

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

December 14, 2014

Lefthander's Gun Club  
Loami, Illinois

December 14, 2014

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 shoot five stages today, depending on conditions.

Stage 3 will be the stage for the 50/50 drawing. The cost is \$1. If you enter, and shoot the stage cleanly, you will be in the drawing for the Prize Money!

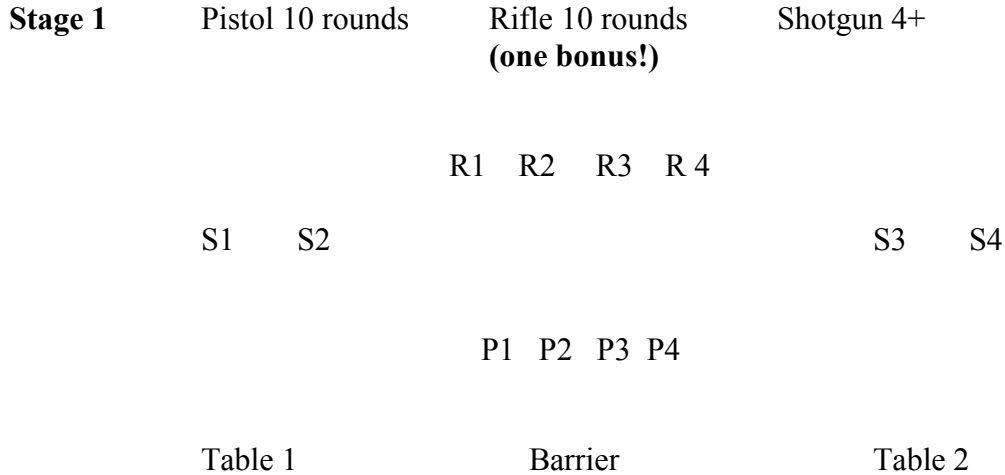
Today's Schedule:

8:00 AM to 8:45 AM	Registration
8:45 AM	Shooter's Meeting
9:00 AM	Shooting Commences
	Shoot five 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).



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on either table. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at any of the three shooting positions, hands on his belt buckle

Starting phrase: **IT'S NICE TO BE SHOOTING!**

At the Beep: Guns may be used in any order, but do not end with the rifle  
 With the revolvers (at the barrier), shoot the pistol targets in an increasing Sweep, starting from the left end (1,2,2,3,3,3,4,4,4,4).  
 Make safe after use.  
 With the rifle, shoot the rifle targets in an increasing sweep from the left, then make rifle safe.  
**R1 is a bonus target. If you hit it, it is a five second bonus!**  
 With the shotgun, shoot two shotgun targets from each table.  
 Make the gun safe after use

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

**Shotgun targets may be reengaged from any position.**

**Stage 2**      Pistol 10 rounds      Rifle 10 rounds      Shotgun 4+  
**(two are bonus!)**

R1   R2   R3   R 4

S1   S2

S3   S4

P1   P2   P3   P4

Table 1

Barrier

Table 2

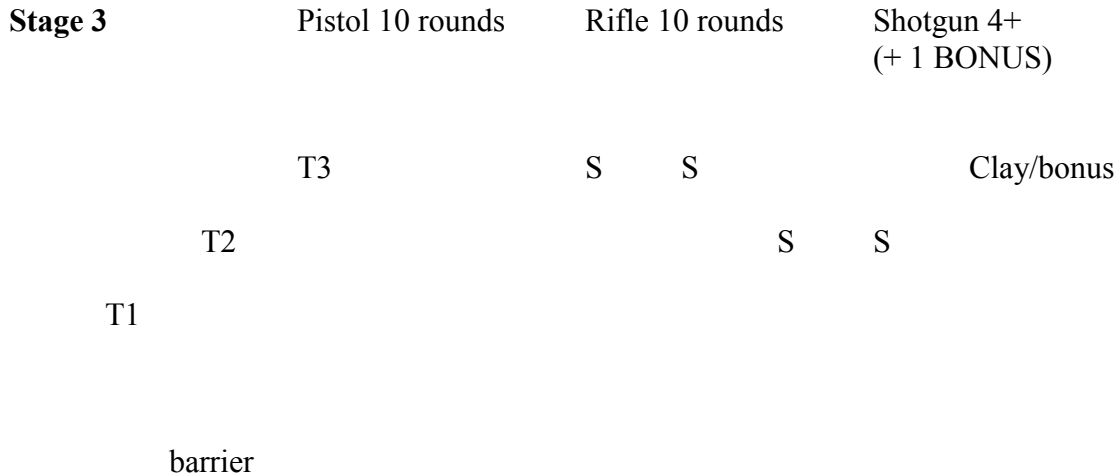
Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and held by the shooter. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person. The shooter starts, the shooting position of choice, hands on gun(s) of choice.

