



Thunder River Renegades

LAST STAND AT THUNDER RIVER—2024

3:10 TO YUMA TRIBUTE

1957/2007

November 2-3, 2024

11384 Oakwood Drive, Plantersville, TX 77363



Saturday November 2, 2024

7:30 am Registration Opens

8:45 am Mandatory safety meeting

9:00 am Main match 5 stages

12:30 pm Lunch provided by the club

2:00 - 5:00 pm Side matches

3:30 pm Mini-Wild Bunch 9-stage Match

Sunday November 3, 2024

9:00 am Main match 5 stages

1:00 pm Lunch at the Range

1:30 pm Awards ceremony



Name: _____

Alias: _____

Address: _____

City/State: _____

Category: _____

Alternate Category: _____

SASS # _____

Email: _____

Posse With: _____

Check if you will bring a dessert: _____

Shooter Fees	Qty	TOTAL
Adult Shooters: \$100 x	_____	= _____
Spouses: \$80 x	_____	= _____
Juniors (<18): \$50 x	_____	= _____
Buckaroo/Buckarett: \$0 x	_____	= _____
Extra Meal-each day: \$20 x	_____	= _____
GRAND TOTAL:		_____

- Total costs on first sheet
- Provide information on additional Shooters on 2nd registration sheet
- Costume contest information below
- All SASS categories honored plus club ones are also listed on next page

► **Deadline: October 1, 2024** ◀

<https://thunderriverrenegades.com/>

Questions may be directed to

Texas Jack Daniels, Match Director

President@thunderriverrenegades.com

Submit a completed application for each shooter (just the first page)

& payment to:

TRR

13610 Cypress Pond Rd.

Cypress, TX 77429-5117

Ammunition Needed: 100 rifle, 100 pistol, 40 shotgun plus extra ammo for optional side matches.

Range Access – We know there are some folks that think TRR is hard to get into because we have a creek crossing to get onto the property. While we wouldn't recommend you bring your corvette across the stream, we do have folks driving their Honda CRV's across with no issue. It really isn't a big deal. If you do get here and have concerns, we'll arrange to have someone come get ya'!

Dry Camping at the range questions: Secreatry@thunderriverrenegades.com

Shooting Categories

All regular SASS categories plus those listed below:

Double Deuce (.22)

- Pistols and rifle are .22 caliber
- Shotgun: any allowable SASS gun

Josey Wales

- 4 revolvers and a shotgun
- Two revolvers are staged in place of the rifle, and fired at the regular SASS rifle targets.
- The remaining 2 revolvers and shotgun are shot per the regulars SASS stage instructions.

Outlaw

- Revolvers and shotgun fired from the hip.
- Rifle shot per standard SASS stage instructions.

Renegade

- Must use all 3 different gun handling categories during the match (2-handed, duelist and gunfighter). Must use each style for at least 2 stages.

Rifleman

- Two pistol-caliber rifles one staged at the pistol position, the other at the rifle position

LSTR Costume Contest

Costumes will be judged during the main match shooting events

No formal entry is required. Open to registered Shooters and Waddies.

Awards will be to best in category and awarded during the Sunday awards ceremony.

A winner in all categories may not be awarded.

Categories:

- B-Western / Silver Screen - Lady
- B-Western / Silver Screen – Gentleman
- Working Cowgirl
- Working Cowboy
- Military & Indian Wars
- Townsperson – Lady
- Townsperson – Gentleman
- Townsperson – Outlaw / Indigent



B-Western / Silver Screen categories will be judged based on SASS B-Western costuming requirements.

Working Cowgirl and Cowboy categories will be judged using the SASS Classic Cowboy costuming requirements as a guide. Costuming that is more period appropriate will be ranked higher.

For other categories, period appropriate attire and accoutrements will be considered in the decision making.



LSTR-24 Side Matches – What are they?

Here is a brief look at our side matches for Saturday afternoon, November 2

The events run from 2:00 - 5:00 pm except . . .

The Mild/Wild Bunch Match starts at 3:00 pm and is only run once.

You can shoot them as many times as you wish, just as long as your ammo holds out

We do ask that you go to the end of the line, if any, for your subsequent tries

Specific instructions will be given by the on-site judges.

Clay Pigeon Shoot (both rifle and pistol) Two events: one, for each firearm

Stage 1, Nile City Depot

several clay birds are standing up on a board down range

Shooter breaks the birds

Shortest time is the winner

Poker Hand Pistol

Stage 1, Nile City Depot

A deck of cards is pasted to a poster board downrange

Shooter has 5 shots to hit the best hand they can

Best hand is the winner (I have no idea how they will break ties—ask the judge at that side match)

Zero Time Pistol (Main Match, Derringer, Pocket Pistol)

Stage 2: Dixie-Cullen

Three separate events

Engage the target with a firearm

Must hit all targets

The closest guess to actual time is the winner

Zero Time Rifle

Stage 3: Tombstone Jail

Shooter guesses their time before they shoot

Must hit all targets

The closest guess to actual time is the winner

Zero Time Shotgun

Stage 4: Saloon

Same rules as Zero Time Rifle above

Old School Stage

Stage 6, Hooker's Hotel

Stage from SASS's distant past

An additional requirement required of the shooter besides shooting the targets

Relive the early days of Cowboy Action Shooting

Wild/Mild Bunch Mini-Match

Stages 7, 8, 9

Can use either .22 semi-autos and rifles or Wild Bunch legal firearms (.45 ACP and .45 Colt)

Any shotgun may be used

Three stages of Wild Bunch excitement and fun

The shortest overall time is the winner