

The Long Nine

Wild Bunch
at
LICK CREEK

August 30, 2020

Lefthander's Gun Club
Loami, Illinois

August 30, 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 **WILD BUNCH** Shooter's Handbook is the basis for our safety and shooting guidelines.

Also, State and Federal Covid-19 limitations are recommended.

We are planning on five stages today.

Today's Schedule:	Times
	8:00 Registration
	10 AM Shooter's Meeting
	10:15 Shooting Commences
	Shoot five stages

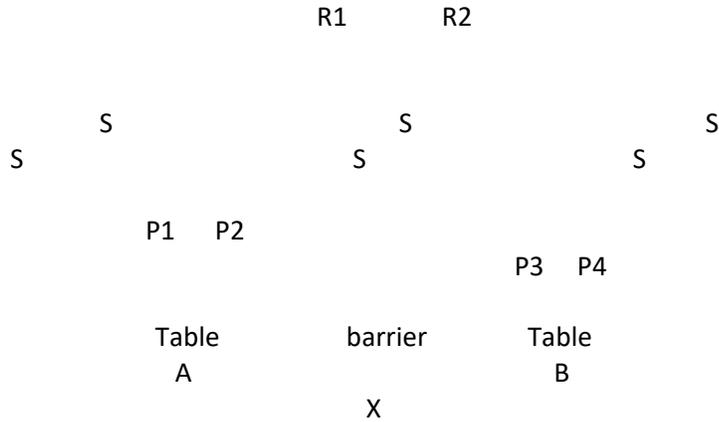
NO FOOD SERVICE IS PROVIDED, SO BRING YOUR SNACKS.

After the last stage, please help move the targets to the assigned area.

The scores will be compiled and possibly 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 1 AMMO: 7 rounds rifle 28 rounds 1911
(4 mag, 7 rounds each) 6 rounds shotgun



1911 has 7-round magazine in place, hammer on empty chamber and holstered. Other loaded magazines in the mag-loops/belt.

Shotgun, loaded with SIX rounds, but with hammer down on the empty chamber, staged on either table.

Rifle, loaded with seven rounds, hammer down on the empty chamber, is on the other table. The Shooter starts at either table.

Firearm order is shooter's choice. Start at either table.

Starting Phrase: **Show yourself!**

At the Beep: With the rifle, alternately single-tap the rifle targets for 7 rounds.
With the shotgun, shoot each shotgun target, two from each table and two from the barrier, in any order.
With the 1911, same instructions as the rifle, using one mag at each table
And two mags at the barrier, where the rifle targets are engaged.

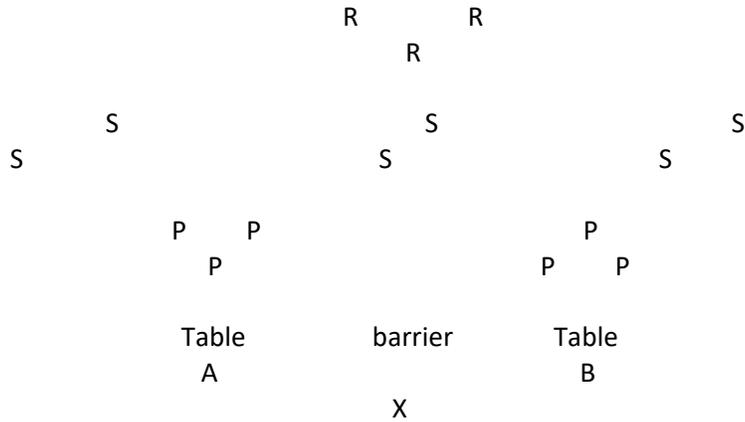
After completing the stage, show the 1911 to be clear to the TO and make safe. Then, retrieve your long guns and show them clear to the TO.

Stage 2

AMMO: 7 rounds rifle

28 rounds 1911
(4 mag, 7 rounds each)

6 rounds shotgun



1911 has 7-round magazine in place, hammer on empty chamber and holstered. Other loaded magazines in the mag-loops/belt.

Shotgun, loaded, but with hammer down on the empty chamber, is on table B

Rifle, loaded with seven rounds, hammer down on the empty chamber, is on table A.

The Shooter starts standing behind table A, hands on gun belt.

Starting Phrase: **Let's Go!**

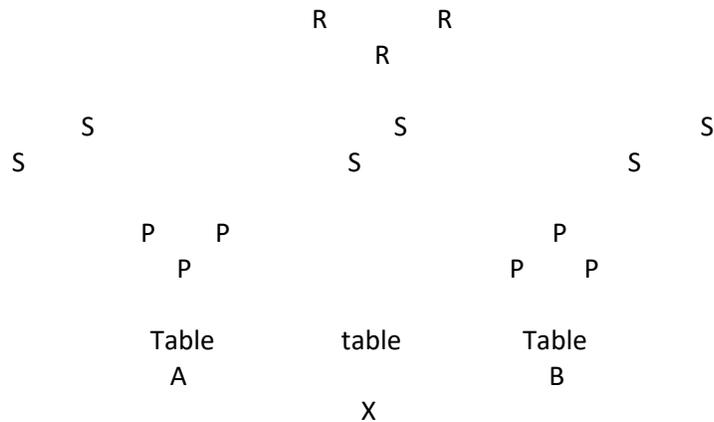
At the Beep: With the rifle, double tap each rifle target then single tap another rifle Target, but no triple taps.

