

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

September 23, 2018

Lefthander's Gun Club
Loami, Illinois

September 23, 2018

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 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:

8:00 AM to 9:30 AM	Registration
9:35 AM	Shooter's Meeting
9:45 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	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		R1 R2 R3	
	S2		S3
S1			S4
		P1 P2 P3	

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, hammer down on the empty chamber and staged on 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, holding the money bag with both hands.

Starting phrase: **I GOT THE BRASS!**

At the Beep: With the rifle, shoot the rifle targets in a Nevada Sweep, double tapping #2, starting from either end (1,2,2,3,2,2,1,2,2,3 or 3,2,2,1,2,2,3,2,2,1).
 With the revolvers, engage revolver targets with double tap Nevada Sweep
 With the shotgun, shoot the four shotgun targets.

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

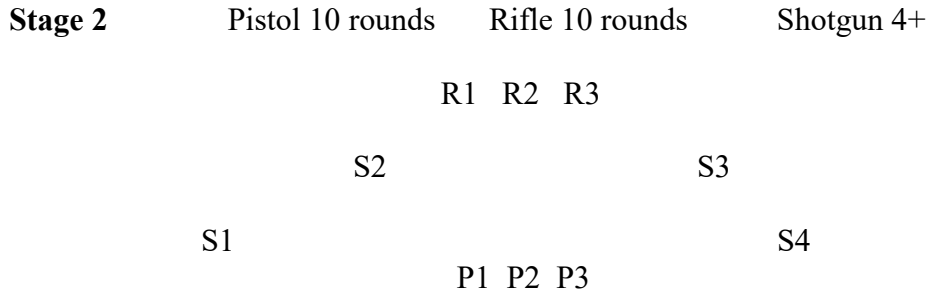


Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on the empty chamber and staged at table 1.

Shotgun is open and empty, staged on the table.

The shooter starts behind table 1, rifle at port arms.

Starting phrase: **DELIGHTFUL!**

At the Beep: Engage the rifle targets in two identical 2-1-2 sweeps (1,1,2,3,3)
 Shoot revolvers or shotgun next.
 Engage the revolver targets as done with the rifle.
 With shotgun, engage the four shotgun targets.

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

Shotgun targets may be re-engaged at any position

Stage 3 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

	T4		S	
T2		T3		S
	T1		S	

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.

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

Starting phrase: **SHOTGUN FIRST!**

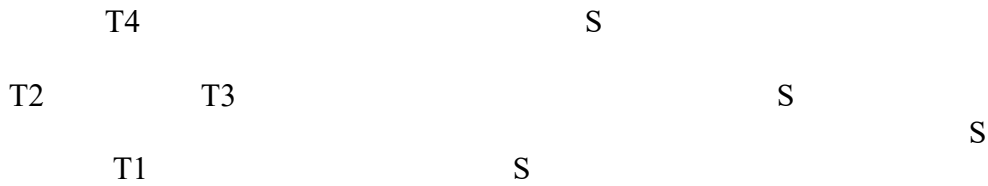
At the Beep: Shoot each shotgun target. Make gun safe
Rifle, starting with any target, shoot each target clockwise for ten rounds.
(for example, 1,2,3,4,1,2,3,4,1,2).
Advance to the barrier and shoot the targets with the revolvers as done with the rifle.

You may shoot the revolver targets from any position, but then that is a stationary position. No shooting on the move.

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

You may reshoot the knockdown shotgun targets until down.

Stage 4 Pistol 10 rounds Rifle 10 rounds Shotgun 4+



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 staged on the table.

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

The Shooter starts standing at the table, hands on both revolvers.

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

At the Beep: Shoot either long gun first.

With shotgun, four shotgun targets.

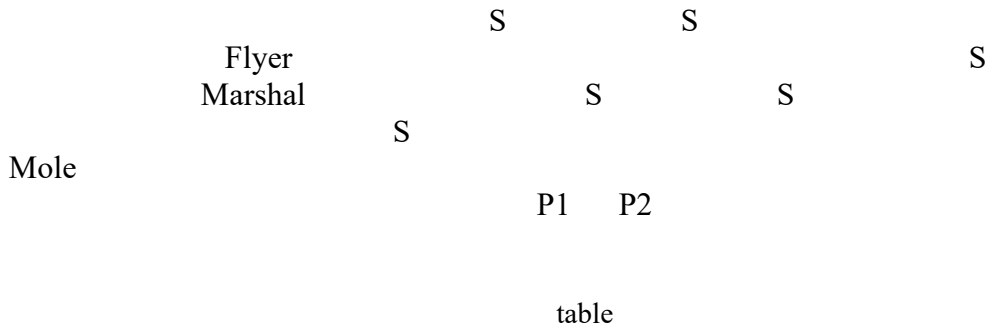
With the rifle, alternately single tap either the two horizontal or two vertical targets for five rounds, then do the same with the other two targets. (1,4,1,4,1 then 2,3,2,3,2. You may start on either target of the pair.

Advance to the barrier and shoot the targets with the revolvers as done with the rifle.

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 ZERO Shotgun 8+



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The shotgun is held by the shooter, action open and empty. Shotgun rounds are on the person.

Starting Phrase: **Here We Go!**

At the Beep: You may shoot the firearms in any order.
With the revolvers, shoot each revolver target five times.
With the shotgun, shoot six “regular” shotgun targets and the Marshal and its popper in any order

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

Shooting the Marshal launches the flyer. If you miss the flyer, you can shoot the “Mole” to make up a miss.

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If the flyer is broken, or is flung at the firing line/shooter, it will be considered a hit, but the round still must be fired.

The Long Nine at Lefthander's Gun Club

September 23, 2018

There will be five main stages today.

GOOD LUCK!

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

Total Time _____