

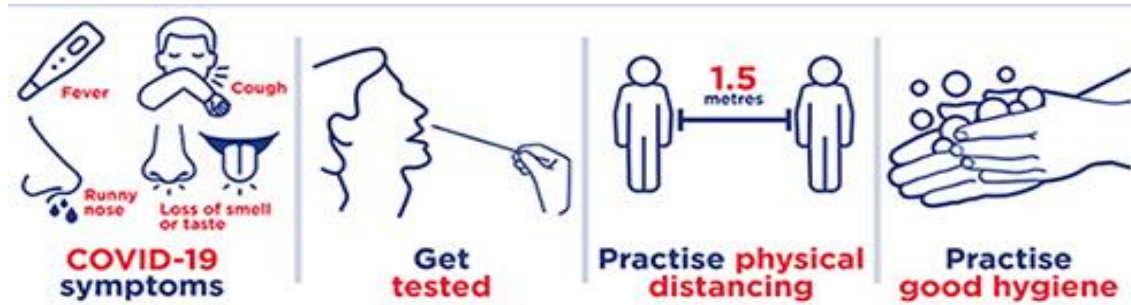


# WELCOME

MEMBERS & GUESTS TO THE 2021 SSAA  
QUEENSLAND SINGLE ACTION STATE  
CHAMPIONSHIPS

HOSTED BY TOWNSVILLE BRANCH INC. ANOTHER  
PROUDLY OWNED SSAA QUEENSLAND STATE  
COMPLEX

WE HOPE YOU ENJOY THE MATCH



## LOCAL RANGE RULES & HELPFUL INFORMATION

Townsville Q22 club has a set of range standing orders they are located in the range box and on the notice board at the entry point to each range. These range rules are used in conjunction with the latest version of the SASS International handbook.

We all know the safety/rules in Single Action and by using the BUDDY system we can help those who may not be as sure. Let's do this in a friendly manner please.

This is a "no alibi" match this means once the first round is down range the competitor is committed to the stage. Remember benefit of the doubt goes to the shooter first, last and always.

### SPEED EVENTS

The speed events will be shot after the first day's stages. You will require 10 rounds for both speed pistol and rifle and there will be at least five shotgun shells needed.

### LONG RANGE

Long range rifle will be shot Friday morning prior to the main match. We may have a later session if we have enough shooters and time. We will run through both nitro and black powder single shot followed by Lever action rifle calibre prior to moving distances. Long range pistol cal and .22 rifle events will be held on the 200m range Saturday following the main match.

There will be a time limit placed on shooters in order to get all through in a timely manner. Please, do not take forever as the RO running the event will call a loss.

### WOODCHOP CHALLENGE

Three shooters will be needed for this competition.

The target is a paling and the time will only stop once it has fallen beyond the horizontal.

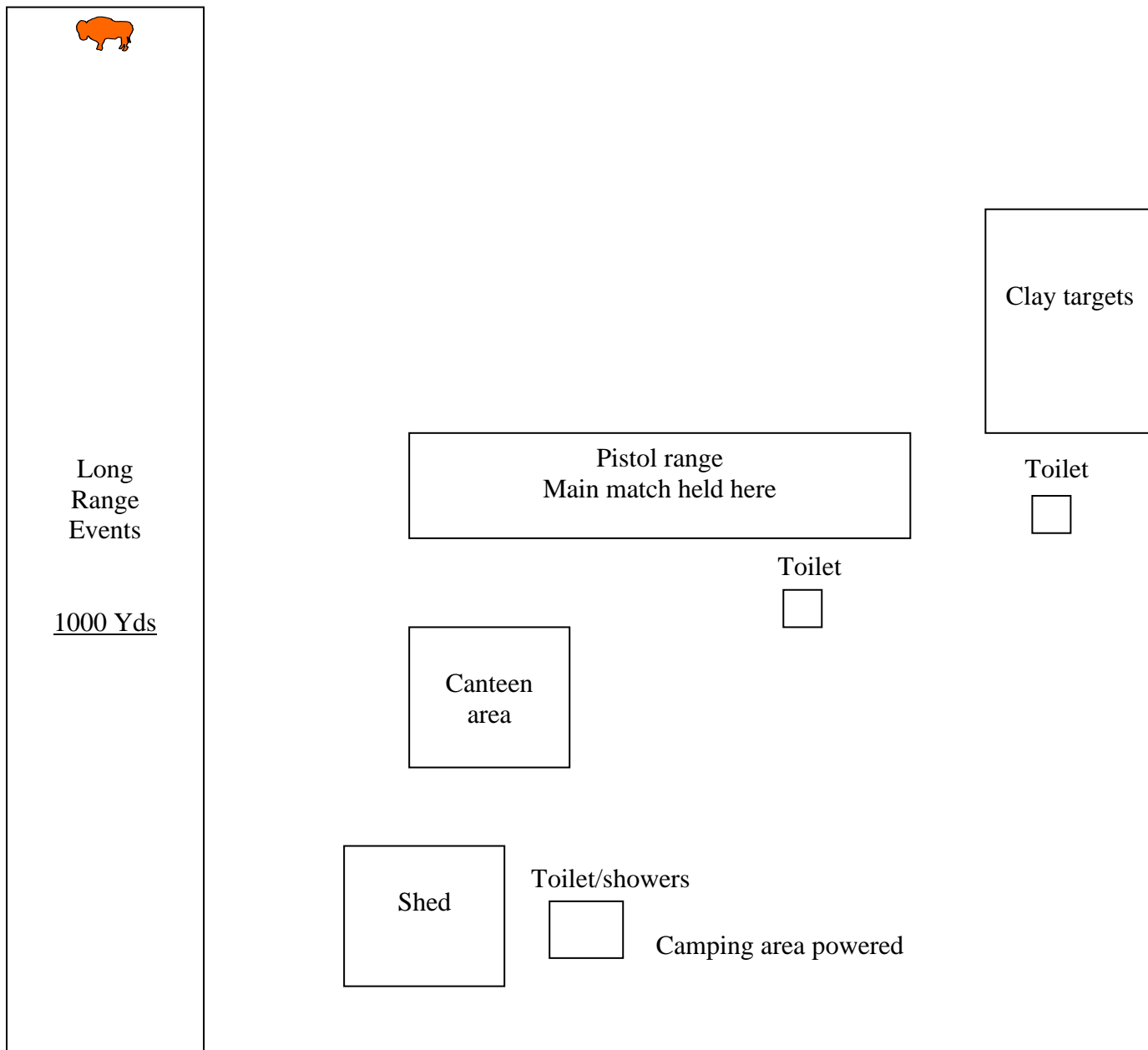
All three competitors will have 1 pistol and a rifle. Both will be loaded and placed on the table. On the buzzer start cutting with your pistols, then the rifles. Extra ammo if required, will be loaded under the clock spare ammo may be placed on the table only the rifles may be reloaded. This shoot will be held on Sunday following the main match.

