

# Newsletter

# Land of Legend

# Rifle & Pistol Club

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Vice Presidents

Rifle– *Rob Ripple* Pistol– *Jim Fineran* Shotgun- *Tim Young*Sec/Tres.– *Jennifer Hupp* Newsletter/PR- *Rick Jordon*

## COWBOY PIN MATCH RULES

By Mark Jordan

Last winter when I was planning to go to a pin match I decided to shoot the Blackhawks I use in Cowboy matches instead of my 1911-.45 because it would be easier to dump my brass into a coffee can rather than hunt and dig in the snow like a squirrel hunting for hickory nuts. Then I found out it was FUN! I started thinking about a match using Cowboy guns and gear, ammunition with a power factor of 180 or so, and reactive targets that do more than ring. At our club's scheduling meeting, I proposed the new competition I named Cowboy Pins, and secured the 5th Sunday of the month on the schedule. I picked the 5th Sunday so it wouldn't interfere with other monthly matches, so both Cowboy and Pin shooters could come have fun without having to choose between this and their regular monthly match.

Most of this is not set in stone, yet. Input and suggestions are welcome.

### Overview.

Cowboy Pins will be a Bowling Pin match using Cowboy type guns. Entry fee is \$12 for non members, \$8 for members. Each table will have 5 pins, distance is 25'. Pins must be knocked OFF the table to "Clean" the

table. Pins left standing will be 10 seconds each, or on the table will be 5 seconds each. Time is from the buzzer to last round fired. Pistols loaded with 5 rounds each. Pistol caliber Rifles, Lever or Pump action, hammer down on empty chamber, magazine loaded with 10 rounds maximum. Shotguns no more than 2 rounds loaded, reloaded from your person. All loading to be done at the firing line while the range is hot. Handguns are to be cased or holstered, long guns are to be empty with actions open and/or cased before the range is called safe.

My original Idea was:

4-tables Pistol. Hands on the rail, draw from holster.

4-tables Rife. Rifle at low port arms, magazine tube touching rail.

4-tables Shotgun. Shotgun at low port arms, barrels or magazine tube touching rail

Scoring would be the total of the best 3 tables in each section, with the 4th table as a tie-breaker. Places and/or awards would be by sections and overall. Also, it would be acceptable to shoot all three sections with pistols and/or rifle, but one would not be eligible for the overall.

### Pistols

Single actions of the type used in Cowboy action events. No porting, compensators, optical sights etc.... Adjustable sights are OK. S&W Top Break and Colt Lightning and/or Thunderer double action pistols will be addressed if someone shows up with them, and after we get finished admiring them.

### Rifle

Lever action, Pump action, or other period action. If you want to shoot a rolling block, falling block or break open single shot, knock yourself out! No porting, optics, or other silly stuff. Ammunition for Rifle and Pistol need's to have a power factor of 180 or so to reliably knock the pins back 3'. That's a 250gr bullet at 720fps 200gr bullet at 900fps, or a 158gr at 1140fps. Yes, this is hotter than most cowboy loads, I'll get to that later when we get to classes. Jacketed bullets are permitted, but aren't necessary. In my experience Hollow points work best, Semi-wadcutters are good, RNFP works better than round nose.

### Shotgun

Double Barrel internal or external hammers. Pump or Lever action with

exposed hammer. 20ga minimum except where stated.

Shotgun ammunition is the first problem brought to my attention. I learned from those that shoot Shotgun Pins that anything smaller than #4 Buckshot (approx .22" diameter. NOT #4 birdshot!) can result in a bounce-back problem. On the other hand I found some clubs online that require #6 birdshot or smaller. Anyone have any experience with this? Several shooters at a shotgun match advocated a load of six pellets of #00 Buckshot at 1100fps or so. It seems this is powerful enough to push the pins back, and mild enough for quick follow up shots. Unfortunately it's a hand-load only proposition. Slugs would work, but the recoil would be severe, and it would cost a lot. Aquila Mini shells, both slug and buckshot, would work well but are pricey.

Is there enough interest in shooting the shotgun to warrant solving this problem? Personally I think it'd be a hoot to engage 5 pins with my coach gun:-)

## Classes

After some thought, I decided that a limited class structure would be a good thing. I brought it up here at "Los Gatos Grande's" Ranch, and the consensus was to have three classes based on ammunition, and one more for "Wild Bunch" shooters. This should do for a start. These classes are in no particular order, blame the squirrels.

