

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

September 28, 2014

Lefthander's Gun Club  
Loami, Illinois

September 28, 2014

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:

8:10 AM to 9:30 AM	Registration
9:30 AM	New Shooter's Meeting
9:45 AM	Shooter's Meeting
10:00 AM	Shooting Commences
	Shoot three stages
	Lunch
	Shoot two stages

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 and the targets secured. 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).

**Stage 1**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R

R

R

S

S

S

S

P

P

P

Barrier

table

barrier

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 with both hands, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at either barrier.

**STARTING PHRASE: LET'S GO!**

**AT THE BEEP:**

**Shoot the first two shotgun targets, then safely move to the opposite barrier to engage the two remaining shotgun targets. Make shotgun safe on the table and get the rifle.**

**With the rifle, engage the rifle targets in a double-tap Nevada Sweep, STARTING ON ANY TARGET. Make rifle safe After use.**

**With the revolvers, engage the revolver targets in a double-tap Nevada Sweep starting with any target. Make revolvers safe.**

**UPON COMPLETION OF THE STAGE, TAKE YOUR FIREARMS TO THE UNLOADING TABLE.**

**SHOTGUN TARGETS MUST GO DOWN TO COUNT; THEY MUST BE REENGAGED FROM THE APPROPRIATE LOCATION.**

**Stage 2**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R

R

R

S

S

cowboy

S

S

P

P

P

Barrier

table

barrier

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 will be held at Port Arms at the table. The shotgun is staged on the table, action open and empty. Shotgun rounds are on the person. The shooter starts with the rifle held with both hands but not shouldered.

**STARTING PHRASE:**

**At the BEEP: With the rifle, shoot the rifle targets three times each and with the last round, shoot the cowboy target. Make the rifle safe.**

**With the revolvers, shoot each revolver target three times. With the 10<sup>th</sup> round, shoot the cowboy target. Make revolvers safe.**

**Engage the shotgun targets from each barrier, 2 per end.**

**UPON COMPLETION OF THE STAGE, TAKE YOUR FIREARMS TO THE UNLOADING TABLE.**

**SHOTGUN TARGETS MUST GO DOWN TO COUNT; THEY MUST BE REENGAGED FROM THE APPROPRIATE LOCATION.**

**Stage 3**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3 R4

S S S S

P1 P2 P3 P4

Table

barrier

Each revolver is loaded with five rounds, hammer on the empty chamber, and holstered.

Rifle is loaded with ten rounds and staged on the table.

Shotgun's action is open and empty, staged on the table

Shooter starts at the barrier with both hands on the revolvers.

**STARTING PHRASE: HELLO!**

**At the BEEP: With the revolvers, shoot two revolver targets twice each and the two others three times each.**

**With the rifle, shoot two rifle targets twice each and the other two targets three times each**

**With the shotgun, shoot the four shotgun targets in any order.**

When done, proceed to unloading table with your guns.

Shotgun misses can be picked up.

**Stage 4**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3 R4

S S S S

P1 P2 P3 P4

Table

barrier

Each revolver is loaded with five rounds, hammer on the empty chamber, and holstered.

Rifle is loaded with ten rounds and staged on the table.

Shotgun's action is open and empty, staged on the table

Shooter starts at position of choice, both hands on the hips.

Shoot the guns in any order, rifle not last.

**Starting phrase: THIS IS FUN!**

**At the BEEP: AS NOTED, SHOOT THE GUNS IN ANY ORDER, RIFLE NOT LAST.**

**Shoot the four shotgun targets in any order. Make gun safe.**

**With the rifle, shoot the rifle targets in a DECREASING SWEEP (1,2,3,4,1,2,3,1,2,1 OR 4,3,2,1,4,3,2,4,3,4). Make rifle safe.**

**With the revolvers, shoot the revolver targets as you shot the Rifle targets.**

All shotgun misses can be picked up.

When done shooting the stage, pick up weapons and proceed to unloading table.



The Long Nine at Lefthander's Gun Club

September 28, 2014

There will be five main stages today.

**GOOD LUCK!**

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

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