



Wolff's Rowdy Rangers

16065 SR 120
Bristol, Indiana

GPS: 41 degrees 43 minutes N / 85 degrees 46

For more information:

WolffsRowdyRangers.com
SASSNET.com

Justice D. Spencer
574-536-4010
jkdarrigan@msn.com

Spoon river Sam
574-282-1866
ktkramer@aol.com



Single Action Shooting Society

Wolff's Rowdy Rangers

**Remember when you
were little and
wanted to grow up to
be a cowboy?**

It's not too late...



**...and with real
cowboy guns too!**



Wolff's Rowdy Rangers at Shakey's Gulch

WolffsRowdyRangers.com

Remember when you wanted to grow up to be a cowboy?

School recess, cowboys and Indians! BANG BANG pointing our finger guns at the bad guys. I shot you! NO you didn't, you missed!



Saturday morning with the Lone Ranger, Roy Rogers, Cisco Kid and Gene Autry.

The wagon train circled by marauding Indians, Settlers out of ammunition and out of hope. Then the Bugler's horn sounding "CHARGE" as the Cavalry rides to the rescue!

Scouting through the wilderness armed with your trusty Daisy lever action BB gun until mom called, "Dinner's ready!"

Then we grew up. Cars, high school, girls, work, perhaps college, girls, marriage, work, children and more work.

Getting started: www.curtrich.com/GettingStarted01.html

OK, I've read "Getting Started." Where is a club that I can watch a match, ask questions or join?

Affiliated Club: WolffsRowdyRangers.com or SASSNET.com/AClubs-Main-001A.php

Got a few questions? Join the SASS forum at: SASSNET.com/forums and ask.

Or see the Contact Information on the back page of this here paper, give Justice D. Spencer or Spoon River Sam a holler!



You do not need to buy guns, clothes and leather before shooting a match. Ask for the Match Director, and let him (or her) know you are new and interested. Many cowpokes bring extra and would be glad



to outfit you for a match or two. Gives you a chance to figure things out a bit before outlaying cash.

A typical match is 5 to 6 stages. A stage consists of 2 pistols (5 rounds each) 1 rifle (10 rounds) and a shotgun (4 + rounds). 10 to 20 Shooters per Posse. The Posse Leader reads off the stage scenario.

At the loading table you load your guns and review the stage scenario. NEXT SHOOTER! That's you!

Timing Officer (Yep, you're timed!) asks if'n you have any questions...stand by BEEP!

First pistol, left five targets, one hit each, holster. Move to bar pick up rifle, hit 10 targets one time each, make rifle safe. Move to piano, second pistol

put all five shots on a huge target, holster. Move out the door, pickup shotgun from horse, shoot until the 4 targets go down. You're done! Move to the unloading table as your time is called out.

67.57 seconds plus 10 seconds for two misses. You can start breathing again!



Safety

Prior gun knowledge is very helpful and appreciated, but not a requirement. The ONLY time ANY firearms are permitted to be loaded is at and between the loading table and unloading table.

You will be using real firearms with real ammunition. Pistols are stored in holsters or in cart. Long guns stored in cart, action open, carried to the loading table barrels pointed skyward. and then always pointed downrange,