

GCGS Mid-Month Match – Sunday October 21, 2018

Hello. This is the midmonth match for October. It is written for traditional Wild Bunch, Urban Cowboy, and of course Cowboy shooters. Wild Bunch shooters must adhere to the S.A.S.S rules. 45-1911's, rifle caliber 40 and over, etc. Urban Cowboy is a more loosely defined category of Wild Bunch. You can use Glocks, Sigs, Kimbers, etc. 9mm's, 40's, and 45's all can be used. Any main match rifle can be used. In both categories '97 pump shotguns are a must. If you are going to shoot WB or UC the S.A.S.S. hand book is on the S.A.S.S. website. Taking a peek at it can only help. Here are a few reminders. Well, more than a few.

1 – Ammo to be unjacketed and within S.A.S.S power factor guidelines.

2 – Clear pistol with R.O. at the end of each run.

3 – Shotgun misses in WB / UC cannot be made up.

4 – No matter what occurs during the stage after the 1st rd. goes downrange it is important to remember the semi-auto handgun cannot be re-holstered until after the course of fire is completed and it is checked clear by the RO and made safe.

5 - Safe conditions of the pistol during the course of fire are as follow:

- A) Safe movement in hand prior to first charging: Slide forward on an empty with full mag, empty mag, or no mag.
- B) Safe movement in hand after the 1st charging: Slide locked open with full mag, empty mag, or no mag.
- C) Safe to leave shooters hand: Slide locked open, with full mag, empty mag, or no mag.
- D) Safe for re-holstering: Slide forward and hammer down on an empty chamber with no mag. Only after RO inspection at the firing line.
- E) Cleared pistol shall remain holstered at the unloading table.

6 – Loading and unloading movement with shotgun:

- A) Shotgun magazines may be loaded with the number of rds. required for the initial target sequence. Any additional rds. must be loaded from the body or other specified staging position.
- B) Loaded shotguns must be staged muzzle down, action closed, the chamber empty, and the hammer on the safety notch or fully down.
- C) Unloaded shotguns shall be staged with action open.
- D) The shotgun magazine will be loaded after closing the action and lowering the hammer on an empty chamber.

7 – Safe conditions of shotgun during a course of fire are as follows:

- A) Safe to leave the shooters hands:
 - 1) Empty of live ammo, action cleared, with muzzle safely downrange.
 - 2) Hammer fully down on an empty chamber or expended rd., action closed (restaged for further use)
- B) Safe for movement with shotgun in hand:
 - 1) Action open, rd. on carrier.
 - 2) Hammer fully down on empty chamber or spent rd., action closed.

8 – Shotgun must be cleared at the unloading table.

9 – Rifle: All actions with rifle are the same as Cowboy rules.

Stage 1

Pistol (s) – Cowboy: 10 rds. on table WB / UC: 14 rds. on table Rifle – 10 rds. in window Shotgun – Cowboy: 4+ in hand WB / UC: 4 in hand

Shooting order: begin with pistol

Shooter starts behind table, hands on table. The line is, **“Give,em hell!”** ATB with pistol (s)

Cowboy: Double tap Nevada sweep starting on the center target. Restage on table.

