

# Glory Hole 2011

## SHOOTERS HANDBOOK AND STAGE DIAGRAMS



## Silver Queen Mine Regulators

4<sup>th</sup> Annual

Cowboy Action Shooting Match

April 15<sup>th</sup> Through April 17<sup>th</sup> 2011

At the Burro Canyon Shooting Park

# Glory Hole 2011

## AMMUNITION REQUIRED

Stage	Pistol	Rifle	Shotgun (minimum)
1	10	10	4
2	10	10	4
3	10	10	4
4	10	9	6
5	10	10	4
6	10	8	4
7	10	10	4
8	10	11	4
9	10	9	4
<b>Totals</b>	90	87	38

# Glory Hole 2011

## SCHEDULE OF EVENTS

Friday, April 15, 2011				
Start Time	TAC 1A	TAC 1B	TAC 1C	
10:30 AM	Long Range Events	.22 & Pocket Pistol	Function Fire Only	
3:00 PM	Range Closed			

Saturday, April 16, 2011						
Start Time	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
	TAC 1A	TAC 1A	TAC 1B	TAC 1B	TAC 1C	TAC 1C
9:30 AM	Posse 1		Posse 2		Posse 3	
10:15 AM		Posse 1		Posse 2		Posse 3
11:00 AM	Posse 3		Posse 1		Posse 2	
12:00 PM	Lunch					
1:00 PM		Posse 3		Posse 1		Posse 2
1:45 PM	Posse 2		Posse 3		Posse 1	
2:30 PM		Posse 2		Posse 3		Posse 1
3:30 PM	Range Closed					

Sunday, April 17, 2011				
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 2011

**LONG RANGE  
PISTOL  
BAY 1A**



70 Yards



50 Yards

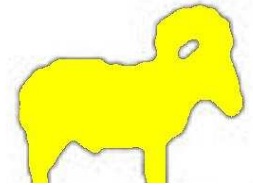
Shooter starts with hands at side, with 1 Pistol, loaded with 5 rounds Holstered. At the Beep – Draw the Pistol and alternate between the Cowboy and the Buzzard. Reload and continue for 10 rounds total.

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

10 Rounds

# Glory Hole 2011

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



115 Yds



70 Yds

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

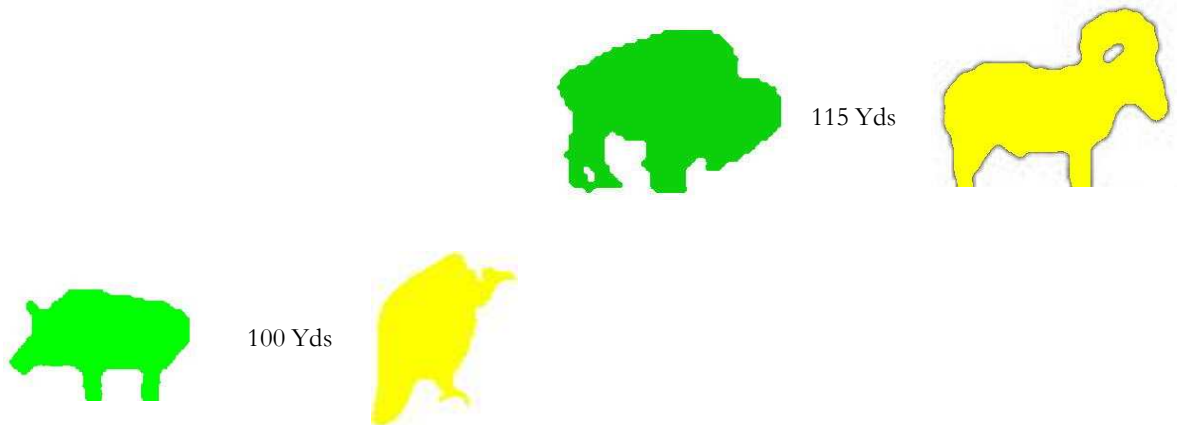
At the Beep – Alternate between the Buzzard and the Ram.

All shots must be fired Standing – Off Hand.

8 Rounds

# Glory Hole 2011

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



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

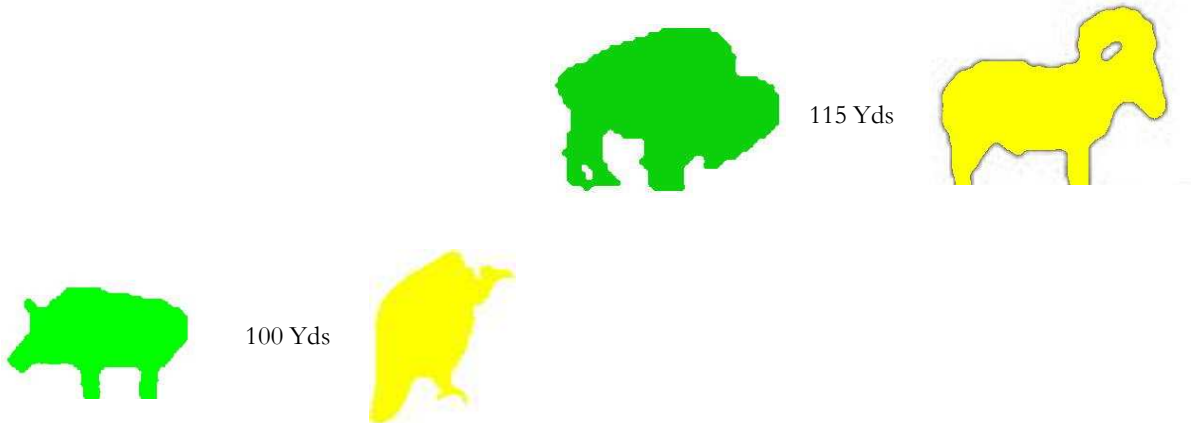
At the Beep – Sweep the Pig, Buzzard, Bison, and Ram twice.

All shots must be fired Standing – Off Hand.

10 Rounds

# Glory Hole 2011

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



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

At the Beep – Sweep the Pig, Buzzard, Bison, and Ram twice,  
then the Bison and Ram for 10 Rounds.

