



SASS

Welcomes you to the
**2024 TENNESSEE STATE
SASS CHAMPIONSHIP
"THE REGULATORS RECKONING"**

Sponsored by

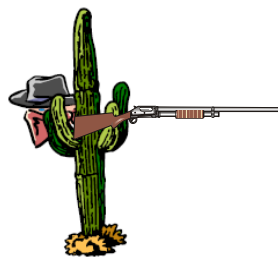


HUNTERS **HD**
GOLD 
They **CHANGE** so you don't have to.

EAGLE GRIPS, INC.

The Worlds Finest Handgun Grips

Serving: Enthusiasts, Veterans & Law Enforcement Since 1971





THE REGULATORS RECKONING

Welcome, Cowboys, Cowgirls and Buckaroos!

Thank you for being a part of the 19th **Regulators Reckoning and 2024 Tennessee State SASS Championship** at Wartrace. We hope you will find this a fun shoot and place us on your calendar for next year. The only thing more important than a “Fun Shoot” is a “**Safe Shoot**”. Please read the enclosed information so there is no misunderstanding of the rules for safety. Remember, **THE SPIRIT OF THE GAME PREVAILS!**

This match is sanctioned and sponsored by **SASS**, the **Single Action Shooting Society**. **SASS** guidelines will be strictly enforced.

Each competitor is responsible for his or her competence with firearms, as this match is not designed to be a beginner’s match. You are a safety officer, responsible for your conduct, your guest’s conduct, and others within your influence. You must always follow range rules.

Spectators, please be aware of these range rules: Alcoholic beverages allowed only at the Thursday and Friday night dinners. Ear and Eye protection is mandatory within line of sight of the shooting areas. **ONLY REGISTERED SHOOTERS AND VENDORS WITH BADGES MAY WEAR FIREARMS.**

The Friday night dinner is held on the range at 5:00 pm. We will have door prizes and Side Match awards on Friday night. We do allow adult beverages at the Friday night dinner. It is BYOB. No guns, please.

The Saturday night banquet and awards dinner will be held at the Bell Buckle Banquet Hall in Bell Buckle, TN. Directions are in your shooters packet. Social hour begins at 6:00 pm. It is BYOB (Wine and liquor must be checked in at the bar. Beer can be taken to your table). Dinner begins at 6:30 pm. No guns, please.

The information presented in this handbook is subject to change. So please listen to the announcements and verbal instructions from the Match Director, Safety Officer, and Posse Marshals.

Have a rip-roaring fun time!

Your hosts,
The Wartrace Regulators

2024 Regulator Reckoning Important Times

Thursday, May 30th, 2024

- 8:00 AM – 3:30 PM Check-in & Shooter Packet Pick-up
- 9:30 AM – 3:30 PM Side Matches
- 10:00 AM – 3:30 PM Vendors Open
- 8:30 AM – 8:45AM Wild Bunch/Black powder Safety Meeting
- 8:45 AM - 12:45 PM Wild Bunch/Black powder Match
- 1:00 PM - 1:15 PM Warmup Safety Meeting
- 1:15 PM - Warmup Match
- 3:30 PM - 5:00 PM Cowboy Bingo

Friday, May 31st, 2024

- 8:00 AM – 9:30 AM Check-in & Shooter Packet Pick-up
- 9:30 AM–10:00 AM Mandatory Shooters' Meeting
- 10:00AM - 3:00 PM Shoot 6 Main Stages
- 8:00 AM – 4:00 PM Vendors Open
- 3:00 PM – 4:30 PM Man on Man Side Match (Open to all shooters)
- 5:00 PM - Dinner at Range, Door Prizes/ Side Match Awards

Saturday, June 1st, 2024

- 9:00 AM-2:30 PM Shoot 6 Main Stages
- 9:00 AM – 4:00 PM Vendors Open
- 6:00 PM - 6:30 PM Social Gathering, Bell Buckle Banquet Hall
- 6:30 PM - 8:00 PM Banquet Dinner, Bell Buckle Banquet Hall
- 8:00 PM - Door Prizes and Main Match Awards

2024 Regulator Reckoning Side Matches

Thursday, May 30th, 2024, 9:30 AM to 3:30 PM

Speed events shoot all you want; best time counts for score.

Long range 1st run through counts for score.

Dance Hall Stage 1

Derringer/Pocket Pistol Derringer 2 rounds, Pocket Pistol 5 rounds
Shoot the Rope

Death Valley Stage 2

4 Gun – 1 rifle 10 rounds
 2 pistol 10 rounds
 1 shotgun 4+ rounds

Trestle Stage 3

Speed Pistol – Traditional Style (2 guns) 10 rounds
Speed Pistol – Duelist Style (2 guns) 10 rounds
Speed Pistol – Gunfighter Style (2 guns) 10 rounds

Livery Stable Stage 4

Speed Rifle 10 rounds
Speed 22 Rifle 10 rounds

Corral Stage 5

Speed Shotgun – 1897 Pump 6+ rounds
Speed Shotgun – Hammerless Double 6+ rounds
Speed Shotgun – Hammered Double or Lever '87 6+ rounds

Long Range Pavilion

Long Range rifle – pistol caliber 2 sight in, 5 for score
Long Range rifle – lever action rifle caliber 2 sight in, 5 for score
Long Range rifle – single shot rifle caliber 2 sight in, 5 for score
Long Range pistol – SASS legal pistol 3-5 sight in, 10 for score

Pavilion

3:30 – 5:00 Cowboy Bingo

Friday 31, 2024 when main match stages have ended till 5:00

Cemetery

Man on Man Match (every shooter can participate)

A prize will be awarded for the best male and female in each category. The exceptions are for the Long Range, Man on Man and Team Match, cowboys and cowgirls shoot in the same category.

THE REGULATORS RECKONING 2024 SHOOTING SCHEDULE

Friday, May 31

SAFETY MEETING AT 9:30AM SHOOTING STARTS AT 10:00AM

Time	10:00					
Stage						
1	Posse 1	Posse 6	Posse 5	Posse 4	Posse 3	Posse 2
2	Posse 2	Posse 1	Posse 6	Posse 5	Posse 4	Posse 3
3	Posse 3	Posse 2	Posse 1	Posse 6	Posse 5	Posse 4
4	Posse 4	Posse 3	Posse 2	Posse 1	Posse 6	Posse 5
5	Posse 5	Posse 4	Posse 3	Posse 2	Posse 1	Posse 6
6	Posse 6	Posse 5	Posse 4	Posse 3	Posse 2	Posse 1
8	Posse 8	Posse 15	Posse 13	Posse 11	Posse 10	Posse 9
9	Posse 9	Posse 8	Posse 15	Posse 13	Posse 11	Posse 10
10	Posse 10	Posse 9	Posse 8	Posse 15	Posse 13	Posse 11
11	Posse 11	Posse 10	Posse 9	Posse 8	Posse 15	Posse 13
13	Posse 13	Posse 11	Posse 10	Posse 9	Posse 8	Posse 15
15	Posse 15	Posse 13	Posse 11	Posse 10	Posse 9	Posse 8

