



**EUROPEAN CHAMPIONSHIP  
IN COWBOY ACTION SHOOTING  
& WILD BUNCH**



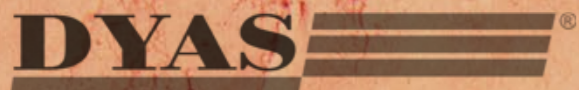
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**15 STAGES MAIN MATCH | 6 STAGES WILD BUNCH  
LONG RANGE | SIDE MATCHES**

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# PROGRAM

MONDAY AUGUST 7, 2017		THURSDAY AUGUST 10, 2017	
18.00 – 20.00	Shooters' registration	08.00 – 12.00	Main match - 4 stages
TUESDAY AUGUST 8, 2017		12.00 – 13.00	Lunch
10.00 – 12.00	Shooters' registration	13.00 – 15.00	Main match - 2 stages
12.00 – 14.00	Lunch	15.00 – 18.00	Side Match / Long Range
13.00 – 18.00	Warm Up - 5 stages	18.00 – 20.00	Dinner, grill
13.00 – 16.00	Side Match / Long Range	19.00 – 22.00	Cowboy Flea Market+++ / free entertainment, music / RO Courses
16.00 – 18.00	WB RO I Course	FRIDAY AUGUST 11, 2017	
16.00 – 19.00	Shooters' registration	08.00 – 13.00	Main match - 5 stages
	Refresh Course - Wild Bunch	13.00 – 15.00	Lunch
19.00 – 20.00	Meeting of posse leaders and deputies - Wild Bunch	14.00 – 17.00	Side Match / Long Range
	Dinner / Free entertainment	16.00 – 18.00	RO II - Course + practical part
18.00		18.00 – 20.00	Dinner
WEDNESDAY AUGUST 9, 2017			Award ceremony Wild Bunch and Side matches Party Casino*** Auction of the Casino prizes
08.00 – 09.00	Shooters' registration	18.00 – 23.00	
09.00 – 13.00	Wild Bunch - 4 stages	SATURDAY AUGUST 12, 2017	
	Side Match / Long Range	08.00 – 12.00	Main match - 4 stages
13.00 – 14.00	Lunch	12.00 – 14.00	Lunch
14.00 – 16.00	Wild Bunch - 2 stages	15.00 – 17.00	Top Gun
14.00 – 18.00	Side Match / Long Range	18.00 – 19.00	Costume Contest
16.00 – 19.00	Shooters' registration	18.00 – 20.00	Dinner
	Refresh Course - CAS		Closing Ceremony Award Ceremony of Days of Truth 2017 Raffle Entertainment, music - AM Country Band
17.00 – 19.00	Meeting of posse leaders and deputies - CAS	19.30	
18.00 – 19.30	Dinner		
19.30 – 19.45	Safety meeting		
20.00	Opening ceremony / Free entertainment		
21.00 – 22.00	Shooters' registration		



# HOWDY COWBOYS!

Welcome in Opařany on XIV. European Championship in Cowboy Action Shooting.  
Here is a short reminder of Days of Truth history with the overall winners.

2004 / Opařany / Czech Republic	<b>I.</b>	Picadoll Jim / Thundermaid
2005 / Žalany / Czech Republic	<b>II.</b>	Ray Heartless / Thundermaid
2006 / Philippsburg / Germany	<b>III.</b>	Westphalian Phill / Lady Smile
2007 / Brescia / Italy	<b>IV.</b>	Ray Heartless / Thundermaid
2008 / Domaniža / Slovakia	<b>V.</b>	Westphalian Phill / Lady Smile
2009 / Opařany / Czech Republic	<b>VI.</b>	Westphalian Phill / Lady Smile
2010 / Torsby / Sweden	<b>VII.</b>	Ray Heartless / Lady Smile
2011 / Starachowice / Poland	<b>VIII.</b>	Dedo / Mrs. Anne
2012 / Dabas / Hungary	<b>IX.</b>	Rephil / Jesse Belle
2013 / Opařany / Czech Republic	<b>X.</b>	Hell Hound / Jesse Belle
2014 / Agna / Italy	<b>XI.</b>	Hell Hound / Jesse Belle
2015 / Domaniža / Slovakia	<b>XII.</b>	Ray Heartless / Jesse Belle
2016 / Ravazd / Hungary	<b>XIII.</b>	Hell Hound / Mad Cat with a Gun

This year's match, for the fifth time organized in the Czech Republic, is going to be a big one. There are more than 310 registered shooters from 15 countries in Europe, US and Australia. They will compete in 31 categories. The match will include 15 stages of CAS, 6 stages of Wild Bunch, speed guns and Long Range. There are also many registered ladies, therefore for the first time in the history of Days of Truth we will evaluate Top 10 separately for man and for ladies. Top Gun will also be split in this way.

Let's hope for the good weather. We wish all participants to have a lot of fun, relax and success.

On behalf of organizers

*Colbert*  
Colbert  
AWS President



# WILD BUNCH POCKET RO CARD CURRENT AS OF JANUARY 2017

**SDQ:** Stage Disqualification  
**MDQ:** Match Disqualification  
**MSV:** Minor Safety Violation - penalty 10 seconds

	<b>M</b>	<b>S</b>	<b>M</b>
	<b>S</b>	<b>D</b>	<b>D</b>
	<b>V</b>	<b>Q</b>	<b>Q</b>
Loading more than five rounds in a magazine.	X		
Charging the pistol before it reaches 45 degrees downrange	X		
Failure to have the trigger finger outside the trigger guard while moving.	X		
Failure to have the trigger finger outside the trigger guard while reloading.	X		
Failure to have the trigger finger outside the trigger guard when clearing a malfunction.	X		
Reloading by placing a round in the chamber of the pistol and then closing the slide. [ALL reloads must be from a magazine.]	X		
Inserting a loaded magazine into the pistol with a round in the chamber [Tactical Reload].	X		
Leaving live rounds in magazine or carrier of the long gun in which it was loaded	X		
Not clearing a long gun's action at the end of a shooting string.	X		
Handing off a malfunctioning firearm	X		
Open, empty long guns that slip and fall but don't break 170 or sweep anyone	X		
Re-staging the empty pistol with the slide forward. [The shooter has until firing the next firearm to correct without penalty]	X		
Leaving the loading table with a cocked loaded firearm			X
Not following designated procedure with a Model '12 shotgun.			X
Moving with the slide forward after the pistol is first charged. (SASS traveling rule)			X
Moving with a live round under the hammer of a long gun.			X
Live round left in the chamber of a long gun.			X
A cocked pistol with a live round leaving the shooter's hand			X
Re-holstering the pistol without it being cleared by a stage official.			X
Discharge impacting 5-10 feet from shooter, while on the firing line			X
Leaving the firing line after the first round goes down range			X
Violation of 170 rule (without sweeping anyone).			X
Sweeping anyone with unloaded firearm			X
Not adhering to loading or unloading procedures			X
Dropped gun (unloaded/empty)			X
Manually de-cocking any firearm on the firing line			X
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day [assessed on			X
Use of illegal or illegally-modified firearm [for scoring purposes only]			X
Discharge impacting within 5 feet from shooter, while on the firing line or any discharge away from the firing line discharge in the loading or unloading areas.			X
Sweeping anyone with loaded firearm			X
Any two (2) stage DQ's or 2 F.T.E./S.O.G.'s during the course of a match			X
Dropped gun (loaded)			X
Shooting out of category. 1 violation is a procedure, 2 violation is SDQ, 3 violation is MDQ.	<b>P</b>	<b>2</b>	<b>3</b>

### Procedural:

Unintentional errors caused by confusion or mistakes. If unable to comply with stage instructions due to physical limitations or handicap, the RO may make allowances for the shooter to complete the stage w/o penalty, adhering as closely as possible to the spirit of the game. 10 seconds; no more than one procedural penalty may be assessed per stage. Failure to Engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage or willfully disregarding a non-shooting procedure. 30 seconds. Not meeting Power Factor OR an Illegal or Illegally modified firearm is a MDQ for Scoring purposes only. Re-shoots are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure. Only safety penalties carry over. Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained.



# POCKET RO CARD

## CURRENT AS OF FEBRUARY 2016

**SDQ:** Stage Disqualification

**MDQ:** Match Disqualification

**MSV:** Minor Safety Violation - penalty 10 seconds

	M	S	M
	S	D	D
	V	Q	Q
Empty or live round in magazine or carrier of the long gun in which it was loaded after the next firearm is fired, or if last firearm, put down on the unloading table.	X		
Empty long guns that slip and fall but don't break 170 or sweep anyone	X		
Cocking a revolver before it reaches 45 degrees downrange	X		
Leaving the line once the stage has begun to retrieve ammo or firearms before all firearms brought to the line are verified as clear		X	
Leaving the stage anytime between when the first and last shots have been fired on the stage		X	
Leaving the firing line after stage has begun before all firearms have been verified as clear		X	
Loading at other than designated location		X	
Discarding a long gun containing a live round in the chamber (once it leaves the shooter's hands)		X	
Holstering or staging revolver with hammer cocked (not fully down) or down (on a live round)		X	
Dropped firearm (unloaded/empty)		X	
Discharge impacting 5-10 feet from shooter, while on the line		X	
Cocked revolver leaving shooter's hand		X	
Changing location or leaving the designated loading area with a cocked gun/gun w/hammer down on live round		X	
Unsafe gun handling (fanning, etc.)		X	
Use of illegal or illegally-modified firearm		X	
Dry firing at the loading table		X	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage)		X	
Violation of 170 rule (without sweeping anyone)		X	
Sweeping anyone with unloaded firearm		X	
De-cocking to avoid a penalty if cocked at the wrong time, position or location		X	
Not adhering to loading or unloading procedures		X	
Shooting on the move (shooting multiple shots during continuous movement)		X	
Use or presence of outlawed/illegal items.		X	
Dropped gun (loaded)			X
Discharge impacting within 5 feet from shooter, while on the line or any discharge away from the firing line. Any discharge in the loading or unloading areas.			X
Sweeping anyone with loaded firearm			X
Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the CRO/TO			X
Any two (2) stage DQ penalties or 2 F.T.E./S.O.G.'s during the course of a match			X
Belligerent attitude/unsportsmanlike conduct			X
Shooting under the influence of alcohol, drugs, or impairing medications			X
Leaving the firing line with a malfunctioning firearm unless under direct supervision of a match official			X
Shooting out of category. e.g., Not wearing the correct items in Classic Cowboy or not making enough smoke in B / P Categories 1 <sup>st</sup> violation is a procedure, 2 <sup>nd</sup> violation is SDQ, 3 <sup>rd</sup> violation is MDQ.	P	2	3

### Procedural:

Unintentional errors caused by confusion or mistakes. 10 seconds; no more than one procedural penalty may be assessed per stage. Failure to Engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage, not meeting the Ammunition Power Factor or willfully disregarding a non-shooting procedure. 30 seconds. Reshoots are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure. Failure of shooter equipment or firearms may be granted at the discretion of the Match Director (except at annual or state/regional championships and above). Only safety penalties carry over. Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.

# MENU

## MONDAY AUGUST 7, 2017

<b>LUNCH</b>	Onion soup, Szeged goulash, dumplings	90 CZK 4 €
<b>DINNER</b>	Spicy meat stew, toasts	90 CZK 4 €

## TUESDAY AUGUST 8, 2017

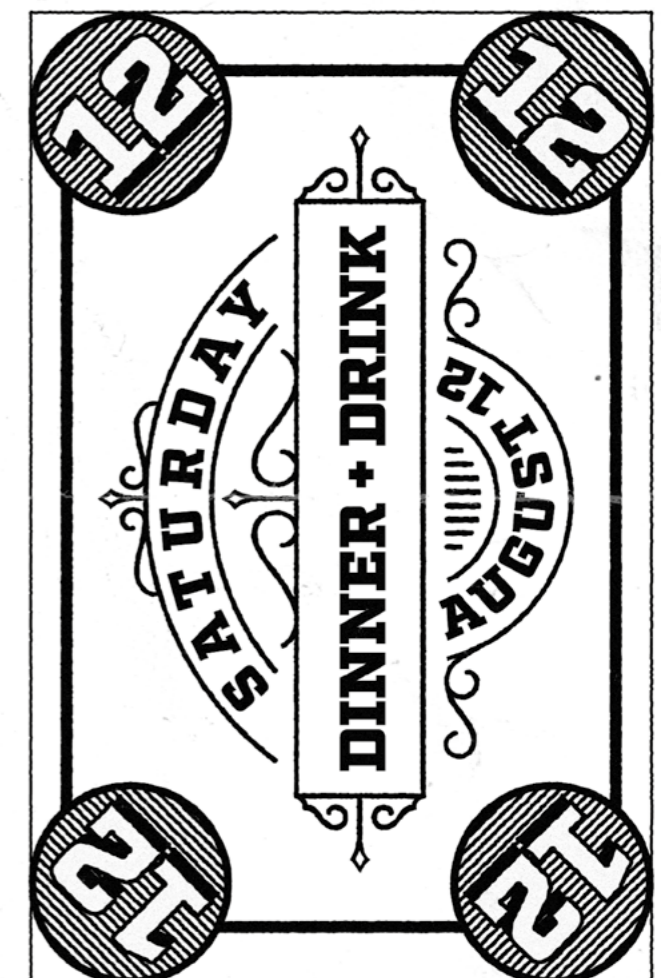
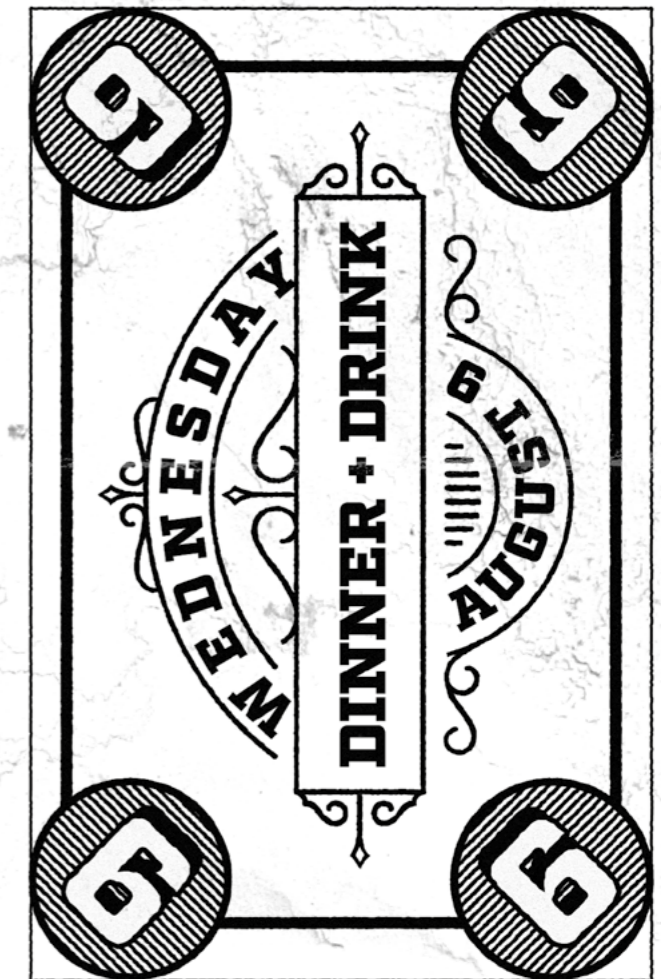
<b>LUNCH</b>	Onion soup, Szeged goulash, dumplings	90 CZK 4 €
<b>DINNER</b>	Spicy meat stew, toasts	90 CZK 4 €