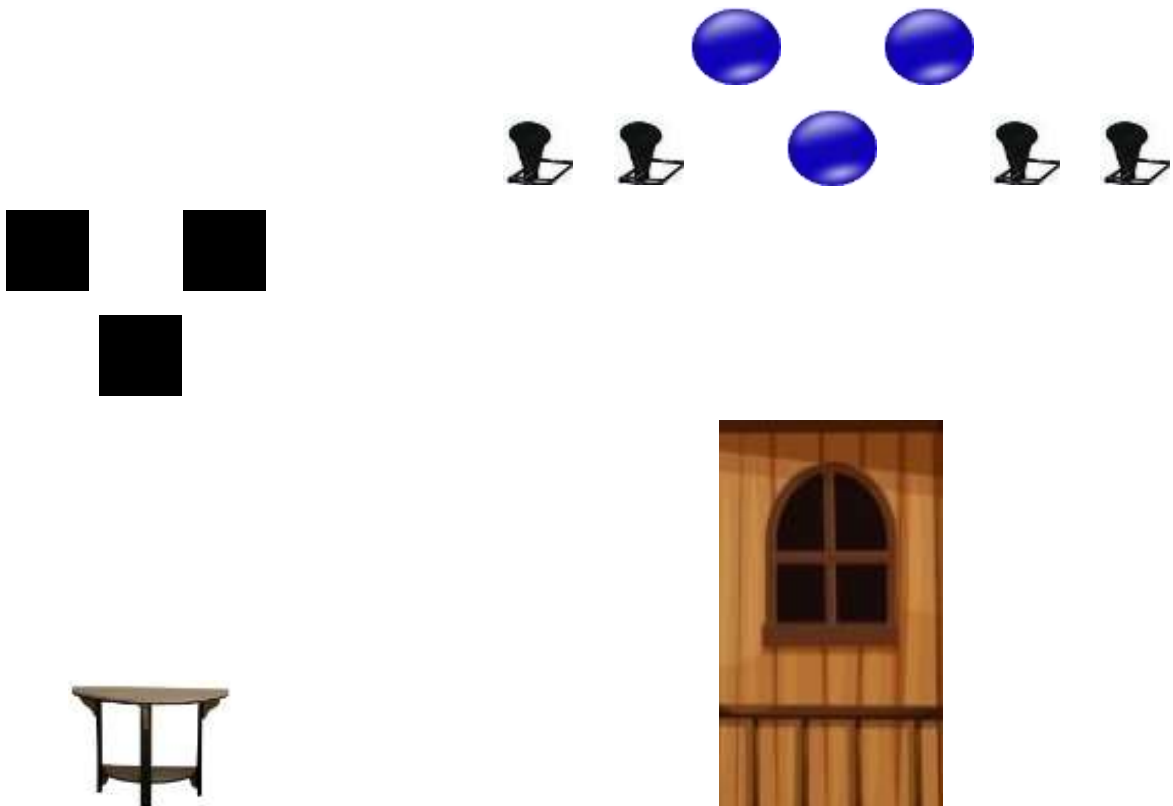
WB / UC: Double tap continuous Nevada sweep starting on the center target. Restage on table.

Move to window. Long guns in any order.

Rifle – Double tap Nevada sweep starting on the center target. Restage.

Shotgun – Cowboy: 4+, PMF. Restage.

WB / UC: 4, Restage. Don't miss. No make ups.



Stage 2

Pistol (s) – Cowboy: 10 rds. holstered WB / UC: 14 rds. holstered Rifle – 10 rds. on rock Shotgun – Cowboy: 4+ on rock WB / UC: 4 on rock

Shooting order: shotgun, rifle, pistol (s)

Shooter starts between cacti, shotgun in hand. The line is, **“If they move, Kill'em!”** ATB with shotgun,

Cowboy: At the direction of the RO load 2 rds. Then ATB, engage poppers. Knock'em down.

WB / UC: Knock'em down. Remember. No make ups. If your shotgun cannot stoke 6 you may load one, only, from the body.

Move with safe shotgun to restage on table. With rifle engage targets 1,2,1,2,1, from either end with the last 3 rds. on the center target. Restage. With pistol (s)

Cowboy: Pendulum sweep targets starting from either end. Holster.

WB / UC: With 1st mag engage targets 1,2,1,2,1 from either end. With 2nd mag repeat instructions from opposite end. Make pistol safe.



Stage 3

Pistol (s) – Cowboy: 10 rds. holstered WB / UC: 14 rds. holstered Rifle – 10 rds. on table Shotgun – Cowboy: 4+ on table WB / UC: 4 on table

Shooting order: pistol (s), rifle, shotgun

Shooter starts behind coal car one hand pointed down range the other at side. The line is, **“The end is here, you scum!”** ATB, with pistol (s)

