



## NORTH-SOUTH SKIRMISH ASSOCIATION, INC

### APPLICATION TO HOST A REGIONAL SKIRMISH

1. Applicant agrees to conduct the skirmish in accordance with all applicable N-SSA rules and practices.
2. Applicant agrees to adhere to the attached schedule of events, as approved by the Regional Commander and the National Commander's or his authorized representative. Any deviations from the approved schedule of events must have *prior* approval from the Regional Commander and the National Commander or his authorized representative.
3. Applicant acknowledges that failure to adhere to all applicable N-SSA rules and policies, or deviation from the approved schedule of events, without the prior approval of the Regional Commander and the National Commander or his authorized representative, shall result in the exclusion of the match from coverage under the N-SSA liability insurance policy and may result in denial of permission to host future N-SSA skirmishes.

Host Region :		
Region	Name:	Address:
Commander	Phone:	
Host Team(s)		N-SSA Seniority #:
		N-SSA Seniority #:
		N-SSA Seniority #:
Skirmish Director	Name:	Address:
	Phone:	E-mail:
Skirmish Dates	From:	To:
Location of skirmish		
Range Owner(s):	Name(s):	Address:
Closest Medical Services	Name/Location:	Emergency Phone Number:

Submitted by:

Approved by:

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 Skirmish Director (signature)

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 Region Commander (signature)

Date

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 Date

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 National Commander (signature required for artillery)

Date

Application to Host Regional Skirmish

Proposed Company Matches

List events in order of firing. Show number and size of targets, manner of display, and range of event. Give a detailed description of all non-official events on page 3. (Refer to sections 5 - 9 of the *N-SSA Skirmish Rules* for a complete listing of official targets.)

**Musket**  
(Minimum 4 Events)

Event	Range (check one)	#Targets	Description
1.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
2.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
3.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
4.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
5.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
6.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
7.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
8.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		

Frames/position: 1  2   5 Person Company  8 Person Company

**Carbine**  
(Minimum 3 Events)

Event	Range (check one)	# Targets	Description
1.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
2.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
3.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
4.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
5.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		
6.	<input type="checkbox"/> 50 yd <input type="checkbox"/> 100 yd		

Frames/position: 1  2   5 Person Company  8 Person Company

**Revolver**  
(Minimum 3 Events)

Event	Range (check one)	#Targets	Description
1.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd		
2.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd		
3.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd		
4.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd		
5.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd		

Frames/position: 1  2   3 Person Company  4 Person Company

Application to Host Regional Skirmish

**Breechloader/Carbine II**  
(Minimum 3 Events)

Event	Range (check one)	# Targets	Description
1.	<input type="checkbox"/> 50yd <input type="checkbox"/> 100 yd		
2.	<input type="checkbox"/> 50yd <input type="checkbox"/> 100 yd		
3.	<input type="checkbox"/> 50yd <input type="checkbox"/> 100 yd		
4.	<input type="checkbox"/> 50yd <input type="checkbox"/> 100 yd		
5.	<input type="checkbox"/> 50yd <input type="checkbox"/> 100 yd		
6.	<input type="checkbox"/> 50yd <input type="checkbox"/> 100 yd		

Frames/position: 1  2   3 Person Company  4 Person Company

**Smoothbore**  
(Minimum 3 Events)

Event	Range (check one)	# Targets	Description
1.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50 yd		
2.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50 yd		
3.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50 yd		
4.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50 yd		
5.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50 yd		
6.	<input type="checkbox"/> 25yd <input type="checkbox"/> 50 yd		

Frames/position: 1  2   3 Person Company  4 Person Company  5 Person Company

Proposed Individual Matches *(check all that apply)*

Rifle or Rifle Musket	Carbine	Breech loading Rifle/Carbine II	Revolver
<input type="checkbox"/> 50yd <input type="checkbox"/> 100yd	<input type="checkbox"/> 50yd <input type="checkbox"/> 100yd	<input type="checkbox"/> 50yd <input type="checkbox"/> 100yd	<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd

Proposed Individual Matches *(check all that apply)*

Smoothbore			
<input type="checkbox"/> 25yd <input type="checkbox"/> 50yd			

Proposed Artillery Matches

