

# Glory Hole 2010

## SHOOTERS HANDBOOK AND STAGE DIAGRAMS



## Silver Queen Mine Regulators

3<sup>rd</sup> Annual

Cowboy Action Shooting Match

April 16<sup>th</sup> Through April 18<sup>th</sup> 2010

At the Burro Canyon Shooting Park

# Glory Hole 2010

## AMMUNITION REQUIRED

Stage	Pistol	Rifle	Shotgun (minimum)
1	10	10	4
2	10	11	6
3	10	10	4
4	9	10	4
5	10	10	4
6	10	11	4
7	10	11	4
8	10	10	6
9	10	10	4
<b>Totals</b>	89	93	40

# Glory Hole 2010

## SCHEDULE OF EVENTS

Friday, April 16, 2010				
Start Time	TAC 1A	TAC 1B	TAC 1C	
10:30 AM	Long Range Events	.22 Event Pocket Pistol	Function Fire Only	
3:00 PM	Range Closed			

Saturday, April 17, 2010						
Start Time	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
	TAC 1A	TAC 1B	TAC 1C	TAC 1A	TAC 1B	TAC 1C
9:30 AM	Posse 1	Posse 2	Posse 3			
10:15 AM	Posse 3	Posse 1	Posse 2			
11:00 AM	Posse 2	Posse 3	Posse 1			
12:00 PM	Lunch					
1:00 PM				Posse 1	Posse 2	Posse 3
1:45 PM				Posse 3	Posse 1	Posse 2
2:30 PM				Posse 2	Posse 3	Posse 1
3:30 PM	Range Closed					

Sunday, April 18, 2010			
Start Time	Stage 7	Stage 8	Stage 9
	TAC 1A	TAC 1B	TAC 1C
9:30 AM	Posse 1	Posse 2	Posse 3
10:15 AM	Posse 3	Posse 1	Posse 2
11:00 AM	Posse 2	Posse 3	Posse 1
12:00 PM	Lunch		
1:00 PM	Awards Ceremony		

10 Rounds

# Glory Hole 2010

**LONG RANGE  
PISTOL  
BAY 1A**



70 Yds



50 Yds

Shooter starts with hands at side, with 1 Pistol, loaded with 5 rounds Holstered. At the Beep – Draw the Pistol and alternate between the Cowboy and the Buzzard. Reload and continue for 10 rounds total.

**Note: *Breaking the 170 degree plane when reloading will constitute a 10 second Safety Penalty.***

10 Rounds

# Glory Hole 2010

**LONG RANGE  
PISTOL CALIBER  
RIFLE  
BAY 1A**

115 Yds



70 Yds



Shooter starts with the Rifle at Port Arms, loaded with 10 Rounds.

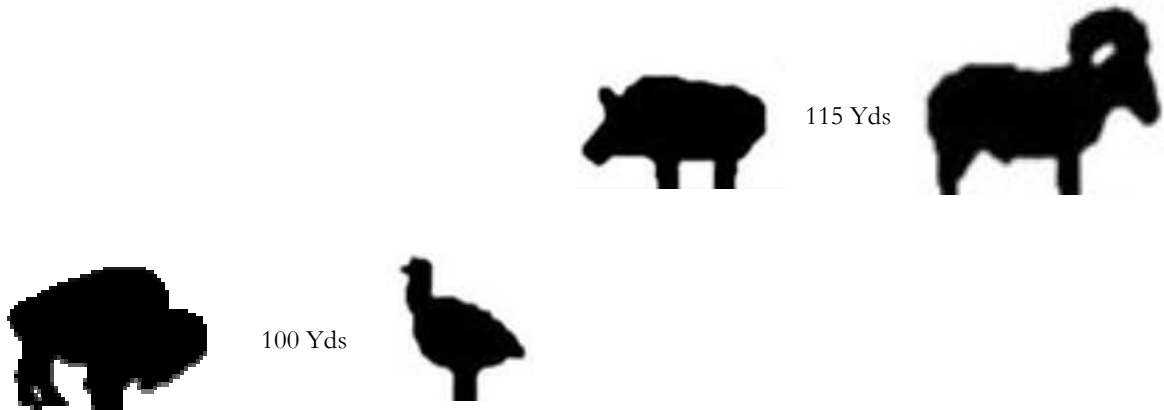
At the Beep – Alternate between the Buzzard and the Ram.

All shots must be fired Standing – Off Hand.

8 Rounds

# Glory Hole 2010

**LONG RANGE  
RIFLE CALIBER  
REPEATER  
BAY 1A**



Shooter starts with the Rifle at Port Arms, loaded with 8 Rounds.

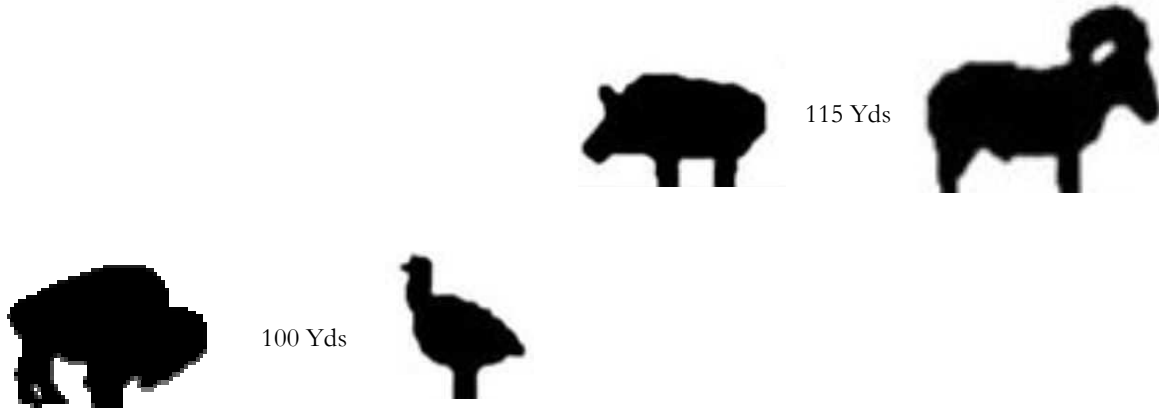
At the Beep – Sweep the Buffalo, Chicken, Pig, and Ram twice.

All shots must be fired Standing – Off Hand.

10 Rounds

# Glory Hole 2010

**LONG RANGE  
SINGLE SHOT  
RIFLE  
BAY 1A**



Shooter starts with the Rifle at Port Arms, action open and empty.

At the Beep – Sweep the Buffalo, Chicken, Pig, and Ram twice,  
then the Pig and Ram for 10 Rounds.