### COWBOY CLAYS

Cowboy clays will be shot on the shotgun range it will be a 25-target event and will be shot 5 targets from each station before moving. This is known as 5 stand and is basically how it is shot at Chisholm trail. Payment for this event will be taken on the day at the shotgun range. It is \$10.00 per round, if there is spare spaces those wanting to have another go will be able to.

Be safe and have fun.

# HERVEYS RANGE SHOOTING COMPLEX



Main entrance, off Hervey Range Road

This is a simple plan of the main areas being used.  
There are other building etc that are not shown on this map as they will not be used.



## PROGRAM



### Wednesday

Long range sighting in and practice

### Thursday

Pat Garrett match starting 1pm on rifle range. RO1 course 6pm depending on numbers

### Friday

Long Range buffalo and lever action 8am sharp with practice time permitting, all shooting to be finished by 5pm

Dinner will be served around 6.30pm

### Saturday

6.30am breakfast

7.00 RO walk through and shooters brief

8am sharp first 6 stages

Lunch & side events

2.30 Speed events and pistol cal lever action .22 match.

6.30-7.00pm Dinner, drinks till late

### Sunday

6.30am breakfast

7.00 RO walk through and shooters brief

8am sharp last 6 stages

Lunch & side events

Single action Discipline sub-committee meeting.

Shindig/presentations

### FOOD AND DRINKS

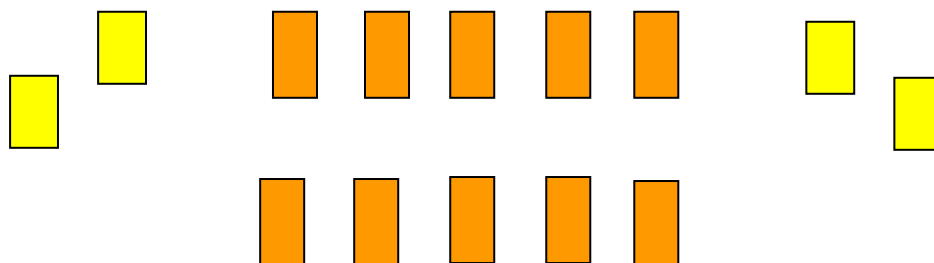
The club will have lunch available both days, drinks will be available during the day and there will be Urns with cold water available near the coffee stand. Tea and coffee are free and available all day. NO ALCOHOL until all shooting is finished.

Shoot safe and have fun.

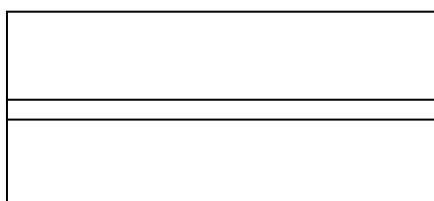
Kind Regards

*Dixon Mills*

## STAGE 1



Pos A



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 4+

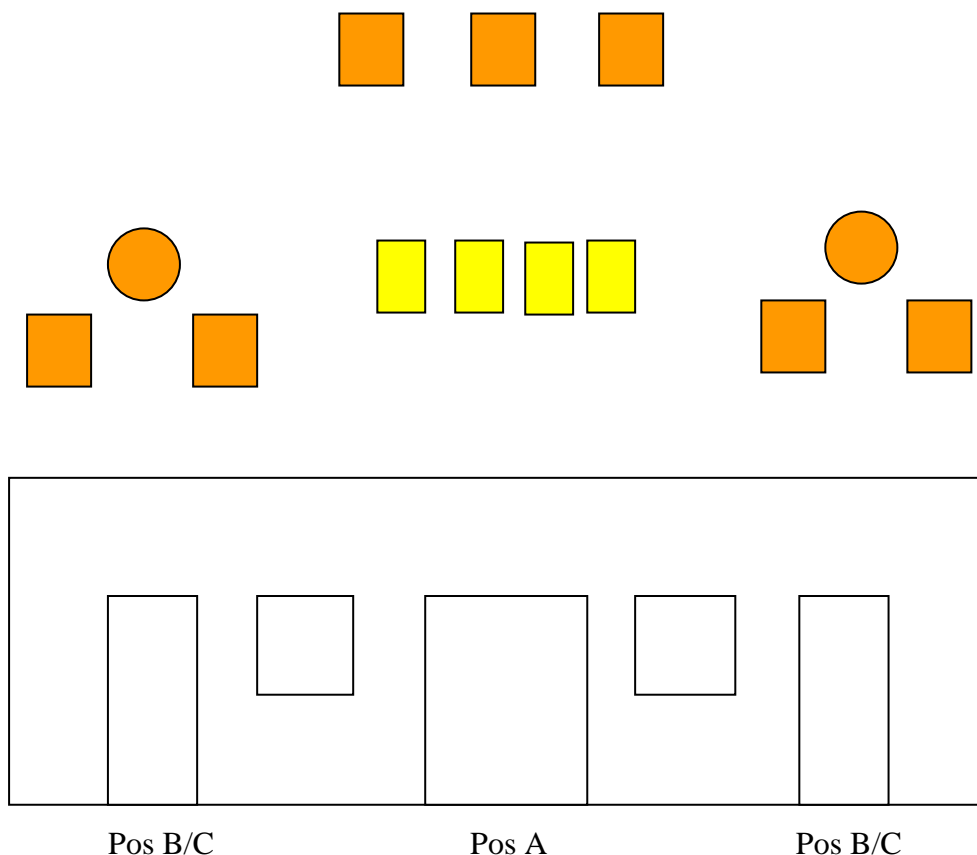
AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN ROUNDS. STAGE SHOTGUN & RIFLE AT POS A ON THE TABLE

