

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

**Rescheduled to March 31, 2019
due to a Rain-Out on the 24th**

Lefthander's Gun Club
Loami, Illinois

March 24, 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.

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 shooting	Lunch, 2018 awards

Lunch will be provided by Long Nine Cowboys.

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 R4	
	S1 S2		S3 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 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 1, standing erect, both hands on hat.

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

At the Beep: With the revolvers, shoot the revolver targets in a Nevada sweep, double tapping the end targets, starting at either end (1,1,2,3,4,4,3,2,1,1).
 With the shotgun, shoot two targets, then make gun safe on table 2.
 With the rifle, shoot the rifle targets as with the revolver targets.
 Get shotgun and shoot the two other shotgun targets from table 2.

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

Shotgun targets may be re-engaged from any shooting position.

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

Stage 2 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3 R4

S1 S2 S3 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 held by the shooter at table 2 with both hands, not shouldered, action open and empty. Shotgun rounds are on the person.

Starting phrase: **SPRINGFIME!**

At the Beep: Shoot four shotgun targets in any order from table 2. Make gun safe.
With the rifle, shoot the rifle targets as follows: 1,2,2,3,3,3,4,4,4,4.
Make rifle safe and go to table 1.
From table 1, with the revolvers, shoot the revolver targets as done with the rifle: 1,2,2,3,3,3,4,4,4.

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

Shotgun targets may be re-engaged at any position

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Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

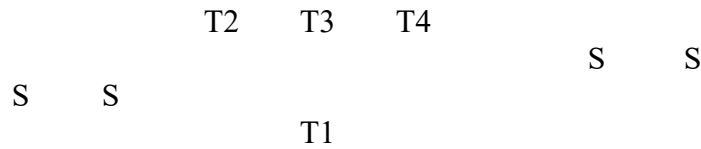


Table 2

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..

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

You may shoot the knockdown shotgun targets until down.

Stage 4 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

		T2	T3	T4		
					S	S
S	S					
			T1			

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 held by the shooter.

The shotgun is staged on table 1 with the action open and the magazine or chambers empty.

The Shooter starts standing at table 1, Rifle in hands.

Starting phrase: **SPRING HAS SPRUNG!**

At the Beep: With the rifle, alternately shoot each tall target then the lower target for ten rounds. For example: 2,1,3,1,4,1,3,1,2,1.

Make rifle safe in rack.

Shoot the four shotgun targets anywhere from table 1 to

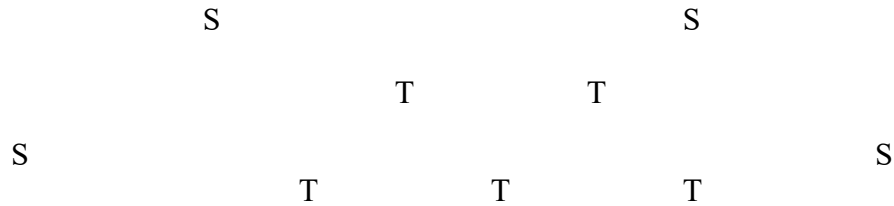
Table 2. Make safe after use on table 2

With the revolvers, repeat the rifle instructions.

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

You may reshoot the shotgun targets until down.

Stage 5 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 or in hand. 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, any firearm(s) in hand.

Starting Phrase: **WHEN IS LUNCH? !**

At the Beep: Shoot guns in any order, rifle not last.
With the rifle, shoot each target twice, no double taps
With the revolvers, shoot each target twice, no double taps.
With the shotgun, shoot each shotgun target.

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

The Long Nine at Lefthander's Gun Club

March 24, 2019

There will be five main stages today.

GOOD LUCK!

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

Total Time _____