

Cavalier Cowboys

May 5

By; BS Walker

You drift on into Dodge City for supplies and as you round the corner you hear gunfire. Seems you just rode in on a gunfight between Marshall Dillon and a bunch of hombre's trying to rob the bank. No one else is helping so you dismount and start blasting away with the Marshall. You must of hit at least one because he's limping over to his horse as the rest wait for him to make their escape. As he tries to mount, Marshall Dillon draws a bead the same time the hombre's bandana falls from his face." It's Chester." Stunned, Dillon drops his gun on the ground and yells out, when did you go bad Chester? When? It looks like you might have to finish the fight for the Marshall.

Left Bay

Stage 1

10-Rifle, 10-Pistol, 4+Shotgun

Staging; Rifle on horse, Shotgun on barrel, Pistols holstered "all done safely"

Shooter starts standing at horse with both hands on hat. When ready say the starting line, "WHEN CHESTER?" At the beep with rifle place 10 rounds on the 4 rifle targets with at least 1 round on each. Make rifle safe on horse. Move behind barrel and with pistols repeat same instructions on pistol targets. Last, take shotgun to pistol targets and shoot the 4 shotgun knock-downs in any order. Go to unloading table.

Stage 2

10-Rifle, 10-Pistol, 6+Shotgun

Staging; Rifle at horse at Port Arms, Shotgun on horse, Pistols holstered "all safely"

Starting at horse with rifle at Port Arms, say "WHEN CHESTER?" At the beep alternate 5 rounds on the left 2 rifle targets then alternate 5 rounds on the right 2 rifle targets.(ex. 1,2,1,2,1,3,4,3,4,3) Next, shoot the 2 shotgun knock-downs in front of the horse. Take shotgun safely and place on barrel. Draw pistols and engage pistol targets with same instructions as rifle. Re-pickup shotgun, move to the pistol targets and shoot the 4 shotgun knock-downs in any order. Go to unloading table.

Stage 3

10-Rifle, 10-Pistol, 4+Shotgun

Staging; Rifle on barrel, Shotgun on horse, Pistols holstered "all done safely"

Start behind the barrel with both hands on barrel, when ready say "WHEN CHESTER?" At the beep with pistols starting from the left, double tap sweep the 4 pistol targets then single tap the 2 inside targets. (ex. 1,1,2,2,3,3,4,4,3,2) Retrieve rifle from barrel and double tap the 4 rifle targets from the left but put the 2 remaining rounds on the bonus target for a 3 second bonus each. Misses don't count on bonus target. Move to horse and with shotgun shoot the 2 knock-downs and 2 clays in any order. Go to unloading table.

You and Marshall Dillon have been blastin away at the hombre's that tried to rob the bank. With all the gun smoke you can't tell who's been shot or not much less which direction they went until you hear screams coming from the saloon girls down at the Long Branch. As the hombre's are running out the back door you and Marshall Dillon are running in the front door just in time to see one of them drop the bandana off their face and kiss Miss. Kitty on the lips. "It's Chester". Miss. Kitty steps between Matt and Chester and says, don't shoot, I might be carrying his little limper. All Marshall Dillon can do is say, when did you start messing with my gal Chester? When? I guess you have to finish them off by yourself. The Marshall is in a daze.

Right Bay

Stage 4

10-Rifle, 10-Pistol, 4+Shotgun

Staging; Rifle in right window, Shotgun left window, Pistols holstered, "all done safely"

Shooter starts at right window with hands on window frame at shoulder height. When ready say "WHEN CHESTER?" At the beep with rifle starting from either end shoot a continues 2,1,1,2 sweep on the 4 rifle targets. (ex. 1,1,2,3,4,4,3,2,1,1) Next, move to doorway and with pistols repeat the same on pistol targets but you must start from the opposite end you started from with the rifle. Then move to left window and shoot the 2 left knock-downs, move to the right window and shoot the 2 right knock-downs in any order. Go to unloading table.

Stage 5

10-Rifle, 10-Pistol, 2+Shotgun

Staging; Rifle in right stall, Shotgun in right stall, Pistols also staged in right stall
"all done safely"

Start standing in right stall with hands on right and left stall walls. When shooter is ready say "WHEN CHESTER?" At the beep, shooters choice, starting with either rifle or pistol engage the 4 targets in any order with 8 rounds on 1 target, 6 rounds on 1 target, 4 rounds on 1 target and 2 rounds on 1 target. Pistols restaged when shot not holstered. Then shoot the 2 shotgun knock-downs. Go to unloading table.

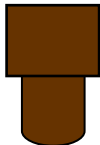
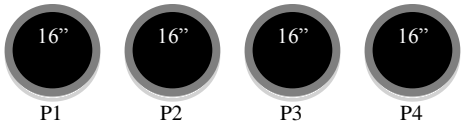
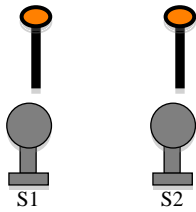
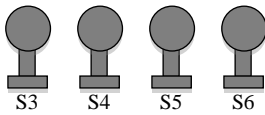
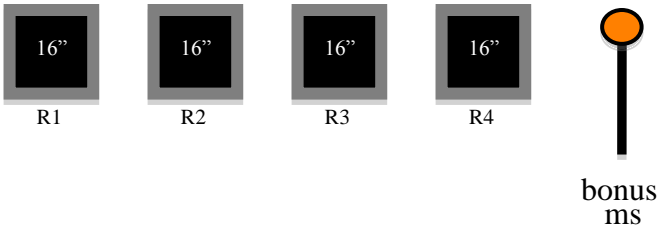
Stage 6

