

The Long Nine  
Monthly Match

Taking Your Chances at Dusty Flats



September 23, 2012

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 shoot five stages today, depending on conditions.

Stage 1 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 9:00 AM	Registration
8:30 AM to 9:15 AM	Side Match
9:30 AM	Shooter's Meeting
9:45 AM	Begin Shooting

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](http://www.longninecowboys.org).

### **Play the Wild Cards! – Prize-Winning Side Match**

If you arrive a bit early, we invite you to take a shot at our Wild Cards Side Match which runs from **8:30 – 9:15 a.m.**

#### ***Here's how it works:***

Simply pay \$2 for your chance to shoot at a set of 10 cards. We'll put your name on each card, tack them to a target and you'll ***“have a shot”*** at each card.

Rules of engagement:

- **Shoot 5 Cards at 5 yards** with your cowboy revolvers.
- **Shoot 5 cards at 10 yards** with your pistol-caliber cowboy rifle [off-hand].

Every card you hit will be placed in a bucket. We'll ***draw at least 3 cards out of the bucket*** and those lucky shooters will receive either a “fabulous cash prize” or a goody bag, plus a participation treat for every shooter who gives it a shot. **How simple!**

#### **In addition:**

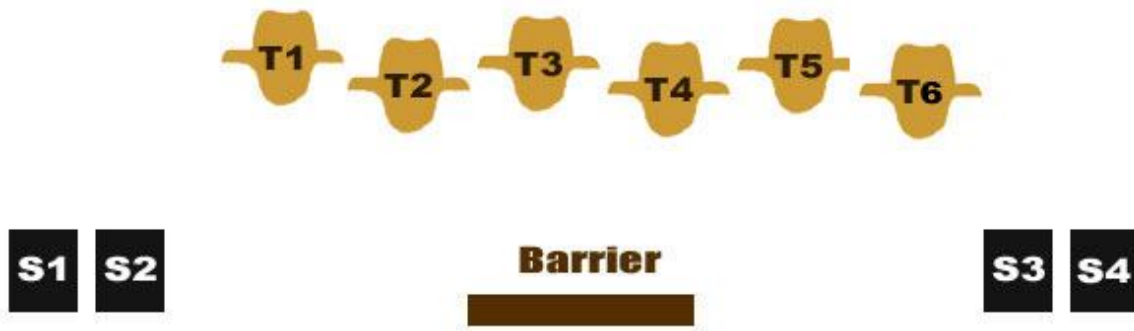
- Anyone who hits **All 10 Cards** will receive a token for a **Free Shoot**.
- Anyone who hits **5 Revolver Cards OR 5 Rifle Cards** will receive a token for a **Free Lunch**.  
[Note, if you hit all 10 cards, you can choose from a Free Shoot or Two Free Lunches but not both]

**Stage 1**

Rifle 10 rounds

Revolver 10 rounds

Shotgun 2 +



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, staged on one table with hammer down on the empty chamber. 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 where the rifle is staged.

**OFF THE CLOCK**, the shooter will roll the die on the table. Whatever number you roll will be your Starting Target. After rolling the die, the shooter puts his or her hands FLAT on the table. The Timer Operator will shout out the number to the spotters.

**Starting Phrase: I'm starting on Target Number \_\_\_\_\_!!**

[Fill in the number that you rolled on the die]

**At the beep:** Shoot the rifle targets in a continuous sweep starting on the target number that you shouted after you rolled the die. You may go in either direction.

**Example: "I'm starting Target Number 5" Shoot 5-6-1-2-3-4-5-6-1-2**

After shooting the rifle targets, you may take the rifle to the shotgun table

**OR** stage it safely on the table where you picked it up.

With the shotgun, shoot **ONLY TWO** of the shotgun targets of your choice in any order until down. Make the shotgun safe on the table.

Move down range to the barrier. With the revolvers, shoot the **EXACT** same sequence that you did with the rifle.

Shotgun misses can be made up.

## Stage 2

Pistol 10 rounds

Rifle 10 rounds

Shotgun 4 +



S1 S2

Barrier

S3 S4



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The rifle is loaded with 10 rounds, staged on one table with hammer down on the empty chamber. 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 where the rifle is staged.

**OFF THE CLOCK**, the shooter will roll the die on the table. Whatever number you roll will be your Starting Target. After rolling the die, the shooter puts his or her hands FLAT on the table. The Timer Operator will shout out the number to the spotters.

**Starting Phrase: I'm starting on Target Number \_\_\_\_!!**

[Fill in the number that you rolled on the die]

**At the beep:** Shoot the rifle targets in a continuous double-tap sweep starting on the target number that you shouted after you rolled the die. You may go in either direction.

