

## **Mid-May SHOOTOUT**



**May 15, 2011**

**Revised on May 14, 2011 due to range conditions**

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

Ammo needed for match for **five stages**:

- Pistol – 50 rounds
- Rifle – 51 rounds
- Shotgun – 20 + rounds

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

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

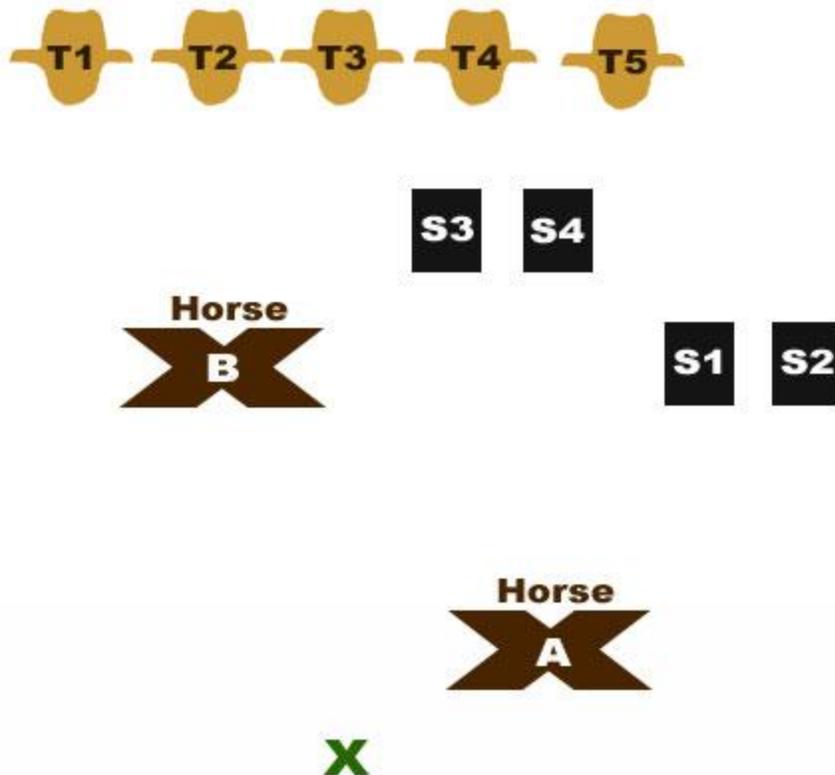
Stages brought to you by Lady Viper, Don Jorge & Lemon Drop Kid

## Stage 1

AMMO: 11 rounds rifle

10 rounds pistol

4+ rounds shotgun



Pistols 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 held at Port Arms

The Shooter starts at the starting spot, X, holding the rifle.

Starting Phrase: **It's a two-horse race!**

At the Beep: Shoot each cowboy target, T, twice with the rifle.  
After ten rounds are spent, **reload** and shoot any target once (NOT THE SHOTGUN TARGETS!!!)  
Make the rifle safe on Horse A.  
Get the shotgun from Horse A.  
Somewhere between Horse A and Horse B, shoot the shotgun targets once each for a total of four.  
**DO NOT 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.  
Standing next to or behind Horse B, shoot each target twice with the pistols.  
Reholster pistols after use.  
After you have completed the stage, safely go to the unloading table.

