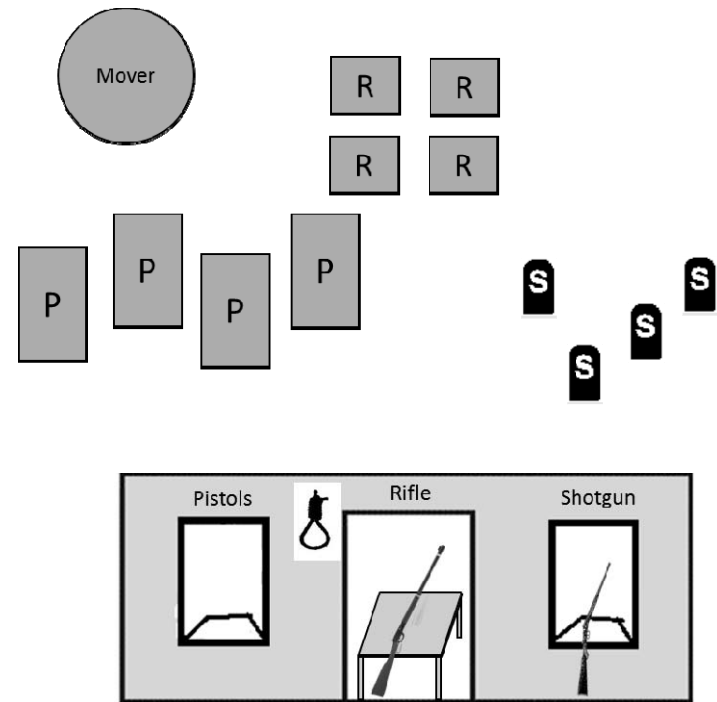
Staging: Pistols holstered, shotgun staged on table behind closed door, rifle staged on table in large window. Start at rifle position with hands at low surrender (shooter's choice of stance).

Line: "Don't shoot the priest!"

ATB: *With rifle*, double-tap the middle rifle target, *then* engage the other four rifle targets in continuous clockwise or counterclockwise single tap sweep for 8 rounds. Make rifle safe in window and move towards the door. Engage the pistol targets anywhere between the window and door structures. *With pistols*, starting on either end, engage the pistol targets in two 2-1-2 sweeps. Open the door and *with shotgun*, knock down the four shotgun targets in any order.

STAGE 4

Sponsor: Page Custom Knives



10 Rifle, 10 Pistol, 4+ Shotgun

Order: rifle, pistols, shotgun –or– rifle, shotgun, pistols

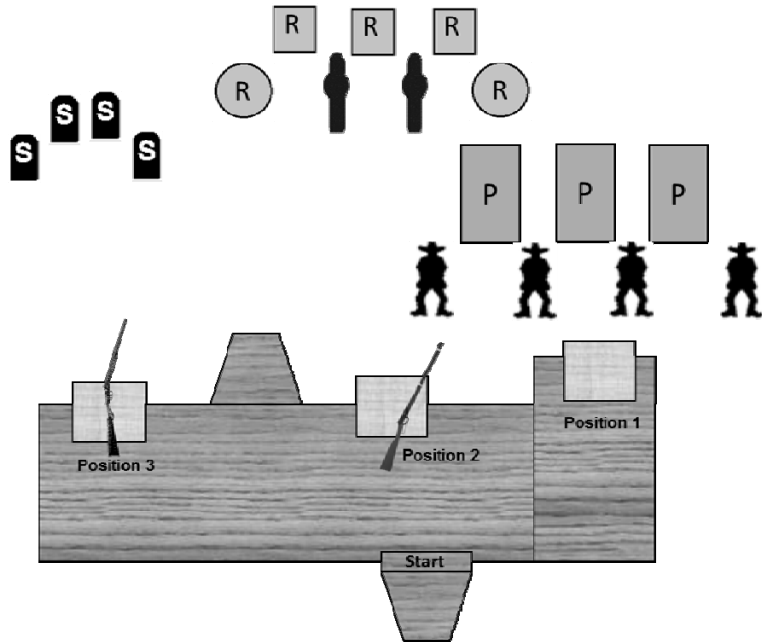
Staging: Pistols holstered, rifle staged on table in doorway, shotgun in right window. Start standing at doorway with both hands on noose (shooter's choice of stance).

Line: "He has nerves of iron, but rocks for brains!"

