

The Long Nine  
and  
Lefthanders Gun Club

presents

BLACK POWDER  
at  
LICK CREEK

August 26, 2018

Lefthander's Gun Club  
Loami, Illinois

August 26, 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 eight stages today for the Black Powder Match. You may shoot five for the regular Club match if you like. You may use smokeless for the five or eight stages, but only BLACK POWDER for eight stages will count for the actual BLACK POWDER MATCH.

Lunch will be included in your match entry fee, for the eight stage match. If you shoot only five stages, lunch will be \$5.

Today's Schedule:

8:00 AM to 9:00 AM	Registration
9:00 AM	Shooter's Meeting
9:15 AM	Shooting Commences
	Stages 1-5
	Lunch
	Resume shooting
	Stages 6-8

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).

**Stage 1**  
Bay 1

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3 R4

S1 S2 S3 S4

P1 P2 P3 P4

Table 1

barrier

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 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 1, standing erect, both hands on revolvers.

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

At the Beep: With the revolvers, shoot the P2 and P3 three times in any order, **then** shoot P1 and P4 twice in any order.  
With the rifle, engage rifle targets with the same instructions as with the revolvers,  
With the shotgun, shoot four shotgun targets.

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

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

**Stage 6**  
Bay 1

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3 R4

S1 S2 S3 S4

P1 P2 P3 P4

Table 1

barrier

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 the barrier, gripping with both hands, not shouldered, action open and empty. Shotgun rounds are on the person.

Starting phrase: **DELIGHTFUL!**

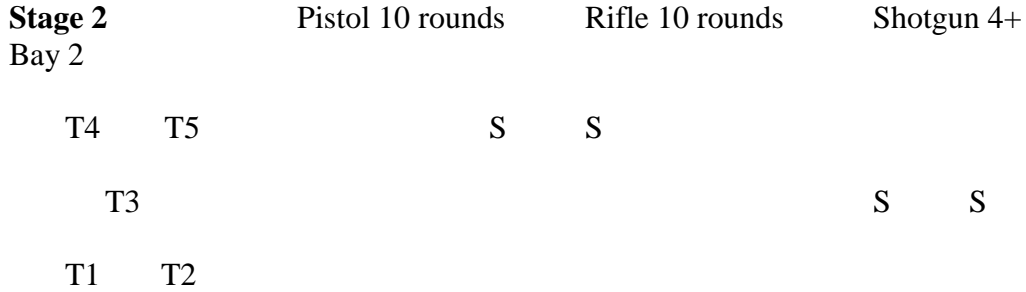
At the Beep: Shoot each shotgun target until down.

With the rifle, single tap the rifle targets as follows: triple-tap the an outside target then single tap the middle two, repeat the single tapping of the inner two targets, then triple-tap the other outer target.

1,1,1,2,3,2,3,4,4,4 or 4,4,4,3,2,3,2,1,1,1.

From table 1, shoot the revolver targets as done with the rifle targets.

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



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 holding the rifle at waist level.

Starting phrase: **HERE WE GO!**

At the Beep:

With the rifle, shoot a diagonal five round Nevada Sweep and the other five round Nevada Sweep. Sweeps may start on either end.

Either diagonal sweep may be first.

For example: 1,3,5,3,1 then 2,3,4,3,2

Shoot each shotgun target. Make gun safe

Advance to the barrier and 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.

**Stage 7**  
Bay 2

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: Shoot either long gun first.

With the rifle, shoot T3 once, double tap the other four targets in any order, then shoot T3 once. (for example, 3,1,1,2,2,4,4,5,5,3

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.**

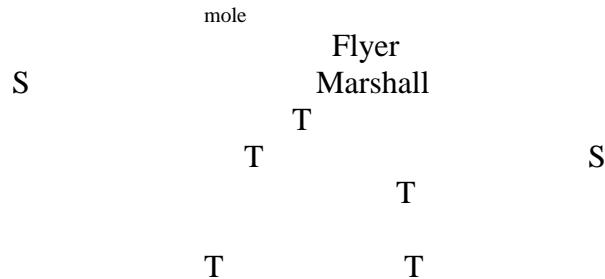
You may reshoot the shotgun targets until down.

**Stage 3**  
Bay 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



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 (which must remain in loop until beep).

Starting Phrase: **GREAT!**

At the Beep: Shoot two shotgun targets.

Revolvers and rifle may be shot in any order.

With the rifle, single-tap each target twice, in any order.

With the revolvers, single-tap each target twice in any order.

Return to the shotgun. Shoot two remaining shotgun targets

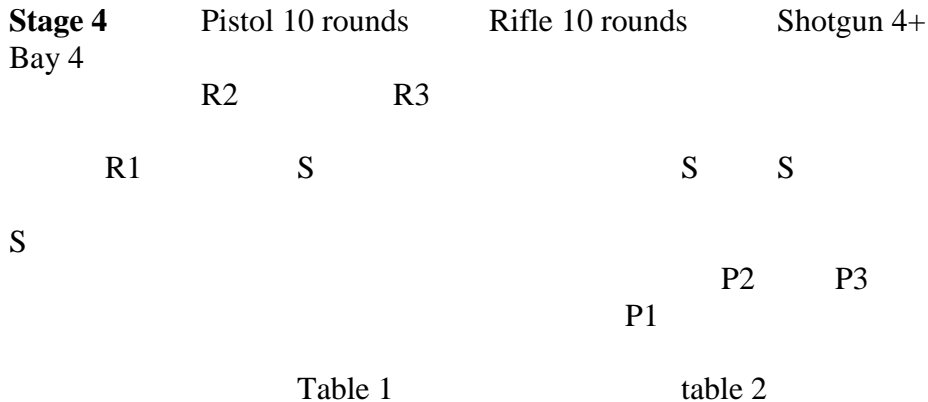
**UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.**

**Shotgun targets may be made up at the end of the stage.**

**Shooting the Marshal launches the flyer. If you miss the flyer, you can shoot the “Mole” to make up a miss.**

**You can shoot the Marshal/flyer first, or the two stationary shotgun targets (clays) first.**

**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.**



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. Shooter is at either table, holding the money bag with both hands.