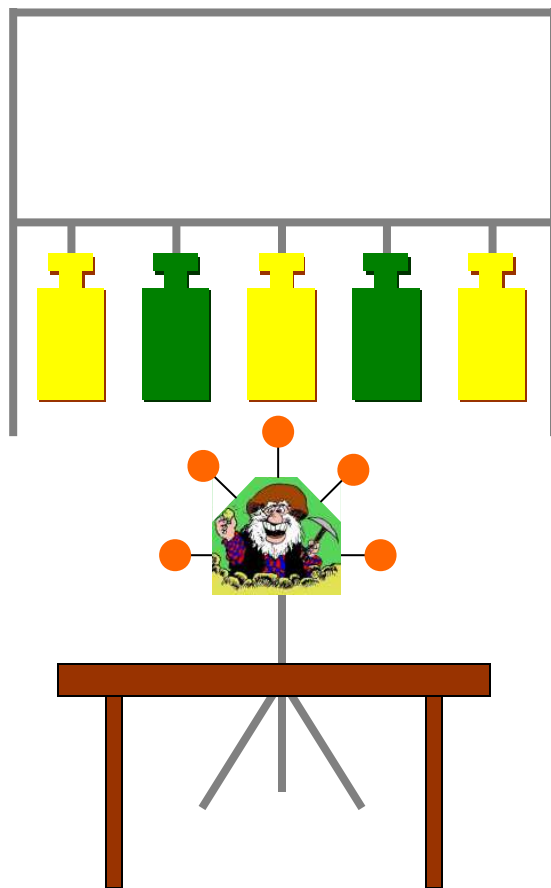
All rounds must come from the body.

All shots must be fired Standing – Off Hand.

10 Rounds

# Glory Hole 2010

## POCKET PISTOL BAY 1B



Shooter starts with both hands flat on the Table.

The Pocket Pistol, loaded with 5 rounds, and additional ammunition are staged on the Table.

At the Beep – Pick up the Pocket Pistol and shoot the 5 Clay Disks on Reggie.

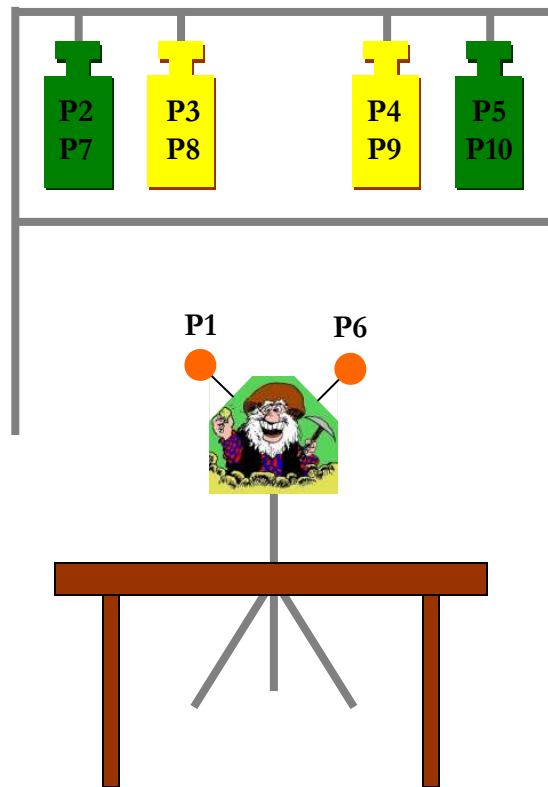
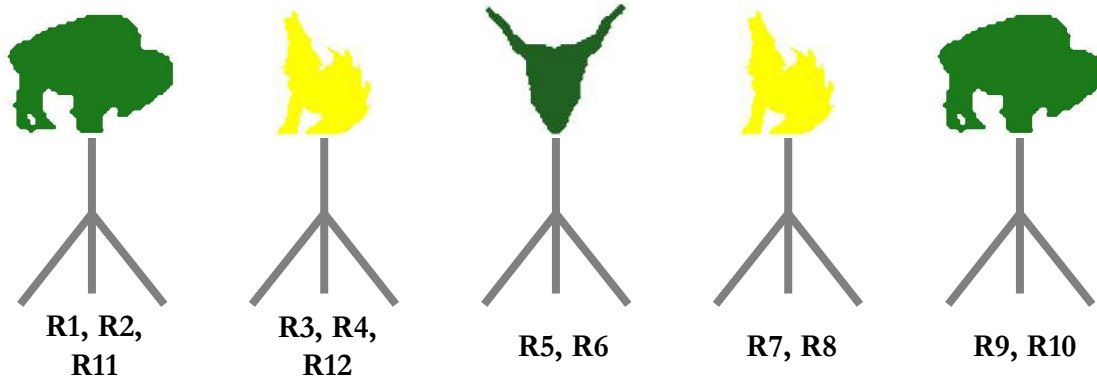
Reload and shoot the 5 Bottle Targets.

**Note: Breaking the 170 degree plane when reloading will constitute a 10 second Safety Penalty.**

10 Pistol  
12 Rifle

# Glory Hole 2010

.22 PISTOL & RIFLE  
BAY 1B



Shooter starts with the Rifle, loaded with 12 rounds, at Port Arms.

The Pistol, loaded with 5 rounds, and additional ammunition staged on the Table.

