

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

March 22, 2015

Lefthander's Gun Club
Loami, Illinois

March 22, 2015

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 5 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.

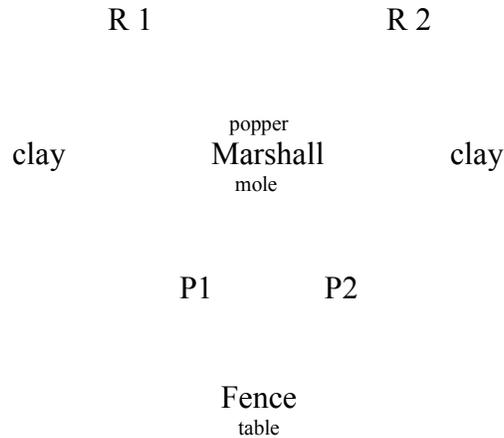
Scores may also be viewed later on the Long Nine website: www.longninecowboys.org.

Stage 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: **HAPPY DAYS ARE HERE AGAIN!**

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 each revolver, shoot each revolver target five times
Make the revolvers safe after use.
Get 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.

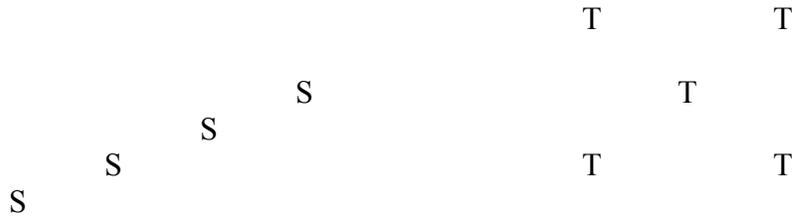
Shotgun misses can be picked up at the end, if preferred.
You must engage the marshal AND the airborne clay before shooting the mole if necessary.

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 the magazine or chambers 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 targets with the revolvers.

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

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

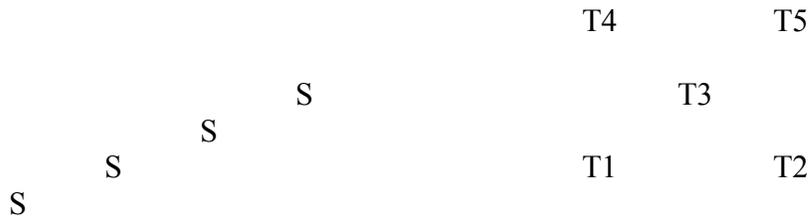
You may reshoot the shotgun targets until down.

Stage 5

Rifle 10 rounds

Pistol 10 rounds

Shotgun 4+



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 the first long gun with both hands at the waist and 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.

All shotgun misses can be picked up.

When done shooting the stage, pick up weapons and proceed to unloading table.

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There will be five main stages today.

GOOD LUCK!

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

Total Time _____