

The Long Nine

Monthly Match

SHOOTOUT  
at  
GUNSLINGERS

January 28, 2018

Gunslinger's Range  
Curran, Illinois

January 28, 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 four or five stages today.

Today's Schedule:

8:00 AM to 8:45 AM	Registration
8:45 AM	Shooter's Meeting
9:00 AM	Shooting Commences
1 PM or so	<b>Long Nine AWARD BANQUET</b>

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   R4

P1   P2   P3   P4

Table 1      barrier

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:    With the rifle, shoot the rifle targets in a progressive sweep starting  
From either end (1,1,2,1,2,3,1,2,3,4)  
With the revolvers, from the barrier shoot the revolver targets as with the  
rifle.

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

**Stage 2**      Pistol 10 rounds      Rifle 10 rounds

R1   R2   R3   R4

P1   P2   P3   P4

Table 1                      barrier

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.

Shooter starts with rifle at port arms at the table.

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

At the Beep:    Alternate five rounds on two rifle targets on the left or right ,  
then alternate five rounds on the other two rifle targets.  
From the barrier, shoot the revolver targets as with the rifle.

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

**Stage 3**

Pistol 10 rounds

Rifle 10 rounds

R1 R2 R3 R4

P1 P2 P3 P4

Table 1

barrier

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 either location, SASS default.

Starting phrase: **NOT BAD!**

At the Beep: With the appropriate firearm, shoot the two inside targets three times each, **THEN**, shoot the two outside targets twice each (otherwise, either target first, for example, 2,2,2,3,3,3,1,1,4,4).  
Revolver targets are to be shot from the barrier, same instructions.

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

**Stage 4**

Pistol 10 rounds

Rifle 10 rounds

R1 R2 R3

P1 P2 P3

Table 1

barrier

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 is held by the shooter. The shooter starts, standing at the barrier, rifle at port arms.

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

At the Beep: From the barrier, shoot the rifle targets in the following sequence twice: 2,2,1,2,3 or 2,2,3,2,1. Make rifle safe on table.  
From the table, shoot the revolver targets with the same sequence as the Rifle.

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

**Stage 5**      Pistol 10 rounds      Rifle 10 + 1 rounds

T6  
T5  
T4  
T3  
T2  
T1

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, both hands on the revolvers.

Starting Phrase: **Here We Go!**

At the Beep: Using all three firearms, engage the six targets with 1 on T1, 2 on T2, 3 on T3, 4 on T4, 5 on T5, and 6 on T6. You may load the 11<sup>th</sup> rifle round any time after the initial “beep.”

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

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There will be five main stages today.

**GOOD LUCK!**

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

Total Time \_\_\_\_\_