



## ACWSA Skirmish Invitation

Ashley Sportsman's Club

8554 South Mason Road, Bannister, Michigan.

You are invited to attend the ACWSA Skirmish on September 16<sup>th</sup> and 17<sup>th</sup>, 2017.

Free on site camping for those who are spending the night. Camp set up starts at Noon on Friday the 15<sup>th</sup>. Please plan on taking your trash away with you as there is limited space for trash. All targeting will be breakable, staple guns will be needed to hang wood blocks. The Club will have breakfast available from 7:00-10:00 and will start serving lunch following breakfast both days. Chicken dinner on Saturday night (pre-order for \$10.00 each)

**Friday, September 15<sup>th</sup>:** Camping begins at Noon, Help setting up on the range is appreciated.

### **Saturday, September 16<sup>th</sup>:**

8:00- Event registration begins. Revolver/Smooth bore musket/Repeater \$5, Carbine/Rifled musket \$6, Mortar/Artillery \$15 per team.

8:30- Pistol registration ends.

8:45- Revolver Team Commanders Meeting.

9:00- Revolver match; 4 events, 3-4 person teams, 15 yds, 90 seconds, One or two handed hold allowed. **One relay, teams need to supply one timer/safety.**

1. Pigeon board. 3 per shooter.
2. Hanging tiles. 2 per shooter.
3. Hanging pigeons. 2 per shooter.
4. Hanging water bottles. 2 per shooter.

10:15- Smooth bore musket registration ends.

10:30- Smooth bore musket Commanders Meeting.

10:45- Smooth bore musket match; 4 events, 3 person teams, 25 yds, 3 minutes, **One relay, teams need to supply one timer/safety.**

1. Pigeon board. 3 per shooter.
2. Hanging tiles. 2 per shooter.
3. Hanging wood blocks. 2 per shooter.
4. Hanging water bottles. 2 per shooter.

12:45- Carbine/Repeater registration ends.

1:00- Carbine/Repeater Commanders meeting.

1:15- Carbine match; 5 events, 4 person teams, 50 yds, 5 minutes, **Two relays.**

1. Pigeon board. 3 per shooter.
2. Hanging wood blocks. 2 per shooter.
3. Hanging water bottles. 2 per shooter.
4. Hanging pigeons. 2 per shooter.
5. Hanging tiles and 1 bottle for rolling thunder. 2 per shooter.

3:30- Repeater match; 4 events, 3 person teams, 50 yds, 3 minutes, **One relay, teams need to supply one timer/safety.**

1. Pigeon board. 8 per shooter.
2. Hanging tiles. 4 per shooter.
3. Hanging pigeons. 4 per shooter.
4. Hanging wood blocks. 4 per shooter.

4:30- Mortar/Artillery registration and Commanders Meeting.

5:00- Mortar/Artillery match; 1 event, 100 yds, 6 shots, 30 minutes, 4 gallon milk jugs and one bullseye target

6:00- Chicken dinner.

### **Sunday September 17 28<sup>th</sup>:**

8:00- Rifled musket registration begins.

9:00- Rifled musket registration ends.

9:15- Rifled musket Commanders meeting.

9:30- Opening Ceremony.

9:45- Rifled musket match; 5 events, 6 person teams, 50 yds, 5 minutes, **Two relays.**

1. Pigeon board. 4 per shooter.
2. Hanging wood blocks. 2 per shooter.
3. Hanging water bottles. 2 per shooter.
4. Hanging pigeons. 2 per shooter.
5. Hanging tiles and 1 bottle for rolling thunder . 2 per shooter.

**Awards and range clean upon completion of Rifled musket team events.**

Artillery match; 1 event, 100 yds, 6 shots, 30 minutes, 4 gallon milk jugs and one bullseye target.

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