

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

June 24, 2018

Lefthander's Gun Club
Loami, Illinois

June 24, 2018

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.

Today's Schedule:

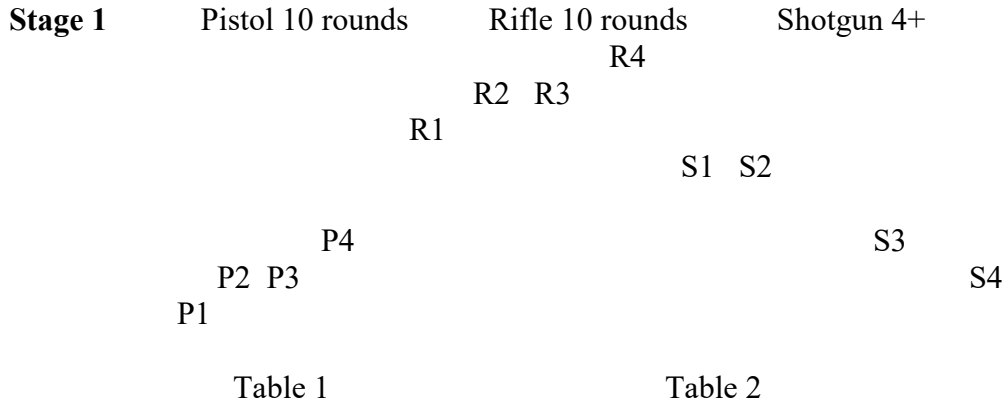
8:00 AM to 9:30 AM	Registration
9:35 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot five stages

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.



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 1 or 2. The shotgun is staged on table 1 or 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at either table, both hands touching a gun(s).

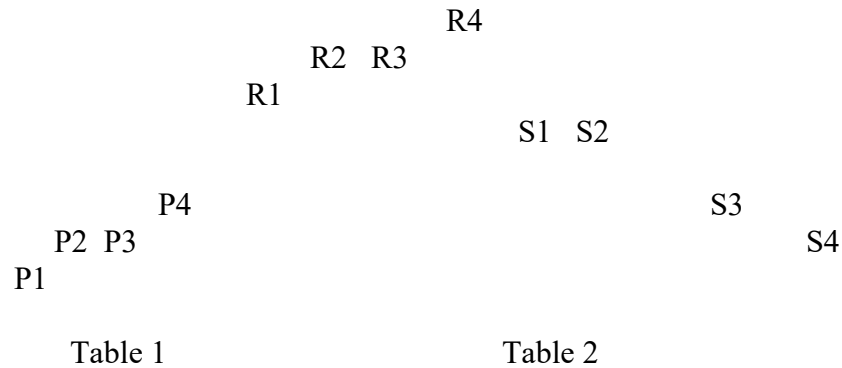
Starting phrase: **WHAT A LOVELY DAY!**

At the Beep: Use firearms in any order, rifle not last
 With rifle and revolvers, shoot their respective targets as follows:
 Double tap the outer two targets and triple tap the two inner targets
 in any order
 Shoot the four shotgun targets from table 2

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 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, hammer down on the empty chamber and staged on table 2. The shotgun is on table 2, action open and empty. Shotgun rounds are on the person.

Shooter begins at either table, both hands/palms flat on the table (as is anatomically possible).

Starting phrase: **What Time is It??**

At the Beep: Use firearms in any order, rifle not last.

Use rifle and revolvers to shoot their respective targets as follows:

Single tap #2 and #3 in either order, then single tap sweep the four targets twice from the same end.

Shoot four shotgun targets with the shotgun

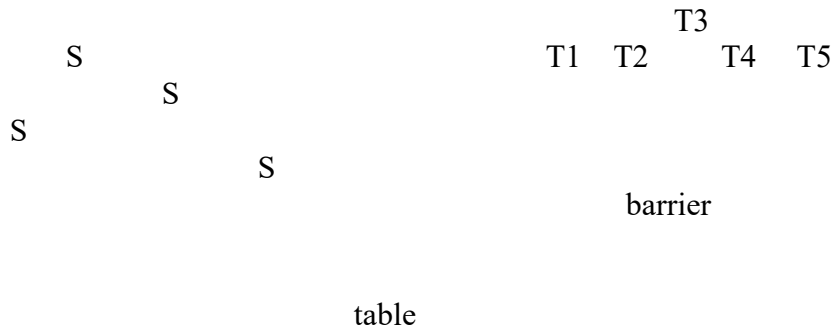
UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



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: Shoot either long gun first.

With shotgun, shoot four shotgun targets

With the rifle, shoot T3 three times, shoot the other four targets once each

Then shoot T3 three more times.

Advance to the barrier and repeat the rifle instructions with the revolvers.

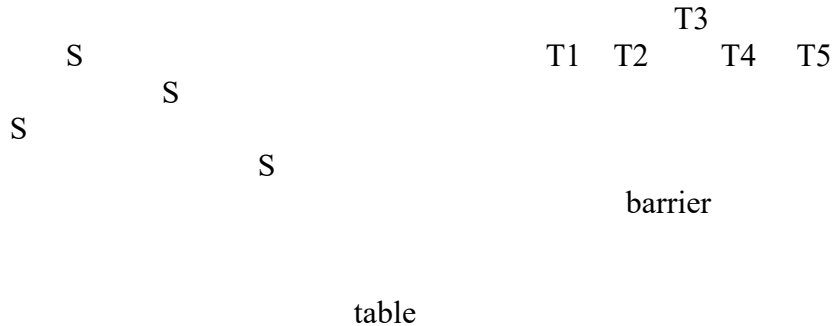
UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



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: **Good Day for a gunfight!**

At the Beep: Use either long gun first

Shotgun, shoot four targets

With the rifle, shoot T3 once, then alternate four rounds on T2 and T4

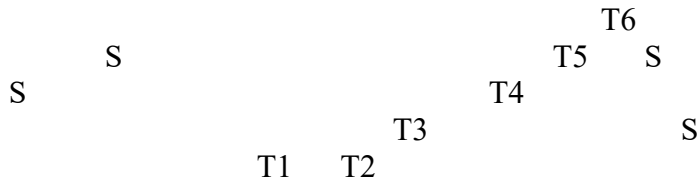
Then shoot T3 and alternate four rounds on T1 and T5

From the barrier, use the revolvers using the rifle instructions.

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+1 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 staged on the table. The shotgun is staged open and empty on the table. Shotgun rounds are on the person. Start in any position, hands not touching any firearm.

Starting Phrase: **Here We Go!**

At the Beep: Shotgun may be first or last.
With the shotgun, shoot each shotgun target
With the revolvers and rifle, shoot a progressive sweep:
1,2,2,3,3,3,4,4,4,4,5,5,5,5,5,6,6,6,6,6,6.

THE RIFLE RELOAD MUST COME FROM THE BODY AND CAN BE RELOADED ANYTIME AFTER THE BEEP.

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

The Long Nine at Lefthander's Gun Club

June 24, 2018

There will be five main stages today.

GOOD LUCK!

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

Total Time _____