

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

September 24, 2017

Lefthander's Gun Club
Loami, Illinois

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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 8:45 AM	Registration
9:40 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.

Stage 1	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+			
			R1	R2	R3	
		S1	S2		S3	S4
	P1	P2	P3			
	Table 1	Table 2	Table 3			

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 2, 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: **IT'S FALL!**

At the Beep: With the revolvers, shoot the revolver targets in the following sequence: 1,2,1,2,3, then repeat (or 3,2,3,2,1 then repeat).
 With the rifle, engage rifle targets as with the rifle.
 With the shotgun, shoot two targets from table 2, two from table 3.

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 3 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

T4	T5		S	S	
	T3		S		S
T1	T2				

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 chamber(s) empty.

Shooter starts with both hands in the air, shoulder level.

Starting phrase: **SHOTGUN FIRST!**

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

With the rifle, shoot each target once, then repeat. No double taps.

Advance to the barrier and shoot the targets with your revolvers 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.

Stage 4 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

T4	T5		S	S	
	T3		S		S
T1	T2				

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 staged on the table.

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 T3 once, double tap T1-4 in any order, then
Shoot T3 once.

Shoot the shotgun targets, any order.

Advance to the barrier and shoot the targets with the revolver as 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		R
Flyer		3 COWBOYS	
Marshal	P		P

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: **WHERE DID THESE GUYS COME FROM?**

At the Beep: Use the rifle and revolvers first in either order.
With the rifle, double tap one end rifle target, then single tap sweep
The three amigos twice, then double tap the other end rifle target.
With the revolvers, double tap either end revolver target, then single
Tap sweep the three amigos twice, then double tap the other end revolver
Target.
With the shotgun, shoot the Marshals and the flyer either order.

**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.

**Shooting the Marshal launches the flyer. There is a large flyer on the left which is a
Five second bonus. The smaller flyer on the right is a 10 second bonus**

**If the flyer is broken, or is flung at the firing line/shooter, it will be considered a hit,
but the round still must be fired.**

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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 _____