

In Sights

Manteca Sportsmen Inc.

30261 South Airport Way, Manteca California 95336 (209) 823-7919
www.mantecasportsmen.org



AUGUST 2010 • Next Member's Meetings: **TUESDAY, AUGUST 3 & SEPTEMBER 7 @ 7:30 PM.**

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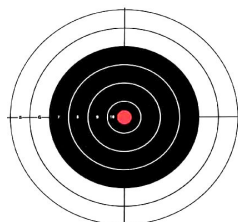
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Kid Shoot By Lee Williams



Well, can you believe we're already more than half way through 2010?! June came and went so fast it was already the 4th of July when I realized I hadn't sent in my monthly update to you kind folks. June saw more than 60 kids at our monthly event. Yes, I said 60. And a good portion of those were first time shooters. Our kids are inviting their friends, and those friends are inviting more, and so on. Sounds like an old shampoo commercial doesn't it? The July event saw 39 kids even though it was the 4th of July weekend. Again, we had many first time shooters!

If you haven't been to one of our monthly events you are missing out. We teach basic marksmanship, range safety, and dare I say it, personal responsibility. Any youngster up to age 17 is welcome. You do need to bring an adult, but we'll bring everything else. We provide the instructors, firearms, ammunition, and safety equipment all at the low, low price of... Free! If you have a rifle of your own, you may bring it and we'll still let you use our ammo. Just make sure it's .22LR and you have to check it in with one of our instructors to bring it on the range. We'll meet again at 6pm on September 3rd so plan on being there!

Thanks again to those faithful folks who make this whole thing possible; Bill McElfresh, Joe 'Cookie Guy' Kroeze, Dave Fabiano & Manuel Sarmento. Any time you'd like to help just be there about a half hour before the event for the instructors brief. See you then!

Remember, the best safety device is the one God put between your ears!

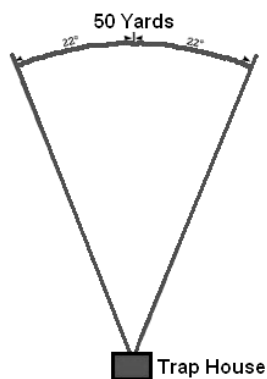
CALIFORNIA HUNTER EDUCATION CLASS

Course required of any individual wishing to purchase a California Hunting License and Game Tags.
This course was designed by personnel in the California Department of Fish and Game. It covers the most basic information that people who want to hunt should know. The contents of the course cover topics such as Hunter Responsibility, Wildlife Conservation and Wildlife Management, Firearms and Firearm Safety, Wildlife Identification, Game Care, Specialty Hunting, Water Safety, and Survival and First Aid.
This class fills up monthly, To obtain a reserved place in the class or for further information, please call (209) 823-7919.

Registration Fee: \$15.00 Next Class: September 18 Regular Class
Sign Up at the Clubhouse

Most everything you need to know about...

TRAP



Trap shooting, often called "American trap shooting" to distinguish it from other forms of trap shooting, is but one of many sports based on shooting small disks launched into the air. These disks are of various sizes. They are shaped somewhat like a Frisbee and fly in a nice arc through the air. They are made of various combinations of substances so that they break when hit. Well, sometimes they don't break, but they're supposed to break.

Trap is shot at the MSI trap range. A trap range has at least one, and perhaps many, trap fields, each of which has a little structure called the "trap house" that houses the machine that throws the birds into the air. This is called the "trap machine," and sometimes just the "trap." The trap machine throws the birds in a random pattern limited to a 44 degree horizontal arc, with the 'birds' exiting the house at about 47 miles per hour and traveling about 50 yards before hitting the ground. The trap range uses either a hand release run by the score keeper, or voice calls that respond to the shooters' voices to send an electric signal that causes the trap machine to launch a bird. A round of trap is 25 birds, 5 birds being shot from each station in rotation.



Trap shooters commonly shoot three events: singles, handicap and doubles. Singles are single birds shot from the closest distance, 16 yards from the trap house. Since the birds are usually about 15 to 25 yards out by the time the shooter fires, even the 16 yard singles are 31 to 41 yards away. Handicap is like singles, except it is shot from various distances, depending on one's ability, between 19 and 27 yards. These birds are 35 to 52 yards away, depending on one's handicap and reaction time. Since very few shooters with slow reaction times ever earn a 27 yard handicap, that 52 yard figure is an exaggeration. 27 yard shooters actually shoot their birds at 47 yards or less. As you might imagine, a little disk, 40+ yards away and flying at 40+ miles per hour can be a difficult target. Doubles are two birds launched simultaneously, shot from 16 yards. Doubles are even more difficult and are, by far, the most fun. A round of doubles at MSI is 15 pairs, or 30 birds.