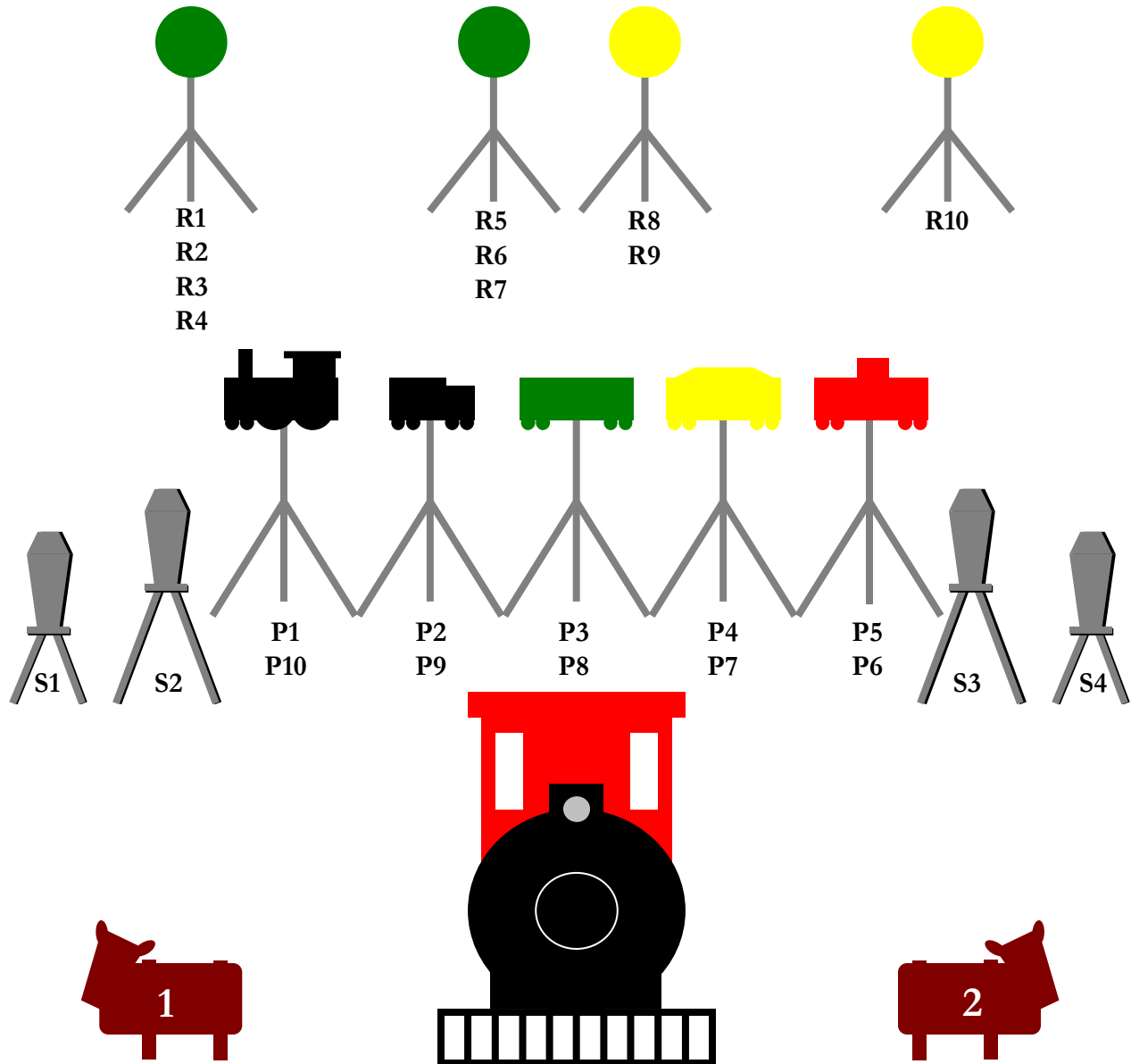
At the Beep – Double Tap the 5 Rifle Targets from Left to Right the Single Tap the First Two Targets. Put down the Rifle and pick up the Pistol and shoot the 1 Clay Disk on Reggie and the 4 Bottle Targets. Reload and repeat.

**Note: Breaking the 170 degree plane when reloading will constitute a 10 second Safety Penalty.**

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE I**  
**BAY 1A**

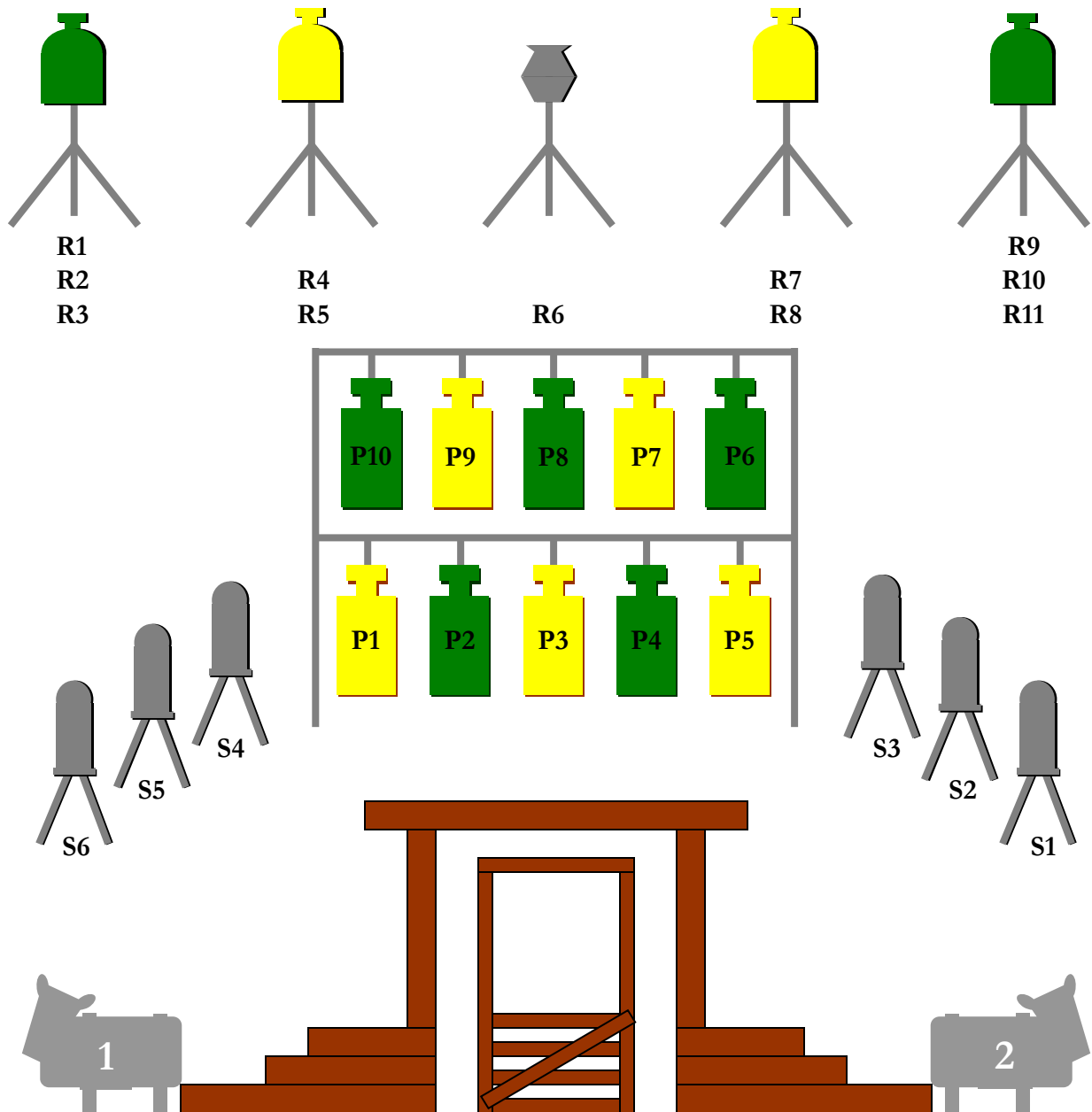


Shooter starts behind Long Gun Rack 1, with the Shotgun staged in Long Gun Rack 1 and the Rifle staged in Long Gun Rack 2. At the Beep, retrieve the Shotgun and move to the Left Side of the Locomotive, shoot S1 & S2 in Any Order move to the Right Side of the Locomotive and shoot S3 & S4 in Any Order. Place the Shotgun in Long Gun Rack 2 and retrieve the Rifle. Shoot a R1 to R10 in a Regressive Sweep. Place the Rifle in Long Gun Rack 2 and draw the 1<sup>st</sup> Pistol and Sweep the Train from Left to Right. Move back to the Left Side of the Locomotive, draw the 2<sup>nd</sup> Pistol and Sweep the Train from Right to Left.

