

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

March 28, 2010

Lefthander's Gun Club
Loami, Illinois

March 28, 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 will be a Wild Bunch side match before the Main Match. Bring your 1911 and '97. First time through is for record, but you may shoot again, if time permits.

The Wild Bunch venue may also be used for a warm-up stage, if you like.

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 or three 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.

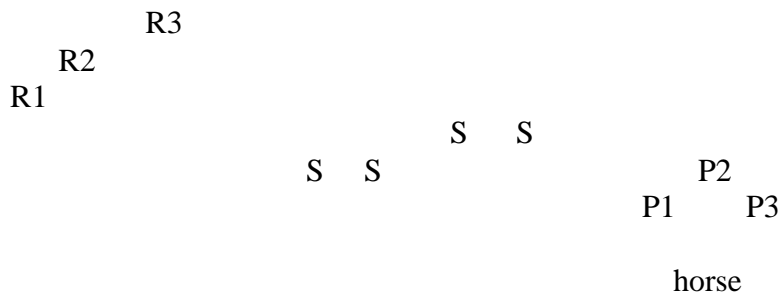
Scores may also be viewed later on the Long Nine website: www.longnynecowboys.org.

Stage 1

Revolver 10 rounds

Rifle 10 rounds

Shotgun 4+ rounds



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 hat high above his head with his strong hand.

Starting phrase: **HOORAY FOR SPRING!**

At the Beep: With your rifle, shoot the rifle targets in a Nevada Sweep: **1,2,3,2,1,2,3,2,1,2**. Make the rifle safe on the horse and get your shotgun. Take the shotgun to the second horse. You may load on the move, but the action must remain open. At the second horse, shoot each shotgun target once. Make the shotgun safe on the horse. With your revolvers, shoot the revolver targets in a Nevada Sweep with each revolver (1,2,3,2,1). Make the revolvers 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

Clay
S Marshall S
mole

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: IT’S BACK!

At the Beep: With each revolver, alternately shoot the two revolver targets for a total of ten rounds. No double taps. Make the revolvers safe after use. With the rifle, alternately shoot the two rifle targets for a total of ten rounds. Make the rifle safe. Shoot the two regular shotgun targets once each. Then, shoot the Marshall. Knocking it down will flip the clay bird skyward; shoot the clay bird. If you miss the flying clay, shoot the mole (the small clay in front of the target). Make the shotgun safe when finished.

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
shotgun

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 held by the shooter at Port Arms. The shotgun, action open and empty, is stationed on the right table. Shotgun ammo is on the person.

The Shooter starts standing at the starting spot with his rifle at Port Arms.

Starting phrase: **What a nice set of targets.**

At the Beep: Shoot the rifle targets with two Arkansas shuffles from the same direction, starting from either end (1,1,2,3,3 or 3,3,2,1,1).

When complete, carry the rifle, with its action open, to the right table and make it safe there. Get the shotgun.

With the shotgun, shoot two shotgun targets from the right end of the fence. Then go to the left end of the fence to shoot the other two shotgun targets. Make the shotgun safe.

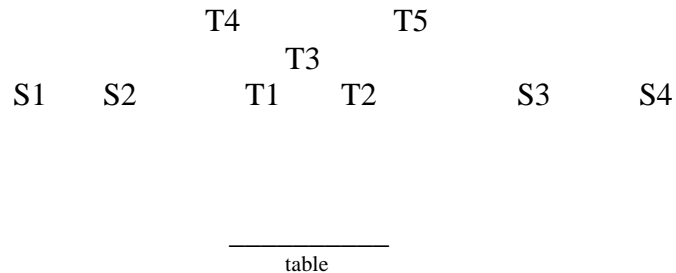
Now, with your revolvers, shoot the targets with two Arkansas Shuffles. They can be shot in either direction, but they must both be from the same direction.

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



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.

