

SHOOTOUT



After the Spring Equinox

March 27, 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.longninecowboys.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 – 20 + rounds

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

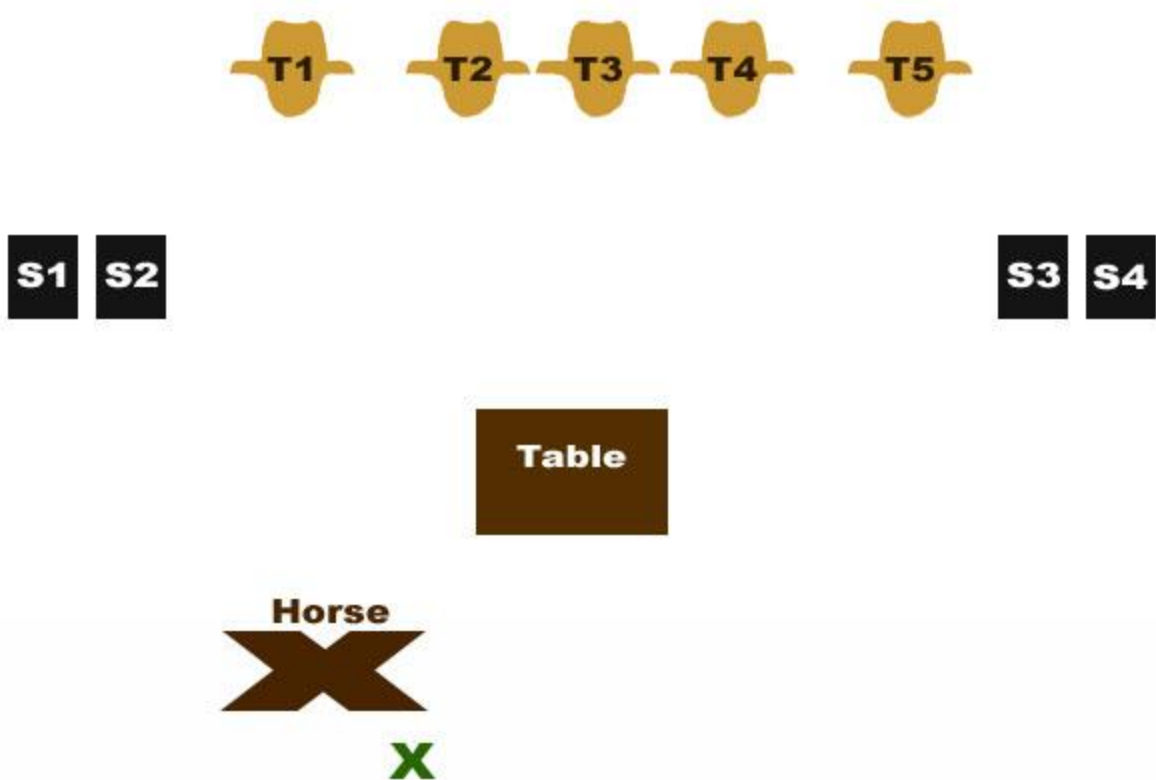
1. **BE SAFE!**
2. **HAVE FUN!**
3. **SHOOT YOUR BEST!**

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

Starting Phrase: LET'S GET 'EM!

At the Beep: Shoot each target, T, once with the rifle, then shoot the inner three targets in a Nevada Sweep (1,2,3,4,5, 4,3,2,3,4 or 1,2,3,4,5, 2,3,4,3,2,).
After shooting, take the rifle, make it safe at horse.
Get the shotgun. Shoot the two shotgun targets on the left once each from the horse. Make the shotgun safe and advance to the table.

NOTE: You may NOT load your shotgun on the run. You MUST STOP at the table and load your shotgun rounds. Your shotgun must be empty when you stop at the table. From behind the table, shoot the two shotgun targets on the right once each. Make the shotgun safe on the table.
With one revolver, shoot each target once.
With the second revolver, shoot the inner three targets in a Nevada Sweep.
Make the revolvers safe after use. (Example: 1,2,3,4,5, then 2,3,4,3,2 or 4,3,2,3,4).