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

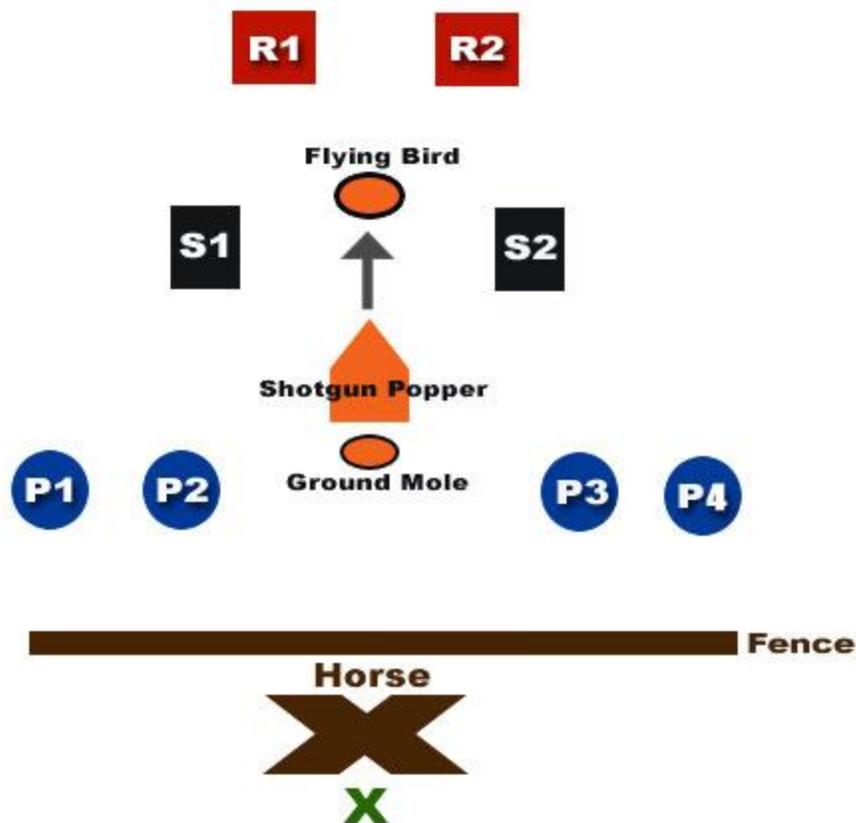
REMEMBER: You cannot load the shotgun on the run on this stage without incurring a penalty.

Stage 2

AMMO: 10 rounds rifle

10 rounds pistol

4+ rounds shotgun



Pistols 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 staged on the horse.

The shooter starts standing directly behind the horse, both hands on the hind-quarters [of the horse, not yourself or the timer].

**Starting Phrase: Does he kick?**

**At the Beep:** Get the shotgun and shoot the two shotgun targets, S1 and S2.

Then, shoot the Shotgun Popper, which tosses the clay bird.

Shoot the clay bird. If you miss the clay bird, shoot the clay "mole" on the ground.

Make the shotgun safe on the horse.

With one pistol, go to either end of the fence and alternate 5 rounds on the two pistol targets starting on either target. Reholster pistol.

Return to the horse and get the rifle to alternate ten rounds on the two rifle targets.

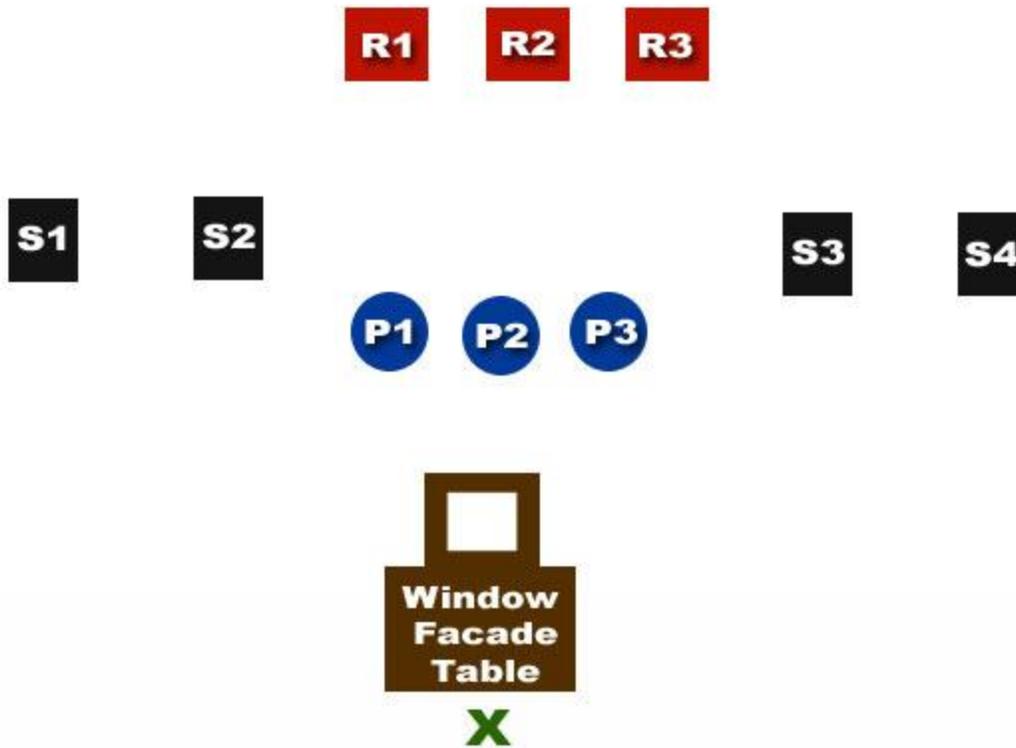
Make the rifle safe on the horse.

