

The Long Nine

Monthly Match

SHOOTOUT at LICK CREEK



June 24, 2012

Lefthander's Gun Club
Loami, Illinois

June 24, 2012

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.

Turquoise Tony will have his Shotgun Challenge set-up, so bring extra shotgun shells.

We will shoot 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:

8:10 AM to 9:30 AM	Registration
8:15 AM to 9:30 AM	Side Match – '97 Shotgun Challenge
9:30 AM	Shooter's Meeting
9:45 AM	Shooting Commences
	Shoot three stages
	Lunch
	Shoot two 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.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	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 a table. The shotgun is staged on the other table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table with the rifle, hands on his belt buckle

Starting phrase: **I'M AS READY AS I CAN BE!**

At the Beep: With the rifle, shoot each rifle target at least twice, 10 rounds total.
 Make the rifle safe on the table.
 With the revolvers, shoot each target at least twice, 10 rounds total.
 Holster after use.
 Finally, get the shotgun and shoot two shotgun targets from each table.
 Make the gun safe after use.

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	
	S S		S S
		P1 P2 P3 P4	
		Table	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 either table. The shotgun is staged on the opposite table, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the table with the shotgun touching the table. You may have one hand holding the gun, and one hand on the shells in belt.

STARTING PHRASE: THIS IS A QUICK START!

At the Beep: Shoot the first two shotgun targets until down. With the shotgun open and empty, go to the other end and make the shotgun safe there.
 Get the rifle and shoot the rifle targets in a Nevada Sweep, starting from either end (1,2,3,4,3,2,1,2,3,4 or 4,3,2,1,2,3,4,3,2,1)
 Make the rifle safe.
 Get the shotgun and shoot the last two shotgun targets until down.
 Make the shotgun safe after use.
 With the revolvers, shoot the revolver targets in a continuous Nevada Sweep, starting from either end.
 You may use the revolvers from behind either table or between the two tables.

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

Stage 3 Pistol 10 rounds Rifle 10 rounds Shotgun 4+

R 1 R 2

clay clay

S S

P1 P2

+++++

Table Fence **SAFE**

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 on the table, action open and empty. Shotgun rounds are on the person.

The shooter starts at the SAFE, ready to light the fuse.

Starting Phrase: **BLOW THE SAFE!**

The shooter will light the fuse. When it is lit, the timer will “BEEP” you.

At the Beep: With the revolvers, shoot each revolver target FIVE times. Holster the revolvers. Go to the table to get the Rifle. Shoot each rifle target five times. Make the rifle safe. Get the shotgun and shoot the two clays, then, with the action open and empty, go back to the safe and shoot the other two shotgun targets. Make the shotgun safe after use.

NO LOADING ON THE RUN. THE SHOTGUN MUST BE EMPTY OF LIVE ROUNDS WHEN YOU ARE MOVING. Remember -- “PLANT AND POKE”

Stage 4

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

T1 T2 T3

S

S

S

S

Table 2

Façade
Table 1

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

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

Rifle is loaded with ten rounds, hammer down on the empty chamber, and is held at port arms, standing at the façade.

Starting phrase: **Shoot'em!**

At the Beep: With the rifle, shoot the targets in an Arkansas shuffle twice, starting with the same target (1,1,2,3,3 or 3,3,2,1,1). Make the rifle safe.
Use the shotgun to shoot the four shotgun targets, then make safe.
Go to Table 2 and with each revolver, shoot the targets in an Arkansas shuffle, as with the rifle.

When complete, take your firearms to the unloading table, with the long guns' muzzles up.

You may reshoot the shotgun targets until down.

Stage 5

Rifle 10 rounds

Pistol 10 rounds

Shotgun 4+

T1

T2

T3

B

S

S

S

S

Table 2

façade

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 staged on Table 1.

The shotgun is staged on Table 1 with the action open and the chambers empty.

The shooter starts at Table 1 with both hands in full surrender.

Starting phrase: **A BONUS?**

At the Beep: With the rifle, shoot the targets with three identical sweeps, starting From either end (1,2,3 or 3,2,1). With the last round, shoot the bonus target. Make the rifle safe and get the shotgun

With the shotgun, shoot each shotgun target until down. Make Safe.

Go to Table 2. From there, shoot three identical sweeps, as with the rifle. Again, use the 10th round on the bonus target.

All shotgun misses can be picked up.

When done shooting the stage, pick up weapons and proceed to unloading table.

Missing the bonus target will not be considered a miss, but hitting it is -5 seconds.

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There will be five main stages today. Preceding the Main Match at 8:30 will be the Side Match, if conditions permit.

GOOD LUCK!

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

Total Time _____