

SHOOTOUT

in
John's Cold Mine



February 27, 2011

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Welcome to our February 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** or at port of arms for this match. All fire arms are returned to the table after use. 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
- Two stages with pistol and rifle

Ammo needed for match:

- Pistol – 40 rounds
- Rifle – 20 rounds
- Shotgun – 8 + rounds



Finally, **PLEASE** be observing the three basic rules:

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

Nature Notes:

The **arctic wolf** or **tundra wolf** is one of the great cold-weather survivors. They live in Canada, Alaska and Greenland. Their fur is so thick that snow and ice do not melt on it.

Arctic wolves are smaller than gray wolves and have no natural enemies other than humans – a species that almost never shares their permafrost habitat.

A full-grown arctic wolf can eat up to 20 pounds of meat at one sitting and can go several weeks without eating. Females have their pups in the winter. Males may reach 175 pounds. They hunt lemmings, arctic hare, caribou and musk oxen.

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

Stage ONE

Pistols 10 Rounds



Shotgun 4+ Rounds



Both revolvers are to be loaded with five rounds and hammers down on empty chambers.

The revolvers are on the table.

Shotgun, action open and empty, is staged on the table.

The shooter begins standing behind the table, hands on the gun belt.

Starting Phrase: This will warm me up!

At the Beep:

The shooter will alternate five rounds on the two revolver targets with each revolver, keeping them safe as they are used.

Return the revolvers to the table after use.

Get the shotgun and shoot each shotgun target twice, with no double taps.

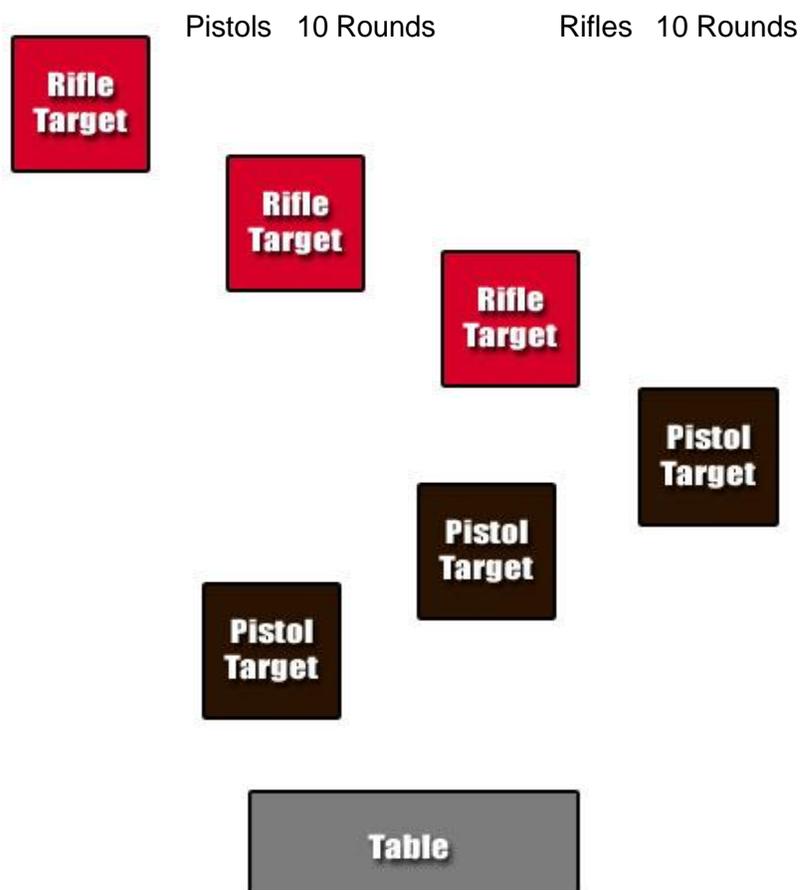
Make the shotgun safe.

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



SHOTGUN MISSES MAY BE RE-ENGAGED!

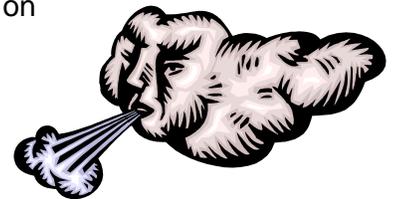
Stage TWO



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

Rifle is to be loaded with 10 rounds, hammer on the empty chamber and staged on the table.

The shooter begins standing behind the table holding his hat on his head with both hands.



Starting Phrase: That is a fierce wind!

At the Beep: Grab the first revolver and shoot the revolver targets in a Nevada Sweep, starting at either end (1,2,3,2,1 or 3,2,1,2,3). Make the revolver safe.

