

THE VIGILANTE

Volume 14 Issue 1

Editor: Nasty Newt SASS # 7365

September 2011

The Monthly Chronicle of the Robbers Roost Vigilantes

From The President

September 17 Match is a Hoot

The September 3rd match was called off due to heat, and the holiday weekend, and...well, it just wasn't going to happen. We apologize to all who were planning to shoot, which means I'm apologizing to myself, which is kind of weird.

Anyway, by the time the 17th rolled around, we were seriously ready to do some shooting. Eighteen shooters wound up putting lead downrange, on what was a pretty nice late summer day. It topped out at only 91 degrees.

Several shooters paid their annual club dues while they were at it. We have 33 shooters so far who are getting a free shoot in either November or December. It's not too late for you. Send in your dues today and we'll add you to the free shoot list. 33 is more than we normally have at this point, so we're doing OK.

Silver Senior Cold Iron Charley came over and shot with us, and as he usually does, he beat us up pretty bad and came in first overall. But Silver Senior Bad Bascomb and Senior Ozark Lawdog gave him a run for his money, finishing second and third, respectively. Harvey Mushman tried his hand with the 22's and came in fourth. 49'r M.C. Ryder rounded out the top 5.

Ladies Silver Senior Goode Bascomb was the top lady, finishing 7th overall. Buckhorn Bud, shooting cap and ball revolvers gunfighter style, shot the match clean. He is good with those smoke wagons! I can't hit the desert left handed, so I'm impressed. Congratulations to all the category winners. All the scores are posted elsewhere on our web site.

Shooting at the RRV range for the first time was Ladies Young Gun, and new RRV member Elise Shaub. Rusty Dover and Belle E. Button had brought her to Bridgeport, so some of us knew her from there. At fourteen years of age, she is a pretty darn good shooter, with all the potential in the world, and she doesn't seem to mind hanging out with a bunch of old people. Welcome, Elise! *continued on page 2*

Overloading the Rifle Clarification of the New Rule By

M.C. Ryder, TG, SASS# 16346

Recently, there was a change in the rules concerning loading the rifle with more rounds than the stage called for. Under the old rules, if you did this, you would get both a procedural and a minor safety penalty, the dreaded "double jeopardy". This was discussed for several years, and now the Wild Bunch has made a change to the rules to eliminate the double penalty.

Palewolf Brunelle, SASS # 2495, the SASS guru on all rule questions, posted on the TG wire a complete explanation of the new rule, which I copy here in its entirety following a comment by Hipshot, SASS # 7. By the way, for those of you who don't know, Palewolf tirelessly works on the rules committee and behind the scenes to keep the Territorial Governors and all others knowledgeable and up to date on the rules. Hoist a glass to him at your next relaxation session.

OVERLOADING THE RIFLE

"Overloading a rifle on a stage is not a safety issue. The safety comes into play if the shooter has any rounds left in the rifle after he/she has fired the rifle and committed to the next gun. Then, and only then, a safety shall be issued if a live round is left anywhere in the rifle.

Should the shooter realize that they have loaded too many rounds and safely ejects those rounds, it's a no call.

Should the shooter fire more rounds than called for in the stage, it would be a "P" for using ammunition that was illegally acquired."

Hipshot SASS # 7

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Defend the Roost will be here before you know it. The shooting starts on Thursday, October 6. If you haven't signed up, time's a' wastin'.

There won't be a new shooter class during the annual. The new shooter class will resume in November.

We will change back to winter hours in November. After *Defend the Roost* we will talk about whether or not to continue shooting twice a month.

Robbers Roost Vigilantes Executive Board

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UPCOMING EVENTS

Monthly shoots:

The Cajon Cowboys shoot on the: 2nd (club day) and 4th (open shoot) Saturdays of each month at the Gem Ranch in the Cajon Pass on old route 66. Contact Luke Warmwater at (909) 987-7017.

Five Dogs Creek Cowboys in Bakersfield shoot on the 1st weekend of each month. Call Dirt McFearson, (661) 805-3281.

High Desert Cowboys shoot in Acton on the 3rd Sunday. Contact Doc Silverhawks, (661) 948-2543.

Double R Bar Regulators, Lucerne Valley, shoot the 2nd Sunday. Call Five Jacks, (951) 347-0862. They host the **SASS Western Regional, Last Stand at Chimney Rock**, November 3 – 6.

Silver City Shooting Society shoots at Pahrump, NV, 4th Sunday. Call Philly Slim, (775) 764-0257. www.silvercityshootingociety.com.

