

July Jubilee

[same stages as would have been utilized in
June had we not been flooded out]



July 24, 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 Main stages**. We also have side matches for your enjoyment.

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	Shooter's Meeting
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 June also be viewed later on the Long Nine website: www.longninecowboys.org.

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!**

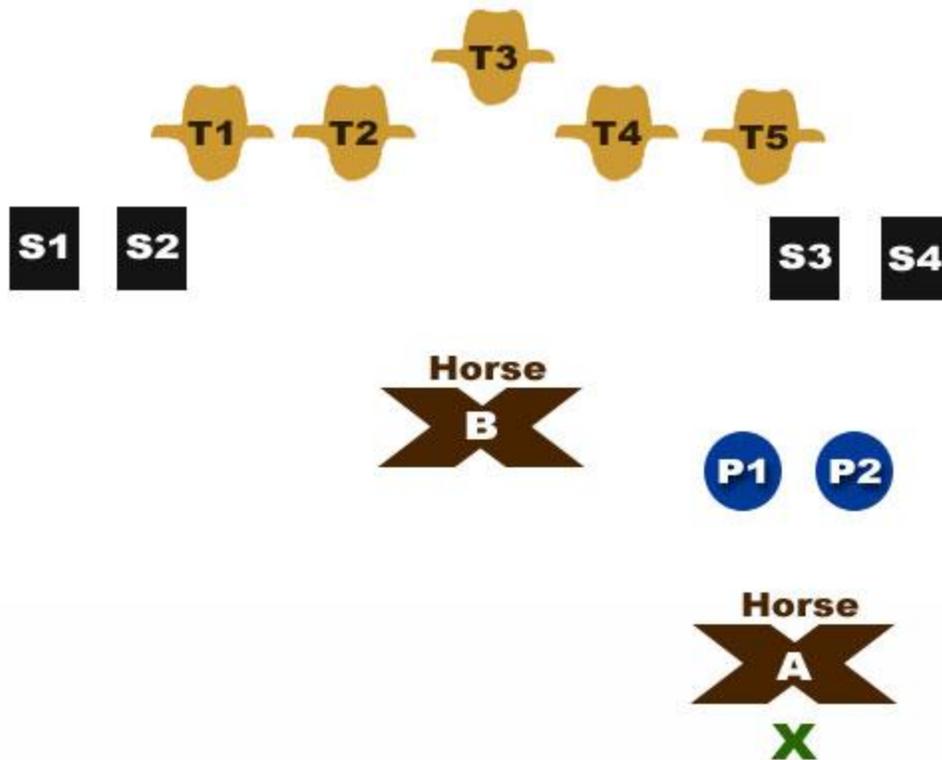
Stages brought to you Don Jorge & friends

Stage 1

AMMO: 10 rounds rifle

10 rounds pistol

4+ rounds shotgun



Revolvers are each loaded with five rounds, hammer on empty chamber and holstered.

Shotgun, action open and empty, is on Horse A

Rifle, loaded with ten rounds, hammer down on the empty chamber, is on Horse A

The Shooter starts behind Horse A with both hands on the tail of the horse.

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

At the Beep: With your first revolver, alternate five rounds on the two revolver targets (P1, P2), starting at either end.

Make the revolver safe after use and get the rifle.

With the rifle, shoot the five targets (T's) each twice with no double taps from behind the horse.

Then make the rifle safe on Horse A and get the shotgun.

On the way to the Horse B [or from behind Horse B], shoot the shotgun targets once each.

YOU CANNOT LOAD THE SHOTGUN ON THE MOVE!

Once you put a shell in your shotgun, you **MUST STOP** and shoot from that point.

Make the shotgun safe on Horse B.

With your loaded revolver, shoot each target, T, once in any order.

