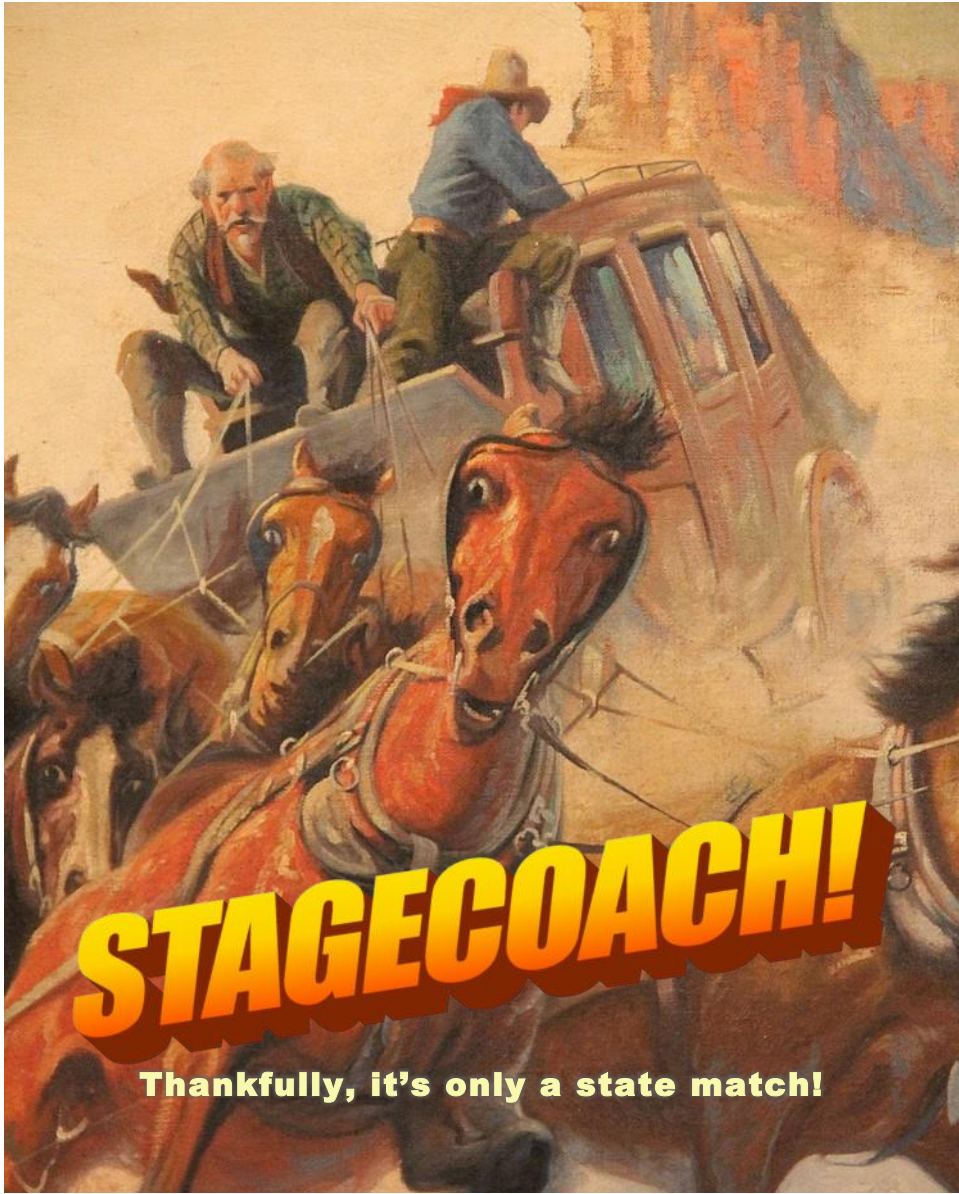


A parody...of a parody...of a hit film (kind of)...