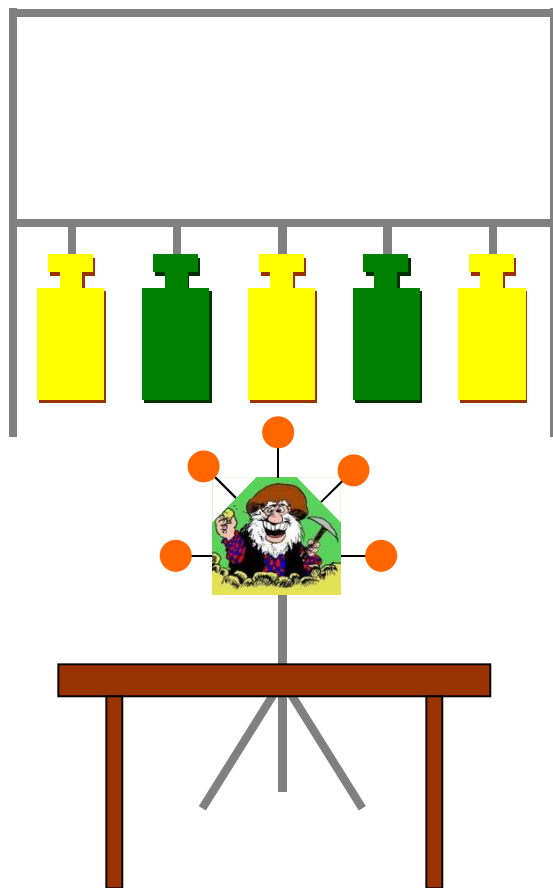
All rounds must come from the body.

All shots must be fired Standing – Off Hand.

10 Rounds

# Glory Hole 2011

## 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.

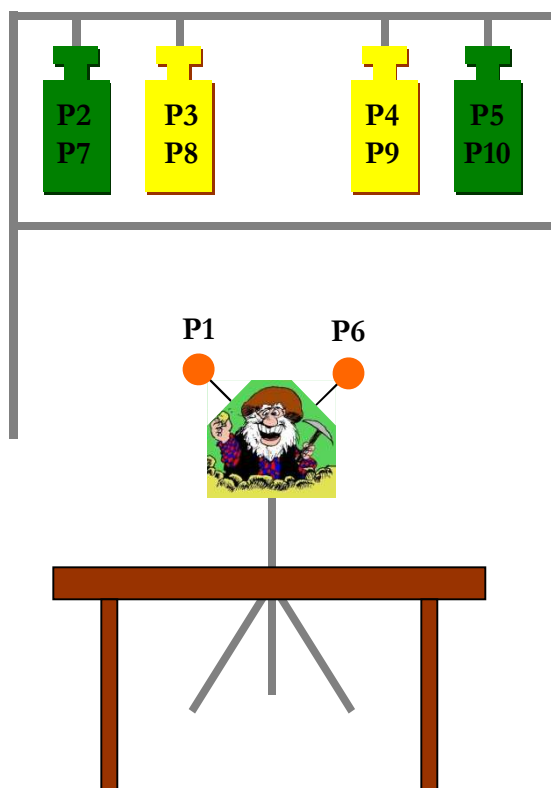
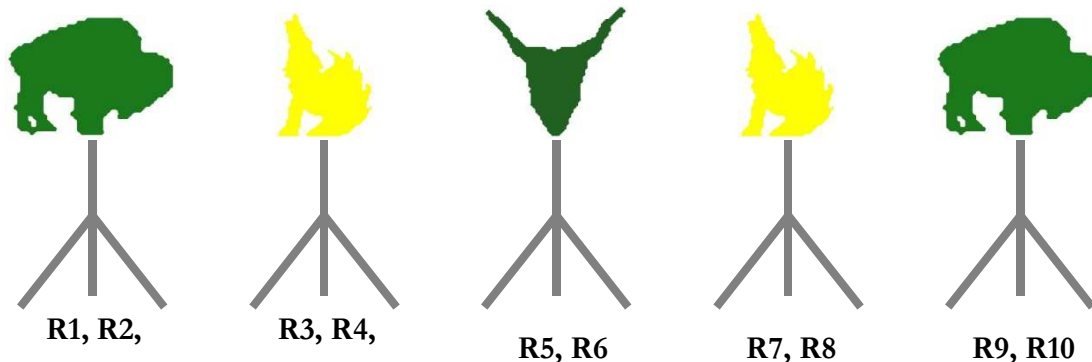
Reload and shoot the 5 Bottle Targets.

