

What's New?

May 30, 2022

Howdy Pard and Pardettes!

Gosh, I have to say that our May shoot was about as perfect as it gets. Beautiful weather, a slight breeze, and a bunch of fun stages! Most everyone had the kinks out of their guns this month. But I suspect a few were like old Surly Bob, had to get the kinks worked out of the guy pullin' the trigger! Took me about four stages to finally get in the groove! But it was fun regardless! Many folks brought their extra gear and some great deals were to be had! Always a good buy or two on the bargain table! And it's always fun to see our good friends.

RANGE WORK

We are hoping Spenerdy came back from Mexico with some new ideas! We continue with various range projects. Let Spenerdy know if you want to come help out. We have more fun than work on our workdays. Two projects coming up are the roof on the livery and the floor in the mercantile.

SHOOTING SUBJECT OF THE MONTH TIPS FOR A GOOD TIMER OPERATOR

Some of us have been trained in the past on how to be a good RO and run the timer but here are a few tips:

- **Start the shooter correctly for the stage** – Be consistent in starting the shooter. Where are the hands? Is the shooter ready? Do they have shotgun shells? Tell the nervous shooter to take a deep breath.
- **Watch the gun and count** – Sometimes this is the key to solving a problem during the stage and an important thing to do for safety. Don't watch the targets, watch the gun and the hands and the 170.
- **Conduct the shooter** – The primary job to assist the shooter in a safe stage. Be ready but don't impede the shooter. If you do end up impeding the shooter, offer a re-shoot of that stage.
- **Report the time and penalties** – The timer operator, or RO, is responsible to report to the score keeper the time and penalties of each shooter. You read the timer immediately after the last shot, call out the time, check the spotters results and call out the penalties. After that you verify the score keeper wrote down the correct time and penalties. This double check is the key to accurate scorekeeping.
- **Ensure the shooter goes to the unloading table** – After shooting, the shooter has to go unload at the unloading table. Try to watch for that as it will save the shooter a penalty if they go to load for the next stage with empties in their guns. Not to mention the safety factor!!
- **Can you stop a squib?** – Maybe with a slow shooter but with the fast shooters, I've found it nearly impossible. Shout "SQUIB" or "STOP" or "CEASEFIRE" if you see one and it's up to the shooter to follow instructions at that point. Shooters, you need to follow the instructions of the RO/Timer Operator at all times. Don't think you know more than they do. Be safe, Just stop. You get a reshoot if they are wrong. Think about it. Your time on that stage is not worth an injury or a damaged gun! Right?

THANKS SHOOTERS!

Times are tough, we know! Hold on tight to the reins and the saddle horn and this too shall pass!
See you on the trail!

Your Pard,

Surly Bob

Surly Bob

Marshal, Nebraska Territorial Rangers

Your Cowboy Wisdom:

**Remember to load your brain before shooting your mouth off!
And don't let your yearnin's get ahead of your earnin's!**