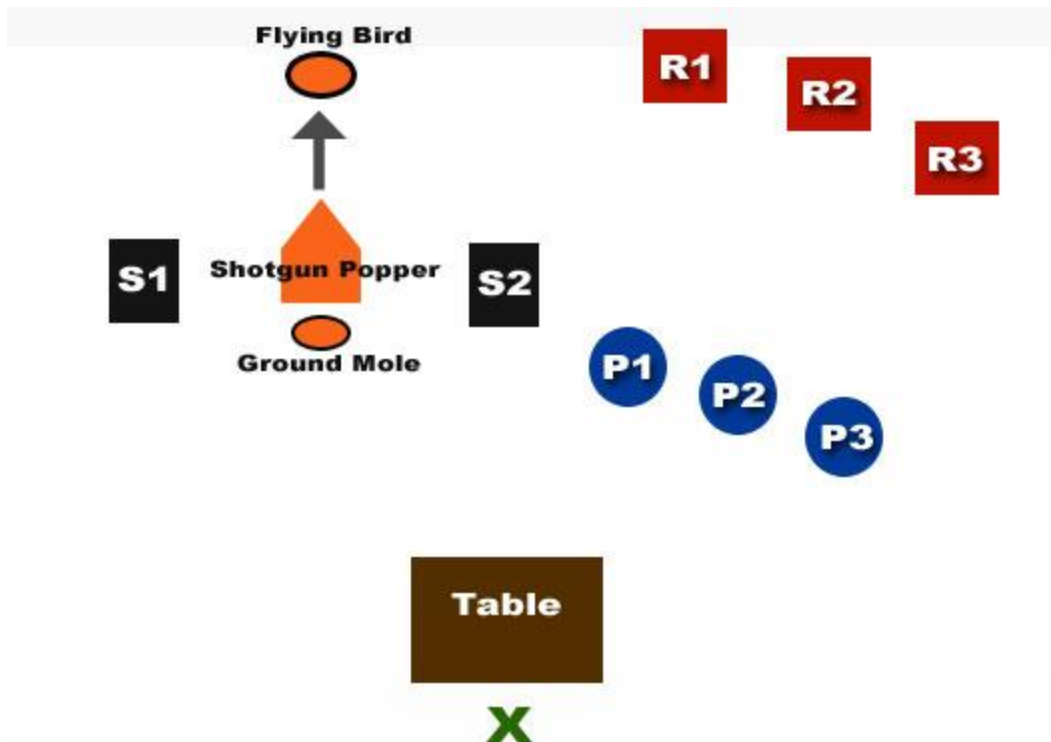
After you have completed the stage, safely go to the unloading table.

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.
Rifle, loaded with ten rounds, hammer down on the empty chamber, is on the table.
The Shooter starts at the starting spot, X, the shotgun in two hands.

Starting Phrase: Do I See Prairie Chickens?

At the Beep: Holding shotgun in two hands, shoot the shotgun popper to “flush” the flying prairie chicken skyward. Shoot the prairie chicken, then shoot the other two shotgun targets once in any order. If you missed the flying prairie chicken, you can shoot the “ground mole” to make it up before or after you shoot the other shotgun targets. Make the shotgun safe on the table.
Pick up the rifle from the table; shoot the rifle targets in the following sequence: 1,3,1,3, 2,1,3,1,3,2 [This translates to left-right-left-right-middle, 2 times]
After shooting, take the rifle, make it safe on the table.
With each revolver, shoot the targets in the same sequence as the rifle: 1,3,1,3, 2 [This translates to left-right-left-right-middle, 2 times]
After you have completed the stage, safely go to the unloading table.