1. RCB or .22/.32 Regular Cow-Boy or .22 Here you can shoot 125gr .38's at 500fps or whatever you normally shoot in cowboy (See? I told you I'd get around to this!) If you want to shoot .32 pistols, you have to shoot this class because none of us want to be around if you try and push a 100gr bullet to the 1800fps you'd need to take the pins off the table. Or you could shoot .22's. Shotgun can be .410 to 12ga. The penalty for pins left laying the table is eliminated. The penalty for pins left standing remains. Places for each stage and overall in this class. Those shooting this class are not eligible for the overall match win.

2. Open. Smokeless propellants, cast, swaged or jacketed bullets. 20ga shotgun minimum. Places for each stage and overall in

this class, and eligible for overall stage and match.

3. Black Powder. Smoke and thunder! If you shoot an authentic load in Cowboy, you should LOVE this! You get your own stage and overall award, yet are still eligible for the overall stage and match. Any Open Class, or Wild Bunch shooters that have a problem with this will be shown my fox hat ;-)

4. Wild Bunch! Single 1911 Holstered in Condition Three (hammer down on empty chamber, loaded magazine inserted). Two magazines per table, to be loaded with 5 rounds each. Second magazine to be on shooter's person. Shooter will Draw, charge the chamber, and then shoot one handed. Rifle must be lever action and .40 cal minimum. Winchester 1897 shotgun and clones in 12ga. Shotgun may be loaded with up to 6 rounds in magazine, with the hammer down on an empty chamber. Any additional shots loaded from your person. Places for each stage and overall in class, and eligible for overall Stage and Match.

## Some Thoughts.

This is meant to be a fun match. It is not a replacement for Cowboy, or Pin matches. Rather it's another excuse to shoot and have fun. Keep this in mind.

Complaints and Protests. The hard and fast rule here is you can only protest someone's equipment or technique if they beat you. If you shoot better times than someone that you perceive to have an advantage, you should feel elated. Complaints in that situation will result in ridicule.

Cowboy attire is Welcome and encouraged, but NOT required. I will say that a cowboy hat will prove helpful when the sun is beating down in July. Since all tables are shot without moving, cowboy boots could be an advantage since they provide more solid footing than sneakers.

I stated Pistol Caliber Rifles. If you want to show up with a .45/70 or other BHC (Big Honking Cartridge) and we can determine there is now ricochet hazard, have at it! Remember, the goal is to knock the pins OFF the table, not to blow them to smithereens. If you DO reduce the pins to splinters we will all watch, point, hoot, and take pictures. Then we will determine how much pin

material is left on the table and award you penalties for the number of pins the match director thinks you left on the table. You will also be considered to have volunteered to clean up pin fragments after the match.

The Wild Bunch 1911 is not as great an advantage against the single action revolvers as it appears. First it starts with an empty chamber. Secondly it is fired one handed. Shooting the 1911 two handed will be allowed, but won't count for score unless we have enough interest to make a new class. Also concerning the 1911. At this time I don't see segregating the traditional from the modern guns. I'm not even too concerned about 3-dot sights etc...since the real limiting factor is shooting one handed.

Cap and Ball Revolvers obviously fit in Black Powder, but I am concerned about the time required to re-load. Pre-loaded cylinders are one answer, but I've only seen one shooter use that. Perhaps the shooter could have a second to aid in loading? If we don't have any interest here it's not a problem, but it would be fun to have some of the really Old School shooters. Ideas? Suggestions? Anyone?

I said earlier that shotgun ammunition posed a few problems. If those can't be sorted out. What about a Pistol & Rifle Stage? 5 pins, rifle with 5 rounds in the magazine staged, pistols holstered. At the signal draw pistol or pick up rifle and engage pins, if pins are not cleared after the first weapon is emptied, another may be used. 15 shots maximum. The next table must then start with the other firearm. So in the stage, 2 tables would start with pistol, and two with the rifle. Input? Need Input!!!

If someone doesn't have the gunbelt and holsters, revolvers could be staged on the rail. Starting position would be hands up shoulder level or higher. We may make this the default starting position for pistols if safety dictates.

If someone doesn't have two single action revolvers, double action could be used provided that: no more than 5 rounds are loaded in each; and they are shot single action.

That's all I have for now.

Later!

Jordy

## General Notes:

Jordy mentioned it several times in his article, but we REALLY would like feedback on the Cowboy Pin Match rules. If you see anything you think should be added changed deleted etc drop me an email.

