Kings River Gazzette

Volume 2 Issue 8

The official publication of the Kings River Regulators

August 1997

Those Oldies but Goodies

Hey, do you remember those times in the back seat of the buggy? It sure was sweet to revisit some of our best stages. This months match director, Bean Pot, decided to bring us a blast from the past. He went through the book and picked out some dandy previously used scenarios. Some of them were in black and white! When these came out. Sheriff Hank had all of his hair, Bear Paw was a cub and Shorty was 6' 3". If you missed it, you missed a good one. Thanks Bean Pot.



OFFICERS:

Mayor: Doug Gilmore (Snakebite) 787-2943 SASS #4767 KRR #1 Sheriff: Jim Borton (Hank) 591-6056 SASS #7369 KRR #2 Banker: Barbara Chism (Jessie Montana) 673-7416 SASS #8244 KRR #27 Blacksmith: Paul Speer (Bear Paw) 582-3441 SASS #7559 KRR #6

Schoolmarm: Connie Gilmore (Fannie Oakley) SASS #6719 KRR #10



Cowboy Chatter

POT LUCK MEETING after the Sept match. Bring your pots and chairs!

The Man with No Name, aka
Dale Vastbinder, had a triple bypass last Thursday. Bonnie says
he's doing well and if I know
Dale, he will be back in action
before you know it. This guy is
a real competitor, and plays the
game well. Get well Dale.

Speaking of competitors with a new heart, Shadow is back! He shot at the last 5 Dogs match. I was unable to attend but from what I hear, he's as ornery as ever. He'll be shooting in our annual match.

WAKE UP! Annual match signups from the outside have been brisk. If you plan to shoot, get yours in. NOW! I am sure that we will fill up when the Sept Chronicle comes out! It will be sad to turn our own folks away.

Bucolic Bob, last years winner, will be returning this year. He's the guy that loads that 97 so fast it looks like a auto-loader.

The CCPL will allow rifles on their range at our annual match. We appreciate their cooperation. Tracy will have the "splatter fence" up in time for our big match. He is doing a great job juggling the needs of the various clubs. Let's all make a point to let him know how much we appreciate him.

Talk about packin iron, Terrible
Ted came back from the Reno
gun show with a model 97
strapped across the handle bars
of his tractor.... I mean Harley.

Longbranch has obtained some dept store mannequins, and needs clothes and wigs for them.

Most of them are women, wouldn't you know. Poor Longbranch, it's too hot to cuddle.

Ruthless Ruth, Wind Dancer, Joaquin Rivers, Geezer, Terrible Ted, & L'ongfeather are our newest town council members.

Got something for the Gazzette?
How about a short article about anything of interest to our bunch.
Send it to me, Snake Bite, and I'll try to get it in a future issue.
A short article would be appreciated.

Plan to attend the potluck at the annual match. Do we need entertainment? Is someone willing to take charge? Tables and chairs will be supplied.

SDI

Story: Folks like to read the story that goes with the scenario. Use your imagination and wit to come up with a story that will amuse or entertain the shooters. Keep the story separate from the actual shooting instructions.

Drawing: A target drawing helps the shooter visualize the stage. You can be as elaborate as you want - draw in the props and targets, or just use "x" to mark targets with a label for each specific gun (P,R, S).

Instructions: This is the most important part of your write-up. Instructions must be clear, concise, and uncluttered. Your story does not belong here. This is a "Step 1 do this, Step 2, do this" type of instruction. Be very clear about what room for doubt about what you you want. Remember that if it doesn't say you can't, then you can! For instance, you are using Lulu's window for the rifle and you don't want the shooter to rest the rifle on anything. You must say something like, "all shots free standing", or "no resting gun on structure". If you want targets shot down"; you don't need to add in a specific order, say so. If it doesn't say "right to left" for instance, it can be shot in any order. If you don't want double taps, say so - "sweep targets" or "no double taps". If it just says "hit each target tinue to shoot the rifle, safety intwice". double taps are OK.

Remember: IF IT DOESN'T SAY NO, THEN IT'S OK TO DO IT, AS LONG AS IT'S SAFE!!!

Your instructions must be explicit, leaving no room for doubt. When you explain your stage to the posse leaders, it should be exactly as you have written it. A shooter should be able to understand the stage from the instructions. A good way to check yourself is to have another shooter look over your instructions and question anything that isn't clear.

This may seem like too much emphasis is being put on writing the stage perfectly. But if you have ever been to a match where your posse leader said "start with the shotgun staged in the rack, both hands on the fence" and you later find out that another posse started with the shotgun in hand, shells in hand, you know that consistency is very, very important. The only way to get consistency is to leave no mean.

There are basic safety precautions that do not need to be spelled out in a scenario. You can say "pistol loaded with 5"; you don't have to add "hammer down on an empty chamber". You can say "set rifle "action open". Those are givens and are always practiced. However, if the stage calls for the shooter to shoot 2 rifle shots, then move to another location and constructions must be given. For example, "shoot 2 targets, do not

chamber next round, move to table"; or "shoot 2 targets, open action, move to table". The same goes for the shotgun. Normally, we do not require shotgun shells to be ejected, just action open. However, if the shooter will be moving with the empty gun, to load more at the next station, shells must be ejected before moving, and the instructions should say so.

Be clear, be concise, say what you mean. If everyone shoots the stage the same way, then everyone has the same chance. That makes for happier shooters. It really spoils a match to find out that you got beat because you shot the stage correctly and others didn't. By writing your instructions clearly you minimize the chance of this happening.

Jessie Montana

GOAT ROPERS

- 1. Johan
- 2. Rusty
- 3. JL Hank
- 4. Hanky

DENNIS the MENACE



... AND I AM NOT A NOYING! I'M A COWBOY!