10-Rifle, 10-Pistol, 4+Shotgun

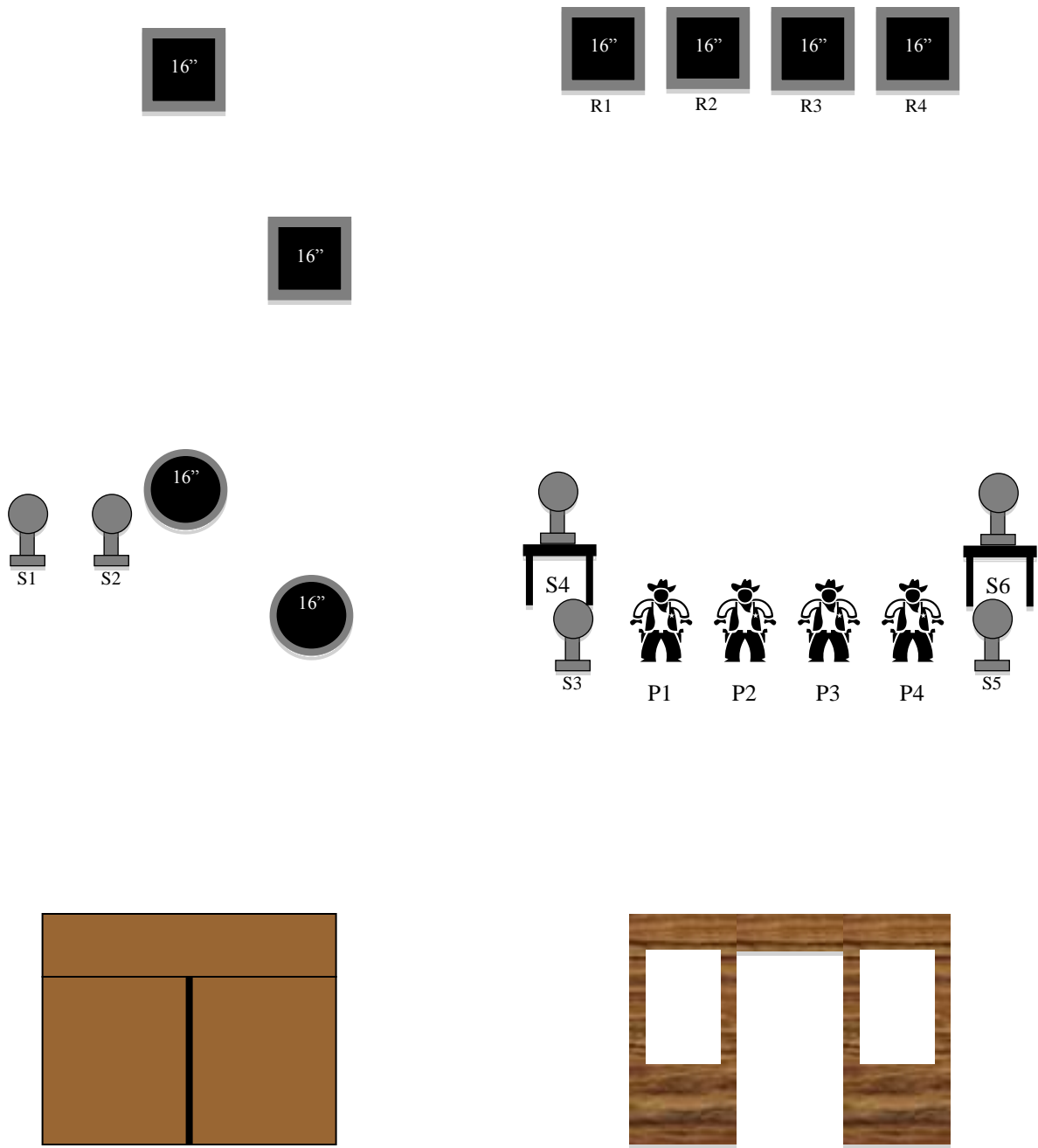
Staging; Rifle in left window, Shotgun in doorway, Pistols holstered "all done safely"

Start standing at doorway with hands loosely by your sides. When ready or course say "WHEN CHESTER?" At the beep with pistols engage the 4 pistol targets in a 3,1,1 sweep starting from the left then a 3,1,1 sweep from the right. (ex. 1,1,1,2,3,4,4,4,3,2) Move to left window and from left window repeat same instruction with rifle on the 4 rifle targets. After rifle move back to doorway and shoot the 4 shotgun knock-downs in any order. Go to unloading table.

Left Bay
Stages; 1 - 3



Right Bay
Stages; 4 - 6



Note “All DONE SAFELY”

Means by SASS rules, hammer down on empty chamber or action open empty.

Muzzles pointed up and or pointed safely down range.

Loading and unloading done at specified tables.

Props

10 – Squares

6 – Circles

4 – Cowboys

1 – Bonus target

12 – Knock-downs

2 – Knock-down stands

2 – Clay holders

1 – Box of clays

1 – Horse

1 – Barrel top

1 – Extra barrel

10 – Tall stands

10 – Short stands or (choice)

1 – Medium stand

