

The Long Nine

Monthly Match

SHOOTOUT  
at  
LICK CREEK

JUNE 27, 2010

Lefthander's Gun Club  
Loami, Illinois

June 27, 2010

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 be shooting five Main stages. We also have side matches for your enjoyment.

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 Matches
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

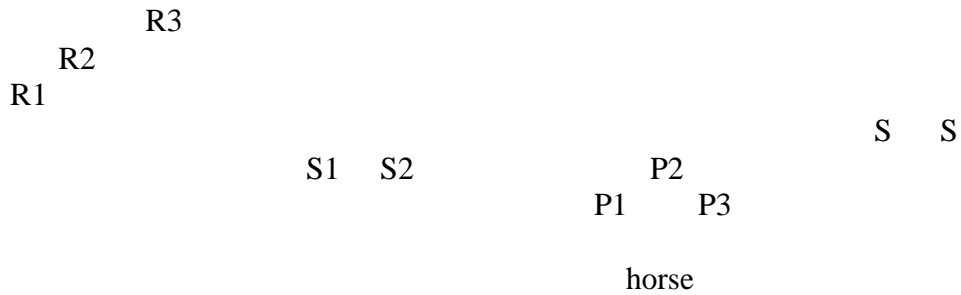
After the last stage, please help move the targets to the assigned area.

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

## Stage 1

Revolver 10 rounds      Rifle 10 rounds      Shotgun 4+ rounds



### horse

Rifle/Shotgun

The revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered. The rifle is loaded with ten rounds, hammer down on the empty chamber, and is staged on the horse.

The shotgun, action open and empty, is staged at the horse

The shooter starts standing behind the horse holding his rifle at port arms.

Starting phrase: **Sunshine!**

At the Beep: Shoot the rifle targets in an Arkansas shuffle (1,1,2,3,3) twice for ten rounds.

Make the rifle safe and get the shotgun.

With the shotgun, shoot S1 and S2 from the horse. With the action open and empty go to the second horse and make the gun safe.

Use your revolvers to shoot the revolvers in two Arkansas shuffles, as outlined.

Make the revolvers safe and retrieve the shotgun. Shoot S3 and S4.

Make the shotgun safe.

Upon completion of the stage, safely proceed to the unloading table with your guns.

**Any missed shotgun target may be re-engaged.**

**Stage 2**

Revolver 10 rounds      Rifle 10 rounds      Shotgun 4+ rounds

R      R      R

Clay  
Marshall  
Mole

S      S

P      P      P

horse!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Shotgun & Rifle

Each revolver is loaded with five rounds, hammer down on an empty chamber, and holstered. The rifle is loaded with ten rounds, hammer down on the empty chamber, and is staged on the horse. The shotgun, action open and empty, is staged on the horse. Shotgun ammo is on the shooter. The shooter starts standing near the right end of the fence, with one hand on each revolver.

**Starting phrase: I'm ready to start shootin'!**

At the Beep: With each revolver, shoot the revolver targets in the following pattern: 2,2,1,2,3. Make the revolvers safe after use and go to the horse. With the rifle, shoot the rifle targets in the same sequence as the revolvers: 2,2,1,2,3, then repeat for a total of ten rounds. Make the rifle safe. Get the shotgun. First, shoot the knock-down and then the flying clay. If you miss the flyer, you may shoot the "mole" located in front of the target. After shooting those targets, go to the right end of the fence and shoot the other two shotgun targets, in any order. Make the shotgun safe. After completing the stage, proceed to the unloading table.

**YOU MAY RE-ENGAGE ANY MISSED SHOTGUN TARGET.**

**Stage 3**

Revolvers 10 rounds Rifle **10** rounds Shotgun 4+ rounds

R1 R2 R3

S S

S S

P1 P2 P3

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
table !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!table

START

Revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered. Rifle is loaded with **ten** rounds, hammer down on the empty chamber, and staged on one table. The shotgun, action open and empty, is stationed on the other table. Shotgun ammo is on the person. The Shooter starts standing at the starting spot.

