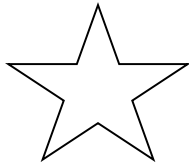


149th New York Volunteer Infantry



12th Corps - 4th Onondagas
Syracuse, New York

Alex Evangelista Memorial Skirmish

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

September 11, 12 & 13, 2026

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 @ \$10 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: 149th 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

149th NYVI - *Alex Evangelista Memorial Skirmish*
September 11, 12 & 13, 2026
Dansville Fish and Game Club, Dansville, NY

Schedule of Events

FRIDAY, September 11

Noon **Range opens for camping**

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

SATURDAY, September 12

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 Captain's 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 13

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 Captain's Meeting at Tower**

8:50 am **Opening Ceremonies**

9:00 – Noon **Musket Team Match**

149th NYVI SKIRMISH – GENERAL INFORMATION - 2026

- The camping area opens at noon on Friday, September 11th. **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: It is expected that 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. Out of region teams will be placed in Class 1. 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.

TEAM EVENTS

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. To be announced – 25 yards

Smoothbore Team Demonstration (2 person team)

Both events are 3 minutes

1. Pigeon Board – 4 clays on backer, 2 hanging pigeons and 2 hanging 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)

All events are 5 minutes

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. 7 hanging 6" x 6" tiles – 100 yards

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

AVAILABLE MEDALS 2026

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