Go to the other side of the fence and alternate 5 rounds the other two pistol targets, starting on either target. Reholster pistol.

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

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

Stage 3 AMMO: 10 rounds rifle 10 rounds pistol 4+ rounds shotgun



Pistols 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 staged on the table  
The Shooter starts standing behind the table, both hands on his or her hat.

**Starting Phrase: What's the line?**

**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 window in two Arkansas Shuffles starting from either end (1,1,2,3,3 or 3,3,2,1,1). You may quad tap!  
Make the rifle safe on the table after use.  
With the pistols, shoot the pistol targets through the window in two Arkansas Shuffles. You may quad tap the pistol targets, same as the rifle targets.  
Reholster pistols after use.  
With the shotgun, step to either side of the façade and shoot two shotgun targets. Taking the shotgun with you, move to the other side of the façade, observing the 170° rule and shoot the other two shotgun targets.  
**DO NOT LOAD THE SHOTGUN ON THE MOVE!**  
Make the shotgun safe.

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

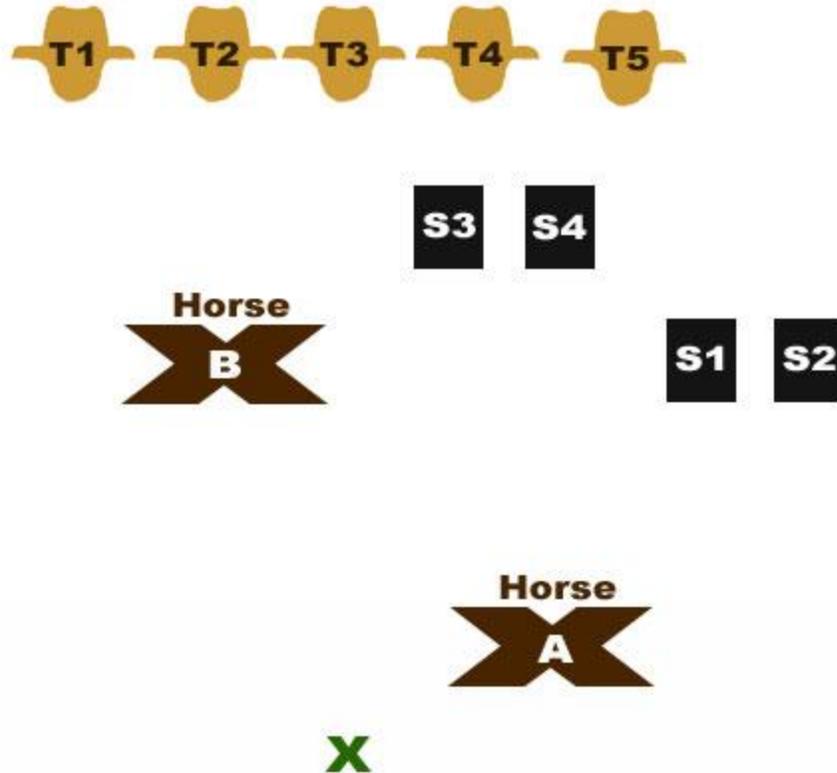
After you have completed the stage, safely go to the unloading table.

