

Cavalier Cowboys

Sunday – August 04th, 2013

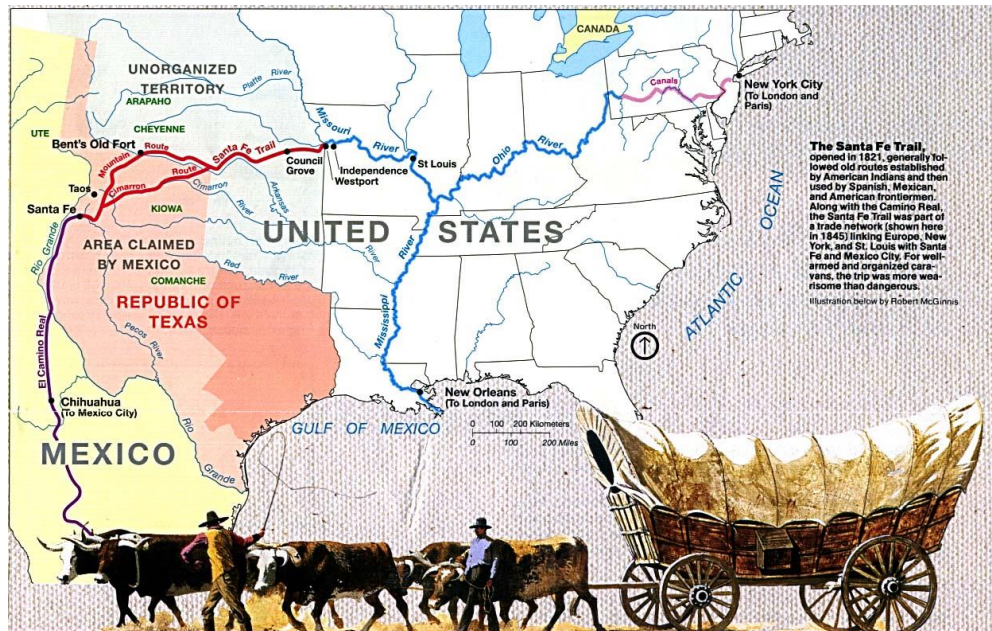
“Santa Fe Trail”

Stages Written by: Striker

The Santa Fe Trail was a 19th-century transportation route through central North America that connected Franklin, Missouri with Santa Fe, New Mexico. Pioneered in 1821 by William Becknell, it served as a vital commercial and military highway until the introduction of the railroad to Santa Fe in 1880. At first an international trade route between the United States and Mexico, it was the 1846 U.S. invasion route of New Mexico during the Mexican–American War.

The route crossed Comancheria, the territory of the Comanches, who demanded compensation for granting passage to the trail. Americans routinely assaulted the Comanches along the trail, finding it unacceptable that they had to pay a fee for passage to Santa Fe, and soon, all Comancheria fled the area, opening up the area to American settlement.

After the U.S. acquisition of the Southwest, the trail helped open the region to U.S. economic development and settlement, playing a vital role in the expansion of the U.S. into the lands it had acquired. The road route is commemorated today by the National Park Service as the Santa Fe National Historic Trail. A highway route that roughly follows the trail's path through the entire length of Kansas, the southeast corner of Colorado and northern New Mexico has been designated as the Santa Fe Trail National Scenic Byway.



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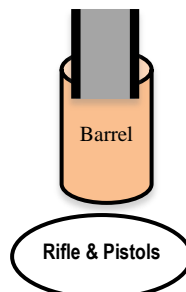
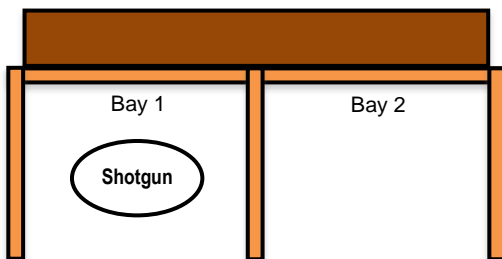
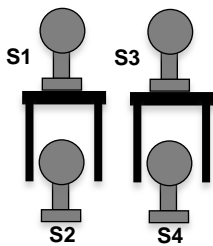
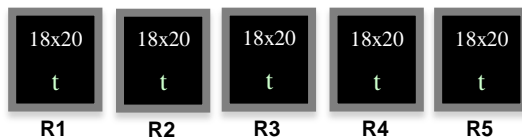
STAGE ONE

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the Barrel with the rifle at Cowboy Port Arms and when ready says “**Wagons Ho!!**”. At the beep, with rifle engage the five targets (R1, R2, R3, R4, R5) in the following order: single tap the outside targets (R1, R5) then double tap the inside targets (R2, R4) then single tap the outside targets (R1, R5) and then double tap the middle target (R3). Next with pistols engage the five targets (P1, P2, P3, P4, P5) using the same instructions as the rifle. Move to Bay #1 and with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.



