

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

November 8, 2020

Lefthander's Gun Club
Loami, Illinois

November 8, 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, Federal and State Covid 19 guidelines are suggested.

We are planning on five stages today.

Stage 5 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
10:00 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 1	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		R1 R2 R3 R4 R5	
	S1 S2		S3 S4
		P1 P2 P3 P4 P5	
	Table 1	Barrier	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 staged on a table. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person.

Use the firearms in any order, rifle not last.

The shooter starts, standing at any position, table or barrier, standing erect, both hands on hat.

Starting phrase: **WHAT A LOVELY DAY!**

At the Beep: With the revolvers, shoot the revolver targets by triple tapping #3 and single tapping two other targets, then triple tapping #3 and single tapping the other two targets.

With the shotgun, shoot two targets from each table.

With the rifle, shoot the rifle targets as per the revolver instructions.

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

Stage 2	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
		R1 R2 R3 R4 R5	
	S1 S2		S3 S4
		P1 P2 P3 P4 P5	
	Table 1	Barrier	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 staged on a table. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person.

Use firearms in any order, rifle not last.

The shooter starts, standing at any position, table or barrier, standing erect, both hands on hat.

Starting phrase: **LET'S GO!**

At the Beep: With the revolvers, double tap each revolver target
 With the rifle, same instructions as the revolvers, using the rifle targets.
 With the shotgun, shoot two shotgun targets from each table.

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

The first sweep can be from the left or the right, the second sweep the opposite way.

Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3

S1 S2

S3 S4

P1 P2 P3

P1 P2 P3

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 staged on a table. The shotgun is staged on the other table, action open and empty.

Shotgun rounds are on the person.

Use firearms in any order, rifle not last.

The shooter starts, standing at either table or, standing erect, both hands on hat.

Starting phrase: **Get ‘er done!**

At the Beep: Shoot each shotgun target. Make gun safe

From each table, engage the revolver targets in a 1,2,1,2,3 sweep

May start from either end.

With the rifle, engage the rifle targets with two identical 1,2,1,2,3 sweeps, starting from either end.

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

Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R1 R2 R3

S1 S2

S3 S4

P1 P2 P3

P1 P2 P3

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 staged on a table. The shotgun is staged on the other table, action open and empty.

Shotgun rounds are on the person.

Use firearms in any order, rifle not last.

The shooter starts, standing at either table or, standing erect, both hands on hat.

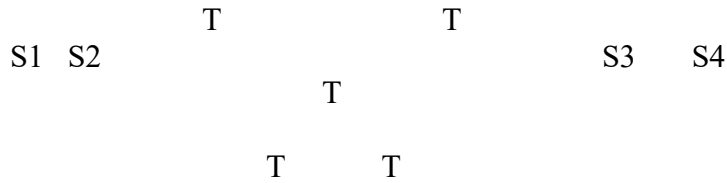
Starting phrase: **Get ‘er done!**

At the Beep: With the revolvers, double tap the outside revolver targets, then single Tap the center target. This is done on each pistol target array.
With the rifle, use the same sequence on the rifle targets twice.
With the shotgun, shoot four shotgun targets.

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

You may reshoot the shotgun targets until down.

Stage 5 Pistol 10 rounds Rifle 10 rounds Shotgun 4+



Table

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 staged on a table. The shotgun is staged on the table, action open and empty. Shotgun rounds are on the person.

Use firearms in any order, rifle not last.

The shooter starts, standing at the table, any firearm(s) in hand.

Starting Phrase: **Here We Go!**

At the Beep: Use the revolvers and rifle to shoot each target, T four times
Shoot the four shotgun targets with your trusty scattergun.

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

The Long Nine at Lefthander's Gun Club

November 8, 2020

There will be five main stages today.

GOOD LUCK!

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

Total Time _____