

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

March 26, 2016

Lefthander's Gun Club
Loami, Illinois

March 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 will shoot five stages today, depending on conditions.

Stage 5 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 8:45 AM	Registration
8:45 AM	Shooter's Meeting
9:00 AM	Shooting Commences
	Shoot five stages
1:30 PM	Banquet

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.

DON'T FORGET THE BANQUET AFTER THE MATCH!

Stage 1 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3

S1 S2

S3 S4

P1 P2 P3

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. The hammer should be down on the empty chamber and staged on either table. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at any of the three shooting positions, hands on his belt buckle

Starting phrase: **IT'S NICE TO BE SHOOTING!**

At the Beep: Guns may be used in any order, but do not end with the rifle
With the revolvers (at the barrier), shoot the pistol targets in a continuous Nevada Sweep, starting from either direction (1,2,3,2,1,2,3,2,1,2 or 3,2,1,2,3,2,1,2,3,2) Make safe after use.
With the rifle, shoot the rifle targets in a continuous Nevada Sweep as with the revolvers, then make rifle safe.
With the shotgun, shoot two shotgun targets from each table.
Make the gun safe after use

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

Shotgun targets may be reengaged from any position.

Stage 2 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3

S1 S2

S3 S4

P1 P2 P3

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. The hammer should be down on the empty chamber and held by the shooter at table 1 or 2. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person. The shooter starts with the rifle held at port arms.

STARTING PHRASE: It's Chilly!

At the Beep: With the rifle, shoot the rifle targets in two identical Arkansas shuffles from either direction (1,1,2,3,3 or 3,3,2,1,1).
Make rifle safe.

With the revolvers, shoot the revolver targets with two identical Arkansas Shuffles starting from either end (1,1,2,3,3 or 3,3,2,1,1)

With the shotgun, shoot two targets from each table. Make safe.

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

Shotgun targets may be re-engaged at any position

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 magazine or chambers empty.

Shooter starts with both hands in the air.

Starting phrase: **HAPPY NEW YEAR!**

At the Beep: Shoot each shotgun target once or until down. 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.

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 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: **DEJA VU!**

At the Beep: With the rifle, shoot the center target three times, then the other two targets once each (2,2,2,1,3 or 2,2,2,3,1), then repeat for the next five rounds

Get the shotgun and shoot each shotgun target once. Make the gun safe.

With each revolvers, shoot the targets as you did with the rifle: center three times, then the other two once each and then repeat for five more rounds. Make revolvers safe after use.

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 rounds

Shotgun 4+

R 1 R 2

S1

S2

P1 P2

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 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 doesn;'t seem any warmer!**

At the Beep: Shoot each shotgun target once, any order
Make shotgun safe and get the rifle.
With the rifle, shoot the two rifle targets five times each.
Make the rifle safe.
With each revolver, shoot each revolver target five times.
Make the revolvers safe after use.
Return to the shotgun. Shoot each shotgun target once, any order.
Make gun safe after use.

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

The Long Nine at Lefthander's Gun Club

March 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 _____