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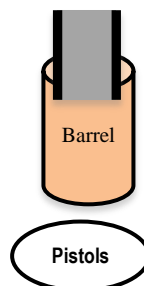
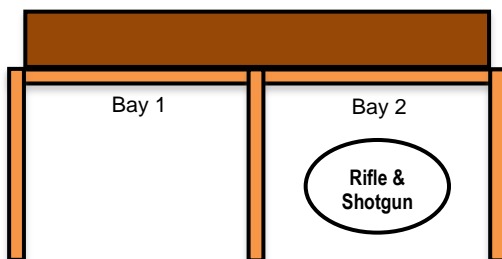
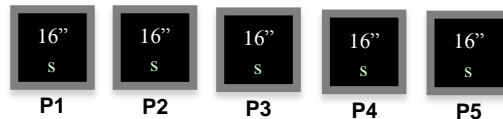
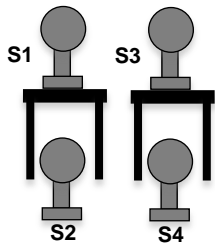
STAGE TWO

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts in Bay #2 and when ready says “**Wagons Ho!!**”. At the beep, with rifle engage the five rifle targets (R1, R2, R3, R4, R5) with two shots each. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in the following order: High, Low, High, Low. Move to the Barrel and with pistols engage the five pistol targets (P1, P2, P3, P4, P5) with two shots each.



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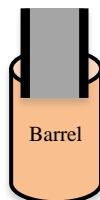
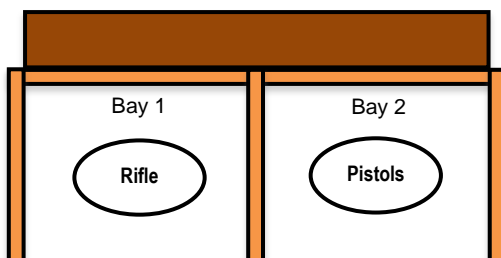
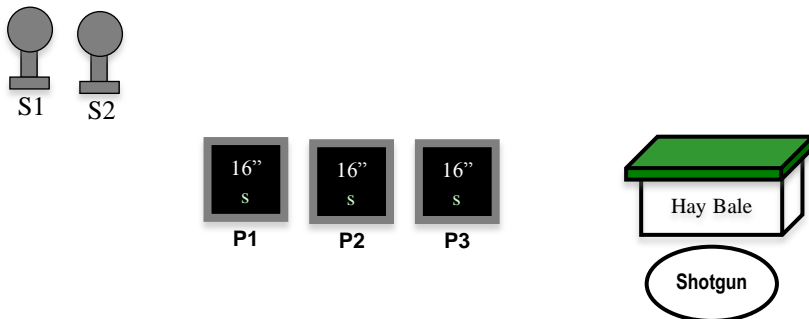
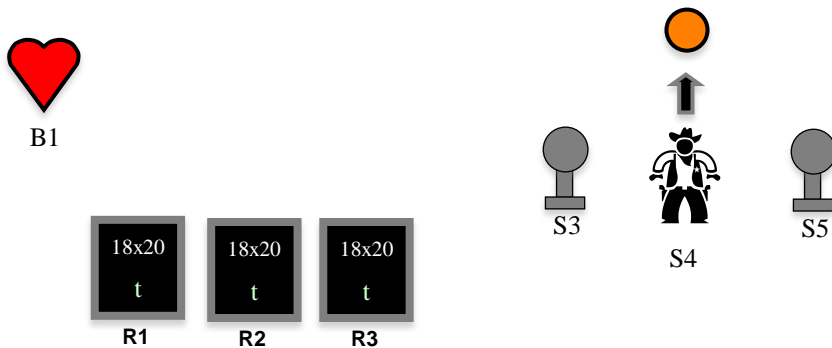
STAGE THREE

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts in Bay #1 and when ready says “**Wagons Ho!!**”. At the beep, with rifle engage the three rifle targets (R1, R2, R3) in 3 sweeps from the same direction, for example (R1, R2, R3, R1, R2, R3, R1, R2, R3) then place the 10th shot on the B1 target for a 3 second bonus. Move to Bay #2. Next with pistols engage the three pistol targets (P1, P2, P3) with 2 shots on the end targets and 6 shots on the middle target. Move to the hay bale and with shotgun engage the three knockdown targets (S3, S4, S5) and the bird in any order.



