

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

August 27, 2017

Lefthander's Gun Club
Loami, Illinois

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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.

Stage 1 Revolvers 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3
R4 R5

S1 S3
 S2 S4

P1 P2 P3
P4 P5

Table 1 Table 2 Barrier

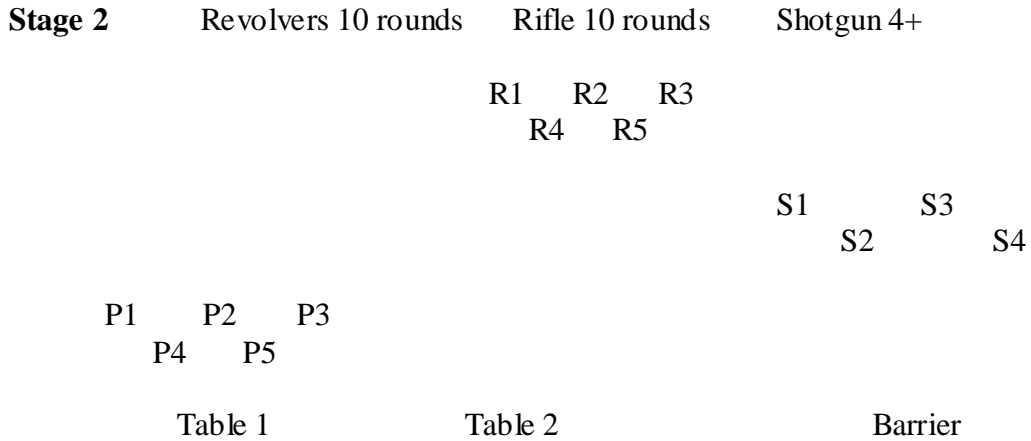
Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and is held at port arms by the shooter. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter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

Starting phrase: **IT'S A LOVELY DAY!**

At the Beep: With the rifle, double tap R1, R2, R3, then alternate four rounds on R4 and R5. Make rifle safe.
With the revolvers, shoot the revolver targets as with the rifle targets.
From the barrier, shoot the four shotgun targets until down.

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

Both feet must be hind the table or barrier when shooting.



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 2, action open and empty. Shotgun rounds are on the person.

Shooter starts standing behind a table 1 hands on hat

Starting phrase: **HERE WE GO.**

At the Beep: With the revolvers, , shoot the revolver targets in a double tap outside, outside, inside, inside, center sweep (1,1,3,3,2,2,5,5,3,3 as an example) from either direction. .

With the rifle, shoot the rifle targets as the revolver targets were shot. Shoot four shotgun targets from the barrier until down.

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

Stage 3

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

S S S S

T3 T4

T2 T1 table 2

T3 T4

T2 T1

Table 1

barrier

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 1.

Your shotgun is staged on table 2 with the action open and the chamber(s) empty. Shooter starts with both hands in the air, shoulder level at table 1 or the barrier.

Starting phrase: **WHAT?**

At the Beep: Shoot rifle or revolvers first, shotgun last.
With the rifle and revolvers, shoot their respective targets in a progressive sweep, starting on any target.
1,2,2,3,3,3,4,4,4,4.
Advance to the shotgun and shoot the four shotgun targets until down.

DON'T CONFUSE THE SPOTTERS!

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

T3 T4

T2 T1 table 2

T3 T4

T2 T1

Table 1

barrier

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 1.

Your shotgun is staged on table 2 with the action open and the chamber(s) empty.

Shooter starts with both hands in the air, shoulder level at table 1 or the barrier.

Starting phrase: **WHAT NOW?**

At the Beep: Shoot rifle or revolvers first, shotgun last.

With the rifle, alternate 5 shots on T2 and T4, then alternate five shots on T1 and T3 starting on either target.

Shoot the revolver targets with the revolvers as with the rifle.

Advance to the shotgun and shoot the four shotgun targets until down.

DON'T CONFUSE THE SPOTTERS!

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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There will be five main stages today.

GOOD LUCK!

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

Total Time _____