

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

June 26, 2016

Lefthander's Gun Club
Loami, Illinois

June 26, 2016

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.

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 9:30 AM	Registration
9:35 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot five stages

NO FOOD SERVICE IS PROVIDED, SO BRING YOUR SNACKS.

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 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

S1 S2 T T T S3 S4
 T
 T

Table 1 Barrier Table 2

RIFLE

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 either table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the rifle position with the rifle at port arms.

Starting phrase: **WHAT A LOVELY DAY!**

At the Beep: With the rifle, shoot each target twice in any order.
 Safely go to the table where the shotgun is located and make the rifle safe.
 Use the shotgun to shoot two shotgun targets from each table. Make
 Shotgun safe.
 With the revolvers, from the barrier, shoot each target twice.

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

Shotgun targets may be re-engaged from any position.

Stage 2 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

S1 S2 T1 T2 T3 S3 S4
 T4
 T5

Table 1 Barrier Table 2

RIFLE

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 either table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the rifle position with the rifle at port arms.

Starting phrase: **WHERE'S BILLY?**

At the Beep: With the rifle, shoot the three horizontal targets with a five round Nevada Sweep (1,2,3,2,1). Then, shoot the three vertical targets with a five round Nevada sweep (5,4,3,4,5). Make rifle safe at the shotgun table. Shoot two shotgun targets from each table, then make shotgun safe. Go to the barrier, and use the revolvers to shoot the targets in two Nevada sweeps, as with the rifle.

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

Shotgun targets may be re-engaged at any position

THE NEVADA SWEEPS MAY START FROM EITHER END OF THE LINE OF TARGETS.

Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

T3

S S

T2

S S

T1

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 staged on the table.

Your shotgun is staged on the table with the action open and the chamber(s) empty.

Shooter starts with both hands in the air.

Starting phrase: **SHOTGUN FIRST!**

At the Beep: Shoot each shotgun target once. 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.

You may shoot the revolver targets from any position, but then that is a stationary position. No shooting on the move.

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

You may reshoot the knockdown shotgun targets until down.

Stage 4 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

 T3 S S

 T2 S S

 T1

 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 staged on the table.

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

The Shooter starts standing at the table, hands on both revolvers..

Starting phrase: **Good Day for a gunfight!**

At the Beep: With the rifle, shoot the end targets three times and the center target four times in any order. Make rifle safe
 Get the shotgun and shoot each shotgun target once. Make the gun safe.
 With the revolvers, shoot the targets as you did with the rifle: each end target three times, center target four times in any order. Shoot them from the barrier

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

You may reshoot the shotgun targets until down.

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June 26, 2016

There will be five main stages today.

GOOD LUCK!

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

Total Time _____