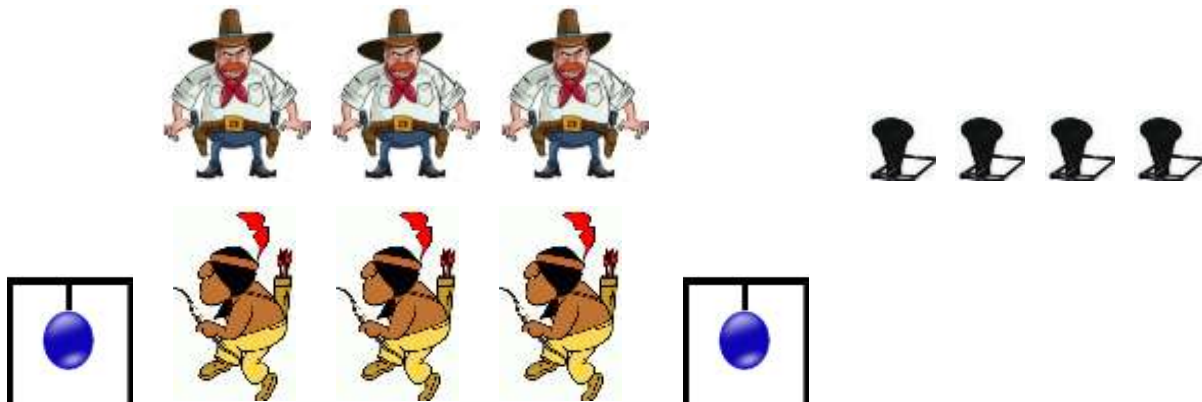
Cowboy: With 1st pistol engage lower targets from either end 1,2,1 with the last round on a swinger. Holster. With 2nd pistol repeat from opposite direction using the other swinger. Holster.

WB / UC: With 1st mag engage lower targets from either end with pendulum sweep with the 7th rd. on a swinger. With 2nd mag repeat from opposite end using the other swinger. Make pistol safe.

With rifle alternate single tap the outside targets for 4 rds. then dump 6 rds. on the center target. Restage. Move to horse. With shotgun

Cowboy: Shoot'em. PMF.

WB /UC: Knock'em down. Tough if you miss.



Stage 4

Pistol (s) – Cowboy: 10 rds. holstered WB /UC: 14 rds. holstered Rifle – 10 rds. on table Shotgun – Cowboy: 4+ in either window WB / UC: 4 in either window

Shooting order: rifle, pistol (s), shotgun

Shooter starts behind table, hands on hat. The line is, “**Light’em, up boys!**” With rifle, using the upper targets, for first 5rds engage targets from either end 1,1,3. With second 5rds. repeat from opposite end. Restage. With pistol (s)

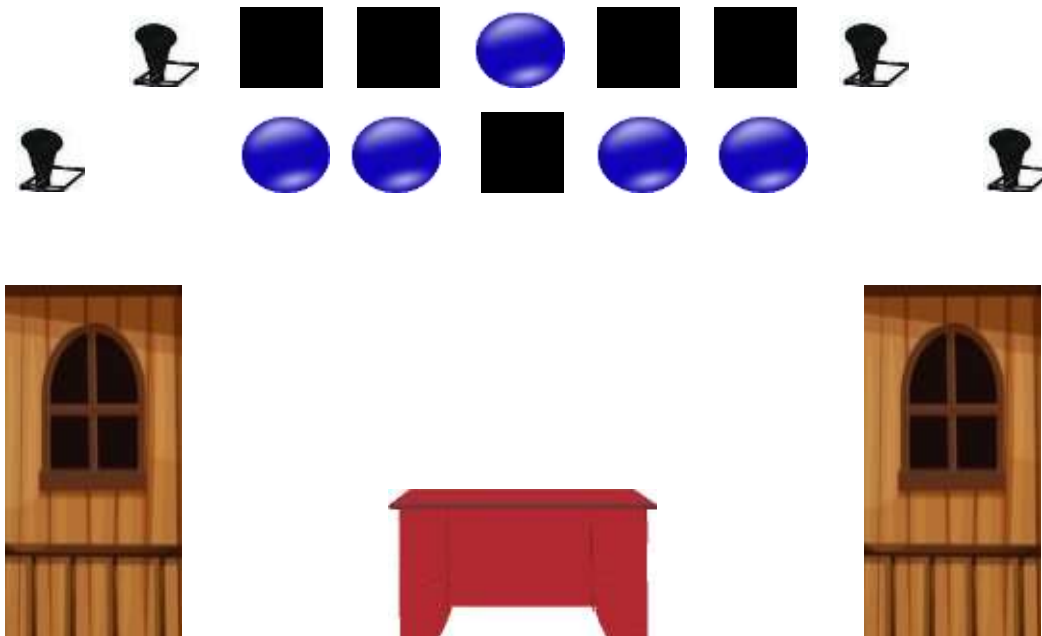
Cowboy: using lower targets repeat rifle sequence. Holster

WB /UC: Using both mags sweep targets from either end 3,3,2,3,3. Make pistol safe.