10 Pistol  
11 Rifle  
6+ Shotgun

# Glory Hole 2010

**STAGE 2**  
**BAY 1B**

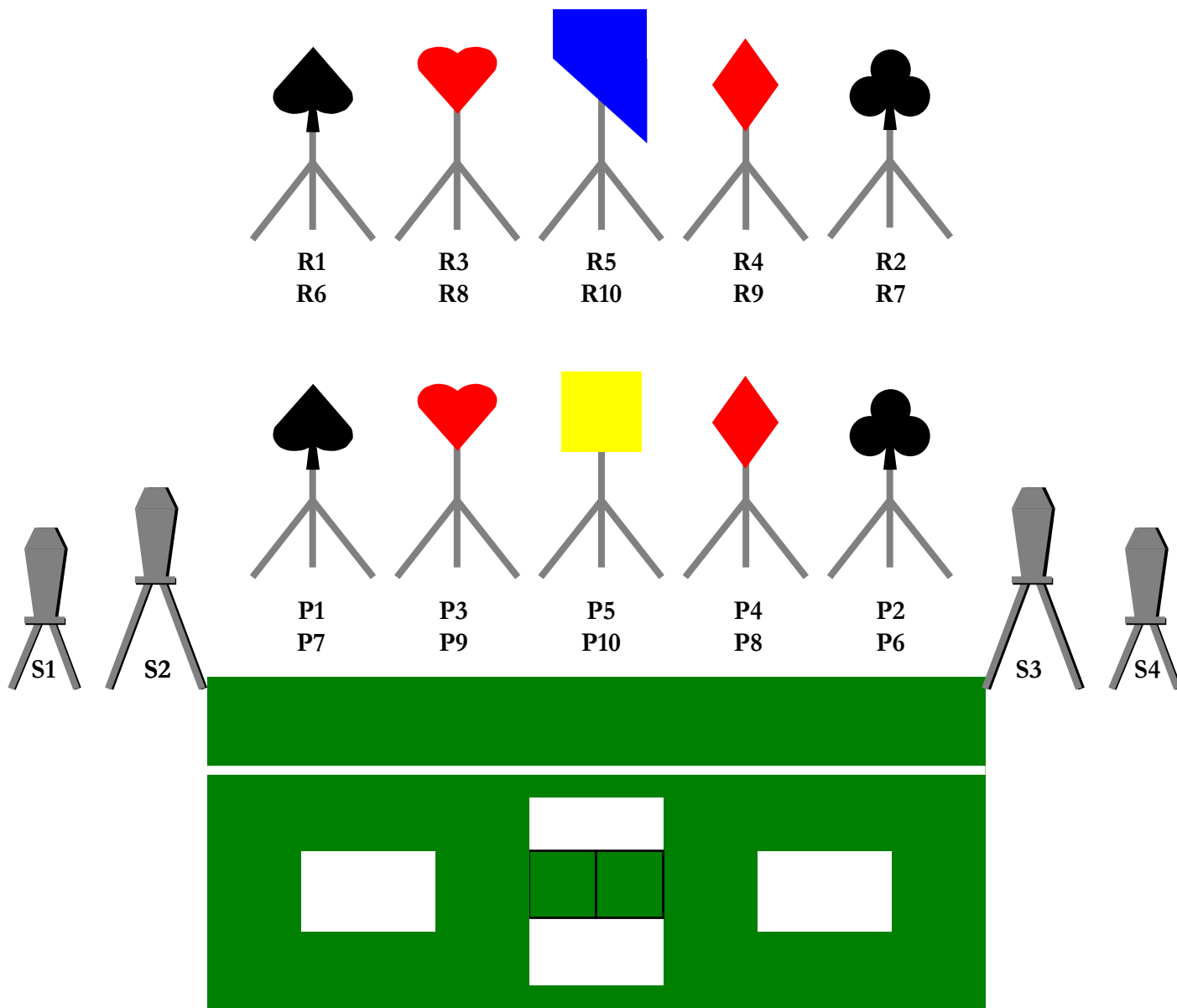


Shooter starts behind Long Gun Rack 1, with the Rifle staged in Long Gun Rack 1 and the Shotgun staged in Long Gun Rack 2. At the Beep, retrieve the Rifle and move to the Left Side of the Mine Opening, shoot R1 to R11 in a Grand Canyon Sweep move to the Long Gun Rack 2 put down the Rifle and retrieve the Shotgun and shoot S1 to S3 from Right to Left. Move to the Left Side of the Mine and Shoot S4 to S6 from Right to Left. Place the Shotgun in Long Gun Rack 1. Move to the Mine Opening and draw 1<sup>st</sup> Pistol and Sweep the Bottom Bottles from Left to Right. Draw 2<sup>nd</sup> Pistol and Sweep the Top Bottles from Right to Left.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE 3**  
**BAY 1C**

