

# November SHOOTOUT

with

Turkeys and More



November 27, 2011

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Welcome to our after-Thanksgiving match at the Bullet Express, home to the Long Nine Cowboys and Cowgirls during the winter indoor shooting season.

We will appreciate **EVERYONE** helping with the usual posse chores as best as they are able.

All SASS rules and regulations will apply to our match. We will be finished on the range with targets cleared off by **12 noon**. We begin a little earlier for indoor matches, so please plan on being registered by **8:45 a.m. at the latest**.

Be extremely careful to keep the **muzzle pointed in a safe direction, obeying the 170-degree rule**. Keep your finger off of the trigger unless the muzzle is pointed toward the target! Hitting the ceiling is a **MATCH DISQUALIFICATION!**

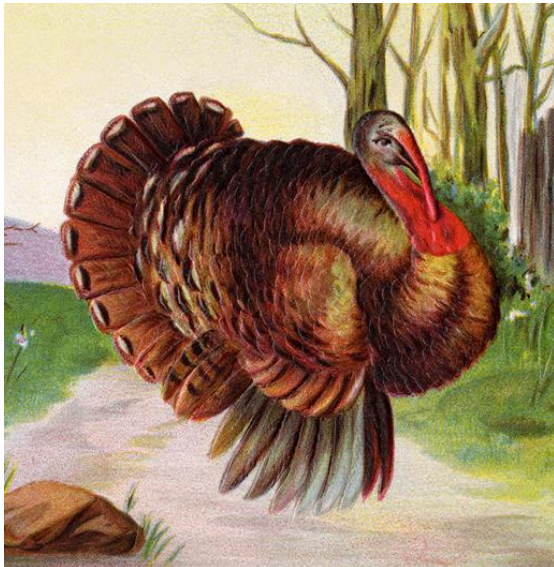
All **guns are staged on the table** for this match. After shooting, use that table to clear your firearms and make them safe, unless otherwise instructed.

Today, we are planning to shoot **four stages**:

- Two stages with pistol and shotgun [including a pistol bonus]
- Two stages with pistol and rifle

Ammo needed for match:

- Pistol – 40 rounds
- Rifle – 21 rounds
- Shotgun – 10 + rounds



Finally, **PLEASE** observe the three basic rules:

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

Stages written by Lady Viper

## Stage ONE

Pistols 10 Rounds

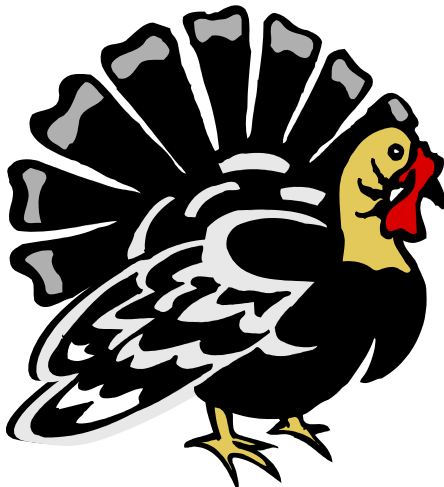


Shotgun 6+ Rounds



Both pistols are to be loaded with five rounds and hammers down on empty chambers. The pistols are staged on the table.

The shotgun is staged on the table, action open and empty, rounds on the shooter. The shooter begins standing behind the table, holding the feather at shoulder level with both hands.



**Starting Phrase: I can hit these turkeys!**

**At the Beep:**

The shooter will let go of the feather, then engage the pistol targets with a **continuous double tap** starting with either target.

Return the pistols [pointing down range] safely to the table after use.

Grab the shotgun and shoot targets in an alternating sweep with no double and no triple taps. Make the shotgun safe on the table.

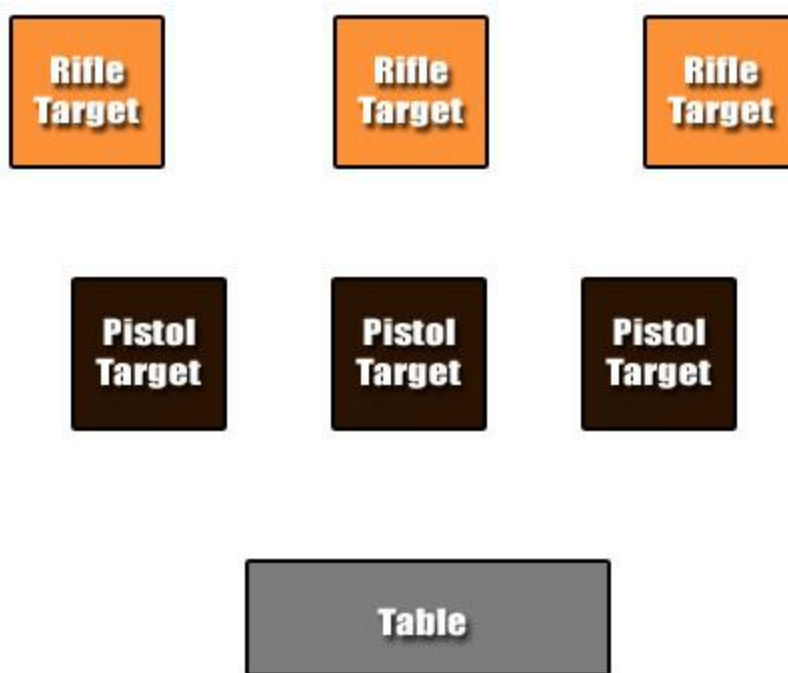
After completing the scenario, unload the firearms at the table, then safely leave the firing line.

**SHOTGUN MISSES MAY BE RE-ENGAGED!**

## Stage TWO

Pistols 10 Rounds

Rifles 10 Rounds



Both pistols are to be loaded with five rounds with hammers down on empty chambers. The pistols are staged on the table.

