

The Long Nine

Monthly Match

ZOMBIE SHOOTOUT
and
Weenie Roast

Rescheduled from
October 22, 2017
to
October 29, 2017

Lefthander's Gun Club
Loami, Illinois

Rescheduled from October 22, 2017 to Oct 29, 2017.

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 are planning on five stages today.

Today's Schedule:

8:15 AM to 9:15 AM	Registration
9:45 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot five stages

AFTER THE MATCH, JOIN US FOR A WEENIE ROAST, COMPLIMENTS OF THE LONG NINE COWBOYS.

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.

Stage 1 – Here Come the Zombies

Rifle 10 rounds, pistol 10 rounds, Shotgun 4+ Rounds

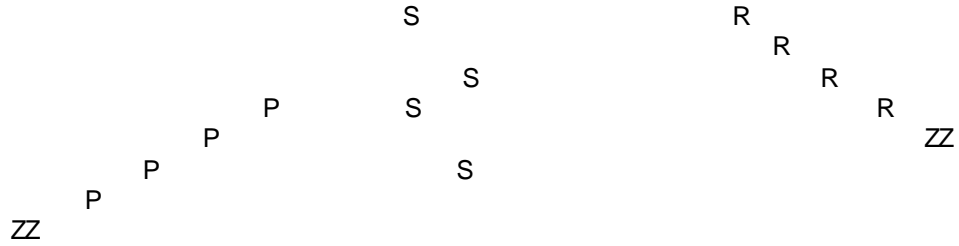


Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and placed on table 2. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table 1.

Starting phrase: Here come the Zombies!

At the beep: clean up the pistol zombies with a back and forth sweep starting and ending on a zombie's brain. Move to table 2 and clean up the rifle zombies with a back and forth sweep starting and ending on a zombie's brain. Stage the rifle safely on the table. With the shotgun, put down the advancing shotgun zombies.

UPON COMPLETING THE STAGE, SAFELY PROCEED TO THE UNLOADING TABLE
You may double tap the end steel zombie to make the return sweep.

Each zombie brain hit is a 3 second bonus. No misses counted for not hitting the brain.

Stage 2 – More Zombies

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds

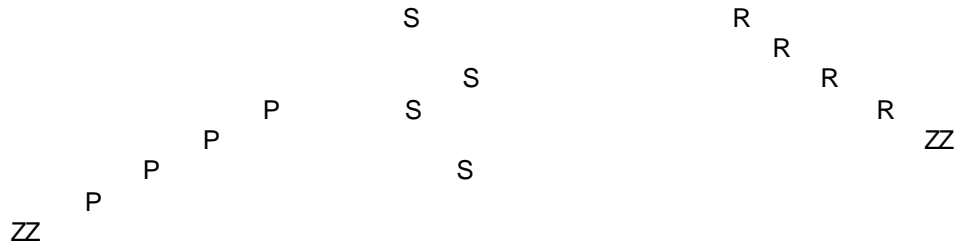


Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and placed on table 2. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table 1.

Starting phrase: More Zombies!

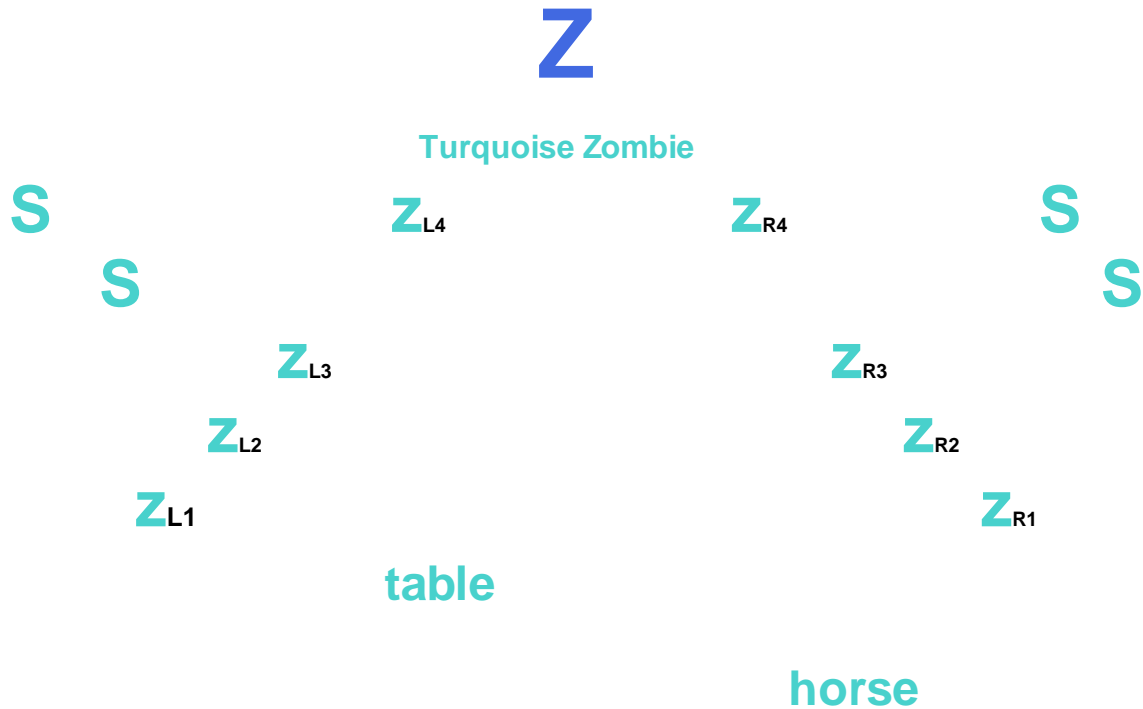
At the beep: shoot all the pistol/rifle zombies in any order with any gun at any location using double taps, use the shotgun to put down the advancing shotgun zombies.

