

# The Long Nine

Monthly Match



SHOOTOUT at LICK CREEK

May 27, 2012 – Memorial Day Weekend

Lefthander's Gun Club  
Loami, Illinois

May 27, 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.

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!

There is to be a dedication for Postman's Living Memorial at lunchtime..

Today's Schedule:

8:15 AM to 9:30 AM	Registration
9:30 AM	Shooter's Meeting
9:45 AM	Shooting Commences Shoot three stages
NOON	Lunch
	Dedication Service for Postman
	Shoot two stages

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

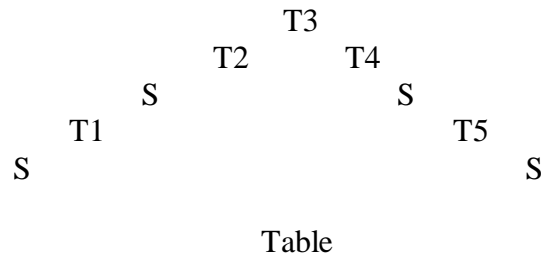
The scores will be compiled and printed after the last stage is completed. Results will be available in the Club House.  
Scores may also be viewed later on the Long Nine website: [www.longninecowboys.org](http://www.longninecowboys.org).

**Stage 1**

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, staged on either horse, hammer on the empty chamber. The shotgun is staged on either 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 or her belt buckle.

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

Starting phrase: **LOOK AT THE NEW SHOTGUN TARGETS!**

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.

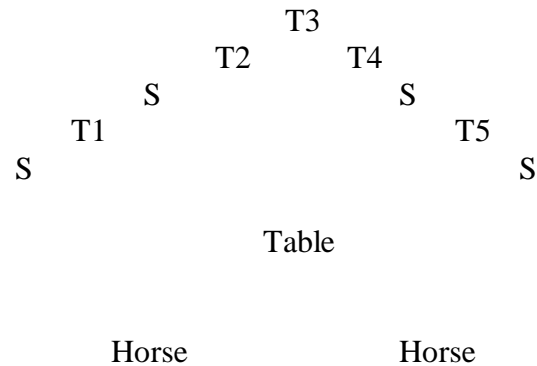
**UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!**

**Stage 2**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, staged on either horse, hammer on the empty chamber. The shotgun is staged on either 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 or her belt buckle.

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

Starting phrase: **AH, DOUBLE-TAPS!**

At the Beep: With the rifle, shoot each target twice in any order. You may double tap. Get the shotgun and advance to the table. Shoot each shotgun target until down.  
With the revolvers, shoot each target twice.

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

**Stage 3**      Pistol 10 rounds      Rifle 10 rounds      Shotgun 2+

R2

R 1

S

S

P2

P1

Table

Each revolver is loaded with five rounds, hammer on an empty chamber.  
You may stage your revolvers on the table OR in your holsters. The revolvers can go back to the table OR back to your holster OR one of each.  
The shotgun is staged on the table action open and empty. Shotgun rounds are on the person OR on the table.  
The rifle is loaded with 10 rounds and held at port of arms.

Starting Phrase: **WELL, THIS IS A QUICK ONE!**

At the Beep: With the rifle, alternately shoot the two rifle targets with ten rounds, starting on either target.  
With the revolvers, alternately shoot the two pistol targets with 5 rounds from each revolver starting on either target.  
[This does NOT need to be a continuous sweep].

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

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

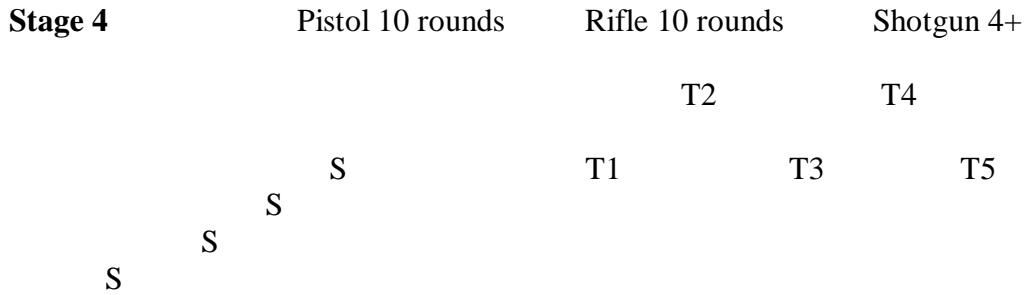


Table 2

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 IN A ZIG-ZAG**

At the Beep: With the rifle, shoot the targets in order, 1-5, in a zig-zag pattern, then repeat the identical pattern for another five rounds, starting at either end. [1-2-3-4-5 OR 5-4-3-2-1]. Stage empty rifle at the façade table.

Get the shotgun and shoot each shotgun target until down, through the window of the façade. Take the shotgun down range to Table 2 and restage safely.

At Table 2 with each revolver, shoot the targets in two identical zig-zag patterns. [1-2-3-4-5 OR 5-4-3-2-1]. They need not match the pattern of the rifle.

You may reshoot the shotgun targets until down.

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

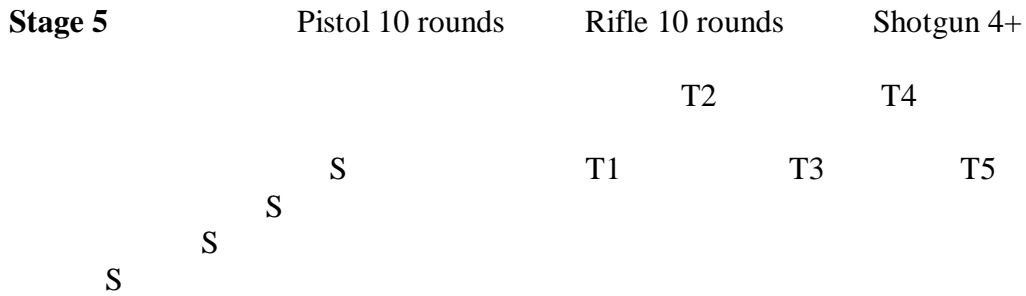


Table 2

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 staged on the façade table.

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

The Shooter starts at façade table, both arms in full surrender.

Starting phrase: **NOW WHAT?**

At the Beep: With the shotgun, shoot the 4 knockdown targets through the façade until down. Restage the shotgun safely on the façade table.

With the rifle, shoot: T3, T2, T1, T2, T3, then T3. T4, T5, T4, T3.

[Yes, there is a double-tap in the middle of the sequence].

Take the rifle with you to Table 2 and make it safe.

With the revolvers, shoot: T3, T2, T1, T2, T3, then T3, T4, T5, T4, T3.

All shotgun misses can be made up.

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

The Long Nine at Lefthander's Gun Club

May 27, 2012

There will be five main stages today.

**GOOD LUCK!**

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

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