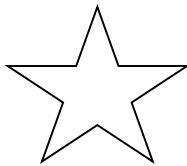


149<sup>th</sup> New York Volunteer Infantry



12<sup>th</sup> Corps - 4<sup>th</sup> Onondagas  
Syracuse, New York

*Alex Evangelista Memorial Skirmish*

Dansville Fish & Game Club, Gibson Street, Dansville, NY

September 12, 13 & 14, 2025

Daniel L. Marvin, Skirmish Director

Phone-607-542-8822 - daniel14810@yahoo.com

UNIT NAME \_\_\_\_\_ Seniority # \_\_\_\_\_

CONTACT PERSON \_\_\_\_\_ Phone # \_\_\_\_\_

MAILING ADDRESS \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_

ENTRY DONATION

_____ Musket Teams @ \$35 per team	_____
_____ Carbine Teams @ \$35 per team	_____
_____ Revolver Teams @ \$15 per team	_____
_____ Mortar Teams @ \$20 per team	_____
_____ Smoothbore Demonstration @ \$15 per team	_____
_____ Repeating Rifle Demonstration @ \$10 per team	_____
_____ Pick a Partner Teams @ \$10 per team	_____
_____ BB Gun Teams	_____ FREE _____

TOTAL \_\_\_\_\_

Please make check payable to:

149<sup>th</sup> NYVI

Mail check and application to:

Sharon Whipple

1535 State Route 264

Phoenix, NY 13135

Phone - h-315-593-6302, c-315-592-1019

Email-thebureau1108@yahoo.com

**149<sup>th</sup> NYVI - *Alex Evangelista Memorial Skirmish***  
**September 12, 13 & 14, 2025 - Fort Clara Barton, Dansville, NY**  
**Schedule of Events**

**FRIDAY, September 12**

Noon Range opens for camping

ASAP after Noon – 5:00 pm Range open for Individual Matches

**SATURDAY, September 13**

8 am – 12:00 pm Range open for Individual Match

12:30 pm Setup for Carbine Team Match

12:45 pm Carbine Team Captains Meeting at Tower

12:45 – 2:45 pm Carbine Team Match (immediately after Team Captains meeting)

3:00 – 3:30 pm Smoothbore Team Demonstration

3:45 – 4:00 pm Repeating Rifle Team Demonstration

4:15 – 5:15 pm Revolver Team Match

5:30 – 6:30 pm Mortar Team Match

**SUNDAY, September 14**

8:00 am Setup for Pick a Partner Team match

8:15 am Pick a Partner Team match

8:30 am Setup for Musket Team Match

8:45 am Musket Team Captains Meeting at Tower

8:50 am Opening Ceremonies

9:00 – Noon Musket Team Match

### 149<sup>th</sup> NYVI SKIRMISH – GENERAL INFORMATION - 2025

- The camping area opens at noon on Friday, September 12th. **Garbage is carry in/carry out. Please stay off the skeet and trap fields and concrete pads.** Team commanders are responsible for the actions of their team members and guests. Parents are responsible for the actions of their children at all times during the skirmish. Pets are to be kept under control at all times. Camp fires should NOT be unattended and must be kept at a reasonable level. Fire pits must be filled and re-sodded before leaving campsite. Ashes must be completely extinguished (stone cold) and disposed of properly.
- **PLEASE NOTE: The Boy Scouts will be serving breakfast and lunch on Saturday and Sunday**
- All N-SSA and Northeast Region rules apply. Safety glasses and hearing protection are strongly recommended. N-SSA membership cards are required and must be displayed by all shooters forward of the safety line. New York State pistol permits are required for revolver competition. Uniforms are required for all team events. This requirement may be waived at the discretion of the Skirmish Director in the event of extreme weather conditions.
- Teams are responsible for providing timers and safety officers. One person can perform both duties for revolver, repeating rifle, smoothbore and Pick a Partner teams.
- Mortar teams must supply their own timer/safety officer. Mortar teams should note that scoring will be done by the team shooting adjacent to your position and you will score for the team adjacent to you. Scoring is to be done by the cumulative distance method:-
- All awards are Hodges medals. Winners may pick up awards at the tower after opening ceremonies Sunday morning.
- All individual events will be unclassified. Musket and carbine team competitions will be according to most recent NE Region standings. All other team competitions are open class.
- Individual targets are to be 5 shot. Entries are \$1.00 each, with unlimited re-entries. Individual matches will be 10 minutes.
- Team events will be timed with stopwatches. A sign in sheet for each event will be available at the tower to record times at the end of each team event.
- If your unit intends to add any additional teams, PLEASE advise Skirmish Director or tower as soon as possible so that we can be prepared with material and shooting positions. NOTE: The cutoff time for adding additional teams for revolver, repeating rifle and smoothbore will be at the Carbine Team captains meeting.
- Because of the full schedule, the times listed are approximate and may vary, and are subject to change at the Skirmish Director's discretion. Please be patient and bear with us on this.

