

Cavalier Rifle & Pistol Club

COWBOYS

- Range set-up will begin at 8:30 a.m.
- Registration will open at 9:00 a.m. and closes at 9:45 a.m.
- A mandatory shooters' safety meeting will be held at 9:45 a.m. sharp & shooting begins at 10:00 a.m.
- Match fee is \$15.00 (\$10.00 for Cavalier Rifle & Pistol Club Members))

February 3, 2013

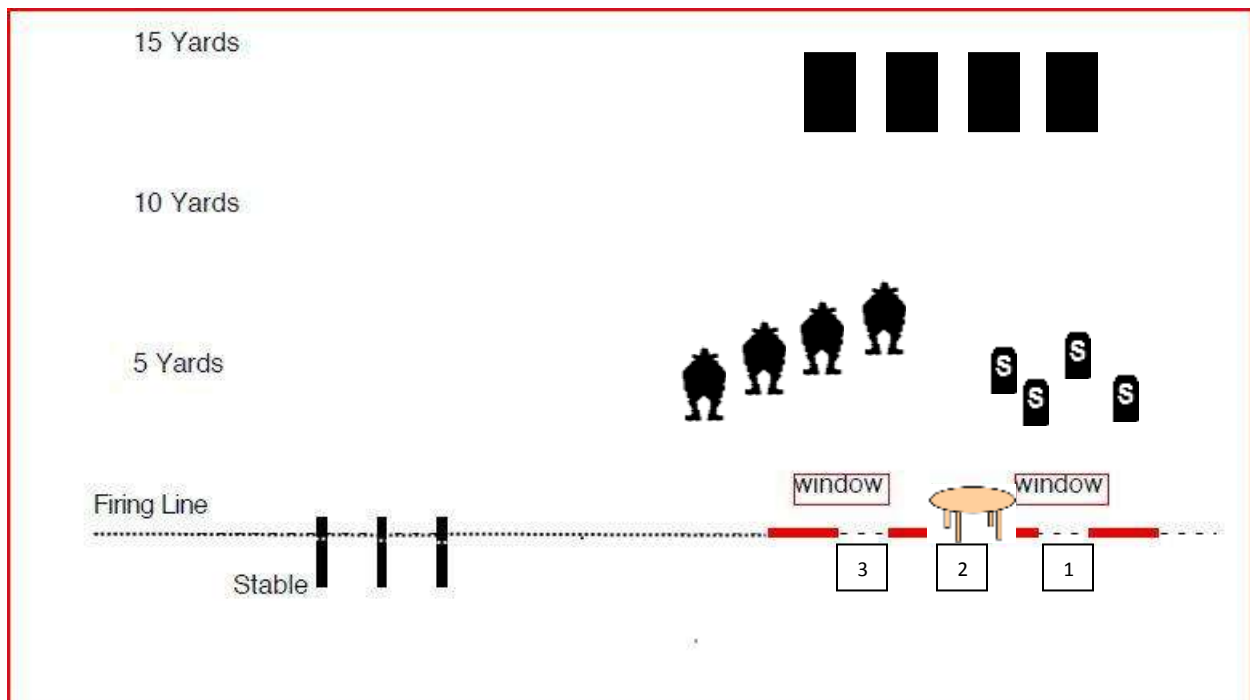
Stage 1: The Arctic Cold

Round count: 10 Pistol; 10 Rifle; 4+ Shotgun

It is 40 below and you have managed to become a little bewildered in the arctic blizzard. You see the lights from a cabin ahead and think everything is going to be good. When you get to the cabin, you find it is inhabited by a less than friendly group. It is too cold to argue and you need to make room next to the fire.

Staging: Two pistols loaded with 5 rounds each, hammer down on empty changer (HDEC), holstered. Rifle loaded with 10 rounds, HDEC, staged on table in doorway. Shotgun, action open and empty (AOE), held port arm at right window.