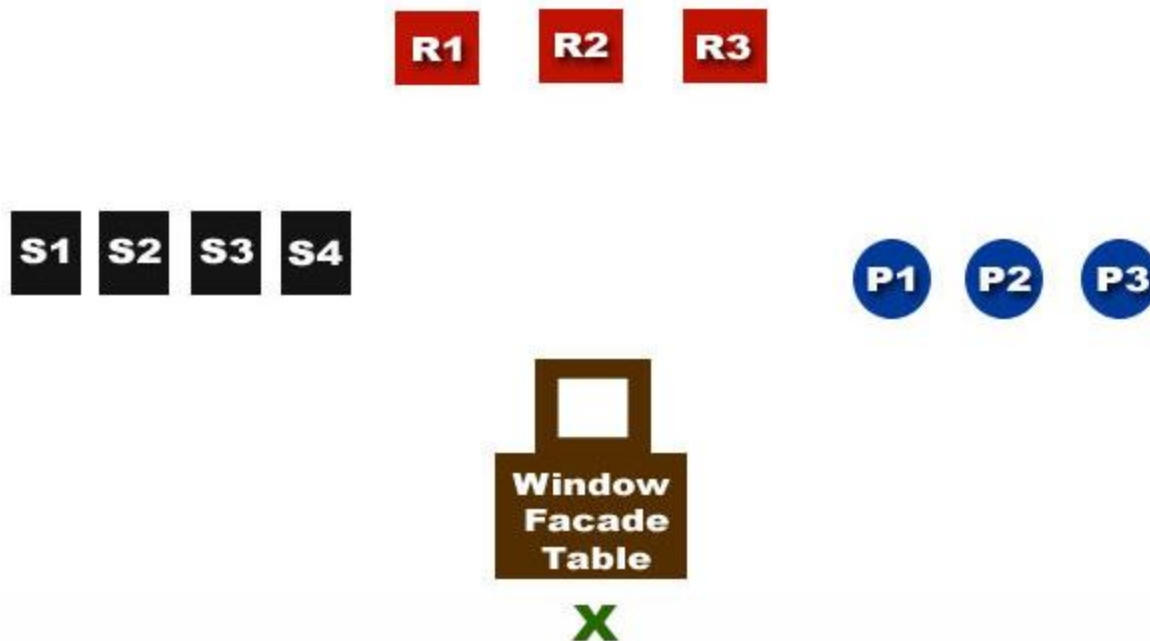
NOTE: YOU CAN PICK UP ANY SHOTGUN MISSES.

If the flying prairie chicken breaks before you engage it, shoot at it anyway [in the air] and it will be counted as a hit. You must shoot at least 4 shotgun shells. Failure to shoot at the flying prairie chicken will be counted as a 30-second penalty.

Stage 3

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
Rifle, loaded with ten rounds, hammer down on the empty chamber, staged on the table
The Shooter starts standing behind the table, both hands up to his eyes.

Starting Phrase: That's Nice!

At the Beep: You can shoot the guns in any order, but do not end with the rifle.
With the Rifle, shoot the rifle targets in two identical Arkansas Shuffles
Starting from either end (1,1,2,3,3 or 3,3,2,1,1). Make rifle safe.
With the revolvers, shoot the revolver targets in two Arkansas Shuffles
from the right of the façade. Make safe after use.
With the shotgun, shoot the four shotgun targets in any order from the left of the
façade. Make the shotgun safe.

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

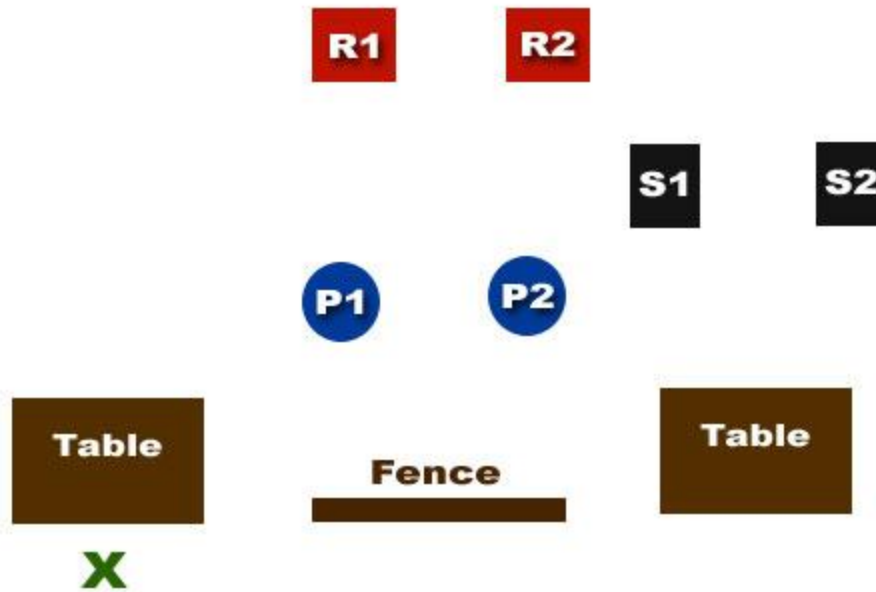
The sweeps with the rifle and revolvers can go in either direction

NOTE: 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 on the right table.
Rifle, loaded with ten rounds, hammer down on the empty chamber is held at port of arms

Starting Phrase: I must be seeing double.