ATB: Pull the noose to release the moving target. *With rifle*, double-tap the moving target, *then* double-tap the four stationary rifle targets. Make rifle safe on doorway table. Shooter's choice to which window to move to next. *If moving first to left window, with pistols*, starting on either end, engage the pistol targets in a 2-3-2-3 sweep. Move to the right window and *with shotgun*, knock down the shotgun targets in any order.

STAGE 5

Sponsor: The Doily Gang



10 Rifle, 10 Pistol, 4+ Shotgun

Order: pistols, rifle, shotgun

Staging: Pistols holstered, rifle staged on middle table, shotgun on left table. Start at office doorway, holding key ring in both hands (shooter's choice of stance).

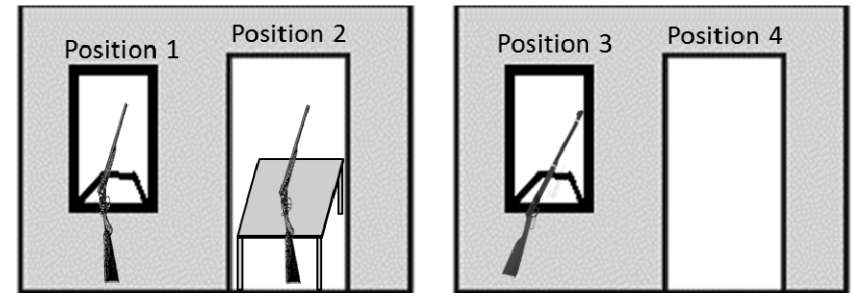
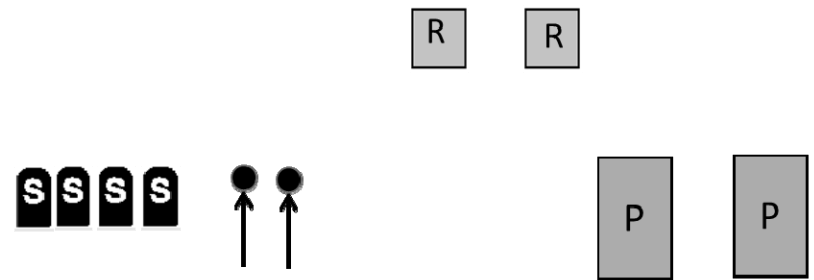
Line: "A grizzly chewed off my big toe!"

ATB: Move to position 1 and **with pistols**, starting on either end (cowboy), sweep the pistol targets by alternating single taps on the cowboys and double taps on the rectangles. Move to position 2 and **with rifle**, starting on either end, sweep rifle targets by alternate single taps on the bottom row targets and double taps on the top row (square) targets. Move to position 3 and **with shotgun**, knock down the four shotgun targets in any order.

NOTE: Missed rifle knockdown targets can be made up with shotgun at any time.

STAGE 6

Sponsor: Savannah River Rangers



10 Rifle, 10 Pistol, 6+ Shotgun

Order: shotgun, rifle, pistols –or– pistols, rifle, shotgun

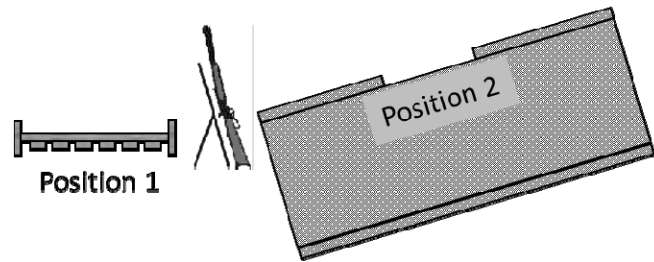
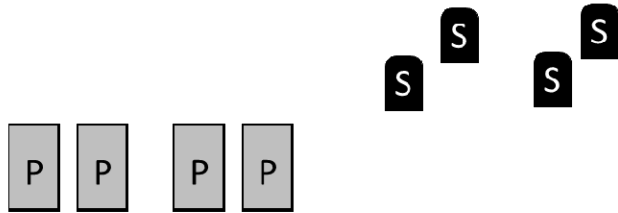
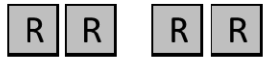
Staging: Pistols holstered, rifle staged on table at Position 3. Shotgun on table at Position 1 or 2. Start at either Position 1 or 4, hands at full surrender (shooter's choice of stance).

Line: "You're a man after my own heart!"