**Example: "I'm starting Target Number 3" Shoot 3-3-4-4-5-5-6-6-1-1**

After shooting the rifle targets, you may take the rifle to the shotgun table

**OR** stage it safely on the table where you picked it up.

With the shotgun, shoot the four shotgun targets in any order until down. Make the shotgun safe on the table.

Move down range to the barrier. With the revolvers, shoot the EXACT same sequence that you did with the rifle.

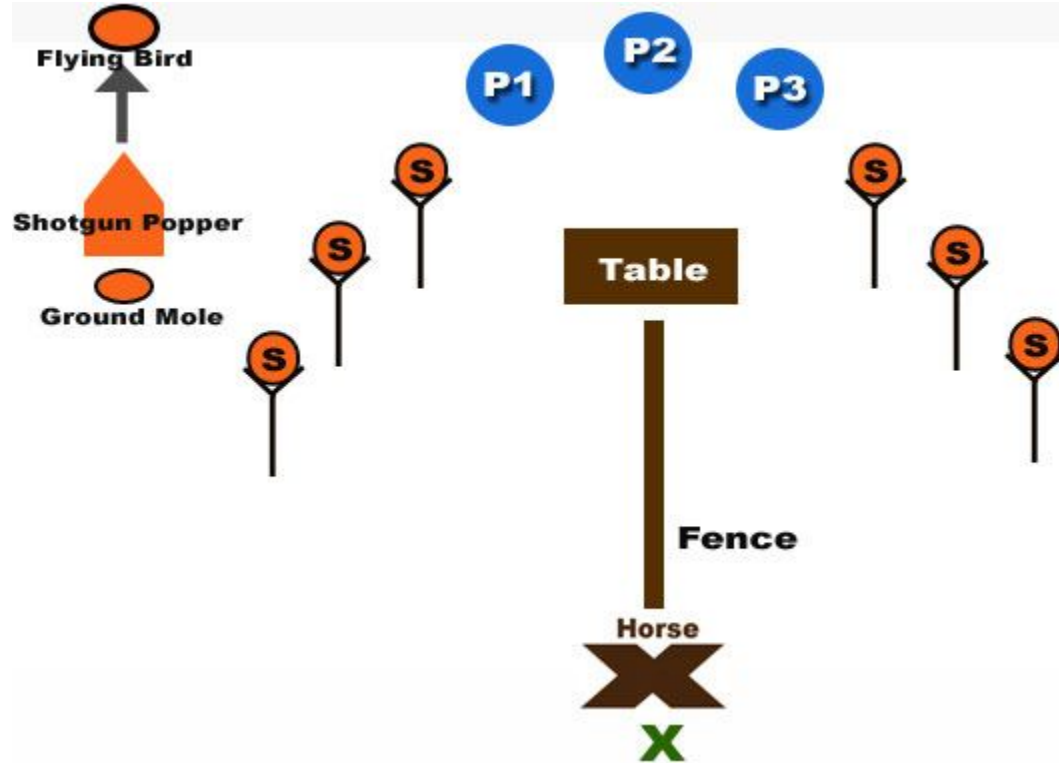
Shotgun misses can be made up.

Stage 3

Revolver 10 rounds

No Rifle

Shotgun 8 +



Each revolver is loaded with five rounds, hammer on an empty chamber and they are holstered. The shotgun is staged on the horse, action open and empty. Shotgun rounds are on the person. The shooter starts standing behind the horse, holding his tail with both hands.

**Starting Phrase:** What are the odds on this horse!?!?

**At the Beep:** With the shotgun, shoot the 6 clay targets, the knock-down and the popper in any order. You may move down the fence as you shoot the targets, but you **MAY NOT LOAD ON THE RUN** and **YOU MUST SHOOT ALL TARGETS IN FRONT OF YOU** so you **STAY WITHIN THE 170-degree SAFETY RULE**.

If you miss the popper, you can make it up with the “ground mole” but only after you have attempted the popper.

**NOTE #1:** For this stage, your shotgun must be **EMPTY** of either live or spent shells when you move. **No shells in the chamber or magazine.**

Make the shotgun safe on the table.

With the revolvers, shoot the revolver targets in the following sequence:

1-3-1-3-2 OR 3-1-3-1-2. [This is the same as Left-Right-Left-Right-Middle].

Do this two times. The revolver strings do not have to be identical.