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

**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 Horse A  
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: **Deja vu!**

At the Beep: With the rifle, shoot T1, T2, T4, T5 once and T3 six times in any order.  
Make the rifle safe.  
Somewhere between Horse A and Horse B, shoot the shotgun targets once each for a total of four.  
**DO NOT LOAD THE SHOTGUN ON THE MOVE!**  
Once you put a shell in your shotgun, you **MUST STOP** and shoot from that point.  
From Horse B, use your revolvers to shoot the five targets as you did with the rifle: six on T3, one on the other four targets, in any order.  
After you have completed the stage, safely go to the unloading table.

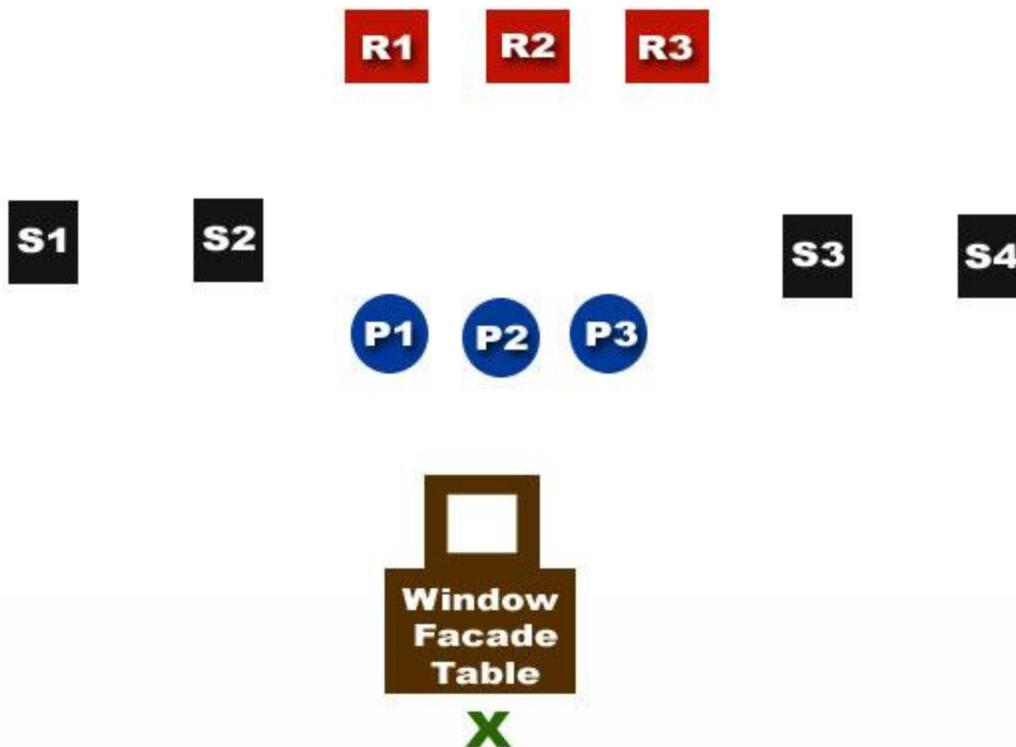
After you have completed the stage, safely go to the unloading table.

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

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

Stage 5 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 on his or her belt .

**Starting Phrase: Nice façade!**

**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 window in the following  
Sequence: 2,2 1,2,3; 2,2,1,2,3.  
Make the rifle safe on the table after use.  
With the revolvers, shoot the revolver targets through the window in two  
sequences as above: 2,2,1,2,3 then 2,2,1,2,3.  
Make revolvers safe after use.  
With the shotgun, step to either side of the façade and shoot two shotgun targets.  
Taking the shotgun with you, move to the other side of the façade, observing the 170° rule  
and shoot the other two shotgun targets.  
**DO NOT LOAD THE SHOTGUN ON THE MOVE!**  
Make the shotgun 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.

**May 15, 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!