

# **Cavalier Cowboys**

## **Sunday – April 07<sup>th</sup>, 2013**

### **“Deadwood (TV Series)”**

*Stages Written by: Striker*

Deadwood is an American western television series that was created, produced and largely written by David Milch and aired on the premium cable network HBO from March 21, 2004, to August 27, 2006. It has spanned three 12-episode seasons. The show is set in the 1870s in Deadwood, South Dakota, before and after the area's annexation by the Dakota Territory. The series charts Deadwood's growth from camp to town, incorporating themes ranging from the formation of communities to western capitalism. The show features a large ensemble cast, and many historical figures appear as characters on the show—such as Seth Bullock, Al Swearengen, Wild Bill Hickok, Sol Star, Calamity Jane, Wyatt Earp, George Crook, E. B. Farnum, Charlie Utter, Jack McCall and George Hearst. The plot lines involving these characters include historical truths as well as substantial fictional elements. Milch used actual diaries and newspapers from 1870s Deadwood residents as reference points for characters, events, and the look and feel of the show. Some of the characters are fully fictional, although they may have been based on actual persons.

Deadwood received wide critical acclaim, particularly for Milch's writing and Ian McShane's co-lead performance. It also won eight Emmy Awards (in 28 nominations) and one Golden Globe.

There were initial plans to conclude the series with two special TV movies, but the plans have not come to fruition. Several of the stars have since commented that the series is now unlikely to return. HBO had repeatedly asserted that the two movies could still be made, but it noted in July 2008 that the possibility of the two TV movies being made was very slim.

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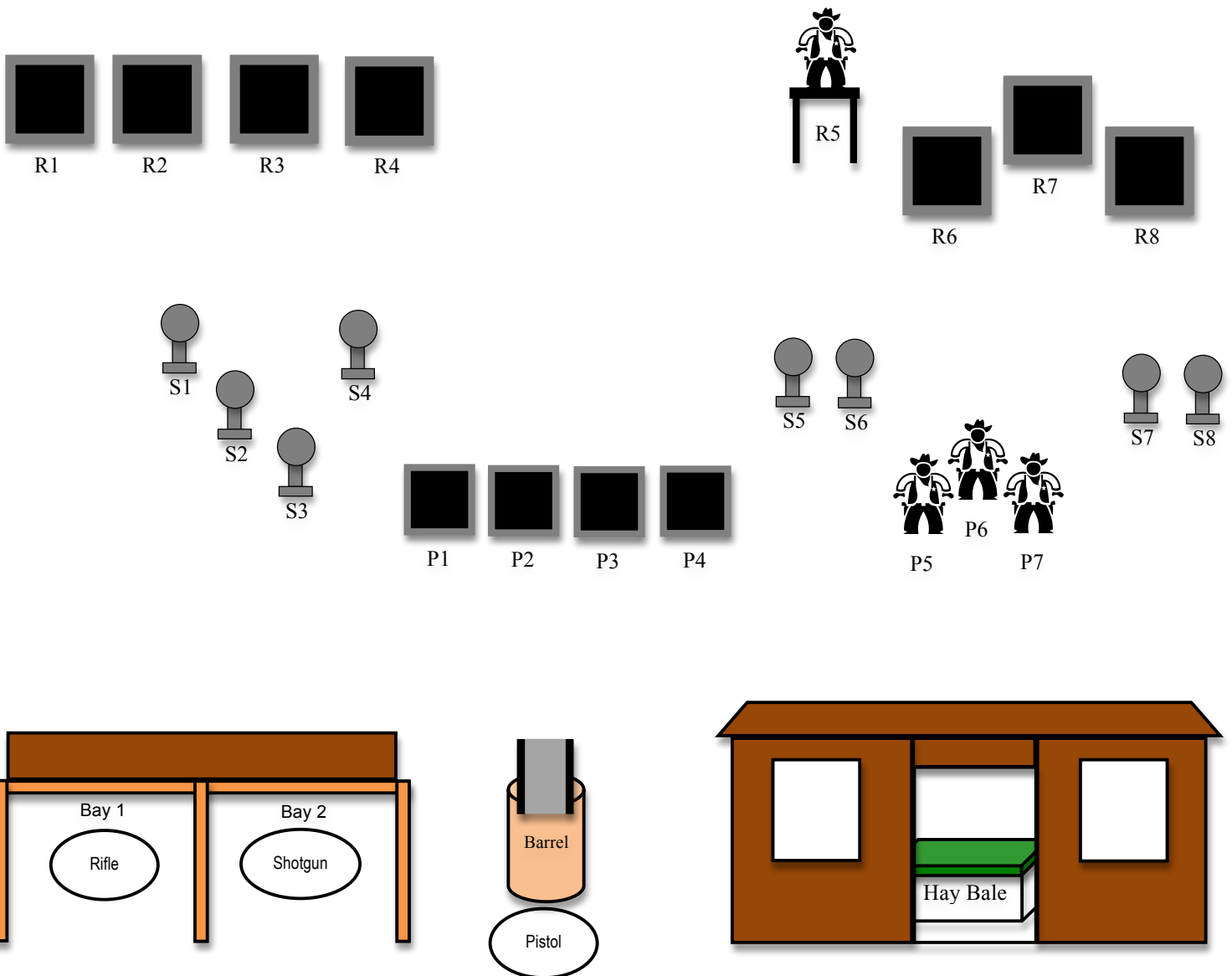
### STAGE ONE

