The Shongum Sportsmen's Association

Invites you to compete with tangible links to the battles of our Nation's History:

The TWO GUN BLACKPOWDER MATCH

Come celebrate your country's history by compteting with the firearms that helped to make this country great. From the Brown Bess, to the Trapdoor, we have a match for you!

Firearms are limited to the Curios, Relics, and Reproductions of the Period.

Original Style Sights and Stocks Required.



TROPHIES TO BEST IN EACH CLASS SUNDAY July 1, 2012



(9:30 registration) 10:00 AM – 1:00 PM, Shongum Sportsmen's Chapel Hill Range

363 Janes Chapel Road, Oxford, NJ 07863-3511 GPS 40.843231 N 74.916628 W

From Center of Hackettstown, take **ROUTE 46 WEST**. 2 Miles west of Rt. 517, turn **LEFT** onto **RUSSLING RD** (by Best's Fruit Farm). At end, (1.5 mi) Turn **LEFT** onto **BARKER'S MILL RD** (.2 Mi.) Turn **RIGHT** onto **MT BETHEL RD**. for 1 mi, Turn **RIGHT** onto **JANE**CHAPEL ROAD Range approx 1 Mile on RIGHT

ENTRY FEES \$10 for one event \$20 for three \$30 for unlimited

Three STAGE Shoot

STAGE 1: 100 yards at any position including bench. STAGE 2: 50 yards off hand STAGE 3: 25 yards off hand.

No holsters. No handgun pairs. No capping or priming except on the line. Targets will be B-27 economy police qualification targets

- 1. SWAMP FOX Revolutionary War musket/smoothbore pistol <u>STAGE 3:</u> 25 yards, one Shot buck n Ball followed by as many ball shots as you can fire in 2 minutes, followed by as many shots as you can fire from a flint smooth bore pistol in 2 minutes (first shot in each sequence can be patched)
- 2. KINGS MOUNTAIN Flint kentucky rifle/flint handgun STAGE 1: 2 shots within 2 minutes, STAGE 2: As many shots as possible in 2 minutes. STAGE 3: Using the handgun as many shots as possible in 2 minutes.
- 3. BUENA VISTA Flint or percussion smoothbore musket, Flint or Perscussion single shot horse pistol or Walker Colt. STAGE 3: 25 yards one shot buck and ball followed by as many ball shots as you can make in 2 minutes followed by as many shots as you can make in 2 minutes with a maximum of six.
- 4. PETERSBURG Any civil war muzzleloader and any cap and ball revolver. <u>STAGE 1:</u> 2 shots any position <u>STAGE 2:</u> as many shots as possible in 2 minutes, <u>STAGE 3:</u> six pistol shots within 2 minutes, one hand.
- 5. APPOMATTOX any Civil war breechloader or cartridge firearm and cap and ball revolver. <u>STAGE 1:</u> 5 shots in two minutes, <u>STAGE 2:</u> 5 shots off hand or kneeling in 2 minutes <u>STAGE 3:</u> six shots in 2 minutes one hand hold.
- **6. TROOPER** Trapdoor 45/70 carbine and Colt SAA cavalry model. <u>STAGE 1:</u> 5 shots in 2 minutes, <u>STAGE 2:</u> kneeling or off hand 5 shots in 2 minutes, <u>STAGE 3:</u> six pistol shots in 2 minutes
- 7. PLAINS INDIAN Any pre 1880 US longarm and handgun, any ignition system, barrel length, action, original or repro except 45/70 Trapdoor carbine or Colt SAA cavalry model. <u>STAGE 1</u>: 5 shots in 2 minutes <u>STAGE 2</u>: kneeling or off hand as many shots as possible in 2 minutes. <u>STAGE 3</u>: as many shots as possible in 2 minutes.