

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

August 23, 2020

Lefthander's Gun Club
Loami, Illinois

August 23, 2020

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.

In addition, current Covid-19 directives, State, Federal, Local, are to be considered.

We are planning on five stages today.

Stage 2 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!

Today's Schedule:

8:00 AM to 9:30 AM	Registration
9:35 AM	Shooter's Meeting
9:45 AM	Shooting Commences
	Shoot five stages

NO FOOD SERVICE IS PROVIDED, SO BRING YOUR SNACKS.

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 5 Revolvers 10 rounds Rifle 10 rounds Shotgun 4+

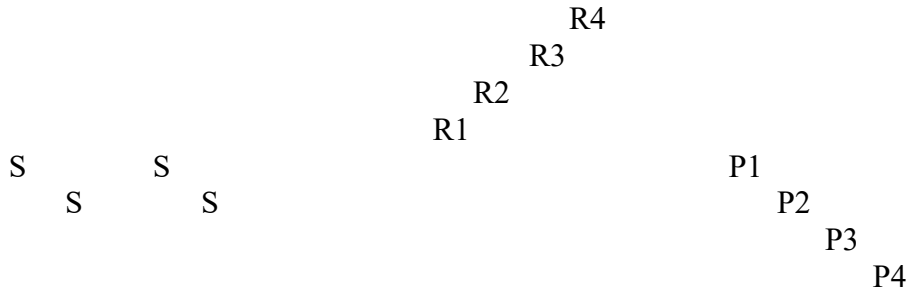


Table 1

Table 2

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 the empty chamber and is held at port arms by the shooter. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at either table, with the rifle at port arms.

Starting phrase: **ITS WARM!**

At the Beep: With the rifle, from either end, shoot a 1-2-2 sweep on the first Three targets, then shoot a 1-2-2 sweep from the other end. (1,2,2,3,3,4,3,3,2,2, for example).
After making the rifle safe, use revolvers or shotgun in either order.
With shotgun, shoot each shotgun target until down. Make shotgun safe.
From table 2, shoot the revolver targets as done with the rifle targets:

UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!

Both feet must be behind the table or barrier when shooting.

Stage 4

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

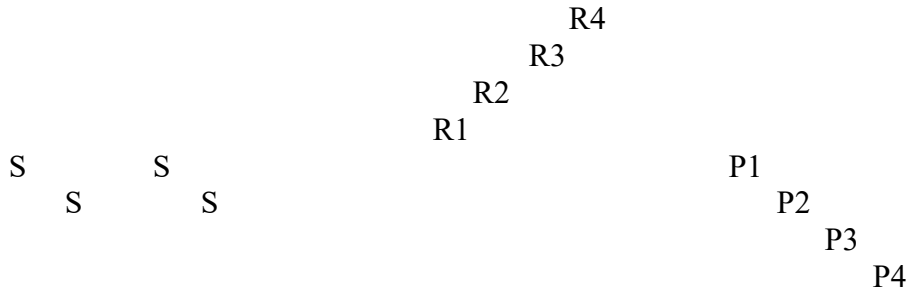


Table 1

Table 2

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 the empty chamber and is on either table. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at either table, hands on hat.

Starting phrase: **WHICH WAY DO I GO?**

At the Beep: Firearms may be used in any order, rifle not last.

Shoot four shotgun targets in any order from table 1. Make gun safe.

With the rifle, from either table shoot the two outside rifle targets twice each and the inside two targets three times each in any order.

Make rifle safe.

From table 2, with the revolvers, shoot the revolver targets as done with the rifle. Holster revolvers when completed.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

Stage 3 Revolvers 10 rounds Rifle 10 rounds Shotgun 4+

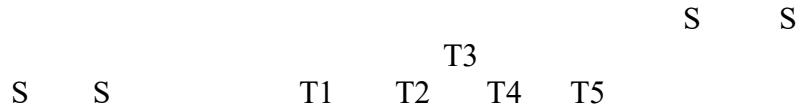


Table 2

Table 1

Revolvers are loaded with five rounds each and their hammers are down on the empty chamber. Revolvers are holstered.

Rifle is loaded with ten rounds, hammer down on the empty chamber, and is staged on table 1.

Your shotgun is staged on table 1 with the action open and the chamber(s) empty. Shooter starts with both hands in the air, shoulder level at table 1.

Starting phrase: **NEVER MIND**

At the Beep: With the rifle, shoot the rifle targets as follows:

T3, T2, T1, T2, T3, T3, T4, T5, T4, T3.

With the shotgun, shoot two shotgun targets from table 1

then shoot two shotgun targets from table 2. Make safe there.

With the revolvers, shoot the revolver targets as with the rifle.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

You may reshoot the knockdown shotgun targets until down.

Stage 2

Revolvers 10 rounds

Rifle 10 rounds

Shotgun 4+

S S

S S T1 T2 T3 T4 T5

Table 2

Table 1

Revolvers are loaded with five rounds each and their hammers are down on the empty chamber. Revolvers are holstered.

Rifle is loaded with ten rounds, hammer down on the empty chamber, and staged on table 1.

The shotgun is staged on table 1, with the action open and the magazine or chambers empty.

The Shooter starts standing at the table, hands on both revolvers.

Starting phrase: **Good Day for a gunfight!**

At the Beep: With the rifle, shoot the rifle targets, double tapping each in any order. Make rifle safe.

Shoot the right two shotgun targets from the table, then proceed to table 2 and shoot the other two shotgun targets. Make safe on table 2.

With the revolvers, shot the targets as done with the rifle

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

You may reshoot the shotgun targets until down. Reshoot is from the location of original engagement.

Stage 1	Revolvers	10 rounds	Rifle 10 rounds	Shotgun 4+
		R2	S	S
mole	clay Marshal	R1	P2	
			P1	

Table

Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on the table. The shotgun is staged open on the table. Shotgun rounds are on the person.

Shooter starts standing behind the table, both hands on a staged long gun.

Starting Phrase: **GET HIM!**

At the Beep: Firearms may be used in any order, **but rifle not last.**
 With the revolvers, alternate single taps for 10 rounds on the two Revolver targets
 With the rifle, single tap the rifle targets as per the revolver instructions.
 With the shotgun, shoot the two stationary clays and shoot the Marshal and the flying clay in any order.
 If you miss the flyer, you may shoot the mole to avoid the miss.

UPON COMPLETION, PROCEED TO THE UNLOADING TABLE WITH THE LONG GUNS MUZZLE UP.

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A launched clay that is broken or that is launched toward the shooter will be counted as a hit, but the round must still be fired.

A clay that falls from its holder is considered a hit, but the round must be fired at the holder to count.

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The Long Nine at Lefthander's Gun Club

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There will be five main stages today.

GOOD LUCK!

Stage	Time	Misses	Penalties	Bonus	Total Time
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____

Total Time _____