Here's another shameless plug for club elections. If you'd like to help

the club make sure you come out to our elections in March!

Thanks  
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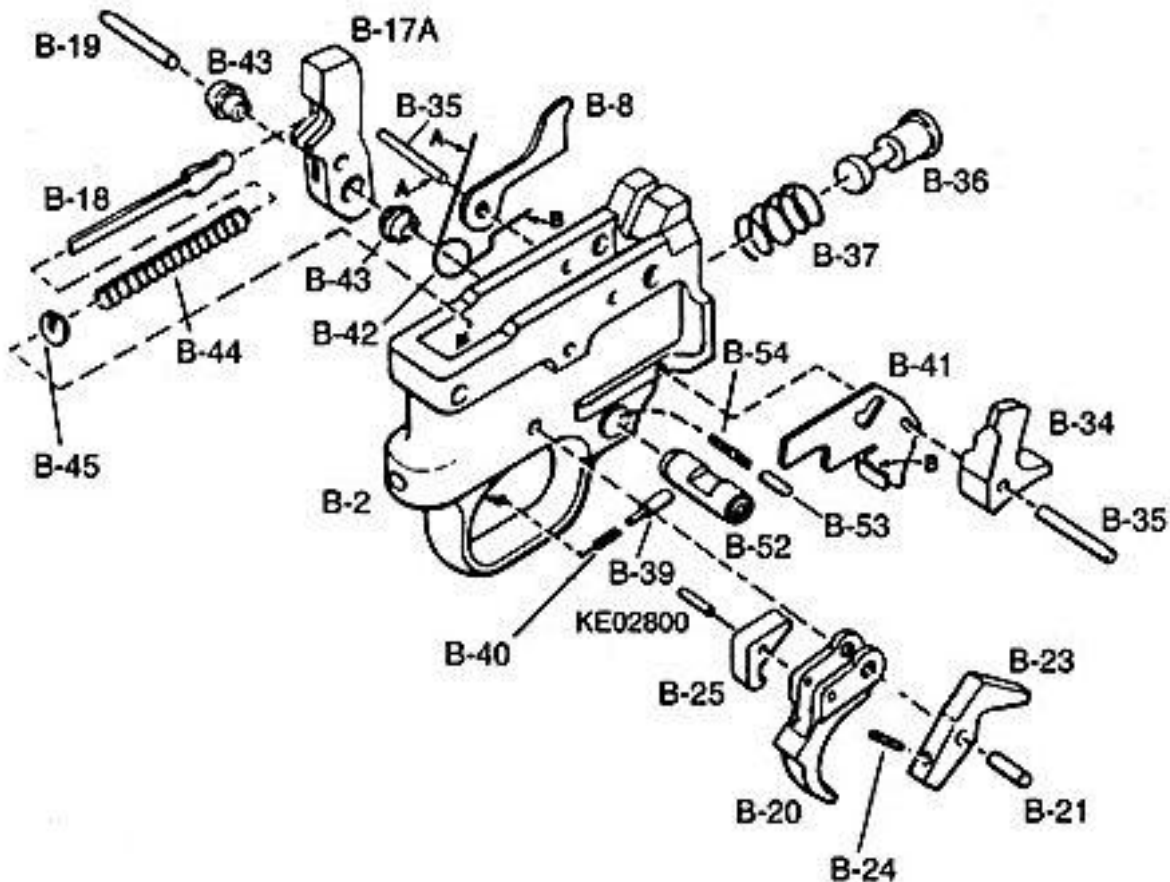
## Upcoming Events

12 Feb – Pin Match  
11 Mar – Pin Match/Elections  
31 Mar – Range Clean Up  
7 Apr – Range Opens/Pin Match  
8 Apr – Pin Match



Gerald McCort answered last months mystery centerfold question. The sexy beast at left is a Russian 1895 Nagant 7.62x38 round. It's an underpowered handgun round that's known for its extreme lack of accuracy!