### **PROCEEDURE:**

START WITH HANDS ON THE BENCH, CALL OUT "NO DEAL" ON THE BUZZER DOUBLE TAP THE PISTOL TARGETS REHOLSTER, TAKE UP RIFLE AND DOUBLE TAP THE RIFLE TARGETS & MAKE SAFE TAKE UP SHOTGUN AND KNOCKDOWN THE 4 TARGETS ANY ORDER

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 2



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 4+

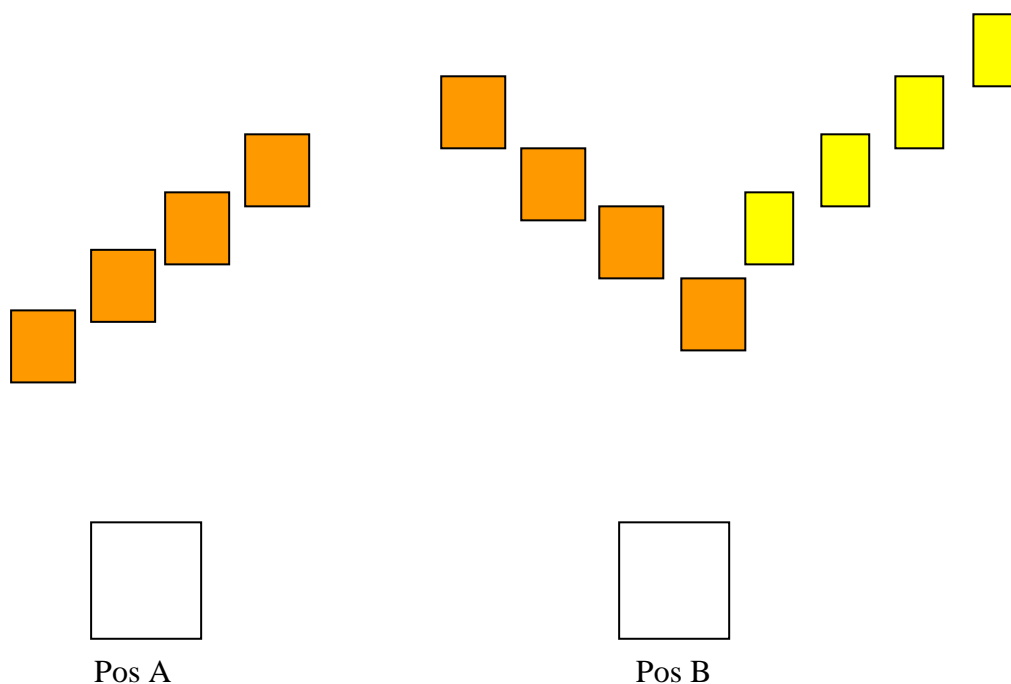
AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN RDS. STAGE SHOTGUN & RIFLE AT POS A ON THE BARREL

### **PROCEEDURE:**

STARTING AT POSITION, A WITH RIFLE AT PORT ARMS, ON THE BUZZER NEBRASKA SWEEP THE RIFLE TARGETS FROM EITHER END, MOVE TO POS B WITH RIFLE, MAKE SAFE. ENGAGE ALL 3 PISTOL TARGETS MOVE TO OPPOSITE END ENGAGE ALL 3 PISTOL TARGETS RETURN TO POS A TAKE UP SHOTGUN AND KNOCKDOWN THE 4 TARGETS (PISTOL AND SHOTGUN ANY ORDER).

