
FAULTLINE SHOOTIST SOCIETY RECORD

First of October, Nineteen Hundred Ninety and Seven

FIRST ROUND

By Henry Fardan, editor

Welcome to issue Number Three of the *Record* of the Faultline Shootist Society.

For those with a good eye, we used to be known as the Silly Valley Safety Committee. As in towns or streets, sometimes the names change; so has ours. But we are pressing on with renewed vigor. The club has moved its matches down to the Swiss Rifle Club {see *Goin' South*}, where we plan on putting on our first annual three-day match, known as *Adobe Walls*, next year.

For those with an eagle eye, yes, there was no July issue of this publication. What with movin' the *Record* office, and settin' up our new range, and one thing and another...

But we think the club is only getting better. If you are a Cowboy Action Shooter, join today. If you know anyone interested in CAS, get them to join tomorrow. Given our plans for next year, we can use all the help we can get.

But we promise you, this club will be putting on some of the most rip-roarin', steel-bangin', hell-raising-est cowboy shoots in the coming months that you've ever seen the like of. Come on, join the fun.

GOIN' SOUTH

The move of the matches of the Faultline Shootist Society to the Monterey County Swiss Rifle Club has been long in the making.

Located in the foothills east of the town of Gonzales, the Swiss Rifle Club sits in a beautiful canyon, shaded by oak trees.

MATCH SCHEDULES

Public matches are open to all club members, members of other SASS-affiliated clubs, and the public, including spectators. {Those not able to meet certain criteria may be asked to prove their shooting capabilities prior to shooting an FSS match.} Range fees for public matches are \$12 for members {\$36 if they join at the match}; \$15 for all SASS members and members of the Sunnyvale or Richmond clubs or the National Shooting Club; and \$20 for all others.

Public matches are scheduled at the Swiss Rifle Club on at least the following Sundays: November 23rd of this year and January 25th and March 22nd in 1998.

ADOBE WALLS COMIN'

By Elegant Ella, president
We've scheduled the first

Adobe Walls match of the Faultline Shootist Society for September 25th through 27th, 1998. That gives us a year to get ready, which should be enough time if we start *now*.

For monthly matches, we always need five good stages and to get results out sooner.

For an annual match we need similar stuff— ten interesting stages for the main match, a team stage, side matches {including long-range rifle competitions}, and results out early on Sunday afternoon.

However, an annual match also needs other things:

- Sutlers
- Draw prizes
- Match prizes
- Housing
- Meals on site
- Saturday evening entertainment
- Costume contest
- Publicity
- Shooter's packet
- Budget
- Schedule
- Non-shooting staff

Stage design

In addition to being interesting, the stages at an annual match needs to be carefully timed so that each takes a 20-person posse about the same length of time to shoot. You don't want a stage to take

twice as long to shoot as all of the others, because that forces the next posse to wait. If the timing is really wrong, more than one posse has to wait for their turn, getting grumpy and bored.

We need to test all of our proposed stages at regular matches and adjust as needed to get the timing right. To get 20 shooters through a stage in one hour, every stage needs to take less than 3 minutes average shooting and reset time.

Almost a minute of that is required to get the guns removed from the last shooter and staged for the next shooter and get the next shooter to the line and ready to go. The mythical average shooter takes 3 seconds per target plus extra time for moving from position to position. I don't know what the average movement rate is, but I would guess 1 second per yard of movement.

The easiest way to adjust timing is to add or remove pairs of shotgun targets.

Scoring

The results need to be available real soon after the shooting stops. Often, the main match finishes about noon on Sunday and the afternoon is filled with team shoots and side matches while the results of the main match are calculated. Shooters also appreciate having the results from Satur-

day posted first thing on Sunday morning, so that they can be assured that a data entry error hasn't happened. The only way to get the results for 100 shooters and 10 stages done soon enough on Sunday is to have data entry going on all day.

Sutlers row

Having vendors at the shoot isn't required, but most shooters appreciate having the opportunity to browse and shop. Most shoots do not charge vendors any fee, but ask for draw prize donations.

Draw prizes

The prize pool should be big enough that the majority of the shooters take home a prize. The perceived average value of the prizes should be about half the entry fee. Prizes are donated by local merchants and club members, mostly, but the club may have to buy cases of primers and shotgun shells to fill out the prize pool. The SASS office will donate a black powder pistol as a prize, provided the SASS-affiliated club advertises in the Cowboy Chronicle. There are several options for the mechanics of the prize drawing. Each shooter can get a raffle ticket, and wait for the number to be called. Each shooter can draw a numbered token from a can with the number on the token corresponding to one of the prizes

{all of which had numbers assigned ahead of time}. Some of the tokens can be blank if there aren't enough prizes to go around. At some matches, each prize recipient also gets a postcard addressed to the prize donor on which to write 'Thank you' on and sign. This helps the donor's records.