Saturday, June 1

NO SAFETY MEETING GO TO YOUR 1ST STAGE OF THE DAY

Time	9:00					
Stage						
1	Posse 8	Posse 13	Posse 12	Posse 11	Posse 10	Posse 9
2	Posse 9	Posse 8	Posse 13	Posse 12	Posse 11	Posse 10
3	Posse 10	Posse 9	Posse 8	Posse 13	Posse 12	Posse 11
4	Posse 11	Posse 10	Posse 9	Posse 8	Posse 13	Posse 12
5	Posse 12	Posse 11	Posse 10	Posse 9	Posse 8	Posse 13
6	Posse 13	Posse 12	Posse 11	Posse 10	Posse 9	Posse 8
8	Posse 1	Posse 6	Posse 5	Posse 4	Posse 3	Posse 2
9	Posse 2	Posse 1	Posse 6	Posse 5	Posse 4	Posse 3
10	Posse 3	Posse 2	Posse 1	Posse 6	Posse 5	Posse 4
11	Posse 4	Posse 3	Posse 2	Posse 1	Posse 6	Posse 5
13	Posse 5	Posse 4	Posse 3	Posse 2	Posse 1	Posse 6
15	Posse 6	Posse 5	Posse 4	Posse 3	Posse 2	Posse 1

1 – DANCE HALL
2 – DEATH VALLEY
3 - TRESTLE
4 - LIVERY STABLE
5 - CORRAL
6 – MINE SHAFT

8 – FORT
9 – JERSEY LILLY
10 – CANTINA
11 – WELLS FARGO
13 – GRAFTON'S
15 – GALLOWS

GENERAL RULES AND REGULATIONS

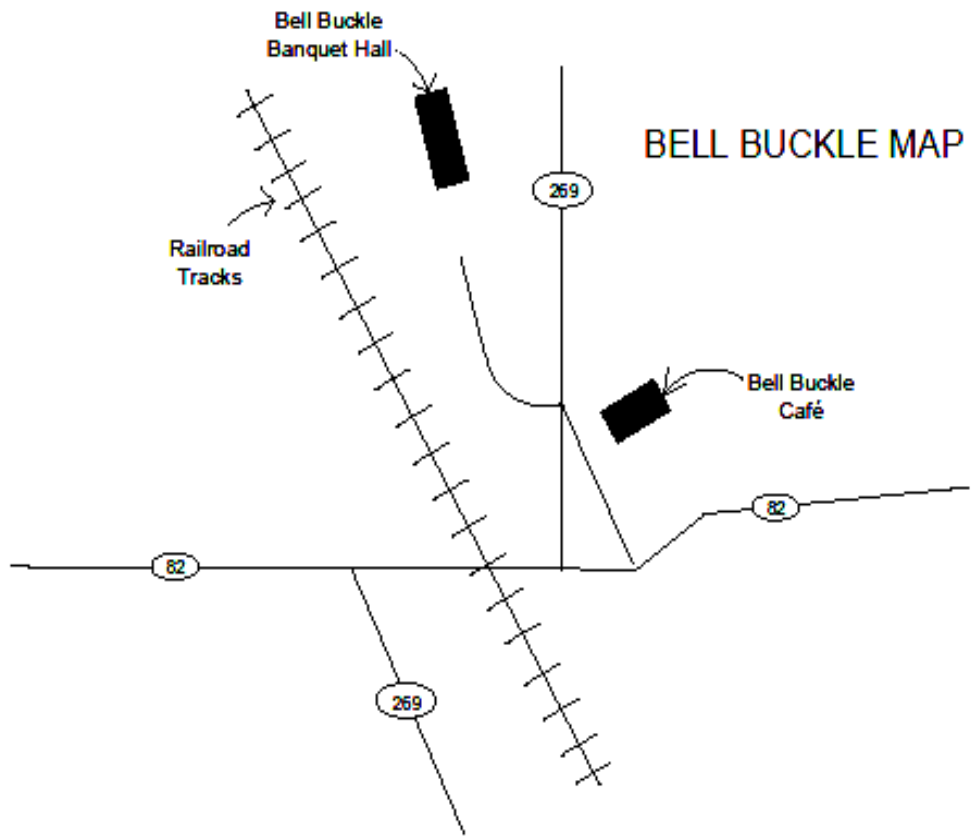
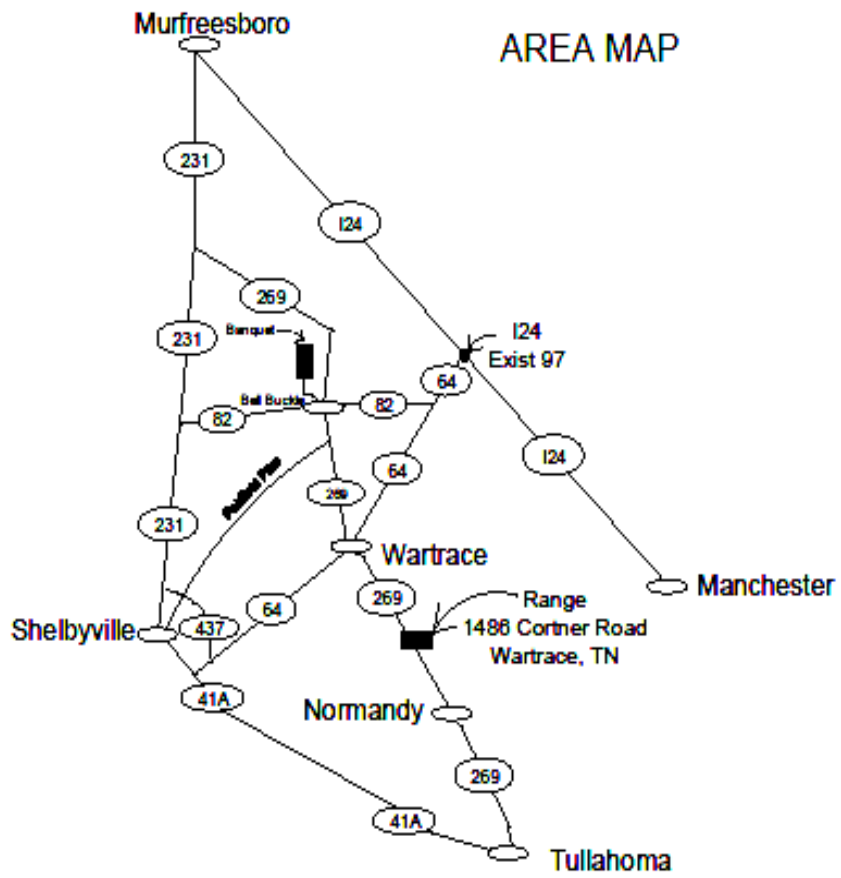
- No alcoholic beverages are allowed on the property.
(Allowed only during Thursday and Friday night dinner.)
- No one will be allowed to shoot if, in the judgment of the range officer, they are impaired.
- All shooters must be **SASS** members in good standing.
- Pistols must be holstered, and actions always open on long guns off the firing line.
- Firearms may only be loaded when at the loading table and on the firing line.
- All shooters and spectators must wear ear and eye protection.
- All shooters are expected to be familiar with all **SASS RULES**.
- All shooters must abide by the decision of the range officer.
- Unsafe firearm handling will not be tolerated.

OTHER IMPORTANT THINGS WE THINK YOU OUGHTA KNOW!

- The schedule assumes there are three minutes “Beep to Beep” for each shooter, including all the overhead of understanding the stage; checking the targets for correct alignment; getting folks loaded; etc.
- Our shooting schedule on Friday and Saturday will allow time between individual shooters for brass pickup if shooting is not delayed. Brass or shot shells beyond the firing line **CANNOT** be retrieved.
- This notice is to inform all participants and spectators that your picture may be published in the newspaper or other publications. If you have objections to this, please inform us at the check-in station. Photos remain the property of the **Wartrace Regulators** with all publication rights. So, remember to smile, you may be on camera.

