

The Long Nine Cowboys
Monthly Match

Creepy Creatures on the Haunted Banks
of Lick Creek



October 23, 2011

Lefthander's Gun Club
Loami, Illinois

October 23, 2011

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 1 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.

Today's Schedule:

8:10 AM to 9:30 AM	Registration
8:15 AM to 9:30AM	Long Range Match
9:30 AM	Shooter's Meeting
9:45 AM	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.

Remember three things:

1. Be safe.
2. Have fun.
3. Shoot your best.

Stages were written this month by Lady Viper, Buffalo Burr & Don Jorge with editing by Lemon Drop Kid.



The green X marks starting point of the shooter on each stage.

“Plant and Poke” for the shotgun targets means that you must STOP before loading and “poking” the shotgun toward the target. Additional explanation will be given at the match. This is a safety precaution due to an incident at a big match elsewhere in the country.

Special Notes for Buckaroos or Buckarettes: One Stages 2 & 3, the “snakes” or “vipers” do not have to hit the ground on the shotgun targets.

Match Round Count: Revolver – 50 Rifle – 40 Shotgun – 23+

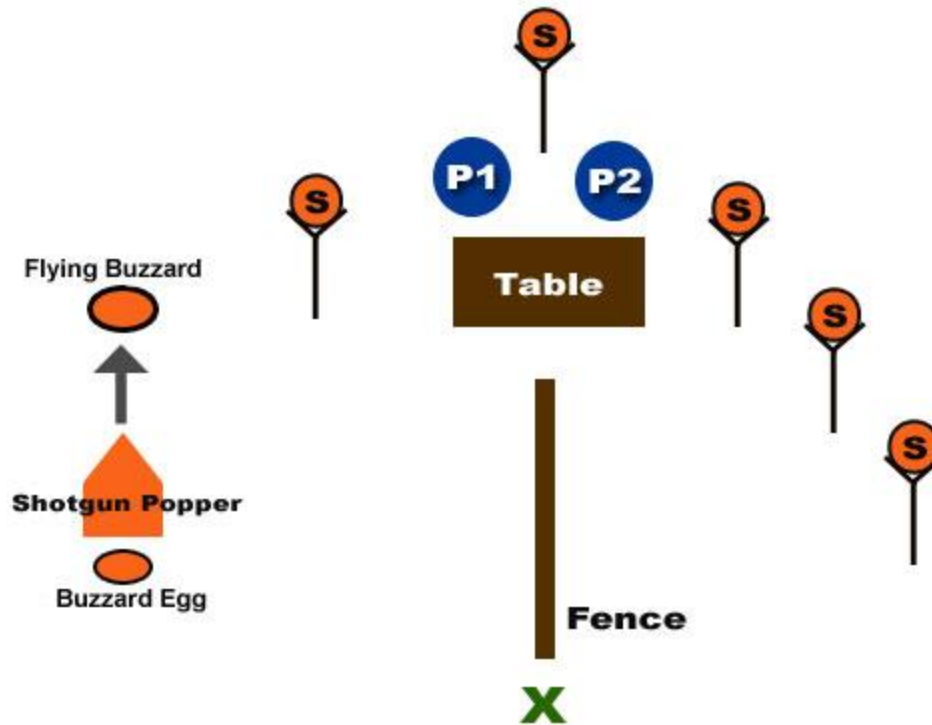
Stage 1

Buzzards Everywhere!!

Pistol 10 rounds

Rifle 0 rounds

Shotgun 7 +



If you attended the September Match, this stage should look familiar. Back by popular demand, you get a chance to shoot it again!! Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. No rifle. The shotgun is held by the shooter, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the end of the fence.

Starting phrase: *I've seen these buzzards before!*

At the Beep: You are to advance along the fence to shoot the “buzzards” on the posts but you have to **PLANT AND POKE the shotgun targets!** [No loading on the run]

You can go along either side of the fence.

Shoot the “buzzard” knock-down target [shotgun popper] to launch the flying “buzzard.” If you miss, you can make it up with the “buzzard egg” [the small clay target on the ground].

You may shoot the shotgun targets in front of the revolver targets in any order as long as you're pointing down range.

The clay targets must break to count.

Shotgun misses may be made up.

Advance to the table and make the shotgun safe there.

