

The Long Nine

Monthly Match

SHOOTOUT
at
GUNSLINGERS

November 26, 2017

Gunslinger's Range
Curran, Illinois

November 26, 2017

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 four or 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

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 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

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 rifle, perform a progressive sweep starting on either end rifle target (1,2,2,3,3,3,4,4,4,4 or 4,3,3,2,2,2,1,1,1,1).

With the revolvers, same target sequence as the rifle.

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 the same.

Stage 3

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 held by the shooter. The shooter starts, standing on the X, 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 on table.
With the revolvers, shoot a Nevada Sweep using the revolver targets
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

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 on hips.

Starting phrase: **Good Day for a gunfight!**

At the Beep: With the revolver (s), shoot P1 twice, then each other pistol target once
Make safe as category allows.

With the rifle, shoot R1 twice, then each other target once; then shoot R4 twice, then the other three targets once.

With the revolver(s), shoot P4 twice, then the other three targets once.

So: P1, P1, P2, P3, P4: **R1, R1, R2, R3, R4, R4, R4, R3, R2, R1,**
P4, P4, P3, P2, P1.

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..

Starting Phrase: **Here We Go!**

At the Beep: With the rifle, alternate five rounds on an outer and inner target, then Alternate five rounds on the other two rifle targets.
With the revolvers, alternate **FOUR ROUNDS** on an inner and an Outer target, then shoot the **FIFTH ROUND** on any rifle target.
With the next five rounds, alternate **FOUR ROUNDS** on the other two Revolver targets, then shoot the **FIFTH** round on any rifle target.

THE TWO REVOLVER SHOTS TO THE RIFLE TARGETS ARE BONUS TARGETS. NO PENALTY FOR MISSING. Each is worth 5 sec.

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 _____