

The Long Nine

Monthly Match



SHOOTOUT in Gorgeous Weather
at
LICK CREEK

August 26, 2012

Lefthander's Gun Club
Loami, Illinois

August 26, 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 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!

We will have a falling plate side-match today. There will be several categories, including duelist, gunfighter, two-hand, 1911 [Traditional & Modern]. You will be starting with holstered pistols and will be shooting ten plates. So, bring extra ammo and equipment.

Today's Schedule:

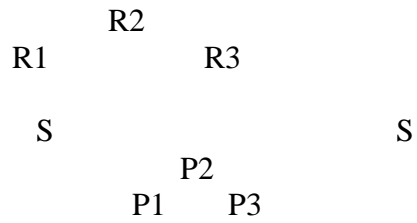
8:10 AM to 9:30 AM	Registration
8:15 AM to 9:15 AM	Side Match
9:30 AM	Shooter's Meeting
9:45 AM	Shooting Commences
	Shoot three stages
	Lunch
	Shoot two stages

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.

Stage 1 Pistol 10 rounds Rifle 10 rounds Shotgun 4+



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 other horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at a horse with the rifle, hands on his belt buckle

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

At the Beep: You can shoot the guns in any order, but do not end with the rifle
With the rifle, shoot the center target twice, then sweep from either end.
Then repeat for a total of ten rounds. R2-R2-R1-R2-R3 [do this twice]
With each revolvers, shoot the center target [P2] twice, then sweep the
pistol targets from either end. Example: P2-P2-P1-P2-P3 [do this twice].
With the shotgun, shoot the four shotgun targets in any order.

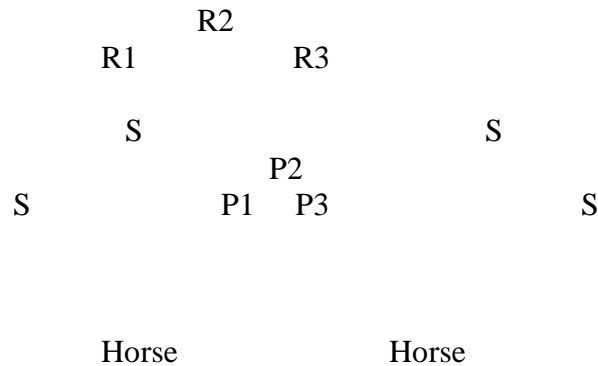
Make the firearms safe after use.

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

You may use your available guns from any position from horse to horse.

You MUST KEEP YOUR MUZZLES WITHIN THE 180 DEGREE SAFE ZONE AND FIREARMS SAFELY STAGED.

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. The hammer should be down on the empty chamber and staged on a horse. The shotgun is staged on the other horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the horse with the rifle aimed at the first target.

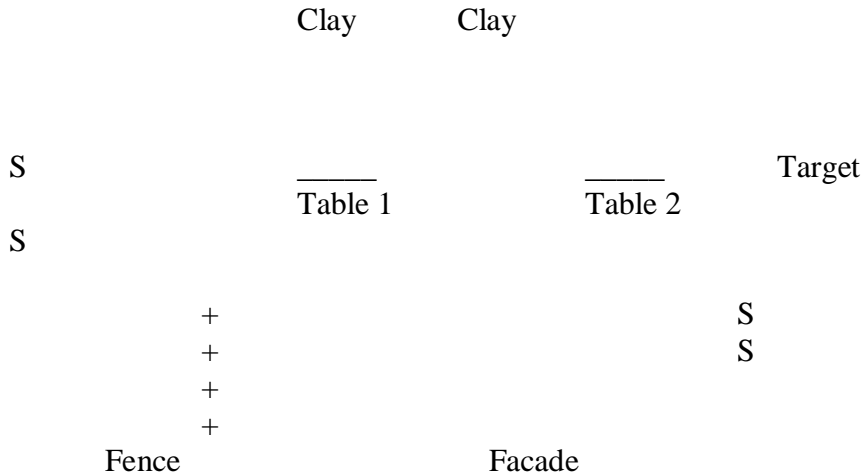
STARTING PHRASE: It is a great day to be shooting!

At the Beep: With the rifle, shoot each rifle target [R] 3 times in any order, then shoot any revolver target once. You may triple tap.
With the revolvers shoot each pistol [P] target 3 times in any order, then shoot any rifle target once. You may triple tap.
With the shotgun, shoot the four shotgun targets in any order.

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

**You may use your available guns from any position from horse to horse.
You MUST KEEP YOUR MUZZLES WITHIN THE 180 DEGREE SAFE ZONE AND FIREARMS SAFELY STAGED.**

Stage 3 Pistol 10 rounds Rifle 10 rounds Shotgun 6+



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 Table 1. The shotgun is held with one hand, action open and empty. The other hand may be on the shotgun ammo, more shotgun rounds are on the person.

The shooter starts at the façade holding the shotgun.

Starting Phrase: **WHAT FUN!**

At the Beep: Through the façade opening, shoot the first two shotgun targets. Safely Go to the end of the fence and shoot the next two shotgun targets. Then, Shoot the two clay targets. Make shotgun safe on the table. Get the rifle and shoot the Target ten times. Make the rifle safe. Advance to table 2 and unload all ten revolver rounds onto the target.

Collect your firearms and safely go to the unloading table.

YOU MUST MOVE WITH THE SHOTGUN OPEN AND EMPTY!

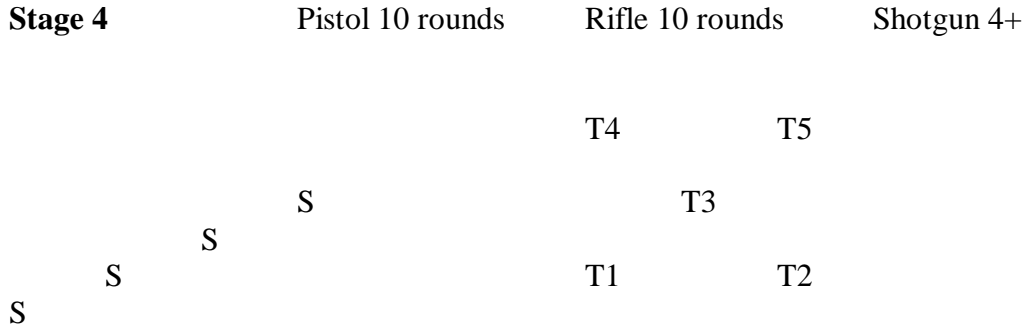


Table 2

Table 1

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 Table 1.

Starting phrase: **Shoot'em!**

At the Beep: With the rifle, shoot the center target (T3) then the other four targets in any order for the first five rounds, then repeat (center then the other four in any order)

With the shotgun, shot the four shotgun targets in any order.

Make the shotgun safe on table 1.

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	T4	T5 clay
	S		T3
	S	T1	T2
S	S		

Table 2

Table 1

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 table 1.

The shotgun is staged on table 1 with the action open and the magazine and chambers empty.

The Shooter starts with both hands on the revolvers, standing at Table 1.

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 (or 5,3,1,3,5) then 2,3,4,3,2 (or 4,3,2,3,4).

Make the rifle safe on the table.

With the shotgun, shoot the four shotgun targets in any order.

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.

The Long Nine at Lefthander's Gun Club

August 26, 2012

There will be five main stages today. Preceding the Main Match at 8:15 will be the Side Match, if conditions permit.

GOOD LUCK!

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

Total Time _____