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

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged in Bay #1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter starts standing in Bay #1 with hands above shoulders and when ready says “**Swedgin!!**”. At the beep, with rifle engage the four rifle targets (R1, R2, R3, R4) in a Badger Sweep, for example; (R1, R2, R3, R4, R1, R2, R3, R1, R2, R1). Move to Bay #2. With shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to the Barrel. With pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle.



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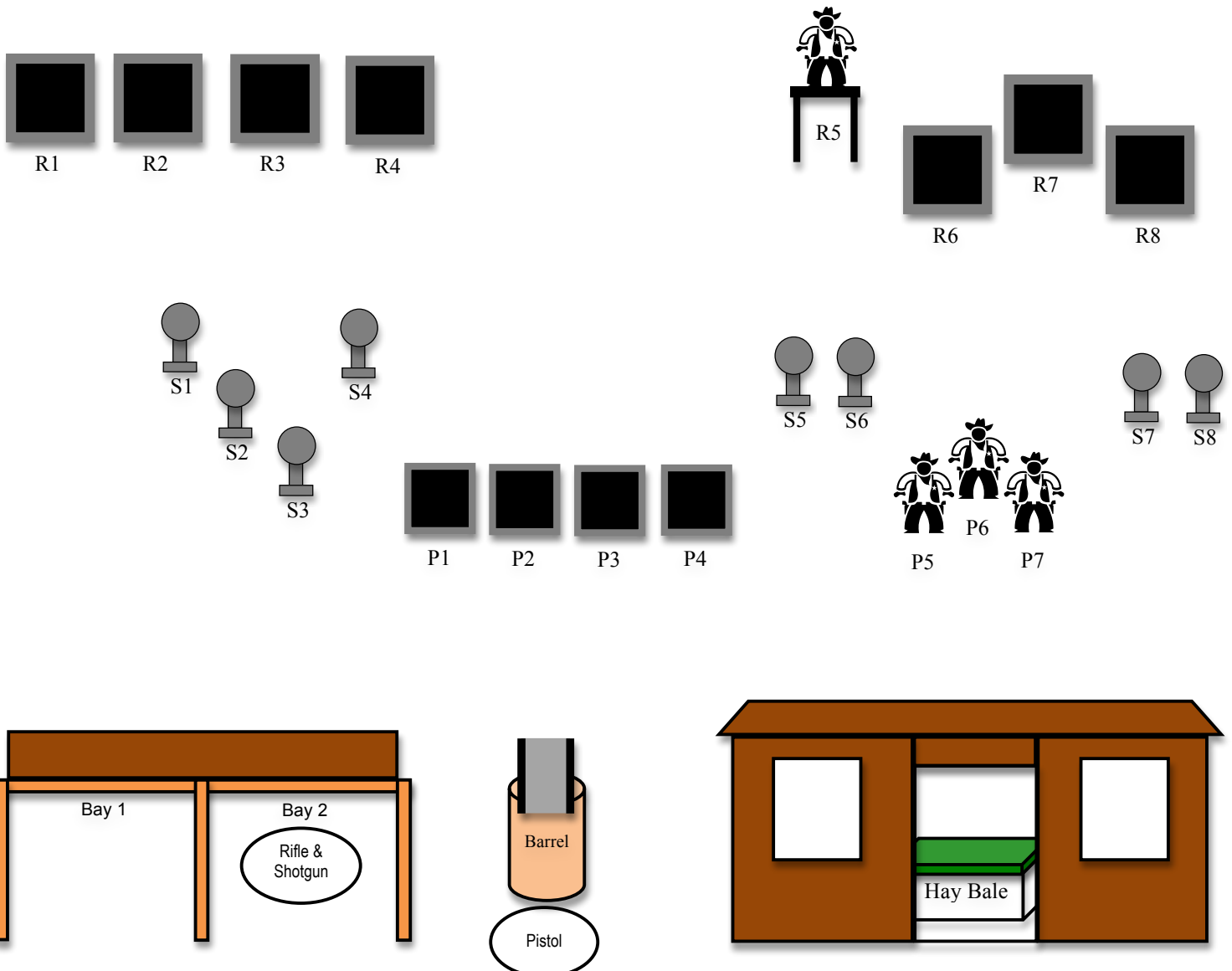
### STAGE TWO