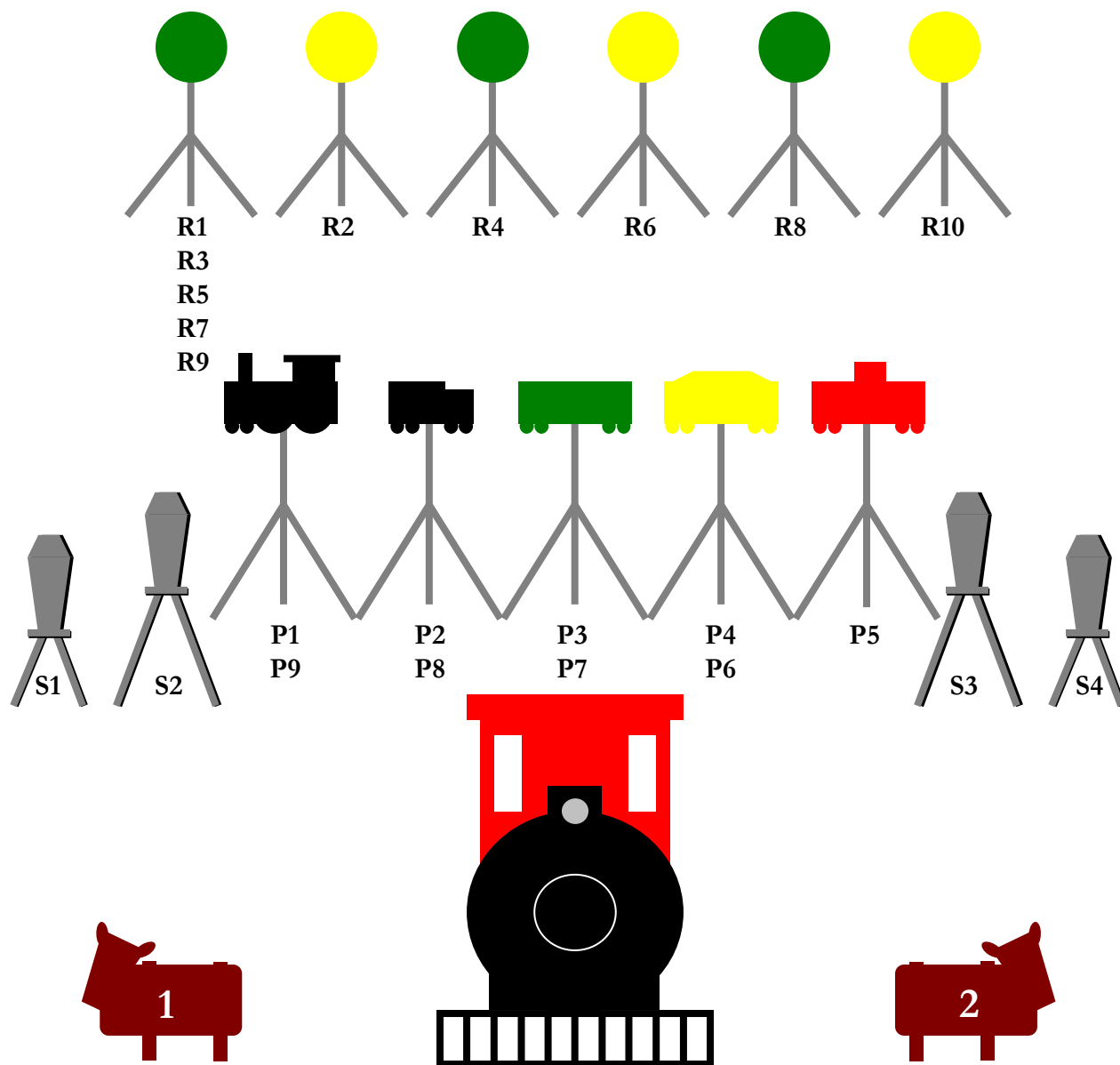


Shooter starts behind Right Window, with the Rifle staged by the Right Window and the Shotgun staged by the Left Window. At the Beep, retrieve the Rifle and shoot R1 to R10 Outside – Outside, Inside – Inside, Center, Repeat, put down Rifle. Move to the Left Window, pick up Shotgun and Shoot S1 & S2 Left to Right. Move to the Right Window and Shoot S3 & S4 Left to Right. Put down the Shotgun. Go through the Door and draw the 1<sup>st</sup> Pistol and shoot P1 to P5 Outside – Outside, Inside – Inside, Center from the Left. Draw 2<sup>nd</sup> Pistol and shoot P6 to P10 Outside – Outside, Inside – Inside, Center from the Right.

9 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE 4**  
**BAY 1A**



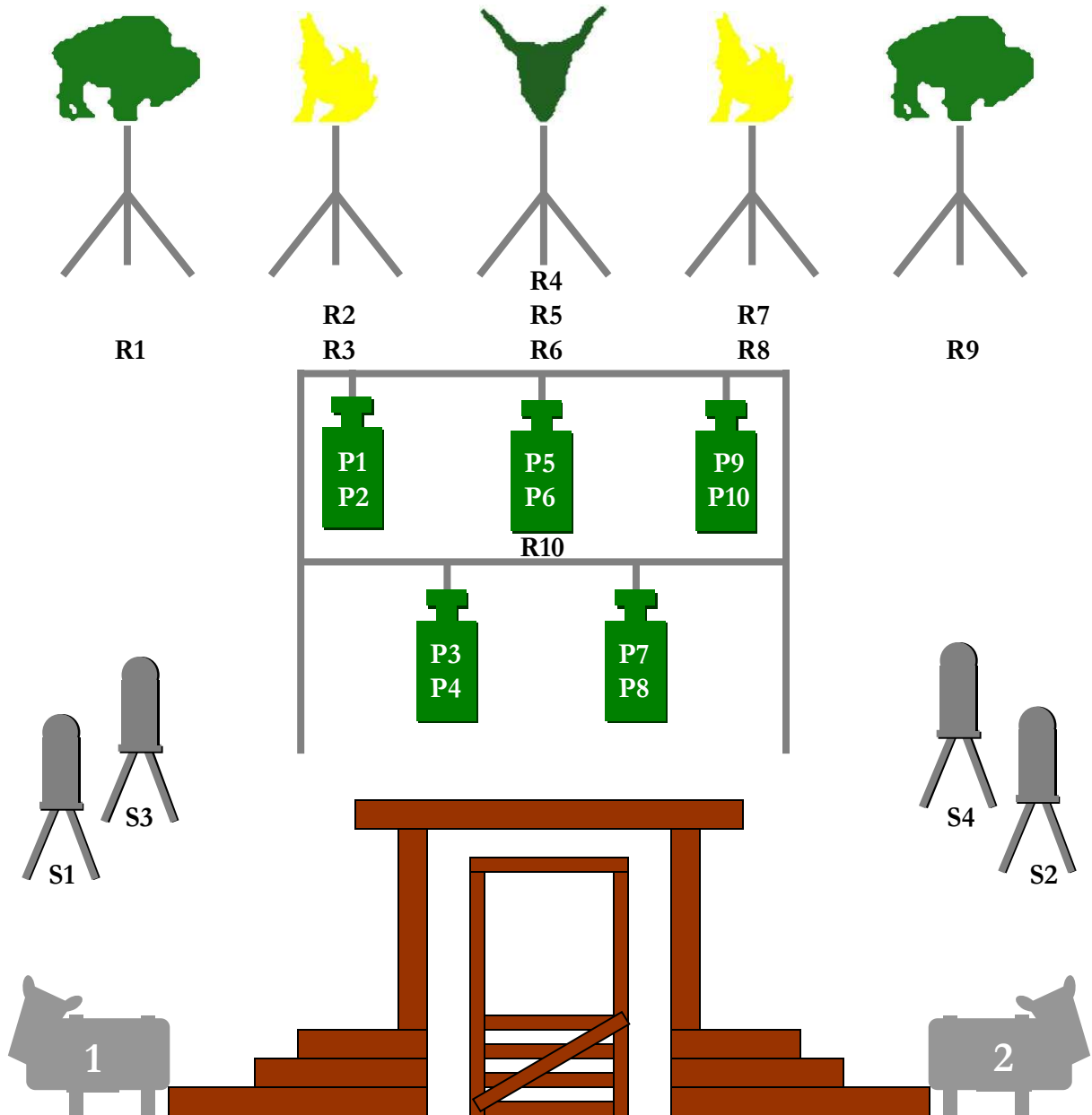
Shooter starts behind Long Gun Rack 1, with the Shotgun at Port Arms and the Rifle staged in Long Gun Rack 2. At the Beep shoot S1 & S2 Left to Right move to the Right Side of the Locomotive and shoot S3 & S4 Left to Right). Place the Shotgun in Long Gun Rack 2 and retrieve the Rifle. Shoot R1 to R10 in a Lefty Sweep. Place the Rifle in Long Gun Rack 2 and draw the 1<sup>st</sup> Pistol and begin a Continuous Nevada Sweep on the Train from the Left. Draw the 2<sup>nd</sup> Pistol and continue the Nevada Sweep.