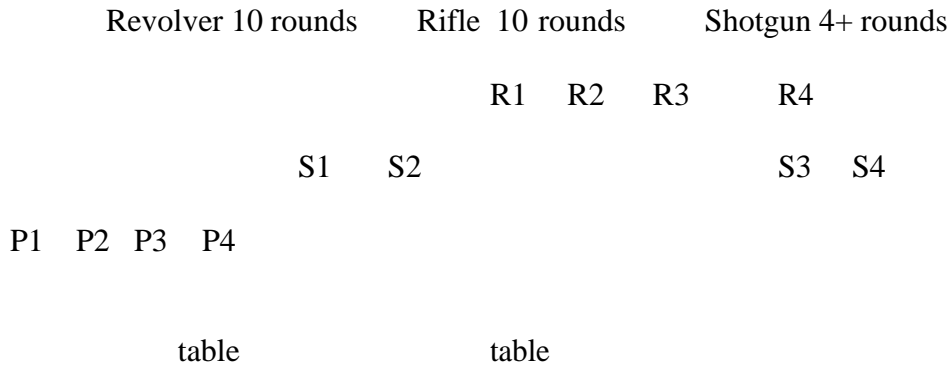
Starting phrase: **This will be fast and fun!**

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 until down. 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 left table with the hammer down on the empty chamber.

The shooter starts to the left of the left table both hands raised above the shoulders.

Starting phrase: **I'll start with my _____!**

At the Beep: You can start with either rifle or revolver. Shoot the respective targets in a diminishing sweep: 1,2,3,4,1,2,3,1,2,1. Make the guns safe after use.

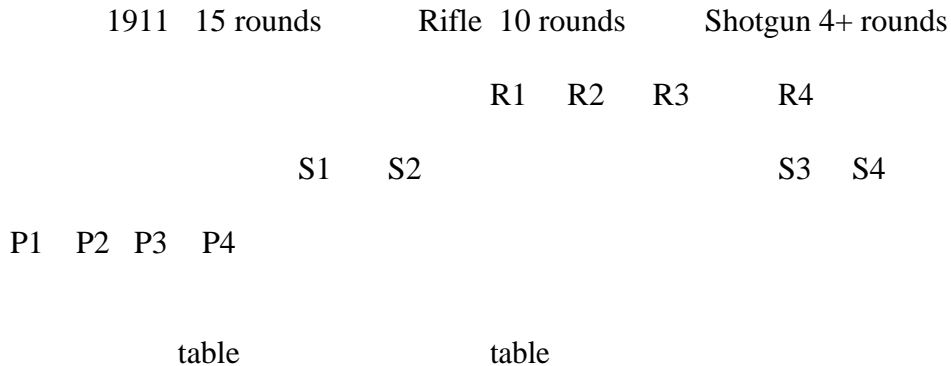
Get the shotgun and go to the other table. From there, shoot each shotgun target once. Make the gun safe after use.

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

Any missed shotgun target may be re-engaged.

WILD BUNCH Side Match March 2010

Bay 5



The magazines are each loaded with five rounds each and on the belt. The 1911 has the hammer down on the empty chamber and there is a five round magazine in place. The 1911 is holstered. The rifle is loaded with ten rounds; hammer is down on the empty chamber. The rifle is on the left table

The 1897 is loaded with four rounds. The hammer is down on the empty chamber. The 1897 is on the right table.

The shooter starts at the right table. Both hands are on his gun belt.

Starting phrase: **LET'S GIVE THIS A TRY!**

At the Beep: Grab the '97 and shoot each shotgun target once. Make the gun safe. Go to the left table and get the rifle. Shoot the rifle targets in a Nevada sweep, starting on either end. Make the rifle safe after use. With the 1911, use all 15 rounds in a **BIG CONTINUOUS NEVADA SWEEP!** (1,2,3,4,3,2,1,2,3,4,3,2,1,2,3). Make the 1911 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

March 28, 2010

There will be five main stages today. Preceding the Main Match at 8:15 will be the Long Range Match and the Wild Bunch 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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	Raw time	Misses	Procedural	Total
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Wild Bunch	_____	_____	_____	
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