

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

April 23, 2017

Lefthander's Gun Club  
Loami, Illinois

April 23, 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.

Stage 2 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.longnynecowboys.org](http://www.longnynecowboys.org).

**Stage 1**      Revolvers 10 rounds      Rifle 10 rounds      Shotgun 4+

R1    R3    R5  
R2    R4

S1            S3  
S2            S4

P1    P3    P5  
P2    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, hammer down on the empty chamber and staged on table 2. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 2, both hands on the rifle, which is flat on the table.

Starting phrase: **SWEEPSTAKES!**

At the Beep: With the rifle, shoot the rifle targets in two identical sweeps, starting from either end (1,2,3,4,5 or 5,4,3,2,1). Make safe.  
From table 1, shoot the revolver targets in two identical sweeps as with the rifle.  
Shoot the shotgun targets from the barrier.

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

**Both feet must be behind the table or barrier when shooting.**

**Stage 2**      Revolvers 10 rounds      Rifle 10 rounds      Shotgun 4+

R1    R3    R5  
      R2    R4

S1            S3  
              S2            S4

P1    P3    P5  
      P2    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, hammer down on the empty chamber and staged on table 2. The shotgun is held by the shooter at the barrier with both hands, port arms, action open and empty. Shotgun rounds are on the person.

Starting phrase: **REALLY?**

At the Beep: Shoot four shotgun targets in any order from the barrier. Make gun safe. With the rifle, shoot the rifle targets as follows: four on R3, then two on both R2 and R4 (either order), then one on both R1 and R5 (either order). For example, 3,3,3,3,2,2,4,4,1,5. Make rifle safe. From table 1, with the revolvers, shoot the revolver targets as done with the rifle. Holster revolvers when completed.

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

**Note: Rifle (and revolver) sequence is NOT a round count.**

**Stage 3**

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

S S

S S

T1 T2 T3

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, shoulder level.

Starting phrase: **WHAT?**

At the Beep: Start with long gun of choice.

With the rifle, shoot T2 three times then T1 and T3 once, either order,

Then repeat for the second five rounds.

With the shotgun, shoot four targets until down.

With the revolvers, shoot the revolver targets as with the rifle.

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

You may reshoot the knockdown shotgun targets until down.

**Stage 4**

Revolvers 10 rounds    Rifle 10 rounds    Shotgun 4+

S    S

S    S

T1    T2    T3

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 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: Start with long gun of choice.

With the rifle, ten round, continuous Nevada Sweep starting on any target.

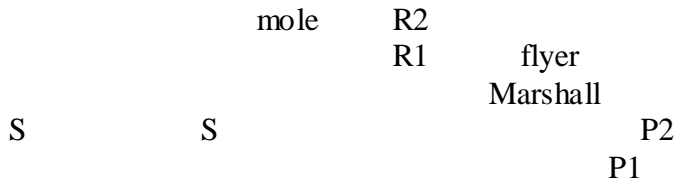
Shoot four shotgun targets until down.

Advance to the barrier and shoot the targets with the revolvers as done with the rifle

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

You may reshoot the shotgun targets until down.

**Stage 5**      Revolvers 10 rounds      Rifle 10 rounds      Shotgun 4+



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 staged open and empty on the table. Shotgun rounds are on the person.

Shoot guns in any order, but do not finish with the rifle.

Shooter starts standing behind the table, not touching any firearm or ammunition.

Starting Phrase: **THE MARSHALL IS BACK!**

At the Beep: With the rifle, alternate shooting the rifle targets with ten rounds starting with either rifle target. Make safe.  
With revolvers, alternate shooting the two revolver targets with ten rounds starting with either target. Make safe.  
With the shotgun, shoot the two stationary clays and shoot the Knock Down Marshall with its Pop-Up clay (two targets total)  
If you miss the airborne clay target, you may shoot the “mole” to make up for the miss

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

**NOTE: A LAUNCHED BROKEN CLAY OR A CLAY THAT IS LAUNCHED TOWARDS THE FIRING LINE WILL BE AWARDED TO THE SHOOTER, BUT THE SHOOTER MUST STILL FIRE THE ROUND SAFELY INTO THE AIR. FAILURE TO DO SO WILL RESULT IN A MISS.**

**A STATIONARY CLAY WHICH IS KNOCKED OFF OF THE HOLDER BY THE SHOTGUN BLAST, OR WITH THE CONCUSSION OF A BLACK POWDER ROUND, WILL BE CONSIDERED A HIT (EVEN IF THE CLAY IS NOT ACTUALLY BROKEN).**

The Long Nine at Lefthander's Gun Club

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There will be five main stages today.

**GOOD LUCK!**

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

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