

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

June 22, 2014

Lefthander's Gun Club
Loami, Illinois

June 22, 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.

Stages 2 and 4 will correspond with Stages 3 and 4 of the Doily Gang Postal Match, for those of us engaged in that endeavour.

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!

We will have a long range competition before the main match. Bring your long range rifles, both rifle and pistol caliber. The specifics and ranges will be posted at the long range venue. There is no fee for this event.

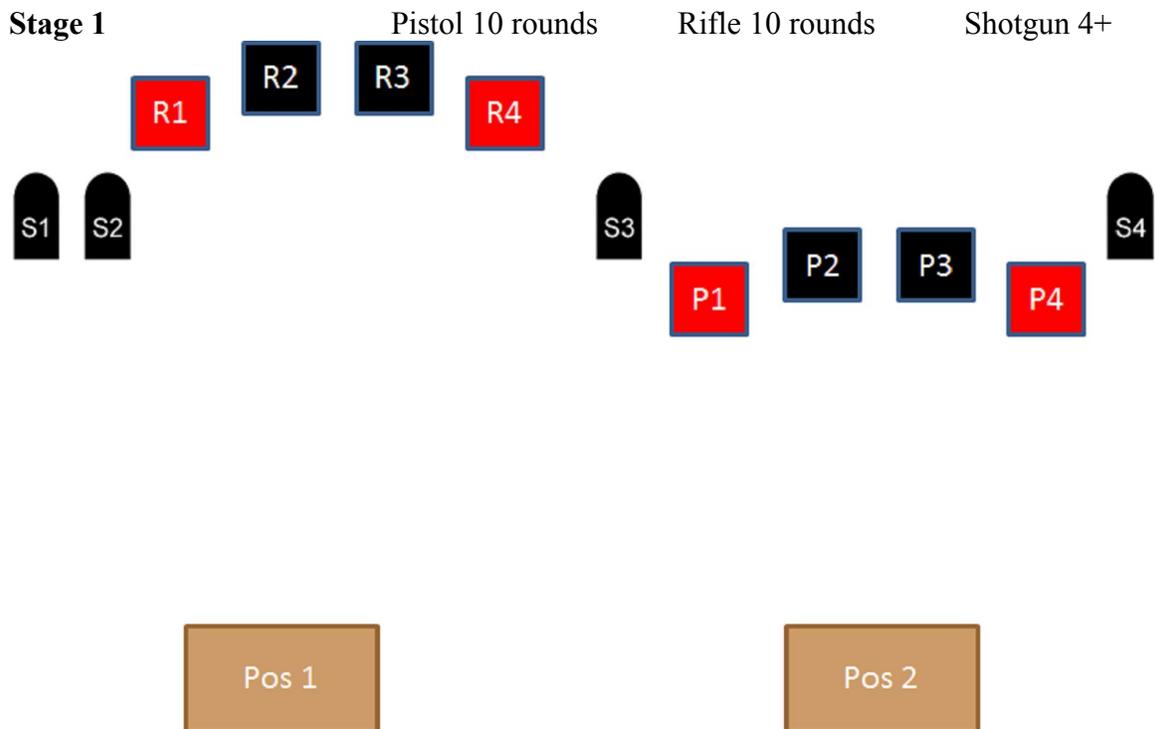
Today's Schedule:

8:10 AM to 9:30 AM	Registration
8:15 AM to 9:30 AM	Long Range Match
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.



Revolvers are loaded with five rounds each, hammer down on the empty chamber, and holstered.

Rifle is loaded with ten rounds, hammer down on the empty chamber, and staged on table 1.

Shotgun is open and empty, staged on table 1

The contestant starts standing behind table 1, hands on the table.

Starting Phrase: Let's Go!

At the Beep: With the rifle, shoot the rifle targets in the following sequence:

R2, R2, R2, R1. R2, R3, R4, R3, R3, R3. Make the rifle safe.