This month's centerfold is a true full figure exposed image of the Ruger 10/22 Trigger Group! Please don't drool



### Jan 2012 Pins Stock

Shooter	Run1	Run2	Run3	Run4	FINAL
Rob Ripple	4.59	15.05	5.10	4.94	14.63
Steve Weaver	5.30	5.68	4.73	16.93	15.71
Mark Jordan	6.19	7.68	6.64	7.41	20.24
Jerry Shaw	5.11	20.52	8.32	6.87	20.30
Larry Holland	9.26	6.33	10.57	5.46	21.05
Chris Griffith	8.27	7.46	5.94	8.44	21.67
Fred Smith	9.34	9.22	6.16	8.05	23.55
Scott Piraino	15.17	5.34	14.92	4.07	24.33
Todd Barnhart	16.97	5.37	13.43	6.89	25.69
Jeff Hanger	6.60	4.82	21.75	19.80	31.22
Matt Weiland	17.23	7.66	7.63	18.32	32.52
Kevin Spoo	10.67	11.94	22.79	11.29	33.90
Chuck Bellofatto	16.22	23.44	5.91	13.95	36.08
Steven Spoo	6.96	NT	8.45	21.61	37.02
John Crantz	11.93	17.88	8.18	NT	37.99
Dave Burroughs	NT	15.34	7.50	17.43	40.27
Rick Jordon	26.30	11.00	19.60	9.67	40.27
Henry Cornett	14.45	19.54	15.15	NT	49.14
Jim Finneran	20.69	29.80	18.52	18.18	57.39
Dean Piraino	32.67	37.28	10.27	21.09	64.03
Jay Sheely	53.60	26.63	54.60	NT	134.83
Mike Sumich	54.88	NT	NT	NT	NT
Mike Shaw	10.00	NT	25.73	NT	NT
Roger Kissel	37.24	NT	NT	23.57	NT
<b>22LR:</b>					
Miley Barnhart	5.44	5.35	4.54	4.00	13.89
Steve Harley	12.55	6.88	6.23	7.20	20.31

Average: 37.23

NOTE: Final score is the sum of the three best runs. Two or more No Times (NT) result in a NT final score. Overall average is of all shooters in class with a final score.

### Jan 2012 Pins Open

<b>Shooter</b>	<b>Run1</b>	<b>Run2</b>	<b>Run3</b>	<b>Run4</b>	<b>FINAL</b>
Rob Ripple	6.48	5.06	5.01	4.42	14.49
Fred Smith	7.27	5.25	4.93	9.47	17.45
Chris Griffith	7.19	5.64	5.30	8.79	18.13
Larry Holland	6.76	7.09	5.66	7.77	19.51
Jeff Hanger	4.55	10.13	8.09	7.63	20.27
Todd Barnhart	9.59	5.52	16.45	6.20	21.31
Steven Spoo	7.25	8.63	9.64	6.55	22.43
Scott Piraino	5.03	5.40	16.78	12.81	23.24
Steve Weaver	12.90	7.24	6.52	9.75	23.51
Rick Jordon	7.82	9.65	7.69	9.12	24.63
Jerry Shaw	14.38	4.79	6.79	NT	25.96
Mark Jordan	10.37	9.81	11.01	7.69	27.87
Matt Weiland	20.96	9.49	16.04	6.88	32.41
Dave Burroughs	20.09	10.04	7.68	21.37	37.81
Jim Finneran	11.60	16.59	24.08	10.16	38.35
Mike Shaw	20.39	6.58	16.85	NT	43.82
Kevin Spoo	10.37	15.69	20.74	32.35	46.80
Henry Cornett	22.13	23.75	20.69	18.41	61.23
John Crantz	NT	22.95	25.24	15.66	63.85
Roger Kissel	23.92	26.61	19.36	21.47	64.75
Mike Sumich	38.72	NT	NT	42.57	NT
Jay Sheely	26.94	50.20	NT	NT	NT
Dean Piraino	9.23	29.52	NT	NT	NT
<b>22 LR:</b>					
Miley Barnhart	4.82	4.94	5.31	5.08	14.84
Steve Hurley	8.20	31.44	15.63	NT	55.27
				<b>Average:</b>	<b>32.39</b>

NOTE: Final score is the sum of the three best runs. Two or more No Times (NT) result in a NT final score. Overall average is of all shooters in class with a final score.

