

# **SHOOTOUT**



**Between April Showers**

**April 17, 2011**

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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**. We also have side matches for your enjoyment before the match at no extra charge.

We will have a **long range competition before the main match**. Bring your long range rifles, both rifle and pistol caliber. The specifics and ranges will be posted at the long range venue. There is no fee for this event.

Today's Schedule:

8:10 AM to 9:30 AM	Registration
8:15 AM to 9:30 AM	Side Matches
9:30 AM	New Shooter's Meeting
9:45 AM	Mandatory Shooter's Meeting & Awards
10:00 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.

Scores may also be viewed later on the Long Nine website: [www.longnynecowboys.org](http://www.longnynecowboys.org).

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Should range conditions warrant, the stages may be changed the day of the match!  
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Ammo needed for match for **five stages**:

- Pistol – 50 rounds
- Rifle – 50 rounds
- Shotgun – 22 + rounds

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

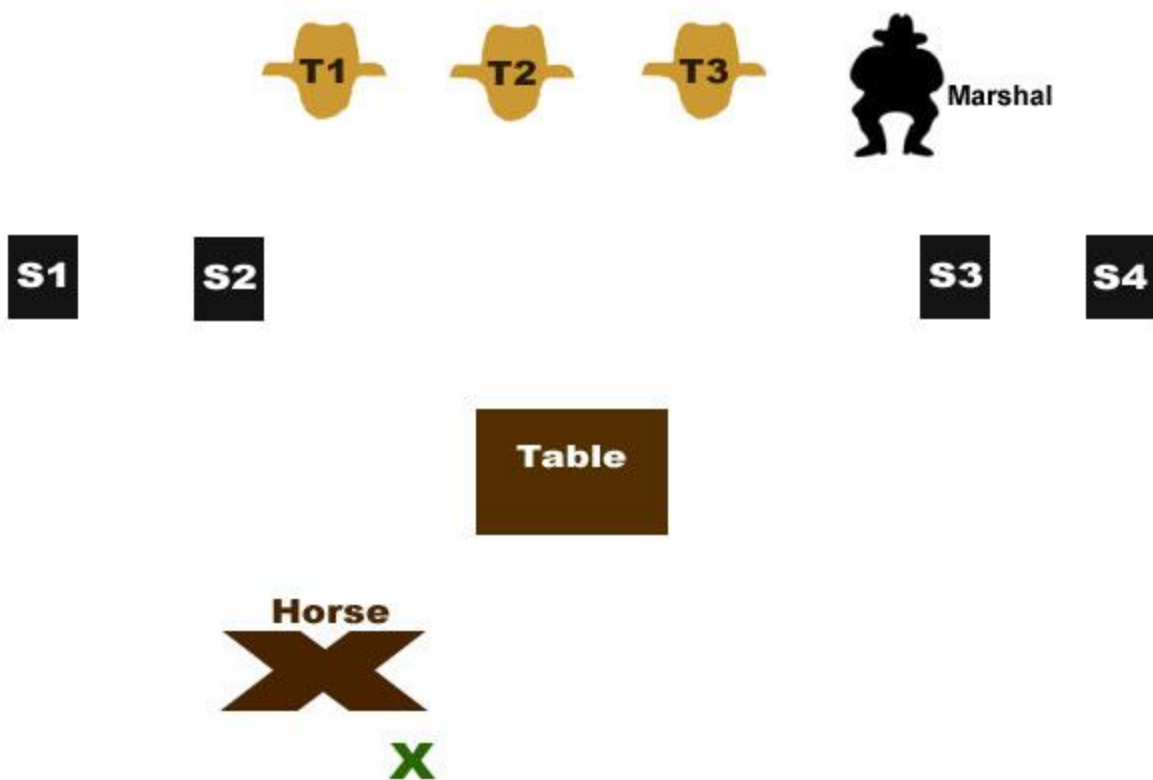
1. **BE SAFE!**
2. **HAVE FUN!**
3. **SHOOT YOUR BEST!**

Stages brought to you by Lady Viper, Don Jorge & Lemon Drop Kid

Stage 1

AMMO: 10 rounds rifle

10 rounds revolver 4+ rounds shotgun



Revolvers are loaded with five rounds, hammer on the empty chamber and holstered.  
Shotgun is staged on the horse, action open and empty.  
Rifle, loaded with ten rounds, hammer down on the empty chamber is held at port arms.  
The Shooter starts at the starting spot, X holding the rifle.

**Starting Phrase: Let's Get 'Em!**

**At the Beep:** Shoot the three targets in three sweeps from either direction (1,2,3 or 3,2,1) for nine rounds. Shoot the 10<sup>th</sup> round on the Marshal.  
Safely take the rifle to the horse.  
Exchange the rifle for the shotgun. Shoot S1 and S2 once and with the shotgun. Go to the table and make the shotgun safe on the table.  
Do not load the shotgun.  
With the revolvers, shoot the three cowboy targets with three sweeps.  
With the 10<sup>th</sup> round, shoot the Marshal. Make the revolvers safe after use.  
Get the shotgun and shoot S3 and S4 once. Make the shotgun safe.

