

Cavalier Cowboys

Sunday – July 1st, 2012

“Happy 4th of July”
Stages Written by: Striker

Welcome Cowboy Action Shooters to the Cavalier Cowboys annual 4th of July Celebration !!!!!

First we are going to shoot six action packed cowboy stages that have a few items “borrowed” from the “Lucky 13” Thunder Valley Days, aka Maryland State Championship.

Then we are going to join are fellow cowboy and cowgirls in sharing some fine food, drink and fellowship.

We look forward to seeing all of you on July 1st, 2012 at the Cavalier Cowboys Match!!!

Cavalier Cowboys

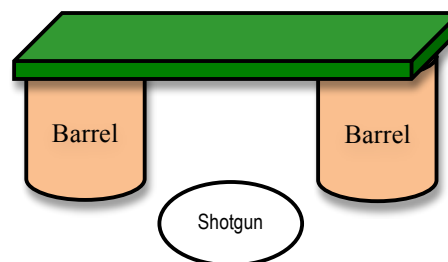
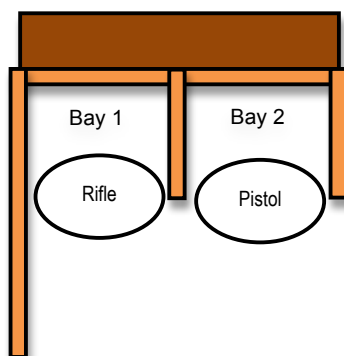
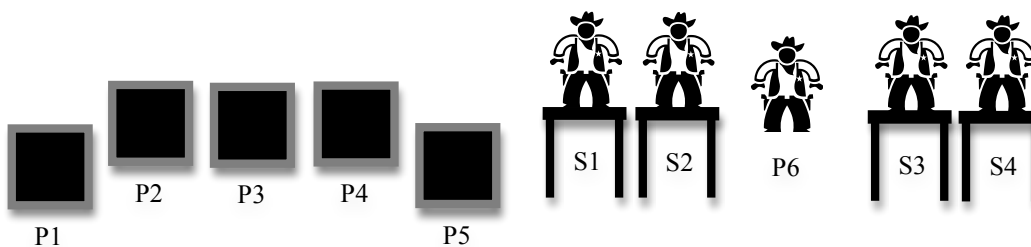
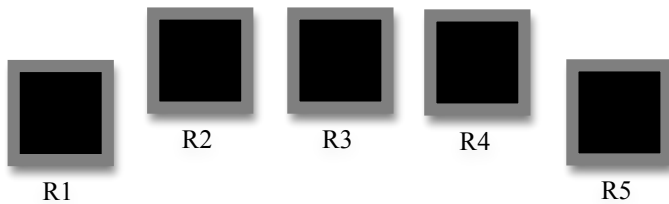
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STAGE ONE (Right Side)

10 pistol, 10 rifle, and 4+ shotgun

Procedure: Pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and held at cowboy port arms. Open, empty shotgun is staged on the bar.

Shooter starts standing in Bay #1 with the rifle held at cowboy port arms and when ready says: **“Are you going to pull those pistols or whistle Dixie?”**. At the beep, engage the rifle targets (R1, R2, R3, R4, R5) in a 1-3-2-3-1 sweep from either direction, for example (R1, R2, R2, R2, R3, R3, R4, R4, R4, R5). Make rifle safe. Move to Bay #2. With pistols engage the pistol targets (P1, P2, P3, P4, P5) in a 1-3-2-3-1 sweep from either direction, for example (P1, P2, P2, P3, P3) (P3, P4, P4, P4, P5). Move to the bar. From anywhere behind the bar engage the shotgun knockdown targets (S1, S2, S3, S4) in any order, until all are down. Make shotgun safe.