**Carbine Team (5 person team)**

All events are 5 minutes

1. 7 Hanging 6” x 6” tiles – 100 yards
2. Pigeon Board – 15 clays on backer (either side out) – 50 yards
3. 10 hanging 4” tiles – 50 yards
4. 10 hanging clay pigeons – 50 yards
5. 20 Charcoal briquets on backer – 25 yards

**Smoothbore Team Demonstration (2 person team)**

Both events are 5 minutes

1. Pigeon Board – 4 clays on backer, 2 hanging pigeons and 2 hanging 4” wooden blocks – 25 yards
2. 3 Hanging 6”x6” tiles – 50 yards

**Repeating Rifle Team Demonstration (2 person team)**

One 3 minute event

Pigeon Board – (8 clays on backer), 4 hanging water bottles and 4 hanging pot silhouettes – 50 yards

**Revolver Team (3 person team)**

Three 90 second events

1. Pigeon Board – 9 clays on backer – 12.5 yards
2. 6 hanging 4” tiles – 12.5 yards
3. 6 hanging water bottles – 25 yards

**Mortar Team**

100 yard stake event as per usual. Total of 7 shots, closest 5 shots count for score

**Pick a Partner Team (2 person team)**

One 5 minute event

10 hanging targets – 50 yards

**Musket Team (5 person team)**

Events one through four are 5 minute events

1. Pigeon board – 15 clays on backer (either side out) – 50 yards
2. 10 hanging 4” tiles – 50 yards
3. 10 hanging pigeons – 50 yards
4. 10 wooden blocks – 50 yards
5. 5 puff boards, 6” - rapid fire 2 minute event – 100 yards

*NOTE: Skirmish Director reserves the right, at his discretion, to substitute target material for any team event.*

## AVAILABLE MEDALS 2025

INDIVIDUALS						
Medal Event			1st	2nd	3rd	Medal Count
Musket	50 yd.	Unclassed	1	1	1	3
Musket	100 yd.	Unclassed	1	1	1	3
Musket	Aggr.	Unclassed	1			1
Carbine	50 yd.	Unclassed	1	1	1	3
Carbine	100 yd.	Unclassed	1	1	1	3
Carbine	Aggr.	Unclassed	1			1
Revolver	25 yd.	Unclassed	1	1	1	3
Revolver	50 yd.	Unclassed	1	1	1	3
Revolver	Aggr.	Unclassed	1			1
Smoothbore	25 yd.	Unclassed	1	1	1	3
Smoothbore	50 yd.	Unclassed	1	1	1	3
Smoothbore	Aggr.	Unclassed	1			1
Carbine II	50 yd.	Unclassed	1	1	1	3
Carbine II	100 yd.	Unclassed	1	1	1	3
Carbine II	Aggr.	Unclassed	1			1
TEAM						
Musket	Team	Class 1	5	5	5	15
Musket	Team	Class 2	5	5	5	15
Musket	Team	Class 3	5	5	5	15
Carbine	Team	Class 1	5	5	5	15
Carbine	Team	Class 2	5	5	5	15
Carbine	Team	Class 3	5	5	5	15
Carbine II	Team	Unclassed	2	2	2	6
Smoothbore	Team	Unclassed	2	2	2	6
Revolver	Team	Unclassed	3	3	3	9
Mortar	Team	Unclassed	5	5		10
Pick a Partner	Team	Unclassed	2	2	2	6
			TOTAL			162