**Note: Only Load 4 Rounds in the 2<sup>nd</sup> Pistol!**

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE 5**  
**BAY 1B**

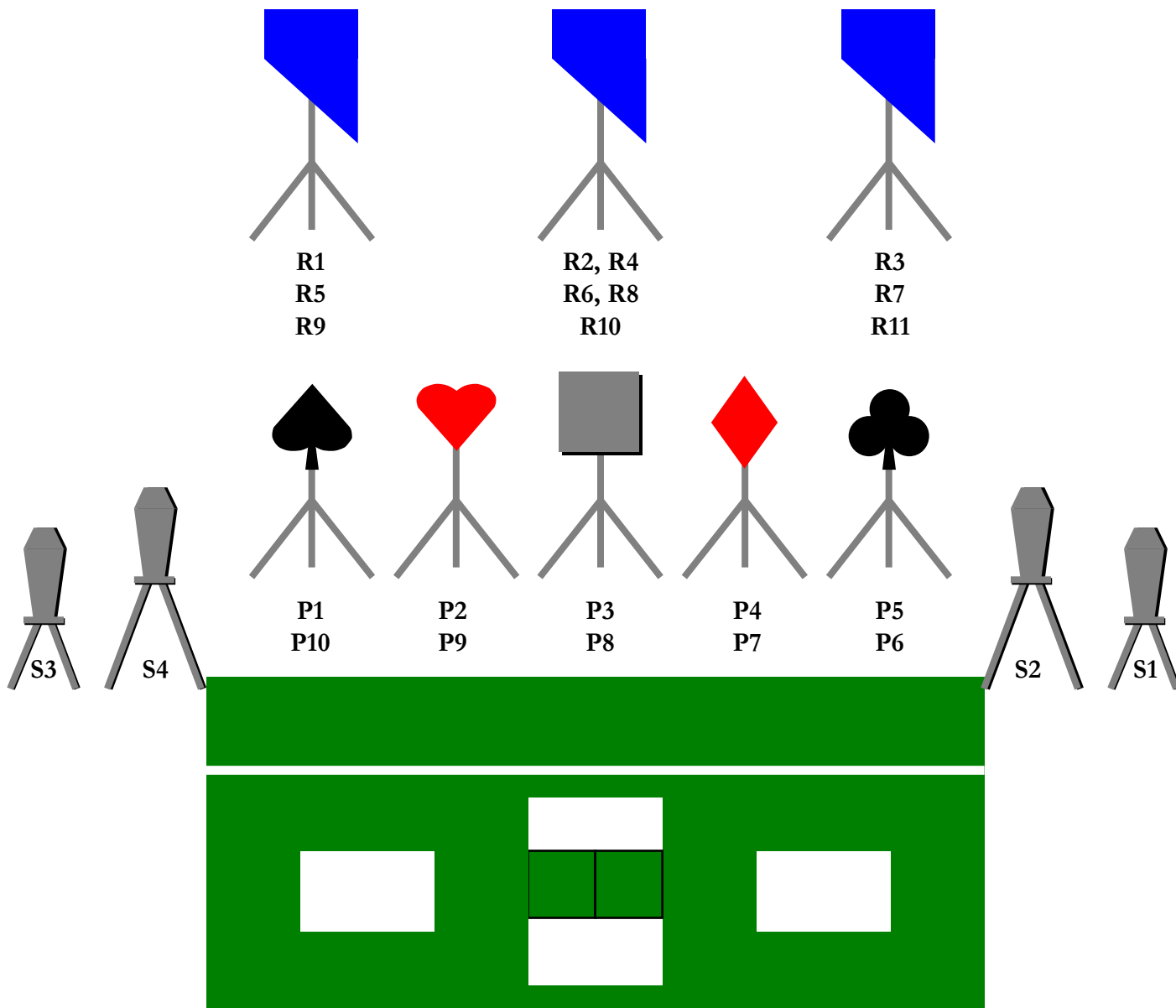


Shooter starts in the Mine Opening with the Rifle staged in Long Gun Rack 1 and the Shotgun staged in Long Gun Rack 2. At the Beep, Draw 1<sup>st</sup> Pistol and start a Double Tap “W” Sweep. Draw 2<sup>nd</sup> Pistol and finish the Sweep. Retrieve the Rifle from Long Gun Rack 1 and shoot R1 to R10 in a Pikes Peak Sweep with the last round on the Top Middle Bottle. Move to the Long Gun Rack 2 put down Rifle and retrieve Shotgun and shoot S1 to S4 Outside – Outside, Inside – Inside from the Left.

