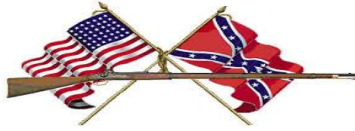


62nd MASON DIXON Regional Skirmish

JUNE 21-23, 2024



The Mason Dixon Regional Skirmish will be held on June 21-23, 2024, hosted by Company C, 2nd United States Sharpshooters. We will offer the following team matches: Musket (5 shooters), Carbine (5 shooters), Revolver (3 shooters), Smoothbore (3 shooters), Cannon, and Mortar. Uniforms must be worn for all team competitions. Single Shot Pistol and Breechloader Individuals will be available, but no team matches will be held.

Individual competition will start on both ranges at 8:00am, on Friday, June 21, and end at 4pm on Friday. A 200yd Mortar Match will start at 4pm on Friday.

On Saturday, June 22, the range will open at 8am for Individuals. Mortars (100yd) fire at 9:30am. Revolver Team commander meeting will be held at 11:00am. The last relay for Individuals will end at 12:30 pm Carbine Team commanders meeting will be held at 1:15pm with the match starting immediately thereafter. The Smoothbore Match will begin as soon as the range is prepared after the Carbine Team Match concludes.

On Sunday, June 25, Musket Team commanders will meet at 8:45am. The match will begin after the conclusion of Opening Ceremonies. The Cannon Match will be held at Noon with set up a half hour after Musket concludes.

There will be an Air Gun match on Saturday, one half hour after the Carbine Team Match if there are enough participants. Air Gun Individuals will be Saturday afternoon at the Revolver Range after the Carbine Match.

Individual will be 10-shot matches and classified, with the exception of Aggregates. There will be 3 medals in each class and medals in each aggregate for the Individual Matches (5-31-22 N-SSA database). Special Individual events will be 1 medal for each event.

We are also offering two special Individual awards.

1. Buddy Target: Two shooters shoot one 50-yard three bullseye target, 5 shots each, for a combined score. You pick your gun of choice.
2. NEW SHARPSHOOTER AGG: 100yd Musket and Carbine combined scores.

Team awards will be for Musket, Carbine, Revolver, and Smoothbore: 3 “A” team and 3 “B” team and 2 “C” team. Mortar- 3 places for 100 and 200yard event. Cannon- 3 places.

The Mason Dixon is open to all teams! We are striving to return this skirmish to the time when it was one of the biggest skirmishes in the N-SSA. We want teams to sign up early to help with target preparation, but all teams will be welcome even if they sign up at the Fort.

APPLICATION FOR PARTICIPATION

MASON DIXON REGIONAL

JUNE 21-23, 2024

Unit Name: _____ Region: _____

Name: _____ Seniority No: _____

Address: _____

E-mail address: _____

Phone Number: _____

Teams:	No.	Costs:
Musket Team (5 persons)	x	\$35.00 _____
Carbine Team (5 persons)	x	\$35.00 _____
Revolver Team (3 persons)	x	\$20.00 _____
Smoothbore Team (3 persons)	x	\$20.00 _____
Mortar Team	100yd	x \$20.00 _____
	200yd	x \$20.00 _____
Cannon Team	x	\$25.00 _____
	Total:	_____

Please mail applications to:

Dave Booz
1545 Knoxlyn Orrtanna Rd.
Orrtanna, Pa. 17353

Phone: 717.338.9379
e-mail: dtbooz@yahoo.com

Please make checks payable to: "Company C, 2nd USSS"

THANK YOU !



62nd MASON DIXON SKIRMISH

June 21-23, 2024



Co C, 2nd U.S. Sharpshooters invites you to participate in the Mason Dixon Regional Skirmish to be held at Fort Shenandoah, Gainesboro, Virginia. This is a Chesapeake Regional Skirmish, and all skirmish rules apply. We will have the following team matches: Revolver; Carbine; Smoothbore; Musket; Mortar; and Cannon. Uniforms must be worn for all Team Competitions. All Team Matches and Individuals will be classified.

SCHEDULE of EVENTS

Friday, June 23rd

- 8:00am: Registration begins.
- 8:30am-5:00pm: Both Ranges open for Individual Competition (10-shots for score)
- 3:30pm: Mortar Team Commanders meeting at Stat House and set up.
- 4:00pm-5:00pm: Mortar Team 200yd Match (1 hour)
- 5:00pm: All Ranges closed after the Mortar Match

Saturday, June 24th

- 8:00am: Registration and both Ranges open for Individual Competition
- 9:00am: Mortar Team Commanders meeting at west Tower and 100yd setup
- 9:30am: Mortar Team 100yd Match by two intervals
- 11:00am Revolver Team Commander meeting on the Revolver Range
- 11:15am Revolver Team Match begins
- 12:30pm: Last relay for Individuals on both Ranges. All targets are to be turned in by 2pm
- 1:00pm: Individuals end on both Ranges.
- 1:15pm: Carbine Team Commanders meeting at Stat House. Match immediately afterwards.
- @ 3:30pm: Smoothbore Team Commanders meeting at Stat House 15 minutes after Carbine Team match with match starting immediately afterwards
- Air Rifle Competition at Revolver range during Smoothbore Match.
- @ 5:30pm Range closed for the day at conclusion of Smoothbore Match

Sunday, June 25th

- 8:45am: Musket Commanders Meeting at the Stat House
- 9:00am: Opening Ceremonies followed by Musket Team Match
- Protest Period ends
- 9:30am: Medals available for pick-up
- 12:00pm: Cannon Team Commanders meeting at Stat House with match starting when Range is set up.

All teams are responsible to work out their own arrangements for line judge/safety for team events. Shooters must display their current membership card. Each team should provide an electronic digital stopwatch for timing team events and a staple gun for preparing targets.

TEAM TARGETS

(target material subject to change)

Revolver: 3 shooter teams – all targets at 12.5 yards

- 9 - pigeons on backer
- 6 - 4" hanging tiles
- 6 - colored liquid filled plastic bottles
- 6 - hanging wood blocks

Smoothbore: 3 shooter teams

- 25 yards:
 - 9 - pigeons on backer
 - 6 - 4" hanging tiles
 - 1 - wood stake
- 50 yards: 5 hanging 6" tile

Carbine: 5 shooter teams

- 50-yard targets:
 - 20 - pigeons on cardboard backer
 - 10 - 4" hanging tiles
 - 10 - colored liquid filled plastic bottles (assorted sizes)
 - 10 - hanging wood blocks
- 100 yards: Five 6" hanging tiles; 2 hanging colored liquid filled plastic jugs

Musket: 5 person teams

- 50-yard targets:
 - 20 - pigeons on cardboard backer
 - 10 - 4" hanging tiles
 - 10 - colored liquid filled bottles (assorted sizes)
 - 10 - hanging wood blocks
- 100 yards: Five 6" hanging tiles; 2 hanging colored liquid filled plastic jugs

Mortar: Friday: Stake at 200 yards supplied by each team
Saturday: Stake at 100 yards supplied by each team

Cannon: Cannon silhouette; 5 assorted hanging targets

Air Gun Match: Set up on Revolver range when carbine match is concluded after level of interest is determined. Targets TBD

Buddy Shoot: one 50yd three bullseye target; 2 shooters; 5 shots each; gun of your choice

Sharpshooter Aggregate Award: 100yd Musket and Carbine combined scores.