Wartrace Regulator Range Rules

- This is a muzzle up action open range as soon as weapons are removed from the case and until placed back in the case.
- Eye and ear protection must be worn by shooters and spectators.
- Pistol or rifle round over the berm is a **MATCH DQ** at the Wartrace Regulator Range.
- All props are non-expendable. This includes staging tables.
- Shooting position is defined as being close enough to shelf or table to ground a gun by taking only one step.
- This is a **SASS** match all **SASS** rules apply.
- Total Time scoring system is used.
- Disqualified for a stage Total stage targets x 5 + 30
- Failure to complete a stage Total stage targets x 5 + 30
- Failure to shoot a stage Total stage targets x 5 + 30
- 2 stage DQ's = Match DQ
- 2 DNF's = Match DQ
- Match DQ Total match targets x 5 + 30
- Tie Breaker = Number of misses and penalties (least # places higher)





Sturm, Ruger & Co., Inc. is one of the nation's leading manufacturers of rugged, reliable firearms for the commercial sporting market. With products made in America, Ruger offers consumers almost 800 variations of more than 40 product lines, across both the Ruger and Marlin brands. For almost 75 years, Sturm, Ruger & Co., Inc. has been a model of corporate and community responsibility. Our motto, "Arms Makers for Responsible Citizens®," echoes our commitment to these principles as we work hard to deliver quality and innovative firearms.

SASS® RUGER VAQUERO®

ORIGINAL OLD WEST SINGLE-ACTION LOOK, SIZE AND FEEL.



Model:	5133
Caliber:	357 Mag
Capacity:	6
Barrel Length:	4.62"



Model:	5134
Caliber:	45 Colt
Capacity:	6
Barrel Length:	5.50"

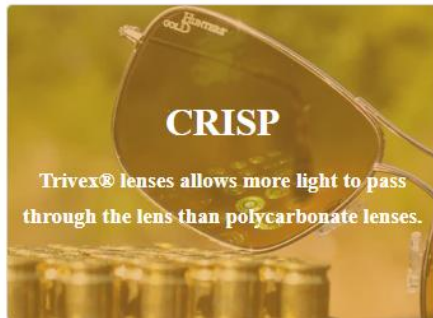
Marlin  Long Live the Lever Gun™

Copyright © 2023 by Sturm, Ruger and Co., Inc.

<https://www.ruger.com/>

HUNTERS HD GOLD

They **CHANGE** so you don't have to.™



<https://huntershdgold.com/>

The warm transparency of Hunters HD Gold® was designed to offer contrast and clarity to the viewer by bringing all colors into the eye's most comfortable range of light. This gives the shooter 30 minutes more visible light in the morning and the evening. The medical dye helps with night blindness, macular degeneration and SAD (Seasonal Affective Disorder). Hunters HD Gold blocks 100% UVA, UVB and Blue Light. Hunters HD Gold® is healthy for your eyes.

Photochromic lenses are light knowledgeable optical lenses that darken on exposure to specific types of light of sufficient intensity, most commonly ultraviolet (UV) radiation. An added benefit of photochromic lenses is that they shield your eyes from 100 percent of the sun's harmful UVA and UVB rays. They typically take around 30 seconds to fully darken and approx 2 - 5 minutes to return to a golden state. They Change So You Don't Have To™

Anti-reflective coating (also called "AR coating" or "anti-glare coating") **improves vision and reduces eye-strain.** These benefits are due to the ability of AR coating to virtually **eliminate reflections** from the front and back surfaces of your eyeglass lenses. With reflections gone, more light passes through your lenses to optimize **visual acuity with fewer distractions.** This allows the lens to be more scratch/dust resistance than uncoated lenses.

Each Hunters HD Gold® lens is made one at a time with exceptionally accurate and error-free surface quality with a proprietary optical lens generator. This process with 4 point quality inspections processes ensure each lens is made with precise optical detail. Hunters HD Gold® Lenses are made in **Alabama**, supporting **Alabama Veterans and Families.**

EAGLE GRIPS, INC.

The Worlds Finest Handgun Grips

Serving: Enthusiasts, Veterans & Law Enforcement Since 1971



Ruger New Vaquero Kirinite® Black Pearl "NEW" Reactiv™ Checkered Gunfighter Grips.

The new & improved version of our famous gunfighter grip. Featuring our Reactiv™ checkering.



Toll Free:(800) 323-6144
National Number: 630-260-0400



Eaglegrips.sales@Gmail.com

WILD BUNCH MATCH SPONSOR



Starline is a family owned business and prides itself on producing the highest quality brass case available. With a production process focused on quality not quantity, Starline makes the finest brass and has for more than 45 years. It is our unique manufacturing process and the commitment of our team of employees that distinguish us from the competition.

BLACK POWDER MATCH SPONSOR

"The Wartrace Legends Posse"

Honoring Charlie Bowdrie, Papa Dave, Demented Frenchman, Cash Jackson and others who helped to build The Wartrace Regulators Club & Range

WARM UP MATCH SPONSOR

Michigan Rattler Leather



Long Range Match Sponsor

Rod Kibler Saddlery

Custom saddles and gun leather

Vicky & Rod Kibler are committed to providing you with the very best product and service.

473 Mud Creek Road

Alto, GA 30510

706-778-3753

rksleather@jjuno.com

MAN ON MAN MATCH

Michigan Rattler Leather



SPEED PISTOL

Fredericks of Deadwood

Karen Unger AKA Dances With Toe Shoes

SPEED RIFLE SPONSOR



SPEED DERRINGER SPONSOR

The Wartrace Legends Posse
Honoring Charlie Bowdrie, Papa Dave, The Demented Frenchman, and others
who helped to build The Wartrace Regulators Club & Range

SPEED SHOTGUN SPONSOR



4 GUN SPONSOR

TNSSA



<https://tennesseeshootingsportsassociation.org/>

CUT THE ROPE



HOLY SMOKER



SPEED POCKET PISTOL

The Wartrace Legends Posse
Honoring Charlie Bowdrie, Papa Dave, The Demented Frenchman, and others
who helped to build The Wartrace Regulators Club & Range

SPEED RIFLE 22

WIDDER

VENDORS

BELLE'S SILVER & STONE JEWELRY

CSA Bullets
Col. Tuscarora
256-426-8056
rebelrouser@mindspring.com

DENHAM'S
Cowboy Shooting Gear
[256-878-3641](tel:256-878-3641) or [256-506-5666](tel:256-506-5666)
casketmakerdave@gmail.com

EAGLE GRIPS
800-323-6144 eaglegrips.sales@gmail.com
Eaglegrips.com

Hit More Steel
Smokin' Iron & Honey B Quick
740-974-7007
smokiehbq@gmail.com

kittysklosetemp@gmail.com
808-622-0948
900 Riverwalk, Irmo SC 29063

Outlaw Bullets
Outlawbullets.com

Slater's In House Guns
2848 Ty Drive, Louisville, TN 37777
865-591-5129
slaterihg@gmail.com

TELLS PRIMERS

DOOR PRIZE SPONSORS

Average Joe/Cowboy Edge
Cattle Kate
Denham's
Frank Buckshot
Fredrick's of Deadwood aka
Hit More Steel
Hopalong Mac Mclin
Hunter's HD Gold
Imis Twoofhon
Jack Daniel's Distillery
Mernickle Custom Holsters
Michigan Rattler
Midway USA
Mayhem's Mercantile

Midway USA
Outlaw Bullets
Papa Oso – Oso Good Bullets
Pickpocket Kate & Suttie
Ricochet Ruthie & Chickamauga Slim
Ruger
Rugged Gear
Starline Brass
Tells Primers
The Cast Bullet Shop/Oulaw Bullets
Vicke & Rod Kibler
Whiskey Hayes
Wild West Merchantile

Porta-Potti Sponsors

Toyboy Bandito
Holy Smoker
Yohan/Sapphire Rose
Garnet Gal/Scrub Oak
Willie
Chickamauga Slim
TN Williams/Widder

