

Halloween SHOOTOUT



October 26, 2014

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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 will be shooting **five stages**.

Today's Schedule:

8:00 AM to 9:00 AM	Registration
9:30 AM	Shooter's Meeting
9:45 AM	Shooting Commences
	Shoot three stages
	Lunch
	Shoot two 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 after the match, if possible.

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

Should range conditions warrant, the stages may be changed the day of the match!

Ammo needed for match for **five stages**:

- Pistol – 50 rounds
- Rifle – 50 rounds
- Shotgun – 18 + rounds

Finally, **PLEASE** be wise and observe the four basic rules:

1. **BE SAFE!**
2. **HAVE FUN!**
3. **SHOOT YOUR BEST!**
4. **HELP OUT YOUR FELLOW SHOOTERS**

Stages brought to you by Lady Viper & Lemon Drop Kid

NOTE: Stages and targets may be changed the day of the match without notice due to range conditions or other variables beyond our control.

Stage 1

AMMO: 10 rounds rifle 10 rounds revolver

4+ rounds shotgun



The Raven Nevermore !

Revolvers are loaded with five rounds, hammer on the empty chamber and holstered.

Shotgun is staged on the table, action open and empty.

Rifle is staged on the table, hammer on the empty chamber.

The Shooter starts with both feet inside the circle to the left of the table, holding the raven with both hands.

Starting Phrase: The Raven Nevermore!

At the Beep: Place the raven in the nest on the table. If it bounces out, you must retrieve it before continuing.

With the rifle, shoot the targets in the following sequence:

Big Middle target once, then one shot each of the 2 rifle targets and each of the two 2 pistol targets in any order. Do this twice.

Make the rifle safe on the table.

With the revolver, shoot the targets in the following sequence:

Big Middle-P1-P1-P2-P2 [or the other way Big Middle-P2-P2-P1-P1]. Do this twice.

Make the revolvers safe in your holsters.

With the shotgun, shoot each wiggle target two times with no double taps.

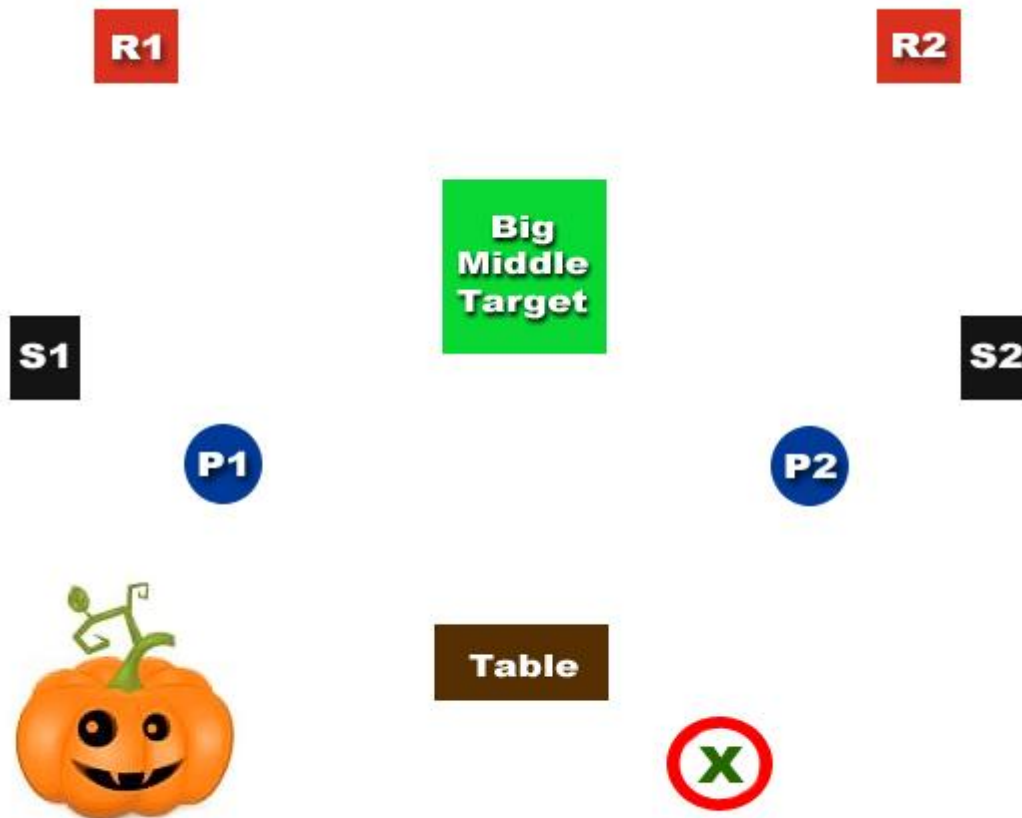
You may make up any un-hit wiggle targets.