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

**Shooting Order:** Pistols, Rifle, Shotgun

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

**Procedure:** Shooter starts standing at the Barrel with hand(s) on pistol(s) and when ready says “Swedgin!!”. At the beep, with pistols engage the four pistol targets (P1, P2, P3, P4) in a Progressive Sweep, for example; (P1, P2, P2, P3, P3, P3, P4, P4, P4, P4). Make pistols safe. Move to Bay #2. With Rifle engage the four rifle targets (R1, R2, R3, R4) using the same instructions as the pistols. Then with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.



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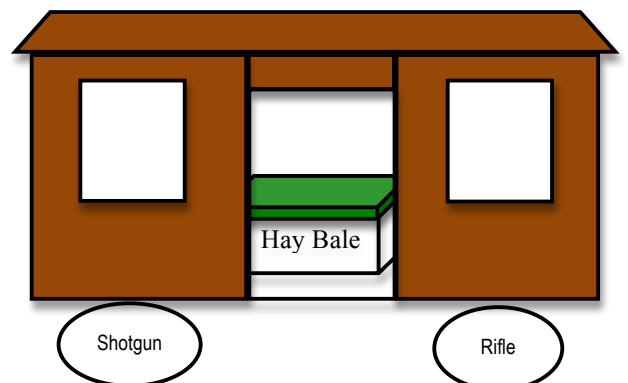
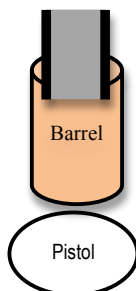
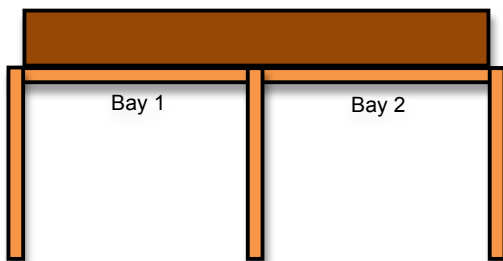
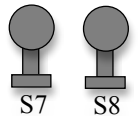
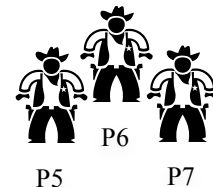
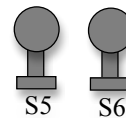
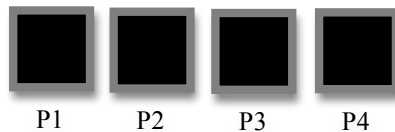
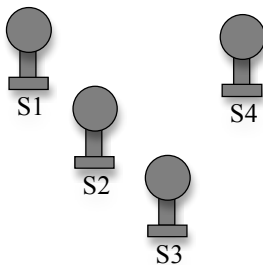
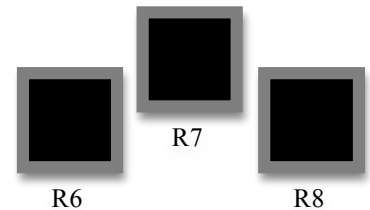
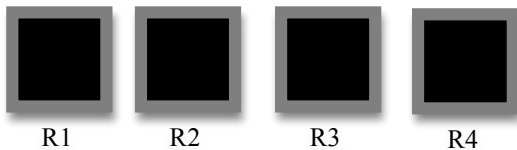
### STAGE THREE

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

**Shooting Order:** Rifle, Shotgun, Pistols

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

**Procedure:** Shooter starts standing at the Right Window and when ready says “**Swedgin!!**”. At the beep, with rifle engage the three rifle targets (R6, R7, R8) in a Double Tap Nevada Sweep, for example; (R6, R6, R7, R7, R8, R8, R7, R7, R6, R6). Move to the Left Window. With shotgun engage the two knockdown targets (S5, S6) in any order. Move to the Barrel. With pistols engage the four pistol targets (P1, P2, P3, P4) in a Nevada Sweep, for example (P1, P2, P3, P4, P3, P2, P1, P2, P3, P4).