After you have completed the stage, safely go to the unloading table.

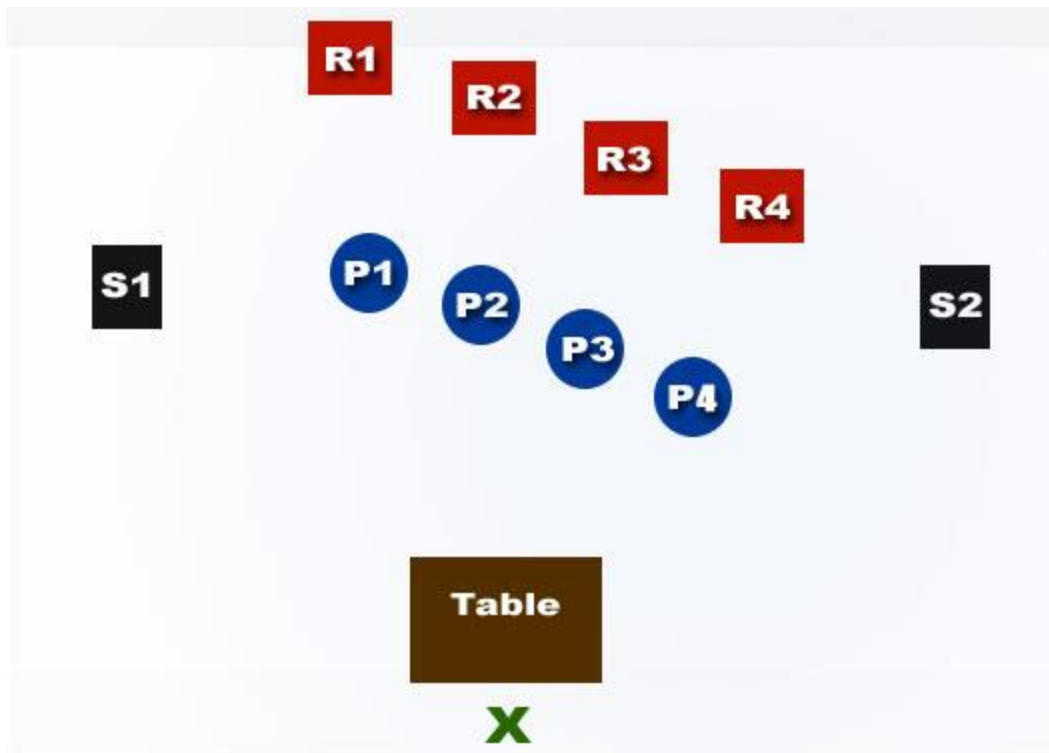
**NOTE: YOU CAN PICK UP ANY SHOTGUN MISSES.**

The sweeps with the rifle and revolvers can go in either direction.

Stage 2

AMMO: 10 rounds rifle

10 rounds revolver 4+ rounds shotgun



Revolvers are each loaded with five rounds, hammer on empty chamber and holstered.  
Shotgun, action open and empty, is on the table.  
The Shooter starts at the starting spot, X, with rifle at port of arms.

