

## SIDE MATCHES – SOUTH BAY

### GUNFIGHTER SIDE MATCH

- Use two straight draw holsters, reverse draw OK, no cross draw
- Round count – 10
- Three targets as set for stages 11 & 12
- Start standing, both pistols loaded w/5 and holstered, both hands on pistols ready to draw
- On signal engage each target with at least three rounds, any order
- Hits are score, time is tie breaker

### RIMFIRE SIDE MATCH-BABY BUFFALO HUNT

- Three rows of five targets at 5, 10 & 15 yards
- Round count – 15 (10 rifle, 5 pistol)
- Start with rifle loaded w/10 in hand, pistol loaded w/5 on table
- On signal using rifle engage 10 & 15 yard targets with one round each, place open-empty rifle on table, retrieve pistol and engage 5 yard targets with one round each
- Targets must fall to count
- Hits are score, time is tie breaker

## SIDE MATCHES – UPPER PISTOL BAY

### SHOTGUN SIDE MATCH

- Separate categories for double, pump and lever.
- Doubles load and close on line at RO command.
- Levers and pumps start with full magazine – chamber and top magazine at RO command. Start with shotgun ready at shoulder.
- On signal engage 2 knock-downs, activator and flyer. Knock downs must fall to count. Flyer must be engaged in the air, if missed it must be
- re-engaged on the ground (hit not necessary).
- Finally blow the “snakes” out of the “pit”. Must be completely clear to count.

Rounds: 5 + ?????? Time is score.

### DERRINGER SIDE MATCH

- Two targets, paper plates at approximately 5'
- Round count – 4
- Load derringer at table under supervision of RO
- Start standing at table, derringer in hand with muzzle touching table
- On signal engage targets with one round each, reload with two rounds (staged on table) and repeat
- Hits are score, time is tie breaker

### POCKET PISTOL SIDE MATCH

- Two targets, paper plates at approximately 5'
- Round count – 5
- Load pistol at table under supervision of RO
- Start standing at table, pistol in hand with muzzle touching table
- On signal engage targets with five rounds alternating
- Hits are score, time is tie breaker

## SIDE MATCHES – SILHOUETTE BAY

### LONG RANGE PISTOL SIDE MATCH

- Two targets – approximate range 40 & 60 yards
- Round count – 5
- Start with pistol loaded with 5 rounds, in hand
- On signal alternate shots on targets, no double taps
- Hits are score, time tie-breaker
- Two minute time limit, hits after time limit do not count

### PISTOL CALIBER RIFLE SIDE MATCH

- Two targets at approximately 75 & 100 yards. Must be shot off-hand.
- Round count – 10
- Start with rifle loaded with 10 rounds in hand
- On signal engage targets alternating no double taps
- Hits are score, time is tie-breaker.
- Two minute time limit, hits after time limit do not count

### QUIGLEY SIDE MATCH

- One target – approximate range 250 yards
- Round count – 3, no sighter
- Must be shot off hand, no sticks or other shooting aids allowed
- Start with open-empty rifle in hand
- On signal engage target with 3 rounds
- Hits are score, time is tie breaker
- Two minute time limit, hits after time limit do not count

### LONG RANGE SINGLE SHOT SIDE MATCH

- Match will be run using a “firing line” format.
- Qualifying target at @ 250 yards.
- Shooting position is shooter’s choice – shooting sticks OK.
- 2 sighter rounds allowed.
- Qualifier consists of 5 rounds.
- Shooters fire in turn down the line – one minute limit per shot.
- Ties will be broken via “sudden death” shoot-off on 18” circle @ 300 yards, 350 yards and 400 yards, 3 shots max at each distance ( if it goes to 400, whatever it takes...)

### RIFLE CALIBER RIFLE SIDE MATCH

- Matches will be run using a “firing line” format.
- Target at @ 250 yards.
- Shooting position is shooter’s choice – shooting sticks OK.
- 2 sighter rounds allowed.
- Match consists of 5 rounds.
- Shooters fire in turn down the line – two minute limit.
- Hits are score, time is tie breaker.