**STARTING PHRASE: THIS FEELS GREAT!**

At the Beep:    Guns may be used in any order, rifle not last.  
With the revolvers, shoot the revolver targets with two rounds on the outer two targets (1 and 4) and three rounds on each of the two inner targets (2 and 3). So, 1,1 2,2,2,3,3,3,4,4. Shoot in any order.  
**P1 is a bonus target. Each hit on it is a five second bonus!**  
With the rifle, shoot the rifle targets as with the revolver targets.  
Make rifle safe.  
With the shotgun, shoot two targets from each table. Make safe.

**UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.**

**Shotgun targets may be re-engaged at any position**



Table

Revolvers are loaded with five rounds each and their hammers are down on the empty chamber. Revolvers are holstered.

Rifle is loaded with ten rounds, hammer down on the empty chamber, and is staged on the table.

Your shotgun is staged on the table with the action open and the magazine or chambers empty.

A shotgun and factory ammo will be supplied for everyone to use to shoot the bonus target.

The Shooter starts holding a “supplied shotgun”, standing behind the table.

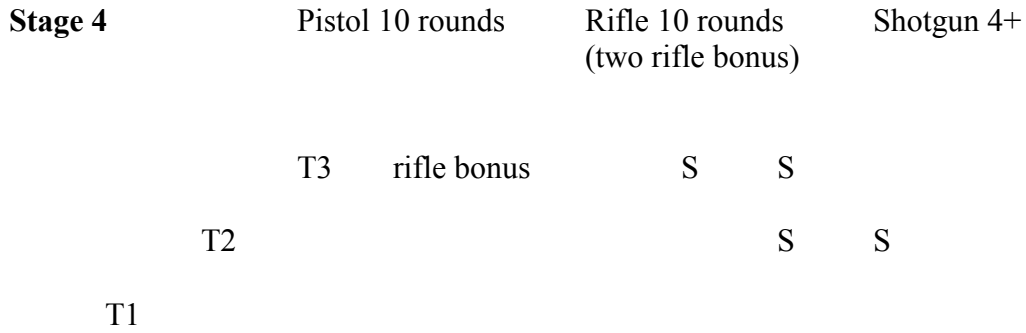
Starting phrase: **Merry Christmas!**

Off the clock: upon instruction of the T.O. load the .410 shotgun and shoot the bonus.  
 Make this gun safe after use on the table and then hold your own shotgun  
 With both hands, gun not shouldered. Signal when ready and wait for the Beep.

At the Beep: Shoot each shotgun target once or until down. Make gun safe  
 With the rifle, shoot T2 twice, then sweep the targets from either direction  
 Then repeat (2,2,1,2,3 or 2,2,3,2,1). Make rifle safe.  
 From any position between the table and the barrier, use the revolvers  
 To shoot the targets as they were shot with the rifle (2,2,1,2,3 or 2,2,3,2,1).  
 Make revolvers safe.

**UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.**

You may reshoot the knockdown shotgun targets until down.



barrier

Table

Revolvers are loaded with five rounds each and their hammers are down on the empty chamber. Revolvers are holstered.  
 Rifle is loaded with ten rounds, hammer down on the empty chamber, and is held by the shooter.  
 The shotgun is staged on the table with the action open and the magazine or chambers empty.  
 The Shooter starts with the Rifle, at port arms behind the table.

Starting phrase: **MORE GIFTS!**

At the Beep: With the rifle, shoot the center target three times, then the other two targets once each (2,2,2,1,3 or 2,2,2,3,1), then shoot T2 three times and **SHOOT THE BONUS TARGET TWICE! Make rifle safe.**  
 Get the shotgun and shoot each shotgun target once. Make the gun safe.  
 With each revolvers, shoot the targets as you did with the rifle: center three times, then the other two once each and then repeat for five more rounds. Make revolvers safe after use.

**UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.**

You may reshoot the shotgun targets until down.

**Stage 5**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+  
**(2 bonus!)**

R 1    R 2

popper  
Marshall

popper  
Marshall

P1    P2

table

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on the table. The shotgun is held by the shooter, action open and empty. Shotgun rounds are on the person. One hand on the shotgun, which may be shouldered, and one on the ammo.

Starting Phrase: **DOUBLE TROUBLE!**

At the Beep: Shoot either Marshal and the airborne clay with the first two rounds from the shotgun. The airborne clay is a bonus-5 seconds if successful.  
Make shotgun safe and get the rifle.  
With the rifle, shoot the two rifle targets five times each.  
Make the rifle safe.  
With each revolver, shoot each revolver target five times.  
Make the revolvers safe after use.  
Return to the shotgun. Shoot the other Marshal, then shoot the popper.  
Again, the popper is good for a 5 second bonus if successful.

**UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.**

The Long Nine at Lefthander's Gun Club

November 9, 2014

There will be five main stages today.

**GOOD LUCK!**

Stage	Time	Misses	Penalties	Bonus	Total Time
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____

Total Time \_\_\_\_\_