

The Long Nine
Monthly Match

SHOOTOUT at Dusty Flats



September 25, 2011

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 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 Don Jorge with editing by Lady Viper & Lemon Drop Kid.



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

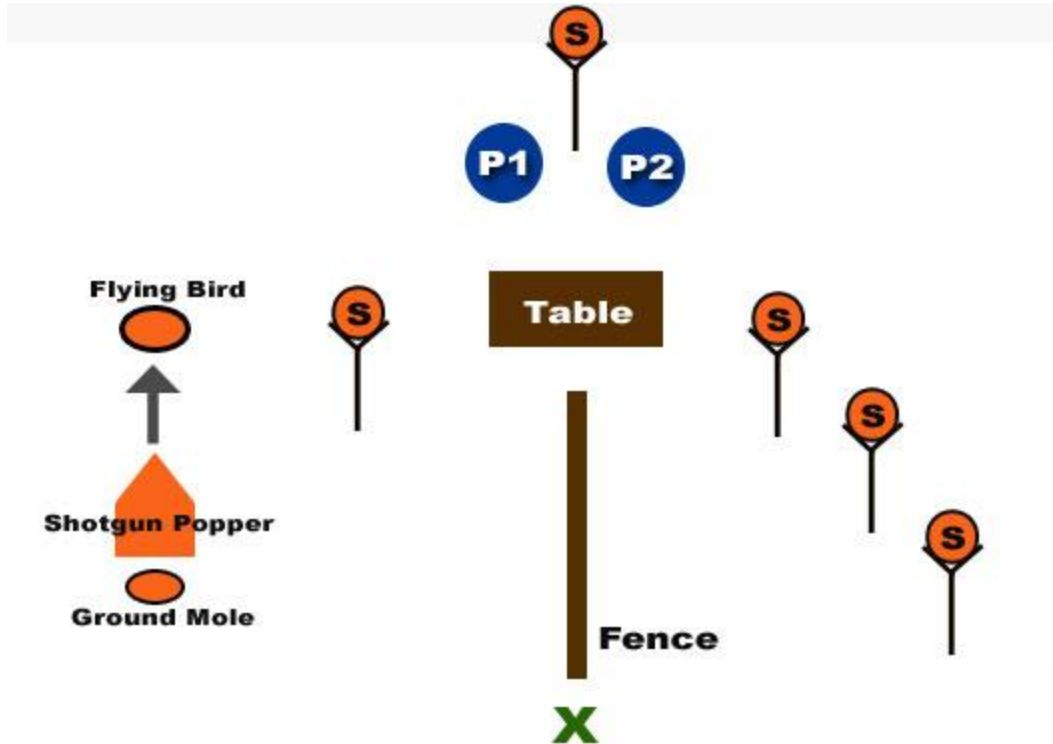
“Plant and Poke” for the shotgun targets means that you must STOP before loading and “poking” the shotgun toward the target. Additional explanation will be given at the match. This is a safety precaution due to an incident at a big match elsewhere in the country.

Stage 1

Pistol 10 rounds

Rifle 0 rounds

Shotgun 7 +



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: NEW TARGETS!

At the Beep: You are to advance along the fence to shoot the targets, 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 Marshall [shotgun popper] to launch the clay bird; if you miss, you can make it up with the “mole” [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!**

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, staged on one horse with hammer down on the empty chamber. The shotgun is staged on the other horse, action open and empty. Shotgun rounds are on the person.

The shooter starts standing between the horses.

Starting Phrase: Where do I start?

At the beep: Shoot the guns in any order, but do not end with the rifle.

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

With the revolvers, shoot the revolver targets in an Arkansas shuffle from either direction (1,1,2,3,3 or 3,3,2,1,1) . Yes, you can QUAD tap the appropriate target.

With the rifle, shoot the rifle targets in the same manner as the revolver targets.

Make the guns safe after use.

Plant and poke with the shotgun [no loading on the run].