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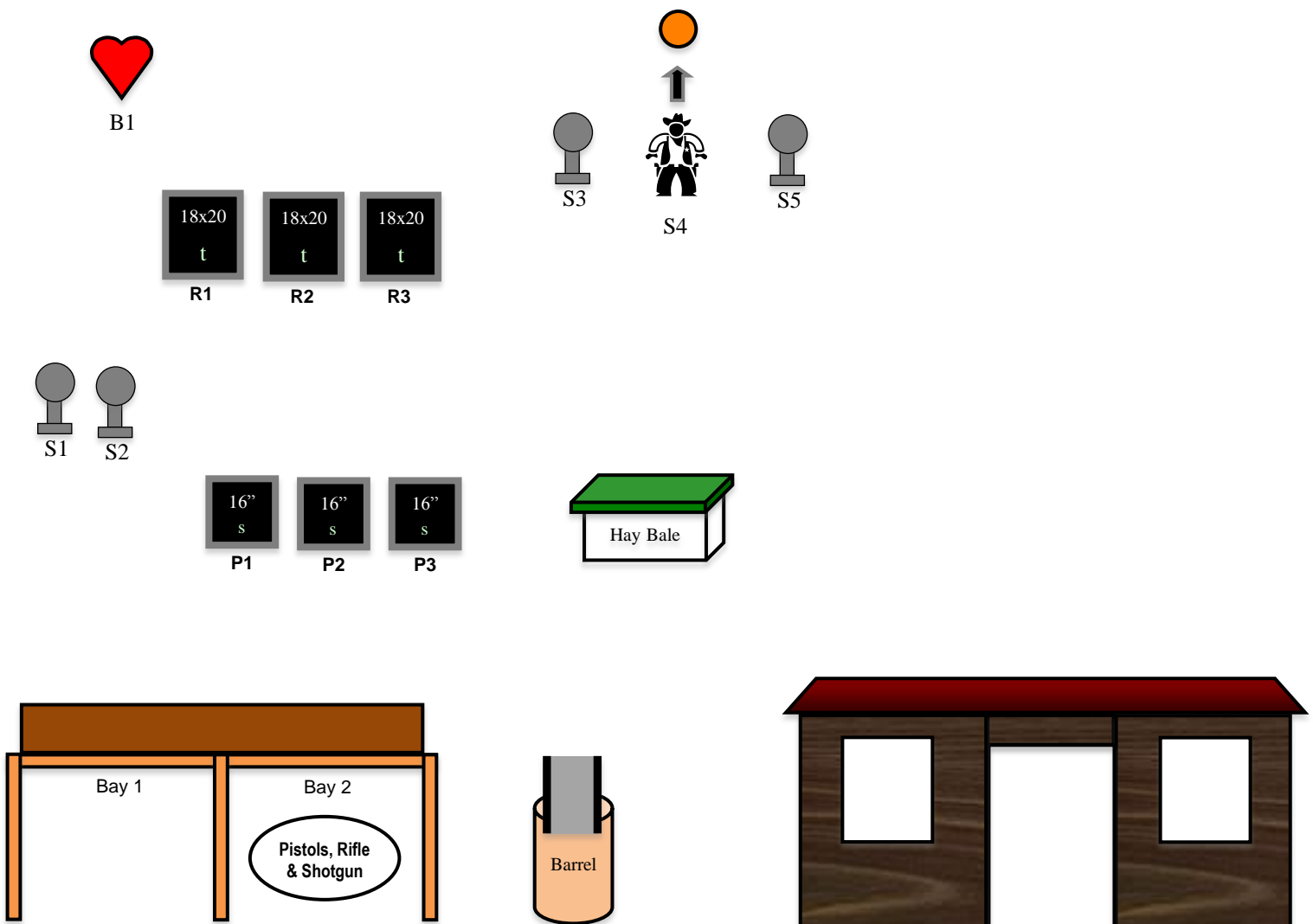
STAGE FOUR

Round Count: 10 pistol, 10 rifle, and 2+ shotgun

Shooting Order: Shooters Choice

Staging: Rifle is loaded with 10 rounds and staged in Bay #2. Both pistols are loaded with 5 rounds each and staged in Bay #2. Shotgun is staged in Bay #2.