With the shotgun, shoot S1 and S2 from table 1, and S3 and S4

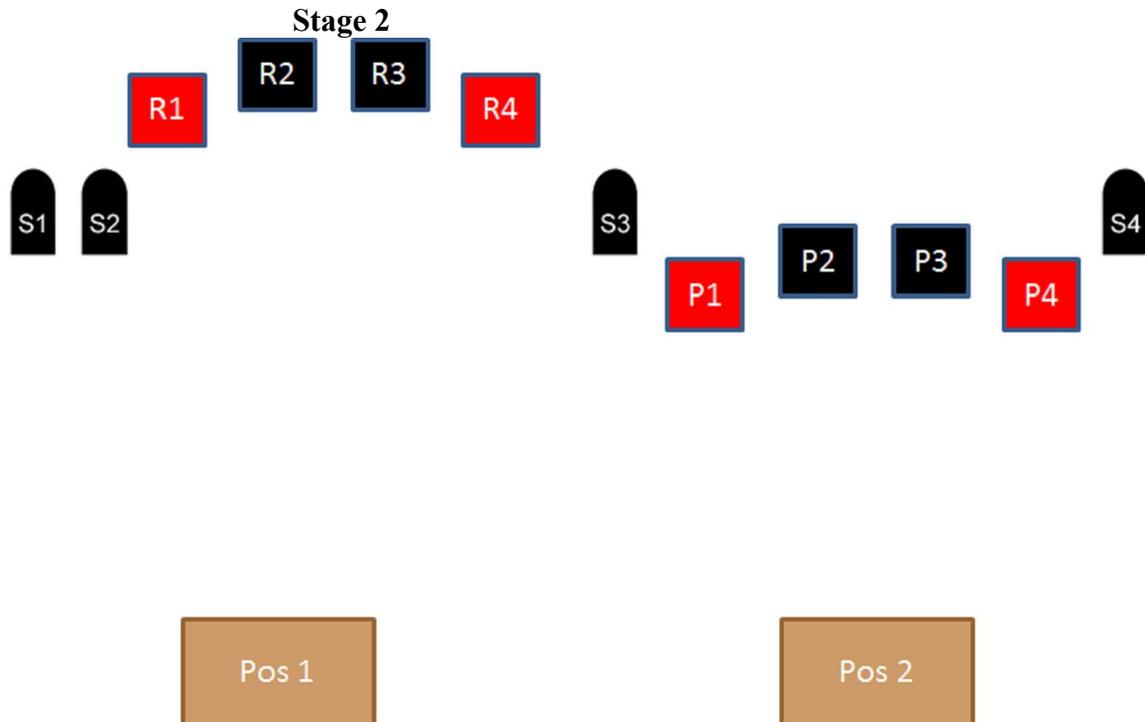
From table 2. Make safe on the table.

With the revolvers, shoot the revolver targets in following sequence:

P2, P2, P2, P1, P2, P3, P4, P3, P3, P3. Make revolvers safe after use.

When the course of fire is complete, take long guns muzzle up to the unloading table.

Shotgun targets may be re-engaged at the site of the miss.



The Scene: Many stories have been told about the Pony Express adventures of young William Cody (better known as Buffalo Bill). At the age of 15, Cody signed on with the Pony Express and once covered a distance of 322 miles (518 km) within 21 hours over one of the most dangerous sections of the entire Pony Express trail.

10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols holstered, loaded with five rounds each. Rifle staged on Position 1 (left table) with 10 rounds. Shotgun staged on Position 1 (left table).

Starting Position: Start standing at Position 1 with one hand pointing down range and other hand touching anywhere on rifle (rifle must stay flat on table and fingers can be inside lever, but NOT touching trigger).

Line: "Look! Here comes Bill Cody!"

ATB: With **Rifle**, engage the four rifle targets in a 3-2-2-3 sweep, starting from either end (R1-R1-R1-R2-R2-R3-R3-R4-R4-R4 or R4-R4-R4-R3-R3-R2-R2-R1-R1-R1). Make rifle safe.

Pickup **Shotgun** and shoot the two knockdown targets positioned to the left of rifle targets (S1 & S2 in any order). Move to Position 2 and shoot the two knockdown targets on each side of the pistol targets (S3 & S4 in any order). Make the shotgun safe on Position 2.

With your **Pistols**, engage the four pistol targets in a 3-2-2-3 sweep, starting from either end (P1-P1-P1-P2-P2-P3-P3-P4-P4-P4 or P4-P4-P4-P3-P3-P2-P2-P1-P1-P1).