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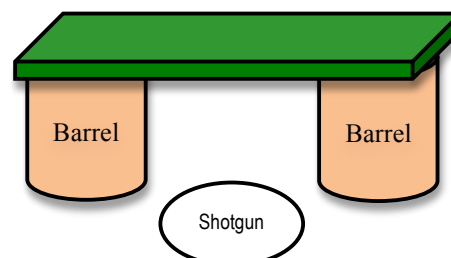
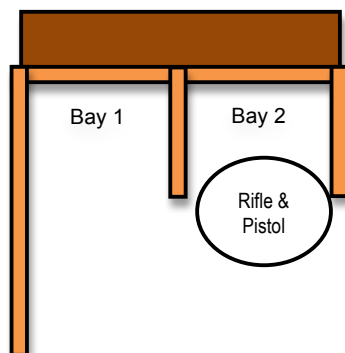
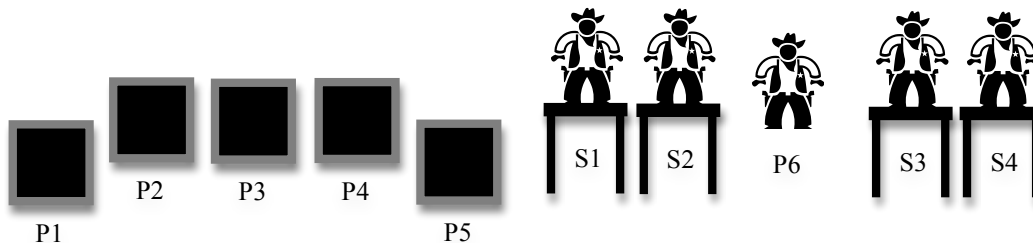
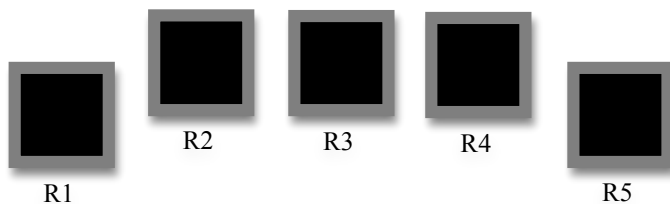
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STAGE TWO (Right Side)

10 pistol, 10 rifle, and 4+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged in Bay #2. Open, empty shotgun is staged on the bar.

Shooter starts standing at the bar with hands on shooters hat and when ready says “**Are you going to pull those pistols or whistle Dixie?**”. At the beep, retrieve shotgun and engage the shotgun knockdown targets (S1, S2, S3, S4) in any order, until all are down. Make shotgun safe. Move to Bay #2. Retrieve rifle and engage the center three rifle targets (R2, R3, R4) in a five shot Nevada Sweep, starting on either end, for example (R2, R3, R4, R3, R2), then engage all five rifle targets in a sweep, starting on either end, for example (R1, R2, R3, R4, R5). Make rifle safe. With pistols engage the center three pistol targets (P2, P3, P4) in a five shot Nevada Sweep, starting on either end, for example (P2, P3, P4, P3, P2), then engage all five pistol targets in a sweep, starting on either end, for example (P1, P2, P3, P4, P5).



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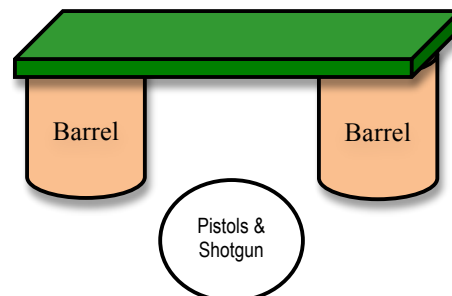
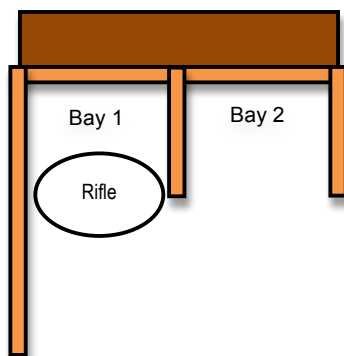
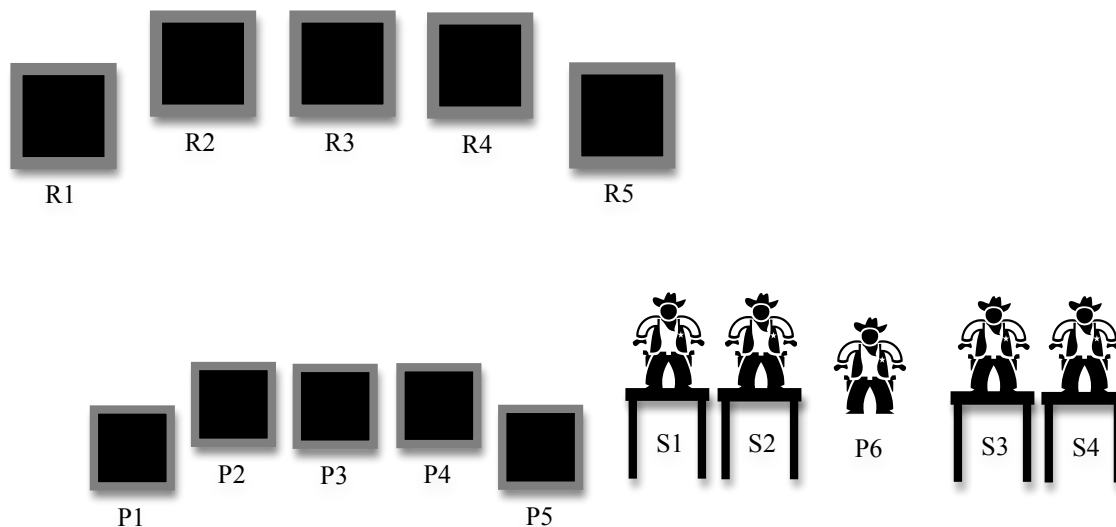
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STAGE THREE (Right Side)