Procedure: Shooter has choice of shooting order, except the rifle will not be last. Hands are at shooters choice. Shooter starts in Bay #2 and when ready says “**Wagons Ho!!**”. At the beep: With the rifle engage the three rifle targets (R1, R2, R3) in a Double Tap Nevada Sweep, for example (R1, R1, R2, R2, R3, R3, R2, R2, R1, R1). With pistols engage the three pistol targets (P1, P2, P3) in a Double Tap Nevada Sweep and then make pistols safe. With shotgun engage the two knockdown targets (S1, S2) in any order.



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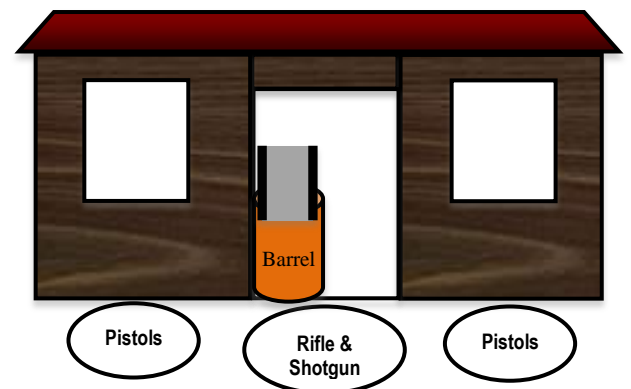
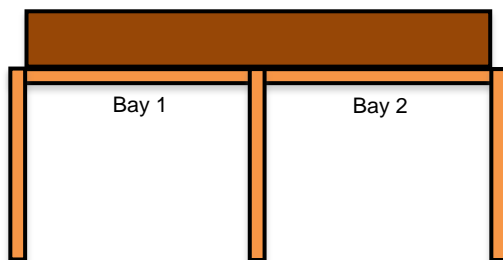
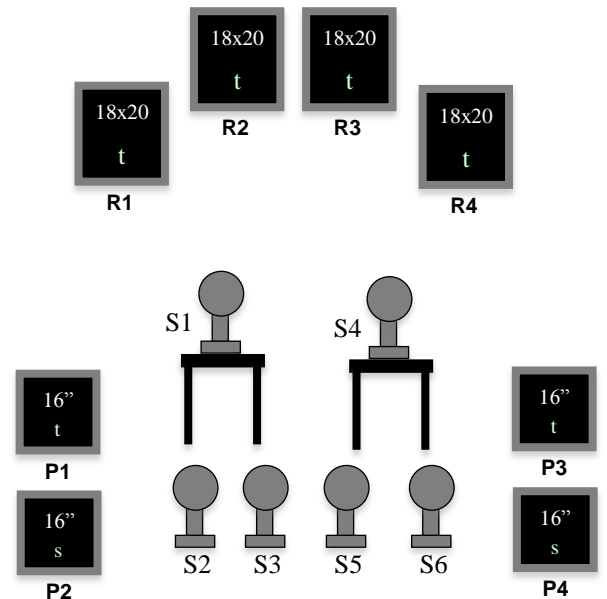
STAGE FIVE

Round Count: 10 pistol, 10 rifle, and 6+ shotgun

Shooting Order: Pistol, Pistol, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter has choice of starting at either the left or right window. Shooter starts at the window with hands on pistols and when ready says “**Wagons Ho!!**”. At the beep, with pistols engage the two pistol targets (P1, P2 or P3, P4) by alternating 5 shots between the two targets. Next move to the opposite window and alternate 5 shots between the other two targets. Next move to the doorway and with rifle engage the four targets (R1, R2, R3, R4) by alternating 5 rounds between any two of the targets and then alternate 5 rounds between the other two targets. Lastly with shotgun engage the six knockdown targets (S1, S2, S3, S4, S5, S6) in any order.



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STAGE SIX

Round Count: 10+1 pistol, 10 rifle, and 2+ shotgun

Shooting Order: Pistol, Rifle, Shotgun, Pistol

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the Left Window with hands on hat/head and when ready says “**Wagons Ho!!**”. At the beep, with pistols engage the two pistol targets (P1, P2) in the following order: (P1, P2, P2, P3, P3, P3, P4, P4, P4, P4). Move to the Doorway. With rifle engage the four rifle targets (R1, R2, R3, R4) in the following order: (R1, R2, R2, R3, R3, R3, R4, R4, R4, R4). Next with shotgun engage any two of the six knockdown targets (S1, S2, S3, S4, S5, S6) in any order. Move to the Right Window. Load one round into a pistol and engage either pistol target (P3, P4).