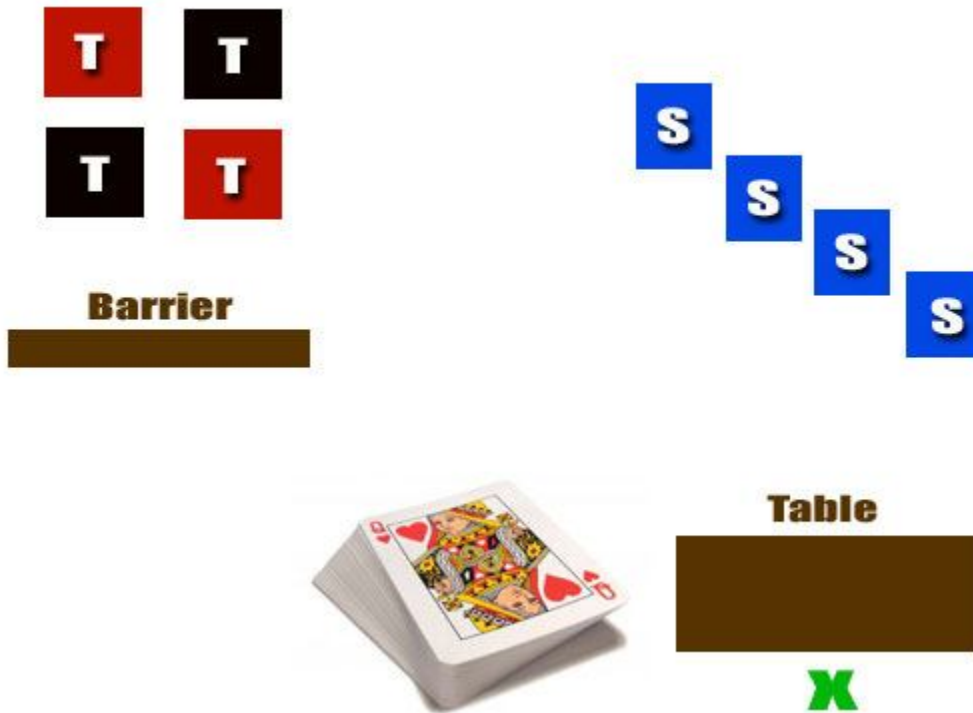
**NOTE #2:** Shotgun misses can be made up but you must be **BEHIND the shotgun targets facing down range** when you make them up [Again, in keeping with the 170-degree safety rule]. Make the guns safe after use.

**Stage 4**

Rifle 10 rounds + 1 Reload

Revolver 10 round

Shotgun 4+



Shotgun is open and empty, staged on the Table. The rifle is loaded with ten rounds, hammer down on the empty chamber, and staged on the Table.

Revolvers are each loaded with 5 rounds, hammer down on an empty chamber, and holstered.

**OFF THE CLOCK**, the shooter will draw a card from the deck.

**The color of the card suit determines what color targets you will shoot.**

Show the card to the Timer Operator who will shout out Red or Black to the spotters. The shooter starts standing behind the Table, with both hands on his or her hat brim and the hat on the head.

**Starting Phrase:**

**I'm hitting the [RED or BLACK] targets!!**

**At the Beep:**

With the rifle, double-tap either the RED or the BLACK targets [whichever color card suit you drew] in a double-tap sweep. **RELOAD one rifle round from the belt** and hit **ANY rifle target** with it.

Make the rifle safe on the Table.

With the shotgun, shoot the shotgun targets in any order until down.

Make the shotgun safe on the Table.

Move to the Barrier. From behind the Barrier with the revolvers, shoot either the RED or the BLACK targets in two double-tap sweeps on the same color target as you shot with the rifle.

[The two strings need not be continuous with the revolvers].

You may make up shotgun misses.

Shooting the wrong-colored target is a procedural.

NOTE: If you are color-blind, please let the Timer Operator know and we'll guide you with which targets to shoot. The black targets have a white outline.

## Stage 5

Rifle 10 rounds

Revolver 10 rounds

Shotgun 4+



Shotgun is open and empty, staged on the Table. The rifle is loaded with ten rounds, hammer down on the empty chamber, and staged on the Table.

Revolvers are each loaded with 5 rounds, hammer down on an empty chamber, and holstered.

**OFF THE CLOCK**, the shooter will draw a card from the deck.

**The color of the card suit determines what color targets you will shoot.**

Show the card to the Timer Operator who will shout out Red or Black to the spotters.

The shooter starts standing behind the Table with all 10 fingers touching the butt of the shotgun.

### **Starting Phrase:**

**I'm hitting the [RED or BLACK] targets!!**

### **At the Beep:**

Shoot the 4 shotgun targets in any order until down.

Make the shotgun safe on the Table.

With the rifle, shoot the RED or BLACK targets only [whichever color card suit you drew] by alternating between the two RED or BLACK targets. Make the rifle safe on the Table.

Move to the Barrier and shoot the Bonus target for a 5-second bonus with your revolver, then alternate on either the RED or BLACK targets [whichever color card you drew.]

You may start on the top or bottom target and the strings need not be continuous.

You may make up shotgun misses.

Shooting the wrong-colored target is a procedural. Missing the bonus is not a miss.

NOTE: If you are color-blind, please let the Timer Operator know and we'll guide you with which targets to shoot. The black targets have a white outline.

The Long Nine at Lefthander's Gun Club

September 23, 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 \_\_\_\_\_