

The Long Nine

Monthly Match

ZOMBIE SHOOTOUT

October 28, 2018

Lefthander's Gun Club
Loami, Illinois

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Welcome Cowboys and Cowgirls!
We hope that you will enjoy the match today.

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 are planning on five stages today.

Today's Schedule:

8:15 AM to 9:15 AM	Registration
9:45 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot five stages

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. Results will be available in the Club House.

Scores may also be viewed later on the Long Nine website: www.longninecowboys.org.

Stage 1 – Here Come the Zombies

Rifle 10 rounds, pistol 10 rounds, Shotgun 4+ Rounds

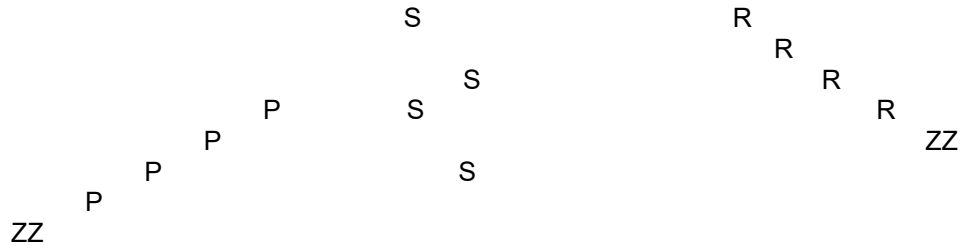


Table 1

Table 2

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 placed on table 2. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table 1.

Starting phrase: Here come the Zombies!

At the beep: clean up the pistol zombies with a back and forth sweep starting and ending on a zombie's brain. Move to table 2 and clean up the rifle zombies with a back and forth sweep starting and ending on a zombie's brain. Stage the rifle safely on the table. With the shotgun, put down the advancing shotgun zombies.

UPON COMPLETING THE STAGE, SAFELY PROCEED TO THE UNLOADING TABLE
You may double tap the end steel zombie to make the return sweep.

Each zombie brain hit is a 3 second bonus. No misses counted for not hitting the brain.

Stage 2 – More Zombies

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds

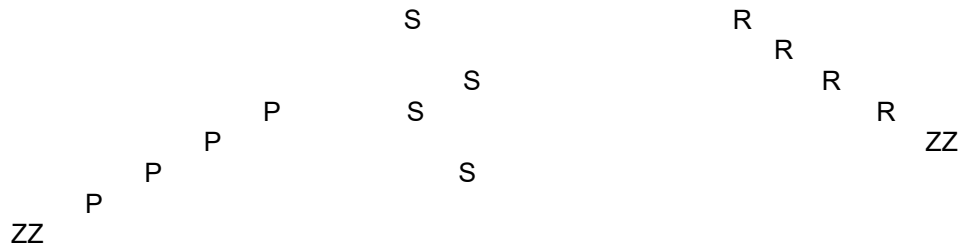


Table 1

Table 2

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 placed on table 2. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table 1.

Starting phrase: More Zombies!

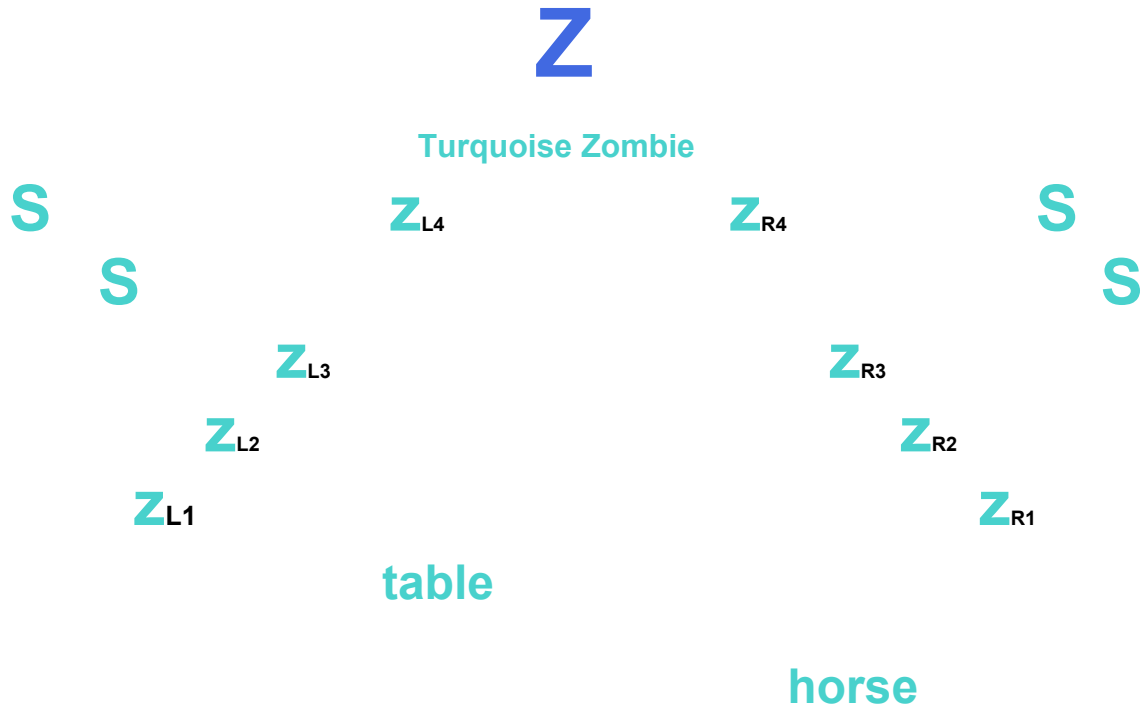
At the beep: shoot all the pistol/rifle zombies in any order with any gun at any location using double taps, use the shotgun to put down the advancing shotgun zombies.

