

Silhouette Side Match Last Stand at Thunder River

Each shooter will use their SASS pistol caliber or .22 rimfire rifle to shoot each metallic animal target with five rounds, for a total of 20 rounds. The five rounds for each target must be fired within 3 minutes. Shooters will shoot unsupported off-hand.

The shooter with the greatest number of hits will be declared the winner. Total score ties will be broken by the most of hits on Ram. If still tied, then the number of hits on the Turkey, if still tied the Pig, and if still tied, the Chicken. If two or more shooters remain tied, then the winner will be decided by a double elimination coin toss by Silhouette Range Master.

Procedure: The shooter will come to the line with an empty, action open rifle and six rounds. On command, the shooter may load and fire one sighter on the red-dot target beside the metallic animal to gauge their sight's windage and elevation. On the command BEGIN, the shooter will have 3 minutes to load and fire five rounds. On the command, CEASE FIRE, shooters will stop shooting, clear their rifle of any unfired rounds, and make it safe. After the course of fire, the shooter will open their action and proceed to the next target. Target order is Chicken to Pig to Turkey to Ram. After shooting all four targets, the shooter's scores will be recorded and totaled.

Chicken 40 yards

Pig 50 yards

Turkey 75 yards

Ram 100 yards

Safety: Come to the line to enjoy a fun challenge, with your rifle empty and open, and with its muzzle in a safe direction, usually up away from anyone or down range. There are special fixtures on the tables for you to place your six rounds before loading. Each shooter will have a spotter watching them for safety and to score hits. As per SASS safety rules, sweeping anyone with your rifle's muzzle will result in disqualification for the side match. The decision of the Silhouette Range Master is final.