Imis Twohofon/Jersey Bratt
Twilight Kid/Midnight
Missy
English Tom
Pilgrim Joe
Nantahala Ned

Wartrace Legends Posse

Bronco Brian
C W Knight
Chickamauga Slim
Frank Buckshot
Holy Smoker
Imiss Twohofon
Jersey Bratt
Lucky Lead Pepper
May B Knott
Midnight Missy

Pickpocket Kate
Randy St Eagle
Ranger Dan
Ricochet Ruthie
Shagbark Steve
Suttie
Tennessee Williams
The Twilight Kid
Toyboy Bandit
Willie C, Tachutem

Stage #1 Dance Hall
STAGE SPONSORED BY:
THE BAMA BOYS

**Hopalong Mac McLin, El Viejo Lobo, Big Iron Ranger, River City,
Crazy Case, RIP Blue Boy**



START



START

Stage #1
DANCE HALL

Caught in a bad spot during the shootout with Burdette's men, Stumpy decided to take a box of dynamite off the wagon as he heads for better cover. Lofting a stick towards the warehouse where Burdette's men are holed up, Chance pulls off a great shot to detonate the dynamite and rock the warehouse. Stumpy yells, "Hey Dude...How do ya like them apples?"

Ammo: 10 Pistol, 10 Rifle, 3+ Shotgun.

BEGIN standing at shooter's discretion at right or left gun shelf with both hands touching rifle. Pistols are holstered. Rifle is staged on right or left gun shelf. Shotgun is staged on center gun shelf.

LINE: "How do ya like them apples?"

At the Buzzer:

- ❖ Gun order is rifle, shotgun, pistols.
- ❖ Rifle shot from staged location. Starting on either rifle target engage the two rifle targets with alternating double taps with ten rounds.
- ❖ Shotgun shot from center table. Engage the two KD's then engage the tripper target. (Once the tripper target activates the spinner KD's cannot be engaged.)
- ❖ Pistols shot from center table. Starting on either pistol target engage the two spinner pistol targets with alternating double taps with 10 rounds.

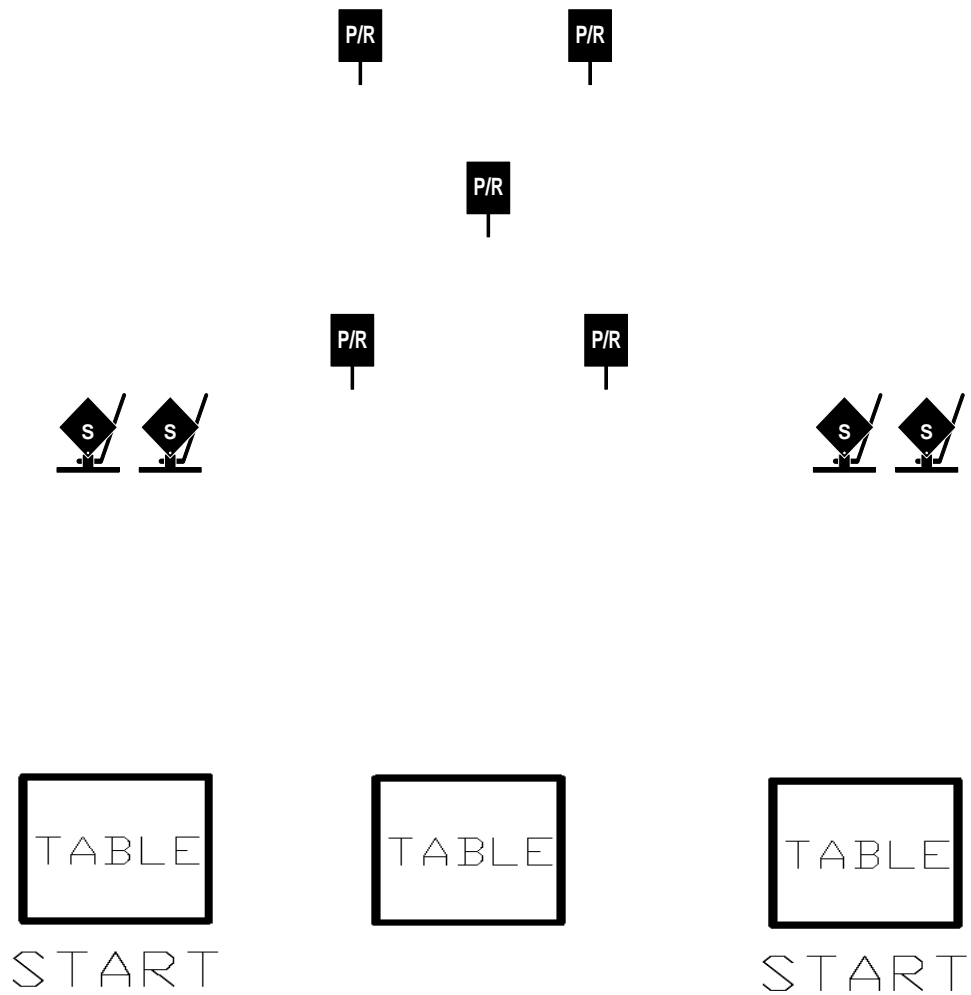
Load on Left

Unload on Right

Stage #2 DEATH VALLEY
STAGE SPONSORED BY

Tell's Primers

Tell Sackett



Stage #2
DEATH VALLEY

Tuco, Blondie, and Angel Eyes were all eager to find the lost gold, but only for themselves. While Blondie was the only one who knew the true location of the money, he offers to write it on a stone. Placing the stone face-down, he challenges Tuco and Angel Eyes to a three-way duel claiming, “We’re going to have to earn it.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at shooters discretion at either end table with hands on hat brim. Shotgun staged on either end table. Rifle staged on center table.

LINE: “We’re going to have to earn it.”

At The Buzzer:

- ❖ Gun order is rifle not last.
- ❖ Shotgun shot from each end table. Engage 2 KDs from each table in any order. Make shotgun safe. (Shotgun can be split)
- ❖ Rifle shot from center table. Beginning on any outside target, engage the 5 targets with double taps on each outside target then double tap the center target.
- ❖ Pistols shot from center table. Beginning on any outside target engage the 5 targets with a double tap on each outside target then double tap the center target.

Load on Left

Unload on Right

Stage #3 TRESTLE
STAGE SPONSORED BY



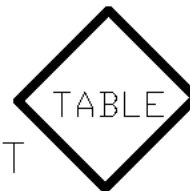
kittysklosetemp@gmail.com

808-622-0948

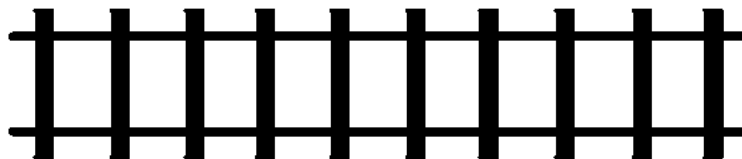
900 Riverwalk, Irmo SC 29063



START



START



Stage #3

TRESTLE

A mysterious harmonica-playing gunman got off the train where three men were sent to kill him. As the train departs, the gunman asks to be taken to their boss, Frank. The three men indicate that Frank sent them, but they were shy one horse and unable to take the gunman with them. The gunman shook his head and replied, "You brought two too many."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at shooters discretion with hands at low surrender. Rifle is staged on right table. Shotgun is staged on left table.

LINE: "You brought two too many."

