

The Long Nine

Monthly Match

SHOOTOUT
at
GUNSLINGERS

February 9, 2020

Gunslinger's Range
Curran, Illinois

February 9, 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.

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 five stages today.

Today's Schedule:

8:00 AM to 8:45 AM	Registration
8:45 AM	Shooter's Meeting
8:55 AM	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

P1 P2 P3

Table 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, standing erect, both hands on hat.

Starting phrase: **WHAT A LOVELY DAY!**

At the Beep: With the rifle, shoot the rifle targets in a ten round Nevada Sweep from either end (1,2,3,2,1,2,3,2,1,2).
From the barrier, repeat instructions with the revolvers.
(Sweeps are **CONTINUOUS**)

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

Table

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 the table.

Shooter starts with firearm of choice. SASS default.

Starting phrase: **Let's Go!**

At the Beep: From the barrier, shoot the revolver targets in two identical Arkansas Shuffles. Initial Shuffle may be from either end.

From the table, repeat revolver instructions with the rifle.

(1,1,2,3,3 twice or 3,3,2,1,1 twice with revolvers and rifle)

NOTE: RIFLE AND REVOLVER SEQUENCES NEED NOT BE IDENTICAL.

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

Stage 3

Revolver 10 rounds

Rifle 10 rounds

R1 R2 R3 R4

P1 P2 P3 P4

Table

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. The shooter starts, standing at location of choice, SASS default.

Starting phrase: **This Again?**

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

**At the barrier shoot the revolver targets with the revolvers as
done with the rifle.**

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

Stage 4

Pistol 10 rounds

Rifle 10 +1 rounds

R1 R2 R3 R4 B

P1 P2 P3 P4

Table

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 is held by the shooter. The shooter starts, standing at the barrier, hands on revolvers.

Starting phrase: **SAY A LINE!**

At the Beep: From the barrier, use the revolvers to shoot the outside revolver targets twice and the inside targets three times each in any order. From the table, shoot the rifle targets as done with the revolver targets. After the last round of the rifle, reload and shoot the bonus target.

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

Stage 5 Pistol 10 rounds Rifle 10 + 1 rounds

T6
T5
T4
T3
T2
T1

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, 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.

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 _____