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!

Each zombie brain shot is a 3 second bonus - no misses counted for not hitting the brain

Stage 3 - Turquoise Zombie

Revolvers 10 rounds rifle 10 rounds shotgun 4+ rounds



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and is held at port arms by the shooter. The shotgun is staged on the horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing beside the horse, with the rifle at port arms.

Starting phrase is: That's a blue zombie

At the Beep: with the rifle shoot the zombies closest to farthest starting either on the left or right side ending with the last shot in each side on the Giant Turquoise Zombie for a total of ten shots. That is L1, L2, L3, L4, GTZ and then R1, R2, R3, R4, GTZ or R1, R2, R3, R4, GTZ and then L1, L2, L3, L4, GTZ

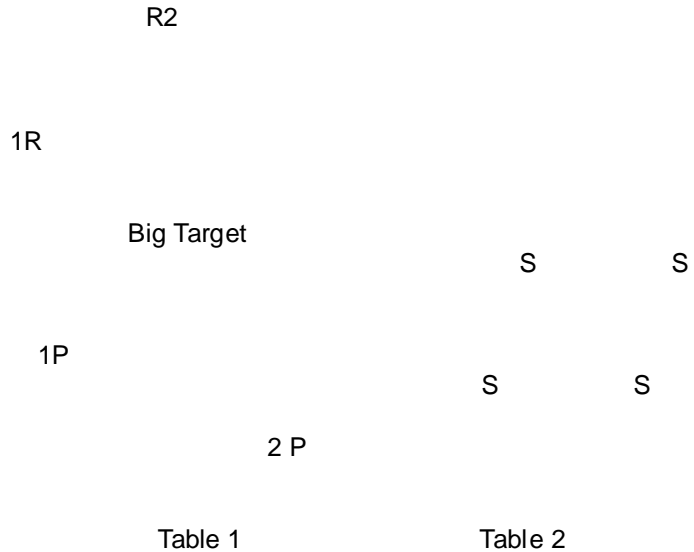
Stage the rifle safely on the horse. Retrieve the shotgun then move to the table and set the shotgun down. With your revolvers, shoot the zombies closest to farthest starting either on the left or right side ending with the last shot in each side on the Giant Turquoise Zombie for a total of ten shots. That is L1, L2, L3, L4, TZ and then R1, R2, R3, R4, TZ or R1, R2, R3, R4, TZ and then L1, L2, L3, L4, TZ Holster your pistols and shoot the shotgun zombies until down.

The Turquoise zombie must be shot in the head at least once to kill it. The head does not have to fall but it must be hit. If it has not been shot in the head with either a rifle or pistol shot it may be shot in the head with the shotgun. If the zombie head is shot down it does not have to be reset. If it is reset it does not have to be shot down again. When the Giant Turquoise Zombie's head is shot the spotters or RO will shout "HEADSHOT".

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!

Stage 4 – This is batty

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered OR staged on Table 1. Revolvers may go back onto the table or into the holster or one of each. The rifle is loaded with 10 rounds, hammer down on the empty chamber staged on Table 1. The shotgun is staged on Table 2 open and empty.

Starting phrase is: This is batty!

At the Beep:

Holding the bat in 2 hands at shoulder level behind the shotgun at Table 2, drop the bats, retrieve the shotgun and shoot the 4 wiggle targets in any order. Restage the shotgun safely on Table 2 or take it with you and restage it safely on Table 1.

From behind Table 1 with the rifle, shoot the following sequence:

Big Target 3 times, then – R1 – R2 and repeat. Make the rifle safe on Table 1.

With the revolvers, shoot the following sequence:

Big Target 3 times, then – P2 – P1 and repeat

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!

Stage 5 – The Viper Slither

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds

0 Chain Link Viper Bonus
0
0
0

R2

1R

Big Target

S

S

1P

S

S

2 P

Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered OR staged on Table 1. Revolvers may go back onto the table or into the holster or one of each. The rifle is loaded with 10 rounds, and held in hands behind Table 1. The shotgun is staged on Table 2 open and empty.

Starting phrase is: It's the Viper Slither!

At the Beep:

With the rifle in hand [can be shouldered but not levered], shoot the chain link Viper for a 5-sec bonus. (It does not count as a miss)

then continuing on the Big Target, shoot a continuous Viper Slither:

Big Target – R1 – Big Target – R2 – Big Target - R1 - Big Target – R2 – Big Target - for 9 shots.

With the revolvers, shoot 2 separate Viper Slithers:

Big Target – R1 – Big Target – R2 – Big Target

Big Target – R1 – Big Target – R2 – Big Target

Make the revolvers safe either on the table or holstered.

NOTE: Start and end on the Big Target with both rifle and revolver.

Move to Table 2, retrieve the shotgun and shoot the 4 wiggle targets in any order.

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!