Procedure: Shooter starts at right window with shotgun at port arm. When ready, say, "It's too cold to argue". At the buzzer, engage shotgun targets, right to left, until down. Take shotgun and move to doorway. Make shotgun safe on table. Pickup rifle and shoot rifle targets in a continuous Nevada Sweep from right to left. Make rifle safe on table. Move to left window. Draw pistols per category and engage pistol targets in a continuous Nevada Sweep from right to left. Holster pistols. Pickup long guns and move to unloading table.



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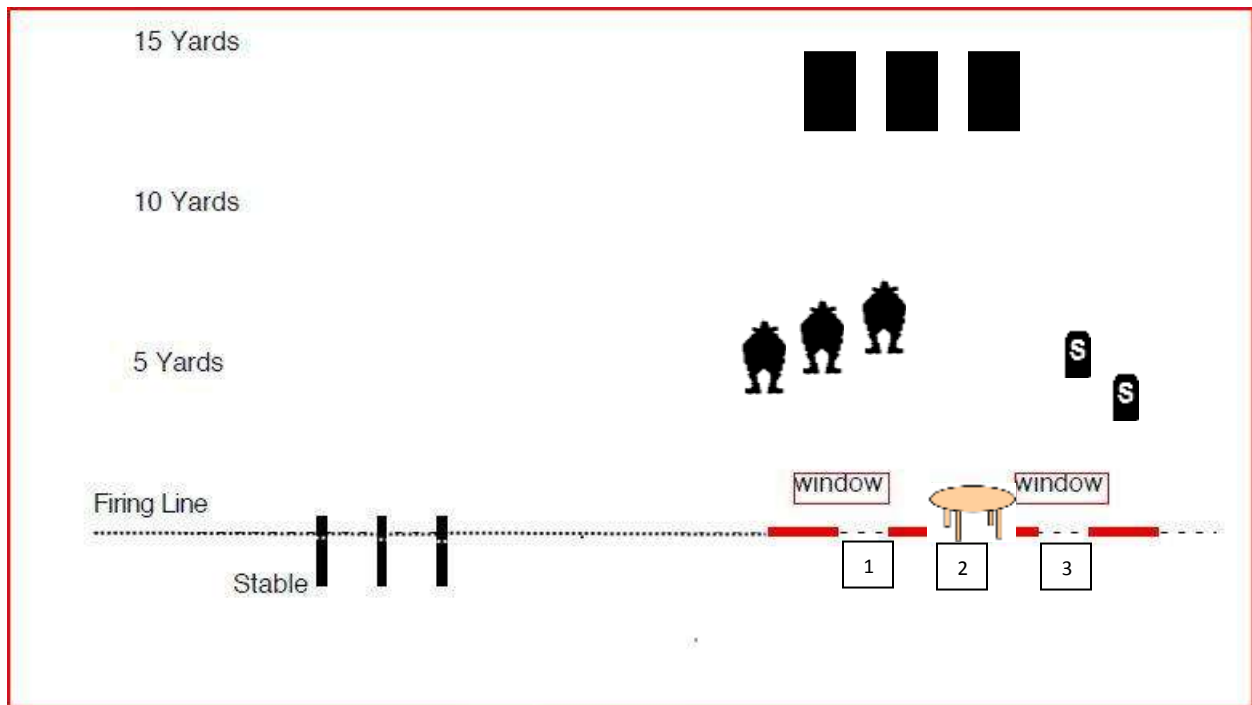
Stage 2: When its spring time in Alaska

Round count: 10 Pistol; 10 Rifle; 2 + Shotgun

You are getting warm and things have settled down from the earlier ruckus. Lil is singing a song that makes you want to dance. You did not know that Lil was Big Al's girl but he and his friends decide to remind you. If you don't want to be 6 ft below when it is spring time, you need to take action.

Staging: Two pistols loaded with 5 rounds, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged at left window. Shotgun, AOE, staged at table in doorway.