Alias _____ **STAGECOACH!**

Stage	Time	Misses	Penalty	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
Total				

SASS & NAR PRESENT A BRANCHWATER JACK PRODUCTION STAGECOACH!
 STARRING MORE THAN 120 SHOOTERS COMPETING IN APPROXIMATELY 50 DIVERSE CATEGORIES
 MATCH DIRECTOR LAWMAN MARK RANGE MASTER RENO MUSTANG MATCH RO BRANCHWATER JACK
*STEEL ON STAGES MAY BE CLOSER THAN THEY APPEAR IN THE BOOK!

PG PARENTAL GUIDANCE SUGGESTED
 SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN.

#NARSHOOTOUT

THE SASS ALABAMA STATE CHAMPIONSHIP
 OF COWBOY ACTION SHOOTING

COPYRIGHT MMXXIII—THIS IS A SASS MATCH. ALL SASS RULES APPLY.

#narshootout

Match and Range Rules

Rules

- All SASS rules apply.
- A rifle or pistol round over the berm is a Match DQ. Shotgun round over the berm is a no-call.
- The Loading Area extends five feet from the edges of the loading table.
- Eye and ear protection must be worn by shooters and spectators while standing behind or on the firing line.



Scoring

- The electronic tablets maintain the **OFFICIAL SCORE** of the match. Please review your category and verify your scores **in the electronic tablets** before leaving **each** stage.
- The match is scored by total time following SASS rules.
- Shooters may appeal any ruling by notifying the Match RO and posting a \$50 cash bond before the posse leaves the stage. A panel of three TG's or RO Instructors will consider the appeal. Their decision is final. The bond will be forfeited to the SASS Scholarship Fund if the ruling is upheld.

The Firing Line

This range has a common firing line from stage one through five. There is also a common firing line from stage six through nine. Stage ten does not share a firing line with other stages. On side match day, the common firing line extends from stage one through nine to accommodate long range.

The Flag System

This range utilizes the SASS flag system for signifying range operations on the firing line. Consult the SASS ROI for more information on the system.

Sponsors

A special Thank You to all our wonderful sponsors!

MAIN MATCH

Larry's Pistol and Pawn
AAC

BLACK POWDER SIDE MATCH

WILD BUNCH SIDE MATCH

Cavern Cove Competitive Shooting

WARMUP MATCH

PCC MATCH

AAC

Vendors

Be sure to check out and thank all our wonderful vendors!

AAC Suppressors

CSA Bullets

Denham's

Wild Bunch at 9:00 am

Stage 1

“I don’t need your extended warranty!”

AMMO: 21 Pistol, 7 Rifle, 4 Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged in left opening.
- ◆ Shotgun: staged in right opening.

PROCEDURE:

- ◆ Line: “I don’t need your extended warranty!”
- ◆ Gun order: shooter’s choice.
- ◆ Pistol: From left opening, starting on either rifle target, double tap R1, triple tap R2, double tap R1.
- ◆ Pistol: From center opening, engage the pistol targets with the same instructions as the first 7 pistol rounds, twice.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the first 7 pistol rounds.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Wild Bunch at 9:00 am

Stage 2

“You ever seen a show in Tijuana?”

AMMO: 28 Pistol, 7 Rifle, 6 Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on right table
- ◆ Shotgun: staged on left table

PROCEDURE:

- ◆ Line: “You ever seen a show in Tijuana?”
- ◆ Gun order: shooter’s choice.
- ◆ Pistol: From left table, starting on either end pistol target, single tap sweep the pistol targets, then triple tap the two inside pistol targets, then, starting on either end pistol target, single tap sweep the pistol targets.
- ◆ Pistol: from right table, engage the rifle targets with the same instructions as the first pistol.
- ◆ Rifle: from staged location, starting on either end rifle target, single tap sweep the rifle targets, then triple tap either inside rifle target.
- ◆ Shotgun: Engage knockdowns in any order.

Time	Misses	Penalty	Total

Wild Bunch at 9:00 am
Stage 3
“I take it black.”

AMMO: 14 Pistol, 7 Rifle, 5 Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged in right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “I take it black.”
- ◆ Gun order: shooter’s choice.
- ◆ Rifle: From staged location, double tap the center rifle target, then, starting on either end rifle target, single tap sweep the rifle targets, then double tap the center rifle target.
- ◆ Pistol: From right table, engage the pistol targets with the same instructions as the rifle.
- ◆ Pistol: From center opening, engage the rifle targets with the same instructions as the rifle.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Wild Bunch at 9:00 am
Stage 4
“I don’t speak Apache.”

