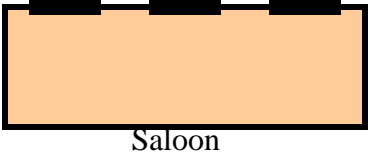
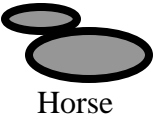
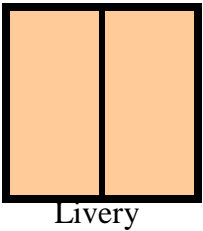
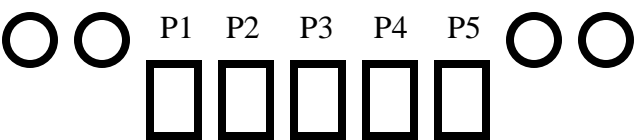
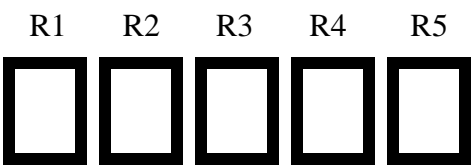


Cavalier Cowboys

Sunday July 07th, 2013

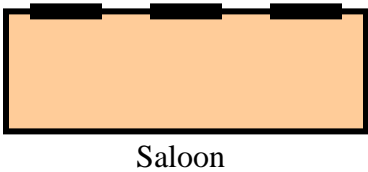
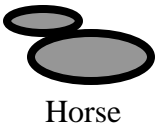
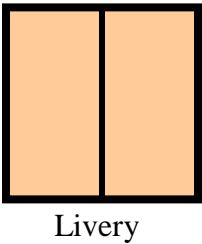
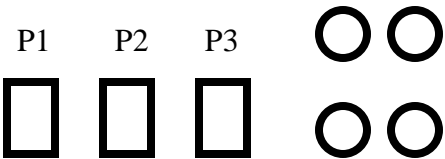
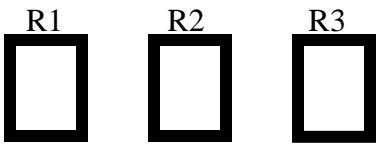
STAGES 1 & 2



Cavalier Cowboys

Sunday July 07th, 2013

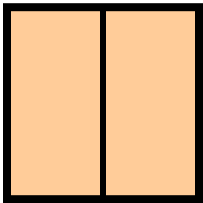
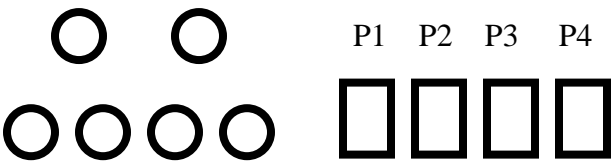
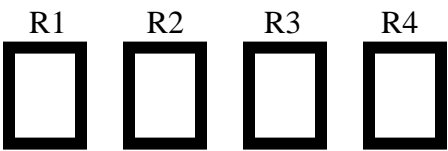
STAGES 3 & 4



Cavalier Cowboys

Sunday July 07th, 2013

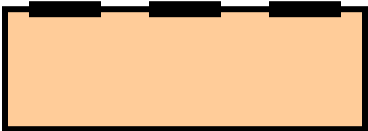
STAGES 5 & 6



Livery



Horse



Saloon

Cavalier Cowboys

Sunday July 07th, 2013

By B S Walker

You picked up the supplies you'll need back at the ranch except for a bottle of whiskey or 2 or 3 or 4. You heard that the Dead Dog Saloon had the best aged whiskey in town, at least a week old, and you must have the good stuff. As you enter you see the bar- keep adding water to the bottles to top them off. Watering down good whiskey is worse than a horse thief. You'll put a stop to that.

Stage 1

10-Pistol, 10-Rifle, 4+Shotgun

Staging; Pistols 5 rounds each HDEC holstered, Rifle 10 rounds HDEC in left window, Shotgun AOE also in left window.