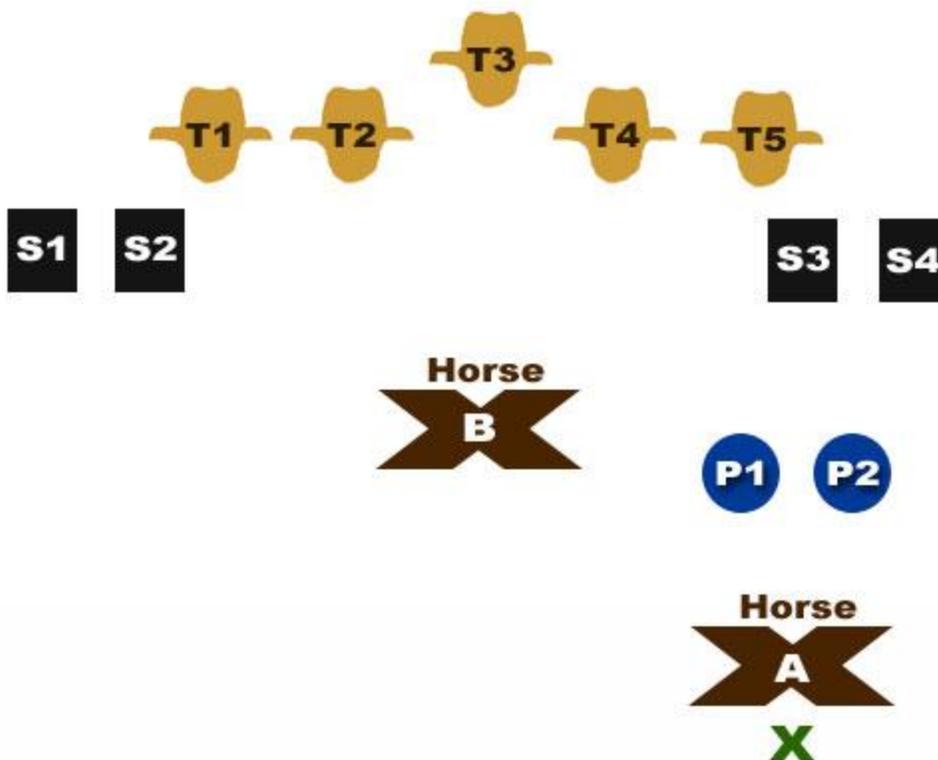
Make your revolver safe.

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

SHOTGUN MISSES MAY BE RE-ENGAGED!

REMEMBER: You cannot load the shotgun on the run on this stage without incurring a penalty.

Stage 2 AMMO: 10 rounds rifle 10 rounds pistol 4+ rounds shotgun



Revolvers are each loaded with five rounds, hammer on empty chamber and holstered.
Shotgun, action open and empty, is on Horse B
Rifle, loaded with ten rounds, hammer down on the empty chamber, is on Horse A
The Shooter starts behind Horse A with both hands at shoulder level.
The shooter may start with the rifle or revolvers.

Starting Phrase: **What a lovely horse!**

At the Beep: With your revolvers, shoot the revolver targets in a continuous, alternating double tap sequence for all ten rounds (1,1,2,2,1,1,2,2,1,1 or 2,2,1,1,2,2,1,1,2,2)
Make the revolvers safe.
With the rifle, double tap each rifle target in any order. Make the rifle safe on Horse A.
Get the shotgun. Shoot each shotgun target once in any order from the Horse B.
Make the shotgun safe.
Make the shotgun safe on Horse B.

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

SHOTGUN MISSES MAY BE RE-ENGAGED!

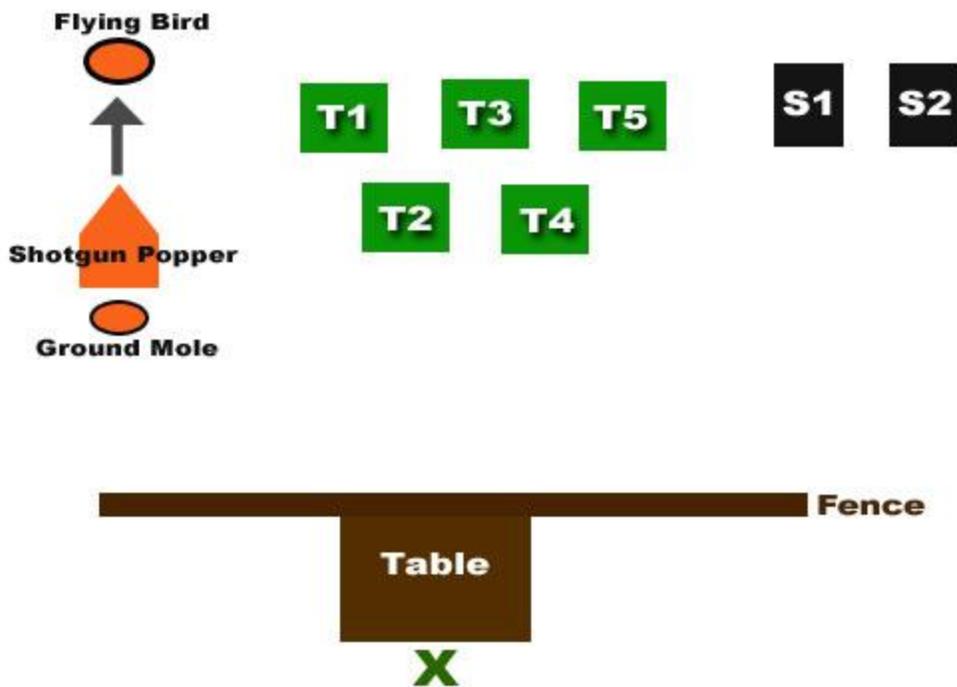
REMEMBER: You cannot load the shotgun on the run on this stage without incurring a penalty.

