

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

July 24, 2016

Lefthander's Gun Club  
Loami, Illinois

July 24, 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.

There will also be a "Mini" Wild bunch match. You will need a 1911 and a model 12 or '97, but you can use any rifle.

Stage 4 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
9:45 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot five stages

**Depending on conditions, we may shoot through or stop for lunch.**

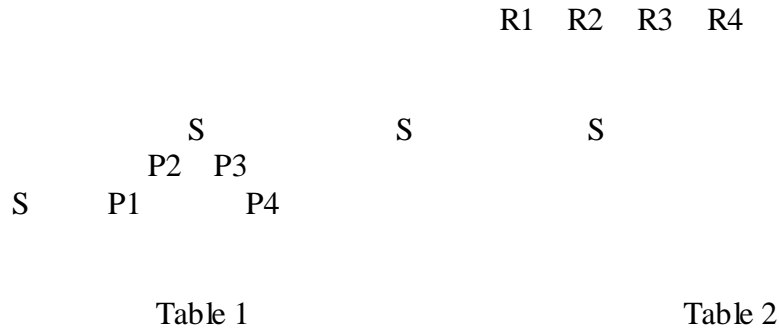
**NO FOOD SERVICE IS PROVIDED, SO BRING YOUR SNACKS.**

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](http://www.longninecowboys.org).

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



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 table 2. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, behind table 1 with both hands on the revolvers.

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

At the Beep:    With the revolvers, shoot each revolver target at least twice.  
                    With the shotgun, shoot two targets from table 1, then safely go to table 2 and make gun safe.  
                    With the rifle, shoot each rifle target at least twice.  
                    Use the shotgun to shoot the remaining two shotgun targets.

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

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

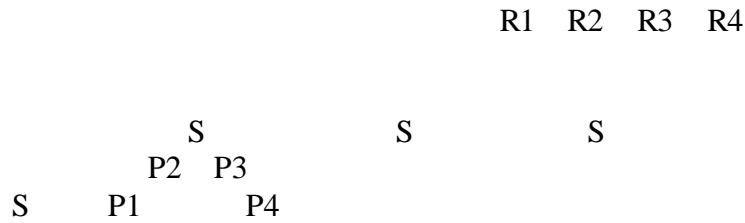


Table 1

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. The hammer should be 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, behind table 2 holding the shotgun at port arms with both hands.

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

At the Beep: Shoot two shotgun targets. Make gun safe.  
With the rifle, shoot a progressive sweep starting from the right (4,3,3,2,2,2,1,1,1,1)). Make rifle safe and get the shotgun.  
Go to table 1, put the shotgun down and the revolvers, shoot  
A progressive sweep from the right, as with the rifle.  
Get the shotgun and shoot the remaining two shotgun targets.

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

**Stage 3**

	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
T4	T5		
	T3		S
T1	T2	S	S

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 magazine or chambers empty.

Shooter starts with each hand touching a different long gun

Starting phrase: **SHOTGUN FIRST!**

At the Beep: Shoot each shotgun target once. Make gun safe

With the rifle, shoot two diagonal Nevada Sweeps as follows:

1,3,5,3,1 then 2,3,4,3,2. Make rifle safe and go to the barrier.

At the barrier, shoot the targets with the revolvers in the same sequence

As with the rifle, two diagonal Nevada sweeps.

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+

T4	T5				
	T3			S	
T1	T2	S	S		S

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: **SHOOTING IS FUN!**

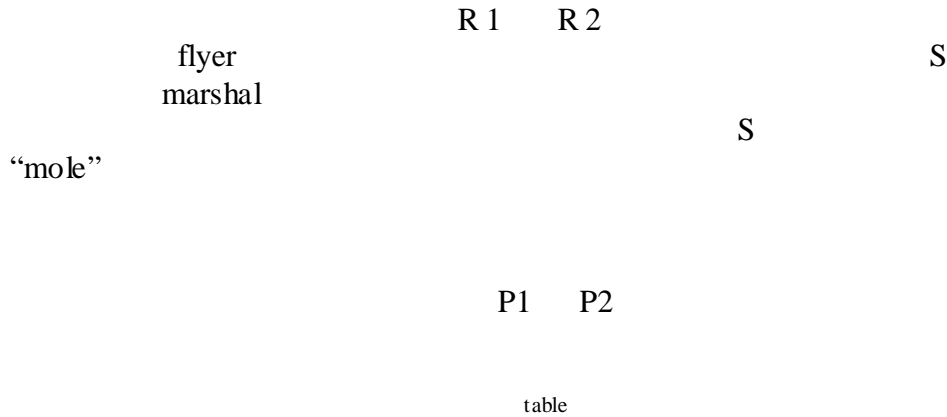
At the Beep: With the rifle, shoot the center target three times, shoot each outside target once, then shoot the center target three times. (3,3,3,1,2,4,5,3,3,3).

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: center three times, outer four targets once, then center again three times from the barrier.

