

The Long Nine

Monthly Match

SHOOTOUT
at
GUNSLINGERS

January 12, 2020

Gunslinger's Range
Curran, Illinois

January 12, 2020

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.

BRING A POCKET PISTOL OR DERRINGER IF YOU HAVE ONE.

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

X 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, at the appropriate site, standing erect, both hands on hat.

Starting phrase: **SAY A LINE!**

At the Beep: You may use firearms in any order.
With the revolvers, shoot the center target twice, then single tap sweep
The three revolver targets from either direction. Then repeat.
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

X

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: **SAY A LINE!**

At the Beep:

With the revolvers and rifle, use the appropriate targets to shoot a double tap Nevada sweep starting on an outside target. For example: 3,3,2,2,1,1,2,2,3,3.

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

Stage 3

Pistol 10 rounds

Rifle 10 +1 rounds

R1 R2 R3

B

P1 P2 P3

X

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: **SAY A LINE!**

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.
At the end of the rifle string, reload the rifle and shoot the bonus target.

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: **SAY A LINE!**

At the Beep: With rifle or revolver, do a **progressive** sweep on the respective targets from either direction (1,2,2,3,3,3,4,4,4,4).

With the remaining firearm(s), do a **descending** sweep from either direction (1,1,1,1,2,2,2,3,3,4).

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, alternately single tap the two inside targets for five rounds
Then single tap alternately the two outside targets.
Same sequence with the revolvers.

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

Stage 6 Pistol 10 rounds Rifle **10** rounds **Extra handgun 1 round**

R1 R2 R3

P1 P2 P3

Paper
Man

Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are **ON THE TABLE**. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged on the table. Another revolver, pocket pistol or derringer in also on the table. The shooter starts, sitting at table 1, palms both upward, back of hands on table.

Starting Phrase: **THIS IS MY HAND!**

At the Beep: Use the pocket pistol, derringer, or extra revolver to shoot the paper target once, then make safe.
With the rifle and revolvers, shoot each respective target at least Three times.

HITTING THE PAPER MAN IS A FIVE SECOND BONUS.

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

NOTE: The extra handgun will be cleared by the RO at the table AND AT THE UNLOADING TABLE.

Bonus target is 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 _____