



Hello All:

We had a pretty good turnout at the meeting but I know there are more of you that will be coming to the next meeting. The next meeting will be DECEMBER 6, 2014 after the Sat match in December.

One of the primary Agenda items at the Dec meeting is looking at preliminary stage designs and write-ups, should be fun. If you have an idea and would like to be a designer/builder/RO (stage driver) jot your ideas down and give us a chance to review it.

Stage designers will design, build and RO the stage, emphasis on using all of the allotted time (potentially 1 hour) and filling this with as much shooting as possible and emphasizing "fun". The requirement is to stay on the predetermined schedule (not too long and not too short) but with uniqueness in the stage. Props and stage dressing are important to the overall feel of the shoot and should be "memorable". Reloads or other activities are OK; the key is controlling and minimizing the transition time between shooters so they can do more once they come to the line. We want emphasis on an opportunity to shoot clean, allowance for the physical limits of our aging shooting population, elimination of procedural traps and on all of the factors of our historical cowboy action sport. All stages will start with some activity, brief, and easy and fair for all. The successful completion of that activity will result in the shooter getting an extra ticket for the big raffle. The activity will be designed so that fast or slow shooters should experience little or no time advantage or disadvantage. Obviously we will be making a big to do about the raffle.

What did we accomplish at the Oct meeting?

1. We discussed at some length and voted to adopt the theme "Return with us to the Thrilling days of yesteryear".
2. We had a really good discussion regarding whether we should try to put on the State Championship or not and after voting was completed we concluded that made the most sense. I filled out the application to SASS and will mail it in the next day or so.

One of the requirements of the State Match is a minimum of 10 stages, this coupled with our attempts to minimize the effect on RF&GC are a bit in conflict. However, I have already received a pretty darn good idea on how to get two stages on Bay 9 and still get a 16 shooter posse thru in 1 hour. (Thanks Contingent Fee McGee).

3. We discussed the side match issues and determined after a vote that we would stress the traditional side matches, with maybe a one stage warm-up shoot, of course long range, Wildbunch (probably Thurs late afternoon). We talked about keeping the couples event on Sunday and possibly making it a 2 person team event rather than necessarily male/female. We will probably forego the man on man since everyone is pretty tired by then.

4. RO shooting will be Thurs and Friday and we will be working on getting some "young people" to help out so we could break the RO's down into pretty small posses and get more stages done on Thurs and still allow the RO's to participate in the Wild Bunch match for example.

5. We have many positions to fill for you that choose to volunteer. If you look at the agenda I sent out last week you will see them listed.

With your help we can make this "memorable and fun", that is our goal. All ideas are welcome, feel free.

MOE