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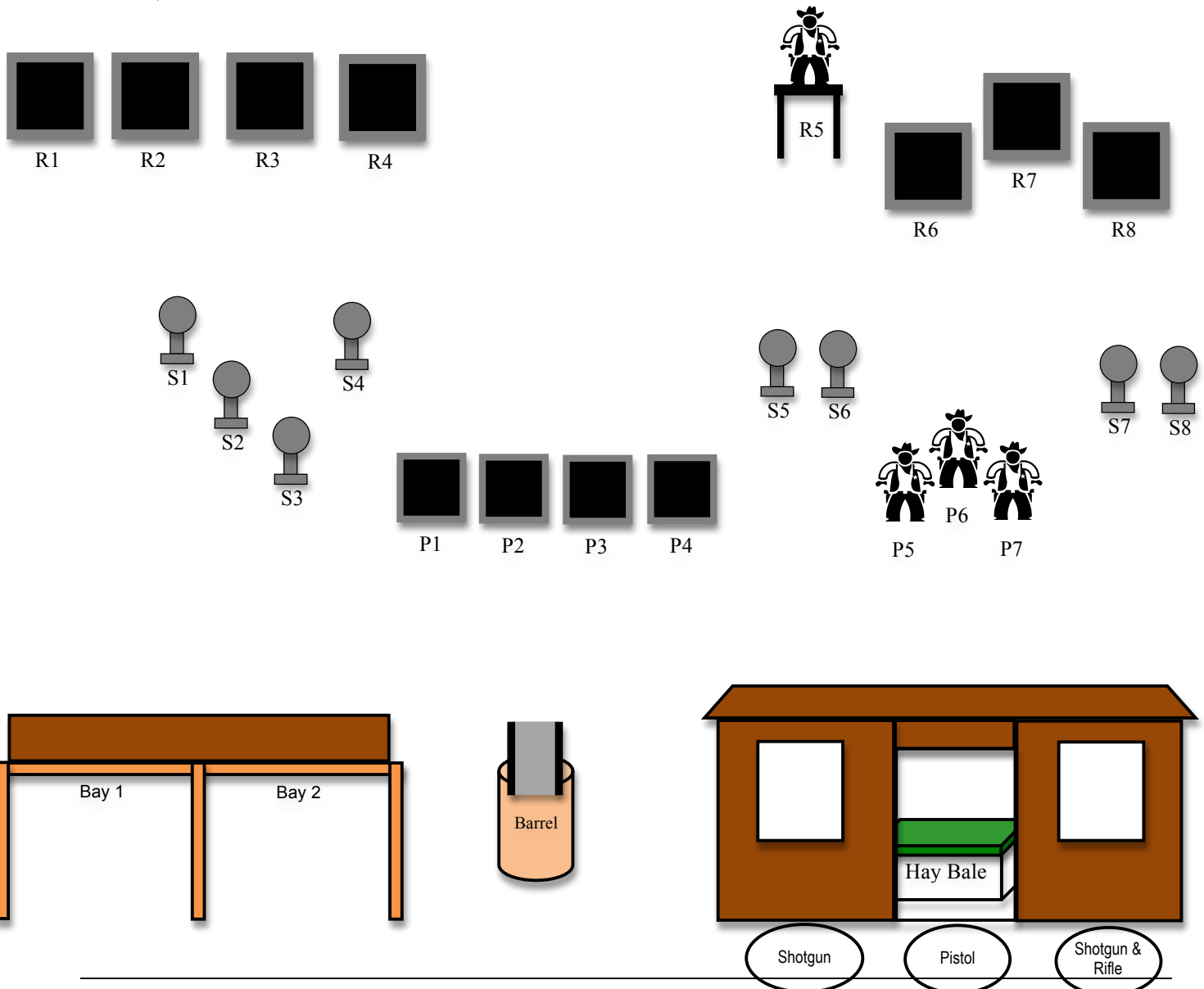
### STAGE FOUR

**Round Count:** 10 pistol, 10+1 rifle, and 4+ shotgun

**Shooting Order:** Shotgun, Shotgun, Rifle, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged in Right Window. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held at cowboy port arms.