You can use any shotgun gauge, up to 12 gauge. Using anything smaller than a 12 gauge entails a loss of hitting power. If you want to try trap shooting MSI, and, you really should. Come out Saturdays between 10 and 4, gather up the necessary equipment, and go. You will probably feel intimidated by the prospect of trying this sport, but if you'll just go and give it a try, you'll find that you will be welcomed by the participants. Practicing safe gun handling is the primary concern. Even though trap shooting is a game, there is absolutely no room for unsafe gun handling.

You'll need a shotgun, ammunition, hearing protection, eye protection and some money. Trap range fees for a round of trap can be found on page 5. Glasses, including sunglasses, will suffice for eye protection. Hearing protection consists of either ear muffs or those little foam thingies you stick in your ears. I could never get used to those, so I use ear muffs. Some trap shooters get high tech ear muffs with electronic circuits that allow normal hearing while blocking loud noises. Ammunition is limited to 1 1/8 ounce of shot. Wal*Mart sells 100 round value packs of target ammunition made by Remington, Federal and Winchester. These are excellent choices for beginning shooters. Many experienced shooters also use them.

Trap shooting has some simple, straightforward rules. Always practice safe gun handling. Only load your gun when it's your turn to shoot. Only load one shell unless you're shooting doubles. For doubles, you may load two. If, while you're on the trap field, the staff needs to tend to the trap house, to reload the machine or otherwise adjust the machine, unload your gun. In trap shooting, the gun's safety is ignored. Do not bother with it. Your gun is either loaded and ready to shoot, or unloaded. The only "safety" is an unloaded gun.

While shooting doubles, remember that you are only allowed one shot at each bird. If you miss your first bird, you must switch to the second bird and try to break it instead of shooting at the first bird again. Even though a round consists of 25 birds, and a round of doubles consists of 30 birds, you should carry some spare shells in addition to the 25 or 30 you expect to shoot for many reasons... shooting at broken birds, shooting out of turn, gun failure. All of which will allow you a reshoot.

"Lost birds" are birds you didn't break. "Dead birds" are the ones you did break. A dead bird means you definitely broke the bird. Knocking a little dust off it isn't enough. You must at least knock a chip out of the bird. Ordinarily, the score keeper announces the lost birds but not the dead birds. Among trap shooters, dead birds are the norm, and therefore not worthy of mention. On the other hand, lost birds are announced with great gusto. Hearing "lost" over and over again can get to be quite annoying, to say the very least. In doubles, the score keeper announces the results of every shot: "dead pair," "dead, lost," "lost, dead," or "lost pair." "Lost pair" is never a pleasant sound. Trap shooters welcome all "newbies" except the ones who don't practice gun safety. Parents or other responsible parties should accompany children. MSI usually has ammunition for sale and you'll find even more information regarding Trap on our website.

Hope to See you There!

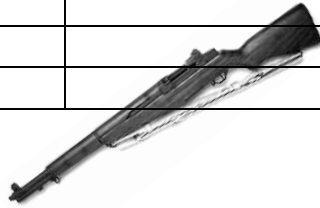
High Power Rifle Match - July 4

NRA CLUB #: R0562

CMP CLUB #: 62254

Bench	Competitor Name	Class <small>(High Master, Master, Expert, Sharpshooter, Marksman, or Unclassified)</small>	Off-Hand	Sitting-R	Prone-R	Prone 1	Prone 2	"X"s	Total
Relay 1									
1	TONY ABBOTT		83	92	93	89	89	2	446
2	CAMERON MEYERS		53	41	79	57	63	2	293
3	HARRY WEBB		75	75	84	66	64	1	364
4	JIM WILLETTE		86	87	89	71	82	3	415
5	ERIC VANDERLANS		27	39	45	63	55	0	229
6	ROY MARTIN		83	86	93	88	94	8	444
7	CHUCK CASTLE		73	75	88	88	92	1	416
8	JOE KROEZE		69	69	62	58	59		317
9	CALUM TAYLOR		84	87	73	85	77		406
10	WILL CASTLE		63	77	76	73	64		353
11	JIM YOUNG		89	89	86	82	92	2	438
Relay 2									
7	AARON EWING		83	88	90	78	90	2	429
8	BILL MCELFRISH		41	65	56	42	57	1	261
9	VERNE TAYLOR		87	91	94	74	90	3	436
10	WILL CASTLE(SPORTING)		79	44	98	85	96	2	402
11	GREG GORES		76	85	83	92	88	3	424