At the Buzzer:

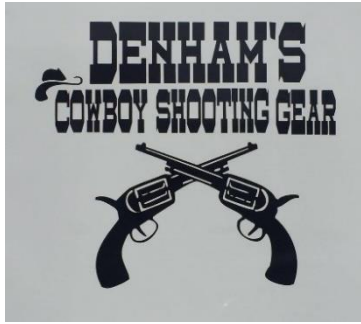
- ❖ Gun order is pistols last.
- ❖ Rifle shot from staged location. Starting on either end rifle target, quad tap T1, single tap T2, single tap T3, quad tap T4. Make rifle safe.
- ❖ Shotgun shot from staged location. Engage 4 KDs in any order. Make shotgun safe.
- ❖ Pistols shot from down range table. Starting on either end pistol target, quad tap T1, single tap T2, single tap T3, quad tap T4.

Down range table is not an expendable prop.

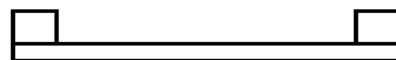
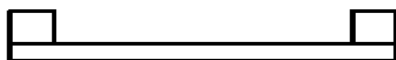
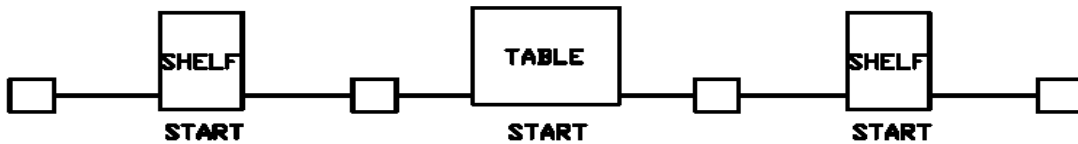
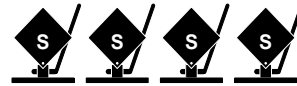
Load on Left
Unload on Right

Stage #4 LIVERY STABLE STAGE SPONSORED BY:

DENHAM'S



<https://denhamenterprises.net/>



Stage #4
LIVERY STABLE

All they wanted to do was drive a herd of cattle across the range, but now they found themselves fighting for their lives. Outnumbered eight to two, Boss Spearman and Charley walk into town to face off against Baxter and his men. Outside the livery stable, the sides shout insults at each other until Charley walks up to Butler, the hired gunman, and asks him, “You the one who killed our friend?”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at any staged gun location with hands touching gun belt. Rifle is staged on center table. Shotgun is staged on right or left gun shelf.

LINE: “You the one who killed our friend?”

At The Buzzer:

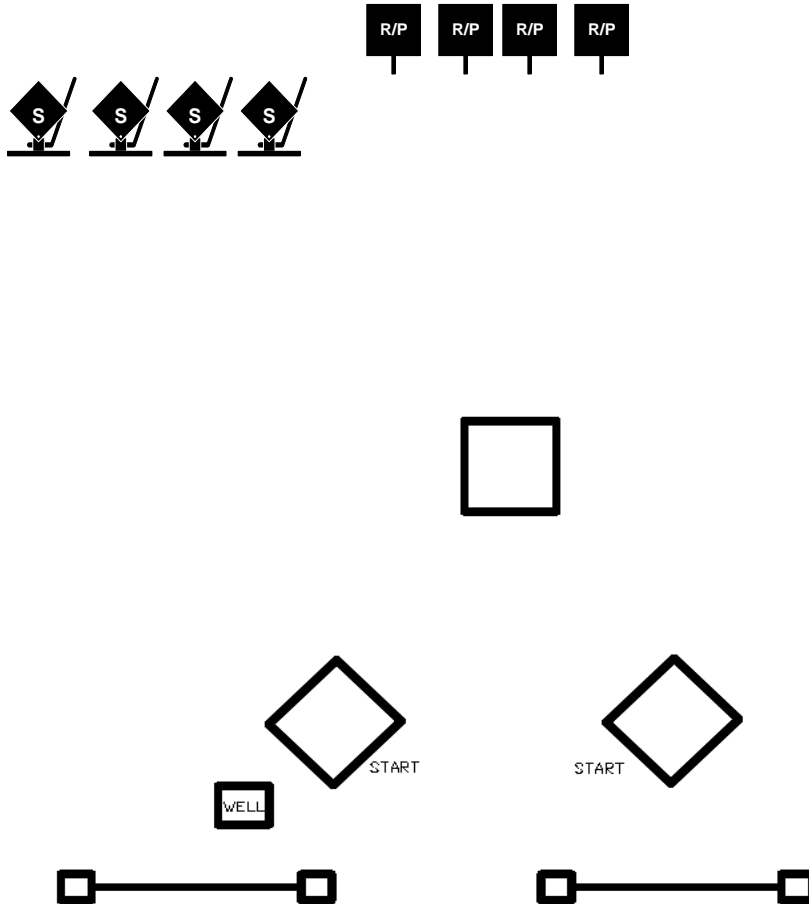
- ❖ Gun order is rifle not be last.
- ❖ Rifle, shot from center table. Starting on either end with 1st 5 rounds engage the rifle targets in a 2,1,2 sweep. With 2nd 5 rounds dump on the center rifle plate.
- ❖ Pistols, shot from the left table. Starting on either end with 1st 5 rounds, engage the 3 pistol targets in a 2,1,2 sweep. With 2nd 5 rounds, dump 5 on the center pistol plate.
- ❖ Shotgun, shot from right table. Engage the KD’s in any order. Make shotgun safe. (Shotgun can be split)

Load on Left
Unload on Right

Stage #5 CORRAL
STAGE SPONSORED BY:



Matt Hamilton
www.hamiltondrygoods.com



Stage #5

CORRAL

Wyatt, Virgil, Morgan, and Doc walked down the street looking to impose the new ordinance banning weapons within the city limits. Tension between the Cowboys and the Earps had been growing for some time and now, lead began to fly in the tiny corral. Ike Clanton ran forward and grabbed Wyatt begging that he was not armed for the fight. Wyatt replied, "Get to fightin' or get away."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at left or right table with long gun loaded held with both hands pointed safely down range. Other long gun is staged on the opposite table. Rifle held with chamber empty action closed. Shotgun held open with shells in chamber.

LINE: "Get to fightin' or get away."

At The Buzzer:

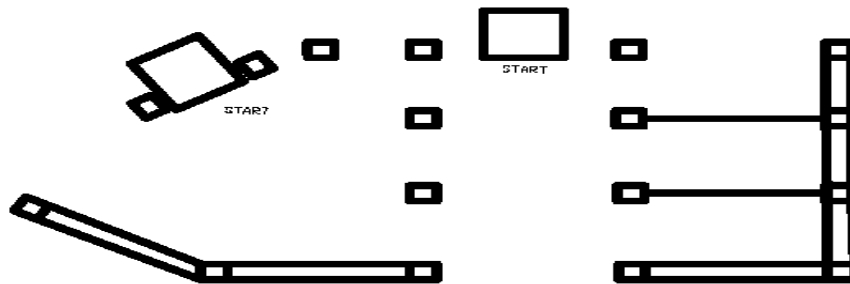
- ❖ Gun order is Pistols last.
- ❖ Shotgun shot from left table. Engage the 4kd in any order.
- ❖ Rifle shot from right table. Place 2 rounds on the outside targets, then place 3 rounds on the inside targets.
- ❖ Pistols shot from down range table. Place 2 rounds on the outside targets, then place 3 rounds on the inside targets.

Down range table is not an expendable prop.

Load on Left
Unload on Right

Stage #6 MINE SHAFT
STAGE SPONSORED BY:
CSA BULLET & SHOT

CSA BULLETS & SHOT LLC.
Col. Tuscarora (a.k.a. Lyle Carter) Also available on Facebook
email at : rebelrouser@mindspring.com phone # 256-426-0856



Stage #6

MINE SHAFT

An injured gunslinger on the run known as the Montana Kid found himself well north of the border in Canada. Tracked down and assaulted by a gang of ruthless bounty hunters, the Kid and the townsfolk circle the bounty hunters as the Kid talks everyone into dropping their guns on the count of three. Just as the Kid calls out “Three”, a blast of dynamite goes off in the mine and the shooting starts.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at shooter’s discretion at left or right table with arms crossed at chest level. Pistols are holstered. Rifle is staged on right table. Shotgun is staged on left table.