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

10 Pistol  
10 Rifle

# Glory Hole 2011

.22 PISTOL & RIFLE  
BAY 1B



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

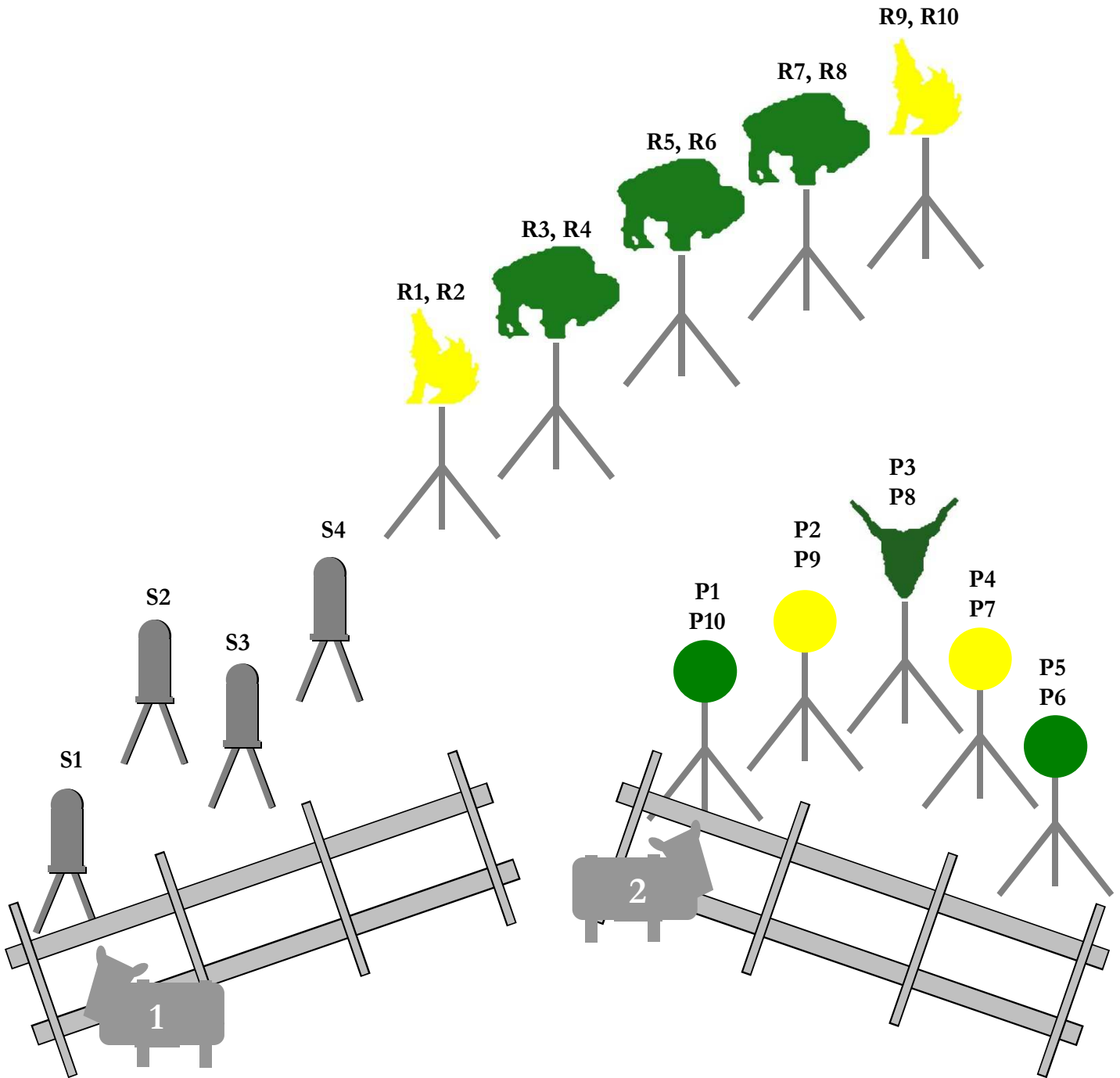
The Pistol, loaded with 5 rounds, and additional ammunition staged on the Table.  
At the Beep – Double Tap the 5 Rifle Targets from Left to Right. Put down the Rifle and pick up the Pistol and shoot 1 Clay Disk on Reggie and the 4 Bottle Targets (any order).  
Reload and repeat.