10 pistol, 10 rifle, ? shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in Bay #1. Open, empty shotgun is staged on the bar.

Shooter starts standing in Bay #1 facing the big wall with both hands on the big wall and when ready says **“Are you going to pull those pistols or whistle Dixie?”**. At the beep, retrieve rifle and engage the rifle targets (R1, R2, R3, R4, R5) in a double tap sweep from either direction, for example (R1, R1, R2, R2, R3, R3, R4, R4, R5, R5). Make rifle safe. Move to the bar. With pistols engage the four pistol knockdown targets (S1, S2, S3, S4) in any order, until all are down, then dump all remaining rounds on the P6 dump target. Misses do not count on the knockdowns but misses do count on the dump target. If there are any remaining knockdown targets, clean them up with shotgun, otherwise there is no shotgun.



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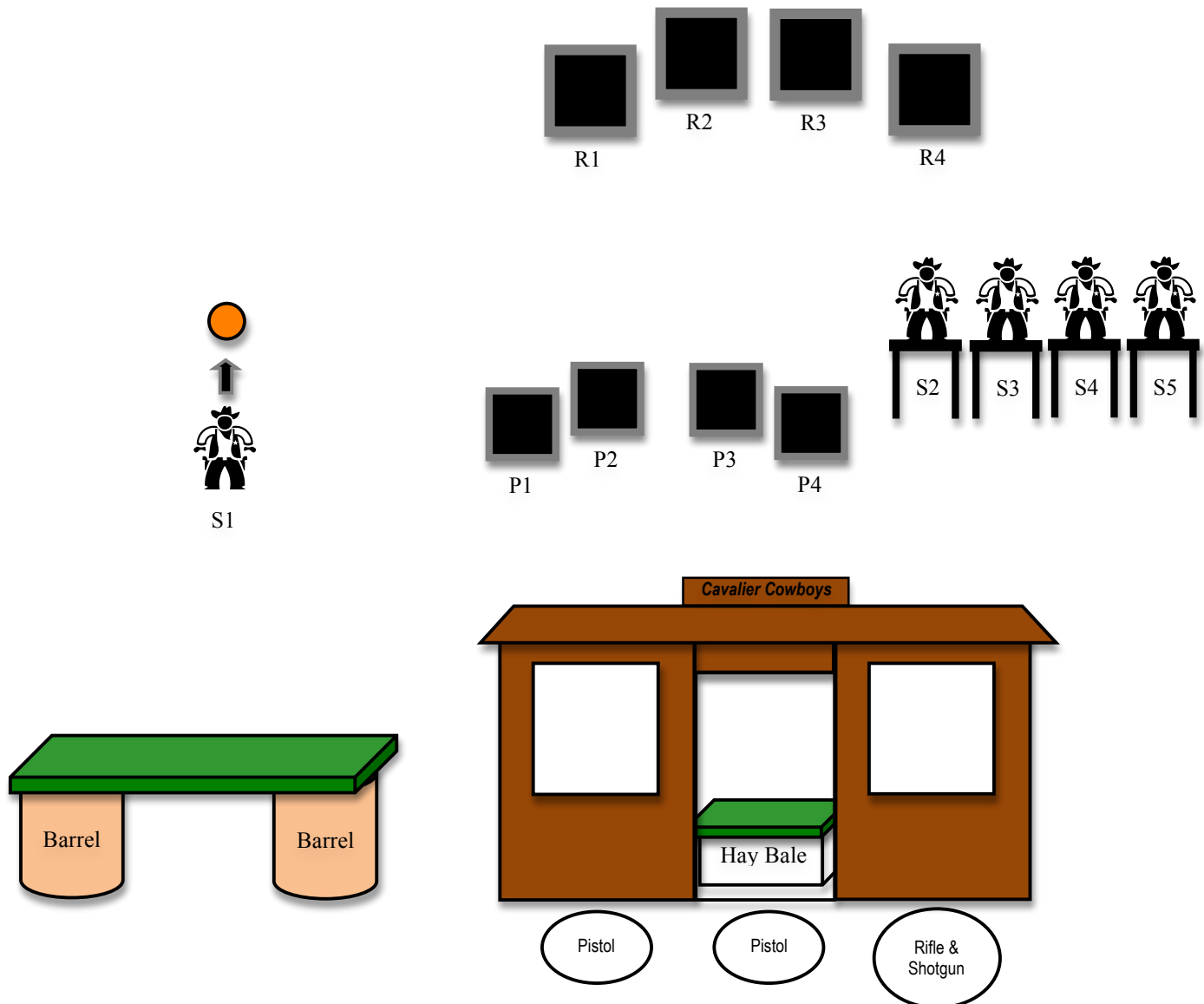
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STAGE FOUR (Right Side)