Match prizes

Trophy, plaque, framed certificate or ribbon, it needs to be something a shooter would like to display to back up his bragging rights. This is a major expense. It is generally agreed that having valuable prizes for the winners is bad for the sport.

Housing

There have to be motels reasonably near for people who don't camp. If there isn't enough RV space at the shooting site, the organizers need to arrange space at a nearby RV park. Housing information should be included on the flyer. If it is not on the flyer, it has to be mailed to the entrants along with their confirmation.

Meals

Some shoots include lunch with your entry fee, some don't. All multi-day shoots need to have meal service available for lunch. Breakfast is a nice addition. The entry form should specify whether lunch is provided, and what meal service is available. If

lunch is not included in the entry fee, then the lunch providers have the challenge of estimating how much food to bring. Saturday dinner is normally not included in the entry fee, but meal reservations are required in advance.

Evening entertainment

Entertainment is expected on Saturday evening, at least. We have signed a contract with an up-and-coming country band, which should provide a rip-roarin' time, by all reports.

Costume contests

Most two-day shoots start with a contest for working costume, because that can be judged during the day while people are shooting. Dress costume has to be judged in the evening after people have had time to clean up. People can't clean up for a costume contest unless housing is close enough.

Publicity

The SASS office requirement is to buy a quarter-page ad. The *Cowboy Chronicle* is about to change to bimonthly instead of quarterly, but the deadline for copy and ads will still be at least six weeks ahead of time. For a September match, we would need enough details settled to put an ad together by mid-April for inclusion in the June or July issue. We have to put together a flyer with information and entry form that can be

mailed to everyone who asks for one, as well as taken to regular shoots at our neighboring clubs. Flyer and ad should tell people how much ammo to bring and when to show up on site.

Shooter's packet

The shooters packet needs to include a schedule for the match. At Long Ranch Show-down, there wasn't a schedule in the packet and some shooters didn't realize that shooting was going to start at 8am on Sunday. I like it when the shooter's packet includes the stage descriptions and the shooting instructions, but not all clubs do that. Northfield Raid gave the scenario for each stage, but not the shooting instructions. At Gold Town, the scenarios are in the program, and shooting instructions on a separate sheet of paper {probably to allow for last minute changes}. The shooters packet includes a name tag with posse number. It is easier for the ROs if they can read the name when they want to tell someone to supervise the loading table or reset targets or pick up brass. Name tags can be leather or felt or paper in plastic holders. Using felt or paper lets us use a different color for each posse, so people can spot other people in their posse before the shooting starts. Shooter's packets can also contain advertising brochures.

Planning schedule

Constantly from now until August, 1998 - Recruit sponsors. Gather draw prizes. Invite vendors. Design and test stages. Build scenery and props. Identify usable motels. Attend other matches to borrow stage ideas, meet vendors, and talk up our annual match.

February, 1998 - Design flyer and ad for *Cowboy Chronicle*.

March, 1998 - Send flyer to potential vendors.

March until September, 1998 - Send flyer to everyone who requests it.

April, 1998 - Submit ad to *Cowboy Chronicle* with request for SASS draw prizes.

April, 1998 - Negotiate special rate at selected motels.

May, 1998 - Complete housing information.

August, 1998 - Design and print match program. Settle contents for shooter's packet.

September, 1998 - Assemble shooter's packets.

SURFING COWBOYS

The FSS has put up its own web site [see our URL at the bottom of the page]. It contains club history, all meeting and match schedules {with directions}, match scores, frequently asked questions about the FSS, our range rules, a list of member's aliases, a map of Faultline with the story of the town and its citizens, and back

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issues of the *Record*, plus links to the SASS home page as well as other web sites of interest. Have a gander, and let us know what you think.

OFFICE HOLDERS

Current members of the town council of Faultline are:

President: *Elegant Ella*
aka Debra LaVergne @
{408} 463-2428

Vice President: *Cheapshot*
aka Cliff Cook @
{408} 742-8653

Secretary: *Bodacious Kate*
aka Kay Hoolan @
{415} 777-3322

Treasurer: *Tennessee Jed*
aka Dean Rogers @
{408} 653-1052

Range Master: *Coyote Creek*
Mike, aka Mike Sloan @
{408} 365-8266

Match Director: *Henry Fardan, aka Mark Seymour @*
{408} 489-2295

Members may contact them about membership or other issues, as appropriate.

Meetings of the Faultline Shootist Society are held at 7 pm, the second Monday evening of each month, at the National Shooting Club, 1100 Duane Avenue, Santa Clara.

Faultline Shootist Society

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