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

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2011

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

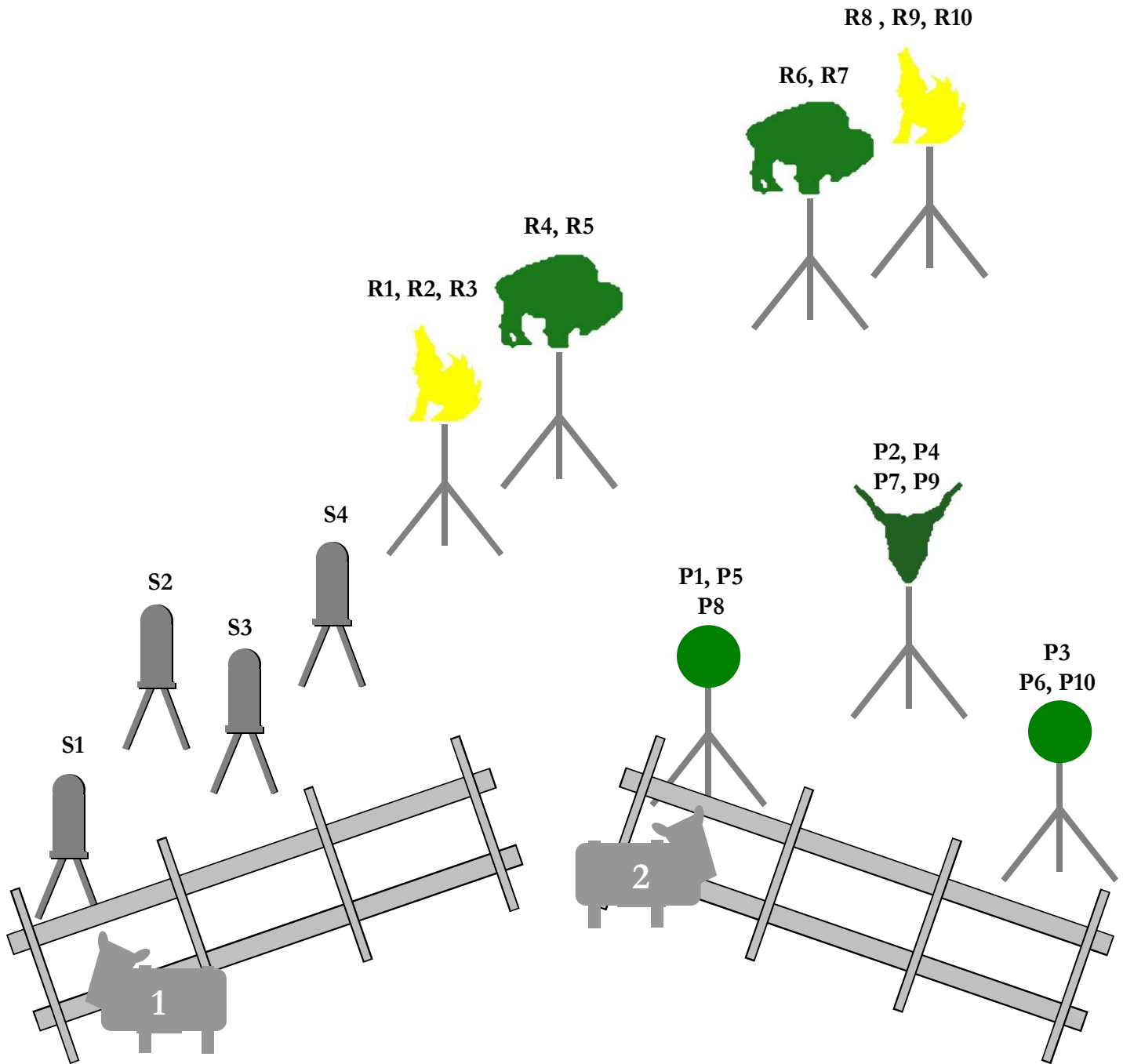


Shooter starts standing to the right of Rack 1 with hands at sides. The Shotgun is staged on Rack 1 and the Rifle is staged on Rack 2. At the Beep, retrieve the Shotgun and Sweep the targets from the Left. Return the Shotgun to Rack 1 and move to Rack 2. Retrieve the Rifle and Double Tap the Coyotes and Bison from the Left. Return the Rifle to Rack 2. Move to the center of the Right Fence, draw the 1<sup>st</sup> Pistol and Sweep the targets from the Left. Draw the 2<sup>nd</sup> Pistol and Sweep the targets from the Right.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2011

**STAGE 2**  
**BAY 1A**

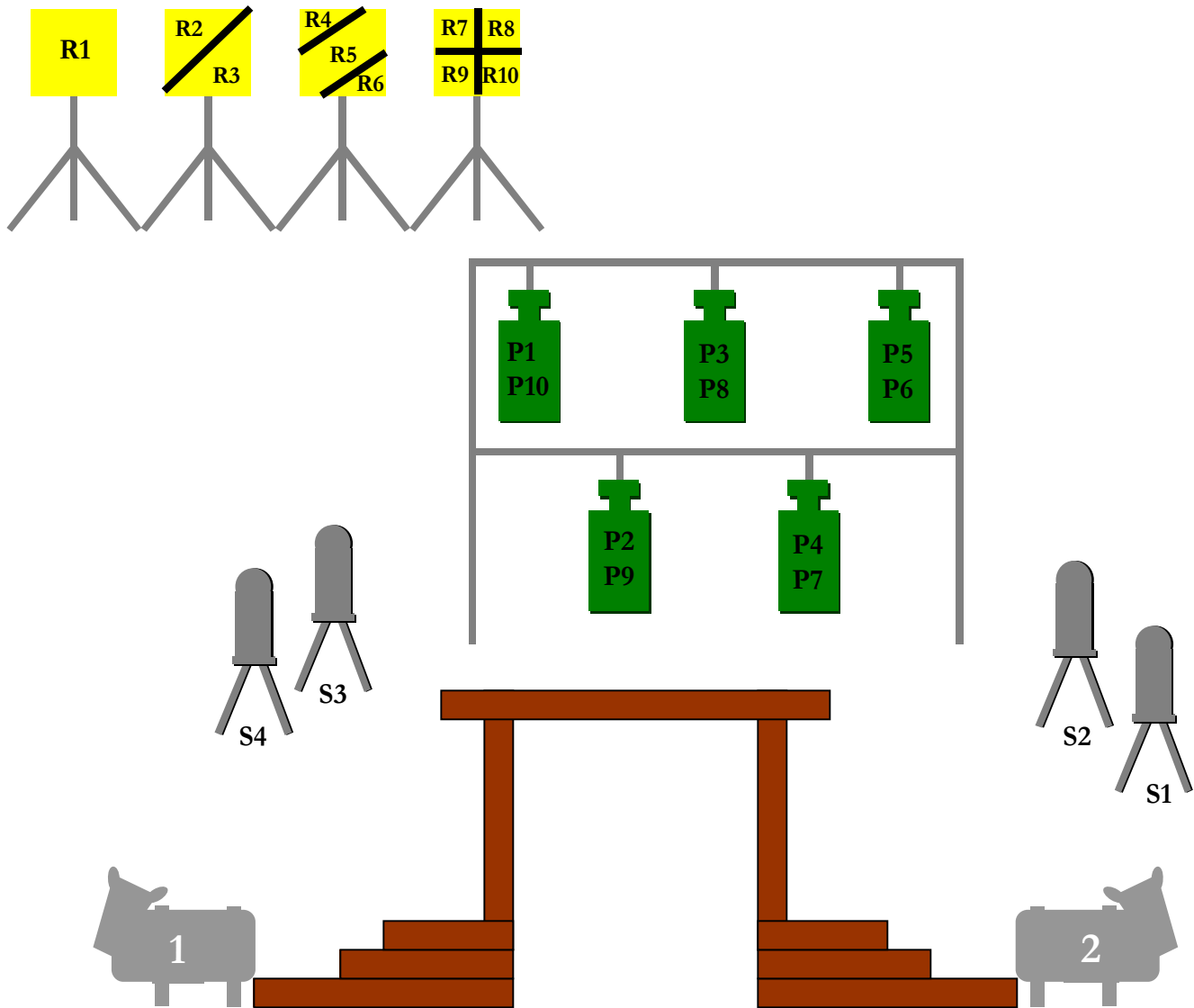


Shooter starts at the Center of the Right Fence. The Shotgun is staged on Rack 1 and the Rifle is staged on Rack 2. At the Beep draw the 1<sup>st</sup> Pistol and Nevada Sweep the Targets from the Left. Draw the 2<sup>nd</sup> Pistol and Nevada Sweep the Targets from the Right. Move to Rack 2. Retrieve the Rifle and Shoot the Coyotes and Bison 3, 2, 2, 3 from the Left. Return the Rifle to Rack 2. Move to Rack 1 and retrieve, the Shotgun and Sweep the targets from the Left.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2011