## WEDNESDAY AUGUST 9, 2017

<b>BREAKFAST</b>	Onion soup, Szeged goulash, dumplings	35 CZK 1,50 €
<b>LUNCH 1</b>	Cabbage soup, sweet mini cakes with custard	80 CZK 3 €
<b>LUNCH 2</b>	Cabbage soup, venison goulash, potato cake	125 CZK 5 €
<b>DINNER</b>	Pork steak Sous vide 200 gr., bread, dressing. <b>Included in the main match fee</b>	

## THURSDAY AUGUST 10, 2017

<b>BREAKFAST</b>	Scrambled eggs with bacon and onion, bread	35 CZK 1,5 €
<b>LUNCH 1</b>	Garlic soap, potato goulash, bread, pickle	125 CZK 5 €
<b>LUNCH 2</b>	Garlic soap, breaded steak 200 gr., boiled potatoes	125 CZK 5 €
<b>DINNER 1</b>	Vegetable chutney with smoked meat, bread	70 CZK 2,50 €
<b>DINNER 2</b>	Grilled chicken breast Sous vide 200 gr.	110 CZK 4,50 €



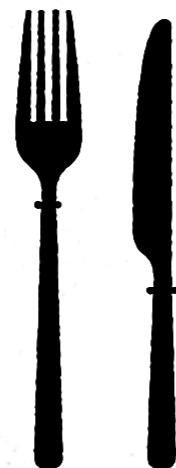
# MENU

## FRIDAY, AUGUST 11 2017

<b>BREAKFAST</b>	Egg spread with smoked meat, bread	<b>35 CZK 1,50 €</b>
<b>LUNCH 1</b>	South Bohemian soup, traditional meat stew with smoked cheese, bread	<b>95 CZK 4 €</b>
<b>LUNCH 2</b>	South Bohemian soup, pork brisket 200 gr., spinach, potato dumplings	<b>135 CZK 5,5 €</b>
<b>DINNER 1</b>	Fried bread roll filled with meat mix and mushrooms	<b>80 CZK 3 €</b>
<b>DINNER 2</b>	Grilled pork 200 gr., bread	<b>110 CZK 4,50 €</b>

## SATURDAY AUGUST 12, 2017

<b>BREAKFAST</b>	Cakes, hot chocolate	<b>35 CZK 1,50 €</b>
<b>LUNCH 1</b>	Goulash soup, minced meat stake, mashed potatoes	<b>105 CZK 4 €</b>
<b>LUNCH 2</b>	Goulash soup, roast beef 200 gr., bread	<b>130 CZK 5 €</b>
<b>DINNER</b>	Grilled pork sirloin, potatoes with cream sauce, vegetables. <b>Included in the main match fee</b>	



# SCORE SHEET - EXAMPLE

## DOT 2017 MATCH DATE TUESDAY AUGUST 8, 2017

Posse No. 1			Posse Leader Lyoner Dundee								
Stage No. 1			Raw	# of	# of	Proc-	# of				
Name	Number	Cat	Time	Miss	Bonus	dural	MSV	SDQ	MDQ	SOG	Initial
Buky	999385	FCG	20,15	2	1		1				
Dědek Dave	999026	FCDS									
Frontier Six Shooter [Deputy]	16951	S									

- Raw Time - time from timer in Arab number, for example: 20,15 or 14,83 etc...
- Please write it legibly
- Miss - number of misses: 1 or 2 etc...
- Bonus - number of hit bonus, we have just 1 or 0.
- Procedural - please write just „I“ or „-“
- Minor Safety Violation (MSV) - please write just „I“ or „-“
- Stage disqualification (SDQ) - please write just „I“ or „-“, (if it is „I“ other information are „-“)
- Match disqualification (MDQ) - please write just „I“ or „-“, (if it is „I“ other information are „-“)
- Spirit of the Game (SOG) - please write just „I“ or „-“
- Initial - Shooters signature.

# SHOOTING SCHEDULE

## WARM UP TUESDAY AUGUST 8, 2017

POSSE	WARM UP 1	WARM UP 2	WARM UP 3	WARM UP 4	WARM UP 5
1	13	14	15	16	17
2	17	13	14	15	16
3	16	17	13	14	15
4	15	16	17	13	14
5	14	15	16	17	13

## WILD BUNCH TUESDAY AUGUST 8, 2017

POSSE	WB 1	WB 2	WB 3	WB 4	WB 5	WB 6
1	9	10	11	12	14	15
2	15	9	10	11	12	14
3	14	15	9	10	11	12
4	12	14	15	9	10	11
5	11	12	14	15	9	10

**BAY  
2**

# WARM UP 1



**PISTOLS 5+5, RIFLE 9, SHOTGUN 2+**

**STANDING:**

Pistols holstered, rifle and shotgun staged at position 1.

**STARTING POSITION:**

At position 1.

**PROCEDURE:**

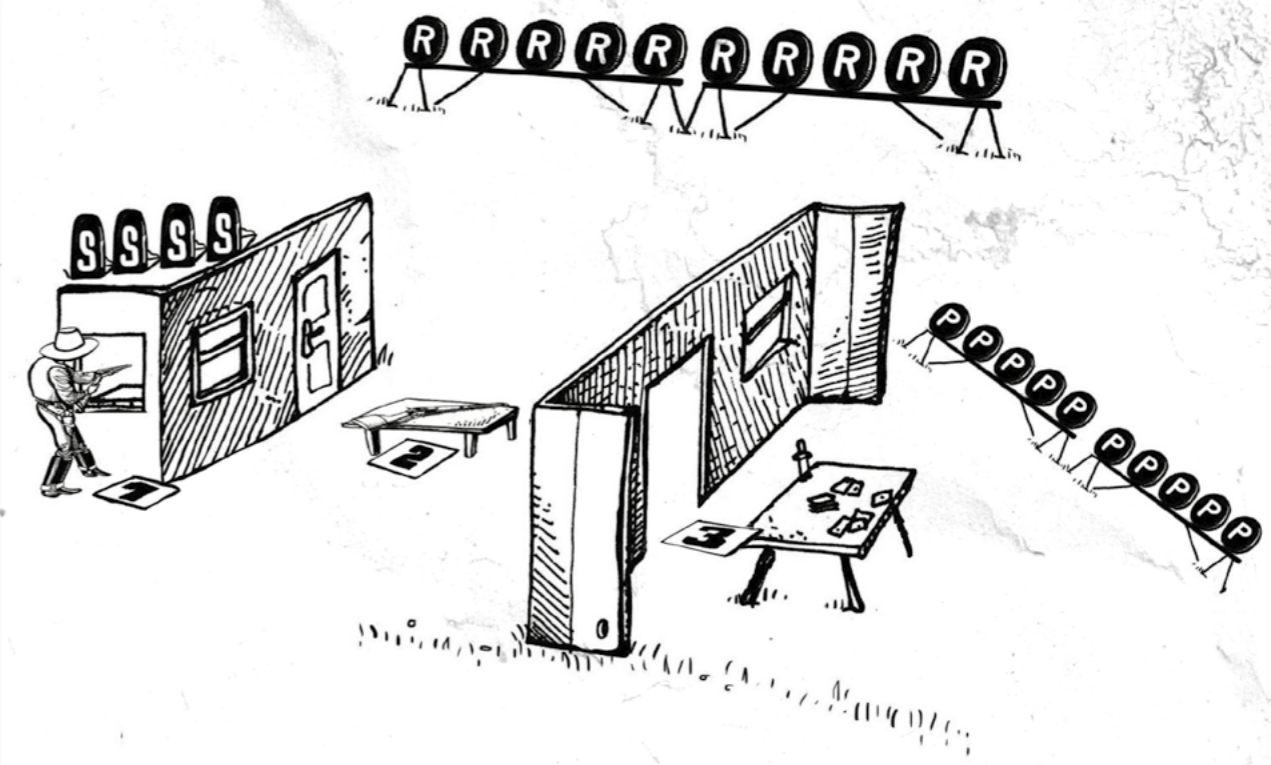
After the BEEP any order of guns but the rifle is not allowed to be the last. With the shotgun engage two S targets in any order. With the rifle engage R targets in Nevada sweep starting from either end. With the pistols engage the P targets in two Nevada Sweeps starting from either end.

SPONSOR OF THE STAGE



# WARM UP 2

**BAY  
4**



**PISTOLS 5+5, RIFLE 10, SHOTGUN 4+**

**STANDING:**

Pistols holstered, rifle staged at position 2.

**STARTING POSITION:**

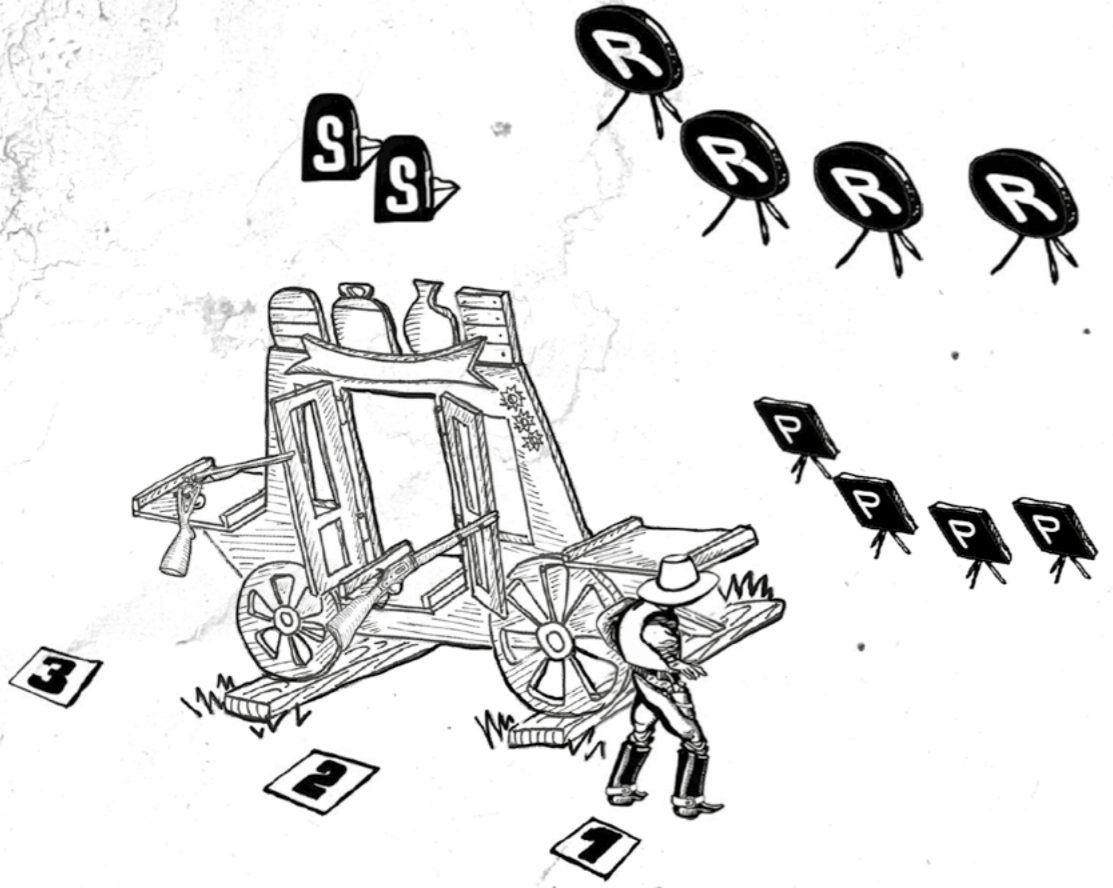
At position 1, shotgun in hands.

**PROCEDURE:**

After the BEEP engage the S targets with the shotgun in any order. From position 2 engage the first 5 knock down R targets with the rifle from the left and the second 5 knock down targets from the right. From the position 3 engage the P knock down targets with the pistols, using the same instructions as for the rifle. Make up shots on knock downs are not allowed.



# WARM UP 3



## PISTOLS 5 + 5, RIFLE 10, SHOTGUN 2 +

**STANDING:**

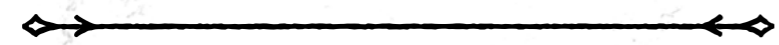
Pistols holstered, rifle staged at position 2, shotgun staged at position 3.

**STARTING POSITION:**

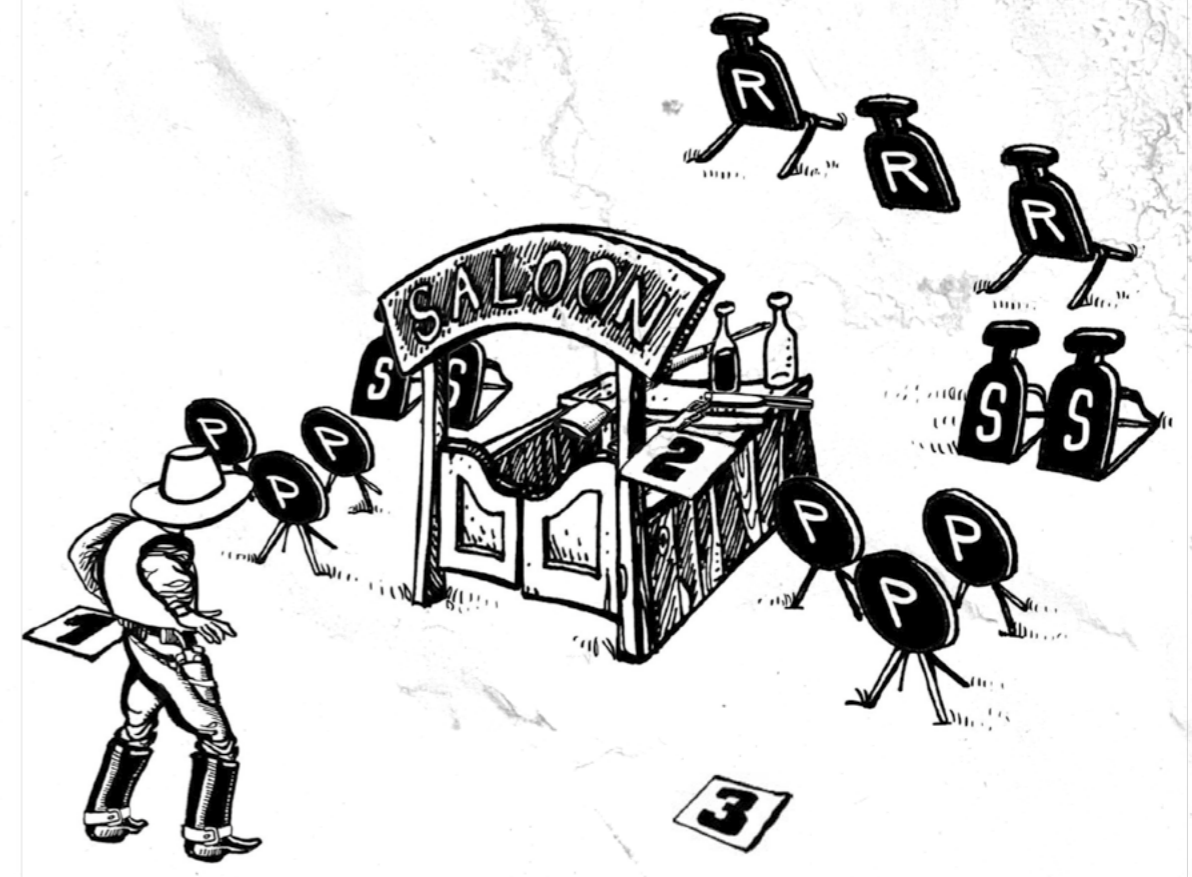
At position 1, hands touche pistols.