Stage 3

AMMO: 10 rounds rifle

10 rounds pistol

4+ rounds shotgun



Revolvers are each loaded with five rounds, hammer on empty chamber and holstered. Rifle, loaded with ten rounds, hammer down on the empty chamber, staged on the table. The Shooter starts standing behind the table, is holding the shotgun with both hands action open and empty belt level.

Starting Phrase: **What's in a line?**

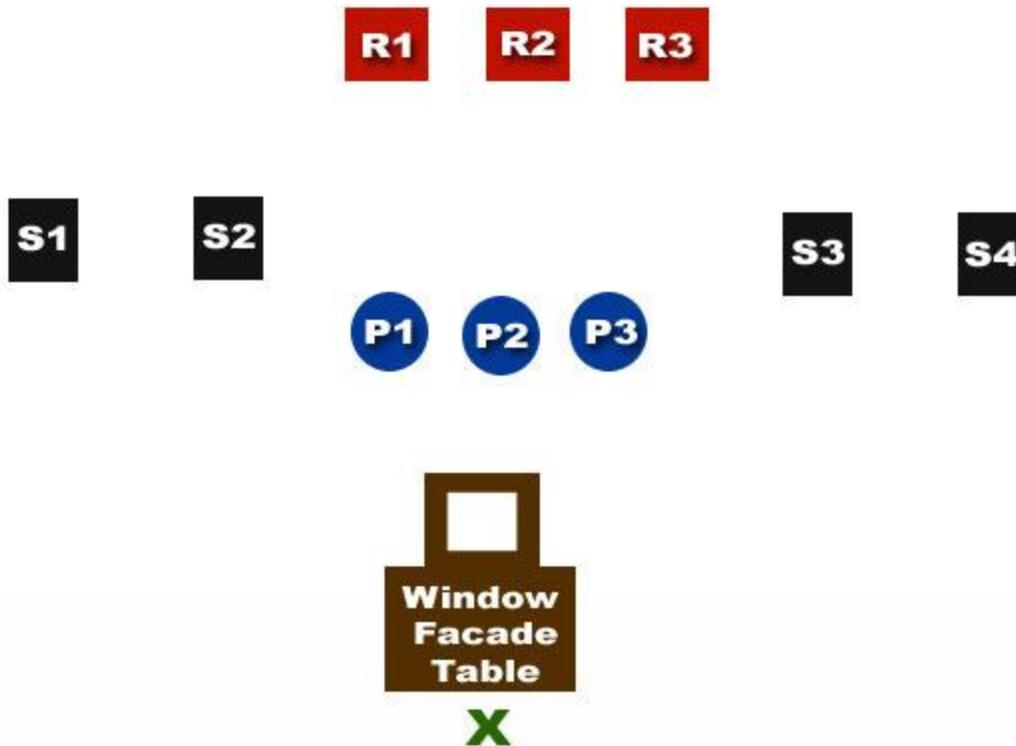
At the Beep: Starting at either end on the fence, shoot the shotgun targets there, then go to the other end of the fence to shoot the other targets. One set is the knock-down target that launches the clay bird. You must engage the flying clay bird. If you miss the flying clay bird, shoot the ground mole. The other two shotgun targets are knock-downs that must go down. You cannot load the shotgun on the run. **YOU CANNOT LOAD THE SHOTGUN ON THE MOVE!** Once you put a shell in your shotgun, you **MUST STOP** and shoot from that point. Make the shotgun safe at the table after the shotgun targets have been engaged. With the first revolver, shoot each target (T) once in any order, then make safe. Get the rifle and shoot each target (T) twice in any order with no double taps, then make the rifle safe. With the second revolver, shoot each target (T) once, then make the revolver safe.

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

SHOTGUN MISSES MAY BE RE-ENGAGED!

REMEMBER: You cannot load the shotgun on the run on this stage without incurring a penalty.

Stage 4 AMMO: 10 rounds rifle 10 rounds pistol 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 on his or her hat.

