

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

March 23, 2014

Lefthander's Gun Club
Loami, Illinois

March 23, 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
9:30 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. 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+
		P/R	P/R
		P/R	P/R
	S1 S2		S3 S4

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 the 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, hands on his belt buckle

Starting phrase: **IT'S NICE TO BE SHOOTING!**

At the Beep: Shoot the rifle targets in a continuous Nevada Sweep, starting at either end (1,2,3,4,3,2,1,2,3,4 or 4,3,2,1,2,3,4,3,2,1). Make the rifle safe.
 Get the shotgun and advance to the second table. From there, shoot each shotgun target once. Make the shotgun safe.
 With the revolvers, shoot the targets in a Nevada Sweep, starting from either end. Make the revolvers safe.

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

Missed shotgun targets may be re-engaged until knocked down.

Stage 2	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
	P/R	P/R	P/R
	S1	S2	S3 S4

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

STARTING PHRASE: THIS FEELS GREAT!

At the Beep: Shoot the rifle targets in the following pattern: 1,2,3,4,1,2,3,1,2,1.
 Make the rifle safe on the table and get the shotgun.
 Advance with the shotgun to the second table and make it safe there.
 With the revolvers, shoot the targets in the pattern used for the rifle.
 Make the revolvers safe after use.
 With the shotgun, shoot each shotgun target once. Make shotgun safe.

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

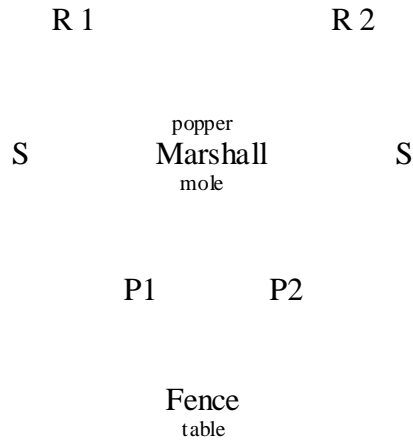
Missed shotgun targets may be re-engaged.

Stage 3

Pistol 10 rounds

Rifle 10 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 at the fence. The shotgun is held by the shooter, action open and empty. Shotgun rounds are on the person.

Starting Phrase: **I LOVE TO SHOOT MY SHOTGUN!**

At the Beep: Shoot the two clay birds. Then make the shotgun safe.
With the rifle, shoot the two rifle targets five times each
Make the rifle safe.
With the revolvers, shoot each revolver target five times .
Make the revolvers safe after use.
Return to the shotgun. Shoot the Marshal, then shoot the popper.
If you miss the popper, shoot the mole in front of the Marshall, if you like.

Shotgun misses can be picked up at the end, if preferred.

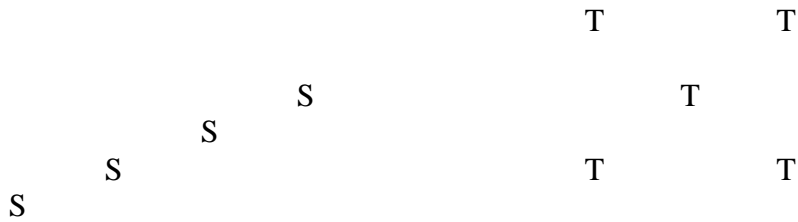
UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



barrier

Table
Start or start

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 empty.

The Shooter starts with the Rifle, at port arms at either starting mark.

Starting phrase: **NOW THIS IS DIFFERENT!**

At the Beep: With the rifle, shoot the center target once, then the other four in any order then repeat that sequence. With the action open, go to the table, make the rifle safe.

Get the shotgun and shoot each shotgun target once. Make the gun safe.

Advance to the barrier to engage the revolver targets.

With the revolvers, shoot the targets as you did with the rifle: center, then the other four once, repeat. Make the revolvers safe after use.

Missed shotgun targets may be re-engaged.

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

Stage 5 Rifle 10 rounds Pistol 10 rounds Shotgun 4+

S S S S T4 T5
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 is staged on the table.

The shotgun is staged on the table with the action open and the magazine and chambers empty.

The Shooter starts standing behind the table, holding a long gun with both hands but not shouldered

Starting phrase: **THIS IS SO MUCH FUN!**

At the Beep: Use the two long guns in any order.

With the shotgun, shoot the four shotgun targets until down.

With the rifle, shoot two Nevada sweeps as follows:

1,3,5,3,1, 2,3,4,3,2. Two diagonals. Then, make the rifle safe.

Proceed to the barrier to shoot the revolver targets.

With the revolvers, shoot the two diagonal Nevada sweeps as

you did with the rifle. Make the revolvers safe after use.

Missed shotgun targets may be re-engaged.

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

The Long Nine at Lefthander's Gun Club

March 23, 2014

There will be five main stages today. Preceding the Main Match at 8:15 will be the Long Range Match, if conditions permit.

GOOD LUCK!

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

Total Time _____