

2nd Bluewater Sportsman's Club Shoot

September 25 -26

Hosted by the 15th Virginia Cavalry
&

1st Michigan Infantry
Skirmish director Dave Mandy
djmandy@wideopenwest.com

Please let the host teams know how many members you expect to participate

Friday, September 24 - Please come to help set up the range

12:00 to 18:00– Range set up for Saturday's events

Saturday, September 25

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 five shots count for score.

Stakes are provided by each team.

Forty-five minute program.

10:45 Smoothbore Registration ends

11:00 Smoothbore Commanders meeting

11:15 Smoothbore Competition (4 events, 3 person teams, 25 yards, \$10.00 per shooter)

One relay - teams need to supply one timer/safety

1. Pigeon Checkerboard– 3/shooter

3. Hanging ceramic tiles – 2/shooter

2. Hanging clays – 2/shooter

4. Gallon Jugs at 50 yards – 2/shooter

1/2 hour break for change to Carbine and lunch. Food will NOT be available at the range.

12:30 Registration for Carbine Team ends.

12:45 Carbine team commanders meeting

13:00 Carbine Competition (5 events, 4 person teams, 50 yards, \$10.00 per shooter)

1. Pigeon Board– 4/shooter

4. Hanging metal clovers, Rolling Thunder – 2/shooter

2. Hanging metal stars steel – 2/shooter

5. Hanging metal Acorns – 2/shooter

3. Hanging metal tiles steel – 2/shooter

Sunday, September 26

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, 5 person teams, 50 yards \$10.00 per shooter)

1. Pigeon Board– 4/shooter
2. Hanging metal stars steel – 2/shooter
3. Hanging metal tiles steel – 2/shooter
4. Hanging metal clovers, Rolling Thunder – 2/shooter
5. Hanging metal Acorns – 2/shooter

Approximately 12:30 - Clean up range and 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

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

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

15:30 - Clean up range and artillery awards