**PROCEDURE:**

After the BEEP, from position 1, with the pistols engage P targets in Zig Zag Sweep [1;2;3;4;3;2;1;2;3;4] starting either direction. From position 2, with the rifle engage R targets using the same instructions as for the pistols. From position 3, with the shotgun, engage the S targets in any order.



# WARM UP 4



## PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +

**STANDING:**

Pistols holstered, rifle and shotgun staged at position 2.

**STARTING POSITION:**

At position 1 or 3, hands crossed on the chest. If starting at position 1 the sequence is 1-2-3, if starting at position 3 the sequence is 3-2-1.

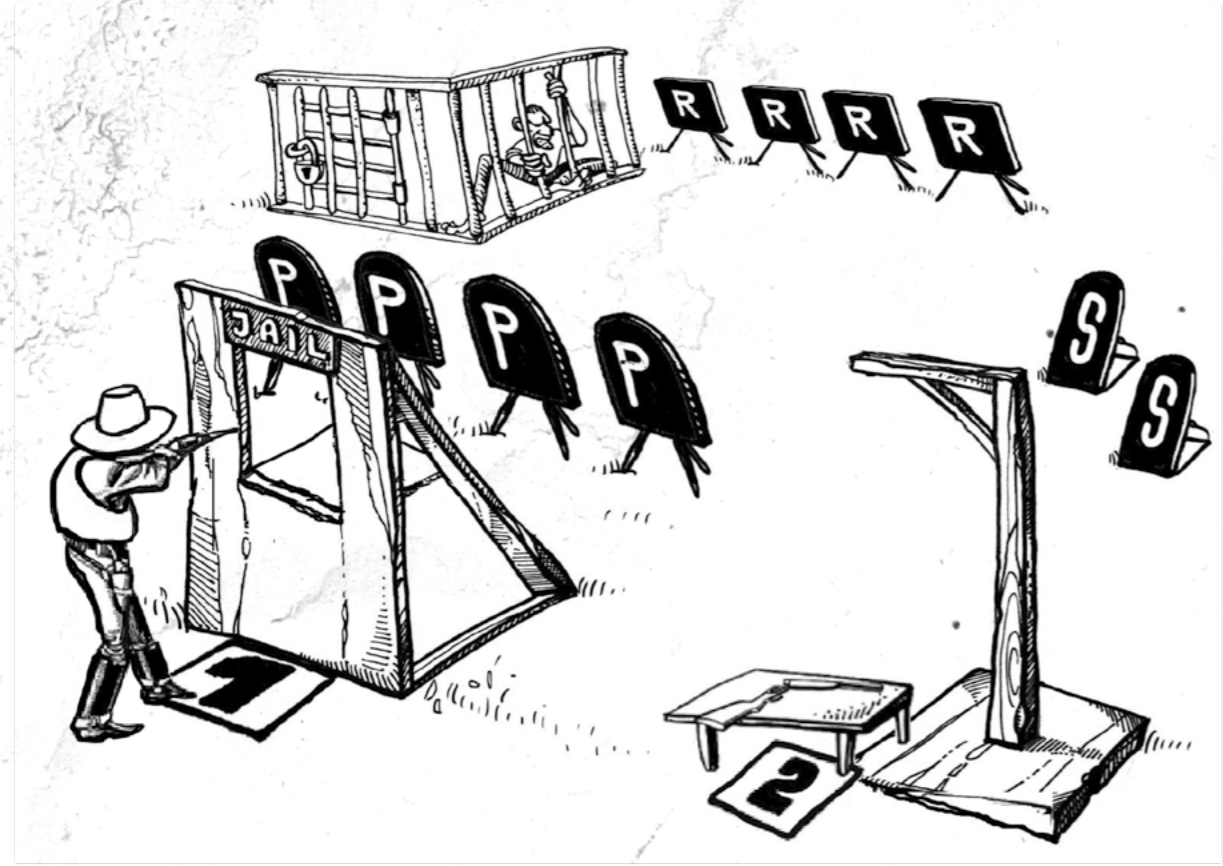
**PROCEDURE:**

After the BEEP engage the three P targets with the first pistol in 1-3-1 (1;222;3) starting at either end. Then move to position 2. Release the swinger. With the rifle engage R targets twice in 1-3-1 Sweep either from the left or right. Dirty sweep is allowed. With the shotgun engage the S targets in any order. Then move to position 3 and with the second pistol engage the three P targets using the same instruction as for the first pistol.

SPONSOR OF THE STAGE



# WARM UP 5



## PISTOLS 5 + 5, RIFLE 10, SHOTGUN 2 +

**STANDING:**

Pistols holstered, rifle staged at position 1, shotgun staged at position 2.

**STARTING POSITION:**

At position 1, rifle in port arms.

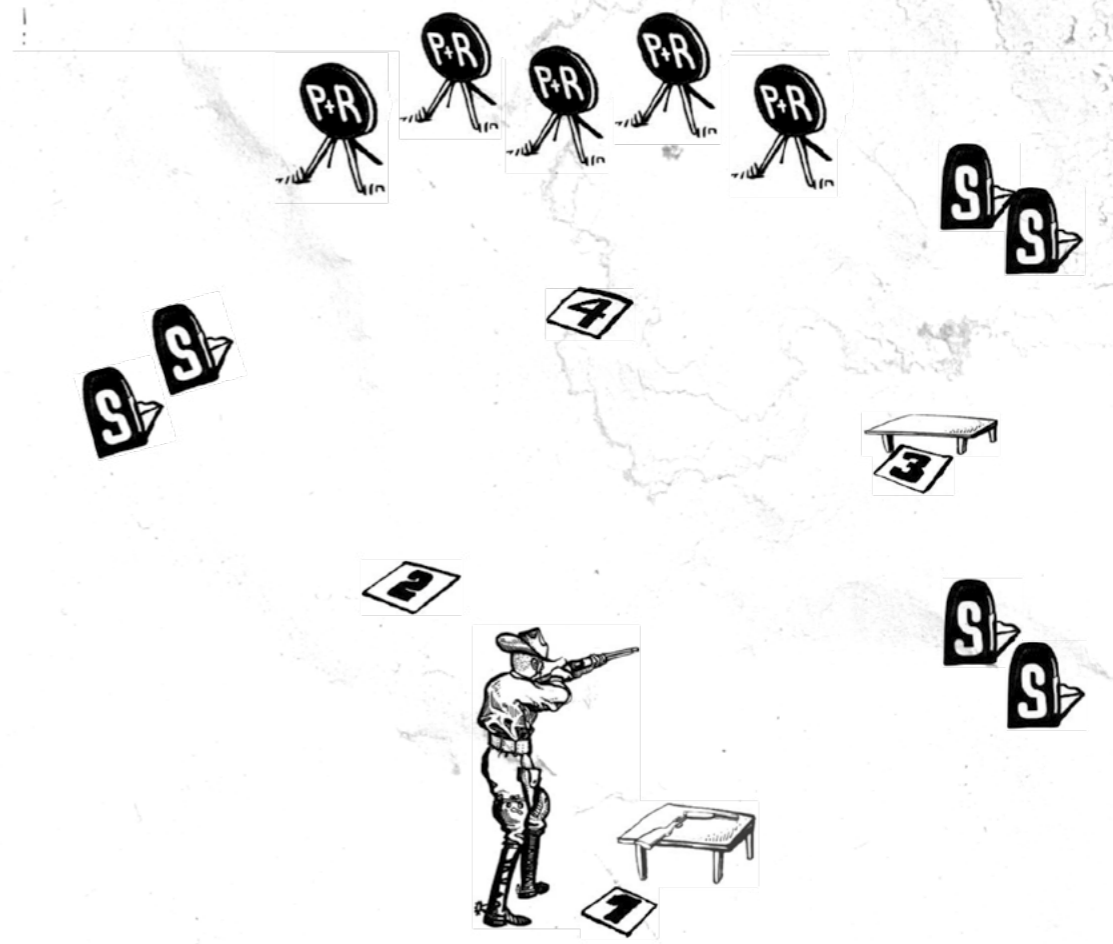
**PROCEDURE:**

After the BEEP from position 1 engage the R targets with the rifle in Badger Sweep (1;2;3;4;1;2;3;1;2;1) either from the left or right. With the pistols engage the P targets from position 1 using the same instructions as for the rifle. Then move to position 2 and with the shotgun engage two S targets in any order.

SPONSOR OF THE STAGE



# WILD BUNCH 1



## PISTOLS 5 + 5, RIFLE 10, SHOTGUN 6

**STANDING:**

Pistol holstered, shotgun staged at position 1, rifle in hands.

**STARTING POSITION:**

At position 1, rifle in hands.

When ready say: "Let's go for it..."

**PROCEDURE:**

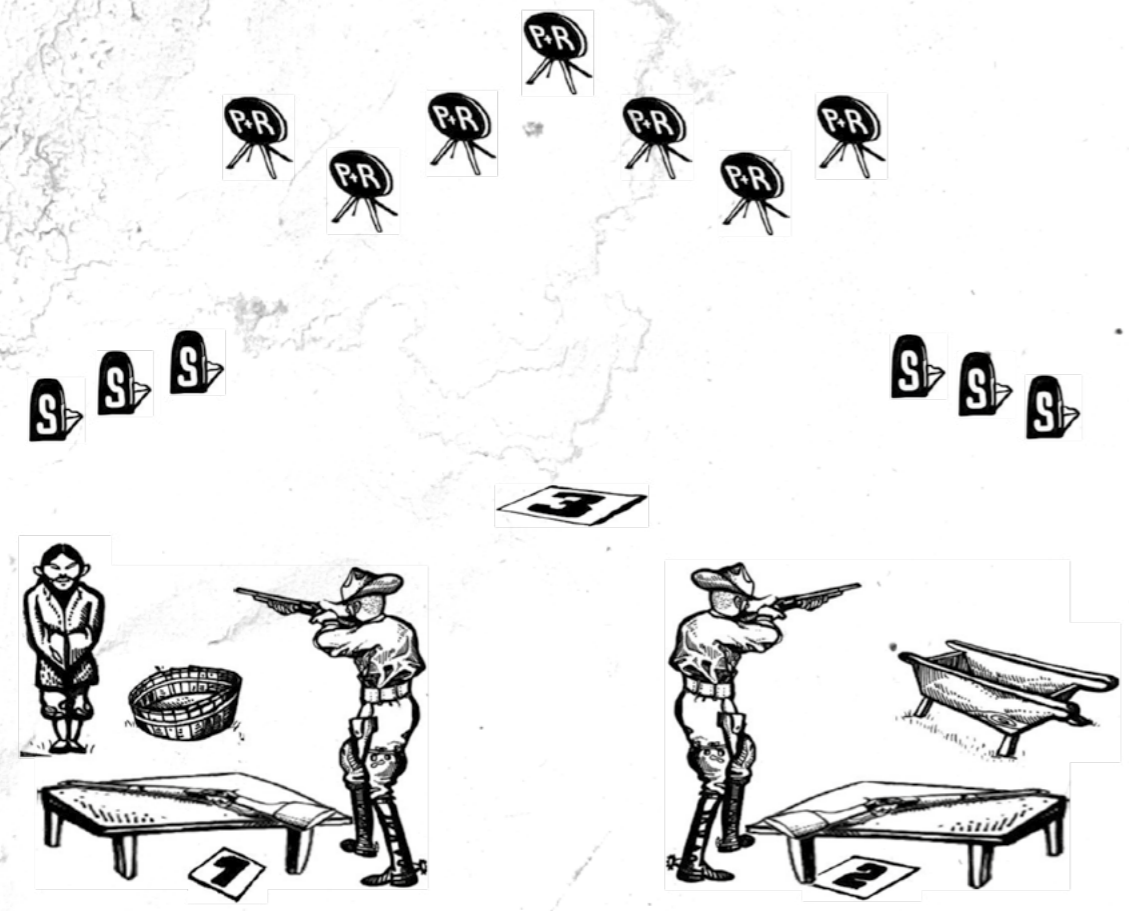
After the BEEP, with the rifle, engage P+R targets in Double Tap Sweep (11;22;33;44;55) starting from either end, put the rifle safely into the rack. With the shotgun, engage two knockdown S targets, move to position 2, engage two knockdown S targets, move to position 3, engage two knockdown S targets and put the shotgun safely on position 3. Move to position 4. With the pistol engage the P+R targets with 10 rounds in Double Tap Sweep starting from either end.

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**WILD BUNCH 2**



● **PISTOLS 5+5+5+5, RIFLE 10, SHOTGUN 6** ●

**STANDING:**

Pistol holstered, rifle staged at position 1 or 2, shotgun in port arms.

**STARTING POSITION:**

At position on which the rifle is not staged, the shotgun in port arms.  
When ready say: **"Sometimes I hit it..."**

**PROCEDURE:**

After the BEEP, with the shotgun engage three S targets in any order, move to the opposite position and engage the other three S targets in any order. With the rifle engage P+R targets in 2-1-1-2-1-1-2 sweep [11;2;3;44;5;6;77] starting from either end. Then put the rifle safely down and move to position 3. With the pistol engage the P+R targets in 5- 2-2-2-2-2-5 sweep [11111;22;33;44;55;66;77777] starting from either end.

SPONSOR OF THE STAGE



**WILD BUNCH 3**



● **PISTOLS 5+5+5, RIFLE 9, SHOTGUN 4** ●

**STANDING:**

Pistol holstered, rifle staged at position 2, shotgun staged at position 3.