**Jan 2012 Pins Rimfire**

<b>Shooter</b>	<b>Run1</b>	<b>Run2</b>	<b>Run3</b>	<b>Run4</b>	<b>FINAL</b>
Jeff Hanger	6.15	5.12	9.61	5.55	16.82
Matt Weiland	NT	7.30	4.45	5.62	17.37
Fred Smith	6.63	5.23	7.46	7.68	19.32
Rob Ripple	7.30	5.96	6.44	7.75	19.70
Henry Cornett	NT	7.37	6.21	6.14	19.72
Mike Shaw	7.05	7.66	7.46	6.20	20.71
Chris Griffith	8.45	9.83	6.13	7.50	22.08
Steven Spoo	6.56	16.88	5.37	10.48	22.41
Kevin Spoo	10.78	7.57	5.93	10.63	24.13
Steve Hurley	9.90	14.57	5.98	8.56	24.44
Larry Holland	7.65	8.89	8.89	8.97	25.43
Scott Piraino	12.21	8.76	6.55	10.27	25.58
John Crantz	20.62	11.19	7.31	7.49	25.99
Jerry Shaw	8.73	7.66	9.69	17.99	26.08
Todd Barnhart	9.97	11.96	8.16	10.84	28.97
Steve Weaver	10.43	NT	10.15	8.73	29.31
Rick Jordon	13.51	8.29	33.73	9.65	31.45
Jim Finneran	13.99	8.46	9.70	15.63	32.15
Mark Jordan	14.83	13.65	10.51	14.34	38.50
Roger Kissel	17.80	11.76	15.64	11.22	38.62
Dave Burroughs	14.03	12.62	12.66	13.67	38.95
Dean Piraino	8.84	20.58	38.20	22.33	51.75
Miley Barnhart	NT	10.74	42.98	7.20	60.92
Jay Sheely	14.88	32.39	17.02	NT	64.29
Average:					30.20

NOTE: Final score is the sum of the three best runs. Two or more No Times (NT) result in a NT final score. Overall average is of all shooters in class with a final score.

**FYI: Smallbore Pin Match stages are now pin tops, NOT full sized pins.... Be sure you bring your 22 pistols!**

NOTE: All original match scoresheets available in PDF format upon request.... Just drop me an email and I'll send you the originals.

**LLRPC 2012 Schedule**  
**Regular Range Hours Wed. 4—9PM; Sat./Sun. 9:30AM – 4:00 PM**

January 8 – Bowling Pin Match  
February 12 – Bowling Pin Match  
March 11 – Bowling Pin Match  
April 1 – Range Clean Up – all members encouraged to help clean up and prep the ranges for a full season of shooting  
April 3 – Spring Skeet League begins (every Tuesday night for 12 weeks)  
April 3 – CMP Rimfire Sporter begins (every Tuesday night for 12 weeks, culminating in a fun trip to Camp Perry!)  
**April 7 – Range Opens to the public**  
April 7-8 – Bowling Pin Match, 4pm either day  
April 15 – 22 Action Rifle  
April 21 – Centerfire Action Rifle  
April 22 – Steel Match  
April 28 – IDPA  
April 29 – Cowboy Action Bowling Pins  
May 6 – 22 Silhouette Match  
May 12-13 – Bowling Pin Match  
May 19 – Centerfire Action Rifle  
May 20 – 22 Action Rifle  
May 26 – IDPA  
May 27 – Steel Match  
June 3 – 22 Silhouette Match  
June 9-10 – Bowling Pin Match  
June 16 – Centerfire Action Rifle  
June 17 – 22 Action Rifle  
June 23 – IDPA  
June 24 – Steel Match  
July 1 – 22 Silhouette Match  
July 7-8 – Bowling Pin Match  
July 15 – 22 Action Rifle  
July 21 – Centerfire Action Rifle  
July 22 – Steel Match  
July 28 – IDPA  
July 29 – Cowboy Action Bowling Pins  
August 4 – Hunter’s Pistol  
August 5 – 22 Silhouette Match  
August 11-12 – Bowling Pin Match  
August 18 – Centerfire Action Rifle  
August 19 – 22 Action Rifle  
August 25 – IDPA  
August 26 – Steel Match  
September 1 – Hunter’s Pistol  
September 2 – 22 Silhouette Match  
September 4 – Five Stand League Begins (every Tuesday night for 8 weeks)  
September 4 – CMP Rimfire Sporter (every Tuesday night until we get tired)  
September 8-9 – Bowling Pin Match  
September 15 – Centerfire Action Rifle  
September 16 – 22 Action Rifle  
September 22 – IDPA  
September 23 – Steel Match  
September 30 – Cowboy Action Bowling Pins  
October 6 – Hunter’s Pistol  
October 7 – 22 Silhouette Match  
October 13-14 – Bowling Pin Match  
October 21 – 22 Action Rifle  
November 10-11 Bowling Pin Match  
December 9 – Bowling Pin Match