



Danvers Desperados



“OUR LABOR DAY”

A Cowboy Action Shooting Competition at the Danvers Fish & Game Club – Middleton, Massachusetts

SATURDAY _____ September 2, 2017

Sign up 8:00 to 9:00 AM with safety meeting at 9:15 AM – Shooting starts immediately thereafter

FEE: **\$20.00 (Cash Preferred)** ___AMMO - Maximum Required: 60 pistol, 60 rifle & 30 plus shotgun.

Lead bullets only – Pistol: Under 1000 fps; Rifle: under 1400 fps

SIX STAGES: will require two (2) single action revolvers (pre 1896 type: 32 cal. or larger), one(1) rifle (pistol ammo) and one(1) shotgun (pre 1899 type)
SASS Rules will apply. Period Dress Preferred – that means “cowboy accouterment”

LUNCH IS INCLUDED and will be available after six stages have been completed.

DIRECTIONS Danvers F&G is located on Log Bridge Road in Middleton, MA. **From Rt. 128**, exit 44B onto US-1 toward Danvers. Travel North to Rt. 114 Exit. Travel West on Rt. 114 approximately 1.7 miles to Log Bridge Road at second set of lights which is the first right after Dunkin Donuts. Follow Log Bridge to the Club. Travel straight past the club house on your left to the “Frontier Area” at end of road. **From Rt. 495**, take Exit 42A Rt. 114 toward Middleton. Travel approximately 10.5 miles, past Middleton Square and Richardson Ice Cream to Log Bridge Road which is a diagonal left just past the set of lights after the Market Basket shopping center on your left. Follow Log Bridge Road to the Club. Travel straight past the club house on your left to the “Frontier Area” at end of road.

INFORMATION:

Pittsburg Mac aka Paul McNaughton: 781-599-1930 or cell 781-254-8041 email: npmcn45@comcast.net

OFFICIAL PROGRAM and REGISTRATION FORM

NAME _____ ALIAS: _____ SASS# _____

ADDRESS: _____

CITY: _____ STATE _____ ZIP _____

TELEPHONE: _____

Email address: _____

CATEGORY: All SASS Legal

2017 Danvers Desperados Shoots

April 15-6 Stage CAS Match
June 14-6 Stage CAS Match
July 1 - 6 Stage CAS Match
August 6 – 6 Stage CAS Match

NO PRE-REGISTRATION - PLEASE COMPLETE and BRING TO SHOOT