

The Long Nine

Monthly Match

Social Distancing
at
LICK CREEK

June 28, 2020

Lefthander's Gun Club
Loami, Illinois

June 28, 2020

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.

IN ADDITION, ALL RECOMMENDED COVID-19 PRECAUTIONS ARE RECOMMENDED.

We are planning on five stages today.

No lunch will be served. We will shoot the stages, then relax in the clubhouse. Bring your own refreshments.

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

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

P4 P5 P6

Table 1

Table 2

X

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

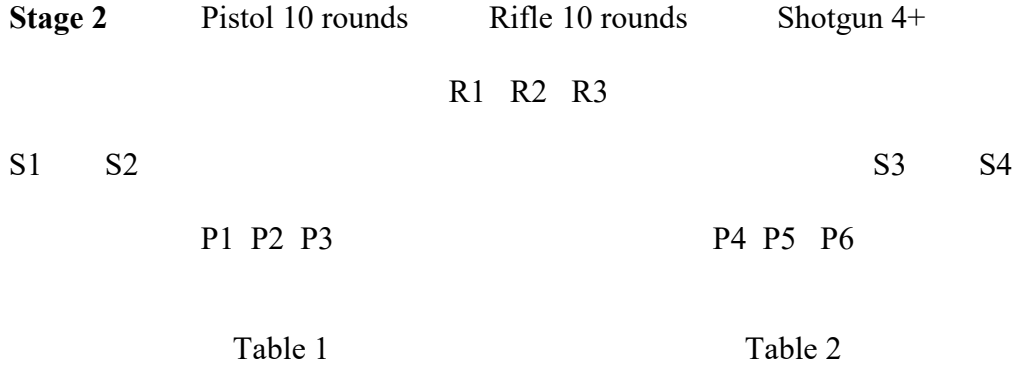
Starting phrase: **WHAT A LOVELY DAY!**

At the Beep: With the rifle, shoot each revolver target and each rifle target at least once. Make rifle safe on table where the shotgun is staged.
At the chosen table, shoot each revolver target at least once and each shotgun target once. Move to the other table and repeat the revolver and shotgun instructions.

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

Shotgun targets are to be engaged from their respective tables.

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



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 on either table. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person. The shooter starts standing behind either table, hands at his/her sides.

Starting phrase: **Summertime!**

At the Beep: Firearms may be used in any order, rifle not last.
 With the rifle, shoot the rifle targets in a 2-6-2 sweep from either direction.
 With the revolvers, shoot either bank of revolver targets in a 2-6-2 sweep, from either end.
 With the shotgun, shoot two targets from each table

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

Shotgun targets must be engaged from their respective tables.

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Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

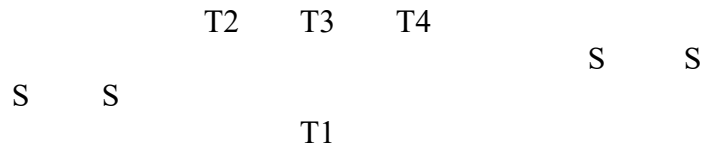


Table 2

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 staged on table 1.

Your shotgun is staged on the table 1 with the action open and the chamber(s) empty. Shooter starts with both hands in the air, shoulder level at table 1.

Starting phrase: **WHAT?**

At the Beep: With the rifle, shoot T1 twice, then the other three targets once in any order. Repeat for another five rounds. Make rifle safe in rack.

With the shotgun, shoot two targets from table 1 and two from table 2. Make shotgun safe on table 2.

With the revolvers, shoot the revolver targets as with the rifle targets from table 2.

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

You may shoot the knockdown shotgun targets until down.

Stage 5 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

	R		R
mole		flyer marshal	
S		T	S
	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 table or in hands. The shotgun is staged open and empty on the table or in **BOTH** hands. Shotgun rounds are on the person. The shooter starts at the table, either long gun in hand.

Starting Phrase: **WHEN IS LUNCH?**

At the Beep: Shoot guns in any order, rifle not last.
With the rifle, double tap a rifle target, triple tap T, then repeat with
The other rifle target and T
With the revolvers, repeat the rifle instructions using the revolver targets
(P) and T
With the shotgun, shoot the marshal with the flyer/popper and the two
other shotgun targets in any order.
If you miss the popper, you may shoot the “mole” to make up the miss.

NOTE: if the popper is broken, shoot the round at it; you will get the hit.
If the popper comes at the shooter (a hazard) you will get the hit
But you must fire the round

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

The Long Nine at Lefthander's Gun Club

June 28, 2020

There will be five main stages today.

GOOD LUCK!

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

Total Time _____