Lone Wolf Shooters, Pahrump, NV, shoot the 2nd weekend. Call Lash Latigo or Penny Pepperbox, (775) 727-4600 days, (775) 727-8790 evenings. They host **Wild West Extravaganza Shootout** October 14 – 15.

El Dorado Cowboys, Boulder City, NV, shoot the 1st weekend (Sat & Sun). Contact Charming at 702-565-3736, or Boxherder at 702-858-6396. www.eldoradocowboys.com. They host the **Nevada State Championship, El Dorado**, September 30 – October 2.

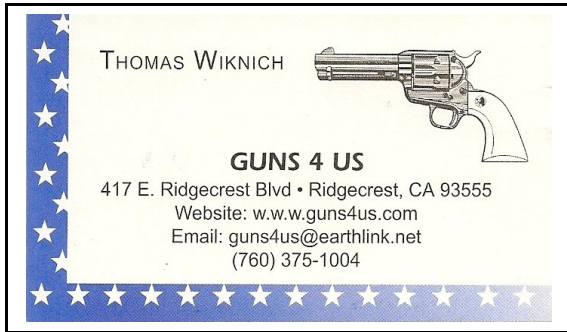
The Jail is Coming Along Nicely

Back in June, work was started on a new Jail set, designed by Justin O Sheriff, at the southernmost main stage bay, and a crew of dedicated workers has been plugging away at it off and on all through the long, hot summer. We will be using it at *Defend the Roost*. It won't be finished, and probably won't look too much like a jail, but the deck will be done and we'll be shooting off it.


Many thanks to Justin O Sheriff, Lady Jailer, Kentucky Gal, Double Shot Kid, Just George, Fullmoon, Bad Bascomb, Ozark Lawdog, Badges, Wrangler Red, Venomous Doc, Harvey Mushman, Ballarat Bob, M.C. Ryder, Buckhorn Bud, Daryl Grace, Duelin' Tom, and those of you whom I've forgotten, for all the hard work and giving up your spare time for the good of the club.

Special thanks to Abilities Unlimited and South Bay EDC for their generous support of the project.

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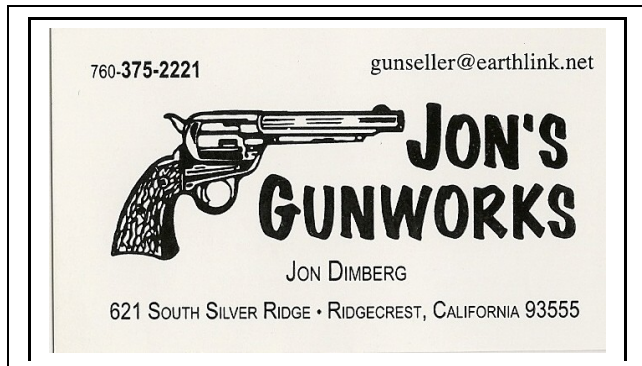
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How to Join the Robbers Roost Vigilantes...

Come out to a RRV match, held the third Saturday of every month, or call Nasty Newt at 760-375-7618, or MC Ryder at 760-384-2321. Annual membership dues for the RRV are: single membership \$25, member and spouse \$30, family membership (including children under 18 living at home) \$35. First time shooters will be able to take their **FIRST (1) NEW SHOOTERS CLASS** for \$10, any subsequent new shooters class or RRV match shoot will be \$10 members, \$15 non members. Donations for shooting regular monthly RRV matches will be \$10 members, \$15 non-members. Memberships run from September 1 August 31. New memberships purchased after September will be prorated depending on the number of months remaining and the type of membership. RRV members are encouraged to become Single Action Shooting Society (SASS) members. Please call SASS at (505) 843-1320, or go to www.sassnet.com. SASS first year single initiation membership is \$55, renewal for single membership is \$45. As part of your SASS membership you will receive *The Cowboy Chronicle* (12 issues/year), registration of your alias, a SASS badge with your SASS number on it, a membership certificate and membership card, a SASS Marshall lapel pin, and SASS Shooters Handbook. SASS membership is not required for membership in RRV, or participation in RRV regular monthly matches. **RRV encourages all shooters to join and support the NRA and the NRA Foundation, and Ridgecrest Gun Range Association.** For further information visit our website at www.robbersroostvigilantes.com.

Schedule of Monthly Matches RRV Match Dates:

October 6, 7, 8, 9

Defend the Roost 2011!