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 3



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 4+

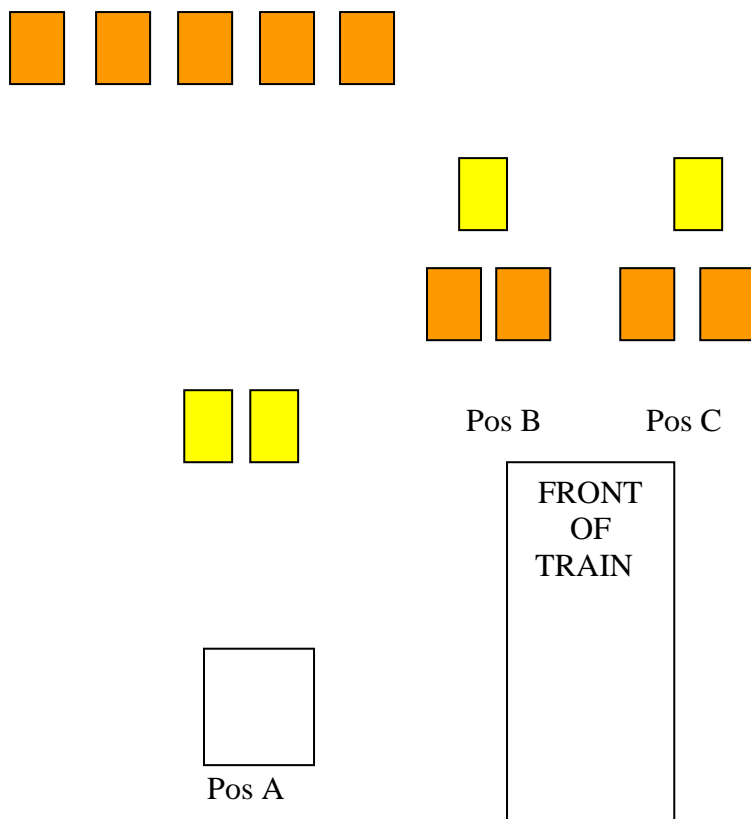
AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND  
HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN RDS.  
STAGE SHOTGUN & RIFLE AT POS B

### **PROCEEDURE:**

STARTING AT POSITION, A WITH HANDS ON THE TABLE, ON THE BUZZER  
REVERSE LAWRENCE WELK SWEEP THE PISTOL TARGETS FROM FRONT  
TO BACK REHOLSTER & MOVE TO POS B TAKE UP YOUR RIFLE REPEAT  
THE SEQUENCE MAKE SAFE, TAKE UP YOUR SHOTGUN AND ENGAGE  
THE TARGETS FRONT TO BACK.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 4



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 4+

AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN RDS. STAGE SHOTGUN & RIFLE AT POS A ON THE TABLE

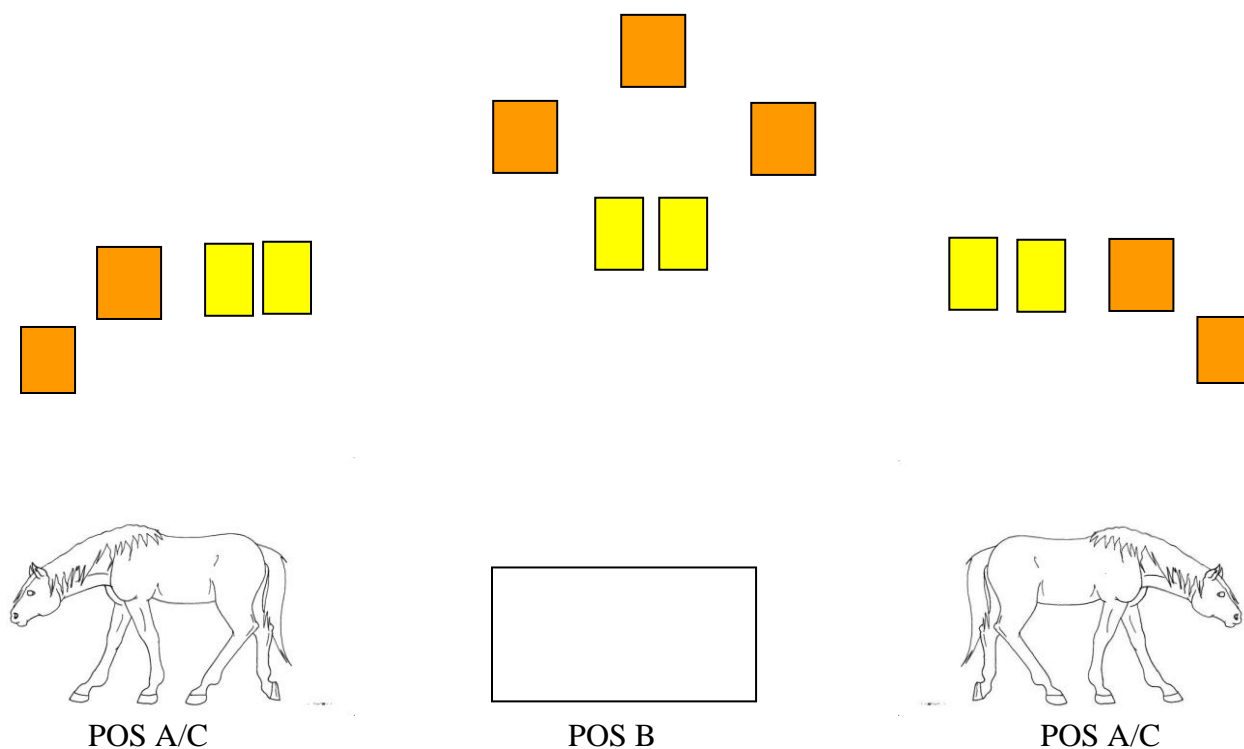
### **PROCEDURE:**

STARTING AT POSITION, A BESIDE TRAIN. PLACE YOUR HANDS ON THE RIFLE WHEN READY, ON THE BUZZER DOUBLE TAP THE RIFLE TARGETS FROM THE LEFT MAKE SAFE, TAKE UP SHOTGUN AND ENGAGE THE 2 KNOCKDOWNS. MOVE TO POS B (IN THE TRAIN) WITH SHOTGUN, ENGAGE THE 1 KNOCKDOWN THEN MOVE TO C AND DO THE SAME. MAKE SHOTGUN SAFE, DRAW YOUR PISTOL & ENGAGE PISTOL TARGETS TO YOUR FRONT RETURN TO POS B AND ENGAGE PISTOL TARGETS TO YOUR FRONT.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE



## STAGE 5



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 6+

AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 6+ SHOTGUN RDS. STAGE RIFLE AT POS B THEN STAGE SHOTGUN AT POS A THE END YOU WILL BE STARTING FROM.

