

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

May 27, 2018

Lefthander's Gun Club  
Loami, Illinois

May 27, 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](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: triple tap targets 2 and 3 in any order, then single-tap sweep the four targets in either direction. (for example, 2,2,2,3,3,3,1,2,3,4)  
Make rifle safe and go to table 1.  
From table 1, with the revolvers, shoot the revolver targets as instructed for the rifle. 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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**Stage 4**                      Pistol 10 rounds                      Rifle 10 rounds                      Shotgun 4+

S                      T                      T                      T                      T                      T                      S                      S

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 table 1 with the action open and the magazine or chambers empty.

The Shooter starts standing at table 1, hands on both revolvers.

Starting phrase: **Good Day for a gunfight!**

At the Beep: With the rifle, double tap two side targets then single tap the center target; then double tap the two targets on the other side and single tap the center target.

Shoot two shotgun targets from each table.

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

S

S

S

S

P1    P2    P3

X

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 held by the shooter. The shotgun is staged open and empty on the table. Shotgun rounds are on the person.

The shooter starts at the left of the table, rifle at Port Arms.

Starting Phrase: **Here We Go!**

At the Beep: With the rifle, shoot two identical 2-1-2 sweeps at the rifle targets. (1,1,2,3,3 or 3,3,2,1,1). Make rifle safe on the table  
Shoot revolvers or shotgun next.  
With the shotgun, shoot the four shotgun targets  
With the revolvers, shoot the revolver targets in two identical 2-1-2 sweeps, as with the rifle.

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

The Long Nine at Lefthander's Gun Club

May 27, 2018

There will be five main stages today.

**GOOD LUCK!**

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

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