

2007 Beaver Creek Aggregates

Agg Championship Matches 1-7 Men, Ladies, Intermediate Offhand only Flint or Percussion					
Match	Distance	Position	Target	Shots	Max Score
1	15 yds	Offhand	String	1	10
2	25 yds	Offhand	V	5	50
3	25 yds	Offhand	Turkey Head	5	50
4	25 yds	Offhand	6 bull target (SB1)	5	50
5	50 yds	Offhand	2 bull Buffalo (Buf 2)	5	50
6	50 yds	Offhand	Standing Bear	5	50
7	100 yds	Offhand	Large Bull (YD-7)	5	50

**Junior Aggregate - Matches 1-5 Ages 14 and under \$5.00 fee
Must use cross sticks**

Match	Distance	Position	Target	Shots	Max Score
1	15 yds	Cross Sticks	String	1	10
2	25 yds	Cross Sticks	V	5	50
3	25 yds	Cross Sticks	Bulls Eye	5	50
4	25 yds	Cross Sticks	Bulls Eye	5	50
5	50 yds	Cross Sticks	Standing Bear	5	50

Flintlock Aggregate - Matches 8-10A

Match	Distance	Position	Target	Shots	Max Score
8	25 yds	Offhand	Vertical Ground Hog #201	5	50
9	25 yds	Offhand	Running Fox #701	5	50
10	50 yds	Offhand	Single Buffalo (Buf-1)	5	50
10A	100 yds	Offhand	Large Bull Target (YD7)	5	50

Pistol Aggregate - Matches 11-12A (Men/Women, Flint or Percussion. One Hand Hold Only)

Match	Distance	Position	Target	Shots	Max Score
11	25 yds	Offhand	Single Bull (P-2)	10	100
12	50 yds	Offhand	Single Bull (P-1)	10	100
12A	25 yds	Offhand	Single Bull (P-2)	10	100

Cartridge Aggregate - Matches 13-15

Match	Distance	Position	Target	Shots	Max Score
13	50 yds	Offhand	Single Bull 100 Yd (YD-1)	10	100
14	100 yds	Offhand	Single Bull 100 Yd (YD-7)	10	100
15	200 yds	Offhand	Single Bull (200 YD1)	10	100

**Prairie Walk - Match 16 Men/Women/*Juniors
(Limit - no larger than 69 caliber gun)**

*Juniors must use cross sticks with adult supervision. No exceptions) \$5.00 fee
Sat - 12:30 to 4:30 Sun 8 to 11 No start after 10:30

Shot Gun Match 17 - Sat 12:30 to 4:30 only 10 shots

Note: Tie breaker is longest first string. If still a tie shoot off until miss

Trade Gun Aggregate - Matches 18-19A

Must be smooth bore flint - front sights only!

Match	Distance	Position	Target	Shots	Max Score
18	25 yds	Offhand	6 bull target (SB7)	5	50
19	50 yds	Offhand	100 yd target (8ring)	5	50
19A	100 yds	Offhand	200 yd target	5	50

Musket Aggregate - Matches 20-22 As issue sights on approved musket.**NMLRA rules/regulations Can shoot round ball or bullets. 2 relays**

Match	Distance	Position	Target	Shots	Max Score
20	25 yds	Offhand	6 bull target (SB7)	10	100
21	50 yds	Offhand	2 Bull Buffalo	10	100
22	100 yds	Offhand	200 yd target at 100 yds	10	100

Black Powder Cartridge Pistol Aggregate - Matches 23-24 (Type of pistol prior to 1890.**No Adjustable Sights**

Match	Distance	Position	Target	Shots	Max Score
23	25 yds	Offhand	Single Bull (P-2)	10	100
24	50 yds	Offhand	Single Bull (P1)	10	100

Inline (Only) Matches 25-28**Any sights, including scopes, ball, bullet or sabots.**

Match	Distance	Position	Target	Shots	Max Score
25	25 yds	Offhand	6 bull target (SB1)	5	50
26	50 yds	Offhand	Running Fox (#701)	5	50
27	100 yds	Offhand	Large Bull target (YD7)	5	50
28	200 yds	Offhand	Single Bull (200 YD1)	5	50

Light Bench -Matches 29- 32**14 pound rifle limit, Any Metallic Sights, Bench or Cross Sticks**

Match	Distance	Position	Target	Shots	Max Score
29	50 yds	Bench/Cross Sticks	6 bull target (SB7)	5	50
30	50 yds	Bench/Cross Sticks	5 Bull Buffalo	5	50
31	100 yds	Bench/Cross Sticks	2 Bull Buffalo (Buf 2)	5	50
32	100 yds	Bench/Cross Sticks	Single Bull (YD1)	5	50

Sighted Smoothbore Agg - Matches 33-35 - Flintlock or Percussion, fixed Open Sights,

(front and rear). No limitations on caliber. Offhand

Match	Distance	Position	Target	Shots	Max Score
33	25 yd	Offhand	6 Bull Target (SB1)	5	50
34	50 yds	Offhand	Single Bull Buffalo	5	50
35	100 yds	Offhand	200 yd Target @ 100	5	50

Matches 3, 6, 9, 10A, 12, 22 and 31 are all part of the "Super Shooter Aggregate"**Targets will be scored and count in regular aggregate and also in "Super Shooter Aggregate". If you do not shoot that target it will be marked 0. FIRST PLACE ONLY! HIGHEST SCORE WINS!****HAVE FUN!! THINK SAFETY AT ALL TIMES!!**