**STARTING POSITION:**

At position 1 or 4, if starting from position 1 the sequence is 1-2-3, if starting from position 4 the sequence is 4-3-2.  
When ready say: **"The train is delayed again..."**

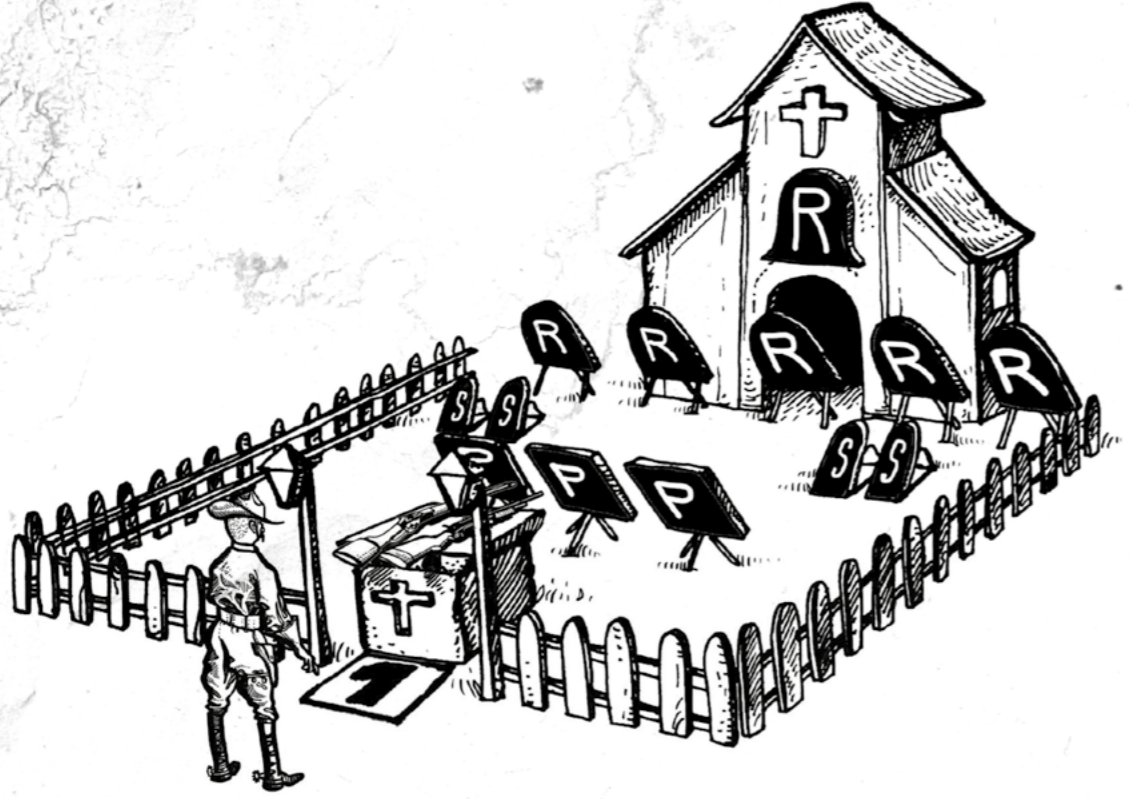
**PROCEDURE:**

After the BEEP, from position 1 or 4, with the pistol, engage three P targets in Nevada Triple Tap [111;222;333;222;111] starting from either end. From position 2 with the rifle engage the R targets in Triple Tap [111;222;333]. From position 3 with the shotgun engage S targets any order.

SPONSOR OF THE STAGE



# WILD BUNCH 4



● **PISTOLS 5+5+5, RIFLE 10, SHOTGUN 4** ●

**STANDING:**

Pistol holstered, rifle and shotgun staged at position 1.

**STARTING POSITION:**

At position 1, hands touching the table.  
When ready say: **“Hand Bruce over to me...”**

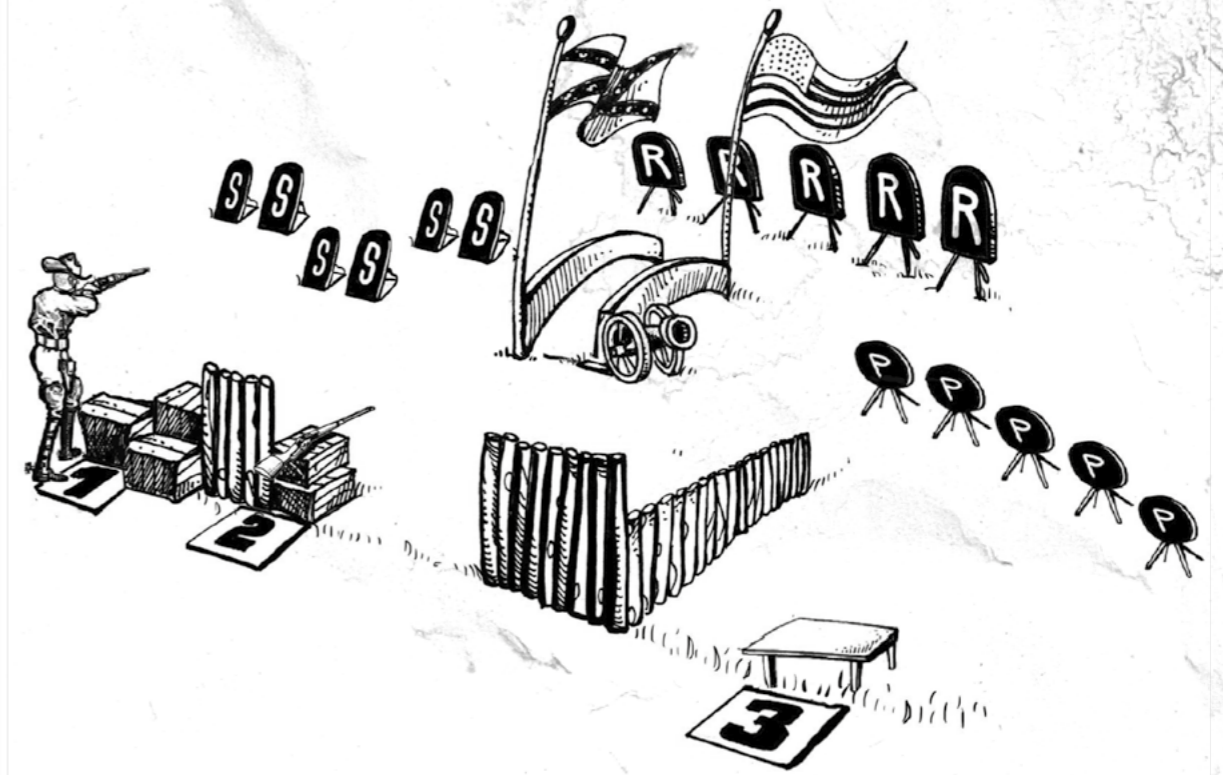
**PROCEDURE:**

After the BEEP with the rifle engage R targets, each at least once, in any order.  
With the shotgun engage S targets in any order. With the pistol with the first 5 rounds engage the P targets each at least once, same with the second 5 rounds and with the third 5 rounds engage the R targets (without bell) each at least once in any order.

SPONSOR OF THE STAGE



# WILD BUNCH 5



● **PISTOLS 5+5+5+5, RIFLE 10, SHOTGUN 6** ●

**STANDING:**

Pistol holstered, rifle staged at position 2, shotgun in hands.

**STARTING POSITION:**

At position 1, shotgun in hands.  
When ready say: **“Alea Iacta Es...”**

**PROCEDURE:**

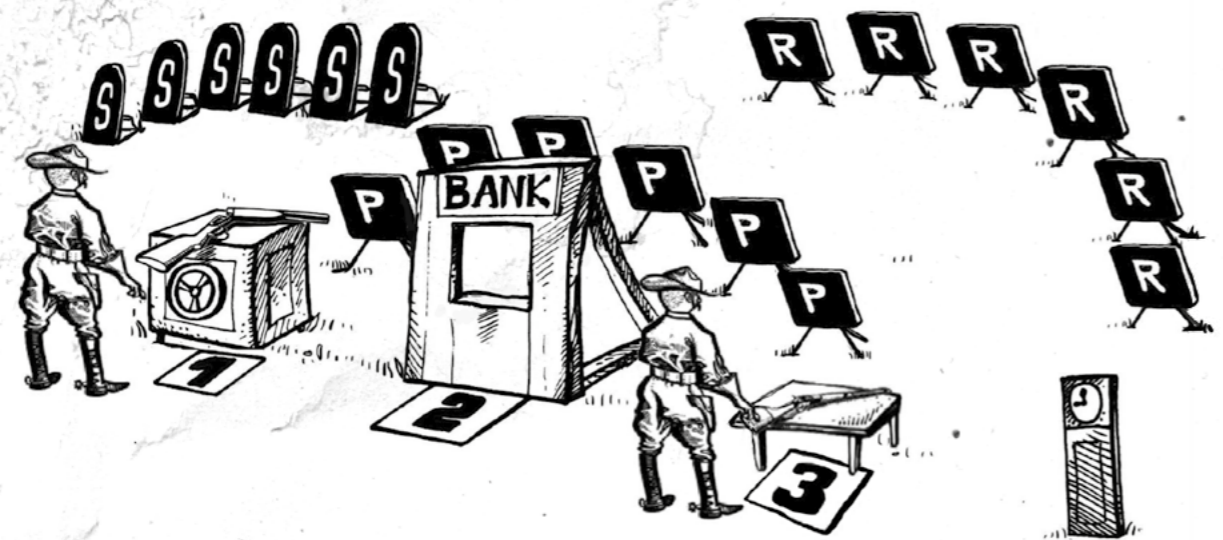
After the BEEP from position 1 with the shotgun engage S targets in any order.  
From position 2 with the rifle engage R targets - six times central target and once each other target in any order. From position 3 with the pistol engage P targets in 6-1-6-1-6 [11111;2;333333;4;555555] any order.

SPONSOR OF THE STAGE



**BAY  
17**

**WILD BUNCH 6**



**PISTOLS 5 + 5 + 5 + 5, RIFLE 10, SHOTGUN 6**

**STANDING:**

Pistol holstered, shotgun staged at position 1, rifle staged at position 3.

**STARTING POSITION:**

At position 1 or 3, hands crossed behind back. Start is possible from position 1 or 3. If starting from position 1 the sequence is 1-2-3, if starting from position 3 the sequence is 3-2-1.

When ready say: "Are you already open?"

**PROCEDURE:**

After the BEEP engage the appropriate targets with the gun in front of you. From position 1 with the shotgun engage S targets in any order. From position 2 with the pistol engage P targets in 3-2-5-5-2-3 (111;22;33333;44444;55;666) any order. From position 3 with the rifle engage R targets in 2-2-1-1-2-2 (11;22;3;4;55;66) any order.

SPONSOR OF THE STAGE



**SHOOTING SCHEDULE  
15 STAGES**

**FIRST DAY THURSDAY AUGUST 10, 2017**

STAGE POSSE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	8	9	10	11	13	14									
2		8	9	10	11	13	14								
3			8	9	10	11	13	14							
4				8	9	10	11	13	14						
5					8	9	10	11	13	14					
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7							8	9	10	11	13	14			
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10										8	9	10	11	13	14
11	14										8	9	10	11	13
12	13	14										8	9	10	11
13	11	13	14										8	9	10
14	10	11	13	14										8	9
15	9	10	11	13	14										8

**SECOND DAY FRIDAY AUGUST 11, 2017**

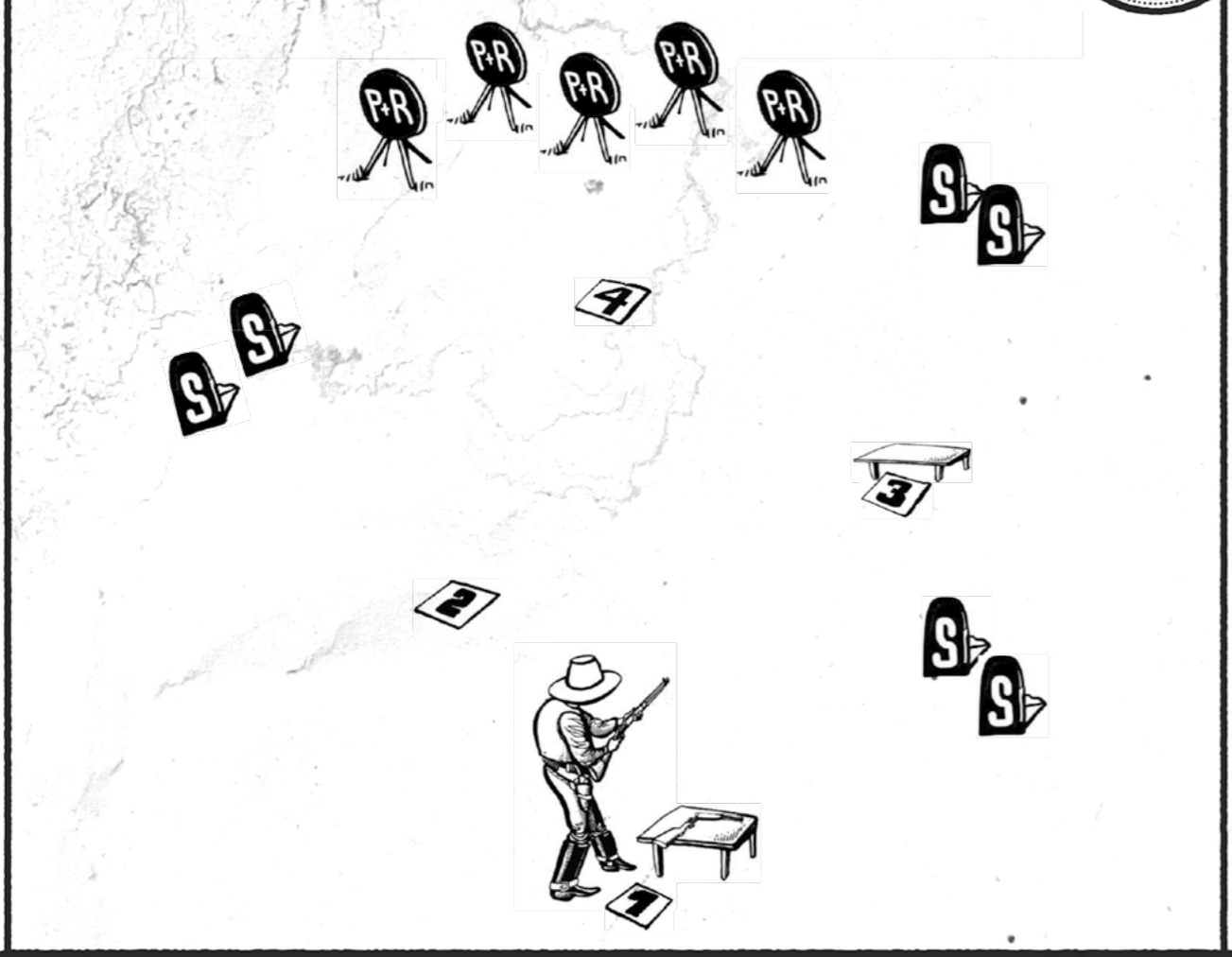
1							8	9	10	11	12				
2								8	9	10	11	12			
3									8	9	10	11	12		
4										8	9	10	11	12	
5											8	9	10	11	12
6	12											8	9	10	11
7	11	12											8	9	10
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9	9	10	11	12											8
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11		8	9	10	11	12									
12			8	9	10	11	12								
13				8	9	10	11	12							
14					8	9	10	11	12						
15						8	9	10	11	12					

**THIRD DAY SATURDAY AUGUST 12, 2017**

1												8	9	10	11
2	11												8	9	10
3	10	11												8	9
4	9	10	11												8
5	8	9	10	11											
6		8	9	10	11										
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13									8	9	10	11			
14										8	9	10	11		
15											8	9	10	11	

**BAY 1**

# STAGE 1



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 6 +**

**STANDING:**

Pistols holstered, shotgun staged at position 1.