AMMO: 28 Pistol, 10 Rifle, 4 Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “I don’t speak Apache.”
- ◆ Gun order: shooter’s choice
- ◆ Pistol: from right table, starting on either end target, engage the targets in a double tap Nevada sweep for 14 rounds. Repeat instructions starting on the opposite end for 14 rounds.
- ◆ Rifle: from right table, starting on either end target, engage the targets in a single tap Nevada sweep for 10 rounds.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Afternoon Warm Up at 1:30 pm

Stage 1

“I don’t need your extended warranty!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged in center opening.
- ◆ Shotgun: staged in right opening.

PROCEDURE:

- ◆ Line: “I don’t need your extended warranty!”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From left opening, starting on either pistol target, engage the two pistol targets with alternating double taps for 10 rounds.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Afternoon Warm Up at 1:30 pm

Stage 2

“You ever seen a show in Tijuana?”

AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

PROCEDURE:

- ◆ Line: “You ever seen a show in Tijuana?”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From right table, starting on either end pistol target, single tap P1, then double tap P2, then triple tap P3, then quad tap P4.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: Engage knockdowns in any order.

Time	Misses	Penalty	Total

Afternoon Warm Up at 1:30 pm

Stage 3

“I take it black.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged in center opening.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “I take it black.”
- ◆ Gun order: Rifle not last.
- ◆ Rifle: From staged location, starting on either end rifle target, engage the three rifle targets with a five round Nevada sweep. Repeat instructions starting on the other end.
- ◆ Pistol: From right table, engage the pistol targets with the same instructions as the rifle.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Afternoon Warm Up at 1:30 pm

Stage 4

“I don’t speak Apache.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “I don’t speak Apache.”
- ◆ Gun order: Rifle not last
- ◆ Pistol: from right table, engage each target at least 2 times in any order.
- ◆ Rifle: From staged location, engage the targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm
Stage 7

“Nuttin’ left to do but blow.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on left table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Nuttin’ left to do but blow.”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From left table, double tap the outside targets, then single tap the inside targets, then double tap the outside targets.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm
Stage 8

“Don’t call me Shirley.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “Don’t call me Shirley.”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From right table, starting on either end pistol target, single tap sweep the five pistol targets twice in the same direction.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm
Stage 9

“I picked the wrong day to stop smoking mushrooms.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged in jail office.
- ◆ Shotgun: staged in jail office.

PROCEDURE:

- ◆ Line: “I picked the wrong day to stop smoking mushrooms.”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From jail cell, starting on either end target, engage the 3 targets in a Nevada sweep, double tapping the center target each time by for ten rounds.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm
Stage 10

“Get into crash position!”

AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, one foot on starting plate, holding rifle in both hands.
- ◆ Shotgun: staged on right or left table.

PROCEDURE:

- ◆ Line: “Get into crash position!”
- ◆ Gun order: Rifle, pistol, shotgun.
- ◆ Rifle: Engage either set of targets from starting position, triple tap either target and double tap the other one in either order. Repeat instructions with remaining five rounds.
- ◆ Pistol: From either table, engage either set of targets with the same instructions as the rifle.
- ◆ Shotgun: From staged location, engage two knockdown targets in any order. From anywhere between tables, engage four knockdowns in any order.

Time	Misses	Penalty	Total

Stage 1

“I don’t need your extended warranty!”

Your excitement for starting your journey is constantly squelched as you are bombarded by folks who want your attention shouting, “I want to talk to you about your horse’s extended warranty!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding flowers with both hands. Flowers not touching any surface.
- ◆ Rifle: staged in center opening.
- ◆ Shotgun: staged in right opening.

PROCEDURE:

- ◆ Line: “I don’t need your extended warranty!”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From left opening, starting on either pistol target, single tap P1, then engage P2 with five rounds, then quad tap P1.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 2

“You ever seen a show in Tijuana?”