No monthly matches in October.

November match schedule TBD.

It's Time to Renew Your RRV Membership

As always, if you renew your membership by the end of September, as a thank you, you'll get a free shoot. Take your pick of a monthly match in November or December. Dues (at left) are unchanged since '98.

Board of Director Election

At the RRV board meeting on September 12, the current Board of Directors was re-elected to a one-year term. All ran unopposed. Club members in attendance were Nasty Newt, Just George, Fullmoon, Wrangler Red, Justin O Sheriff, Lady Jailer, Desert Willow, Duelin Tom, Ballarat Bob, Bad Bascomb, and Goode Bascomb.

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What's the Call?

Application of related existing rules/penalties - PaleWolf Brunelle, SASS #2495

Stage calls for 9 rounds in the rifle. Shooter loads 10 rounds at the loading table. What's the call if:

1. Shooter shoots 9 rounds and ejects the 10th round...safely restages rifle "open & empty".

NO CALL – NO MSV penalty for overloading – Rifle is considered "safe to leave shooter's hands".

2. Shooter kicks out the first round and then shoots the next 9 rounds. "P" + miss (use of "illegally acquired" ammunition)

3. Shooter shoots 5 rounds, then kicks one out, and then shoots the next 4 rounds. "P" + miss (use of "illegally acquired" ammunition)

4. Shooter shoots 9 rounds then puts down open rifle and then shoots the next gun.

MSV for an unfired round remaining in long gun action or magazine

...Or...

SDQ if round is chambered (e.g. lever closes when restaged)

Here are the applicable rules used in determining the penalty for use of a "preloaded" replacement round in a rifle:

Ammunition required for reloads during the course of any stage **must** be carried on the shooter's person in a bandoleer, cartridge/shotshell belt loop, pouch, holster, or pocket or be safely staged as required by stage instructions. ... Leather belt slide ammo loops are acceptable; ... **SHB p.11** The penalty for using "illegally acquired" ammunition (i.e. NOT carried to the line/staged by the shooter **in an approved manner**) will be a **PROCEDURAL**. Any targets hit using that ammo will be scored as **MISSES**.

NO adjustments will be made to the stage raw time. **SHB pp.21 & 25 – RO1 p. 21 – RO2 p.6**

Ammunition dropped by a shooter in the course of reloading any firearm during a stage or "ejected" from any firearm is considered "dead" and may not be recovered until the shooter completes the course of fire. **The round must be replaced from the shooter's person or other area as required by stage description** or if the round is not fired it is counted as a **miss** shot. **SHB p.24 – RO1**

Additional Q&A:

1) If you load too many rounds in your rifle it's a no call but **ONLY** if you kick it out **AFTER** you have fired all the rest of the rounds in the rifle?

YES. If a round is 'kicked out'/ejected DURING the rifle shooting string (as opposed to at the END), the 'extra round' is there to replace it. Rather than rely on a "judgement call" as to the shooter's INTENT (i.e. was the rifle overloaded on purpose or not?), the rules regarding "illegally acquired" ammo can be applied in ALL circumstances where the 'extra' round is used.

NO PENALTY for overloading. The following existing rules **STILL apply:** "P" + miss for use of ANY 'extra' round(s) preloaded in the magazine at the loading table to replace ANY that are ejected during the rifle shooting string. **MSV** for leaving rounds in the rifle at the end of the shooting string (shooter has until **FIRING** the next gun to clear it) ...or...if the rifle is the last firearm used on the stage; it must be cleared before leaving the shooter's hand(s) at the ULT. **SDQ** if an extra round ends up in the chamber (e.g. rifle returned to scabbard & the lever closes)

A "Spirit of the Game" penalty would NOT be appropriate as there is no advantage in getting the 15-second penalty (**Procedural + Miss**) for intentionally 'overloading' in anticipation of ejecting a round during the rifle shooting string.

2) If a shooter **fires** the extra round.... Shoots the 9 targets, and dumps the extra round into the back of the bay. What is the call? Is it a "P" for firing 10 rounds when the stage called for 9?

YES...according to the WB mandate. **The round MAY NOT BE FIRED** to clear the rifle.

NOTE: This is NOT the same as loading 2 in a shotgun and firing one (or both) at a target or firing the "extra" round downrange. The shotgun is generally NOT "preloaded" at the loading table.

SHB is Shooter's Hand Book.

RO1 and RO2 are Range Officer Training Manuals.