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

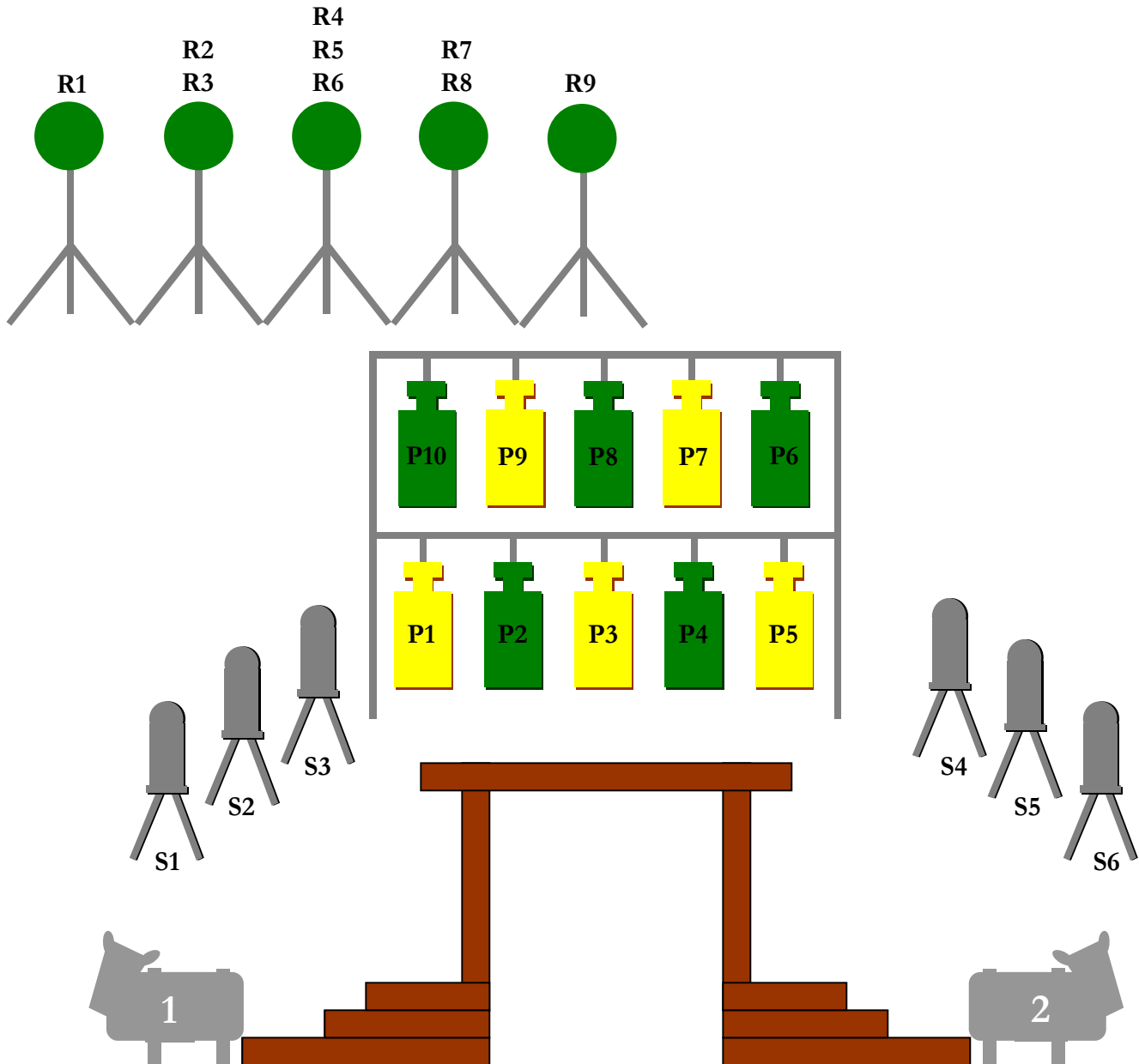


Shooter starts behind Long Gun Rack 2, with the Rifle staged in Long Gun Rack 1 and the Shotgun staged in Long Gun Rack 2. At the Beep, retrieve the Shotgun and shoot S1 and S2 Right to Left, move to Long Gun Rack 1 and shoot S3 and S4 Right to Left. Put down the Shotgun and retrieve the Rifle and Shoot R1 to R10 in a Progressive Sweep, shooting each Target Segment Once. Place the Rifle in Long Gun Rack 1. Move to the Mine Opening and draw the 1<sup>st</sup> Pistol and shoot a “W” from the Left. Draw the 2<sup>nd</sup> Pistol and shoot a “W” from the Right.

10 Pistol  
9 Rifle  
6+ Shotgun

# Glory Hole 2011

**STAGE 4**  
**BAY 1B**

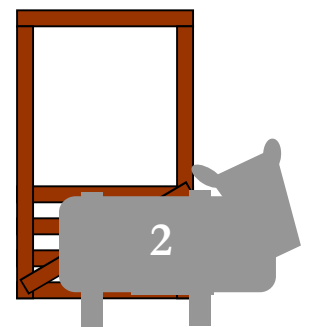
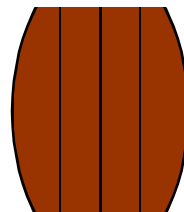
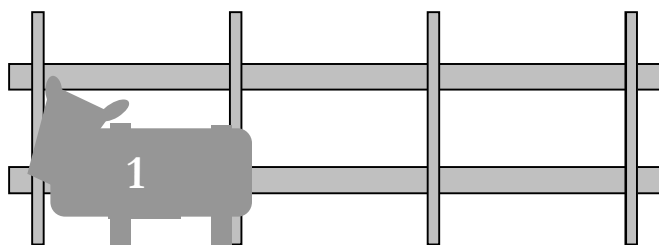
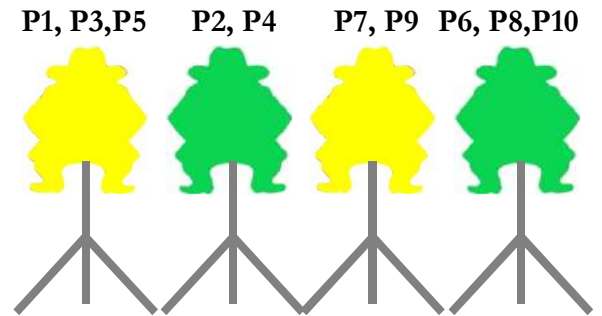
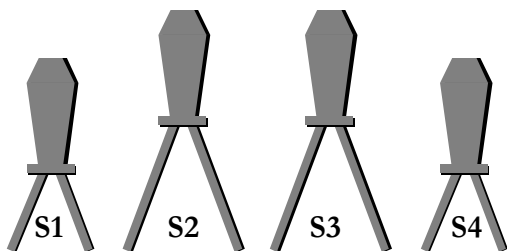
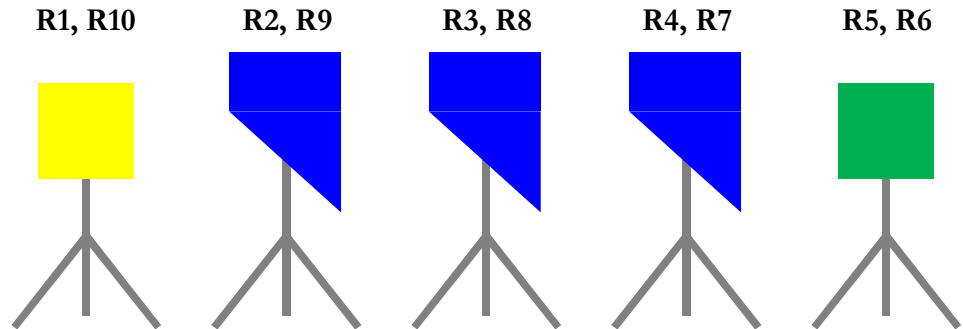