**STARTING POSITION:**

At position 1, rifle in port arms.

When ready say: **"Where are the coyotes..."**

**PROCEDURE:**

After the BEEP engage P+R targets with the rifle in a Ozark Double Tap Sweep (11;55;22;44;33) starting on either end, put the rifle safely into the rack. With the shotgun, engage two knockdown S targets, move to position 2, engage two knockdown S targets, move to position 3, engage two knockdown S targets a put the shotgun on position 3.

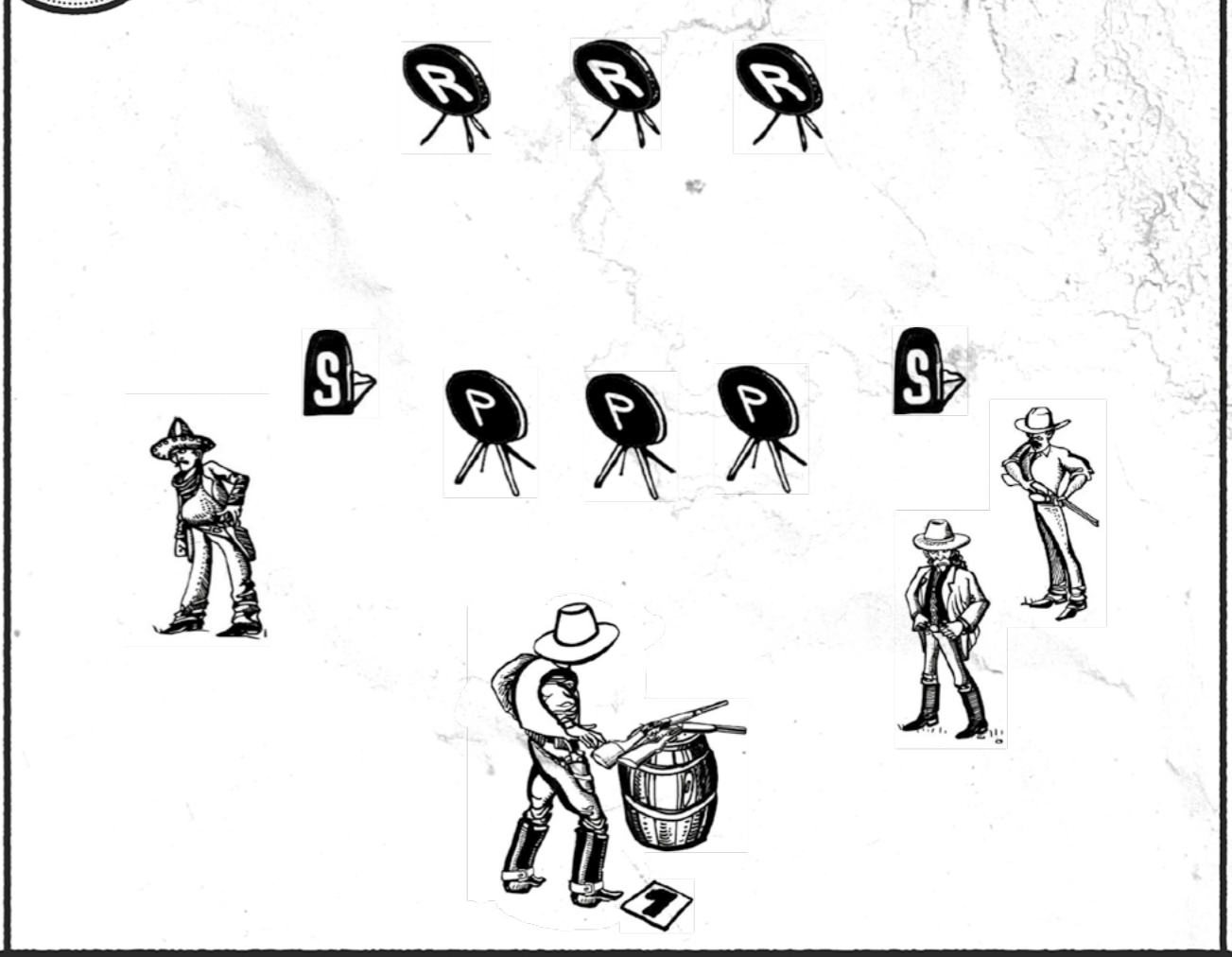
Move to position 4. With the pistols, engage the P+R targets using the same instructions as for the rifle.

SPONSOR OF THE STAGE



# STAGE 2

**BAY 2**



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 2 +**

**STANDING:**

Pistols holstered, rifle and shotgun staged at position 1.

**STARTING POSITION:**

At position 1, a bag in a hand.

When ready say: **"You've brought two too many."**

**PROCEDURE:**

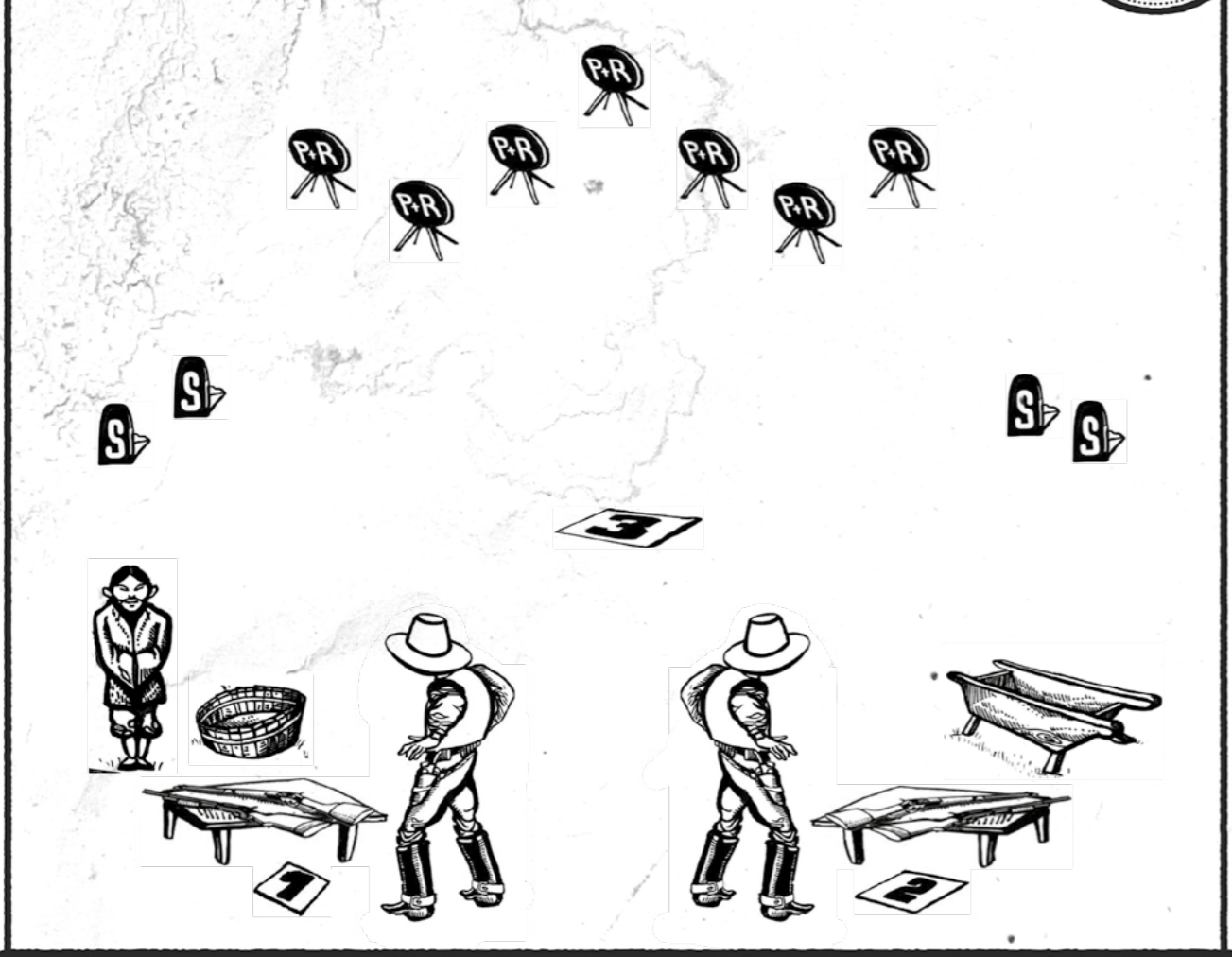
After the BEEP, put down a bag. Any order of guns, but the rifle is not allowed to be the last. With the shotgun engage the two S targets in any order. With the rifle, with the first 5 rounds engage center target and only one side target (either left or right) in Alternative sweep, starting on the central target, THEN with the next five rounds engage the central target and other opposite side target in Alternative sweep. With the pistols engage the P targets using the same instructions as for the rifle.

SPONSOR OF THE STAGE



**BAY 3**

**STAGE 3**



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +**

**STANDING:**

Pistols holstered, rifle staged at position 1 or 2, shotgun staged at opposite position.

**STARTING POSITION:**

At position 1 or 2, hands crossed on the chest.  
When ready say: "I am keen of this..."

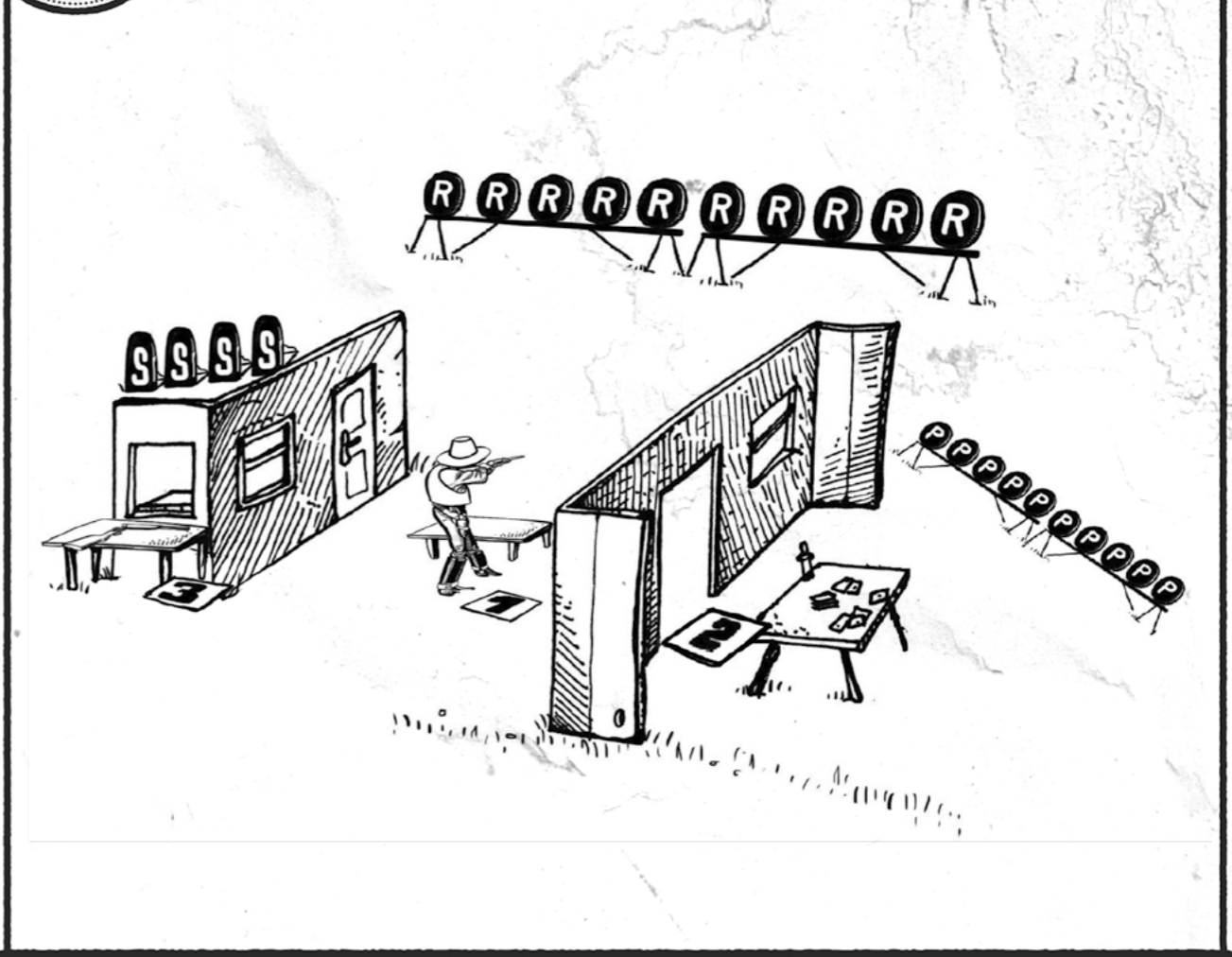
**PROCEDURE:**

After the BEEP, with the shotgun, engage the two S target any order, move to opposite position, engage another three S targets in any order. With the rifle engage the P+R targets in Palidrome sweep (1;22;3;44;5;66;7). Then put the rifle safely down and move to position 3. With the pistols engage the P+R targets using the same instructions as for the rifle.



**STAGE 4**

**BAY 4**



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +**

**STANDING:**

Pistols holstered, shotgun staged at position 2.

