

The Long Nine

Monthly Match

SHOOTOUT at LICK CREEK



March 25, 2012

Lefthander's Gun Club  
Loami, Illinois

**March 25, 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 are planning to shoot five stages today.

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!

**Side Match:** We will have revolver side match during which you get one chance to shoot a small target at distance. If you hit, your name goes into the hat for a number of prizes to be drawn. There is no fee for this event.

There will also be a special side match in Bay 1 before the match. Prizes will be involved. Bring a few rounds of GOOD revolver ammo!

**Today's Schedule:**

8:10 AM to 9:15 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 stages

After the last stage, please help move the targets to the assigned area, namely the container.

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](http://www.longninecowboys.org).

**Round Count:**

Pistol – 50 rounds  
Rifle – 50 rounds  
Shotgun – 24 rounds

**Stage 1**      Pistol 10 rounds      Rifle 10 rounds      Shotgun 4+

P/R      P/R      P/R      P/R

S1      S2

S3      S4

Horse B

Horse A  
START

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 Horse A. The shotgun is staged on Horse A, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at Horse A, hands on his or her belt buckle.

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

At the Beep:    Shoot the rifle targets in a continuous Nevada Sweep, starting at either end (1,2,3,4,3,2,1,2,3,4 or 4,3,2,1,2,3,4,3,2,1). Make the rifle safe.  
Get the shotgun and advance to the Horse B. From Horse B, shoot each shotgun target once. Make the shotgun safe.  
With the revolvers, shoot the targets in a Nevada Sweep, starting from either end. Make the revolvers safe.

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

**YOU MAY SHOOT THE SHOTGUN TARGETS UNTIL DOWN.**

**Stage 2**      Pistol 10 rounds      Rifle 10 rounds      Shotgun 4+

P/R      P/R      P/R      P/R

S1      S2

S3      S4

Horse B

Horse A

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 Horse A, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at Horse A, Rifle at port arms.

**STARTING PHRASE: I FEEL GOOD!**

At the Beep: Shoot the rifle targets in the following pattern: 1,2,3,4,1,2,3,1,2,1.  
or “diminishing sweep.”  
Make the rifle safe on Horse A and get the shotgun.  
Advance with the shotgun to Horse B and make it safe there.  
With the revolvers, shoot the targets in the diminishing sweep pattern used for the rifle.  
Make the revolvers safe after use.  
With the shotgun, shoot each shotgun target once. Make shotgun safe.

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

**YOU MAY SHOOT THE SHOTGUN TARGETS UNTIL DOWN.**

**Stage 3**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 6+

R 1      R 2

CLAY    CLAY    <sup>popper</sup>  
Marshall    CLAY    CLAY  
                 mole

P1    P2                                  P3    P4

Fence  
TABLE

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 four clay birds in any order. Then make the shotgun safe. With the rifle, alternately shoot the two rifle targets five times each from either end in an alternate sweep. (1,2,1,2 or 2,1,2,1, etc.). Make the rifle safe on the table. With each revolver, alternately shoot two targets with five rounds from their respective end of the fence. 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. Otherwise, it is a miss.

**Upon completion of the stage, take your guns, long guns muzzle up, to the unloading table.**

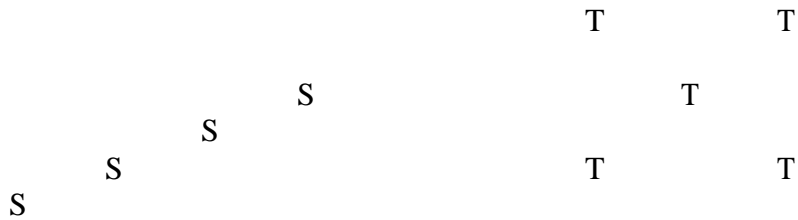
**Shotgun misses can be picked up at the end, if preferred.**

#### Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



Façade/Window  
table

Horse

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 at the horse.

Starting phrase: **NOW THIS IS DIFFERENT!**

At the Beep: With the rifle, shoot the center target once, then the other four in any order with no double taps, back to the center and then the other 4 in any order with no double taps.

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.

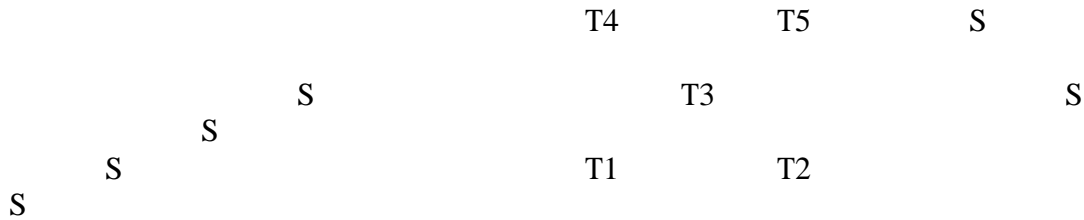
You may reshoot the shotgun targets until down.

## Stage 5

Rifle 10 rounds

Pistol 10 rounds

Shotgun 6+



Façade/Window  
table

Horse

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 horse.

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

The Shooter starts with both hands on the horse's tail.

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

At the Beep: Use the two long guns in any order.

With the shotgun, shoot the four shotgun targets until down.

With the rifle, from the horse, shoot two Nevada sweeps as follows:

1,3,5,3,1, 2,3,4,3,2. Two diagonals. Then, make the rifle safe.

Go to the table with the shotgun and shoot the two clay birds to the right of the table.

Make the shotgun safe on the table.

With the revolvers, shoot the two diagonal Nevada sweeps as you did with the rifle. 1,3,5,3,1, 2,3,4,3,2

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 with the long guns muzzle up.

**YOU ARE NOT ALLOWED TO LOAD THE SHOTGUN ON THE  
MOVE: PLANT AND POKE!**



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There will be five main stages today. Preceding the Main Match at 8:15 will be the side match.

**GOOD LUCK!**

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

Total Time \_\_\_\_\_