Shooter starts behind Long Gun Rack 1, with the Rifle and Shotgun staged in Long Gun Rack 1. At the Beep, retrieve the Rifle shoot R1 to R9 in a “Pikes Peak Sweep” (1-2-3-2-1) . Put down the Rifle and retrieve the Shotgun and shoot S1 to S3 Left to Right, move to Long Gun Rack 2 and shoot S4 to S6 Left to Right. Place the Shotgun in Long Gun Rack 2. Move to the Mine Opening and draw the 1<sup>st</sup> Pistol and Sweep the Bottom Targets from the Left. Draw the 2<sup>nd</sup> Pistol and Sweep the Top Targets from the Right.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2011

**STAGE 5**  
**BAY 1C**

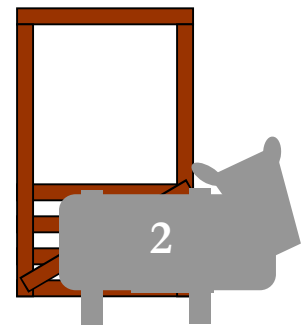
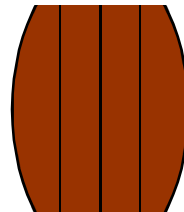
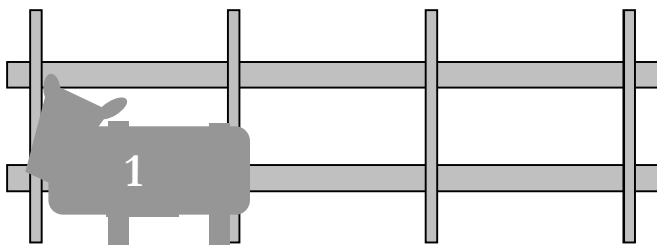
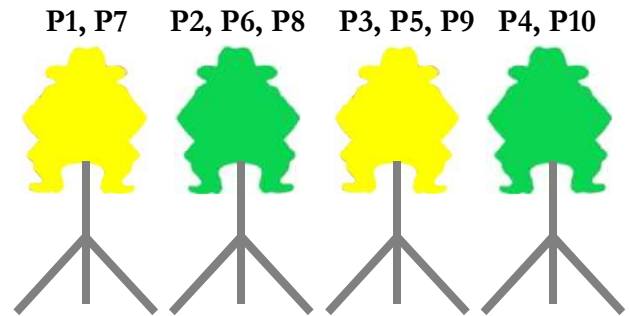
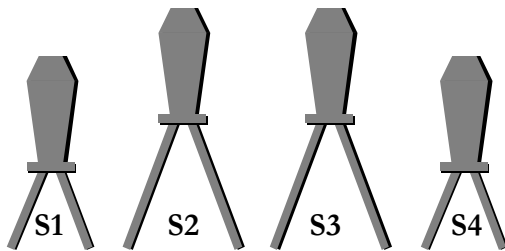
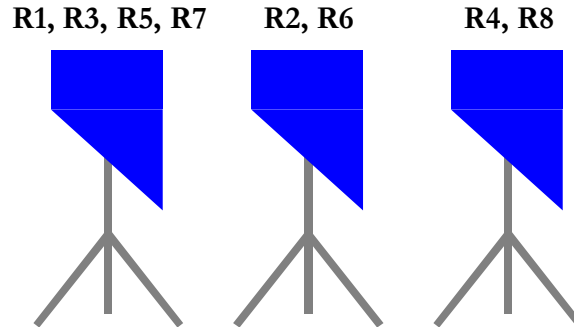


Shooter starts with Shotgun staged in Gun Rack 1 and Rifle Staged in Gun Rack 2, hands on the Mine Shaft. At the beep draw the 1<sup>st</sup> Pistol and Alternate the left two Cowboys from the Left. Draw the 2<sup>nd</sup> Pistol and Alternate the right two Cowboys from the Right. Retrieve the Rifle and Shoot a Dirty Sweep on the Squares and Nevadas from the Left. Place Rifle on Gun Rack 2, move to Gun Rack 1 and retrieve Shotgun. Shoot the Shotgun Targets in any order.

