

1ST BLUEWATER SPORTSMAN'S SKIRMISH



Friday, June 7 - Please come to help set up the range

Noon to 18:00- Range set up for Saturday's events

Saturday, June 8

9:00 Registration for Saturday Events

9:00 Range opens for placing of Mortars

9:30 Mortar Competition (7 shot, 100 yards, \$15.00 per mortar)

- Best 5 of 7 shots count for score.
- Stakes are provided by each team.
- Forty-five minute program.

10:15 Registration for Smoothbore Team ends.

10:15 Smoothbore team commanders meeting

10:30 Smoothbore Competition (4 events, 3 person teams, 25 yards, \$5.00 per shooter)

One relay - teams need to supply one timer/safety

1. Pigeon Checkerboard- 3/shooter
2. Hanging clays - 2/shooter
3. Ceramic tiles - 2/shooter
4. Gallon jugs at 50 yards - 2/shooter

½ hour break for change to Carbine and lunch.

11:45 Registration for Carbine Team ends.

11:45 Carbine team commanders meeting

12:00 Carbine Competition (5 events, 4 person teams, 50 yards, \$5.00 per shooter)

1. Pigeon Board- 4/shooter
2. Star steel silhouettes - 2/shooter
3. Rolling Thunder Diamond steel silhouettes - 2/shooter.
4. Clover steel silhouettes - 2/shooter
5. Rectangle steel silhouettes - 2/shooter

14:15 Registration for Revolver Team ends.

14:15 Revolver team commanders meeting

14:30 Revolver Competition (4 - 90 second events, 3 person teams, 15 yards, \$5.00 per shooter)

One relay - teams need to supply one timer/safety

1. Pigeon board- 3/shooter
2. Clover steel silhouettes - 2/shooter
3. Rectangle steel silhouettes - 2/shooter
4. Star steel silhouettes - 2/shooter

Sunday, June 9

8:00 Registration for Sunday Events

9:00 Registration for Musket Team ends.

9:15 Musket Commander's Meeting

9:30 Opening Ceremony

9:45 Musket Competition (5 events, 6 person teams, 50 yards \$5.00 per shooter)

1. Pigeon Board – 4/shooter
2. Diamond steel silhouettes – 2/shooter
3. Rolling Thunder Clover steel silhouettes – 2/shooter
4. Star steel silhouettes – 2/shooter
5. Rectangle steel silhouettes – 2/shooter

~ 12:30 - Clean up range and awards

13:30 Artillery Competition (12 shot, 200 yards, \$15.00 per gun)

Let us know ahead of time what cannons you'll be bringing so we can prepare targeting.

- Best 10 of 12 shots count for score.
- Scored by the Bull's Eye scoring method.

~ 15:30 - Clean up range and artillery awards

All Units are responsible for cleaning up their frame and ready area.

Awards for all events except artillery to follow musket match.

Targeting subject to change per availability

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&
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