

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

August 25, 2019

Lefthander's Gun Club  
Loami, Illinois

August 25, 2019

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 2 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 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).

**Stage 1**      Revolvers 10 rounds      Rifle 10 rounds      Shotgun 4+

R1 R2 R3 R4

S1      S3

S2      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 is held at port arms by the shooter at table 2. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table 2, with the rifle at port arms.

Starting phrase: **IT'S A LOVELY DAY!**

At the Beep: With the rifle, double tap sweep the four rifle targets from either direction, then single tap each end target; **NO TRIPLE TAPS!**  
With shotgun, shoot each shotgun target until down.  
With revolvers, from table 1, shoot revolver targets as per Rifle instructions.

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

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

**Stage 2**      Revolvers 10 rounds      Rifle 10 rounds      Shotgun 4+

R1 R2 R3 R4

S1      S3

S2                  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 2, action open and empty. Shotgun rounds are on the person.

Shooter starts standing behind a table 1, hands on hat

Starting phrase: **HERE WE GO.**

At the Beep: With the first five revolver rounds shoot a 1-3-1 sweep from either end, Then repeat from the other end (1,2,2,2,3,4,3,3,3,2).  
From table 2 repeat the pistol instructions with the rifle  
From Table 2, shoot the four shotgun targets.

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

**Stage 3**

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

T4 T5  
T3  
T1 T2

S S

S S

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 at the table

Starting phrase: **Nice**

At the Beep: Use long guns in either order.

With shotgun, shoot four knockdowns.

With the rifle, single-tap each outside target, double -tap the center target, then single-tap the outside targets.

With the revolvers, from the barrier, use same instructions 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**

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

T4 T5  
T3  
T1 T2

S S  
  
S S

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 shotgun in hands.

Starting phrase: **WHAT NOW?**

At the Beep: With the shotgun, shoot each knockdown.

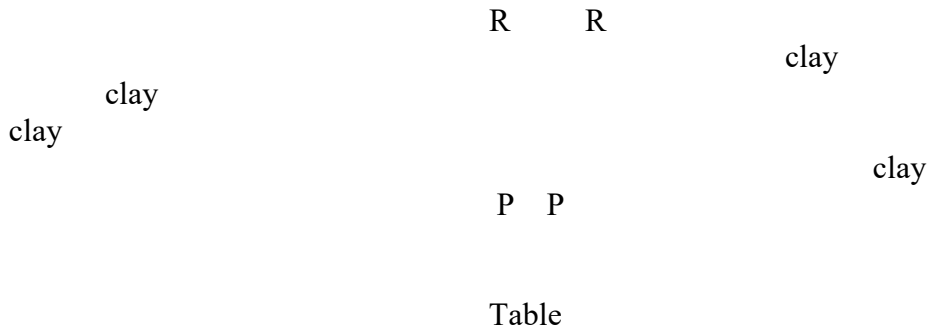
With the rifle, shoot the targets in two different diagonal Nevada Sweeps, starting at the lower target (1,3,5,3,1, then 2,3,4,3,2).

From the barrier, use the revolvers 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**      Revolvers 10 rounds   Rifle 10 +1 rounds   Shotgun 4+



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 staged open on the table. Shotgun rounds are on the person.

Shooter starts standing behind the table,

Starting Phrase: **RELOAD?**

At the Beep: With the revolvers, progressive sweep the two targets (1, 2,2 1,1,1,2,2,2,2)  
With the rifle, shoot one rifle target five times, and one six times.  
The extra round may be loaded anytime after the revolvers are spent.  
Shoot the four shotgun targets with the shotgun.

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

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A clay that falls from the holder is considered a hit, but the round must be fired at the holder to count.

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August 25, 2019

There will be five main stages today.

**GOOD LUCK!**

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

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