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

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



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: **IT’S HOT HOT HOT!**

At the Beep: Shoot two shotgun targets on the right

With the rifle, alternate shooting R1 and R2 for ten rounds.

With the revolvers, alternate shooting P1 and P2 with ten rounds.

Return to the shotgun. Shoot the Marshal and the flyer. If you miss the bird, you can shoot the “mole” to avoid the miss.

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

**Shotgun targets may be made up at the end of the stage.**

The Long Nine at Lefthander's Gun Club

July 24, 2016

There will be five main stages today.

**GOOD LUCK!**

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

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



Wild Bunch 1      1911 20      rifle 10      Shotgun 6

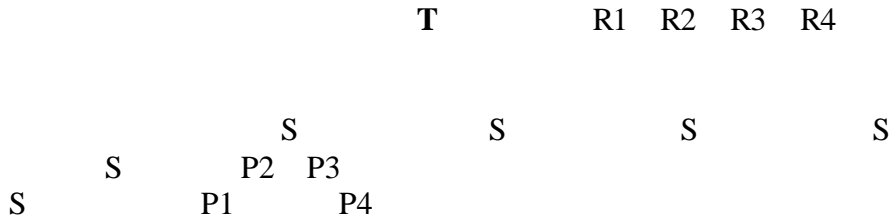


Table 1

Table 2

Shotgun is on table 1  
Rifle staged on table 2  
1911 holstered. One mag in,  
Shooter starts at table 2, hands on table.

**Starting Phrase: Wild Bunch is tough!**

**At the Beep:** With the rifle, shoot the four rifle targets and target T twice.  
With the 1911, shoot each rifle target and T twice from  
Table 2. Safely move to table 1 and shoot each pistol target  
twice and T twice from table 1.  
With the shotgun, shoot each shotgun target

**The 1911 and long guns must be cleared by the T/O after completion.**

Wild Bunch 2      1911 20      rifle 10      Shotgun 6

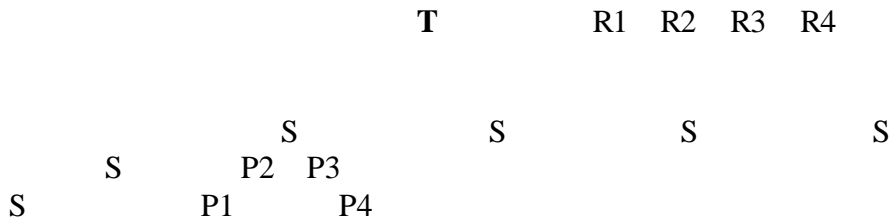


Table 1

Table 2

Shotgun is on table 2  
Rifle staged on table 2  
1911 holstered. One mag in,  
Shooter starts at table 2, hands on rifle.

**Starting Phrase: THIS IS GREAT!**

**At the Beep:** With the rifle, shoot the four rifle targets in a Nevada.  
Sweep, starting from either end (1,2,3,4,3,2,1,2,3,4).  
With shotgun, shoot three shotgun targets from each table  
With the 1911, from table 1 shoot the pistol target array and  
from table 2 the rifle target array in separate Nevada  
sweeps, starting from either end.

**NOTE: EACH NEVADA SWEEP IS 10 ROUNDS.**

**The 1911 and long guns must be cleared by the T/O after completion.**

Wild Bunch 3      1911 21      rifle 11      Shotgun 6+1

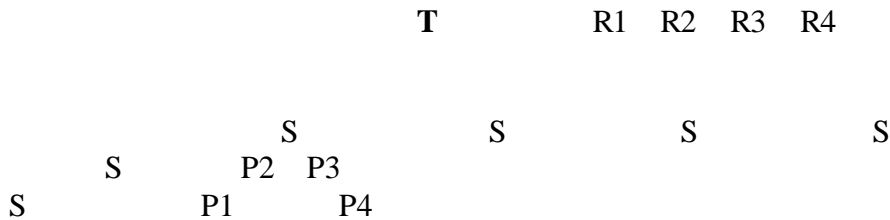


Table 1

Table 2

Shotgun is on table 1 Load **6 ONLY. RELOAD ONE AT END.**  
Rifle staged on table 2. **Ten rounds in mag.**  
1911 holstered. One mag in,  
Shooter starts at table 1, shotgun in hand.

**Starting Phrase: IS THIS FUN?**

**At the Beep:** Shoot three shotgun targets from table 1, then safely go to table 2 and shoot three targets. Reload one and shoot **TARGET T.**  
With rifle, shoot each rifle target at least twice with 10 rounds, reload one round, and shoot **target T**  
With the 1911, shoot each rifle target from table 2 at least twice with 10 rounds Safely go to table 1 and shoot each pistol target at least twice for ten rounds. Reload and shoot **Target T** once.

**The 1911 and long guns must be cleared by the T/O after completion.**

For the 1911 reload, you may use a magazine with one or five rounds.