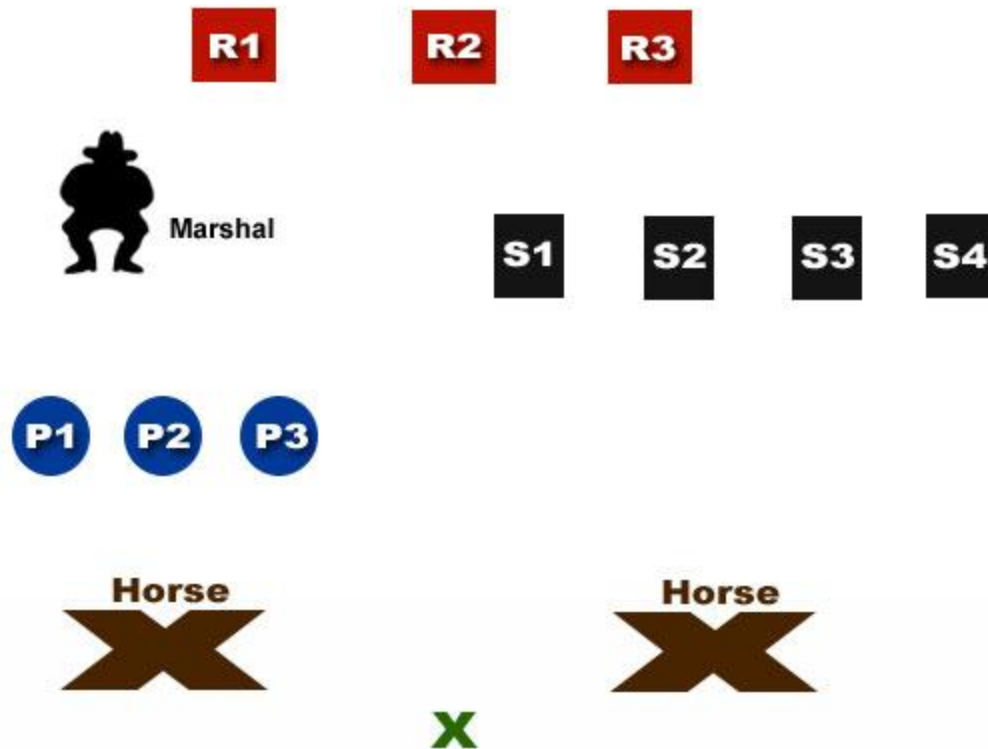
Shotgun misses can be made up.

Stage 3

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 staged on one horse. The shotgun is staged on the other horse, action open and empty. Shotgun rounds are on the person.

The shooter starts standing between the horses.

Starting Phrase: What a beautiful day!

At the Beep: Get the rifle and shoot the rifle targets in a Nevada sweep for NINE rounds (1,2,3,2,1,2,3,2,1 or 3,2,1,2,3,2,1,2,3) from either direction.

With the 10th rifle round, shoot the Marshall target.

With the revolvers, shoot the revolver targets in a NINE round Nevada sweep, then use the 10th round to shoot the Marshall target. A hit on the Marshall target is a 5-second bonus with the revolver. There is no penalty for a miss on the bonus target for the revolver [but a miss with the rifle on the Marshall is counted as a miss.]

With the shotgun, shoot each shotgun target once.

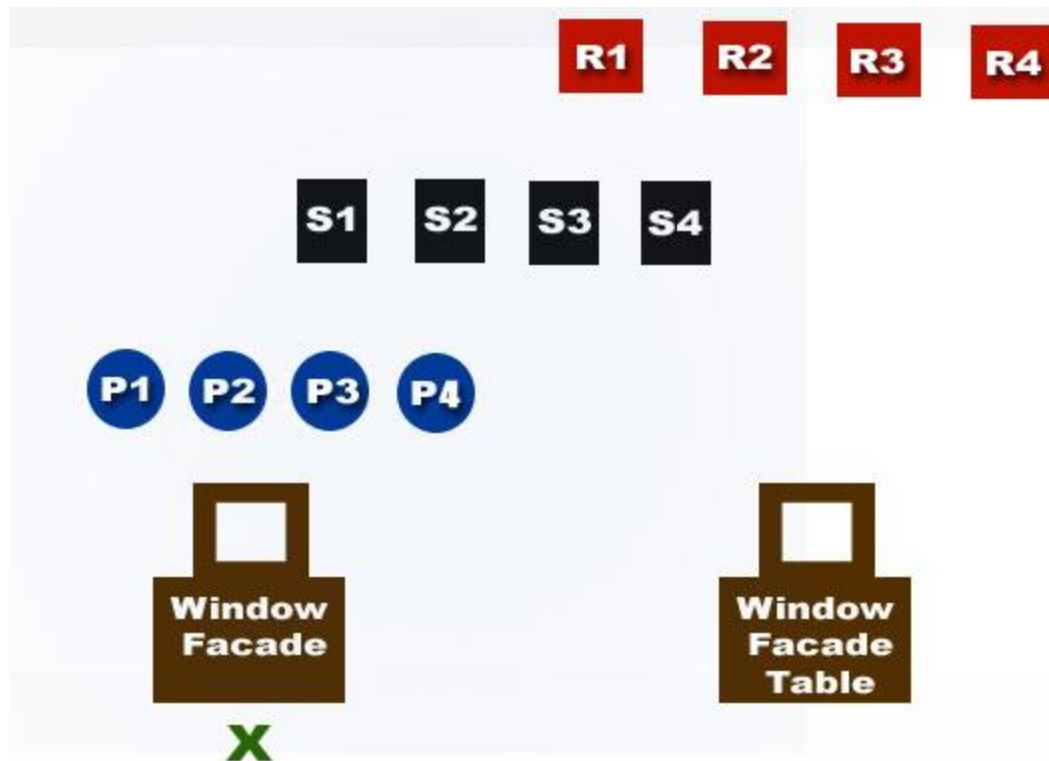
Make the guns safe after use. Missed shotgun targets can be re-engaged.

Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+



Shotgun is open and empty, staged on the table.

The 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, and holstered.

The shooter starts behind the left window.

Starting Phrase: Great Windows!

At the Beep: Through the window, shoot the revolver targets in an ascending sweep: 1,2,2,3,3,3,4,4,4,4. Make the revolvers safe in holsters.

Move to the rifle on the table at right.

Through the window, shoot the rifle targets in an ascending sweep: 1,2,2,3,3,3,4,4,4,4.

Get the shotgun from the table; move to the left of the window and shoot each shotgun target once.

You may not load on the move. Plant and poke with the shotgun!

Remember, make the guns safe after use.

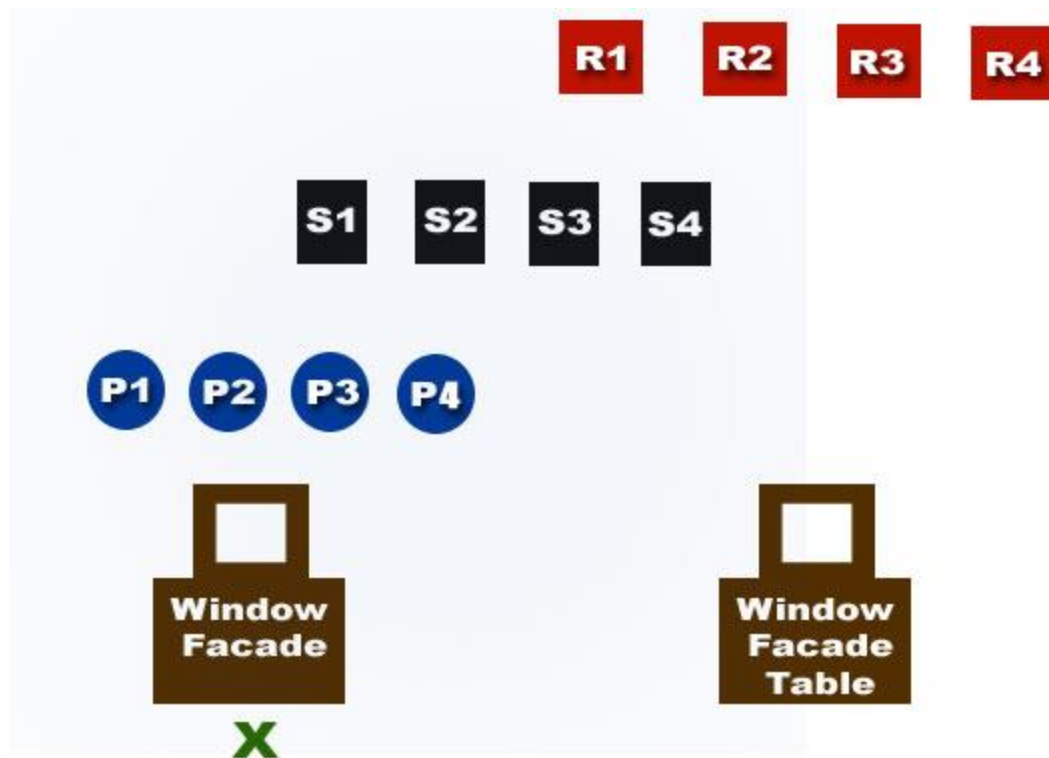
Shotgun targets may be re-engaged if missed.

Stage 5

Rifle 10 rounds

Pistol 10 rounds

Shotgun 4+



The rifle is loaded with ten rounds, hammer down on the empty chamber, held at port arms by the shooter. The 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 left window with the rifle at port arms.

Starting phrase: Through the windows!!

At the Beep: Shooting through the left window, engage the four rifle targets in a 2-3-3-2 sweep, starting from either end. Take the rifle to the table at right and make it safe.

With the shotgun shoot the four shotgun targets once each from either behind the right window or on either side of it.

Make the shotgun safe on the table after use.

Go to the left window and with the revolvers, shooting through the window, shoot the targets in a 2-3-3-2 sweep, starting from either end.

Make the revolvers safe after use.

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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	_____		