Stage 2

AMMO: 10 rounds rifle

10 rounds revolver

4+ rounds shotgun



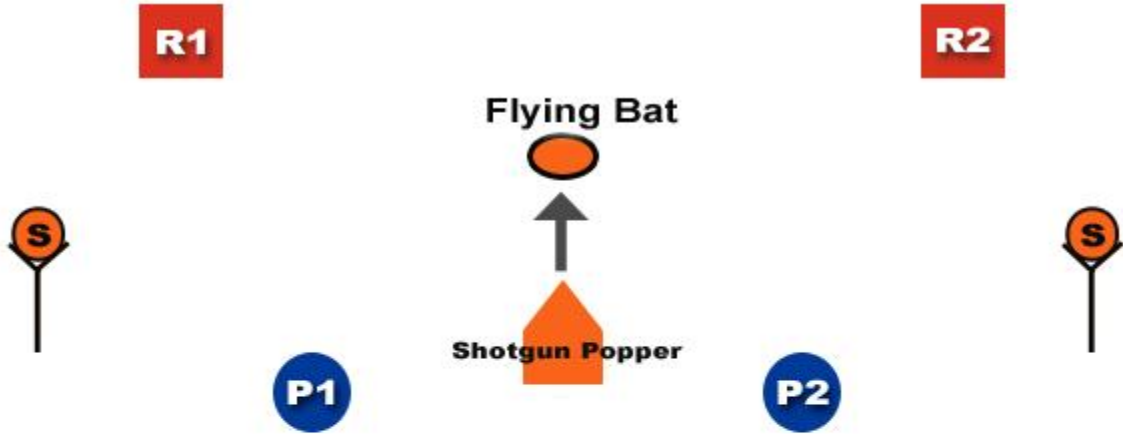
Carve it up!

Revolvers are loaded with five rounds, hammer on the empty chamber and holstered.
Shotgun is staged on the table, action open and empty.
Rifle is staged on the table, hammer on the empty chamber.
The Shooter starts with both feet inside the right circle, holding the pumpkin with both hands.

Starting Phrase: Carve it up!

At the Beep: Place the pumpkin in the basket on the table. If it bounces out, you must retrieve it before continuing.
With the revolvers, shoot the targets as follows:
P1-P2-Middle-Middle-Middle [or the other way around P2-P1-Middle-Middle-Middle]
Or, you can do one each direction.
Make the revolvers safe in your holsters.
With the rifle, shoot the targets as follows: R1-R2-Middle-Middle-Middle
[or the other way around R2-R1-Middle-Middle-Middle]
Or, you can do one each direction.
With the shotgun, shoot each wiggle target two times with no double taps.
You may make up any un-hit wiggle targets.

Stage 3 AMMO: 10 rounds rifle 10 rounds revolver 2+ rounds shotgun



Flying Bats!

OPTIONAL SHOTGUN BONUS on this stage

Revolvers are each loaded with five rounds, hammer on empty chamber and holstered. Shotgun, action open and empty, is on the table.

Rifle, loaded with ten rounds, hammer down on the empty chamber, staged on the table

The Shooter starts standing behind the table in the circle, holding a bat in each hand at shoulder level.

Starting Phrase: Flying Bats!

At the Beep: Toss or drop the bats, move to the table.

With the revolvers, alternate 10 rounds continuously on the two pistol targets.

With the rifle, alternate 10 rounds on the two rifle targets. Make the rifle safe.

With the shotgun, shoot **EITHER** the shotgun knockdown + popper

OR shoot the two clay targets on stands.

If you break the popper, it is a 5-sec bonus. If you miss the pop-up clay "bat," it is not counted as a miss. You **MUST** fire at least **TWO** shotgun rounds.