10 Pistol  
8 Rifle  
4+ Shotgun

# Glory Hole 2011

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

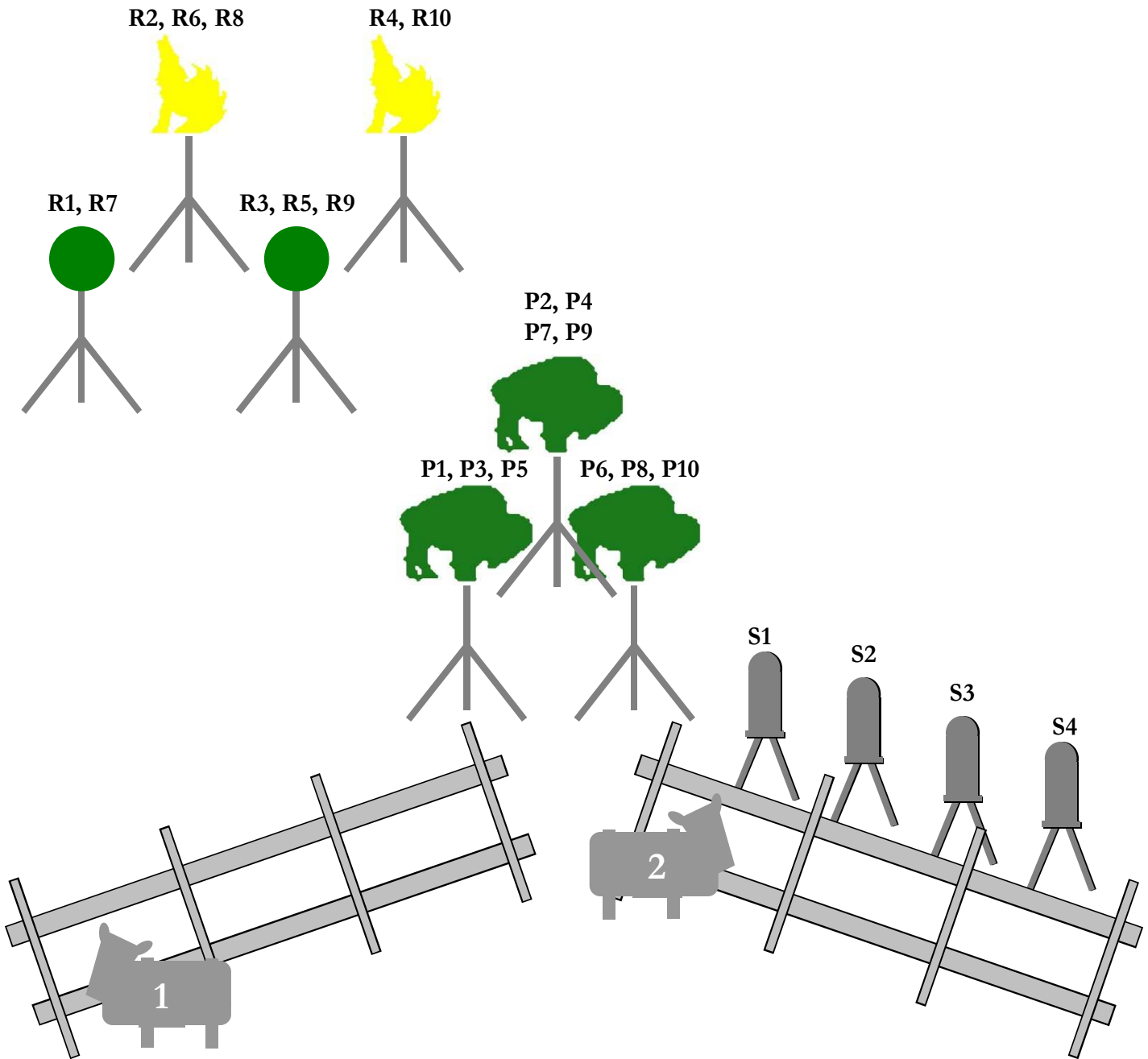


Shooter starts with Shotgun at Port Arms and Rifle Staged on Rack 2. At the beep Sweep the Shotgun Targets from the Left. Place the Shotgun on Rack 1 and move to the Mine Shaft. Retrieve the Rifle and Shoot a “Lefty Sweep” on the Nevadas. Draw the 1<sup>st</sup> Pistol and start a Continuous Nevada Sweep on the Cowboys. Draw the 2<sup>nd</sup> Pistol and finish the sweep.