Starting phrase: **HOORAY!**

At the Beep: You may shoot the guns in any order, but do not end with the rifle. For the revolvers, shoot from the middle of the fence. With each revolver, shoot the three targets as follows: 2,1,3,1,3. Make the revolvers safe. With the rifle, shoot the rifle targets in the same sequence as the revolvers: 2,1,3,1,3, then 2,1,3,1,3. Make the rifle safe. With the shotgun, shoot the four shotgun targets (two from each end of the fence) in any order. Make the shotgun safe.

Having finished the stage, safely proceed to the unloading table.

**Any missed shotgun target may be re-engaged.**

## Stage 4

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds

T4 T5  
T3  
S T1 T2 S

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table

Revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered. The rifle is loaded with ten rounds, hammer is on the empty chamber and staged on the table.

The shotgun, action open and empty, is on the table. Shells are on the person. The Shooter starts standing at the table with both hands flat on the table.

Starting phrase: **This will be fast and fun!**

At the Beep: With your rifle, shoot each target twice, but no double taps. Make the rifle safe on the table.

With each revolver, shoot each target once. Make the revolvers safe after use.

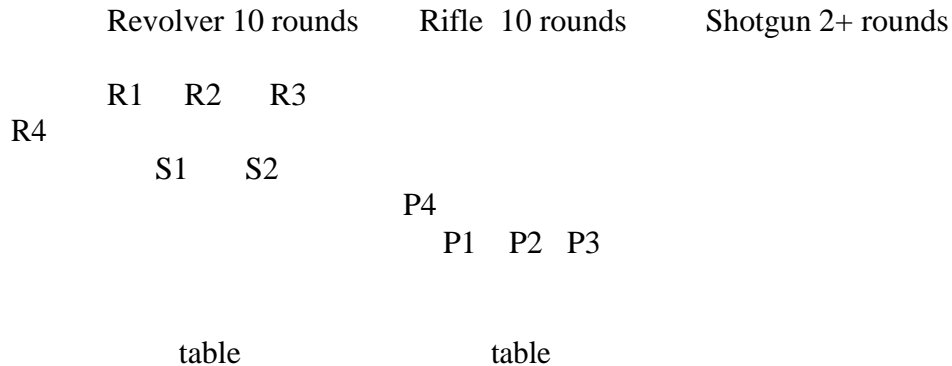
Shoot each shotgun target twice, but no double taps.

Make the shotgun safe.

Having finished the stage, safely proceed to the unloading table.

**You may re-engage any shotgun misses.**

## Stage 5



The revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered.  
The shotgun, action open and empty, staged on the left table  
The rifle is loaded with ten rounds and staged on the right table with the hammer down on the empty chamber.

The shooter starts at the right table both hands raised above the shoulders.

Starting phrase: **I'll have to aim?**

At the Beep: You can start with either rifle or revolver. Shoot the respective targets  
In the following sequence: 1,1,2,2,3,3,1,2,3,4. **R4 and P4 are smaller!**  
Make guns safe after use. (Rifle and revolvers use the same target sequence.)  
Go to the left table. From there, shoot each shotgun target once.

**If you miss R4 or P4, you may shoot it with the shotgun to make up the miss. These two targets only!**

Make the gun safe after use.

Upon completion of the stage, safely proceed to the unloading table with your guns.

**Any missed shotgun target may be re-engaged.**

The Long Nine at Lefthander's Gun Club

June 27, 2010

There will be five main stages today. Preceding the Main Match at 8:15 will be the Long Range Match and the special shotgun side match, if conditions permit.

**GOOD LUCK!**

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

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

Long Range Rifle

Caliber	Total shots	Hits	SCORE
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Pistol	_____	_____	_____
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Rifle	_____	_____	_____
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Shotgun side Match	_____	_____	_____
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