* **Note:** Shotgun targets **must** be made up at designated positions.

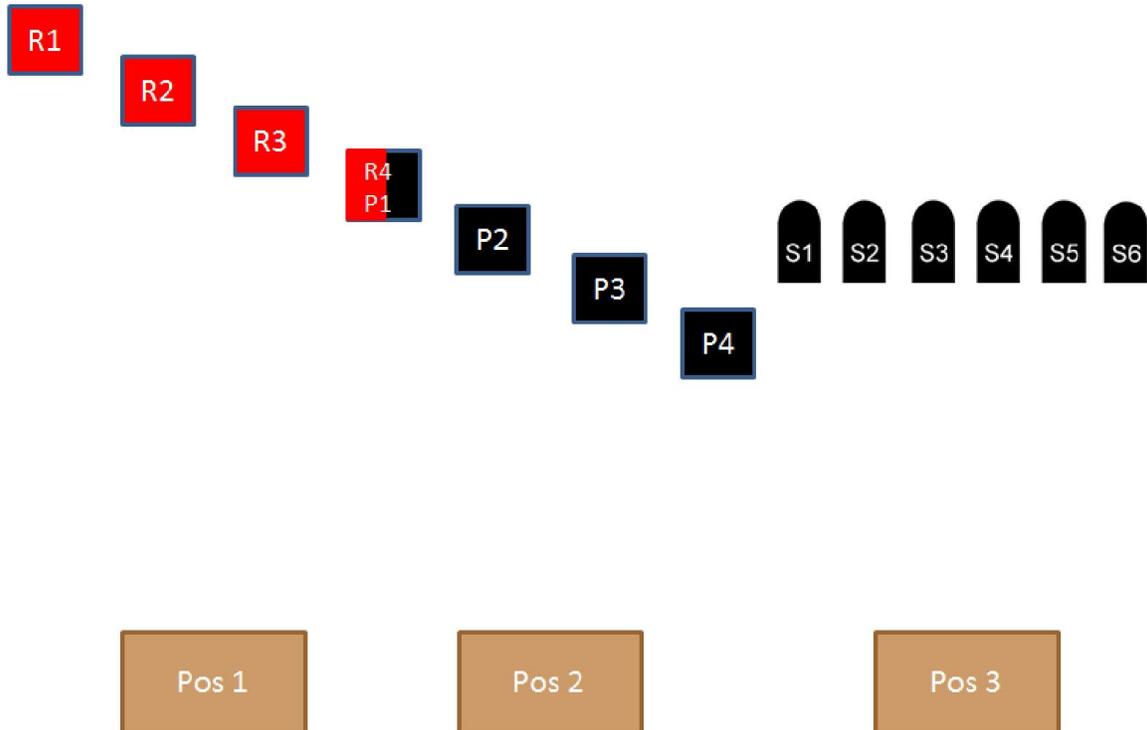
Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

YOU WILL NEED AN EXTRA ROUND FOR RIFLE OR REVOLVER



The rifle is loaded with 10 rounds and staged on table 2, hammer down on the empty chamber.

The revolvers are each loaded with 5 rounds, hammer down on the empty chamber, and holstered.

AN EXTRA ROUND FOR THE RIFLE OR REVOLVER IS TO BE ON THE PERSON!

Shotgun, open and empty, is to be on table 3.

Competitor starts standing behind table 2, hands in the air.

Starting Phrase: WHAT FUN!