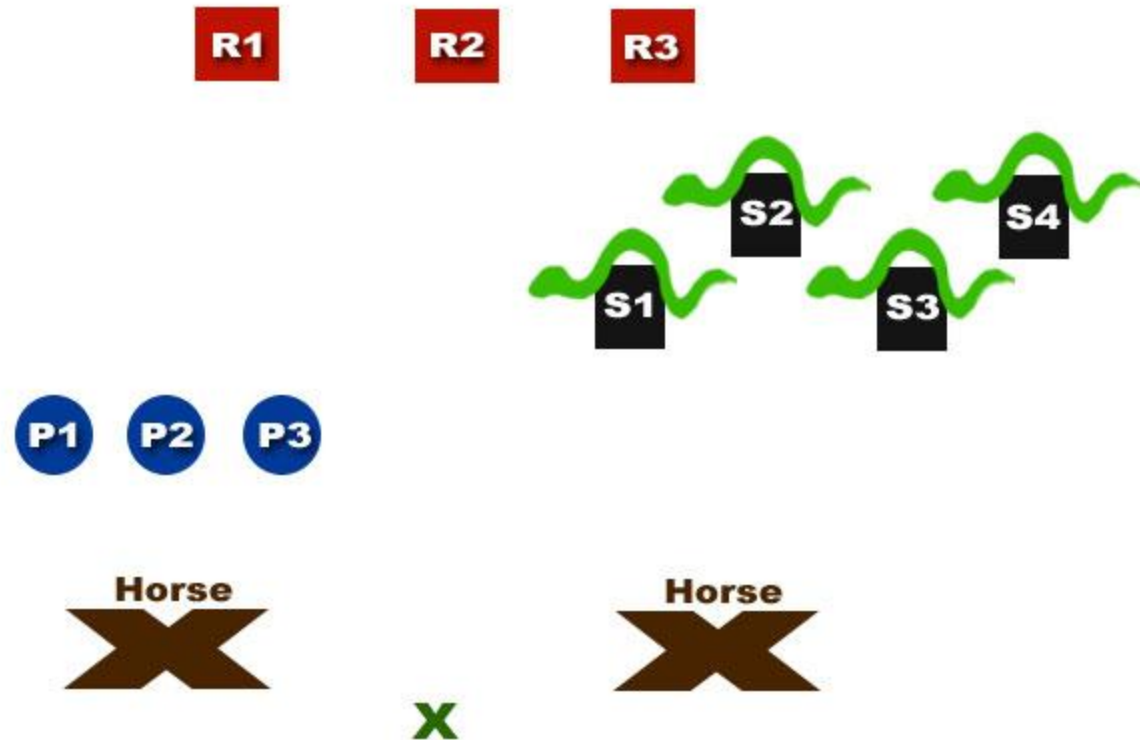
With each revolver, shoot one revolver target 3 times, the other 2 times.

Make the revolvers safe after use.

Retrieve your shotgun and shoot the last shotgun target that is behind the revolver targets.



You **MUST BE STOPPED** to load the shotgun: **PLANT AND POKE!**



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds with hammer down on the empty chamber and staged on the left horse. The shotgun is staged on the right horse, action open and empty. Shotgun rounds are on the person. The shooter starts standing between the two horses on the designated X holding the “snake” in two hands.

Starting Phrase: **Get rid of this snake!**

At the Beep: Standing between the two horses on the X, facing forward, toss the “snake” on the ground then move to the side or back of the left horse. With the revolvers, shoot the pistol targets in the following sequence two times: P1, P3, P1, P3, P2.
 Still standing behind or beside the left horse, grab the rifle from the left horse and shoot the rifle targets in the identical sequence as the pistol targets two times: P1, P3, P1, P3, P2
 Re-stage the rifle on the left horse.
 Move to the right horse and retrieve the shotgun.
 With the shotgun, shoot the “snakes” off of the logs until all the “snakes” are “dead” on the ground. NOTE: This works with light shotgun loads.
 Missed shotgun targets can be re-engaged.