With the 1911, repeat the rifle instructions, shooting the pistol targets from each table and the rifle targets twice (two mags) from the center. Note that arrays may be shot in any order.

With the shotgun, shoot the six knockdowns from any location.

After completing the stage, show the 1911 to be clear to the TO and make safe. Then, retrieve your long guns and show them clear to the TO.

Stage 3 AMMO: 7 rounds rifle 28 rounds 1911
(4 mag, 7 rounds each) 6 rounds shotgun



1911 has 7-round magazine in place, hammer on empty chamber and holstered. Other loaded magazines in the mag-loops/belt.

Shotgun, loaded, but with hammer down on the empty chamber, is held at table A

Rifle, loaded with seven rounds, hammer down on the empty chamber, is on another table.

The Shooter starts standing behind table A, shotgun at port arms.

Starting Phrase: **WOW?**

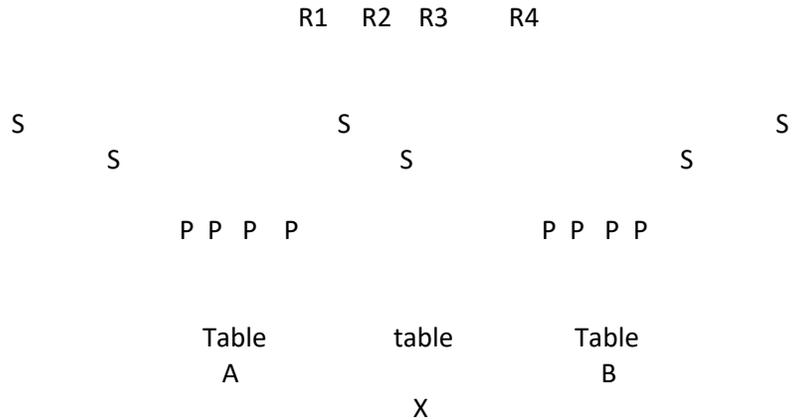
At the Beep: With the shotgun, shoot each shotgun target. (any position)

With the rifle, triple tap the center rifle target then double tap each outside Rifle target.

With the 1911, repeat the instructions with one mag on the rifle targets, one Mag on the left pistol targets, and two mags on the right pistol targets.

After completing the stage, show the 1911 to be clear to the TO and make safe. Then, retrieve your long guns and show them clear to the TO.

Stage 4 AMMO: 7+1 rounds rifle 28 rounds 1911 6 rounds shotgun
(4 mag, 7 rounds each)



1911 has 7-round magazine in place, hammer on empty chamber and holstered. Other loaded magazines in the mag-loops/belt.

Shotgun, loaded, but with hammer down on the empty chamber, is on the center table

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

The Shooter starts standing at any position, hands on gun belt.

Starting Phrase: **DID I HEAR CORRECTLY? (OR WHAT?)**

At the Beep: **YOU MAY SHOOT THE GUNS IN ANY ORDER!**

With the shotgun, shoot the six shotgun targets (any position)

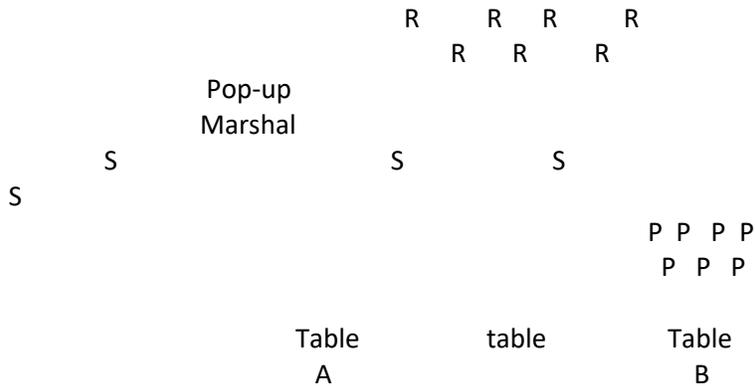
With the rifle, engage the rifle targets in a seven round Nevada sweep starting on either end. Then load one round and shoot any rifle target.

With the 1911, engage each set of pistol targets with two separate Nevada Sweeps (so two mags from each outside table). **DO NOT SHOOT RIFLE TARGETS!**

After completing the stage, show the 1911 to be clear to the TO and make safe. Then, retrieve your long guns and show them clear to the TO.

NOTES: You may shoot the pistol or rifle targets first, then the other set second.

Stage 5 AMMO: 7 rounds rifle 28 rounds 1911 6 rounds shotgun
 (4 mag, 7 rounds each)



1911 has 7-round magazine in place, hammer on empty chamber and holstered. Other loaded magazines in the mag-loops/belt.
 Shotgun, loaded, but with hammer down on the empty chamber, is on any table.
 Rifle, loaded with seven rounds, hammer down on the empty chamber, staged on center table.
 The Shooter starts standing at the center table, hands on hat.

Starting Phrase: **ARE WE DONE YET?**

At the Beep:

With the rifle, shoot each rifle target once
 With the 1911, single tap the rifle targets, then repeat with another mag.
 Then, at table B, repeat the instructions with two mags on the pistol targets.
 With the shotgun, shoot two knockdown targets, two standing clays, and shoot the Marshal with the clay popper in any order.

WATCH OUT FOR THE MARSHAL!

After completing the stage, show the 1911 to be clear to the TO and make safe. Then, retrieve your long guns and show them clear to the TO.

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 _____