### **PROCEEDURE:**

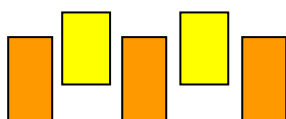
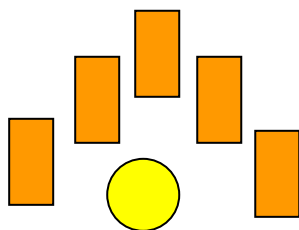
STARTING AT POSITION, A, HANDS ON YOUR HIPS YELL OUT "IM HAVING FUN" ON THE BUZZER ENGAGE THE PISTOL TARGETS 3,2 FROM THE OUTSIDE REHOLSTER TAKE UP SHOTGUN AND ENGAGE THE 2 TARGETS

MOVE TO POS B WITH SHOTGUN SWAP FOR YOUR RIFLE AND NEBRASKA SWEEP THE RIFLE TARGETS FROM EITHER END MAKE SAFE, TAKE UP SHOTGUN ENGAGE THE 2 TARGETS IN FRONT OF YOU

MOVE TO POS C WITH SHOTGUN AND TAKE OUT THE LAST 2 KNOCKDOWNS THEN ENGAGE PISTOL TARGETS 3,2 FROM THE OUTSIDE.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 6



STAGE GUNS  
ON HERE

### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 5+

AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND  
HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 5+ SHOTGUN RDS.  
STAGE ALL FIREARMS ON THE CART.

### **PROCEDURE:**

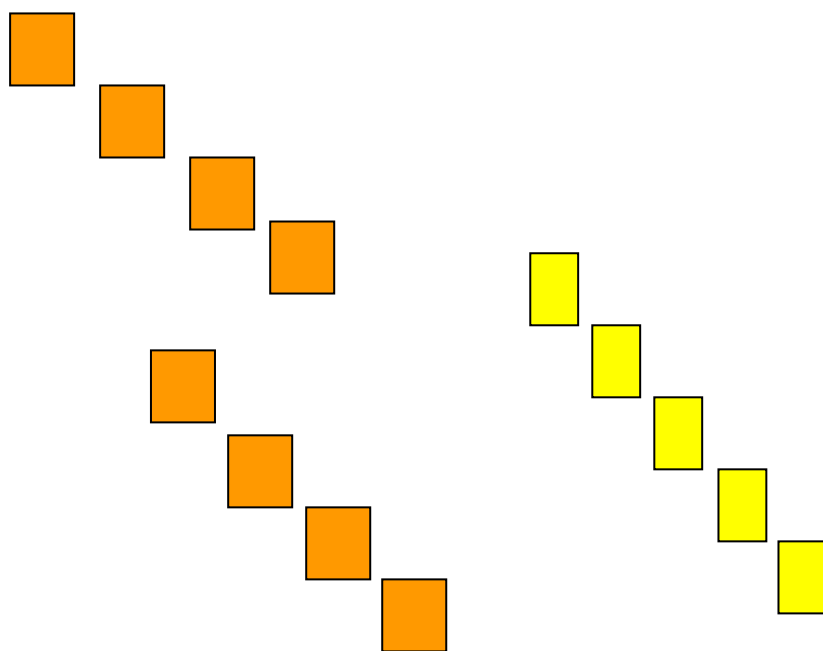
START WITH YOUR HANDS ON YOUR HEAD, ON THE BUZZER SWEEP THE  
TARGETS 2,2,1 FROM THE RIGHT WITH YOUR FIRST PISTOL THEN BACK  
WITH YOUR OTHER PISTOL PLACE DOWN.

TAKE UP RIFLE SWEEP EACH BANK 2,2,1 FROM THE FRONT.

