

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

October 25, 2020

Lefthander's Gun Club
Loami, Illinois

October 25, 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.

Covid guidelines, State and Federal, are also to be considered.

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	
	S1 S2		S3 S4
	P1 P2 P3 P4		
	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 table 2.
 The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person.
 The shooter starts, standing at table 1, standing erect, both hands on hat.

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

At the Beep: With the revolvers, shoot the two inside revolver targets twice and the two outside revolver targets three times in any order.
 With the shotgun, shoot two targets, then make gun safe on table 2.
 With the rifle, shoot the rifle targets as the revolver.
 Get shotgun and shoot the two other shotgun targets from table 2.

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

Shotgun targets may be re-engaged from any shooting position.

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

Stage 3

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R2
R1 R3 S S
S S

P2
P1 P3

Table 1

Table 2

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.

Starting phrase: **CHILLY!**

At the Beep: Shoot either long gun first.

With the rifle, shoot each rifle target at least three times.

With the shotgun, shoot the four shotgun targets.

With the revolvers, from table 2, repeat the rifle instructions.

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

You may reshoot the knockdown shotgun targets until down.

Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

R2
R1 R3 S S
 S S

P2
P1 P3

Table 1

Table 2

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 one.

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

The Shooter starts standing at table 2, hands on both revolvers.

Starting phrase: **What a Day!**

At the Beep: With the revolvers, from table 2, shoot the targets in a Arkansas Shuffle, twice, each sweep starting from the same target.
With the rifle, from table 1, two identical Arkansas Shuffles.
Shoot the four shotgun targets with the trusty shotgun.

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+

S S T T
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 T T S S

 X Table X

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 held by the shooter. Shotgun rounds are on the person.

Shooter starts standing at either X, shotgun in hand, other hand on shotgun shells in belt.

Starting Phrase: **Here We Go!**

At the Beep: Shoot two shotgun targets from the X and two from the table.
With the rifle, shoot each target twice, no double taps
With the revolvers, shoot each target twice, no double taps.

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

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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 _____