

The Long Nine

Monthly Match

SHOOTOUT
at
GUNSLINGERS

November 25, 2018

Gunslinger's Range
Curran, Illinois

November 25, 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.

We will also have a rifle rack on the firing line for staging the rifle upright.

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 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

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 held by the shooter. The shooter starts, standing at the barrier, standing erect, holding the rifle with both hands, ready position.

Starting phrase: **LET'S START!**

At the Beep: With the rifle, shoot the outside rifle targets twice and the inside rifle targets three times in any order.
 With the revolvers, 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 staged on table 1.

Shooter starts with both hands on the table.

Starting phrase: **WHAT A DAY!**

At the Beep: With the revolvers, perform a progressive sweep starting on either end target (1,2,2,3,3,3,4,4,4,4 or 4,3,3,2,2,2,1,1,1,1).

From the barrier, use the rifle to perform a progressive sweep on the Rifle targets.

You can start at either end.

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

The rifle and revolver sweeps need not be in the same direction.

Stage 3

Pistol 10 rounds

Rifle 10 rounds

P/R1 P/R2 P/R3 P/R4

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: Shoot the rifle targets in a Nevada Sweep starting from either end.
Make rifle safe in the rack on the table.
With the revolvers, shoot a Nevada Sweep from the barrier, starting from either end. This is a continuous Nevada Sweep.
Nevada Sweep: 1,2,3,4,3,2,1,2,3,4 or 4,3,2,1,2,3,4,3,2,1
Revolver and Rifle sweeps need not start from the same end

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

Stage 4

Pistol 10 rounds

Rifle 10 rounds

P/R1 P/R2 P/R3

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, engage the targets in two identical sweeps as follows: 2,2,1,2,3 or 2,2,3,2,1. Make rifle safe in the rack on the table.
Advance to the barrier and repeat the sequences with the revolvers
You may use a different sequence for the rifle and the revolvers.

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

Stage 5 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 staged on table1. The shooter starts, standing at table 1 or the barrier, standing erect, both hands shoulder high.

Starting Phrase: **Here We Go!**

At the Beep: Use firearms in any order.

From the table, use the rifle to perform a Arkansas Shuffle twice for ten rounds. Yes, you may quad tap shots 4-7.

From the barrier, shoot two Arkansas shuffles using the revolver targets.

Arkansas Shuffle: 1,1,2,3,3 or 3,3,2,1,1.

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 _____