10 pistol, 10 rifle, 4+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the right window. Open, empty shotgun is staged in the right window.

Shooter starts standing at the left window with hands on window frame at shoulder height and when ready says **“Are you going to pull those pistols or whistle Dixie?”**. At the beep, with pistols for 5 rounds engage the P1 and P2 pistol targets with 2 rounds on one target and 3 rounds on the other. Move to the doorway and with pistols engage the P3 and P4 pistol targets with 2 rounds on one target and 3 rounds on the other. Move to the right window, retrieve rifle and engage the rifle targets (R1, R2, R3, R4) with 2 rounds on two targets and 3 rounds on the other two targets. Make rifle safe. Retrieve shotgun and engage the shotgun knockdown targets (S2, S3, S4, S5) in any order, until all are down. Make shotgun safe.



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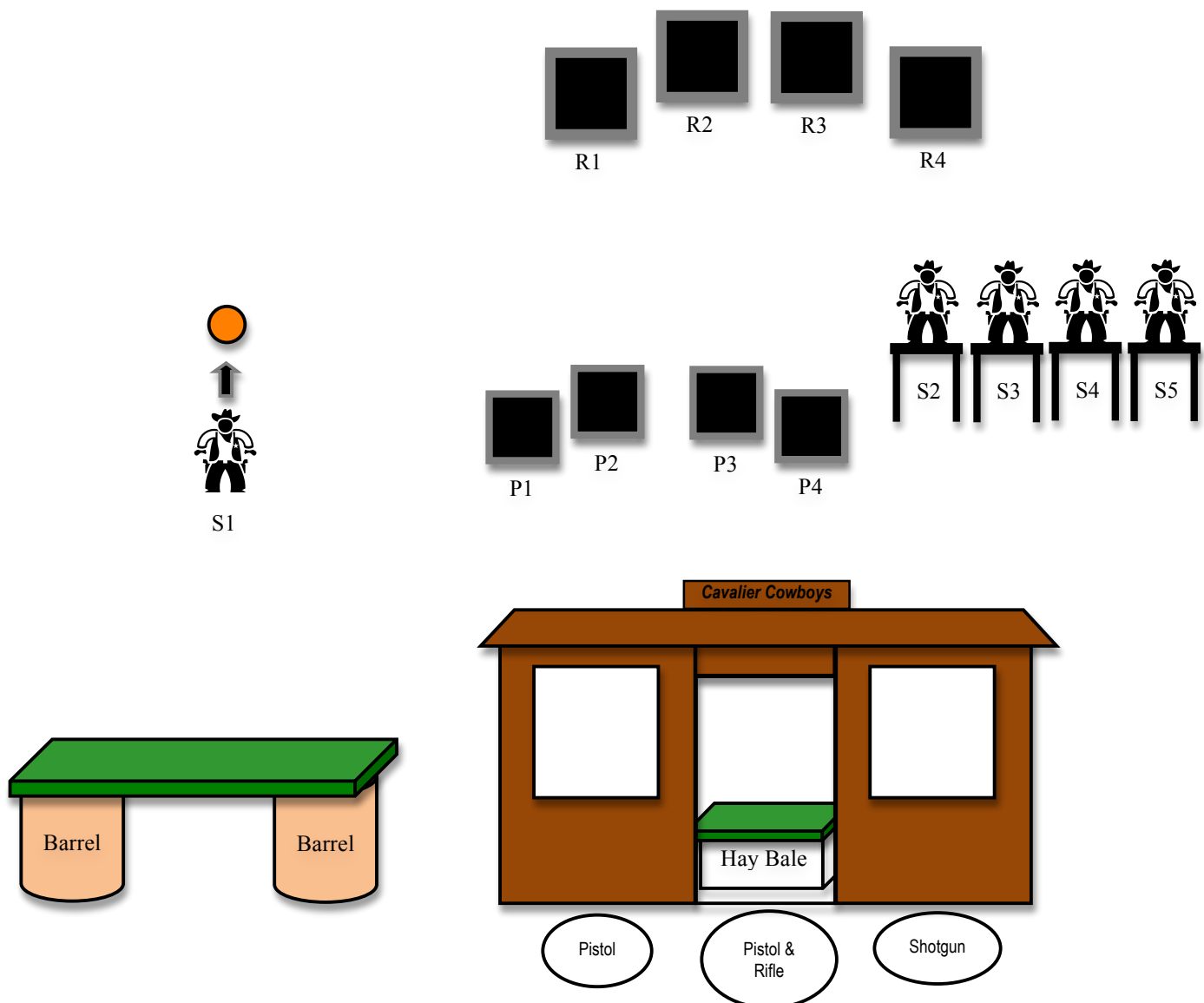
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STAGE FIVE (Right Side)

10 pistol, 10 rifle, 4+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the doorway. Open, empty shotgun is staged in the right window.

Shooter starts standing at the right window with hands touching staged shotgun and when ready says **“Are you going to pull those pistols or whistle Dixie?”