Shooter starts standing at doorway with hands loosely at sides. When the shooter is ready say **"I WON'T STAND FOR THAT "**. At the beep, draw pistols per category and first place 1 hit on P3 then 2 hits on P1 and P2. then place 1 hit on P3 then 2 hits on P4 and P5. Move to left window and with rifle repeat same instructions as pistol on rifle targets. Retrieve shotgun and engage S1 and S2 till down from left window any order then from right window engage S3 and S4 till down any order. Go to unloading table.

Stage 2

10-Pistol, 10-Rifle, 4+Shotgun

Staging; Pistols 5 rounds each HDEC holstered, Rifle 10 rounds HDEC in doorway, Shotgun AOE also in doorway.

Starting at doorway with hands on barrel, then say **"I WON'T STAND FOR THAT "**. At the beep, with the rifle, engage the rifle targets from either end by first double tapping the outside targets then double tapping the insides and then the middle target. Retrieve shotgun and engage all 4 shotgun knock-downs from doorway in any order. From doorway, draw pistols per category and engage pistol targets with same instructions as rifle. Go to unloading table.

Cavalier Cowboys

Sunday July 07th, 2013

You pack-up the liqueur that hasn't been tampered with when you realize you also forgot your smokes. You got to have a good smoke with your good liqueur so it's back to the mercantile. As you approach the livery to head out back to the ranch, you spot some of the Pungo boys waiting to bushwhack you. Good thing you kept all your guns with you.

Stage 3

10-Pistol, 10-Rifle, 4+Shotgun

Staging; Pistols 5 rounds each HDEC holstered, Rifle 10 rounds HDEC on horse, Shotgun AOE held at Port Arms next to side steps.

Shooter starts at base of steps at the left side of the saloon with shotgun at port arms. When ready say **"I WON'T STAND FOR THAT"**. At the beep, engage the 4 shotgun knock-downs any order. Move to horse and with rifle shoot rifle targets in this order R1, R3, R1, R2, R3, R1, R3, R1, R2, R3. Then from horse draw pistols per category and engage pistol targets the same as with rifle. Go to unloading table.

Stage 4

10-Pistol, 10-Rifle, 4+Shotgun

Staging; Pistols 5 rounds each HDEC holstered, Rifle 10 rounds HDEC in right stall, Shotgun AOE on horse.

Start standing in right stall with hands on right and left sides of stall. When shooter is ready say **"I WON'T STAND FOR THAT"**. At the beep, engage rifle targets in this order, R1, R1, R1, R2, R2, R3, R3, R1, R2, R3. Make rifle safe. Move to the horse draw pistols per category and engage pistol targets same as rifle. Next, from horse, shoot the 4 shotgun knock-downs in any order. Go to unloading table.

Cavalier Cowboys

Sunday July 07th, 2013

You make it back to the ranch with no problems. As you unpack your goods you can smell something's up. It seems some Indians smelt the cigar you were smoking back from town and followed the smell to your doorstep. I guess even Indians like good liqueur and a good smoke, if it's free, and their here to take yours and possibly your scalp.

Stage 5

10-Pistol, 10-Rifle, 4+Shotgun

Staging; Pistols 5 rounds each HDEC holstered, Rifle 10 rounds HDEC in right stall, Shotgun AOE in left stall.

Start in left stall with hands on left wall at shoulder height. When shooter is ready say **"I WON'T STAND FOR THAT "**. At the beep, shoot any 4 of the 6 shotgun knock-downs. Make shotgun safe and move to right stall. Engage the rifle targets in a continuous 2, 1, 1, 2, sweep starting from either end. Make rifle safe and move behind the horse. Draw pistols per category and engage pistol targets with same instruction as the rifle. Go to unloading table.

Stage 6

10-Pistol, 10-Rifle, 6+Shotgun

Staging; Pistols 5 rounds each HDEC holstered, Rifle 10 rounds HDEC in right stall, Shotgun AOE also in right stall.

Shooter starts standing behind the horse with hands on hat. At the beep after the shooter say's **" I WON'T STAND FOR THAT "**, draw pistols per category and engage pistol targets in a continuous Nevada sweep starting from either end. Move to right stall and engage rifle targets same as pistol. Retrieve shotgun and shoot all 6 knock-downs any order. Go to unloading table.

WE'RE GLAD YOU CAME.