

The Long Nine

Monthly Match

SHOOTOUT
at
LICK CREEK

July 25, 2010

Lefthander's Gun Club
Loami, Illinois

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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.

We will be shooting five Main stages. We also have side matches for your enjoyment.

There will be a Wild Bunch posse for this match as well, so bring your 1911 and 1897!

We will have a long range competition before the main match. Bring your long range rifles, both rifle and pistol caliber. The specifics and ranges will be posted at the long range venue. There is no fee for this event.

There is also a pre-match shotgun side match presented by Turquoise Tony. Bring extra shells!

Today's Schedule:

8:10 AM to 9:30 AM	Registration
8:15 AM to 9:30 AM	Side Matches
9:30 AM	New Shooter's Meeting
9:45 AM	Shooter's Meeting
10:00 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

Revolver 10 rounds Rifle 10 rounds Shotgun 4+ rounds

R2

Clay Bird
Marshall

R1

S1

mole

S2

P2

P1

X

horse
Rifle/Shotgun

The revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered. The rifle is loaded with ten rounds, hammer down on the empty chamber, and is staged on the horse.

The shotgun, action open and empty, is staged at the horse

The shooter starts standing behind the horse holding his rifle at port arms.

Starting phrase: **Sunshine!**

At the Beep: Shoot the rifle targets alternating double taps for ten rounds, starting on either target. Make the rifle safe.

Go to the left. With the revolvers, alternately double tap the two revolver targets for a total of ten rounds. Make the revolvers safe.

Return to the horse to retrieve the shotgun. Shoot the two regular shotgun targets and the Marshall, with its clay bird in any order. If you miss the airborne clay, You may shoot the clay “mole” in front of the target.

Make the shotgun safe.

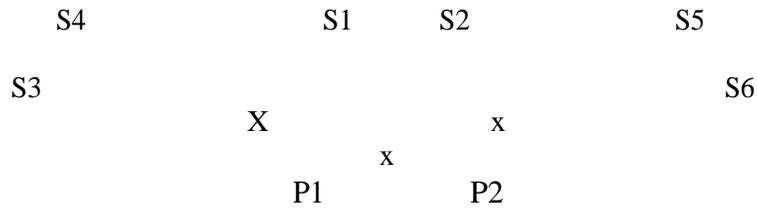
Upon completion of the stage, safely proceed to the unloading table with your guns.

If the airborne clay goes back over the shooter, or is improperly launched, it will be treated as a broken clay, thus as a hit (the shooter must discharge his shotgun, however).

Any missed shotgun target may be re-engaged.

Stage 2

Revolver 10 rounds Rifle ZERO Shotgun 8+ rounds

**SAFE**

Each revolver is loaded with five rounds, hammer down on an empty chamber, and holstered.
NO RIFLE USED IN THIS STAGE!

The shotgun, action open and empty, is staged on the safe. Shotgun ammo is on the shooter.
The Shooter starts to the side of the safe, ready to light the fuse.

Starting phrase: Let's blow this safe!

At the Beep: The shooter will light the fuse; the timer will start. Stand behind the safe to engage the revolver targets. The revolver targets are to be shot by triple tapping one target, then double tapping the other with each revolver. The shooter does not have to do the same sequence with each revolver. So, 1,1,1,2,2 or 1,1,2,2,2 or 2,2,1,1,1 or 2,2,2,1,1. Make the revolvers safe. Get the money bag out of the safe and put it on the safe. Get the shotgun and advance, going between the two revolver targets. From there, shoot S1 and S2. Step to the left (to the designated spot) and Shoot S3 and S4. Go back to the center to shoot S1 and S2 again. Then, step to the right to shoot S5 and S6. Finally, make your shotgun safe and go to the unloading table.

YOU MAY RE-ENGAGE ANY MISSED SHOTGUN TARGET.

Stage 3

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds

R1 R2 R3

S S

S S

P1 P2 P3

horse
SG

horse
rifle

Revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered. Rifle is loaded with **ten** rounds, hammer down on the empty chamber, and staged on the right horse. The shotgun, action open and empty, is stationed on the left horse. Shotgun ammo is on the person.

The Shooter starts standing at either horse, both hands on the horse.

Starting phrase: **This will be a kick!**

At the Beep: You may shoot the guns in any order, but do not end with the rifle. For the revolvers, shoot from the right horse. With each revolver, shoot the three targets in a Nevada sweep. Make the revolvers safe. The Nevada sweeps may start on the right or the left. With the rifle, shoot the rifle targets in a Nevada sweep for ten rounds (1,2,3,2,1,2,3,2,1,2). Make the rifle safe. With the shotgun, shoot the four shotgun targets (two from each horse) in any order. Make the shotgun safe.

Having finished the stage, safely proceed to the unloading table.

Any missed shotgun target may be re-engaged.

Note: Nevada Sweep is 1,2,3,2,1, etc.

Stage 4

Revolvers 10 rounds Rifle 10 rounds Shotgun 4+ rounds

T4 T5
T1 T6
S T3 T2 S

table

Revolvers are each loaded with five rounds, hammer on an empty chamber, and holstered. The rifle is loaded with ten rounds, hammer is on the empty chamber and staged on the table.

The shotgun, action open and empty, is on the table. Shells are on the person. The Shooter starts standing at the table.

Starting phrase: **This might be fast; it will be fun!**

At the Beep: You may shoot the guns in any order, but no not end with the rifle. With the rifle and with the revolvers, shoot the targets in the following sequence: 1,2,1,3,1,4,1,5,1,6. Make the guns safe after use. Shoot each shotgun target twice, but no double taps. Make the shotgun safe.

Having finished the stage, safely proceed to the unloading table.

You may re-engage any shotgun misses.

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There will be five main stages today. Preceding the Main Match at 8:15 will be the Long Range Match and the special shotgun side match, if conditions permit.

GOOD LUCK!

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

Total Time _____

Long Range Rifle

Caliber	Total shots	Hits	SCORE
Pistol	_____		
Rifle	_____		
Shotgun side Match	_____		