LINE: “Three”

At The Buzzer:

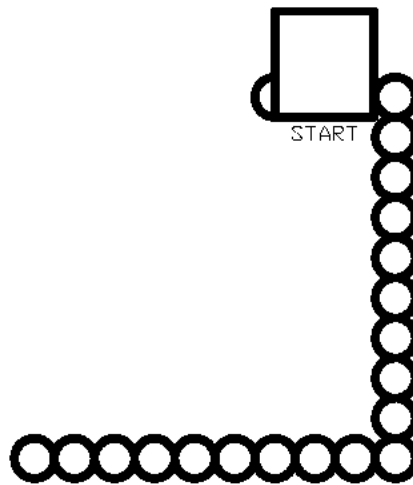
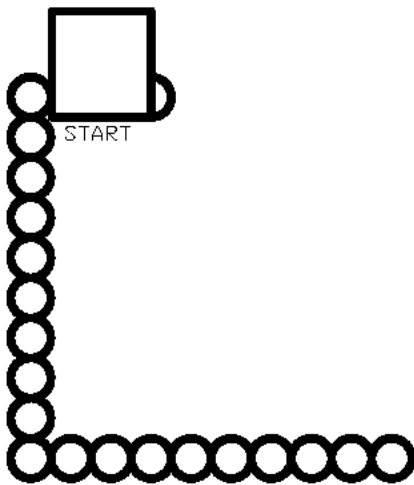
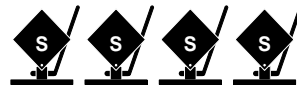
- ❖ Gun order is rifle not last.
- ❖ Rifle shot from right table. Starting on either end target double tap sweep the four targets then single tap the two inside targets. Make rifle safe.
- ❖ Pistols shot from right table. Starting on either end target double tap sweep the four targets then single tap the two inside targets.
- ❖ Shotgun shot from left table. Engage the KD’s in any order. Make shotgun safe.

Load on Left.

Unload on Right.

Stage #8 FORT

STAGE SPONSORED BY:



Stage #8

FORT

Matthew Quigley was trapped. Shot in the leg, drug through the outback, and stripped of his rifle, the land owner, Elliott Marston, decides to give Quigley a lesson on gunfighting as they square off in a duel to the death. Marston laments that he was born on the wrong continent as Quigley quietly sizes up the situation stating, "This ain't Dodge City. And you ain't Bill Hickok."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at center table with both hands touching a 2x4 post. Pistols are holstered. Rifle is staged on center table. Shotgun is staged on any table.

LINE: "You ain't Bill Hickok."

At the Buzzer:

- ❖ Gun order is rifle first.
- ❖ Rifle shot from staged location. Starting on either end rifle target single tap R1, Single tap R2, single tap R1, single tap R2, single tap R3. Repeat the sweep in the same direction with the remaining 5 rounds. Make rifle safe.
- ❖ Shotgun shot from right table. Engage KDs in any order. Make shotgun safe.
- ❖ Pistols shot from left table. Starting on either end pistol target single tap P1, single tap P2, single P1, single tap P2, single tap P3 Repeat the sweep in the same direction with the remaining 5 round

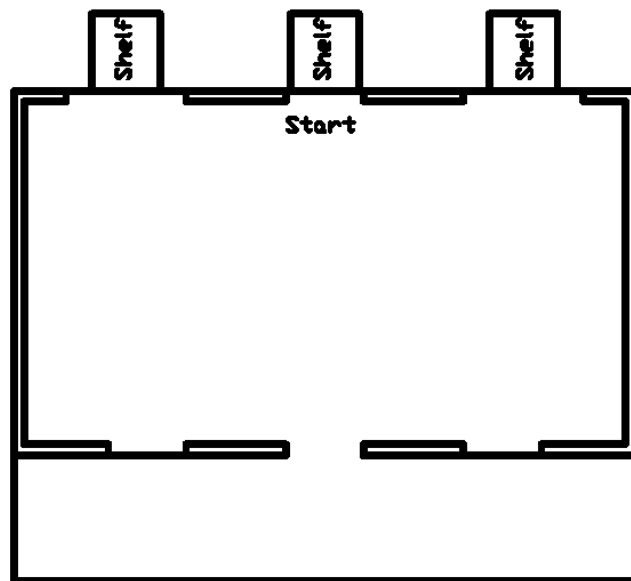
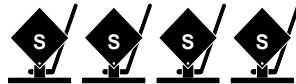
Load on Right.
Unload on Left.

Stage #9 Jersey Lilly
STAGE SPONSORED BY:

BULLETS BY SCARLETT



<https://bulletsbyscarlett.com/>



Stage #9 Jersey Lilly

William Munny walked into town to take revenge on the town's crooked sheriff, "Little" Bill Dagget, for the killing of his friend, Ned Logan, as the sheriff assembles a posse to pursue Munny. After Munny kills the barkeep for displaying Ned's corpse in front of the saloon, Little Bill calls Munny a coward for shooting an unarmed man. Munny aims his shotgun towards Little Bill and replies, "He should have armed himself."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at center window hands touching window frame. Pistols are holstered. Rifle is staged in center window. Shotgun is staged in left window.

LINE: "He should have armed himself."

At the Buzzer:

- ❖ Gun order is rifle first.
- ❖ Rifle shot from center window. Single tap each inside rifle target then triple tap each outside rifle target then single tap each inside rifle target. Make rifle safe.
- ❖ Pistols shot from right window. Single tap each inside pistol target then triple tap each outside pistol target then single tap each inside pistol target.
- ❖ Shotgun shot from left window. Engage knockdowns in any order. Make shotgun safe.

Load on Left.

Unload on Right

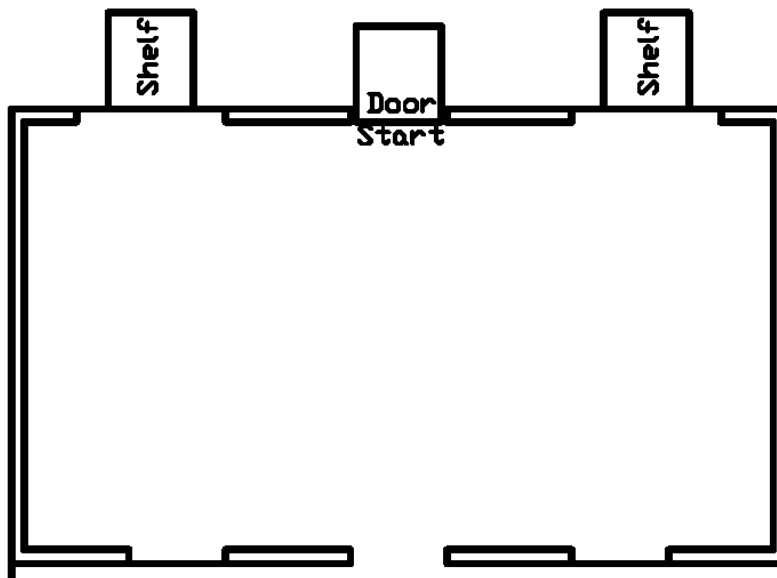
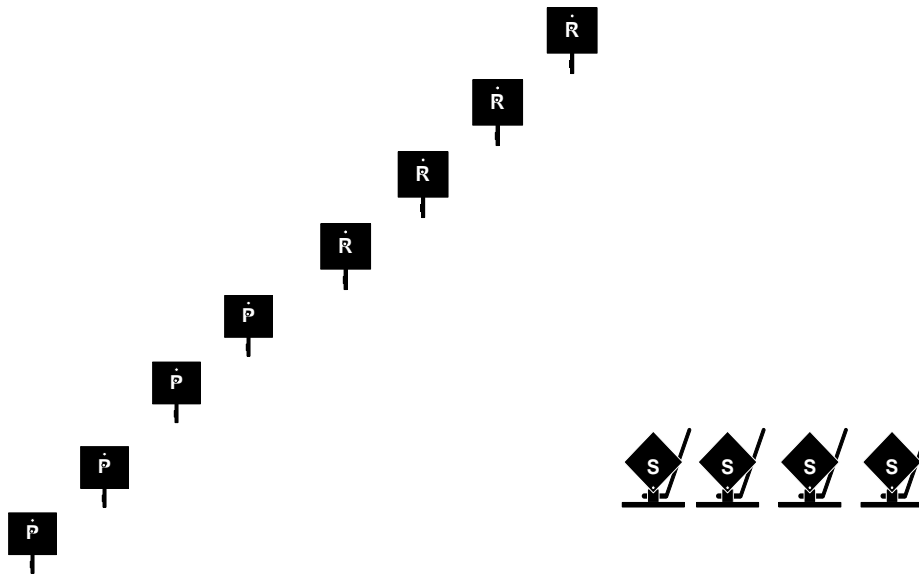
Stage #10 CANTINA

