

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

November 9, 2014

Lefthander's Gun Club
Loami, Illinois

November 9, 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.

Stage 3 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!

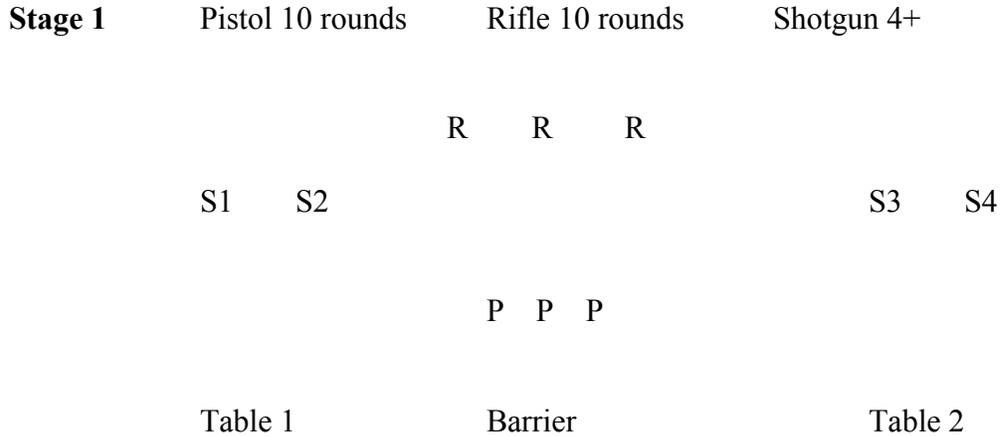
Today's Schedule:

8:00 AM to 8:45 AM	Registration
8:45 AM	Shooter's Meeting
9:00 AM	Shooting Commences
	Shoot five 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.



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 on either table. The shotgun is staged on either table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at any of the three shooting positions, hands on his belt buckle

Starting phrase: **IT'S NICE TO BE SHOOTING!**

At the Beep: Guns may be used in any order, but do not end with the rifle
 With the revolvers (at the barrier), shoot two identical Arkansas Shuffles, from either direction (1,1,2,3,3 or 3,3,2,1,1). Make safe after use.
 With the rifle, shoot two identical Arkansas Shuffles from either direction, then make rifle safe.
 With the shotgun, shoot two shotgun targets from each table.
 Make the gun safe after use

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

Shotgun targets may be reengaged from any position.

Stage 2	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		R R R	
	S1 S2		S3 S4
		P P P	
	Table 1	Barrier	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. The hammer should be down on the empty chamber and held by the shooter. The shotgun is staged on either table, action open and empty. Shotgun rounds are on the person. The shooter starts, the shooting position of choice, hands on gun(s) of choice.

STARTING PHRASE: THIS FEELS GREAT!

At the Beep: Guns may be used in any order, rifle not last.
 With the revolvers, shoot the revolver targets in a double tap Nevada Sweep, starting on any target (1,1,2,2,3,3,2,2,1,1 or 2,2,3,3,2,2,1,1,2,2, 2,2,1,1,2,2,3,3,2,2 or 3,3,2,2,1,1,2,2,3,3). Make safe after use
 With the rifle, shoot the rifle targets in a double tap Nevada Sweep starting on any target. Make rifle safe.
 With the shotgun, shoot two targets from each table. Make safe.

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

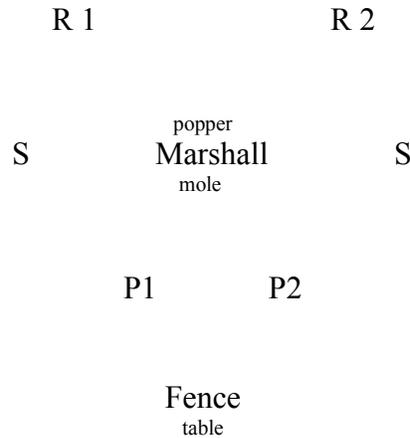
Shotgun targets may be re-engaged at any position

Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



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: **I LOVE TO SHOOT MY SHOTGUN!**

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 from
Make the revolvers safe after use.
Return to 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.

Stage 4	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
T	T	S S	
	T		S S
T	T		

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 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 behind the table.

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.

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+
T	T	S S	
	T		S S
T	T		

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.

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 but 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.

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 _____