**STARTING POSITION:**

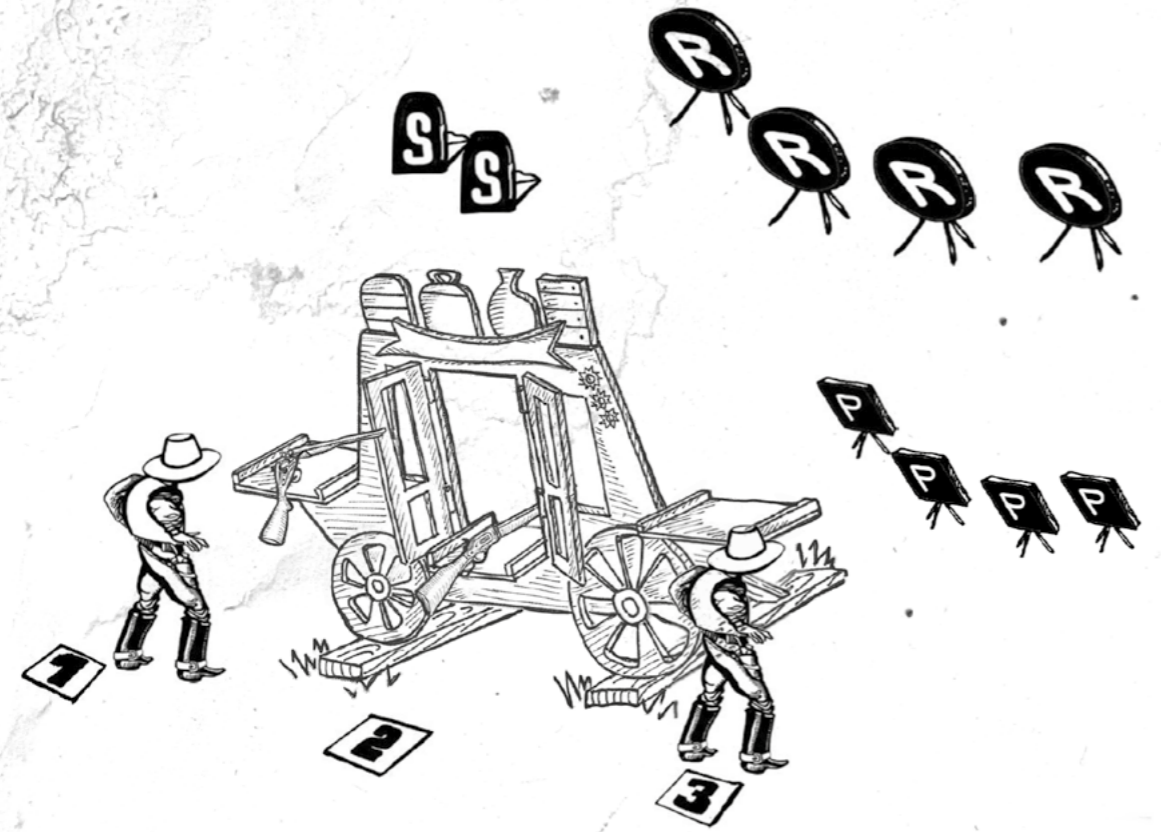
At position 1, rifle in hands.  
When ready say: "I cannot get over this lie"

**PROCEDURE:**

After the BEEP, with the rifle engage the R knock down targets any order. Then move to position 2. From the position 2 with the pistols, engage the P knock down targets using the same instructions as for the rifle. From position 3 with the shotgun engage S targets in any order. Only then it is allowed to do make up shots - with the shotgun engage any still standing knock down targets in any order until they are down.



# STAGE 5



## PISTOLS 5+5, RIFLE 10, SHOTGUN 2+

**STANDING:**

Pistols holstered, shotgun staged at position 1, rifle staged at position 2.

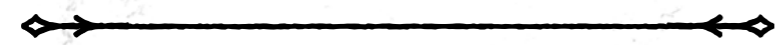
**STARTING POSITION:**

At position 1 or 3, if start from position 1 the sequence is 1-2-3, if start from position 3 the sequence is 3-2-1. Hands raised above the shooters head.

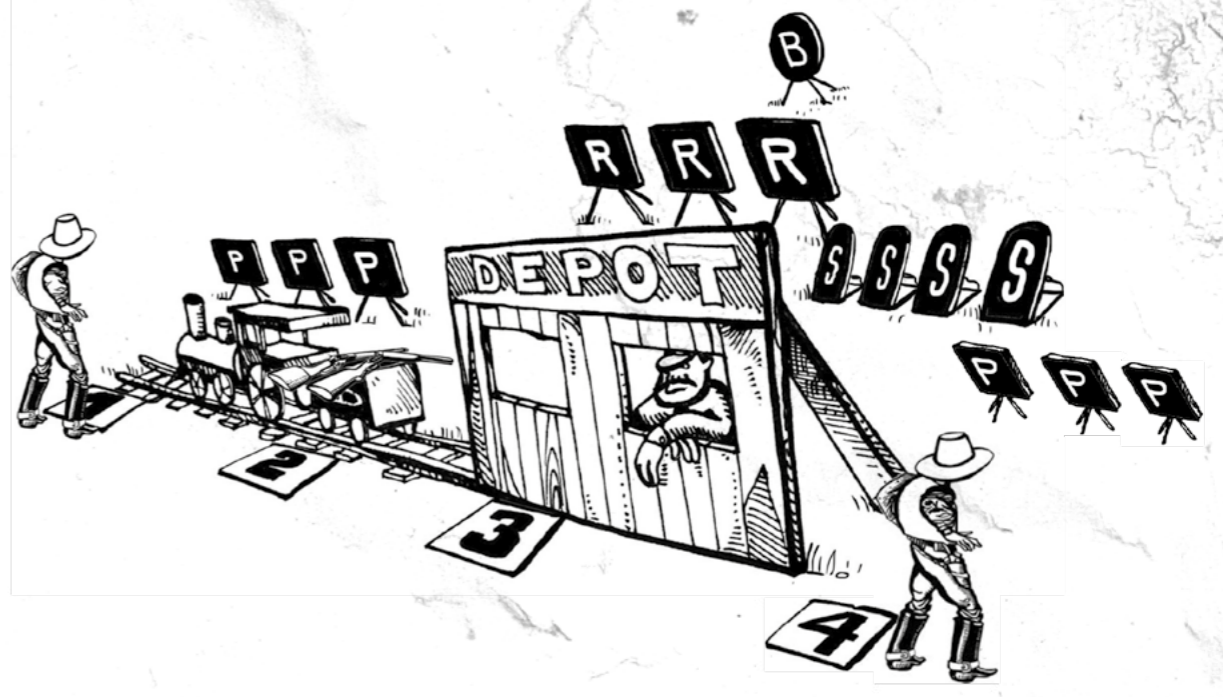
When ready say: "Hands Up..."

**PROCEDURE:**

After the BEEP, from position 1, with the shotgun, engage the S targets in any order. From position 2, with the rifle engage the R targets in Possum Skinner Swepp (111;222;333;4) starting either direction. From position 3, with the pistols engage the P targets using the same instructions as for the rifle.



# STAGE 6



## PISTOLS 5+5, RIFLE 10+1, SHOTGUN 4+

**STANDING:**

Pistols holstered, rifle staged at position 2, shotgun staged at position 2 or 3.

**STARTING POSITION:**

At position 1 or 4, if start from position 1 the sequence is 1-2-3-4, if start from position 4 the sequence is 4-3-2-1. Hands touching pistols.

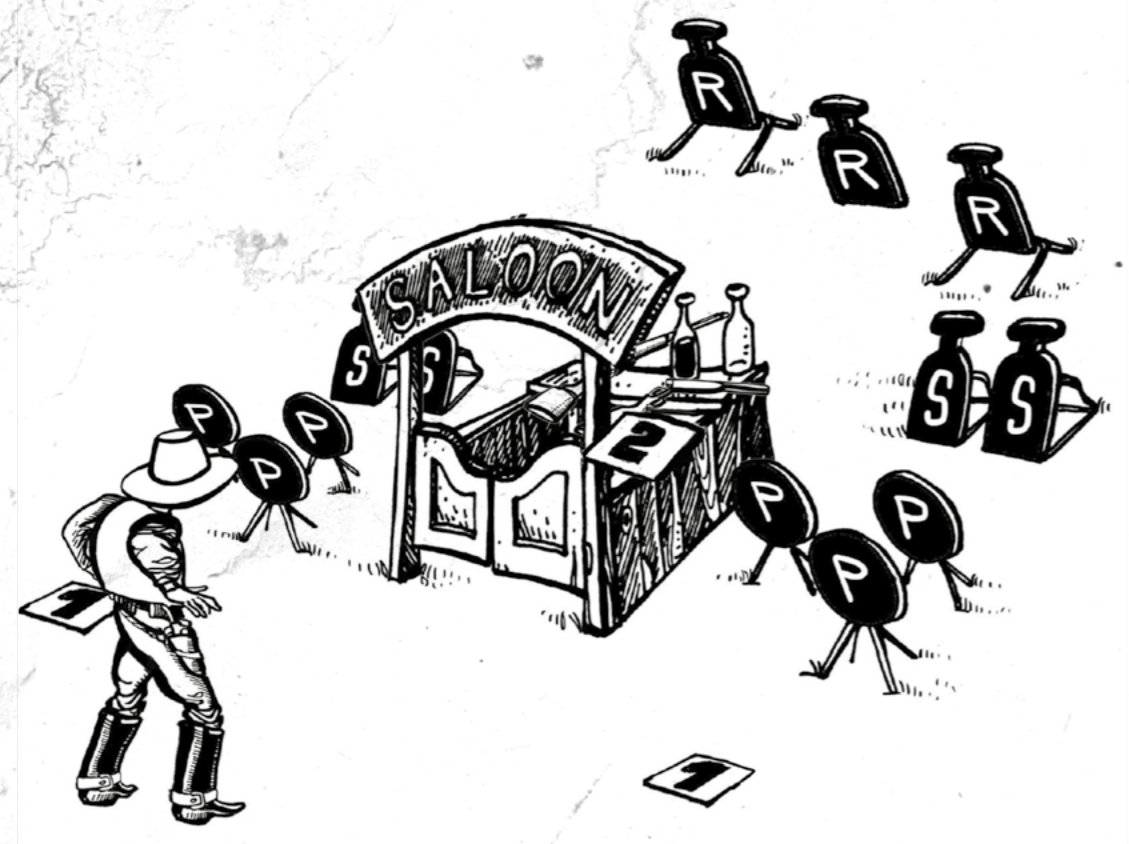
When ready say: "Stoke Up the fire"

**PROCEDURE:**

After the BEEP, from position 1 or 4, with the first pistol, engage the three P targets in Five on Three, from position 2 with the rifle engage the R targets in Ten on Three, reload one round and engage the Bonus target. Miss is not penalized, hit is minus 8 seconds. From position 3 with the shotgun engage the S targets in any order. From position 4 or 1, with the second pistol, engage the three P targets in Five on Three. Please, in case of the bonus write to score sheet number 2.



# STAGE 7



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +**

**STANDING:**

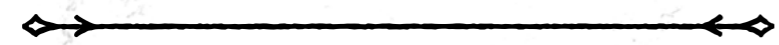
Pistols holstered, rifle and shotgun staged at position 1.

**STARTING POSITION:**

At position 1 left or right, with pistol/s aimed at the P targets.  
When ready say: **"Give me the shotgun"**

**PROCEDURE:**

After the BEEP, with pistols engage the three P targets twice in Indiana Sweep [22;1;2;3] starting from either end. Then move to position 2. Release the swinger and then with the rifle engage the R target twice in Indiana sweep either from the left or right. With the shotgun engage the S targets in any order.



# STAGE 8



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +**

**STANDING:**

Pistols holstered, rifle and shotgun staged at position 1.

**STARTING POSITION:**

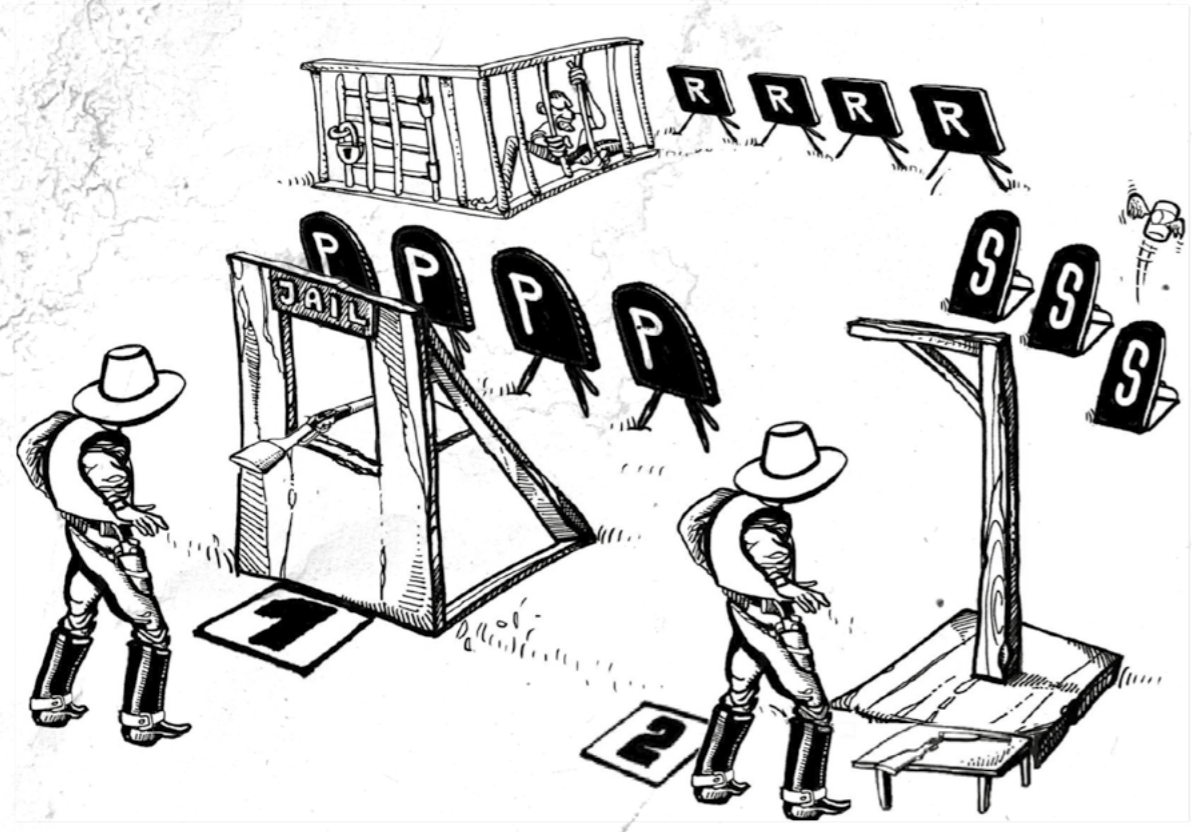
At position 1, hands crossed behind back.  
When ready say: **"Go to Hell Villain"**

**PROCEDURE:**

After the BEEP any order of guns, but the rifle is not allowed to be the last.  
With the shotgun engage two S targets in any order. With the rifle engage R targets in Headshot's Bells Sweep [B;1;B;2;B;3;B;4;B;5], starting from either end. With the pistols engage twice the P targets in Inside - Outside Sweep [2;1;2;3;2], either from left or right.



# STAGE 9



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +**

**STANDING:**

Pistols holstered, rifle staged at position 1, shotgun staged at position 2.

**STARTING POSITION:**

At position 1 - start with pistol or rifle, sequence of positions is 1-2. OR  
at position 2 - start with shotgun, sequence is 2-1. Hands touching a belt buckle.

