

AAM Rifle Side Match * 03-06-10

BIG BORE SIDE MATCH #1

Start with Rifle at Port Arms.
Lever Rifles loaded with 5 rounds, Hammer Down on an empty chamber.
Single Shot Rifles with the Chamber Open and Empty.

At the Buzzer - Nevada Sweep R1 to R3.

Penalties:
Misses: 5 Seconds * Procedurals: 10 seconds

!!MUST BE CLEAN TO WIN BOTH CLASS AND OVERALL!!

First Run determines the class winner.
Overall winner can come from multiple Runs.

BIG BORE SIDE MATCH #2

Both Rifles start on the table open and empty.

At the Buzzer - Retrieve your Rifle, Load 1 Round and engage the the Swinging Target.

The Timer will be Set so it Buzzes twice!
You must get your Shot off before the Second Buzzer. (8 seconds)

Fastest Hit by Class is Winner!

First Run determines the class winner.
Overall winner can come from multiple Runs.

CLASSES

LEVER

30-30 (30L)
UNDER 40 CALIBER (-40L)
OVER 40 CALIBER (+40L)

SINGLE SHOT

UNDER 40 CALIBER (-40SS)
OVER 40 CALIBER (+40SS)



**PRE 1900 CALIBERS:
30-30, 32-40, 38-55, 40-65, 45-60, 45-70.**

**CALL AD, 210.862.7464, TO SEE IF YOU HAVE
ANOTHER CALIBER FROM THIS PERIOD THAT
WOULD QUALIFY.**

Position
1

AAM Pistol Caliber Rifle Side Match * 03-06-10

PISTOL CALIBER SIDE MATCH #1

Start with Rifle at Port Arms.
Rifles loaded with 5 rounds, Hammer Down on an empty chamber.

At the Buzzer - Nevada Sweep R1 to R3.

Penalties:
Misses: 5 Seconds * Procedurals: 10 seconds

*** MUST BE CLEAN TO WIN BOTH CLASS AND OVERALL ***

First Run determines the class winner.
Overall winner can come from multiple Runs.

PISTOL CALIBER SIDE MATCH #2

Rifle start on the table open and empty.

At the Buzzer - Retrieve your Rifle, Load 1 Round and engage the the Swinging Target.

The Timer will be Set so it Buzzes twice!
You must get your Shot off before the Second Buzzer. (8 seconds)

Fastest Hit by Class is Winner!

First Run determines the class winner.
Overall winner can come from multiple Runs.

CLASSES

**UNDER 40 CALIBER (-40PC)
OVER 40 CALIBER (+40PC)**



Position

1