

The Long Nine  
Monthly Match



SHOOTOUT  
at  
SPOOKY CREEK

October 28, 2012

Lefthander's Gun Club  
Loami, Illinois

October 28, 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.

We are planning to 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
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.longnynecowboys.org](http://www.longnynecowboys.org).

**Stage 1**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

T T T T C T T T T

S

S

S

S

**Barrier**

**Horse**

**Horse**



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 horse. The shotgun is staged on a horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the horse hands on his belt buckle  
You may use just one horse for long guns if desired.

Starting phrase: **IS THAT THE HEAD OF THE HEADLESS HORSMAN?**

At the Beep: You can shoot the guns in any order, but do not end with the rifle  
With the rifle, shoot the center target, then sweep from either end.

With the revolvers, shoot the center target, then sweep from either end. With the shotgun, shoot each shotgun target once.

Make the firearms safe after use.

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

**You may use your available guns from any position from horse to horse and up to the barrier (for the revolvers).**

**You MUST KEEP YOUR MUZZLES WITHIN THE 180 DEGREE SAFE ZONE AND FIREARMS SAFELY STAGED.**

**Stage 2**

Pistol 10 rounds

Rifle 10 rounds

Shotgun 6+

T4 T3 T2 T1 C T5 T6 T7 T8

S

S

S

**Popper  
Marshall**

S

**Barrier**

**Horse**

**Horse**



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 is held by the shooter. The shotgun is staged on the horse, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at the horse with the rifle at port arms.

One horse may be used for both long guns, if desired.

**STARTING PHRASE: It is a great day to be shooting!**

At the Beep: With the rifle, shoot the center target, then the four to the left or right from the inside out, then center and the other direction (C-1-4 then C5-8, or C-5-8, then C 1-4).

With the revolvers shoot the targets the same way as the with rifle.

With the shotgun, shoot the four shotgun targets in any order.

Then, shoot the Marshall and the flying target (which is a 5 sec bonus).

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

**You may use your available guns from any position from horse to horse and up to the barrier (for the revolvers).**

**You MUST KEEP YOUR MUZZLES WITHIN THE 180 DEGREE SAFE ZONE AND FIREARMS SAFELY STAGED.**

**Stage 3**

Rifle 10 +? rounds      revolvers 10 +? rounds      shotgun 4 + rounds

**RZ    RZ    RZ**

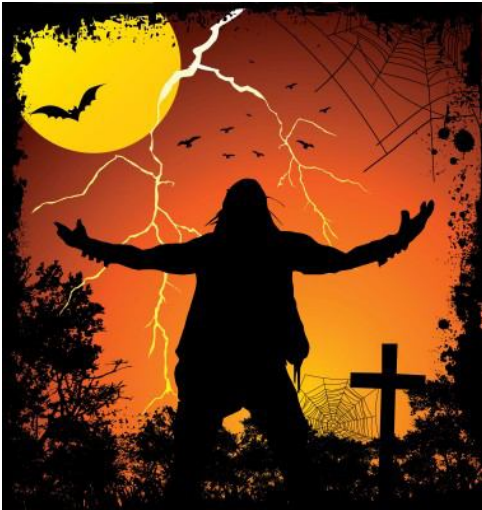
**S    S  
S    S**

**ZOMBIE  
DUMP**

**PZ    PZ    PZ**

**WINDOW  
FAÇADE  
TABLE 1**

**TABLE 2**



Revolvers are loaded with 5 rounds each, hammer down on the empty chamber & holstered.  
Rifle is loaded with 10 rounds with hammer down on the empty chamber, and will be held by the shooter.  
The shotgun is open and empty, staged at table 1; shotgun rounds on the shooter.  
The shooter starts at the window, rifle in hand

Starting phrase: **Shoot the Zombies in the head!**

ATB: With the rifle, shoot each ZOMBIE (RZ) in the head, breaking the clay target. You have ten rounds to break the three targets. Remaining rounds are used to shoot the ZOMBIE DUMP Target. If you miss with all ten rounds, you may reload up to three

rounds, one for each unbroken RZ and shoot them at the Zombie Dump target. Make the rifle safe.

With the shotgun, shoot the four clay targets until broken or hit. Make gun safe.

Go to table 2. Use the revolvers to shoot the three Pistol Zombie (PZ) targets in the head.

Any remaining rounds are to be used to shoot the Zombie Dump target. If you miss the head Shots with the revolvers, you may reload up to three rounds and shoot the Zombie Dump Target to avoid misses.

**Any misses on the DUMP TARGET are MISSES!**

Stage 4	Pistol 10 rounds	Rifle 10 rounds	Shotgun 4+
T4		S	S
	T3	S	
T1	T2		S

**Table 2**

**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, and is on table 1  
 The shotgun is held by the shooter with the action open and the magazine/chambers empty.  
 The Shooter starts with his shotgun, standing at table 1.

Starting phrase: **Hit the Pumpkin in the Middle!**

At the Beep: With the shotgun, shoot each shotgun target until down. Make gun safe.  
 With the rifle, shoot the center target [the pumpkin], then the other four targets in any order, then repeat (center first, others in ANY order).  
 Make rifle safe.  
 At Table 2, shoot the targets with the revolvers as you did with the rifle. Make the revolvers safe after use.

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

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4+

T4

T5

S

S

T3

S

T1

T2

S

Table 2

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, and is on table 1

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

The Shooter starts with both hands on the rifle, standing at table 1.

Starting phrase: **Shoot the Lightning Bolt in a Zig Zag!**

At the Beep: With the rifle, shoot two separate, vertical Nevada sweeps, one on each side (1,3,4,3,1 or 2,3,5,3,2 or 4,3,1,3,4 or 5,3,2,3,5). Make rifle safe.

With the shotgun, shoot each shotgun target until down. Make gun safe.

Go to table 2. From there, use the revolvers to shoot two different horizontal Nevada sweeps with the revolvers (1,3,2,3,1 or 2,3,1,3,2 or 4,3,5,3,4 or 5,3,4,3,5).

One must be at the upper targets , one at the lower targets

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

You may reshoot the shotgun targets until down.

The Long Nine at Lefthander's Gun Club

October 28, 2012

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 \_\_\_\_\_