**. At the beep, retrieve shotgun and engage the shotgun knockdown targets (S2, S3, S4, S5) in any order, until all are down. Make shotgun safe. Move to the doorway. Retrieve rifle and engage the rifle targets (R1, R2, R3, R4) in a 4-1-1-4 sweep starting on the R4 target, as follows (R4, R4, R4, R4, R3, R2, R1, R1, R1, R1). Make rifle safe. With pistols, for 5 round engage the pistol targets (P3, P4) in the following manner: (P4, P4, P4, P4, P3). Move to the left window. With pistols, for 5 rounds engage the pistol targets (P1, P2) in the following manner: (P2, P1, P1, P1, P1).



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STAGE SIX (Right Side)

10 pistol; 10 rifle; 2+ shotgun

Procedure: Pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the left window. Open, empty shotgun is staged on the bar. Shotgun ammo must be staged on the bar, only rounds staged on the bar may be used.

Shooter starts standing at the left window with hands on pistol butts and when ready says “**Are you going to pull those pistols or whistle Dixie?**”. At the beep, with pistols engage the pistol targets (P1, P2) in the following manner: (P1, P2, P2, P1, P1, P1, P2, P2, P2, P2). Retrieve rifle and engage the rifle targets (R1, R2) in the following manner: (R1, R2, R2, R1, R1, R1, R2, R2, R2, R2). Make rifle safe. Move to behind bar. Retrieve shotgun and shotgun ammo from bar. Engage the S1 shotgun knockdown target and then the clay bird. The clay bird is a 5 second bonus if hit in the air.