10 Pistol  
11 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE 6**  
**BAY 1C**

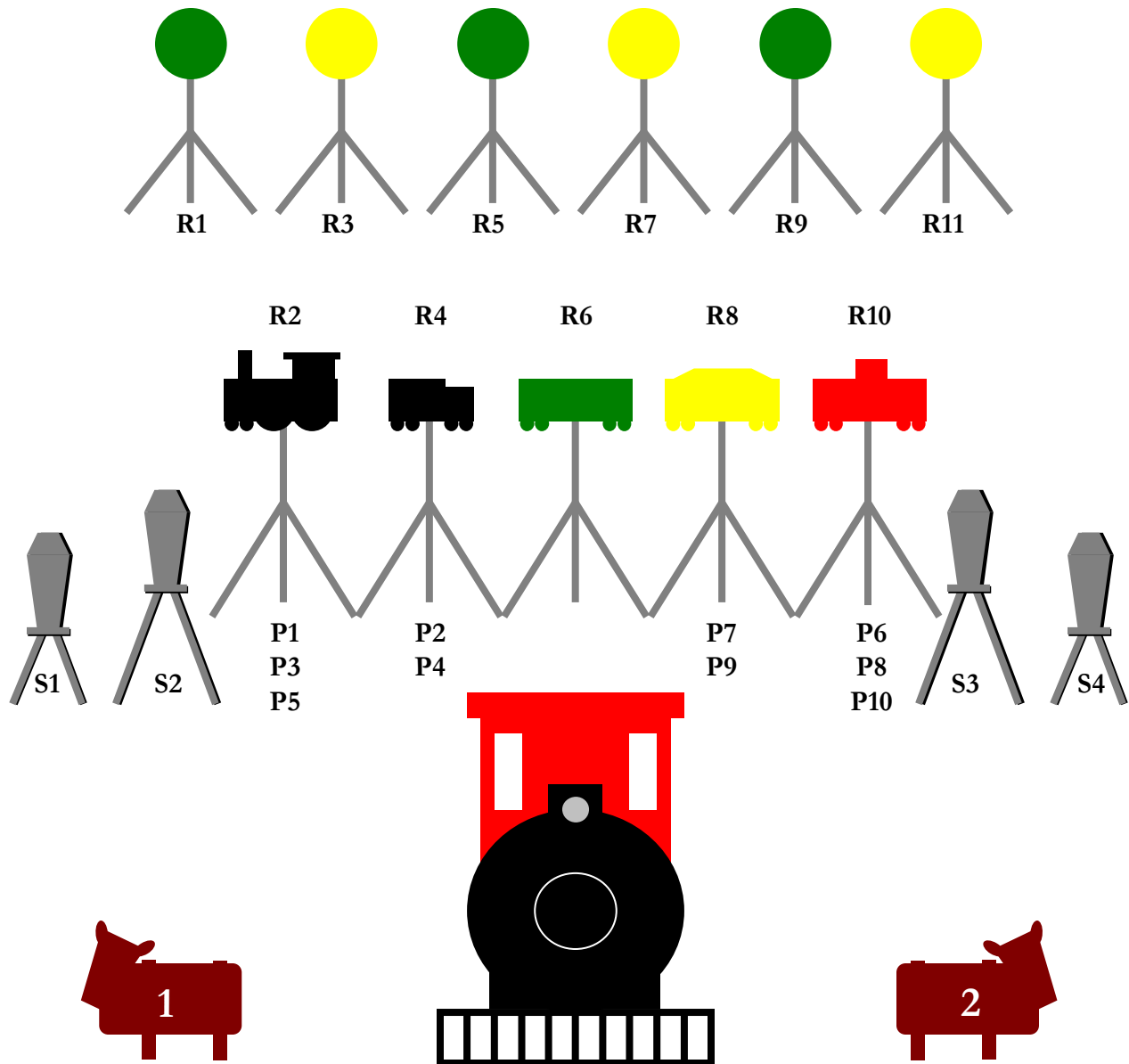


Shooter starts in the Doorway with the Rifle at Port Arms and the Shotgun staged by the Right Window. At the Beep shoot R1 to R11 in a Nevada Sweep. Move to the Right Window, put down the Rifle, pick up the Shotgun and Shoot S1 & S2 Right to Left. Move to the Left Window and Shoot S3 & S4 Left to Right. Put down Shotgun. Go through the Door and draw the 1<sup>st</sup> Pistol and shoot P1 to P5 in a Left to Right Sweep. Draw 2<sup>nd</sup> Pistol and shoot P6 to P10 in a Right to Left Sweep.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE 7**  
**BAY 1A**

