

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

September 26, 2010

Lefthander's Gun Club
Loami, Illinois

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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.

Should range conditions warrant, the stages may be changed on the day of the match!

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 may be 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
9:15 AM	New Shooter's Meeting
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.longnynecowboys.org.

Stage 1

Revolver 10 rounds Rifle 10 rounds Shotgun 4+ rounds

 R3
 R2
 R1
 S1 S 2 S3

 P1 P2 P3 table
 Rifle shotgun

X

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 table.

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

The shooter starts standing either behind the table or behind the revolver targets (X).

Starting phrase: **Sunshine!**

At the Beep: Shoot the guns in any order, but don't end with the rifle.

With each revolver, shoot the three revolver targets in the following pattern: 2,1,2,3,2. Make the revolvers safe after use.

With the rifle, shoot the rifle targets in the same way as the revolvers in a continuous sweep: 2,1,2,3,2,1,2,3,2,1. Make the rifle safe.

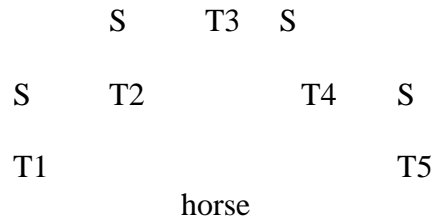
With the shotgun, shoot the shotgun targets in the same sequence: 2,1,2,3. Make the shotgun safe after use.

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

Any missed shotgun target may be re-engaged.

Stage 2

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds



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 held at port arms. The shotgun, action open and empty, is on the horse. Shells are on the person. The Shooter starts standing at the line.

Starting phrase: **Don't shoot my horse!**

At the Beep: With the rifle, single tap T3, then double tap T2 and T1 in any order. Then, single tap T3 and double tap T4 and T5 in any order. So, for example 3,2,2,1,1,3,4,4,5,5. Carry the rifle to the horse and make it safe there.

With the revolvers, shoot the targets in the same pattern:

3,2,2,1,1 then 3,4,4,5,5. Make the revolvers safe after use.

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

Make the shotgun safe.

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

You may re-engage any shotgun misses.

Stage 3

Revolver 10 rounds Rifle 10 rounds Shotgun 4+ rounds

R1 R2

S1 S2

P1 P2

table

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

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

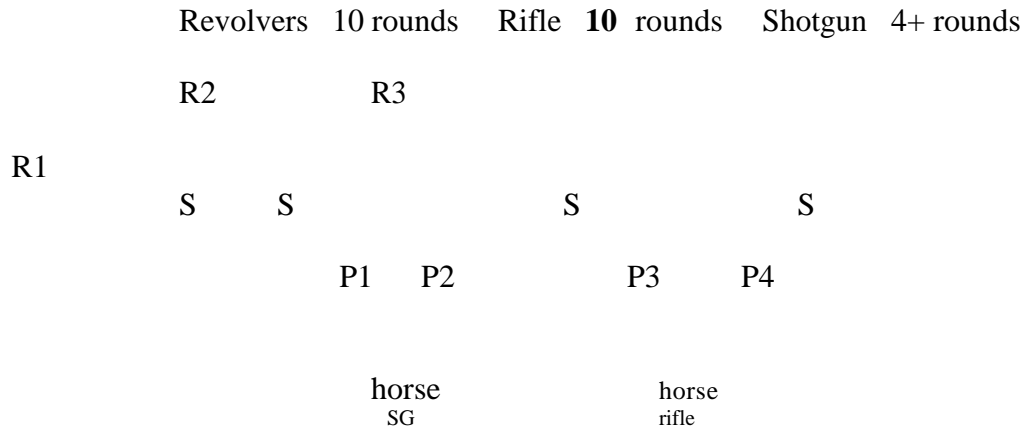
Starting phrase: **HOW CAN I MISS?**

At the Beep: Shoot the revolver targets with alternating single taps for ten rounds.
Shoot the rifle targets by alternating single taps for ten rounds.
Shoot each shotgun target twice with no double taps.

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

Any missed shotgun target may be re-engaged.

Stage 4



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 the right horse. The shotgun, action open and empty, is stationed on the left horse. Shotgun ammo is on the person.

The Shooter starts standing at either horse, both hands on the horse.

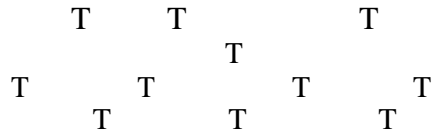
Starting phrase: **Nice Horse!**

At the Beep: You may shoot the guns in any order, but do not end with the rifle. From each horse, shoot the two revolver targets by shooting one target twice and the other target three times. Make the revolvers safe after use. With the rifle, shoot R1 and R3 twice and shoot R2 six times in any order. For example 1,1,2,2,2,2,2,2,3,3. Make the rifle safe after use. With the shotgun, shoot the four shotgun targets (two from each horse) 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 5 AMMO At least one round for each of four guns, 11+ total



Table

After a long day shooting with the Long Nine, you have been cleaning your guns, when a band of scalliwags appears. It is time to commence shooting! Load quick, you haven't much time!

The two revolvers and the rifle may be loaded as you wish, but you need at least one round in each of these three guns. The shotgun is open and empty, but you will need to fire at least one round from the shotgun as well.

Shoot your guns in any order, but do not end with the rifle.

All guns are on the table. The shooter will start sitting on the chair, behind the table holding a jug of "solvent" in one hand and a "cleaning rod" in the other

Starting phrase: I JUST CLEANED'EM!

At the Beep: Place the jug and the rod onto the table (they need not stay).
The shooter must shoot all of the targets once each, firing at least one round from each of the four guns.

As an example, you could load three rounds in each revolver, four in the rifle, then load and fire one from the shotgun.

If you want to make up a miss, you may load the gun that you just missed with in order to re-engage the target missed with that particular gun.

Keep the guns safe during the stage.

Upon completion of the stage, safely go to the unloading table.

The Long Nine at Lefthander's Gun Club

September 26, 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
Pistol	_____		
Rifle	_____		
Shotgun side Match	_____		