

The Long Nine

Monthly Match

SHOOTOUT  
at  
GUNSLINGERS

December 15, 2019

Gunslinger's Range  
Curran, Illinois

December 15, 2019

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.

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](http://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 table1. 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 one outside target twice, the inside target three times, then repeat the sequence with the other outer target and the middle target.

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

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 held by the shooter. The shooter starts, standing at the table, rifle at Port Arms.

Starting phrase: **NOT BAD!**

At the Beep: With each firearm, on the appropriate targets, shoot the targets in an Arkansas Shuffle twice, starting from either end: 1,1,2,3,3.  
Yes, you may quad tap in the middle of the sequence.

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

**Stage 4**

Pistol 10 rounds

Rifle 10 rounds

R1 R2

R3 R4

P1 P2 P3 P4

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 the table , standing erect, both hands on hips.

Either rifle or revolvers first.

Starting phrase: **Let's go!**

At the Beep: Alternately single tap two of the rifle targets for five rounds, then Repeat the sequence with the other two rifle targets.  
Repeat instructions with the revolvers and revolver targets.

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

**Stage 5**      Pistol 10 rounds      Rifle 10 rounds

R1 R2 R3 R4  
P1 P2 P3 P4

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.

Either firearm(s) may be first.

Starting Phrase: **Here We Go!**

At the Beep: With the rifle, shoot the rifle 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

Same sequence for revolvers/revolver targets.

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

**Stage 6**      Pistol 10 rounds      Rifle **9** +1 rounds

R1	R2	R3
	B	
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 table1. The shooter starts, standing at table 1, standing erect, both hands shoulder high.

Either firearm(s) first.

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

At the Beep: With the rifle, Triple tap each rifle target, **then reload**, and shoot the bonus target.

With the revolvers, triple tap each revolver target and shoot the tenth round on the bonus target.

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

Bonus targets are for five seconds; no missed assessed if missed.



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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 \_\_\_\_\_