10 Pistol  
10 Rifle  
4+ Shotgun

# Glory Hole 2011

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

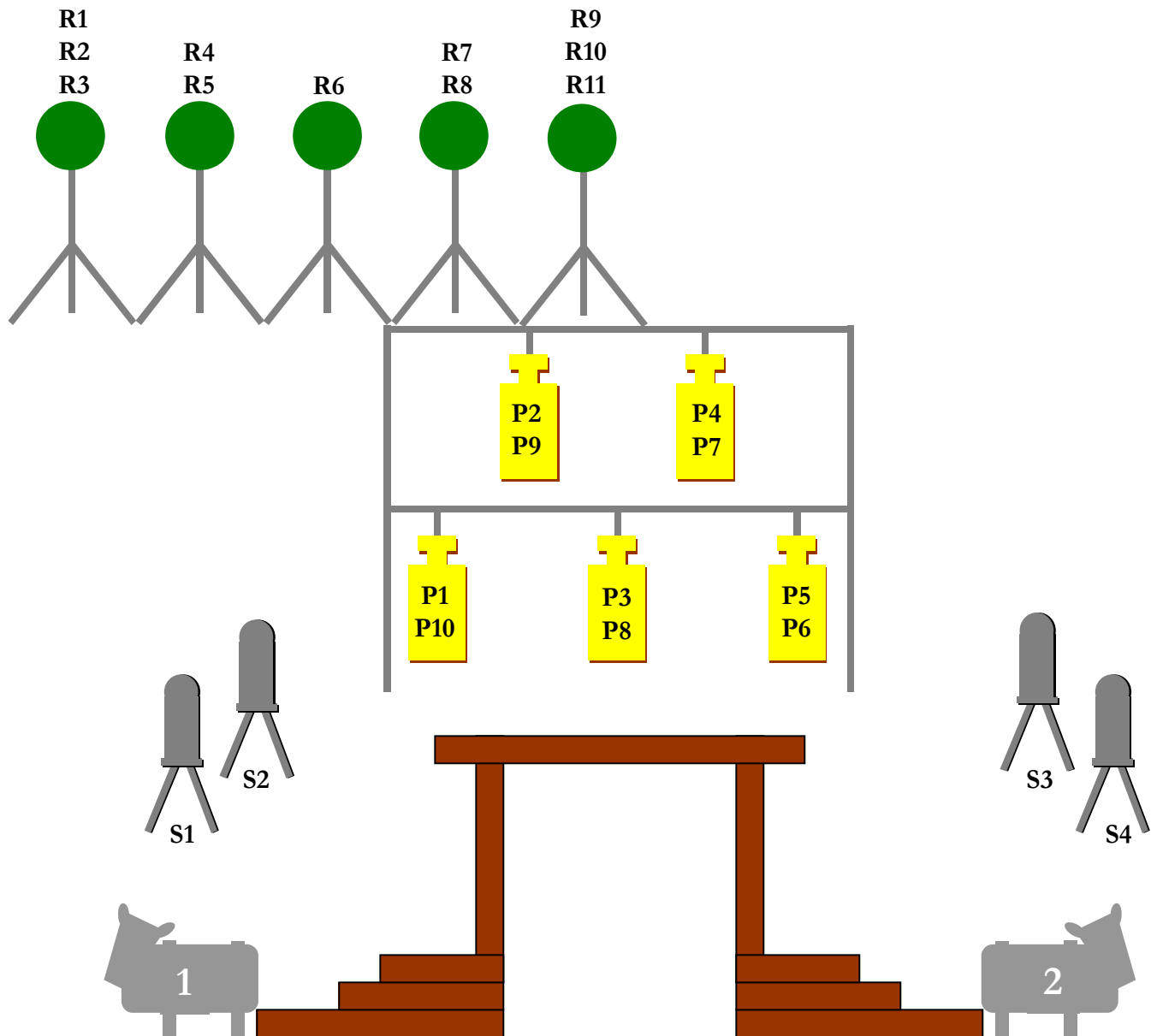


Shooter starts standing to the right of Rack 1 with Rifle at Port Arms. The Shotgun is staged on Rack 2. At the Beep, Nevada Sweep the Circles and Coyotes from the Left. Place the Rifle on Rack 1. Move to the Opening between the Fences, draw the 1<sup>st</sup> Pistol and Alternate the Left and Center Bison. Draw the 2<sup>nd</sup> Pistol and Alternate the Right and Center Bison. Retrieve the Shotgun and shoot the targets in Any Order.

10 Pistol  
11 Rifle  
4+ Shotgun

# Glory Hole 2011

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

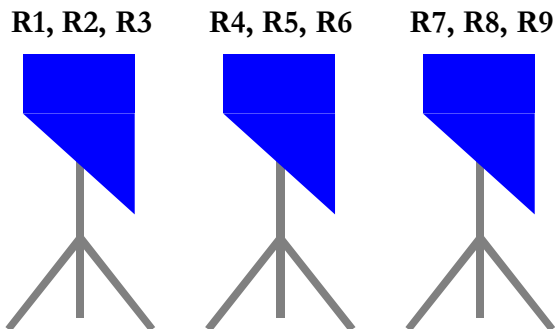


Shooter starts behind Long Gun Rack 1, with the Rifle and Shotgun staged in Long Gun Rack 1. At the Beep, retrieve the Rifle shoot R1 to R11 in a “Grand Canyon Sweep” (3-2-1-2-3) . Put down the Rifle and retrieve the Shotgun and shoot S1 and S2 Left to Right, move to Long Gun Rack 2 and shoot S4 and S5 Left to Right. Place the Shotgun in Long Gun Rack 2. 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.

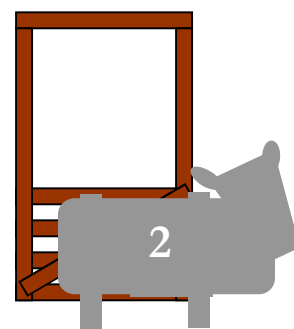
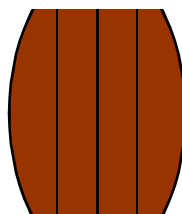
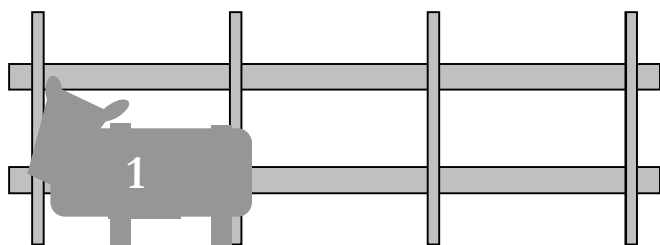
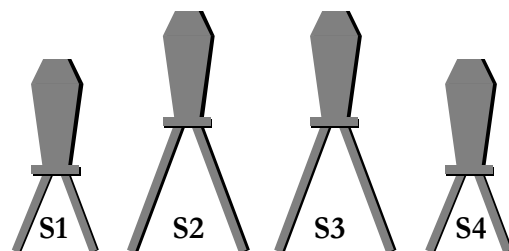
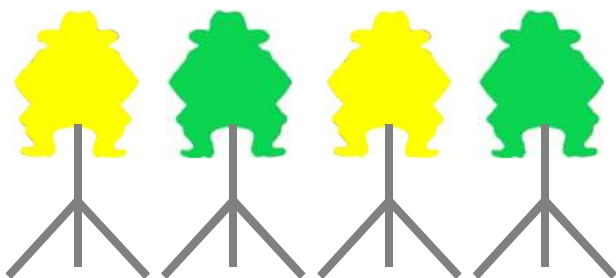
10 Pistol  
9 Rifle  
4+ Shotgun

# Glory Hole 2011

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



5 on 4



Shooter starts standing to the Right of Rack 1 with Hands at Sides. Rifle is staged on Rack 1 and Shotgun is staged on Rack 2. At the beep retrieve the Rifle and Triple Tap the Nevadas. Place the Rifle on Rack 1 and Draw the 1<sup>st</sup> Pistol and shoot 5 on 4 on the Cowboys. Draw the 2<sup>nd</sup> Pistol and shoot the Cowboys in Exactly the Same Order. Move to the Mine Shaft and Retrieve the Shotgun. Shoot the Shotgun Targets Left to Right.