After setting out on your way, a young passenger is invited to ride up top. Keeping your eyes on the trail, you immediately start asking the boy all kinds of questions in order to pass the time. As you hand the little boy a toy horse, you ask, “You ever seen a show in Tijuana?”

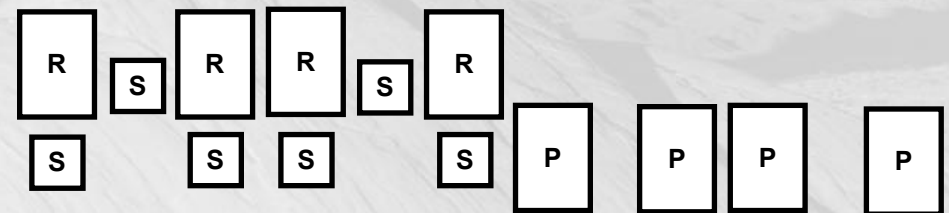
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding horse with both hands. Horse not touching any surface.
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

PROCEDURE:

- ◆ Line: “You ever seen a show in Tijuana?”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From right table, starting on either end pistol target, engage the pistol targets in a 2-3-2-3 sweep.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: Engage knockdowns in any order.



Stage 3

“I take it black.”

Attempting to start a conversation, the Timer Operator offers you a cup of coffee. As they doctor their cup, they ask you if you would like any cream, to which you respond, “No thanks. I take it black.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding cup with both hands. Cup not touching any surface.
- ◆ Rifle: staged in center opening.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “I take it black.”
- ◆ Gun order: Rifle first.
- ◆ Rifle: From staged location, starting on either end rifle target, triple tap sweep the three rifle targets, then single tap the center rifle target.
- ◆ Pistol: From right table, engage the pistol targets with the same instructions as the rifle.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 4

“I don’t speak Apache.”

A passenger who belongs to one of the local tribes gets your attention. He appears to be in distress, but you struggle to understand his verbal communication. As he writhes in pain, you attempt to comfort him but admit, “Sorry. I don’t speak Apache.”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands held at shoulder level.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “I don’t speak Apache.”
- ◆ Gun order: Rifle not last
- ◆ With pistol and rifle as necessary: from right table, starting on either end target, sweep the four targets five times in the same direction.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 5

“I had the fish.”

With many of the passengers experiencing severe illness, your Posse Marshal realizes that y'all may have been served bad fish. Concerned that you might look a little peaked yourself, the timer operator asks which meal you had at lunch.

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding plate with both hands. Plate not touching any surface.
- ◆ Rifle: staged on wagon seat.
- ◆ Shotgun: staged on wagon bed.

PROCEDURE:

- ◆ Line: I had the fish.
- ◆ Gun order: Rifle not last
- ◆ Pistol: From left table, single tap the center pistol target, then triple tap either outside pistol target, then single tap the center pistol target. Repeat instructions engaging the other outside pistol target.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 6

“What is it?”

As you discuss the gravity of the situation with the passengers, one of them explains y'all need to head to the nearest fort to get help. Still not grasping the dire situation you find yourself in, you respond, “A fort? What is it?”

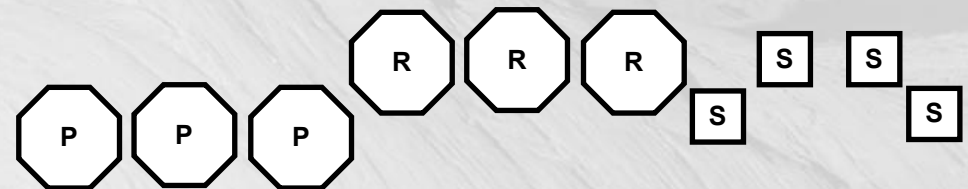
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding the sally with both hands.
- ◆ Rifle: staged in door.
- ◆ Shotgun: staged in right window.

PROCEDURE:

- ◆ Line: “What is it?”
- ◆ Gun order: Rifle first.
- ◆ Rifle: From staged location, quad tap the center rifle target, then, starting on either end rifle target, engage the rifle targets with a double tap sweep.
- ◆ Pistol: From left window, engage the pistol targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 7

“Nuttin’ left to do but blow.”