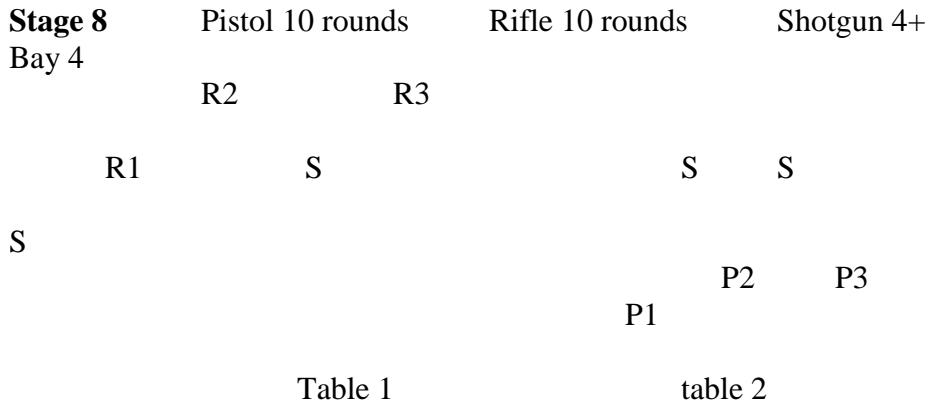
Starting Phrase: **IS THIS BRASS OR JUST GOLD?**

At the Beep: Shoot two shotgun targets.  
 Next will be rifle or revolvers, depending on starting position.  
 With the rifle, double tap R2, then single tap sweep R1-R3, then repeat.  
 The three target sweep may be from L or R (so 2,2,1,2,3 or 2,2,3,2,1)  
 With the revolvers, repeat the instructions as with the rifle for the revolver targets from table 2  
 Shoot the last two shotgun targets.

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

**Shotgun targets are to be made up at the site of original engagement.**





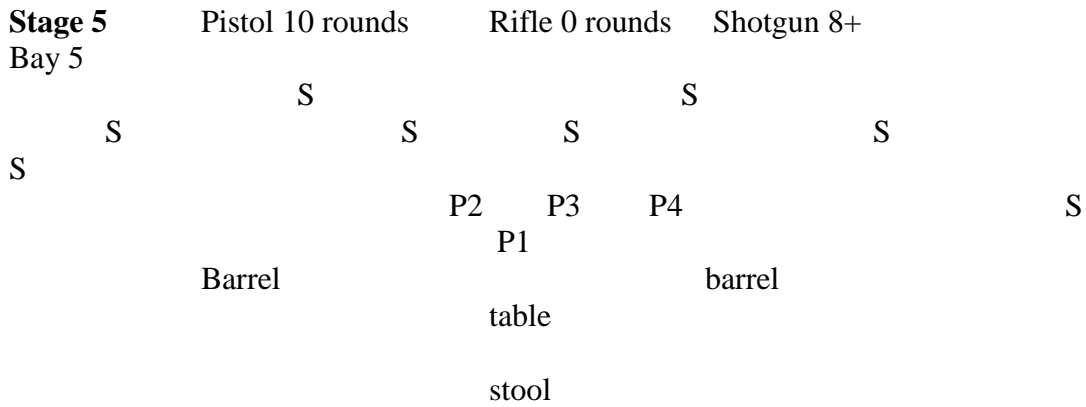
Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on table 1. Shotgun is staged open and empty on either table. The Shooter may start at either table, both hands on the hat.

Starting Phrase: **SMELLS LIKE BLACK POWDER!**

At the Beep: Firearms may be used in any order, but **RIFLE MAY NOT BE LAST**. For the rifle and revolvers, and their respective targets, alternate single tapping the two outer targets for four rounds, then single tap the center target. Repeat for the next five rounds (1,3,1,3,2, for example) Shoot two shotgun targets from each table.

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

**Shotgun targets are to be made up where originally engaged.**



Each revolver is loaded with five rounds, hammer on an empty chamber and they are staged on the table.

**NO RIFLE.**

Shotgun is open and empty on the table.

Shooter is sitting on the stool, holding cards with both hands.

Starting Phrase: **YOU CHEAT!!**

At the Beep: With a revolver, triple tap P1 and shoot P2 and P3 once.  
 With the shotgun shoot the Marshal and flyer (and mole if necessary) from left of the left barrel, shoot the two right targets from the right of the right barrel, and shoot the four targets between the barrels.  
 Shotgun targets may be shot in any order.  
 Lastly, shoot P4 four times and P1 once.

**SHOTGUN RESHOOTS ARE TO BE FROM THE AREA WHERE ORIGINALLY ENGAGED.**

**The shotgun muzzle(s) must be to the left or right of the respective barrels.**

**The wooden shotgun targets must be knocked over to be a hit.**

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

The Long Nine at Lefthander's Gun Club

August 26, 2018

There will be eight main stages today.

**GOOD LUCK!**

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

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