When ready say: **"It's time"**

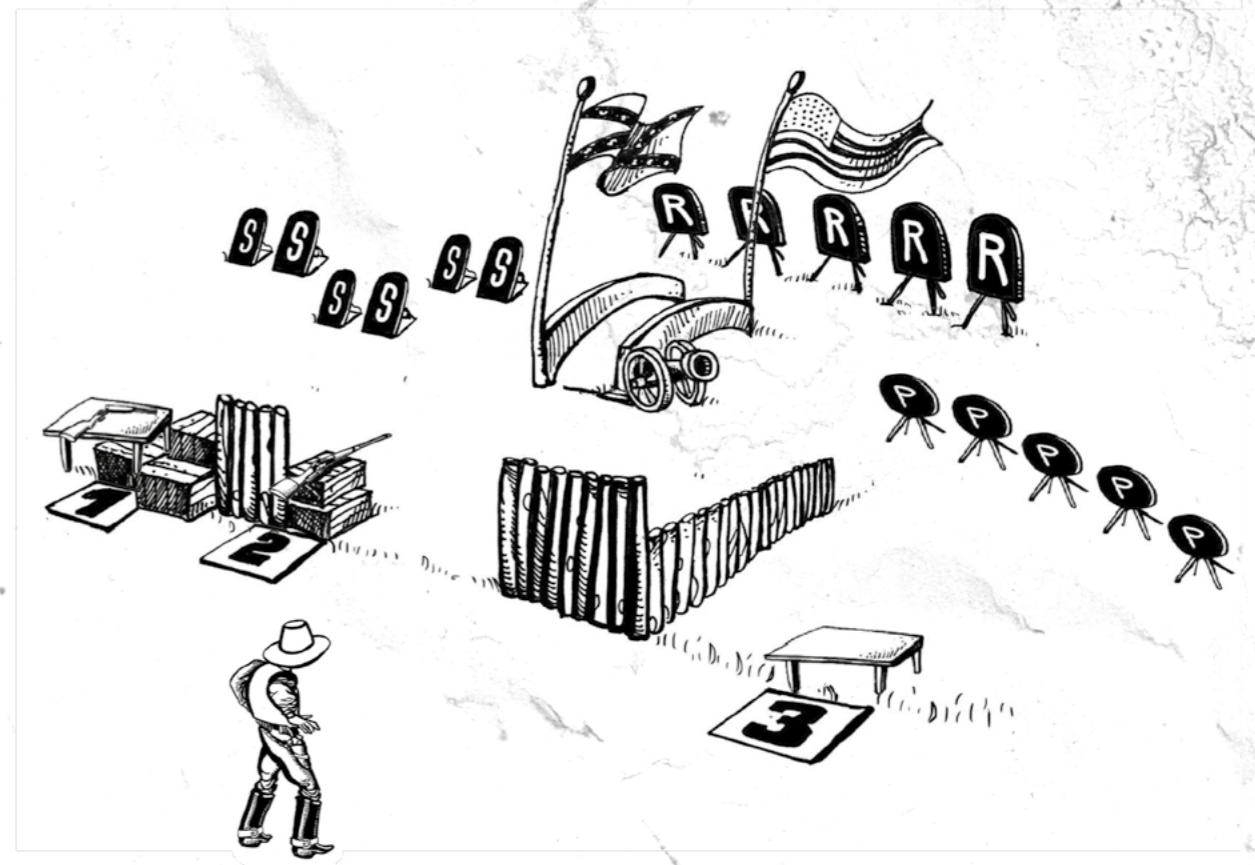
**PROCEDURE:**

After the BEEP, from position 2 engage with the shotgun one S target and one S ejected target in any order. Ejected target must be hit by at least one pellet to count as a hit. A hit means bonus of minus 4 seconds, miss is not penalized. From position 1 with the rifle engage R targets in Progressive Sweep [1;22;333;4444] either from the left or right. With the pistols from position 1 engage P targets using the same instructions as for the rifle.

SPONSOR OF THE STAGE



# STAGE 10



**PISTOLS 5 + 5, RIFLE 10, SHOTGUN 6 +**

**STANDING:**

Pistols holstered, shotgun staged at position 1, rifle staged at position 2.

**STARTING POSITION:**

At position 0, one hand aiming to position where he will start. Start is possible from positions 1 or 3. If starting from position 1 the sequence is 1-2-3, if starting from position 3 the sequence is 3-2-1.

When ready say: **"Let's get them..."**

**PROCEDURE:**

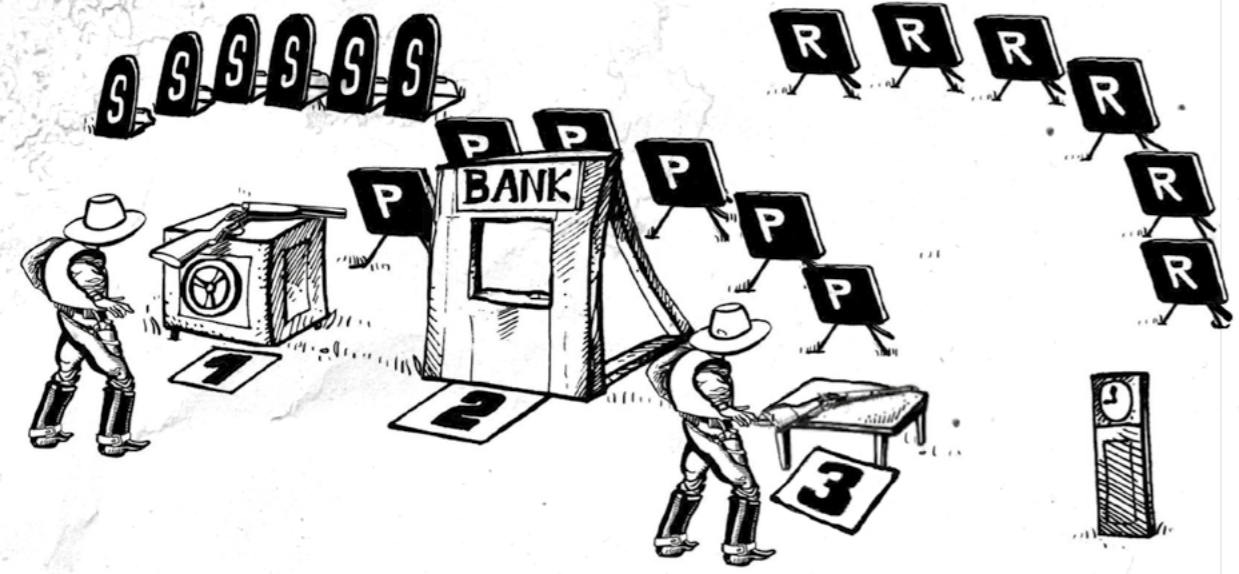
After the BEEP, move to position 1 or 3. From position 1 with the shotgun engage S targets in any order. From position 2 with the rifle engage R targets in Desperado Sweep [1;22;3333;44;5], starting from either end. From position 3 with the pistols engage P targets using the same instructions as for the rifle.

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# STAGE 11



PISTOLS 5 + 5, RIFLE 10, SHOTGUN 6 +

**STANDING:**

Pistols holstered, shotgun staged at position 1, rifle staged at position 3.

**STARTING POSITION:**

At position 1 or 3, cowboy relax. Start is possible from position 1 or 3. If starting from position 1 the sequence is 1-3-2, if starting from position 3 the sequence is 3-1-2.

When ready say: "I came to withdraw all your money!"

**PROCEDURE:**

After the BEEP engage with the first gun the appropriate targets.

From position 1 with the shotgun engage the S targets in any order. From position 3 with the rifle engage the R targets in 1-3-1-1-3-1 Sweep (1;222;3;4;555;6), starting from either end. From position 2 with the pistols engage the P targets using the same instructions as for the rifle.

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# STAGE 12



PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +

**STANDING:**

Pistols holstered, rifle and shotgun staged at position 1.

**STARTING POSITION:**

At position 1, hands touching the table.

When ready say: "Indians are watching us..."

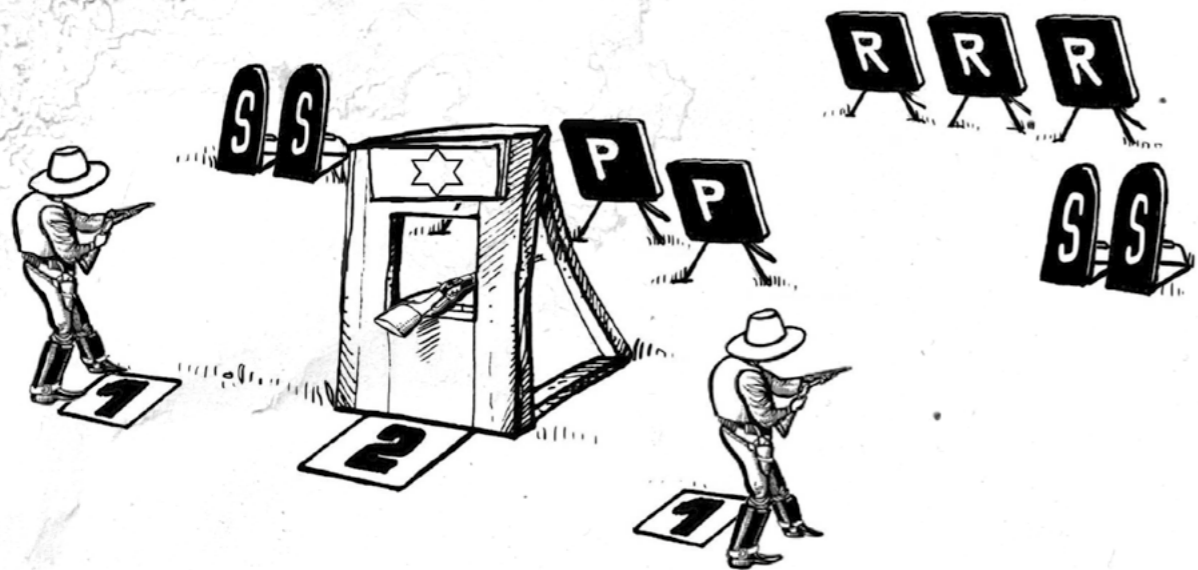
**PROCEDURE:**

After the BEEP, with the rifle engage P+R targets in Oregon Trail Sweep (111;2;33;4;555). Put safely the rifle on the table. With the shorgun from position 2 engage four S targets in any order. Put safely the shotgun on the table. With the pistols from position 3 engage the P+R targets using the same instructions as for the rifle.

SPONSOR OF THE STAGE



# STAGE 13



PISTOLS 5 + 5, RIFLE 10, SHOTGUN 2 +

**STANDING:**

Pistols holstered, rifle staged at position 2.

**STARTING POSITION:**

At position 1, shotgun in port arms.

When ready say: "Could you give me some RUM?"

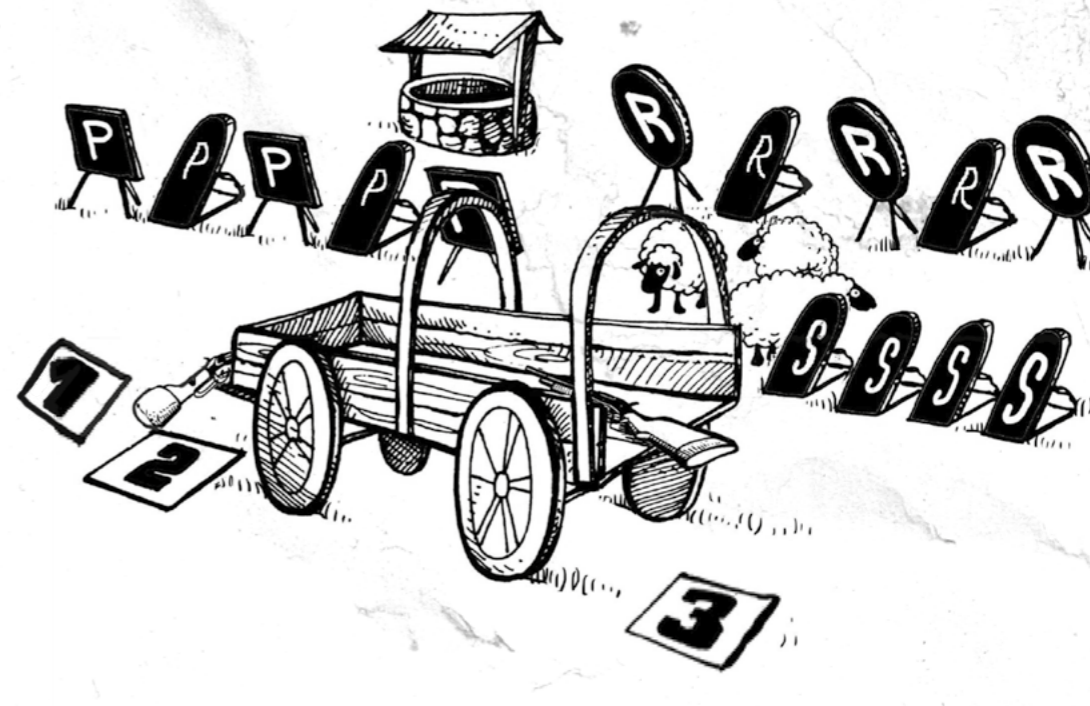
**PROCEDURE:**

After the BEEP, with the shotgun engage S targets in any order. With the rifle, from position 2 engage R targets in 2-3-5 Sweep [11;222;33333] starting from either end. With the pistols, from position 2 engage the P targets using the same instructions as for the rifle.

SPONSOR OF THE STAGE



# STAGE 14



PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +

**STANDING:**

Pistols holstered, rifle staged at position 2, shotgun at position 3.

**STARTING POSITION:**

At position 1, hands touching hat.

When ready say: "Unhitch the horses!"

**PROCEDURE:**

After the BEEP, with the pistols engage P targets in Bison Sweep [11;2;3333;4;55] starting from either end. With the rifle from position 2 engage R targets using the same instructions as for the pistols. With the shotgun from position 3 engage the S targets in any order.

# STAGE 15



PISTOLS 5 + 5, RIFLE 10, SHOTGUN 4 +

**STANDING:**

Pistols holstered, rifle staged at position 2.

**STARTING POSITION:**

At position 1, shotgun in hands.  
When ready say: "Let's go - tequila race is waiting..."

**PROCEDURE:**

After the BEEP, with the shotgun engage the S targets in any order. Move to position 2 and put the shotgun safely on the table. With the rifle engage the R targets from position 2 in Missouri Hillbilly Sweep [11;2;3;44;3;2;11] starting from either end. Put the shotgun safely on the table, move to position 3 and with the pistols engage the P targets using the same instructions as for the rifle.

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# SPEED GUNS



PISTOLS 5 + 5, RIFLE 9, SHOTGUN 8 +

**STANDING:**

Pistols holstered.