SWAP RIFLE FOR SHOTGUN ENGAGE STATIC, KNOCKDOWN, STATIC,  
KNOCKDOWN, STATIC

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 7



Pos A

Pos B


### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 5+

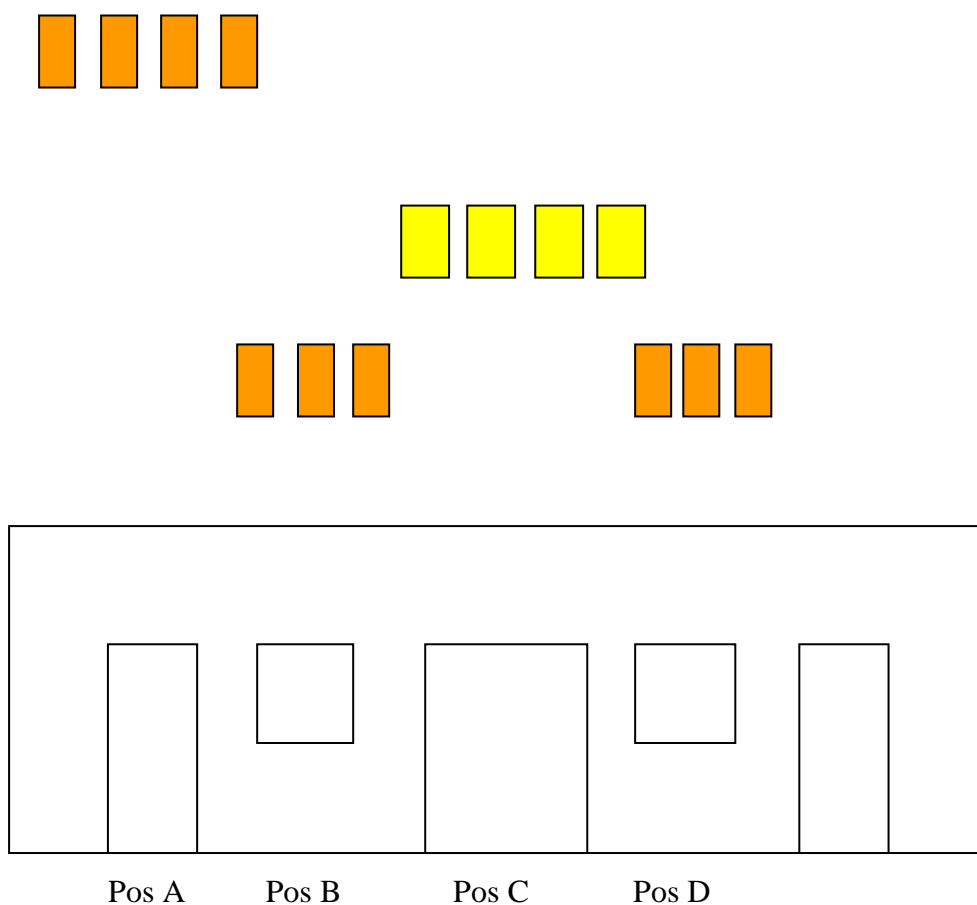
AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 5+ SHOTGUN RDS. STAGE YOUR RIFLE AT POS A, SHOTGUN AT POS B.

### **PROCEDURE:**

STARTING AT POSITION A PLACE BOTH HANDS ON THE TABLE WHEN READY. ON THE BUZZER DRAW YOUR PISTOLS ENGAGING THE TARGETS IN A LAWRENCE WELK SWEEP FROM THE BACK. TAKE UP RIFLE AND LAWRENCE WELK SWEEP RIFLE TARGETS FROM THE BACK, MAKE SAFE. MOVE TO POSITION B ENGAGING SHOTGUN TARGETS FROM THE BACK.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 8



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 4+

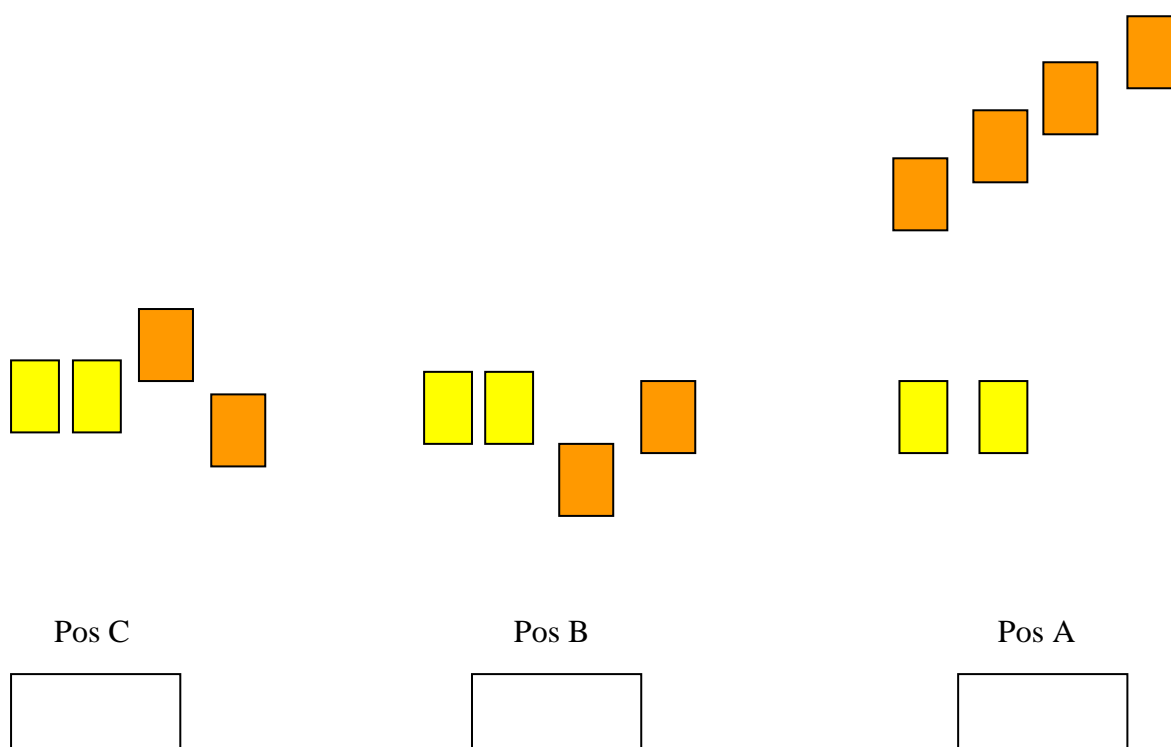
AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN RDS. STAGE RIFLE & AT POS A, SHOTGUN AT POSITION D

### **PROCEDURE:**

STARTING AT POSITION, A, WITH BOTH HANDS-ON DOOR SILLS (ABOVE CHEST HEIGHT) WHEN READY. ON THE BUZZER TAKE UP RIFLE AND NEVADA SWEEP THE TARGETS STARTING FROM THE LEFT. MOVE TO POS B WITH YOUR FIRST PISTOL NEVADA SWEEP FROM THE LEFT MOVE TO POS D NEVADA SWEEP THE PISTOL TARGETS AGAIN FROM THE LEFT. TAKE UP SHOTGUN, MOVE TO POSITION C, KNOCK DOWN THE FOUR SHOTGUN TARGETS.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 9



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 6+

AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER. LOAD RIFLE WITH 10 RDS, ENSURE YOU HAVE 6+ SHOTGUN ROUNDS. STAGE SHOTGUN AT POS A WITH RIFLE.

