

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

May 26, 2019

Lefthander's Gun Club
Loami, Illinois

May 26, 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.

Stage 1 Revolvers 10 rounds Rifle 10 rounds Shotgun 6+

T1 T2 S S

Table 2

S S

S S

Barrel

Barrel

RACK

Table

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 table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 1, holding the rifle

Starting phrase: **HOORAY**

At the Beep: With the rifle, alternately double tap the two targets for ten rounds, starting on either target. Make rifle safe in the rack.
With the shotgun, shoot two shotgun targets from each barrel, and from Table 2. Make safe on the table.
From table 2, shoot the targets with the revolvers as done with the rifle.

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

.

Stage 2 Revolvers 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3 R4

S

S S

S

P1 P2 P3 P4

Table 1

Table 2

Barrier

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. Shotgun is staged open and empty on the left table.

Use firearms in any order, rifle not last.

Shooter starts with both hands on staged firearm(s) of choice.

Starting phrase: **REALLY?**

At the Beep: Shoot four shotgun targets in any order from the table 1.

With the rifle, shoot the rifle targets as follows: Nevada Sweep from Either direction (1,2,3,4,3,2,1,2,3,4 or 4,3,2,1,2,3,4,3,2,1).

With revolvers, Nevada Sweep from either direction from the barrier.

NOTE: Nevada Sweeps are continuous.

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

Stage 3

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3 R4

S

S S S

P1 P2 P3 P4

Table

Table

barrier

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. Shotgun is staged open and empty on the left table. Use firearms in any order, rifle not last.

Starting phrase: **WHAT?**

At the Beep: With Revolvers, engage the revolver targets with a progressive sweep from either direction (1,2,2,3,3,3,4,4,4,4 or 4,3,3,2,2,2,1,1,1,1).
Rifle, same instructions as with revolvers.
With Shotgun, shoot all four shotgun targets.

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

Stage 4

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3

P1 P2 P3

S S

S S

BARRIER

Table

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 staged on table.

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

The Shooter starts standing at location of choice, both hands on hat.

Use firearms in any order, rifle not last.

Starting phrase: **Good Day for a gunfight!**

At the Beep: With the revolvers, double tap an outside target, then triple tap the center target, then double tap the other outside target, then triple tap the center target. For example: 1,1,2,2,2,3,3,2,2,2.

Rifle instructions are same as revolvers.

With shotgun, shoot each shotgun target.

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

Stage 5 Revolvers 10 rounds Rifle 10 rounds Shotgun 4+

R1 R2 R3

P1 P2 P3

S S

S S

BARRIER

Table

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 staged on table.

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

Use firearms in any order, rifle not last.

Shooter starts standing at location of choice, thumbs in a gun belt.

Starting Phrase: **FINALLY!**

At the Beep: Revolvers - Arkansas Shuffle, twice starting on either end.

(1,1,2,3,3, or 3,3,2,1,1)

Rifle - same instructions as with the revolvers.

Shotgun – shoot the four targets.

NOTE: the two sweeps need not be the same direction (may Quad Tap)

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

The Long Nine at Lefthander's Gun Club

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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 _____