



# Middle Atlantic Regional Skirmish

September 9-11, 2022

Hosted by Company B, 1<sup>st</sup> Pennsylvania Cavalry  
Fort Miller, Springtown, PA

You are invited to join Company B, 1<sup>st</sup> Pennsylvania Cavalry for the last Middle Atlantic Region skirmish of the year at Fort Miller, Springtown, PA. This will be a great chance to get ready for the Fall Nationals in October.

## Team Matches Include:

Musket, Carbine, Revolver and Smoothbore. Uniforms required for team events unless weather conditions dictate otherwise.

## Individual Matches:

All individual matches and aggregates will be \$1.00. Musket and Carbine individual matches will be classified. Smoothbore, Revolver and Repeater/Breechloader individual matches will be unclassified. **All N-SSA Rules and Regulations will be in effect.**

## Schedule of Events:

### Friday

9:00 AM – Range open for camping  
10:00 AM – Range open for individual matches  
5:00 PM – Range closed for individual matches

**Note: Recruit individual shooting will be allowed during individual matches.**

### Saturday

9:00 AM – Range open for individual matches  
11:00 AM – BB Gun event  
1:00 PM – Range closed for individual matches  
1:30 PM – Set up for Carbine team match  
1:45 PM – Carbine team commander's meeting  
2:00 PM – Carbine team match begins  
Revolver team setup begins  
immediately after carbine team match

### Sunday

7:30AM – 8:30 AM – Protest period  
9:00 AM – Set up for Musket team match  
9:30 AM – Musket team commander's meeting  
9:45 AM – Opening ceremonies  
10:00 AM – Musket team match begins  
Smoothbore team match set-up will follow the conclusion of the musket team match

**Musket Team Events (5 person teams):**

- 50 yards – 20 clay pigeons on a cardboard backer
- 50 yards – 10 hanging 4” tiles
- 50 yards – 10 hanging clay pigeons
- 50 yards – 10 ash cans
- 100 yards – 7 hanging 6” tiles

**Carbine Team Events (5 person teams):**

- 50 yards – 20 clay pigeons on a cardboard backer
- 50 yards – 10 hanging 4” tiles
- 50 yards – 10 hanging clay pigeons
- 50 yards – 10 ash cans
- 100 yards – 7 hanging 6” tiles

**Revolver Team Events (3 person teams):**

- 25 yards – 9 clay pigeons on a cardboard backer
- 25 yards – 6 hanging 4” tiles
- 25 yards – 6 hanging clay pigeons
- 50 yards – 5 hanging 6” tiles

**Smoothbore Team Events (3 person teams):**

- 25 yards – 9 clay pigeons a cardboard backer
- 25 yards – 6 hanging 4” tiles
- 25 yards – 6 hanging clay pigeons
- 50 yards – 5 hanging 6” tiles

**Awards**

<b>TEAM EVENTS</b>	<b>A1</b>	<b>A2</b>	<b>A3</b>	<b>B1</b>
MUSKET	1 Place	2 Places	2 Places	2 Places
CARBINE	1 Place	2 Places	2 Places	2 Places
SMOOTHBORE	2 Places	UNCLASSIFIED		
REVOLVER	2 Places	UNCLASSIFIED		
<b>INDIVIDUALS</b>	<b>50 Yard</b>	<b>100 Yard</b>	<b>AGGREGATE</b>	
MUSKET	3 Places	3 Places	3 Places	CLASSIFIED
CARBINE	3 Places	3 Places	3 Places	CLASSIFIED
REPEATER	3 Places	3 Places	3 Places	UNCLASSIFIED
	<b>25 Yards</b>	<b>50 Yards</b>	<b>AGGREGATE</b>	
REVOLVER	2 Places	2 Places	2 Places	UNCLASSIFIED
SMOOTHBORE	2 Places	2 Places	2 Places	UNCLASSIFIED
<b>Grand Aggregate</b>			1 Place	UNCLASSIFIED

We will enter:

_____ Musket team(s) at \$25.00 per team	Total _____
_____ Carbine team(s) at \$25.00 per team	Total _____
_____ Revolver team(s) at \$15.00 per team	Total _____
_____ Smoothbore team(s) at \$15.00 per team	Total _____
	Total _____

Unit Name: \_\_\_\_\_ Seniority # \_\_\_\_\_ Region \_\_\_\_\_

Authorized team representative: \_\_\_\_\_

Contact phone no.: \_\_\_\_\_/email: \_\_\_\_\_

(NOTE: We will send an email confirming receipt of your application)

Please make entry fee payable to: 1st Pennsylvania Cavalry

Skirmish Director: Mike Santarelli, email: [1stpacavalry@gmail.com](mailto:1stpacavalry@gmail.com)

Send to: Mike Santarelli  
226 Paxson Ave.  
Glenside, PA 19038-4612  
Phone No.: (215) 576-5358  
Email: [1stpacavalry@gmail.com](mailto:1stpacavalry@gmail.com)

**Please mail applications by August 11, 2022**

**Fort Miller/Springtown Rod and Gun Club is located at 3146 Main Street (Route 212), Springtown, PA.**