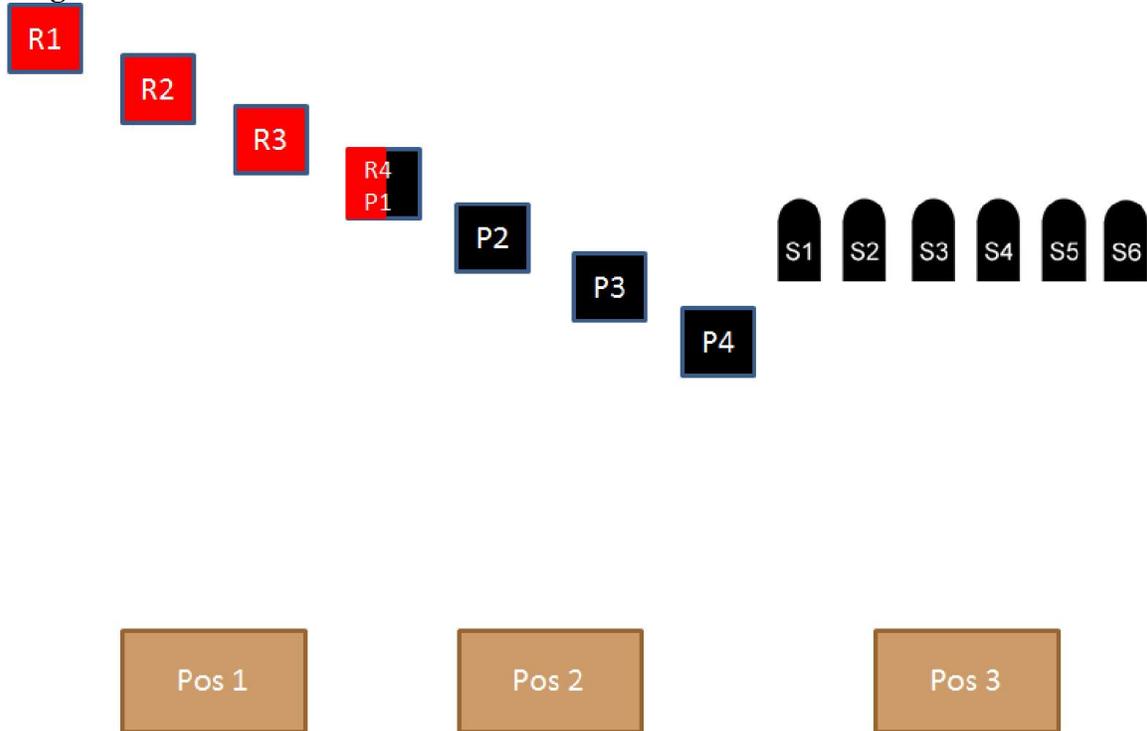
At the Beep. Use rifle or revolvers in any order. With the rifle and revolvers, triple-tap each of the rifle and revolver targets in any order. To make the 21 total shots, you will have to reload the rifle or a revolver **AFTER THE GUN IS EMPTY.**

Make firearms safe after use and move to table 3.

Shoot each shotgun target until down. May re-engage if needed.

Upon completion, take long guns muzzle-up to the unloading table.

Stage 4



The Scene: The pony express rider isn't due for another hour, but something or someone is stirring out in the yard.

10 Pistol, 10 Rifle, 6+ Shotgun

Staging: Pistols holstered, loaded with five rounds each. Rifle staged on Position 1 (left table) with 10 rounds. Shotgun staged on Position 3 (right table).

Starting Position: Start standing at Position 1 with hands on pistols.

Line: "Who goes there?"

ATB: With **Rifle**, engage the four rifle targets in a Progressive Sweep starting on R1 (R1-R2-R2-R3-R3-R3-R4-R4-R4-R4). *Make rifle safe.

Move to Position 2 (shooter has to be kicking distance from position 2 table), and with **Pistols**, engage the four pistol targets in a Progressive Sweep starting on P1 (P1-P2-P2-P3-P3-P3-P4-P4-P4-P4).

Move to Position 3 and with **Shotgun**, engage the six knockdowns in any order until down.

*Note: Can make rifle safe on Position 1 or Position 2

Stage 5

Rifle 10 rounds

Pistol 10 rounds

Shotgun 4+

R R

S1 S2 S3

P P

Table

Revolvers are loaded with five rounds each, hammer down on the empty chamber.. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on the table. The shotgun is staged on the table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table.

Starting phrase: **THIS WILL BE QUICK**

At the Beep: Shoot the rifle and revolvers in any order.
With the rifle, shoot each rifle target five times. Make safe.
With the revolvers, shoot each revolver target five times. Make safe.
With the shotgun shoot S2, then S1, then S2 and then S3.
You may re-engage a shotgun target if missed.
Make the shotgun safe after use.

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

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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 _____

Long Range Rifle

Caliber	Total shots	Hits	SCORE
Pistol	_____		
Rifle	_____		