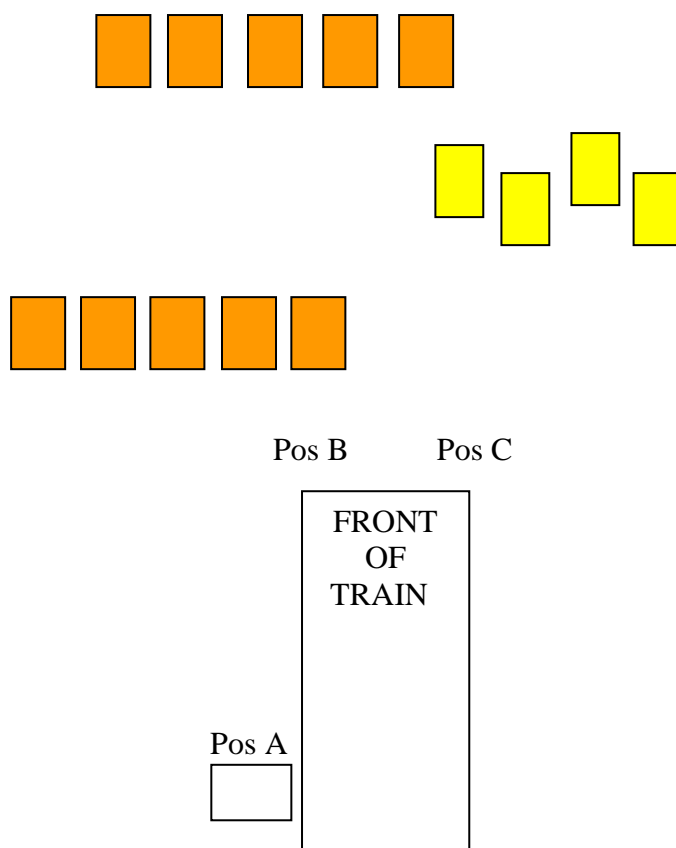
### **PROCEEDURE:**

STARTING AT POSITION A PLACE YOUR HANDS ON YOUR HAT WHEN READY. ON THE BUZZER ENGAGE ALL RIFLE TARGETS, TAKE UP SHOTGUN ENGAGE BOTH TARGETS. MOVE TO POS B ENGAGE BOTH SHOTGUN TARGETS. DRAW YOUR FIRST PISTOL ENGAGING BOTH TARGETS

TAKE SHOTGUN WITH YOU TO POS C TAKE DOWN BOTH TARGETS. PLACE DOWN, WITH YOUR SECOND PISTOL ENGAGE ALL TARGETS.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 10



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 4+

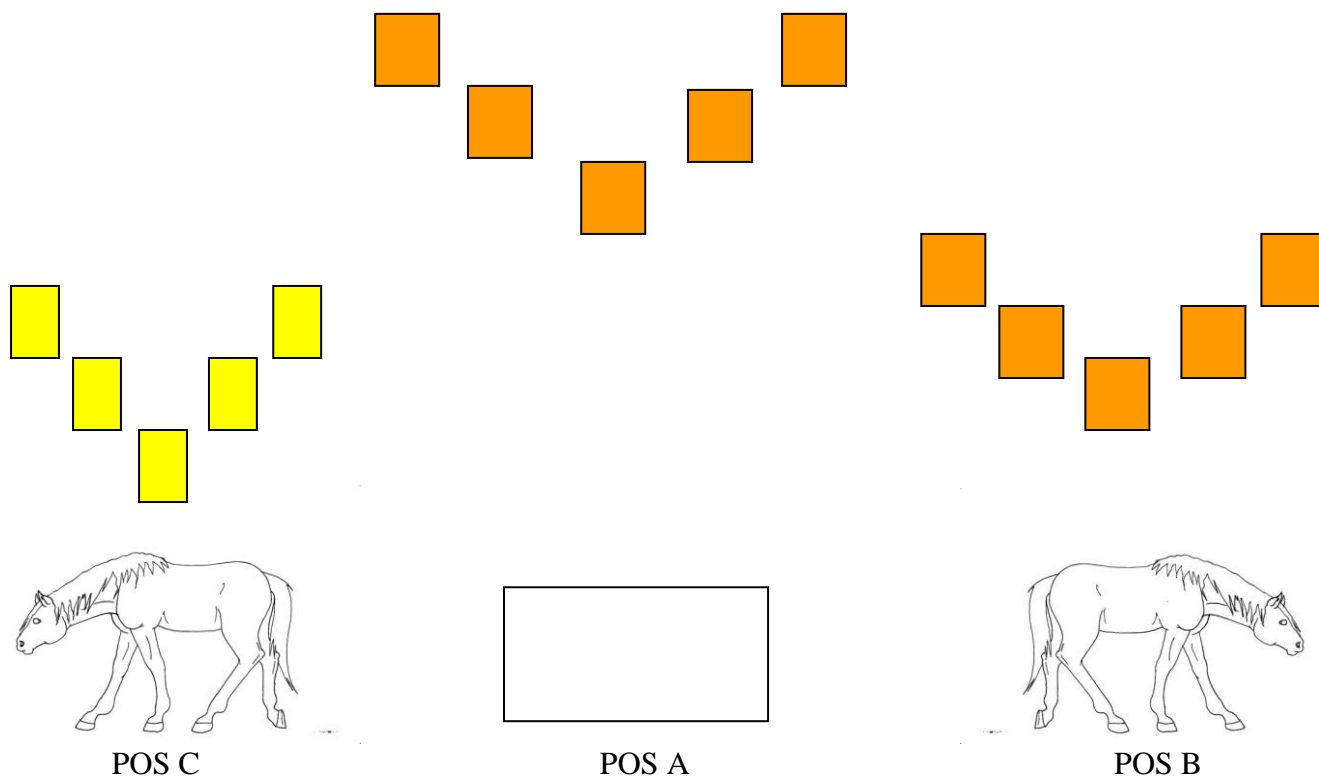
AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND  
HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN RDS.  
STAGE RIFLE AT POSITION B, SHOTGUN AT POSITION C