Move to shot gun location. With shot gun

Cowboy: Engage 2 poppers. PMF. With safe shotgun move to opposite window and engage the remaining poppers. PMF.

WB / UC: Engage 2 poppers. With safe shotgun move to opposite window and engage the remaining poppers. And tough again if you miss.



Stage 5

Pistol (s) – Cowboy: 10 rds. holstered WB / UC: 14 rds. holstered Rifle – 10 rds. on table Shotgun – Cowboy: 4+ rds. either window WB / UC: 4 rds. either window

Shooting order: shotgun, pistol (s), rifle or shotgun, rifle, pistol (s)

Shooter starts in either window, hands on hips. The line is, **“You’re not worth the lead to put you out of your misery.”** ATB, with shotgun

Cowboy: Engage 2 poppers. PMF. With safe shotgun move to opposite window. Engage remaining poppers. PMF. Restage in window.

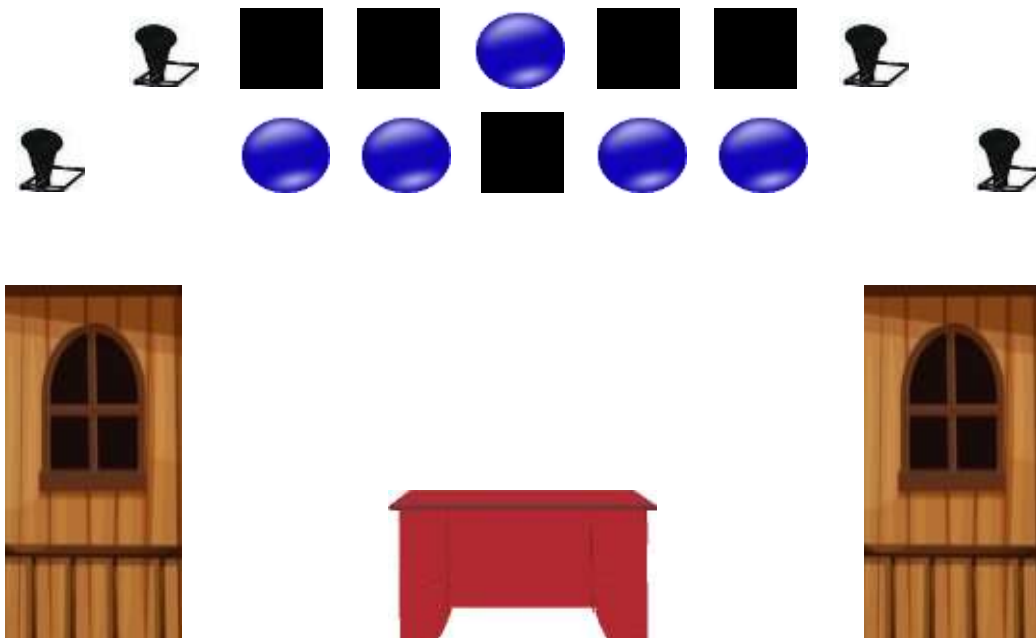
WB / UC: Engage two poppers. With safe shotgun move to opposite window. Engage remaining poppers. Restage in window.

Move to table. Any order on the remaining weapons.

Pistol (s) – Cowboy: Engage lower targets with a traditional Hoot Sweep. 2,1,1,1, from either end. Then 1,1,1,2 from the 1st inside target from the same end. Holster pistols.

WB / UC: Engage lower targets with a modified Hoot Sweep. 3,2,1,1, from either end. Then 1,1,2,3 from the 1st inside target from the same end. Make pistol safe.

Rifle – Engage upper targets with a traditional Hoot Sweep. Restage.



Stage 1

Steel – 2 blue uprights
1 red upright
2 white uprights
1 short red upright
3 large squares
3 large circles
4 poppers
6 bases

Props – 1 half moon table
1 façade

Stage 2

Steel – 1 double black upright
1 blue upright
1 white upright
1 red upright
1 short red upright
5 tombstones
6 poppers
7 bases

Props – 2 large cacti
1 rock table

Stage 3

Steel – 3 blue uprights
3 red uprights
3 cowboys
3 Indians
2 swingers
4 poppers
6 bases

Props – 1 coal car
1 horse
2 wooden bases
(back trailer)

Stages 4 & 5

Steel – 5 blue uprights
5 short red uprights
5 large squares
5 large circles
10 bases
4 poppers

Props – 2 facades
1 red table