STAGE SPONSORED BY:



Here at Mernickle Custom Holsters our goal is to make our customers beyond happy with their holsters. We customize everything by hand molding and shaping all our holsters to your specific gun to give it that perfect fit.

<https://www.mernickleholsters.com/>



Stage #10

CANTINA

With one gunfight left, the contest was now coming to an end, but dynamite rocked the town as the clock struck six. Through the smoke and debris, John Herod makes out the image of a woman walking towards him, ready to take Cort's place in the fight. Confused but ready to defend himself, Herod lets the woman know that she is not fast enough to defeat him. She replies, "Today, I am."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at the center table at shooters discretion. Pistols are holstered. Rifle is staged on center table. Shotgun is staged anywhere.

LINE: "Today, I am."

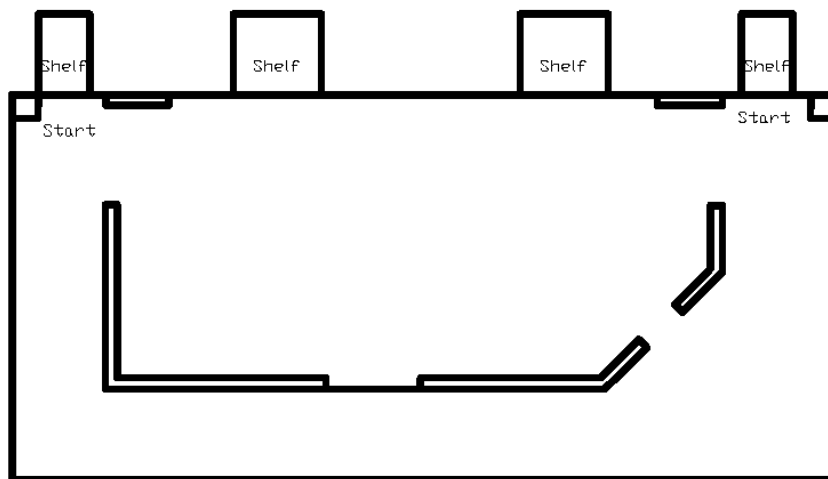
At The Buzzer:

- ❖ Gun order is rifle first.
- ❖ Rifle shot from center table. Starting on either end rifle target, engage the rifle targets in a descending sweep, 4 on R1, 3 on R2, 2 on R3, 1 on R4.
- ❖ Shotgun shot from right window. Engage the 4 knockdowns in any order.
- ❖ Pistols shot from left window. Starting on either end pistol target engage the 4 pistol targets an ascending sweep, 1 on R1, 2 on R2, 3 on R3, 4 on R4.

Load on Right.

Unload on Left

Stage #11 WELLS FARGO
STAGE SPONSORED BY:



Stage #11

WELLS FARGO

As they case out another bank to rob, Butch talks on and on about all the things they need to do. Growing weary of all of Butch's thinking, planning, and especially his talking, Sundance finally cuts him off saying, "Don't tell me how to rob a bank. "I know how to rob a bank."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at shooter's discretion with hands not touching guns or ammo at either outside gun table. Shotgun is staged on right outside table. Rifle is staged on right inside gun shelf.

LINE: "I know how to rob a bank."

At The Buzzer:

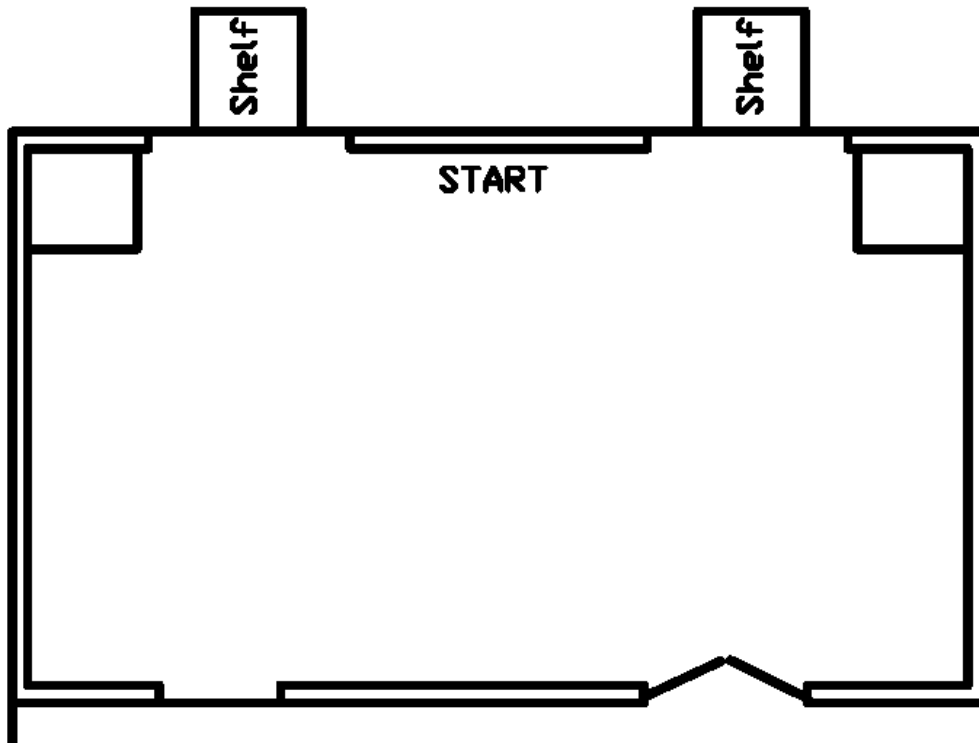
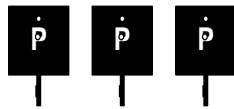
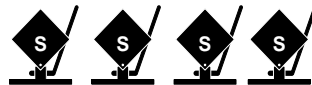
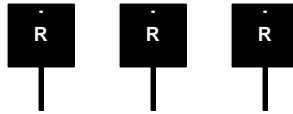
- ❖ Gun order is Rifle not last.
- ❖ Pistols shot from left outside table and left inside shelf. With 1st 5rds starting on the center target triple tap the center target then single tap each outside target. Repeat the instructions with the 2nd 5rds from the unengaged location.
- ❖ Rifle shot from right inside gun shelf. With 1st 5rds starting on the center rifle target triple tap the center target then single tap each outside rifle target. Repeat the instructions with the 2nd 5 rds. Make rifle safe.
- ❖ Shotgun shot from right outside table. Engage the KD's in any order. Make shotgun safe.

