

The Long Nine

Monthly Match

SHOOTOUT at LICK CREEK

April 22, 2012



Lefthander's Gun Club
Loami, Illinois

April 22, 2012

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 4 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.

There is also a pre-match shotgun side match presented by Turquoise Tony. Bring extra shells!

Today's Schedule:

8:10 AM to 9:30 AM	Registration
8:15 AM to 9:30 AM	Side 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 or three 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.

Stage 1 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

T3
T2 S2 S3 T4
T1 S1 S4 T5

Table

Horse

Horse

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 a horse. The shotgun is staged on the horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the horse where the rifle is staged, hands on his/her belt buckle

Note: you may stage your long guns on either horse.

Starting phrase: **I'M READY!**

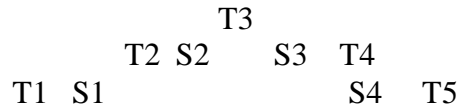
At the Beep: With the rifle, shoot each target (T) twice, no double taps. Make safe on the horse and get the shotgun. Take it to the table and make it safe there.

With each revolver, shoot each target once. Keep revolvers safe.

Finally, get the shotgun and shoot each shotgun target until down.

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

Stage 2 Pistol 10 rounds Rifle 10 rounds Shotgun 4+



Table

Horse

Horse

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 a horse. The shotgun is staged on the horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the horse with the guns, both hands on his/her hat.

Note: you may stage your long guns on either horse.

STARTING PHRASE: I FEEL GOOD!

At the Beep: With the rifle, shoot T3 once, then double tap T2 and T1 in any order. Then, single tap T3 and double tap T4 and T5 in any order. (So, 3,2,2,1,1 then 3,4,4,5,5). Make the rifle safe. Take the shotgun to the table. From the table, shoot each shotgun target until down and make the gun safe. With the revolvers, repeat the pattern used with the rifle. Make revolvers safe after use.

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

Stage 3 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

R 1 R 2 R3

clay popper
 Marshall
 mole clay

P1 P2 P3

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Fence

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 staged at the fence, action open and empty. Shotgun rounds are on the person.

The shooter starts at the Right end of the fence, both hands on the fence post.

Starting Phrase: **WHAT A GREAT DAY!**

At the Beep: At the right end of the fence and shoot the revolver targets in an Arkansas shuffle (1,1,2,3,3). Make the revolver safe and go to the left end of the fence. Shoot either long gun first. With the Rifle, shoot the rifle targets in two Arkansas shuffles (you can QUAD TAP). With the shotgun, shoot the two clays, and the Marshall and the flying clay in any order. Make the long guns safe after use.
Return to the r end of the fence and shoot the revolver targets with another Arkansas shuffle.

Shoot the clay on the ground (THE MOLE) if you miss the popper.
You must expend a round for the flyer before shooting the mole or it will be a miss.

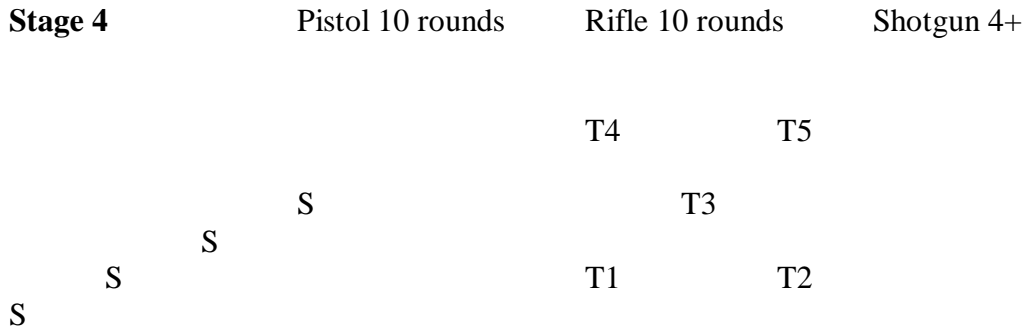


Table 2

façade
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, standing at the façade.

Starting phrase: **Shoot'em!**

At the Beep: With the rifle, alternately shoot two of the outer targets twice for four rounds, then shoot the middle target. Then, alternately shoot the other two outside targets twice for four rounds, then shoot the middle target. (for example, 1,2,1,2,3, then 4,5,4,5,3 or 1,4,1,3,3 then 2,5,2,5,3). Make the rifle safe after use.

With the shotgun, shot the four shotgun targets in any order through the window of the façade. Make the shotgun safe on either table.

At Table 2, shoot the targets with the revolvers as you did with the rifle. 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 6+
	clay	T	T clay
	S		T
S	S	T	T

Table2

façade
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, standing at the façade.

Starting phrase: **LET'S START SHOOTING!**

At the Beep: With the rifle, shoot the targets with two diagonal Nevada Sweeps as follows: 1,3,5,3,1 then 2,3,4,3,2. Make the rifle safe on the table.

With the shotgun, shoot the four shotgun targets through the window of the façade. Take the shotgun, open and empty, to table 2 and make it safe.

Use your two revolvers to shoot the targets in the same pattern as the rifle. Make the revolvers safe.

Get your shotgun and shoot two clay targets until broken.

Make the shotgun safe.

All shotgun misses can be picked up.

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

Stage 6 Pistol 10 rounds Rifle 10 rounds Shotgun 2+

R 1 R 2 R3

clay clay

P1 P2 P3

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Table Fence

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 the table. The shotgun is staged on the table, action open and empty. Shotgun rounds are on the person.

Both long guns are on the table.

The shooter starts at either end of the fence

Starting Phrase: **WHAT A GREAT DAY!**

At the Beep: You may shoot the guns **IN ANY ORDER.**

Revolvers are used from the right end of the fence. Shoot the targets as follows: 2,2,1,2,3 or 2,2,3,2,1. (with each revolver).

Shoot the rifle targets with the rifle using the same sequence as the revolvers from the left end of the fence.

With the shotgun, shoot both clay targets. **NO MARSHALL/FLYER** for this stage.

Make the firearms safe after use.

Upon completion of the stage, safely take the firearms to the unloading table.

Shoot the clays until broken

The Long Nine at Lefthander's Gun Club

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There will be five main stages today. Preceding the Main Match at 8:30 will be the Side Match, if conditions permit.

GOOD LUCK!

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

Total Time _____