Starting Phrase: **THERE'S NO GLASS IN THE WINDOW!**

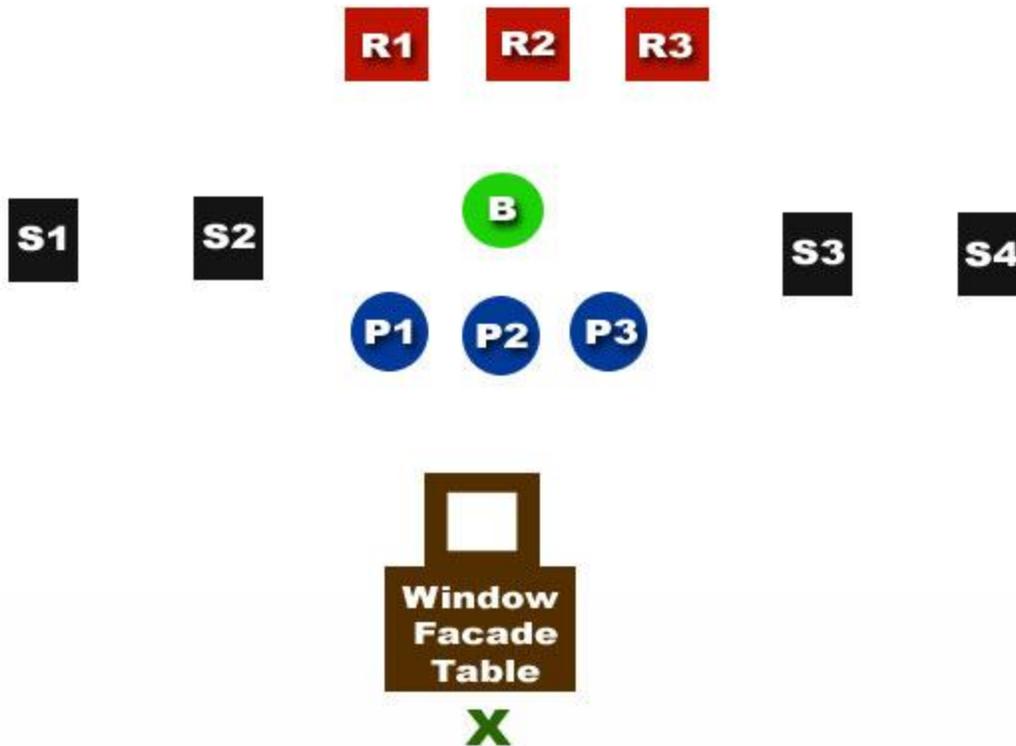
At the Beep: You can shoot the guns in any order, but do not end with the rifle.
With the rifle, shoot the rifle targets through the opening in as follows: 2,2,1,2,3 or 2,2,3,2,1, then repeat. Make rifle safe after use.
With the revolvers, shoot the revolver targets from the façade, through the window as follows: 2,2,1,2,3 or 2,2,3,2,1, then repeat.
Make safe after use.
With the shotgun, shoot two shotgun targets from each side of the façade for a total of four rounds.
Make the shotgun safe.
YOU CANNOT LOAD THE SHOTGUN ON THE MOVE!
Once you put a shell in your shotgun, you **MUST STOP** and shoot from that point.

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

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

SHOTGUN MISSES MAY BE RE-ENGAGED!

Stage 5 AMMO: 10 rounds rifle 10 rounds pistol 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 standing behind the table, holding the rifle, unlevered, but sights on the target.

Starting Phrase: **THIS IS TOO GOOD TO BE TRUE!**

At the Beep: With the rifle, first shoot the bonus target once, then shoot the rifle targets
In three identical sweeps: 1,2,3 or 3,2,1. Make rifle safe after use.
Shoot the four shotgun targets in any order, two from each side of the façade.
Make the shotgun safe after use.
YOU CANNOT LOAD THE SHOTGUN ON THE MOVE!
Once you put a shell in your shotgun, you **MUST STOP** and shoot from that point.
With the revolvers, shoot the revolver targets through the window using three
identical sweeps, as with the rifle targets. Your first revolver shot, or your 10th
revolver shot is to be used to shoot the bonus target.
Make the revolvers safe after use.

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

NOTE: The sweeps with the rifle and revolvers can go in either direction.
Missing the bonus target will not be counted as a miss.

SHOTGUN MISSES MAY BE RE-ENGAGED!

July 24, 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

5

Total Time

We hope to see you at our next match!