ATB: **If starting at position 1, with shotgun**, knock down the 4 shotgun targets in any order. Move to position 2 and break the 2 clays (any hole counts). Move to position 3 and **with rifle**, starting on either target, engage the two rifle targets in an alternating regressive sweep (4-3-2-1). Move to position 4 and **with pistols**, starting on either end, engage the pistol targets per the rifle instructions.

STAGE 7

Sponsor: Geechee Gunfighters



10 Rifle, 10 Pistol, 4+ Shotgun

Order: rifle, pistols, shotgun

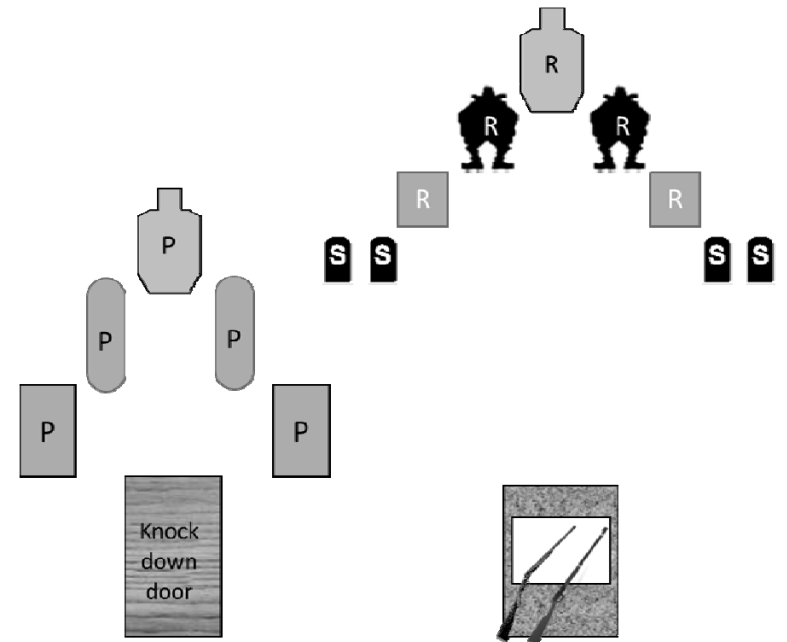
Staging: Pistols holstered, rifle in hands at position 1 (shooter's choice of stance), shotgun staged on table at position 3.

Line: "Don't blink!"

ATB: *With rifle*, starting at either end, engage the rifle targets in a 3-2-2-3 sweep. Make rifle safe on vertical rack. Move to position 2 (in tunnel) and *with pistols*, engage the pistol targets per the rifle instructions. Move to position 3 and *with shotgun*, knock down the four shotgun targets in any order.

STAGE 8

Sponsor: Palmetto Arms, LLC



10 Rifle, 10 Pistol, 4+ Shotgun

Order: pistols, rifle, shotgun –or– shotgun, rifle, pistols

Staging: Pistols holstered, rifle and shotgun staged on table in window. Start behind either the knockdown door or the window (shooter's choice of stance) with both hands on hat (hat on head).

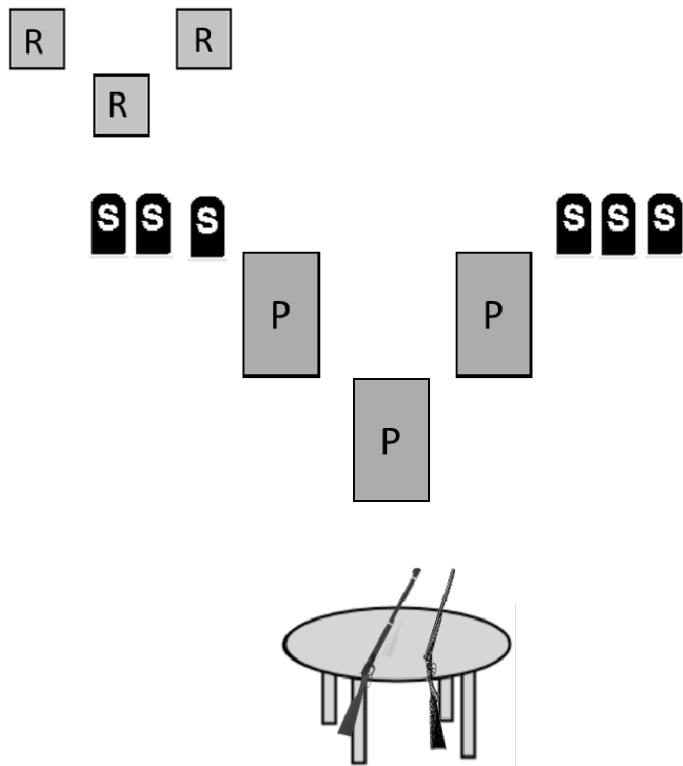
Line: "I'll have my revenge now!"