SPORTING RIFLE MATCH - July 31



Bench	Competitor Name	Cold	Off-Hand	Sitting-R	Prone-R	Prone 1	Charcoal	"X"s	Total
<i>(High Master, Master, Expert, Sharpshooter, Marksman, or Unclassified)</i>									
Relay 1									
1	TROY THORSON	0	66	71	71	73	10	3	291
2	BEN EARIS	0							0
3	STEVE FENTRESS	0	60	71	75	73	0	1	279
4	IAN JOHNSON	30	48	71	76	78	30	6	333
5	KERRY JOHNSON	10	69	77	77	77	20	6	330
6	VERNE TAYLOR	30	54	74	80	79	30	9	347
7	CHUCK CASTLE	10	62	44	76	76	0	4	268
8	TIM MEYERS	10	49	50	66	75	30		280
9	CAMERON MEYERS	0	49	76	79	80	30	5	314
10	SEAN MEYERS	0	57	56	51	56	0		220
11	JIM YOUNG	20	52	70	79	80	30	9	331
Relay 2									
6	GREG GORES	0	59	75	80	80	30	9	324
7	AARON EWING	20	70	68	76	77	30	5	341

TWO RIVERS POSSE

"DOWN BY THE RIVER"

SHENANDOAH

June 27 • Durham Ferry — It was a warm day at the gathering. Gunfights with the Steele gang were close and fast. Times were quick. Shooters smiled. The **Tracy Kid**, **Lefty Vaquero**, **Molly Magoo** and **Nate Clayton** took stage wins. **B-Western**, **Rev. Berry M Deep**, **Leapin' Otis**, **Whiskey Rivers**, **Sintree Tulait**, **Dirty Pete**, **Southpaw Gringo**, **Cherokee Knight**, **Shenandoah** and **Wobblin' Bob** completed the shoot without a miss or penalty. A sterling example of how every little bit of efficiency counts. After the top five, the next seven shooters were separated by less than five seconds. That's close pard. We had two beginning shooters at the match. A Buckeroo, **Phantom Jaks**, who hails from Oroville and **Susie Loco** who came all of the way from **Farnsworth, England** to shoot with us. She

expressed considerable enjoyment from cowboying and expects to look for a cowboy club in the UK. Both of these folks were led into our game by their kinsman, **Chickasaw Dave** who is one of our regulars. That's how it was Down By The River.

Top Guns

1st Wrangler
 1st 49er
 1st Senior
 1st Cowboy
 1st Senior Duelist
 1st Silver Senior
 1st Elder Statesman
 1st Buckeroo
 1st Gunfighter
 1st Frontier Cartridge
 1st Frontier Cartridge Dualist
 1st B-Western
 1st Wild Bunch

Men	Ladies
Lefty Vaquero	
Molly Magoo	Cherokee Doll
Wobblin' Bob	
Shenandoah	Susie Loco
Panhandle Place	
Baldy Green	
Dirty Pete	
Phantom Jaks	
Dragon	
JW Trader	
German Jim	
Diamond Back Kid	
Two Dogs Grant	



The Cowboy Way: Broke is what happens when you let your yearnin's get ahead of your earnin's

July 3 • Durham Ferry — A handful of folks make our shoot happen time after time. They move steel, cut grass, pick up tree fall, paint targets, mend fences and a plethora of little things that make it possible for the rest of us to enjoy our game. The next time you see one of these folks, tip your hat and say, "Thanks for what you do." For this match, they were **Cherokee Knight**, **Dirty Pete**, **Dragon**, **JW Trader**, **Lefty Vaquero**, **Nate Clayton**, **Topeka Bull Durham** and **Wire Twister**. Our four quickest times of the day represented four categories from Cowboy to Elder Statesman. The fastest three aced two stages each. The **Tracy Kid** topped stages one and six and the Cowboy category. **Wobblin' Bob** ripped two and three and was the lead Senior while **Lefty Vaquero** took stages four and five to be the fastest Wrangler. He was also the fastest gun of the day ahead of **Wobblin' Bob** by four hundredths of a second. Only a bit back, **Cherokee Knight** slipped by the ever quick Frontier Cartridge shooter, **JW Trader** by a tenth of a second. It's that good natured quest for braggin' rights that make Cowboyin' the funnest of the shootin' games. Don't blink guys. The gents who had a clang with every bang were **Wobblin' Bob**, **Dirty Pete**, **Sintree Tulait**, **Hangin' Hank** and the **Rev. Berry M Deep**. Proctor and Gamble would be proud of you. That's how it was Down By The River.