Get the rifle and shoot the rifle targets in a Nevada Sweep, starting at either end. Round #10 will be on R2. Make the rifle safe.

With your second revolver, shoot the three revolver targets in a Nevada sweep, starting at either end. Then make the revolver safe.

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

The shotgun is held by the shooter, action open and empty, rounds on the shooter.

The shooter begins standing behind the table, holding the shotgun.

Starting Phrase: This will be a fast run!

At the Beep: The shooter loads the shotgun and shoots each shotgun target once. Stage the shotgun on the table action open and empty. With each revolver, shoot one revolver target three times and the other revolver target twice. Keep the revolvers safe and replace onto the table.

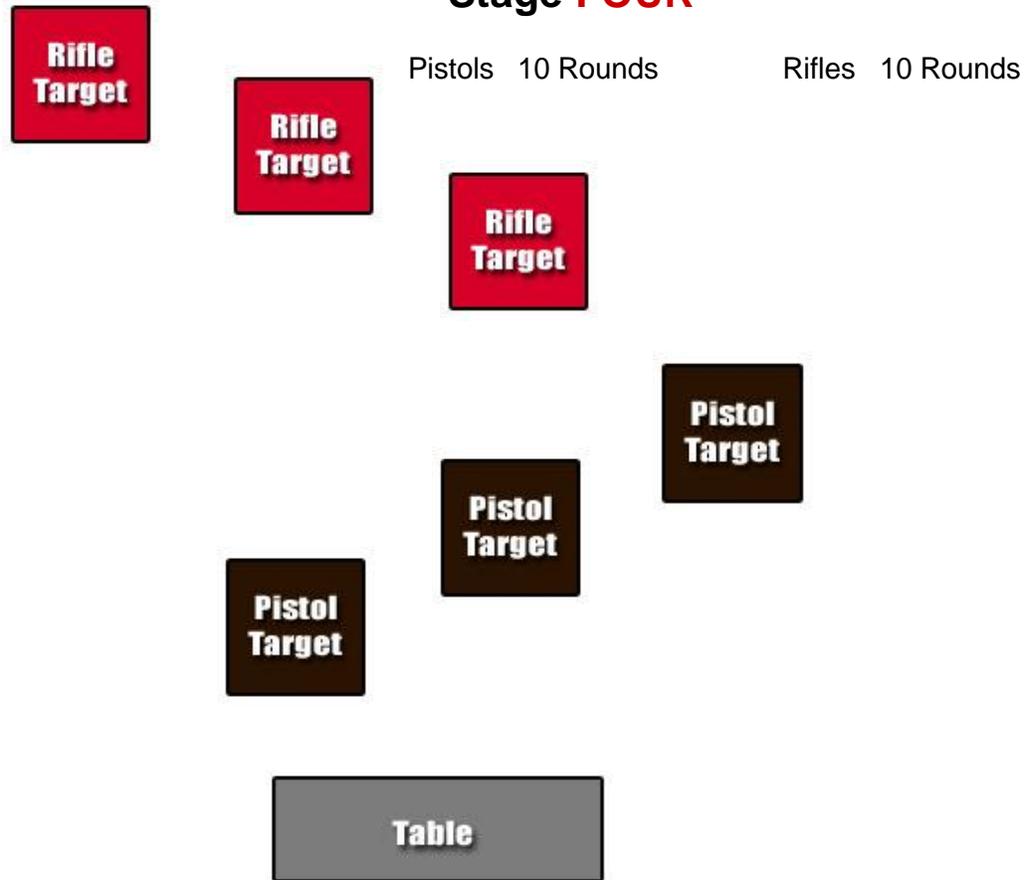
Get the shotgun and shoot each shotgun target once.
Make the shotgun safe.

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

SHOTGUN MISSES MAY BE RE-ENGAGED!



Stage FOUR



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

Rifle is to be loaded with 10 rounds, hammer on the empty chamber and held by the shooter.

The shooter begins standing behind the table holding his rifle with both hands.

Starting Phrase: Is it warming up?

At the Beep: With the rifle, shoot the three rifle targets with a double-tap Nevada sweep from

Either direction: 1,1,2,2,3,3,2,2,1,1 or 3,3,2,2,1,1,2,2,3,3.
After emptying the rifle, make it safe on the table.

With the revolvers, shoot the revolver targets with a double-tap Nevada Sweep:
1,1,2,2,3; 3,2,2,1,1 or 3,3,2,2,1; 1,2,2,3,3.

When done, make the revolvers safe.

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



February 27, 2011

Thanks for shooting with The Long Nine in Springfield!
February is our last indoor match for this winter. We go back outdoors in March.



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

We hope to see you at our next match!