**Procedure:** Shooter starts standing at the Left Window with shotgun at cowboy port arms and when ready says “E.B.”. At the beep, with shotgun engage the two knockdown targets (S5, S6) in any order. Move to the Right Window and with shotgun engage the two knockdown targets (S7, S8) in any order. Then with rifle engage the three rifle targets (R6, R7, R8) by placing 4 rounds on the end targets and 2 rounds on the center target. Next, with rifle reload engage the (R5) knockdown target. The rifle reload may be done at any time after the beep. Move to the Doorway. With pistols engage the three pistol targets (P5, P6, P7) using the same instructions as the rifle, without the reload.



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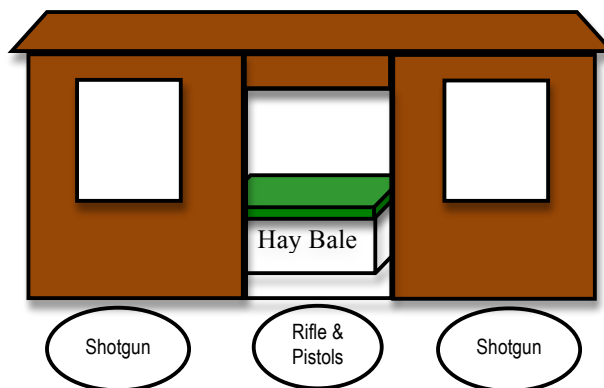
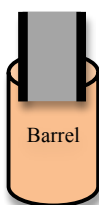
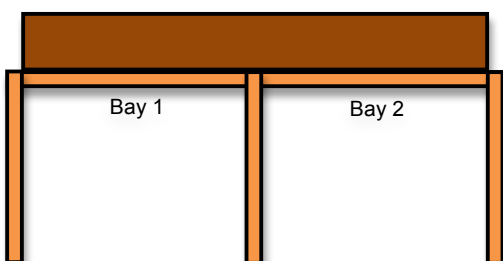
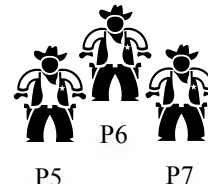
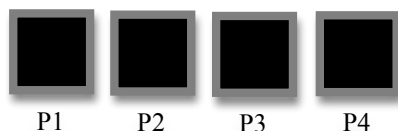
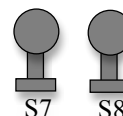
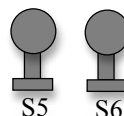
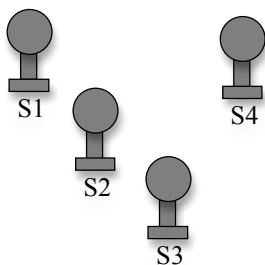
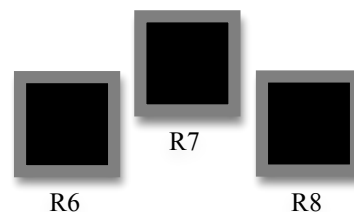
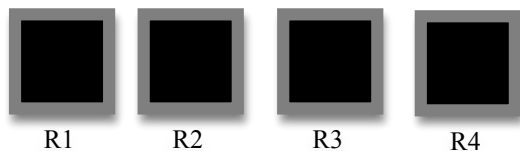
### STAGE FIVE

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

**Shooting Order:** Shotgun, Rifle, Pistols, Shotgun

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

**Procedure:** Shooter has option of starting at either the Left or Right Window. Shooter starts standing at the window and when ready says “E.B.”. At the beep, with shotgun engage the two knockdown targets (S5, S6) or (S7, S8) that are in front of the window, in any order. Move to the Doorway. With rifle, engage the three rifle targets (R6, R7, R8) in two separate 2-1-2 Sweeps both from the same direction. Then with pistols engage the three pistol targets (P5, P6, P7) using the same instructions as the rifle. Next move to the opposite window from the start and with shotgun engage the two knockdown targets (S5, S6) or (S7, S8) that are in front of the window, in any order.