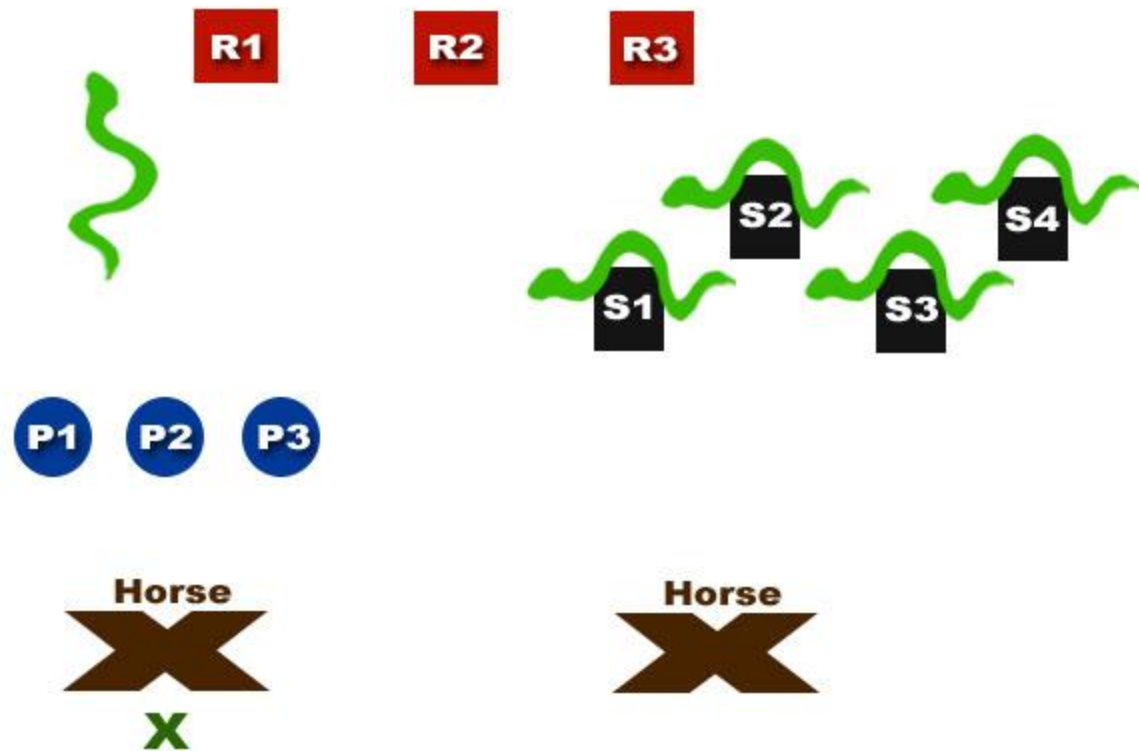
Stage 3

Vipers in the Trees

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 with hammer down on the empty chamber and held by the shooter pointing at the vertical “viper” with no rounds in the chamber. The shotgun is staged on the right horse, action open and empty. Shotgun rounds are on the person.

The shooter starts standing behind the left horse.

Starting Phrase: *Those look like vipers!*

At the Beep: With the rifle, shoot the vertical “viper” for a 5-second bonus. There is no penalty for a miss on the “viper” but you must engage the target. Shoot the three remaining rifle targets in a 9-shot Nevada sweep starting from either end. Make the rifle safe on the left horse. Still standing behind the left horse, shoot the pistol targets with the revolvers in two identical Nevada sweeps starting from either end. Move to the right horse and retrieve the shotgun. With the shotgun, shoot the “vipers” off of the logs until all the “vipers” are “dead” on the ground. NOTE: This works with light shotgun loads. Missed shotgun targets can be re-engaged.

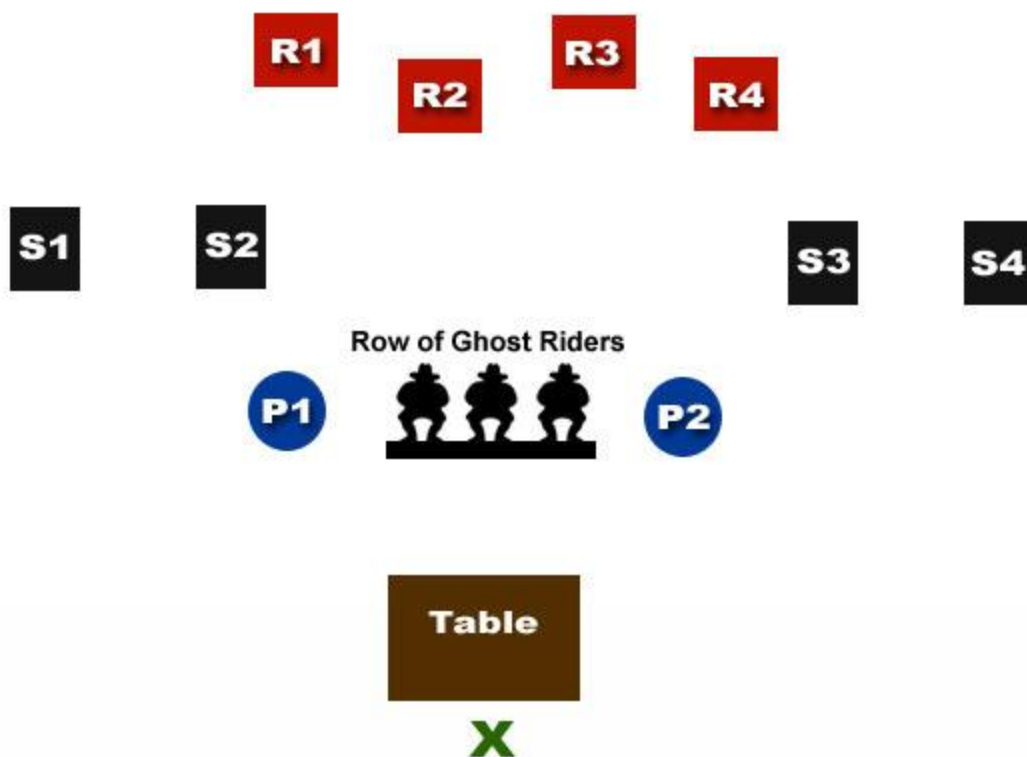
Stage 4

Ghost Riders!