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!

Each zombie brain shot is a 3 second bonus - no misses counted for not hitting the brain

Stage 5 - Turquoise Zombie

Revolvers 10 rounds rifle 10 rounds shotgun 4+ 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 is held at port arms by the shooter. The shotgun is staged on the horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing beside the horse, with the rifle at port arms.

Starting phrase is: That's a blue zombie

At the Beep: with the rifle shoot the zombies closest to farthest starting either on the left or right side ending with the last shot in each side on the Giant Turquoise Zombie for a total of ten shots. That is L1, L2, L3, L4, GTZ and then R1, R2, R3, R4, GTZ or R1, R2, R3, R4, GTZ and then L1, L2, L3, L4, GTZ

Stage the rifle safely on the horse. Retrieve the shotgun then move to the table and set the shotgun down. With your revolvers, shoot the zombies closest to farthest starting either on the left or right side ending with the last shot in each side on the Giant Turquoise Zombie for a total of ten shots. That is L1, L2, L3, L4, TZ and then R1, R2, R3, R4, TZ or R1, R2, R3, R4, TZ and then L1, L2, L3, L4, TZ Holster your pistols and shoot the shotgun zombies until down.

The Turquoise zombie must be shot in the head at least once to kill it. The head does not have to fall but it must be hit. If it has not been shot in the head with either a rifle or pistol shot it may be shot in the head with the shotgun. If the zombie head is shot down it does not have to be reset. If it is reset it does not have to be shot down again. When the Giant Turquoise Zombie's head is shot the spotters or RO will shout "HEADSHOT".

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!

Stage 3 - That's My Pumpkin

10 Rifle, 10 Pistol, 4+ Shotgun

S S R1 R2 R3 S S

P1 P2 P3

Table 1

Table 2

Pistols Holstered

Shotgun Staged on Table 2

Rifle on either table

Starting Phrase: That's my Pumpkin!

ATB: Standing behind table 1 with hands on pumpkin. Shoot the pistol targets in a P1, P2, P3, P1, P2, P1, P2, P3, P1, P2 sweep, starting on either end. Holster pistols making safe. Move to table 2. Retrieve rifle and follow same in instructions as pistols, R1, R2, R3, R1, R2, R1, R2, R3, R1, R2 sweep, starting on either end. Make rifle safe. Retrieve shotgun from table 2, engage 2 knockdowns until down, then move to table one engaging 2 knockdowns until down. Make shotgun safe.

Stage 4 - What Kind of Trickery is This?

10 Rifle, 10 Pistol, 4+ Shotgun

S S R1 R2 R3 S S

P1 P2 P3

Table 1

Table 2

Pistols Holstered
shotgun in hands barrel touching table
Rifle staged on table 1

Starting Phrase: What kind of trickery is this?

ATB: Standing behind table 2 engage 2 shotgun targets until down. Move to table 1 and engage remaining 2 shotgun targets until down. Make shotgun safe. Retrieve rifle from table 1. Shoot the rifle targets in a R2, R2, R1, R2, R3, R2, R2, R1, R2, R3 sweep. Sweeps do not have to be identical. Make rifle safe. With pistols, shoot same instructions as rifle. P2, P2, P1, P2, P3, P2, P2, P1, P2, P3 sweep. Sweeps do not have to be identical. Make pistols safe.