**STARTING POSITION:**

Pistols: hands touching revolvers, rifle: port arms, shotgun: port arms

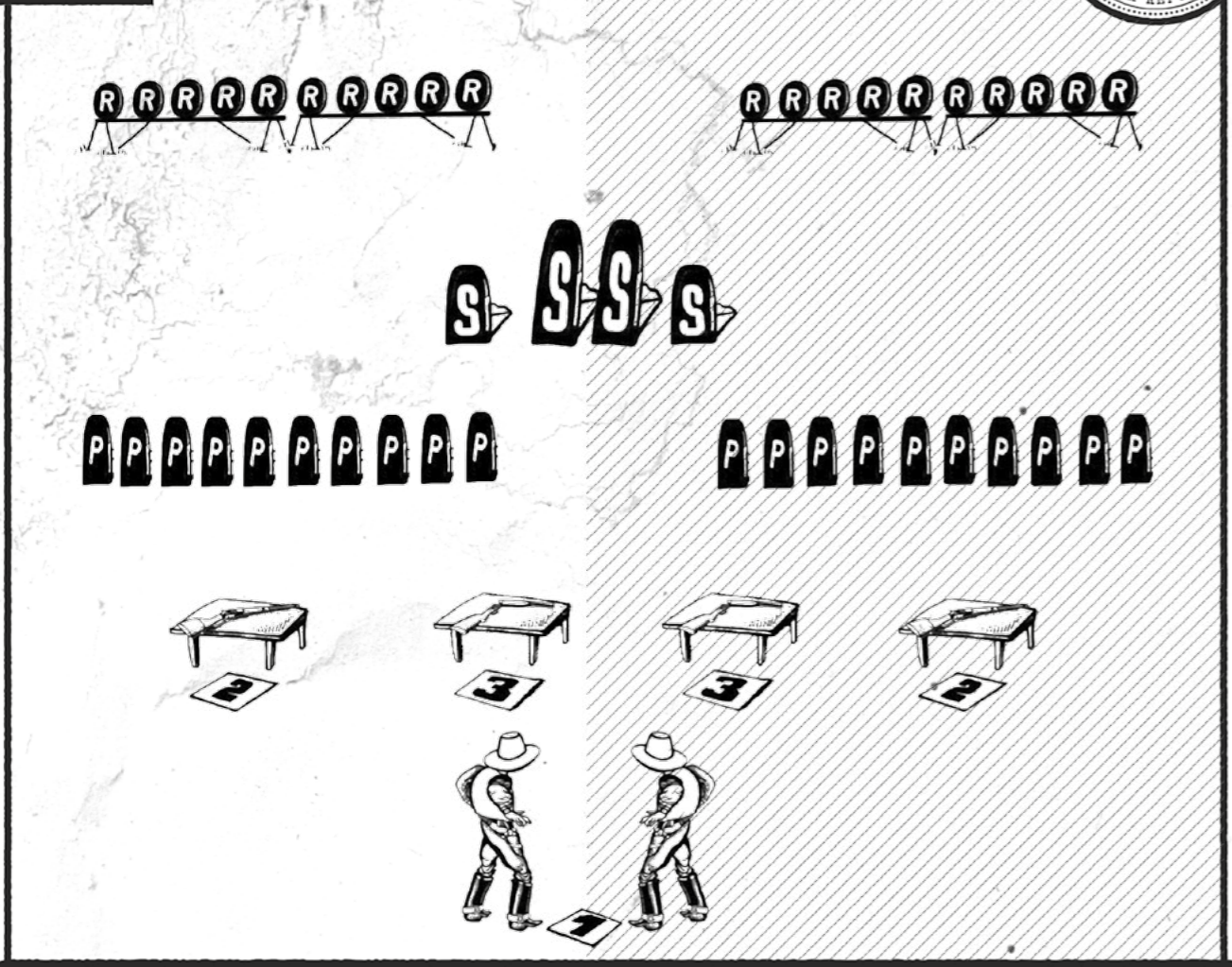
**PROCEDURE:**

Pistols - from position 1, engage the P targets in Double Tap sweep starting from either end. Rifle - from position 1, engage R targets in Triple Tap sweep starting from either end. Shotgun - from position 2, engage the S targets in any order.



**BAY  
4**

# TOP GUN



## PISTOLS 5 + 5, RIFLE 10, SHOTGUN 2 +

**STANDING:**

Pistols on the table at position 2, rifle at position 2, shotgun at position 3.

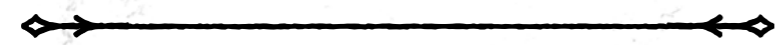
**STARTING POSITION:**

At position 1, shooters holding each other's hand.

**PROCEDURE:**

After BEEP each shooter moves to his position 2, with the pistols engages the P knock down targets in any order. Pistols are put back on the table. With the rifle engages R knock down targets in any order. From position 3 with the shotgun first makes up - engages all knock downs still standing. THEN he can shoot S1 and S2.

Winner is the one whose S2 target ends up on the bottom.



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**JOE LOCO**



# STAGE CONVENTIONS & MATCH CONDUCT DAYS OF TRUTH 2017

1. All SASS Rules apply unless otherwise indicated in the stage description. Basic philosophy in stage descriptions – „if the stage description doesn't say to do things in certain way, then you can do as you wish, within the current SASS Rules.“ SASS Stage Conventions apply.
2. Order of Engagement: Targets may be engaged in any order, unless stage descriptions indicate a specific order.
3. Shotgun Targets: All shotgun targets MAY be re-engaged. Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed.
4. Buckaroos and Buckarettes: need only HIT a knock down target, including plate racks – they do not have to go down. Alternate targets have been placed for all aerial targets that may be engaged at the shooters discretion. Misses will be awarded as per normal if aerial targets are engaged and missed.
5. Make long guns safe: On downrange movement stages, long guns MUST be made safe vertically/pointing into the berm. Failure to make long guns safe as indicated will incur a 10 second procedural penalty.
6. Long guns may be transported to the next shooting position unless stage description indicates otherwise.
7. Long guns empty: Long guns must be cleared (emptied) at the end of the shooting string. If you open and clear the long gun, then place the long gun down and the lever closes, you need not return to open it provided that it is in fact empty.
8. Long guns may be staged in, near or at the positions indicated, vertically or horizontally, unless stage description indicates otherwise. Long guns staged horizontally on bales, boxes or counter tops must have at least the rear of the trigger guard over the horizontal surface. Revolvers must have the entire firearm over the horizontal surface. All stage conventions apply. Safe places to stage and restage have been provided, and shall be used.
9. Round/Casing left on carrier and last firearm used on stage is a long gun: Once the shooter arrives at the unloading table and releases control of their long guns, a live round, empty casing or shotgun hull left on the carrier or magazine will incur a minor safety penalty.
10. Unloading / Loading on the move: Firearms may be loaded and unloaded on the move as per SASS rules regarding „safe for movement“.
11. Unloading Officer: All unloading tables will have an unloading officer designated to clear all firearms before each shooter leaves the unloading table. This may be the previous shooter or a posse member as designated by the Posse Marshal.
12. Dry Firing: There will be no dry firing (the act of raising the firearm to a firing position, pointing, cocking and pulling the trigger, so as to fire it) at the LOADING tables.
13. Transporting long guns: Long guns will be transported to and from the firing line, empty with actions open, muzzles vertical. Long guns with soft cases or „socks“ that are visible in guns carts must also have actions open.
14. Re-Shoots: will only be given for timer malfunctions, RO interference or prop malfunctions, once the first round has left the barrel. ALL reshoots for ANY reason must first be approved by the Match ROs.

15. Re-Starts: Bad or fumbled starts may be re-initiated provided no rounds have left the barrel. This may only be allowed if the shooter can complete the re-start immediately keeping the delay to a minimum. Technical issues with firearms at the start should be addressed at the unloading table to as not to cause delays on the firing line. Multiple re-starts for the same shooter on multiple stages will not be entertained by the RO.
16. Saying lines: Shooters must make a good faith effort to say initiating line correctly, but no penalty will be incurred for incorrect lines.
17. Revolvers: Revolvers shall start from, and be returned to, leather [holstered] at the beginning and end of the revolver string, unless the stage description states otherwise.
18. Round over the berm. Any round shot over the berm represents Stage DQ.
19. Cease Fires: If a cease fire is called, all engaging shooters must cease fire immediately and make firearms safe, move to the unloading table, and ground all firearms.
20. Spotting: Spotters must position themselves so as to clearly see the targets being engaged, and move if necessary. Spotters MUST SEE A MISS, and any doubt will be given to the shooter. To remind all shooters once again:
  21. If you THINK IT HIT, you must score a HIT
  22. If you THINK IT MISSED, you MUST score a HIT
  23. If you see it HIT, then you score a HIT
  24. ONLY IF you clearly SEE IT MISS, then you call a MISS
  25. Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not „ring“ when hit as most do. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters must SEE A MISS; anything less than that, or if the spotter has any doubt in their mind, they must call a HIT.
26. Scoring and Awards: Scoring will be in accordance with SASS Rules. However, a shooter must complete all scored main match stages to be eligible for a main match award. In the unlikely event of severe, inclement weather or any other conditions which may adversely affect the safety of the match, the WR Board, in conjunction with SASS Officials, will determine the appropriate course of action. Errors in scoring must be brought to the attention of the scoring coordinators as soon as possible. The deadline for addressing these errors is SATURDAY, at 15:00.
27. Disputes or appeals shall, whenever possible, be handled on the posse by the Posse Marshal. The chain of authority for further disputes or protests shall be the „on duty“ Match Range Officers. The next and final authority shall be the Range Master /Match Director or his deputy. The RM/MD, may at his discretion, form a committee of 3 TGS and proceed per SASS rules. Disputes or appeals must be registered with the Posse Marshal before the posse leaves the stage where the issue or incident occurred. The dispute shall be heard and processed as soon as practically possible by match officials. Any disputes or protests brought to the Posse Marshal or any match officials after this time will NOT be entertained.
28. Show courtesy to the posse ahead: Posse members should not crowd the posse ahead, and should not move into the stage area until vacated by the previous posse.
29. Malfunctioning/Jammed Firearms: Firearms that cannot be cleared and made safe MUST remain on the bay/unloading table. Loaded firearms are NOT to be transported away from the stage without direct, match official supervision. Failure to observe this will result in a MDQ.
30. Interpersonal conflicts / rude or inappropriate behavior: Any other behavior than that of a true cowboy / cowgirl will not, under any circumstances, be tolerated. In the unlikely event that any shooter demonstrates such behavior they will be ejected from the match immediately and without question.
31. Safety First...BUT please do have fun!

MAIN MATCH						
STAGE	TIME	MISSES	PROCEDURE	PENALIZATION	BONUS	FINAL TIME
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						

WARM UP						
1						
2						
3						
4						
5						

WILD BUNCH						
1						
2						
3						
4						
5						
6						

## ORGANIZATION TEAM:

NAME	MAIN MATCH	WILD BUNCH	SPEED GUNS	LONG RANGE	TOP GUN	COSTUME CONTEST
<b>MATCH DIRECTOR</b>	Colbert	Sean	Chico	Kid	Colbert	Misty Moonshine
<b>RANGE MASTER</b>	Joe Loco	Chico	Blondy Rocky		Chico	Tornado Lou
STAGE MARSHALS		EMERGENCY		SCORING OFFICIAL(S)		
Colbert		Colonel		Věrka + Líba		
PRIZE COORDINATOR		RANGE EQUIPMENT		TREASURY		
Colbert + John		Shadows + Wild Charlie		Joe Loco		

## PARTNERS:



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**SK OPAŘANY**

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DOBROTY  
LIDOVÝ CATERING**

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**BOROVKA EVENT**

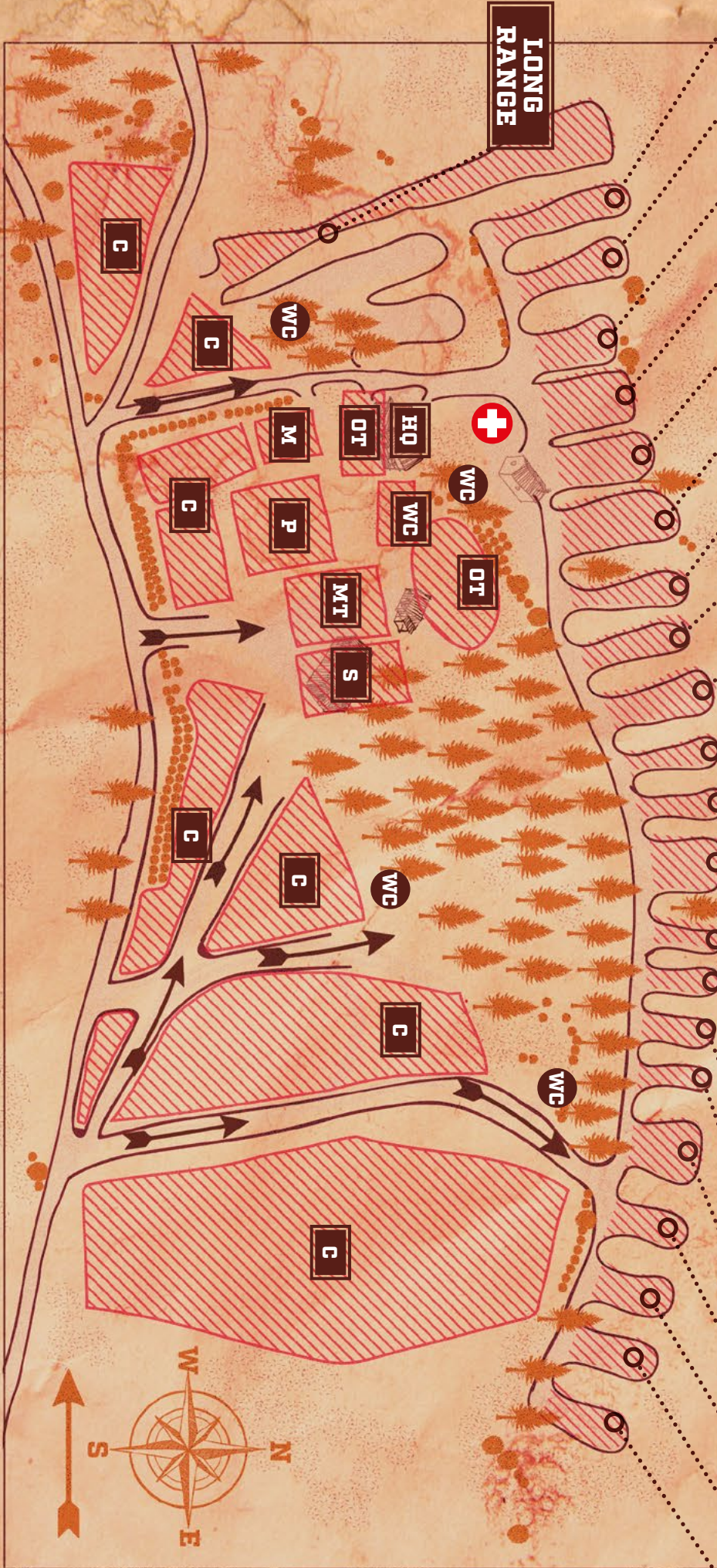


ZDRAVOTNICKÁ ZÁCHRANNÁ SLUŽBA JIHOČESKÉHO KRAJE  
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**ZDRAVOTNICKÁ ZÁCHRANNÁ  
SLUŽBA JIHOČESKÉHO KRAJE**

# SHOOTING RANGE - OPARANY

- BAY 1
- BAY 2
- BAY 3
- BAY 4
- BAY 5
- BAY 6
- BAY 7
- BAY 8
- BAY 9
- BAY 10
- BAY 11
- BAY 12
- BAY 12
- BAY 14
- BAY 15
- BAY 16
- BAY 17
- BAY 18
- BAY 19
- BAY 20
- BAY 21



- MAIN MATCH
- BAY 1, 2, 3, 4, 5, 6, 7, 8, 9, 12, 17, 18, 19, 20, 21
- WILD BUNCH
- BAY 1, 3, 6, 8, 12, 17
- WARM UP
- BAY 2, 4, 5, 7, 9
- SIDE MATCH - SPEED GUNS
- BAY 14
- TOP GUN
- BAY 4

- M
- MERCANTILE
- C
- CAMPING
- MT
- MAIN TENT
- OT
- ORGANIZATION TEAM
- P
- PARKING
- HO
- HEAD QUARTER [OFFICE]
- C
- CATERING
- +
- DOCTOR
- WC
- TOILET + SHOWERS