STAGE NOTES: You **MAY NOT** fire two rounds at the shotgun knockdown in order to gain a time advantage. Such a move would constitute a procedural penalty.

If you choose to engage the knockdown, you must also engage the pop-up.

If the pop-up "bat" breaks on its own as it flies up, you **MUST** fire a second round in the air or at the berm to get the bonus. The clays on the stand must have at least one BB on them to count.

Spotters call out immediately.

You may re-shoot any un-broken clay targets on the stands.

Stage 4 AMMO: 10 rounds rifle 10 rounds revolver 4+ rounds shotgun



Zombies ahead!



RIFLE BONUS on this stage

Revolvers are each loaded with five rounds, hammer on empty chamber and holstered.

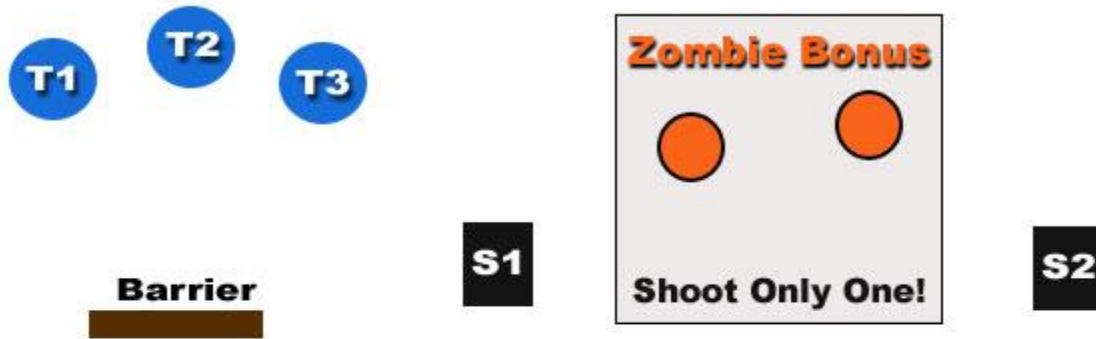
Shotgun, action open and empty, is staged on table.

Rifle, loaded with ten rounds, hammer down on the empty chamber, is held at port arms by the shooter.

Starting Phrase: **Zombies Ahead!**

- At the Beep:** Standing behind the table standing with rifle held in both hands at port of arms, shoot **ONE** of the Zombie clay heads for a **5-sec bonus**.
If you miss the bonus, it is not counted as a miss.
Shoot the three Rifle/Pistol targets in continuous Nevada sweep from either direction.
1-2-3-2-1-2-3-2-1 or 3-2-1-2-3-2-1-2-3 for 9 shots.
Make the rifle safe.
With the shotgun, shoot each shotgun wiggle target twice with no double taps.
Make the shotgun safe.
Move down range to the barrier.
Shoot the revolvers with 2 SEPARATE Nevada sweeps from either direction.
1-2-3-2-1 or 3-2-1-2-3

Stage 5 AMMO: 10 rounds rifle 10 rounds revolver 4+ rounds shotgun



Zombies behind me!



RIFLE BONUS on this stage

Revolvers are each loaded with five rounds, hammer on empty chamber and holstered.
Shotgun, action open and empty, is staged on table.

Rifle, loaded with ten rounds, with hammer down on the empty chamber is staged on the table.

Shooter starts facing the crowd with back to the table, hands in the surrender position at chest level.

Starting Phrase: Zombies behind me!

At the Beep: Start behind the table, hands in surrender position facing crowd, turn to the table.

With the shotgun, shoot each shotgun wiggle target twice with no double taps.

Make the shotgun safe.

With the rifle, shoot ONE of the Zombie clay heads for a 5-sec bonus.

If you miss the bonus, it is not counted as a miss.

Shoot the three Rifle/Pistol targets in the following sequence:

1-1-3-3-2-1-1-3-3 for nine shots [or the reverse 3-3-1-1-2-3-3-1-1]

Move down range to the barrier. Make the rifle safe.

Shoot the revolvers in the following sequence:

1-1-3-3-2-1-1-3-3-2 for ten shots [or the reverse 3-3-1-1-2-3-3-1-1-2]