

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

May 25, 2014

Lefthander's Gun Club
Loami, Illinois

May 25, 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 4 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
9:45 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. 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+

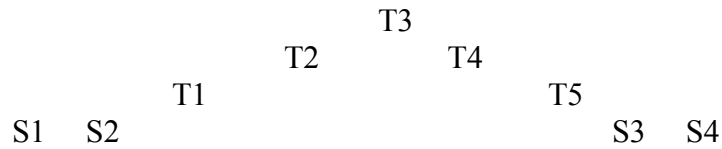


Table 2

Table 1

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 table 1. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 1, hands on his belt buckle

Starting phrase: **I'M READY!**

At the Beep: With the rifle, shoot each target (T) twice, no double taps. Make safe on the horse and get the shotgun. Take it to the table and make it safe there.
With each revolver, shoot each target once. Keep revolvers safe.
Finally, get the shotgun and shoot each shotgun target until down.

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

Stage 2 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

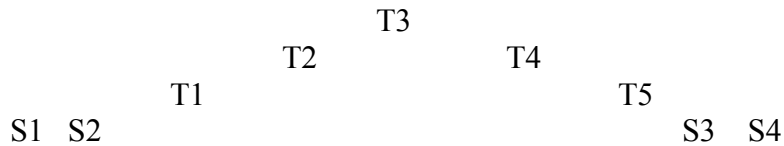


Table 2

Table 1

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 table 1. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 1.

STARTING PHRASE: I FEEL GOOD!

At the Beep: With the rifle, shoot T3 three times, then shoot T1 and T2 once each..
Then, shoot T3 three times and shoot T4 and T5 once each.
Make the rifle safe.
Take the shotgun to the table. From the table, shoot each shotgun target until down and make the gun safe.
With the revolvers, repeat the pattern used with the rifle.
Make revolvers safe after use.

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

Stage 3 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

R 1 R 2 R3

clay ^{popper} Marshall clay
 mole

P1 P2 P3

+++++

Fence

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 at the fence. The shotgun is staged at the fence, action open and empty. Shotgun rounds are on the person.

The shooter starts at the Right end of the fence, both hands on the fence post.

Starting Phrase: **WHAT A GREAT DAY!**

At the Beep: At the right end of the fence and shoot the revolver targets in an Arkansas shuffle (1,1,2,3,3). Make the revolver safe and go to the left end of the fence. Shoot either long gun first. With the Rifle, shoot the rifle targets in two Arkansas shuffles (you can QUAD TAP). With the shotgun, shoot the two clays, and the Marshall and the flying clay in any order. Make the long guns safe after use.

Return to the R end of the fence and shoot the revolver targets with another Arkansas shuffle.

Shoot the clay on the ground (THE MOLE) if you miss the popper.

You must expend a round for the flyer before shooting the mole or it will be a miss.

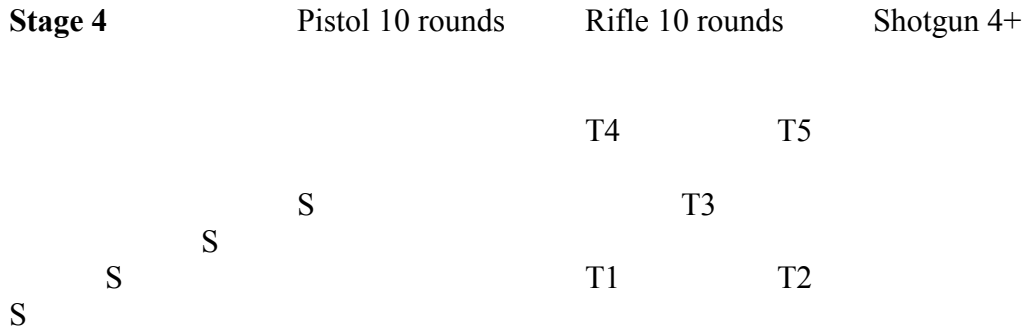


Table 2

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, standing at the façade.

Starting phrase: **Shoot'em!**

At the Beep: With the rifle, double tap each target.

Make the rifle safe after use.

With the shotgun, shot the four shotgun targets in any order through the window of the façade. Make the shotgun safe on either table.

At Table 2, use the revolvers to double tap each target

Make the revolvers safe after use.

When complete, take your firearms to the unloading table, with the long guns' muzzles up.

You may reshoot the shotgun targets until down.

Stage 5	Rifle 10 rounds	Pistol 10 rounds	Shotgun 4+
		T4	T 5
	S		T3
	S		
S	S	T1	T2

Table2

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 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, standing at the table.

Starting phrase: **LET'S START SHOOTING!**

At the Beep: With the rifle, shoot the targets with two diagonal Nevada Sweeps as follows: 1,3,5,3,1 then 2,3,4,3,2. Make the rifle safe on the table.
With the shotgun, shoot the four shotgun targets .
Go to table 2 to use the revolvers.
Use your two revolvers to shoot the targets in the same pattern as the rifle. Make the revolvers safe.

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

May 25, 2014

There will be five main stages today.

GOOD LUCK!

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

Total Time _____