The shooter begins standing behind the table, with rifle held at port of arms. Port of Arms for this scenario = barrel of gun pointing down range at or above shoulder level; butt of gun touching gun belt.

**Starting Phrase: Those are some sweet potatoes!**

**At the Beep:**

Starting with the rifle at port of arms, engage the rifle targets in two Nevada sweeps starting from either end. Restage the rifle safely on the table.

[Example of Nevada sweep: Left, middle, right, middle, left]

Shooter will then engage the pistol targets in two Nevada sweeps starting from the **SAME end as you began the rifle targets**. Return the pistols to the table after use.

[Example: If you begin from the left with the rifle, then you need to begin from the left with the pistols. If you begin from the right with the rifle, then you need to begin from the right with the pistols.]



After completing the scenario, unload the firearms at the table, then safely leave the firing line.

## Stage THREE

Pistols 10 Rounds

Shotgun 4+ Rounds



Both pistols are to be loaded with five rounds and hammers down on empty chambers. The pistols are staged on the table.

The shotgun is staged on the table, action open and empty, rounds on the shooter.

The shooter begins standing behind the table, both hands on hat.

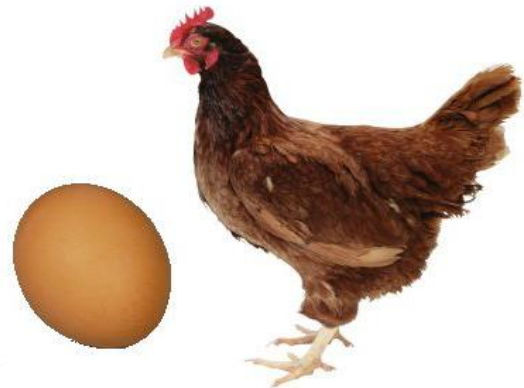
**Starting Phrase: That's a good egg!**

**At the Beep:**

The shooter will alternate between the two pistol targets for 9 rounds. They need not be continuous from the first pistol to the second pistol. For the 10<sup>th</sup> round, the shooter will engage the small Good Egg target for a 5-second bonus. There is no penalty for missing the target. Return the pistols to the table after use.

Grab the shotgun and shoot each shotgun target twice, with no double taps. Make the shotgun safe on the table.

After completing the scenario, unload the firearms at the table, then safely leave the firing line.

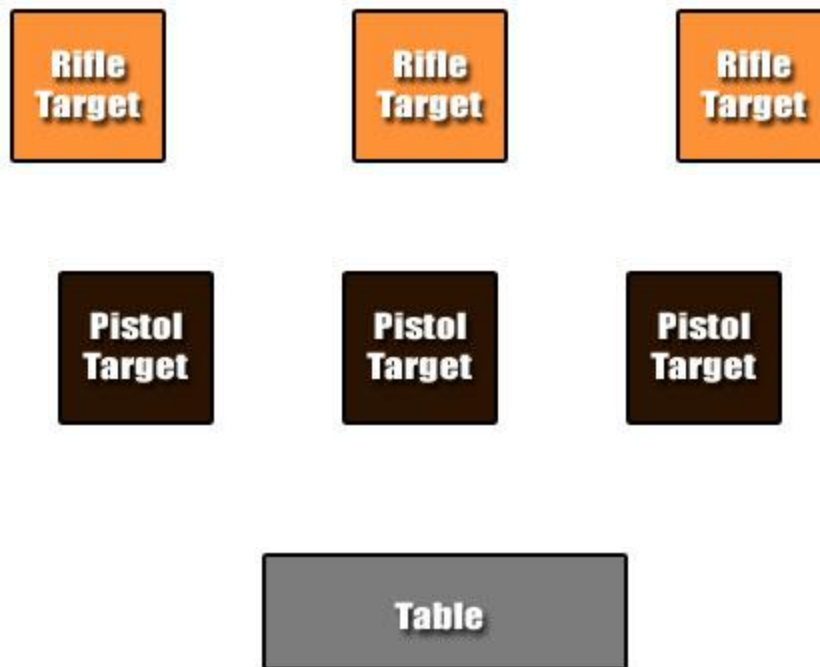


**SHOTGUN MISSES MAY BE RE-ENGAGED!**

## Stage FOUR

Pistols 10 Rounds

Rifle 11 Rounds [10 + 1 Reload]



Both pistols are to be loaded with five rounds and hammers down on empty chambers. The pistols are staged on the table.

The rifle is loaded with 10 rounds and staged on the table.

The shooter begins standing behind the table, holding the pie plate in both hands at shoulder level.

### ***Starting Phrase:***

**Please pass the pie, I'm hungry!**

### ***At the Beep:***

The shooter will place the pie pan on the table, then pick up the rifle and engage the rifle targets in an Arkansas shuffle 2-1-2 sequence two times, starting from either end.

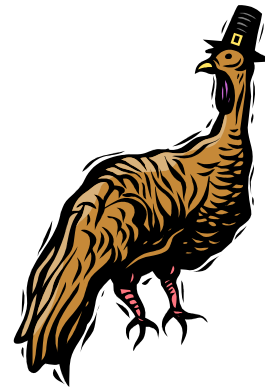
For the 11<sup>th</sup> round at the end of the sequence, reload one round from on the person and shoot any target.

With the pistols, engage the pistol targets in two Arkansas shuffles, same as the rifle, starting from the SAME end as you began with the rifle targets. Restage the pistols safely on the table.

After completing the scenario, unload the firearms at the table, then safely leave the firing line.



November 27, 2010



Stage	Raw Time	Misses	Procedurals	Bonus	Final Time
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1

2

3

4

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Total Time

Thanks for shooting with us. We hope to see you at our next match!