The Long Nine

Monthly Match

SHOOTOUT at GUNSLINGERS

January 27, 2019

Gunslinger's Range Curran, Illinois January 27, 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.

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
2018 Awards
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 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 table 1. 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.

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 held by the shooter.

Shooter starts with rifle at port arms at the table.

Starting phrase: Let's Go!

At the Beep: With the rifle, shoot an inner target three times, then sweep the four

targets with single taps, then shoot the other inner target three times.

Example: 2,2,2,1,2,3,4,3,3,3 Make rifle safe in the rack

Advance to the barrier and repeat the instructions with the revolvers.

NOTE: RIFLE AND REVOLVER SEQUENCES NEED NOT BE

IDENTICAL.

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 held by the shooter. The shooter starts, standing at the table, SASS default.

Starting phrase: This Again?

At the Beep: With the rifle, shoot the targets as follows: 1,2,1,3,1,4,1,3,1,2.

Make rifle safe in the rack.

Advance to the barrier and shoot the targets with the revolvers

As done with the rifle.

Stage 4

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

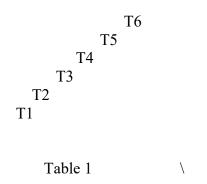
Starting phrase: Good Day for a gunfight!

At the Beep: From the table, shoot the targets in the following sequence twice:

1,1,2,3,3 or 3,3,2,1,1. No, you may not. Make rifle safe in the rack. From the barrier, shoot the targets with the same sequence as the

rifle.

Stage 5 Pistol 10 rounds Rifle 10 + 1 rounds



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 11th rifle round at the end of the rifle sequence.

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January 27, 2019

Total Time

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GOOD LUCK!

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