Load on Left
Unload on Right

Stage #13 GRAFTON'S
STAGE SPONSORED BY:



Lady J, T Bone Johnson, and Pops Corbin



Stage #13
GRAFTON'S

Shane pushed open the doors into Grafton's, backed up to the bar, and tried to make a deal with Ryker. Jack Wilson, Ryker's hired gun, squares up with Shane and tries to force him into a shootout. Looking to get under Wilson's skin and beat him to the draw, Shane said that he heard that Wilson was, "A low down, Yankee liar."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at shooter's discretion at either window with both hands touching gun or guns. Pistols are holstered. Shotgun is staged in right window. Rifle is staged in either window.

Line: "A low down, Yankee liar."

At the Buzzer:

- ❖ Gun order is rifle not last.
- ❖ Pistols shot from left window. Starting on either end pistol target. Single tap sweep the pistol targets then double tap the center pistol target. Repeat instructions with remaining 5 rounds.
- ❖ Rifle shot from staged location. Starting on either end rifle target. Single tap sweep the rifle targets then double tap the center rifle target. Repeat instructions with remaining 5 rounds. Make rifle safe.
- ❖ Shotgun shot from right window. Engage KD's in any order. Make shotgun safe.

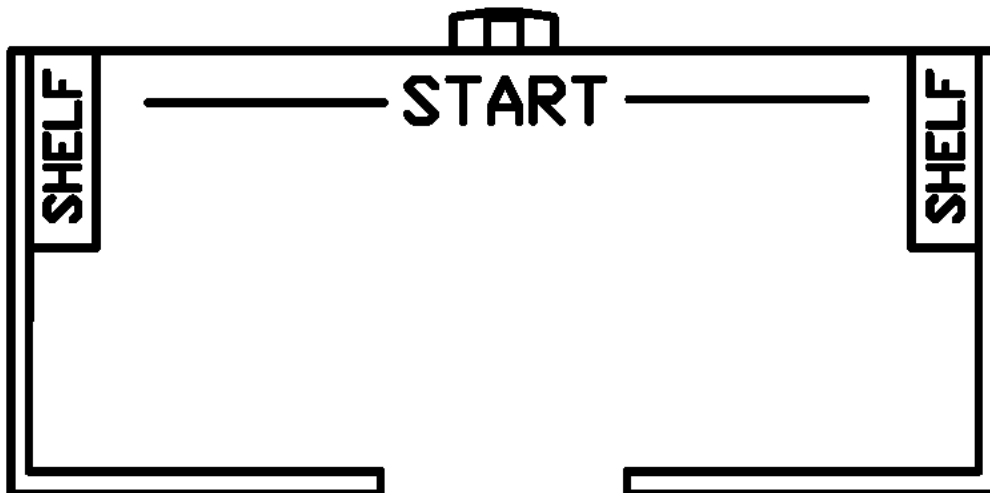
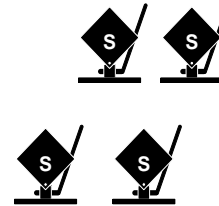
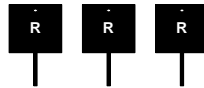
Load on Right.
Unload on Left.

Stage #15 GALLOWS

STAGE SPONSORED BY:



<https://tennesseeshootingsportsassociation.org/>



Stage #15

GALLOWS

Moon was on the Gallows with rope around his neck and hood over his head. He had one more chance to live due to the shortage of men. The sheriff leaned on rail and asked the women in the crowd if any of them wanted Moon for their husband. One lady in the crowd said she would take him. Moon ripped the mask off his and took the rope off his head and shouted "Let me kiss my bride."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun.

BEGIN standing at shooter's discretion at the down range rail with both hands on the rail. Rifle is staged on left or right shelf. Shotgun is staged on the opposite shelf.

LINE: "Let me kiss my bride."

At The Buzzer:

- ❖ Gun order is rifle not last.
- ❖ Shotgun shot from anywhere along down range rail. Engage the 4 knockdowns in any order. Make shotgun safe.
- ❖ Rifle shot from anywhere along down range rail. Starting on either end rifle target engage the rifle targets in a 1,8,1 sweep. Make rifle safe.
- ❖ Pistols shot from anywhere along down range rail. Starting on either end pistol target engage the pistol targets in a 1,8,1 sweep.

Load on Right
Unload on Left

2024 SASS TN STATE Championship Main Match Sponsors

HUNTERS HD
GOLD 

They **CHANGE** so you don't have to.™

<https://huntershgold.com/>

EAGLE GRIPS, INC.

The Worlds Finest Handgun Grips

Serving: Enthusiasts, Veterans & Law Enforcement Since 1971



Toll Free:(800) 323-6144
National Number: 630-260-0400



Eaglegrips.sales@Gmail.com



RUGER®

<https://www.ruger.com/>

WILD BUNCH MATCH SPONSOR



Starline is a family owned business and prides itself on producing the highest quality brass case available. With a production process focused on quality not quantity, Starline makes the finest brass and has for more than 45 years. It is our unique manufacturing process and the commitment of our team of employees that distinguish us from the competition.

BLACK POWDER MATCH SPONSOR

“The Wartrace Legends Posse”

Honoring Charlie Bowdrie, Papa Dave, Demented Frenchman, Cash Jackson and others who helped to build The Wartrace Regulators Club & Range

WARM UP MATCH SPONSOR Michigan Rattler Leather





**WANT TO THANK YOU FOR SHOOTING
"THE REGULATORS RECKONING"**

For anyone interested in becoming a member of the Wartrace Regulator's Club, please visit our web site wartraceregulators.com to print an application form.

We hope to see you again at our next monthly match held on the first and third Saturday of each month or at the 2025 Tennessee State SASS Championship.

The Match Gang want to thank for our the TN State Match to shoot. We hope you had a great fun time. If you didn't let any us know how we can improve. Y'all come back next year.

Chickamauga Slim
Dodge City Dixie
Frank Buckshot
Jersey Bratt
Imiss Twohofon
Pick Pocket Kate
Randy St. Eagle
Reno Mustang
Richochet Ruthie
Suttie
Tennessee Williams
Whiskey Hayes



SASS



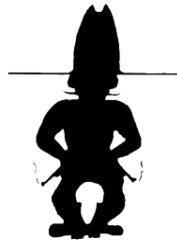
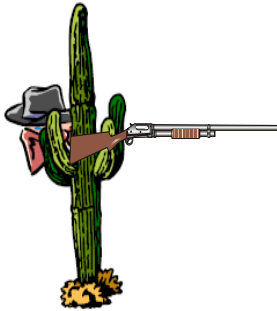
and the

WR

WARTRACE REGULATORS

WANT TO THANK YOU FOR SHOOTING

"THE REGULATORS RECKONING"



Y'ALL COME BACK NEXT YEAR





2024 REGULATORS RECKONING TENNESSEE STATE CHAMPIONSHIP

Personal Score Sheet

Alias _____

Stage	Raw Time	Misses x5	Procedural x10	Bonus	Other	Total Time
STAGE 1 DANCE HALL						
STAGE 2 DEATH VALLEY						
STAGE 3 TRESTLE						
STAGE 4 LIVERY STABLE						
STAGE 5 CORRAL						
STAGE 6 MINE SHAFT						
STAGE 8 FORT						
STAGE 9 JERSEY LILLY						
STAGE 10 CANTINA						
STAGE 11 WELLS FARGO						
STAGE 13 GRAFTON'S						
STAGE 15 GALLOWS						

