

The Long Nine

Monthly Match

SHOOTOUT
at
GUNSLINGERS

December 23, 2018

Gunslinger's Range
Curran, Illinois

December 23, 2018

Welcome Cowboys and Cowgirls!

We are shooting INDOORS at Gunslinger's Range. We hope you enjoy shooting in a pleasant environment, namely indoors.

Safety is always on our minds, so let's all help each other to have a safe shoot. The usual safety guidelines are in effect. These will be touched upon at the shooter's meeting. The SASS Shooter's Handbook is the basis for our safety and shooting guidelines.

We will be using metal rifle targets and "paper" revolver targets. The paper targets will be scored after each shooter. So while the scorers are down range, do not handle your firearms.

This is a revolver and rifle match, no shotgun.

More instructions for the match will be given at the shooter's meeting.

We are planning on **SIX** stages today.

Today's Schedule:

8:00 AM to 8:45 AM	Registration
8:45 AM	Shooter's Meeting
9:00 AM	Shooting Commences

After the last stage, please help move the targets to the assigned area.

The scores will be compiled and printed after the last stage is completed.

Scores may also be viewed later on the Long Nine website: www.longninecowboys.org.

Stage 1 Pistol 10 rounds Rifle 10 rounds

R1 R2 R3

P1 P2 P3

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged on table 1. The shooter starts, standing at table 1, standing erect, both hands on hat.

Starting phrase: **WHAT A LOVELY DAY!**

At the Beep: You may use firearms in any order.

With the revolvers, shoot the revolver targets with three identical sweeps Starting from either end, and the tenth round on the center target.

For example: 1,2,3,1,2,3,1,2,3,2 or 3,2,1,3,2,1,3,2,1,2.

With the rifle, engage the rifle targets as done with the revolvers.

UPON COMPLETING THE STAGE, TAKE your firearms to the unloading table safely.

Stage 2 Pistol 10 rounds Rifle 10 rounds
R1 R2 R3

P1 P2 P3

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged on table 1.

Shooter starts with both hands on the table.

Starting phrase: **WHAT A DAY!**

At the Beep: **You may use firearms in any order.**

With the revolvers and rifle, use the appropriate targets to

Shoot a double tap Nevada sweep starting on the middle target.

For example: 2,2,1,1,2,2,3,3,2,2 or 2,2,3,3,2,2,1,1,2,2.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUN MUZZLE UP.

Stage 3

Pistol 10 rounds

Rifle 10 rounds

T1 T2 T3

barrier

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and held by the shooter. The shooter starts, standing on the table, rifle at Port Arms.

Starting phrase: **NOT BAD!**

At the Beep: With the rifle, alternate four rounds on the two outside targets, then shoot The middle target once, then repeat sequence with the next five rounds. (1,3,1,3,2 or 3,1,3,1,2). Make rifle safe in rack. Move downrange to the barrier and repeat the procedure with the Revolvers.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUN MUZZLE UP.

Stage 4

Pistol 10 rounds

Rifle 10 rounds

T1 T2 T3 T4

barrier

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged on table 1. The shooter starts, standing at table 1, standing erect, both hands on hips.

Starting phrase: **Good Day for a gunfight!**

At the Beep: With the rifle, triple tap an inside target, sweep the four targets from either end, then triple tap the other inside target
Make rifle safe in rack.
Advance to barrier and repeat sequence with the revolvers.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUN MUZZLE UP.

Stage 5 Pistol 10 rounds Rifle 10 rounds

T1 T2 T3 T4

barrier

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged on table 1. The shooter starts, standing at table 1, standing erect, both hands shoulder high.

Starting Phrase: **Here We Go!**

At the Beep: With the rifle, shoot the targets in the following sequence:

1,2,1,3,1,4,1,3,1,2, **OR** 4,3,4,2,4,1,4,2,4,3

Make rifle safe in the rack.

Advance to the barrier and use the sequence with the revolvers.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUN MUZZLE UP.

Stage 6 Pistol 10 rounds Rifle 10 +1 rounds

B T1 T2 B

P1 P2

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged on table1. The shooter starts, standing at table 1, standing erect, both hands shoulder high.

Starting Phrase: **IT'S CHRISTMAS!**

At the Beep: With the rifle, alternate ten rounds on the two targets in any order, then Reload one round and shoot the bonus target.
With the revolvers, alternate four rounds on the two revolver targets, then Shoot a bonus target, then repeat the sequence for another five rounds.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUN MUZZLE UP.

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There will be **SIX** main stages today.

GOOD LUCK!

Stage	Time	Misses	Penalties	Bonus	Total Time
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____

Total Time _____