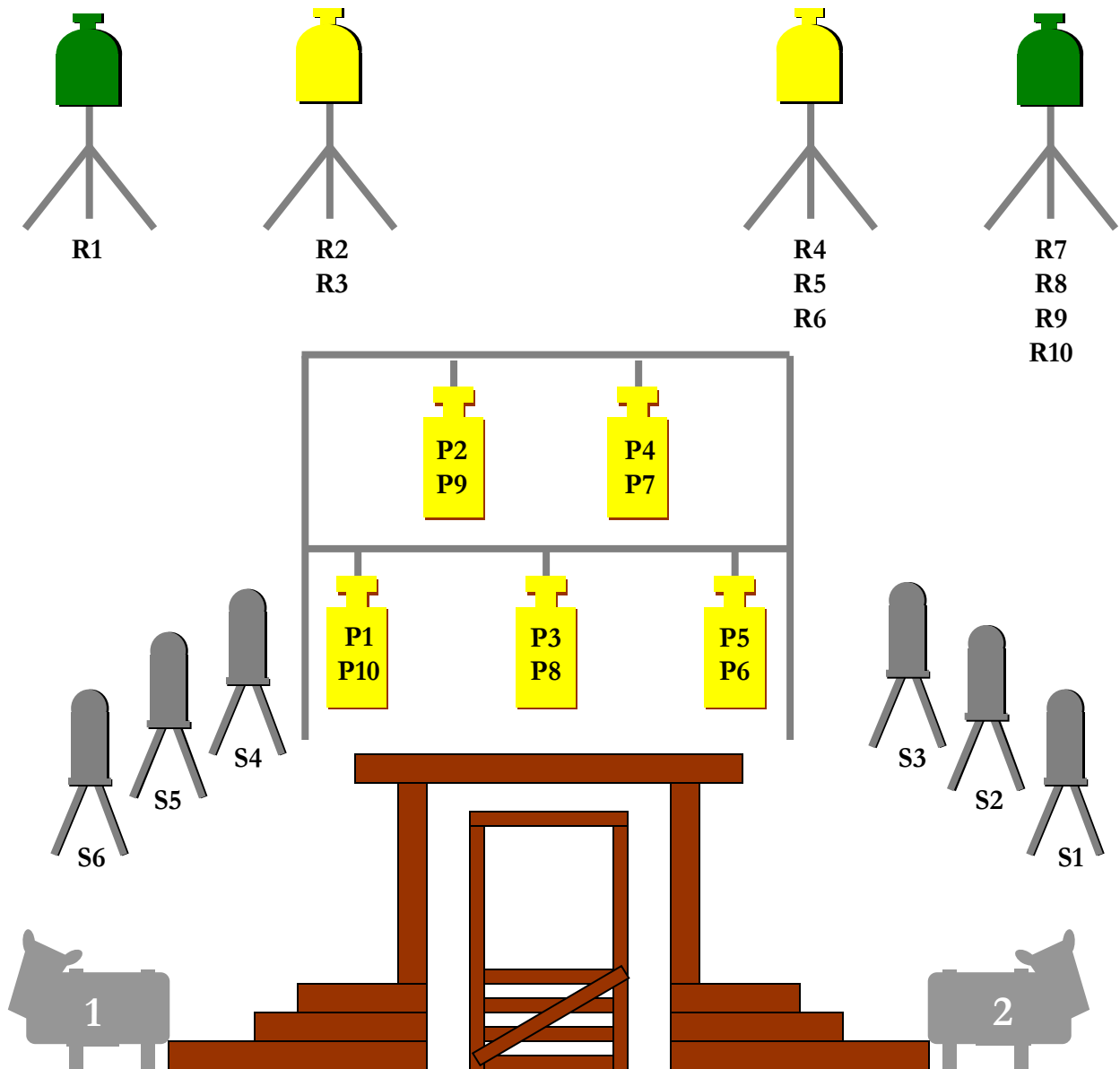


Shooter starts behind Long Gun Rack 2, with the Rifle at Port Arms and the Shotgun staged in Long Gun Rack 1. At the Beep shoot R1 to R10 in a Back – Front Sweep. Move to Long Gun Rack 1, place the Rifle in Long Gun Rack 1 and retrieve the Shotgun. Shoot S1 to S4 from Left to Right, moving as necessary. Place the Shotgun in Long Gun Rack 1, draw the 1<sup>st</sup> Pistol and Shoot P1 to P5 Alternating from the Left. Move to the Right Side of the Locomotive and draw the 2<sup>nd</sup> Pistol and Shoot P6 to P10 Alternating from the Right.

10 Pistol  
10 Rifle  
6+ Shotgun

# Glory Hole 2010

**STAGE 3**  
**BAY 1B**

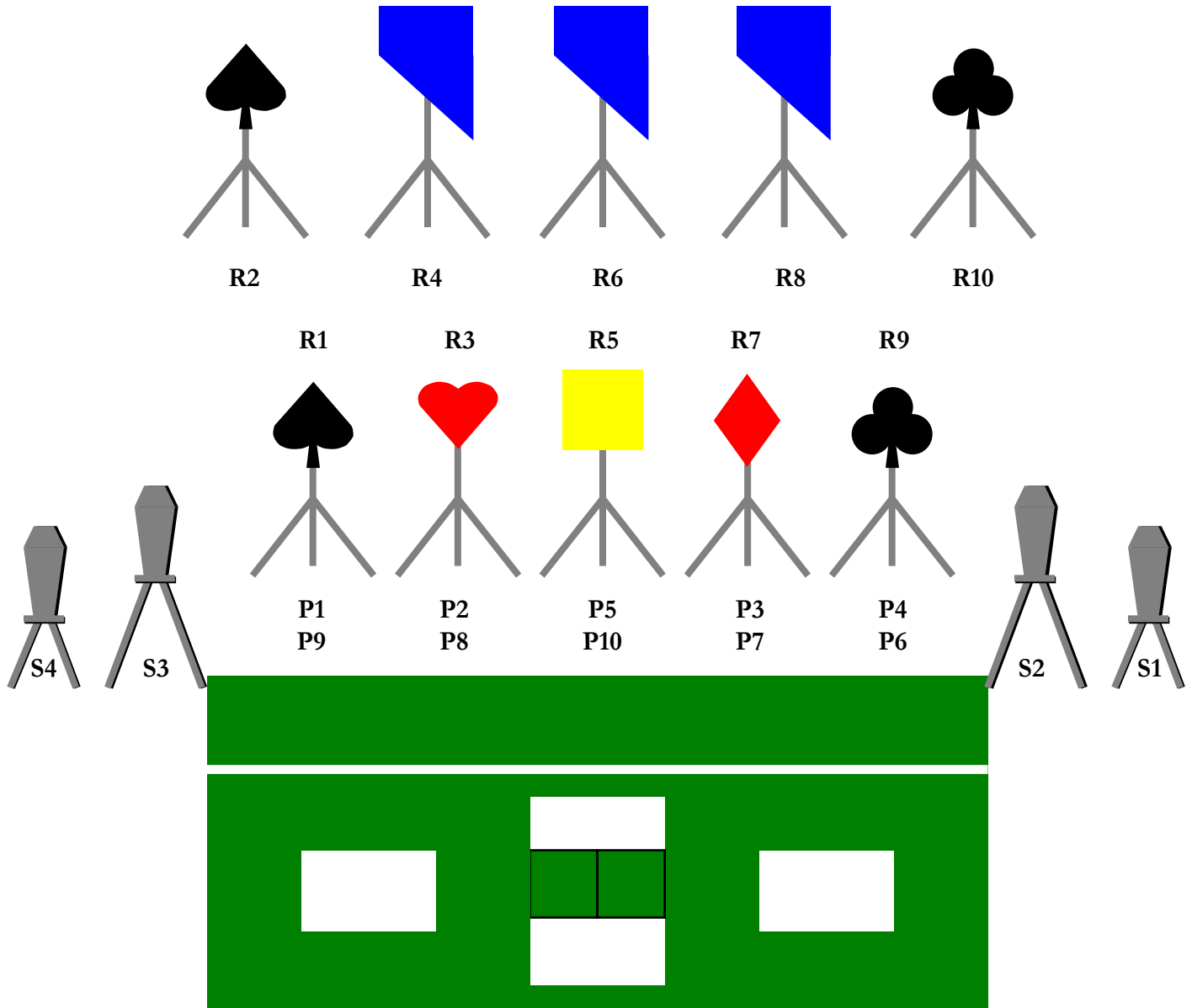


Shooter starts behind Long Gun Rack 2, with the Rifle staged in Long Gun Rack 1 and the Shotgun staged in Long Gun Rack 2. At the Beep, retrieve the Shotgun and shoot S1 to S3 Right to Left, move to Long Gun Rack 1 and shoot S4 to S6 Right to Left. Put down the Shotgun and retrieve the Rifle and Shoot R1 to R10 in a Progressive Sweep. Place the Rifle in Long Gun Rack 1. Move to the Mine Opening and draw the 1<sup>st</sup> Pistol and shoot an “M” from the Left. Draw the 2<sup>nd</sup> Pistol and shoot an “M” from the Right.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2010

**STAGE 3**  
**BAY 1C**



Shooter starts behind the Left Window with the Rifle staged by the Left Window and the Shotgun staged by the Right Window. At the Beep retrieve the Rifle and shoot R1 to R10 in a Front – Back Sweep. Move to the Right Window, put down Rifle, pick up Shotgun and Shoot S1 & S2 Right to Left. Move to the Left Window and Shoot S3 & S4 Right to Left. Put down Shotgun. Go through the Door and draw the 1<sup>st</sup> Pistol and shoot P1 to P5 Card Suites Left to Right, then the Square. Draw 2<sup>nd</sup> Pistol and shoot P6 to P10 Card Suites Right to Left, then the Square.