

The Long Nine

Monthly Match



*Wild
Halloween
Monster
Shootout*

October 24, 2010

Lefthander's Gun Club
Loami, Illinois

October 24, 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 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	Long Range Match Shotgun 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.

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+

Going Batty! While riding from Deadwood to Tombstone you see a Vampire. You grab the shotgun off your horse and shoot it! It turns into bats. So you shoot them also, starting with the flying one.

Bat/R

Bat/R

Bat/R

Bat/R

Bat/R

Bat/P

Bat/P

Bat/P

Bat/p

Bat/P

Bat/S Vampire/S

Bat/S

Mole Bat/S

Horse

Flying Bat/S



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on an empty chamber and staged on the horse. The shotgun is held, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the horse. Say the line, "**Damn Bats**", At the beep, start with the shotgun, then the rifle and finally the pistols. Shoot targets in any order

Shotgun: Vampire flipper, flying bat, shotgun Bats, stage on the horse

Rifle: Double tap rifle bats, restage

Pistols : Double tap pistol bats

Start with your Shotgun and shoot the vampire then the flying bat. If you miss the flying bat shoot the mole bat. Shoot the shotgun bats on either side of the vampire. Restage shotgun on horse, pick up the rifle and shoot the rifle bats twice each, restage the rifle and with your pistols shoot the pistol bats twice each, reholster

When done, proceed safely to the unloading table.

Shotgun misses can be picked up. If you miss the flying bat you may shoot the Mole Bat

Stage 2

Pistol 10 rounds Rifle 10 rounds Shotgun 6+

Meat Eating Zombies! You're sitting around the campfire cooking hot dogs when a bunch of Zombies attack the camp hungry for roasted meat. You let go of your stick and tell em "**You're not getting my wiener**" and start shooting Zombies, you shoot the closest one, working your way back to the farthest. Since they are Zombies you must shoot them at least three times to stop them from getting your meat!

Z/R
Z/R
Z/R
Z/S

Z/S

Z/P
Z/P
Z/P

Table
Fire



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on an empty chamber and staged on the table. The shotgun is staged on the table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing facing the fire with a wiener stick in their hand. Say the line and at the beep let go of your stick and start with your pistols, then the shotgun and finally the rifle.

Shoot the pistol Zombies at least three times each, reholster.
Shoot the shotgun Zombies at least three times each, restage.

Shoot the rifle Zombies at least three times each, restage.

When done, proceed safely to the unloading table.

Any shotgun misses can be made up.

Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

The Great Pumpkin. After having a few to many apple ciders you find yourself in a pumpkin patch just as the Great Pumpkin starts howling. You have another drink and proceed to fill him full of lead!

The Great Pumpkin

table/cider

All guns are staged on the table and are returned to the table when done. Each revolver is loaded with five rounds, hammer on an empty chamber. The rifle is loaded with 10 rounds, hammer down on an empty chamber. The shotgun is staged, action open and empty. Shotgun rounds are on the person. The shooter starts, with a shot of cider in their hand. Say the line, "**Trick or Treat**", and at the beep, drink the cider and start blasting!

Shoot guns in any order until empty!

When done, proceed safely to the unloading table.

Shotgun misses can be picked up.



Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

Boot Hill. You're visiting all the dead cowpokes you know at boot hill. Some of them you put in the ground yourself. Because it is the spirit season the ghosts of your past want you to join them. You don't want to and you tell em "**I'm not ready to go with ya!**" You've shot them before so you shoot them again to keep them from taking you with them.

G/R G/R G/R G/R

G/S G/S

G/P G/P

fence

boot hill gate

fence

table

table

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on an empty chamber. The shotgun is staged on the table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table with the rifle shouldered.



Say the line "**I'm not ready to go with ya!**" and at the beep start with the rifle, then the pistols and finally the shotgun.

Shoot the Rifle Ghosts in a Nevada Sweep, starting from either direction,

Set the rifle down pick up the shotgun and move to the other fence set the shotgun down on the table and

Shoot the Pistol Ghosts in a Nevada Sweep starting from either direction, reholster. repeat with the second pistol.

Grab the shotgun off the table and move to the Boot Hill Gate and shoot the Shotgun Ghosts starting on either side alternating for 4 shots.

When done, proceed safely to the unloading table.

Shotgun misses can be picked up.

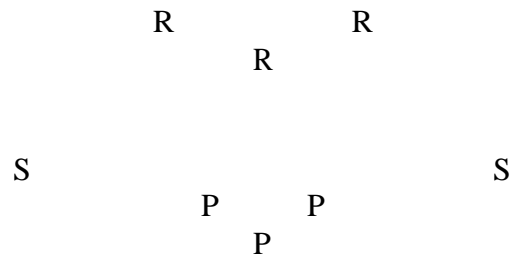
Stage 5

Rifle 11 rounds

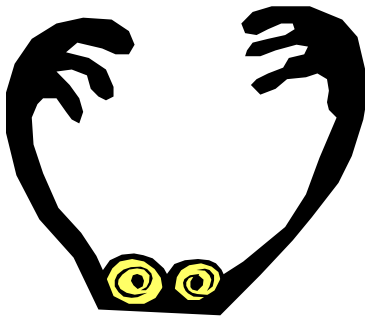
Pistol 10 rounds

Shotgun 4+

The end of the day. As you get back to your horse it seems the monsters that have survived are still trying to kill you. You're tired of running so you make a stand. You corral them and pick em off as they bounce around off each other.



Fence/Horse



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, hammer down on an empty chamber and on your 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. Say the line **“You monsters need to go!”** and at the beep start with the pistols, then the rifle and finally the shotgun.

Shoot the pistol targets starting from either end. P1, P2, P2, P2, P3, holster. Repeat with the second pistol.

Shoot the rifle targets starting from either end. R1,R1,R2,R2,R2,R2,R2,R2,R3,R3, reload one from the body into the rifle and shoot R2 again just to make sure!

Shoot the shotgun targets starting on either side and alternating for 4+ rounds

All shotgun misses can be picked up.

When done proceed safely to the unloading table.

The Long Nine at Lefthander's Gun Club

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There will be five main stages today. Preceding the Main Match at 8:15 will be the Long Range 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
Pistol	_____		
Rifle	_____		