**Starting Phrase: I can sweep this clean!**

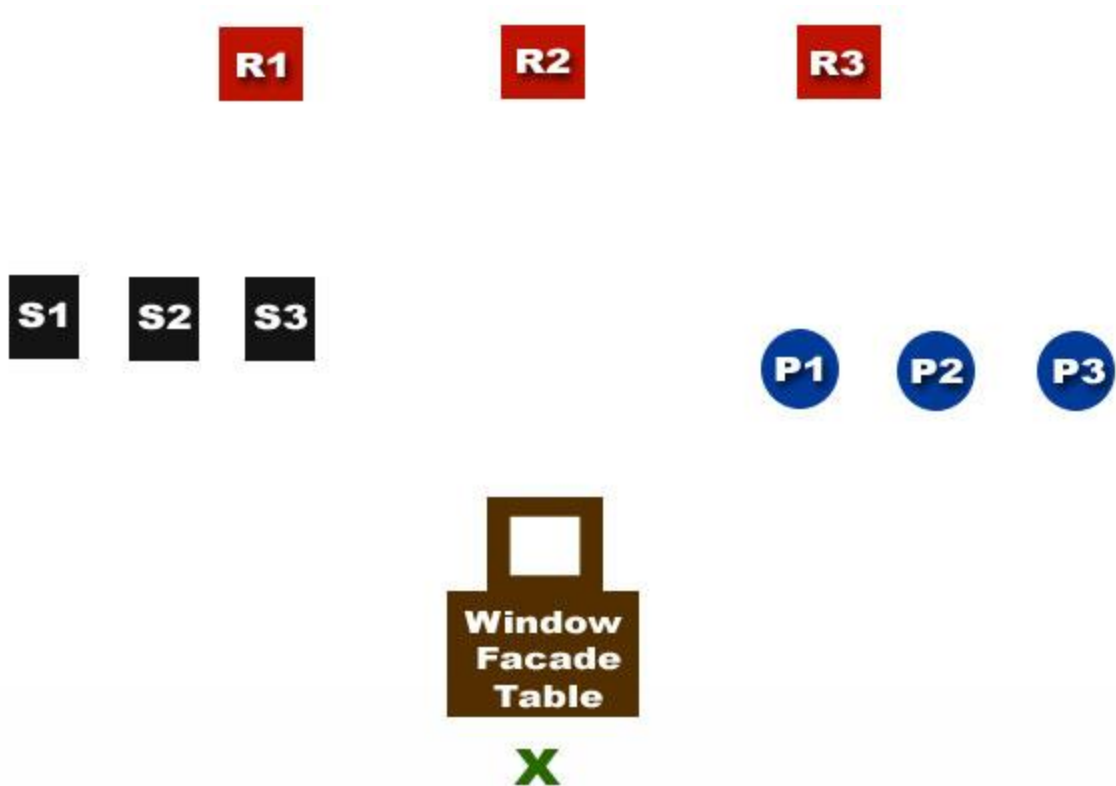
At the Beep: Holding rifle at port of arms, shoot the rifle targets in a diminishing sweep from the left. (1-2-3-4, then 1-2-3, then 1-2, then 1). Make the rifle safe on the table.  
With the pistols, shoot the pistol targets in a continuous diminishing sweep from the left. (With the first pistol 1-2-3-4-1 then with the second pistol 2-3-1-2-1)..  
With the shotgun, shoot targets 1-2-1-2.  
After you have completed the stage, safely go to the unloading table.

**NOTE: YOU CAN PICK UP ANY SHOTGUN MISSES.**

Stage 3

AMMO: 10 rounds rifle

10 rounds revolver 6+ rounds shotgun



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, both hands on his or her hat.

**Starting Phrase: This is my favorite!**

**At the Beep:** Starting with the rifle, shoot the rifle targets through the window in the following sequence: 1-3-2-1-3-2-1-3-2, then the last one on any target.

[This translates to left, right, middle, left, right, middle, left, right, middle, then end on any target]

Move to the right of the table. Draw your pistol or pistol(s) and shoot the following sequence: 1-3-2-1-3

Reholster pistols.

Retrieve the shotgun from the table and move to the left of the table.

With the shotgun, shoot the three shotgun targets in the same sequence as you shot the pistols: 1-3-2-1-3-2

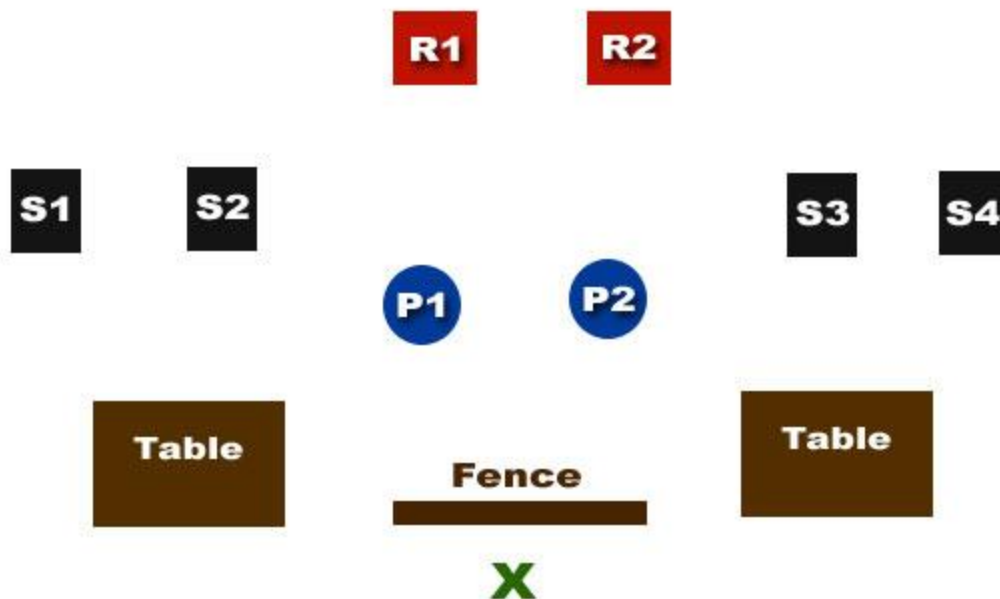
After you have completed the stage, safely go to the unloading table.