At the Beep: Start at the left table with rifle at port of arms, shoot the rifle targets in an alternating double-tap starting from either side. Example: 1-1-2-2-1-1-2-2-1-1
Make rifle safe on the table with action open.
Move to the fence and shoot the pistol targets in an alternating double-tap starting from either side. Example: 1-1-2-2-1-1-2-2-1-1
Move to the right table and retrieve shotgun.
Engage the shotgun targets twice in any order with no double-taps.

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

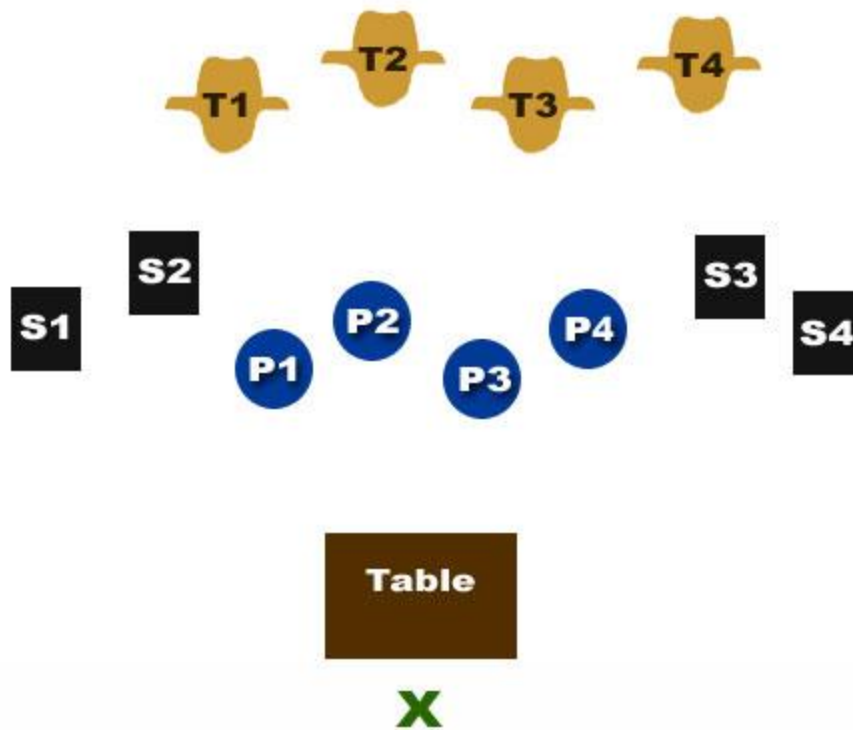
The sweeps with the rifle and revolvers can go in either direction.

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 empty chamber, staged on the table.
Shotgun, action open and empty, staged on the table.
Rifle, loaded with ten rounds, hammer down on the empty, staged on table.

Starting Phrase: It's 4 x 4 off the table!

At the Beep: Starting with hands on hat, pick up rifle from table and shoot the "cowboy" rifle targets in a continuous Nevada sweep starting from either end.
Example: 1-2-3-4-3-2-1-2-3-4
Make rifle safe on the table with action open.
With the pistols, shoot the four targets in a continuous Nevada sweep starting from either side.
Example: 1-2-3-4-3 with the first pistol, then 2-1-2-3-4 with the second pistol.
Pistols may either go back on the table or into your holsters.
With the shotgun, shot all four knock-down targets in any order.
Unless you're a Buckaroo or Buckarett, all shotgun targets must all go down.

After you have completed the stage, safely move to the unloading table.
The sweeps with the rifle and revolvers can go in either direction.

NOTE: YOU CAN PICK UP ANY SHOTGUN MISSES.

March 27, 2011

Thanks for shooting with The Long Nine in Loami!

Stage	Raw Time	Misses	Procedurals	Bonus	Final Time
1					
2					
3					
4					
5					
				Total Time	

We hope to see you at our next match!