Top Guns

1st Wrangler
 1st 49er
 1st Senior
 1st Cowboy
 1st Senior Duelist
 1st Silver Senior
 1st Elder Statesman
 1st Cattle Baron
 1st Buckeroo
 1st Gunfighter
 1st Frontier Cartridge
 1st Frontier Cartridge Dualist
 1st Wild Bunch

Men	Ladies
Lefty Vaquero	
Sintree Tulait	Cherokee Doll
Wobblin' Bob	
Tracy Kid	
Cool Water Mike	
	Danville Dove
Dirty Pete	
Mariposa Slim	
Wyatt Clayton	
Dragon	
JW Trader	
Niles Canyon	
Two Dogs Grant	



The Cowboy Way: At the feast of ego, everyone leaves hungry.

OUR NEXT SHOOT WILL BE
 AUGUST 29TH.

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

AUGUST 2010

1	2 Trap 9am	3 Club Member Meeting 7:30 pm	4 Trap 6pm	5	6 Kids Shoot 6pm	7 Trap 10-4 Cowboy Shoot
8 Hi Power Rifle 9am	9 Trap 9am	10 Boy Scout Troop 503 NRA Rifle Class 6pm	11 Trap 6pm	12	13	14 Trap 10-4 Hunter Ed 7am-5pm
15 Pistol Fun Shoot 9am	16 Trap 9am	17 Board Meeting 7pm	18 Trap 6pm	19	20	21 Trap 10-4 Women's Pistol Class
22	23 Trap 9am	24 Boy Scout Troop 503 NRA Rifle Class 6pm	25 Trap 6pm	26	27	28 Trap 10-4
29 Cowboy Shoot	30 Trap 9am	31				

SEPTEMBER 2010

			1 Trap 6pm	2	3 Kids Shoot 6pm	4 Trap 10-4 Cowboy Shoot
5 Hi Power Rifle 9am	6 Trap 9am	7 Club Member Meeting 7:30 pm	8 Trap 6pm	9	10	11 Trap 10-4 Hunter Ed 7am-5pm
12 Pistol Fun Shoot 9am	13 Trap 9am	14	15 Trap 6pm	16	17	18 Trap 10-4 Women's Pistol Class Hunter Ed Class
19	20 Trap 9am	21 Board Meeting 7pm	22 Trap 6pm	23	24	25 Trap 10-4
26 Cowboy Shoot	27 Trap 9am	28	29 Trap 6pm	30		

PUBLIC RANGE INFORMATION *Must be U.S. Citizens or legal resident, must not be prohibited from access to firearms (e.g. felon, or under court order) and under 18 must be accompanied by a parent or guardian. 18 and over must present valid ID with photo. All local, state and federal laws apply.*

HOURS Open 7 days a week! •Daily Open 8am to *Sunset (*check in office*) •Tuesdays Open 10am
(*Ranges closed/restricted for Club events*)

PUBLIC FEES (*Daily except Trap*) Adults \$15 • Children \$8 • Archery \$8 • Trap \$4.50 per Round

Manteca Sportsmen, Inc.
30261 S. Airport Way
Manteca, CA 95337

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Ladies Firearms Training

Manteca Sportsmen is again offering a series of classes especially designed for Women. These classes are taught by NRA certified instructors who make the class fun and friendly so bring your friends and do something just for yourself. All safety equipment, all guns, and all ammunition provided free.

You may bring your own firearm if you wish.

See the calendar on page 5 for the next class date.

Be sure to call or check the website for additional information!

Cost

Pistol I Class: Free *

Pistol II Class: \$10

Pistol III Class: \$10

Rifle I Class: Free *

Shotgun I: Free *

*For 1st time or limited experience shooters.