### **PROCEDURE:**

STARTING AT THE LEFT-HAND SIDE OF THE TRAIN. PLACE YOUR HANDS  
ON YOUR HAT WHEN READY, ON THE BUZZER DOUBLE TAP THE PISTOL  
TARGETS FROM THE LEFT REHOLSTER. MOVE TO POSTION B (IN THE  
TRAIN), DOUBLE TAP THE RIFLE TARGETS FROM THE LEFT. PLACE RIFLE  
DOWN, MOVE TO C ENGAGE SHOTGUN TARGETS ANY ORDER.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 11



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 5+

AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND  
HOLSTER LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 5+ SHOTGUN RDS  
RIFLE STAGED AT POSITION A SHOTGUN AT B.

### **PROCEDURE:**

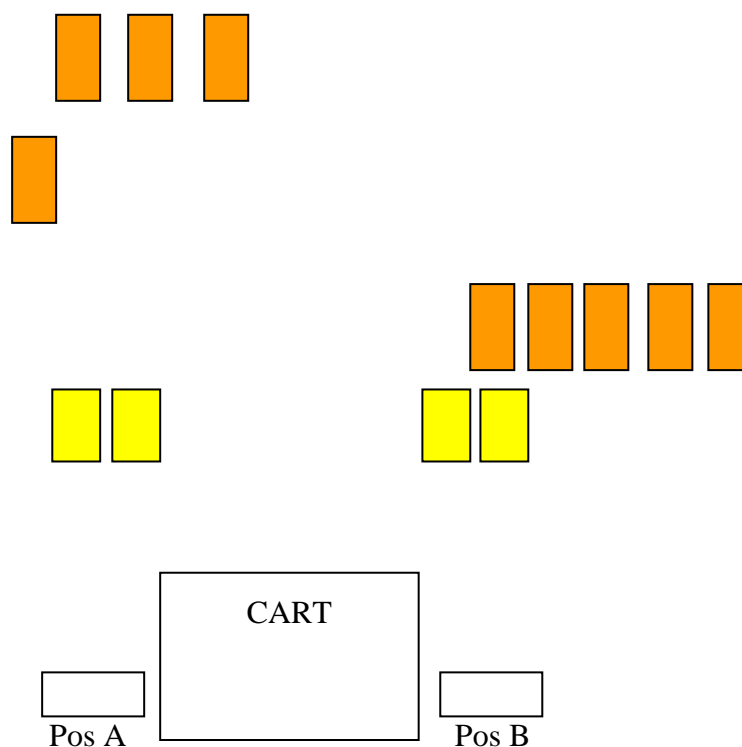
STARTING AT POSITION A, ON THE BUZZER DOUBLE TAP THE RIFLE  
TARGETS FROM FRONT TO BACK.

MOVE TO POS B, DOUBLE TAP PISTOLS FROM THE FRONT TO BACK.

MOVE TO POSITION C, ENGAGE SHOTGUN TARGETS FROM THE FRONT  
TO BACK.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE

## STAGE 12



### **SETUP:**

REVOLVERS 10, RIFLE 10, SHOTGUN 5+

AT THE LOADING TABLE LOAD BOTH REVOLVERS WITH 5 RDS AND HOLSTER. LOAD RIFLE WITH 10 RDS ENSURE YOU HAVE 4+ SHOTGUN RDS. STAGE RIFLE AT POSITION A SHOTGUN AT POSITION B.

### **PROCEDURE:**

START WITH YOUR HANDS HELD HIGH, ON THE BUZZER TAKE UP YOUR RIFLE ENGAGE THE TARGETS AS FOLLOWS: 1 ON FRONT TARGET, DOUBLE TAP REAR LEFT, ONE FRONT TARGET, DOUBLE TAP CENTER REAR, ONE ON FRONT TARGET, DOUBLE TAP REAR RIGHT, ONE ON FRONT TARGET, PLACE DOWN. MOVE TO FRONT OF CART POS B, DOUBLE TAP PISTOL TARGETS. TAKE UP SHOTGUN KNOCKDOWN BOTH TARGETS. MOVE TO REAR AND REPEAT.

ON COMMAND RETRIEVE FIREARMS & MOVE TO UNLOADING TABLE



<b>STAGE</b>	<b>RAW TIME</b>	<b>MISSES X 5</b>	<b>PROCEEDURAL X 10</b>	<b>FINAL TIME</b>
<b>1</b>				
<b>2</b>				
<b>3</b>				
<b>4</b>				
<b>5</b>				
<b>6</b>				
<b>7</b>				
<b>8</b>				
<b>9</b>				
<b>10</b>				
<b>11</b>				
<b>12</b>				
<b>Speed pistol</b>				
<b>Speed rifle</b>				
<b>Speed Shotgun</b>				