

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

March 26, 2017

Lefthander's Gun Club  
Loami, Illinois

March 26, 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 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 9:30 AM	Registration
9:35 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot five stages
1:30PM	MCL Banquet

**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).

<b>Stage 1</b>	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		R1 R2 R3 R4	
	S1 S2		S3 S4
	P1 P2 P3 P4		
	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, 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 1, standing erect, both hands on hat.

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

At the Beep: With the revolvers, shoot the revolver targets in a Nevada sweep, double tapping the end targets, starting at either end (1,1,2,3,4,4,3,2,1,1).  
 With the shotgun, shoot two targets, then make gun safe on table 2.  
 With the rifle, shoot the rifle targets as the revolver.  
 Get shotgun and shoot the two other shotgun targets from table 2.

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

**Shotgun targets may be re-engaged from any shooting position.**

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

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

R1 R2 R3 R4

S1 S2 S3 S4

P1 P2 P3 P4

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, hammer down on the empty chamber and staged on table 2. The shotgun is held by the shooter at table 2 with both hands, not shouldered, action open and empty. Shotgun rounds are on the person.

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

At the Beep: Shoot four shotgun targets in any order from table 2. Make gun safe.  
With the rifle, shoot the rifle targets as follows: 1,2,2,3,3,3,4,4,4,4.  
Make rifle safe and go to table 1.  
From table 1, with the revolvers, shoot the revolver targets as done with  
The rifle: 1,2,2,3,3,3,4,4,4. Holster revolvers when completed.

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

**Shotgun targets may be re-engaged at any position**

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<b>Stage 3</b>	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		S	S
T3	T4		S S
T1	T2		

Table 2

Table 1

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 table 1.

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: With the rifle, shoot T1 twice, then the other three targets once in any order. Repeat for another five rounds.

With the shotgun, shoot two targets from table 1 and two from table 2  
Make shotgun safe on table 2.

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.

<b>Stage 4</b>	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		S	S
T3	T4		S S
	T1 T2		

Table 2

Table 1

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 one.

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: With the rifle, shoot any lower target twice, any upper target three times, then the other lower target twice and the other upper target three times. Shoot the four shotgun targets in any order (may shoot from table 1 to Table 2). Make safe after use.

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**      Pistol 10 rounds      Rifle 10 rounds      Shotgun 4+

R 1    R 2

R3    R4

S

S

S

S

P1    P2

P3    P4

Table

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 either table. The shotgun is staged open and empty on the other table. Shotgun rounds are on the person.

You may start at either table. Shoot guns in any order, but do not finish with the rifle. Shooter starts standing behind either table, not touching any firearm or ammunition.

Starting Phrase: **Here We Go!**

At the Beep: Shoot two shotgun targets from each table

With the rifle from one table, alternate shooting R1 and R2 (or R3 & R4) for five rounds, then alternate five rounds on the other two rifle targets.

With the revolvers, alternate five rounds on each set of two targets from the corresponding table (so, alternate 5 rounds on P1 and P2, then five on P3 and P4, as an example).

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

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 \_\_\_\_\_