ATB: *If starting behind knockdown door*, knock down the door and *with pistols*, engage the pistol targets by placing 3 rounds on the rectangular targets, place one round on the oblong targets, and two rounds on the middle (IDPA) target. Move to window and *with rifle*, engage the rifle targets per the pistol instructions (square targets in lieu of rectangular targets and cowboys in lieu of oblong targets). *With shotgun*, knock down the four shotgun targets in any order.

NOTE: This is a round-count stage.

STAGE 9

Sponsor: Rizing Sun Goods



10 Rifle, 10 Pistol, 6+ Shotgun

Order: rifle, pistols, shotgun –or– rifle, shotgun, pistol

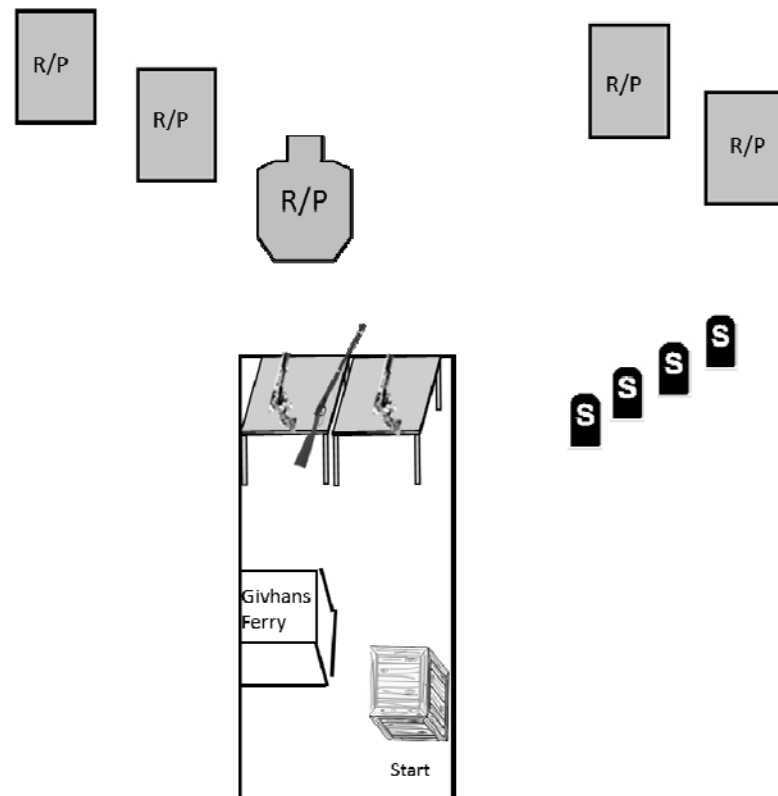
Staging: Pistols holstered, rifle and shotgun staged on table. Start standing behind table, both hands touching table, but not touching a gun (shooter's choice of stance).

Line: "Let's drink scotch and play poker!"

ATB: *With rifle*, engage the rifle targets by placing three rounds on the center target, *then* place one round on each end target, *then* repeat instructions. *Pistols and shotgun may be shot in any order. With shotgun*, knock down the six shotgun targets in any order. *With pistols*, engage the pistol targets per the rifle instructions.

STAGE 10

Sponsor: Palmetto Gun Club



10 Rifle, 10 Pistol, 4+ Shotgun

Order: shotgun, pistol, rifle, pistol

Staging: Pistols and rifle staged on tables, shotgun in hands at start position, both feet behind the box (shooter's choice of stance).

Line: "You are a low down liar!"

ATB: *With shotgun*, knock down the four shotgun targets in any order. Move to tables and make shotgun safe on a table. *With 1st 5 pistol rounds*, place one round on each of the five rifle/pistol targets; first or last round must be on IDPA type target. Return pistol (s) to table or holster. *With rifle*, repeat pistol instructions twice for 10 rounds. Make rifle safe and *with last 5 pistol rounds*, repeat the pistol instructions.