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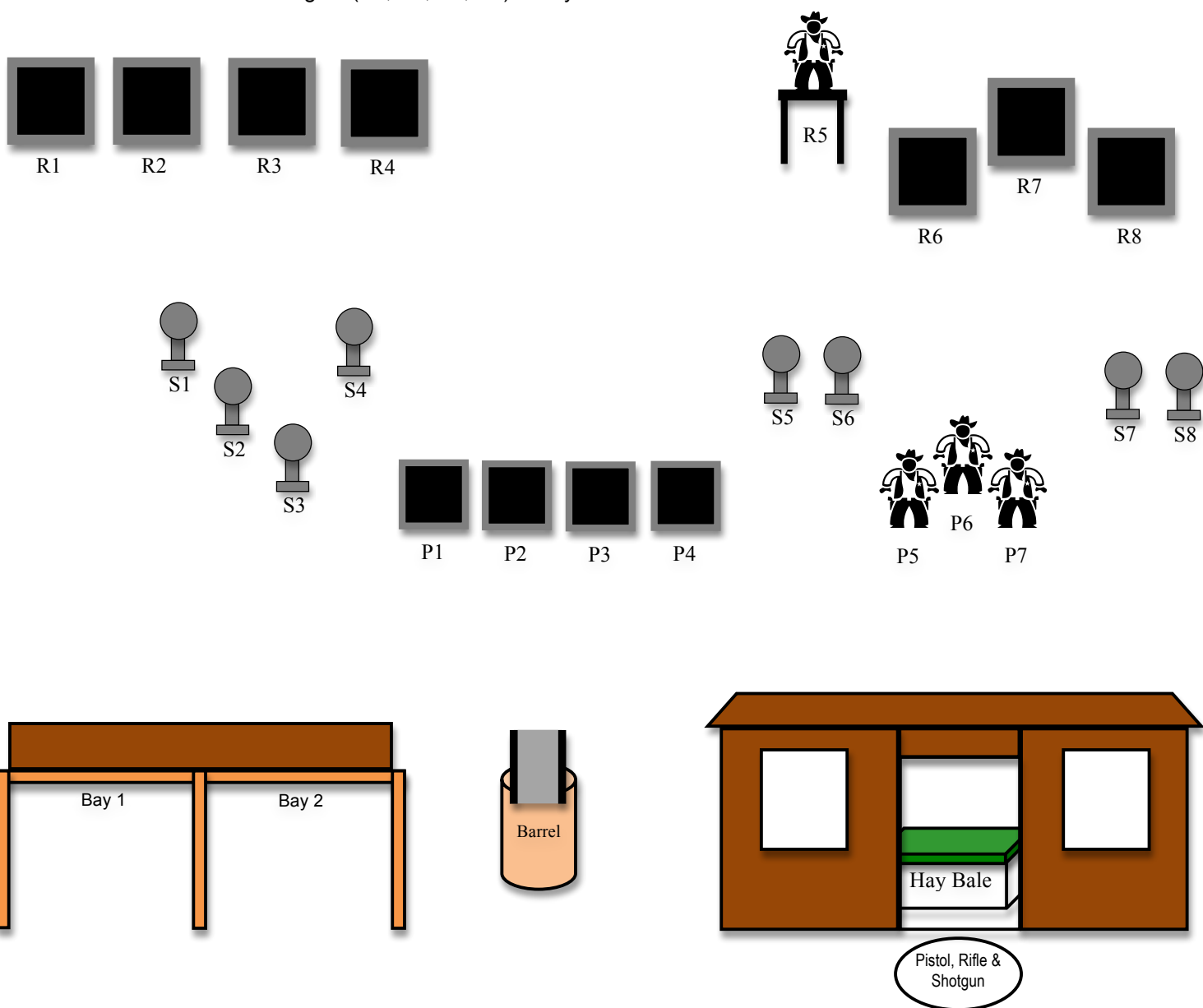
### STAGE SIX

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

**Shooting Order:** Shooters Choice

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

**Procedure:** Shooter starts standing in the Doorway with hands above shoulders and when ready says “E.B.”. At the beep, Shooter has choice of shooting order but the rifle can not be last. With rifle engage the three rifle targets (R6, R7, R8) with 10 rounds by engaging all the targets at least once and using no triple taps. With pistols engage the three pistol targets (P5, P6, P7) using the same instructions as the rifle. With shotgun engage the four knockdown targets (S5, S6, S7, S8) in any order.



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