The stagecoach is in trouble with the driver incapacitated. As the automatic driver, Otto, begins to deflate you start to panic. In an effort to save everyone, you find the manual inflation nozzle and begin blowing.

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding straw in mouth with both hands touching straw, straw touching starting plate. (straw must touch plate, hands, and lips)
- ◆ Rifle: staged on left table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Nuttin’ left to do but blow.”
- ◆ Gun order: Shotgun, rifle pistol *or* rifle, pistol, shotgun.
- ◆ Pistol: From left table, starting on either end pistol target, engage the pistol targets with single taps in the following sequence: 1-2-1-2-3; 2-3-2-3-4.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 8

“Don’t call me Shirley.”

With the driver incapacitated, you urge the Timer Operator to take the reins and get the stagecoach to the barn. Struggling to take on another responsibility, the Timer Operator responds, “Surely, you can’t be serious.” Deadpan, you reply, “I am serious, and don’t call me Shirley.”

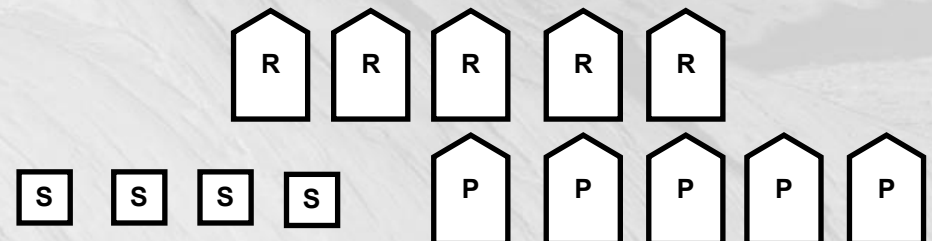
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, both hands touching table.
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “Don’t call me Shirley.”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From right table, double tap the two outside pistol targets, then double tap the two inside pistol targets, then double tap the center pistol target.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.



Stage 9

“I picked the wrong day to stop smoking mushrooms.”

The local sheriff sees the stagecoach heading down the mountain at a pretty good clip. Suddenly he realizes that there doesn't appear to be anyone experienced at the reins. Unable to handle the pressure of the impending disaster, the sheriff realizes, “I picked the wrong day to stop smoking mushrooms.”

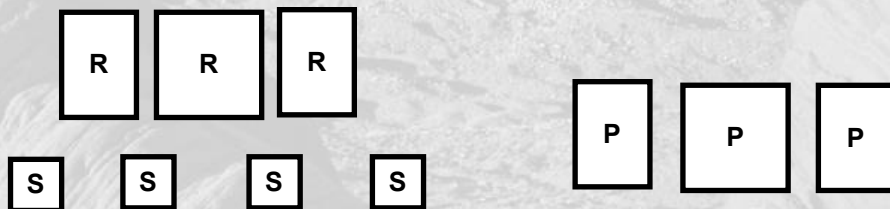
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, holding gun(s) of choice in hand(s). If holding shotgun in hand(s), shooter may hold up to two rounds in hand or load them in the gun, but action must remain open. Additional shotgun rounds must come off the body.
- ◆ Rifle: staged in jail office or held in hand(s).
- ◆ Shotgun: staged in jail office or held in hand(s).

PROCEDURE:

- ◆ Line: “I picked the wrong day to stop smoking mushrooms.”
- ◆ Gun order: Rifle not last.
- ◆ Pistol: From jail cell, starting on either outside pistol target, engage the two outside pistol targets with alternating single taps for six rounds, then quad tap the center pistol target.
- ◆ Rifle: From staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: From staged location, engage knockdowns in any order.



Stage 10

“Get into crash position!”

With the barn in sight, you realize that the stagecoach is coming in too fast and bound to end up in the ravine. Preparing the passengers for the impending impact, you holler, “Get into crash position!”