**NOTE: THERE IS A SPECIFIC ORDER TO THE SHOTGUN TARGETS.  
YOU CAN PICK UP ANY SHOTGUN MISSES.**

Stage 4

AMMO: 10 rounds rifle

10 rounds revolver 4+ rounds shotgun



Revolvers are each loaded with five rounds, hammer on empty chamber and holstered. Shotgun, action open and empty, is staged on the left table. Rifle, loaded with ten rounds, hammer down on the empty chamber, is also staged on the left table.

**Starting Phrase: What a fancy fence!**

Starting at the fence with both hands gripping the fence [that would be with all fingers and palms on the fence, not delicately touching on your pinkies...].

**At the Beep:** Shoot the pistol targets in the following sequence: 1-1-2-1-1, then 2-2-1-2-2 [This translates to left-left-right-left-left, then right-right-left-right-right]. Move to the left table and shoot the rifle targets in the same sequence as the pistol targets 1-1-2-1-1, then 2-2-1-2-2 [This translates to left-left-right-left-left, then right-right-left-right-right] Make the rifle safe on the left table. Pick up the shotgun and engage the shotgun targets S1 and S2. Take the shotgun with you, move to the right table and engage the shotgun targets S3 and S4.

**Special NOTE: You may NOT load on the run.** If you chamber a shotgun shell before stopping at the right table, you MUST stop immediately and shoot from the point at which you loaded the shell. Please avoid a penalty.

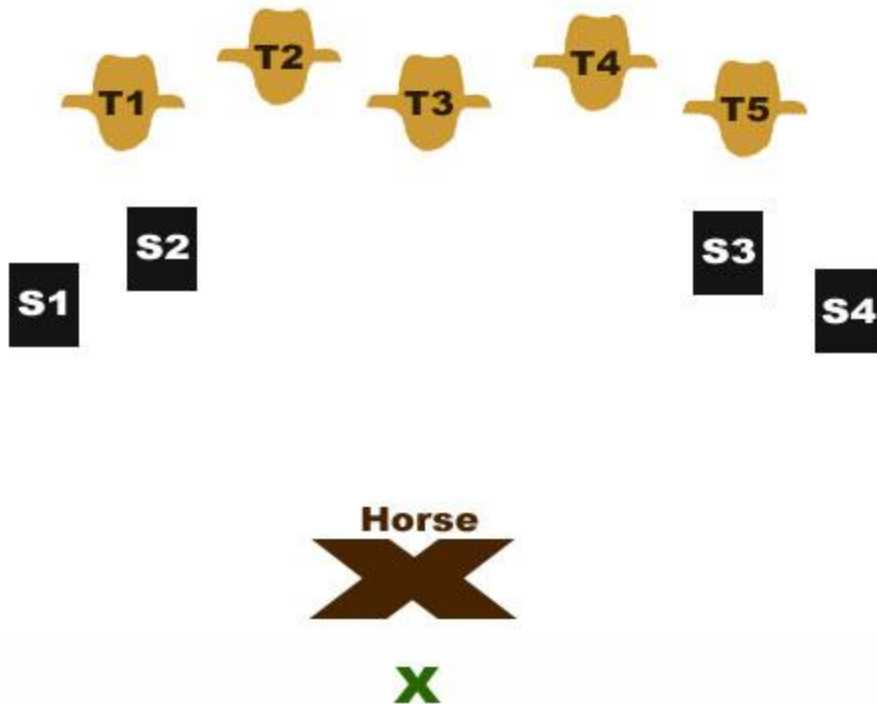
After you have completed the stage, safely move to the unloading table.

**NOTE: YOU CAN PICK UP ANY SHOTGUN MISSES.**

Stage 5

AMMO: 10 rounds rifle

10 rounds revolver 4+ rounds shotgun



Revolvers are each loaded with five rounds, hammer on the empty chamber, and holstered.  
The rifle is loaded with ten rounds, hammer down on the empty chamber, and staged on the horse.  
The shotgun is staged on the horse, action open and empty.

**Starting Phrase: This will be fast and fun!**

**At the Beep:** The Shooter can shoot the firearms in any order, but do not end with the rifle.  
With the rifle, shoot each target twice with no double taps.  
With the revolvers, shoot each target once with each revolver.  
With the shotgun, shoot each shotgun target once.

**NOTE: YOU CAN PICK UP ANY SHOTGUN MISSES.  
YOU CAN SHOOT THE TARGETS IN ANY ORDER.**

**April 17, 2011**

Thanks for shooting with The Long Nine in Loami!

Stage	Raw Time	Misses	Procedurals	Bonus	Final Time
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1

2

3

4

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5

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Total Time

We hope to see you at our next match!