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



Shotgun is open and empty, staged on the table.

Rifle is loaded with ten rounds, hammer down on the empty chamber, and staged on the table.

Revolvers are each loaded with 5 rounds, hammer down on an empty chamber, staged on the table.

The shooter starts behind the table with hands on one or both revolvers flat on the table.

Starting Phrase: *I see Ghost Riders!*

At the Beep: With the revolvers, shoot the three Ghost Riders with 3 to 10 revolver rounds until they are all hit. [They will not go down, but they will move.] Once all three Ghost Riders are hit, use P1 or P2 as a “dump target” for the rest of the rounds. Misses are ONLY counted for any UN-hit Ghost Riders or for any misses on the dump targets. [Example: If you use 9 rounds to hit the three little Ghost Riders and then miss the dump target, you would have only 1 miss for the pistol string.]

Revolvers may go back on the table or back into the holster or one of each.

Grab the rifle from the table and double tap the rifle targets in a sweep from either end for 8 rounds. With the remaining 2 rounds, hit any rifle target.

With the shotgun, shoot each shotgun target once in any order.

Shotgun targets may be re-engaged if missed. Make the shotgun safe after use.



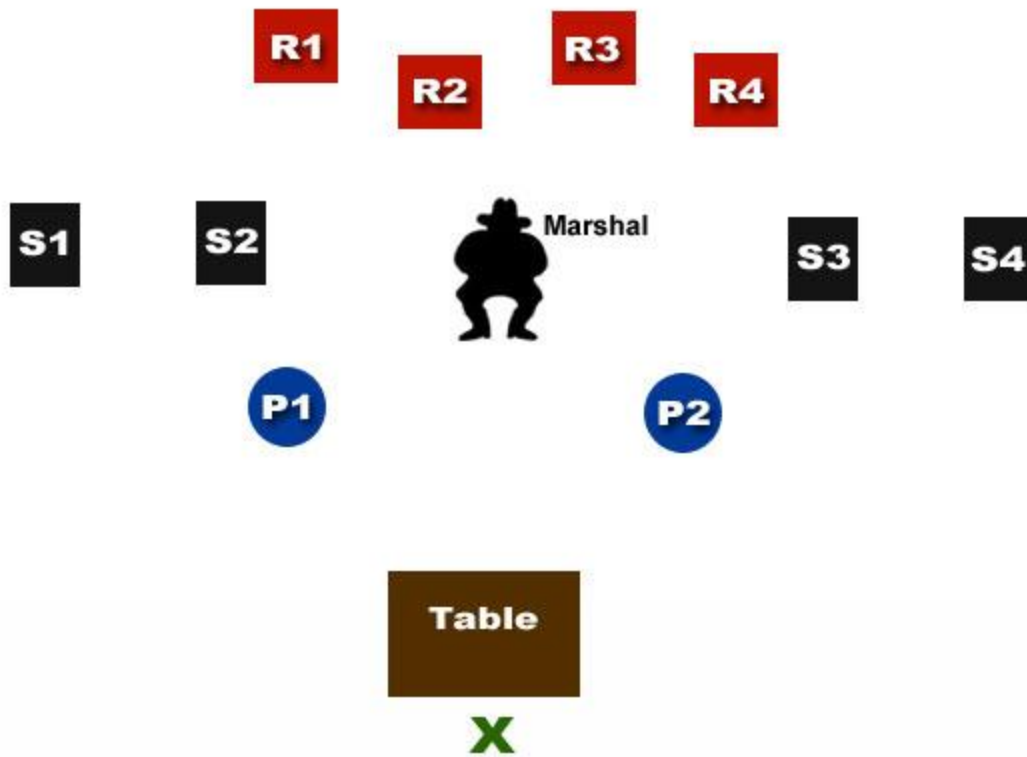
Stage 5

The Marshal Came Back!

Rifle 10 rounds

Pistol 10 rounds

Shotgun 4+



Rifle is loaded with ten rounds, hammer down on the empty chamber, held at port arms by the shooter.
Shotgun is staged on the table with the action open and empty.
Revolvers are each loaded with five rounds, hammers down on empty chambers, and holstered.
The shooter starts standing behind the table with the rifle at port arms.

Starting phrase: **Not YOU Again!**

At the Beep: With the rifle, shoot the Marshal, then shoot the four rifle targets in a double-tap sweep from either end. With the 10th round, shoot the Marshal again.
With each revolver shoot the Marshall once, then double tap P1 and P2.
With the shotgun, shoot each shotgun target once in any order.
You may re-engage any missed shotgun targets.

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	_____	_____	_____