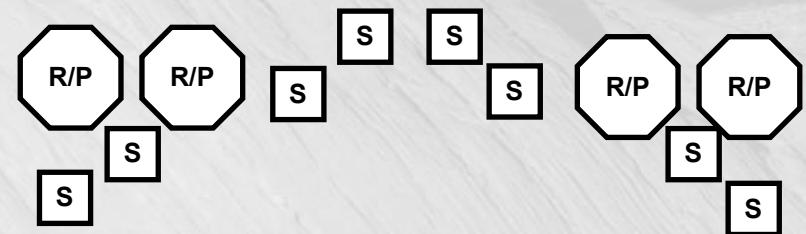
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, one foot on starting plate, holding rifle in both hands.
- ◆ Shotgun: staged on right or left table.

PROCEDURE:

- ◆ Line: “Get into crash position!”
- ◆ Gun order: Rifle, pistol, shotgun.
- ◆ Rifle: Engage either set of targets from starting position, starting on either target, single tap R1, single tap R2, triple tap R1, triple tap R2, single tap R1, single tap R2.
- ◆ Pistol: From either table, engage either set of targets with the same instructions as the rifle.
- ◆ Shotgun: From staged location, engage two knockdown targets in any order. From anywhere between tables, engage four knockdowns in any order.



NAR Board Of Directors

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Thank you

I want to thank each and every one of you who have chosen to shoot with us at the Alabama State Championship of Cowboy Action Shooting this year. As you shoot the stages, I want to point out that you are shooting steel on stands that were purchased for this match and made possible by the support that y'all have provided to us over the years.

Back in 2019, I was asked to take on writing the matches here. With less than six months before we hosted our first Southeast Regional, it seemed like too big a task, especially for someone who had never written a single stage before. And that match started the Range Wars trilogy.

A major pandemic, three Alabama State, and four Regional Championship matches later, it is time for someone else to take the reigns. Before the rumors start, I'm not dying, giving up the game, or leaving NAR in a huff.

Just as change came when I started, I am sure that more changes will come. More John Wayne themes, I bet! I mean, who else other than Branchwater Jack could put on *Ghost Chickens in the Sky*, right? Joking aside, I am proud knowing that I am leaving the matches here a little better than when I started, a goal for anyone taking this job on.

While someone else may be setting steel and writing courses of fire, I hope that y'all continue to provide them with the same level of encouragement, feedback, and support that you have given me over the years.

Branchwater Jack

Schedule of Events - Stages number from right to left

Thursday

8:00 am - 5:00 pm
8:00 am - 3:30 pm
8:00 am - 3:00 pm
9:00 am
9:00 am
10:00 am - 12:00 pm
11:30 am - 1:30 pm
12:00 - 1:30 pm
1:30 pm

1:30 - 3:30 pm
5:00 pm
5:30 pm
6:00 pm

Friday

7:00 - 9:00 am

7:00 - 8:00 am
8:00 am
8:30 am
9:00 am
11:00 am - 1:30 pm
5:30 pm
6:00 pm
6:45 pm

Saturday

7:00 - 9:00 am

8:00 am
9:00 am
11:00 am - 1:30 pm
5:00 - 6:00 pm
5:00 pm
6:30 pm

Registration open at the Pavillion
Cowboy Yard Sale at the pavilion
RO1 and RO2 Classes - short lunch break`
Wild Bunch Match - TBD
Warm-up Match Stages TBD
Long Range (between stages 5 and 6)
Lunch available at the pavilion - On your own
RANGE IS COLD
PCC Match at the Action Bays (past stage 10)
Black Powder Match - Stages TBD
Warm-up Match Stages TBD
Long Range (between stages 5 and 6)
Posse Marshal walk-through - Meet at stage 1
Barkeep's Saloon is open at the pavilion
Potluck Dinner

Breakfast available at the pavilion - On your own
Registration open at the cabin
Vendors Open
MANDATORY Safety Meeting at the pavilion
Shoot 5 Main Match Stages
Lunch available at the pavilion - On your own
Barkeep's Saloon is open at the pavilion
Dinner at the pavilion - On your own
Side Match Awards at the pavilion

Breakfast available at the pavilion - On your own
Vendors Open
Shoot 5 Main Match Stages
Lunch available at the pavilion - On your own
Costume Contest judging at the pavilion
Barkeeps Bar is open
Awards Social with Dinner (included in shooter fee) at the pavilion. Door prizes, costume awards, and main match awards.