Procedure: Shooter starts standing at left window with hands on window frame at shoulder level. When ready, say "I'm staying on the right side of the grass". At the buzzer, pickup rifle and engage rifle targets in double tap Nevada sweep starting on the left (R1, R1, R2, R2, R3, R3, R2, R2, R1, R1). Make rifle safe at window. Move to doorway. Draw pistols per category and engage pistol targets in double tap Nevada sweep starting on left (P1, P1, P2, P2, P3, P3, P2, P2, P1, P1). Holster pistols. Pickup shotgun. Move to right window. Engage shotgun targets till down. Pickup long guns and move to unloading table.



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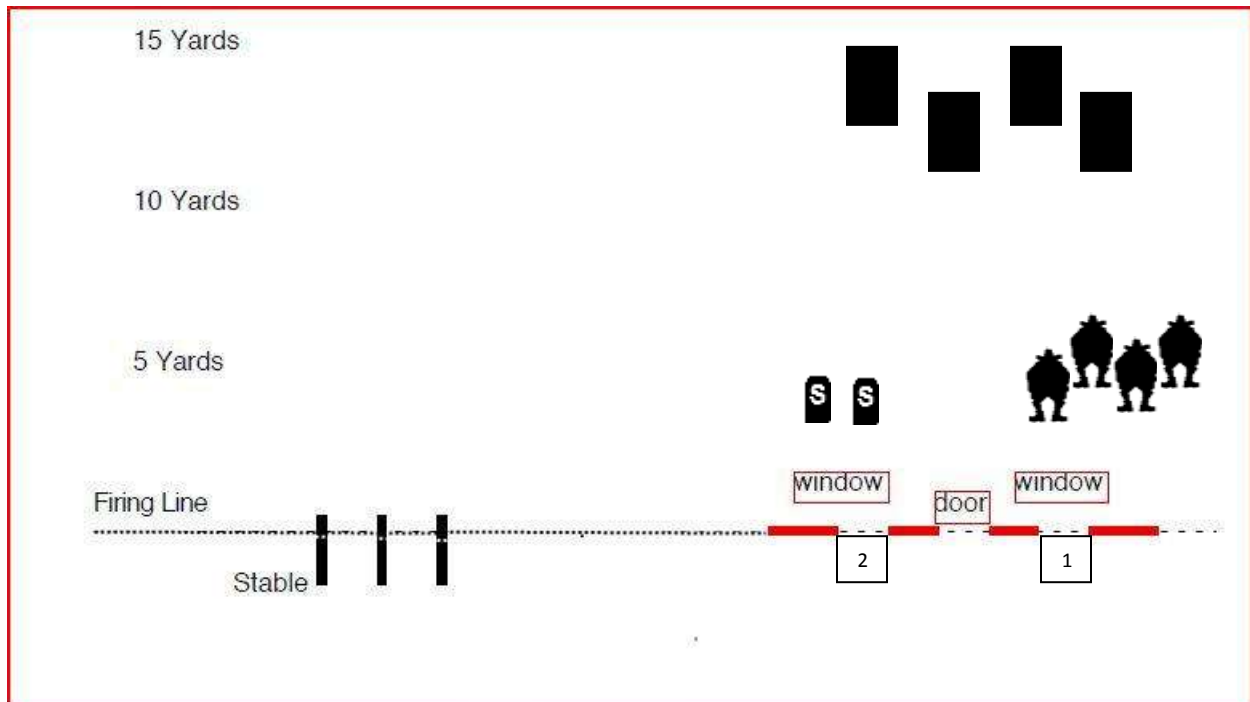
Stage 3: Gold diggers and Poe's birds don't play well together.

Round count: 10 Pistol; 10 Rifle; 2 + Shotgun

A group of gold diggers and an unkindness of Poe's birds are getting into an argument in the corner about some game. Although it might be interesting to watch, it is another thing when the ruckus spreads and starts to impact you. Time to bring some peace to the dome.

Staging: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged in left window. Shotgun, AOE, staged in left window.

Procedure: Shooter starts at right window with hands on pistol butts. When ready, say "Ya'll just settle down now". At the buzzer, draw pistols per category and engage pistol targets in Hillbilly Sweep from either direction (example: P1, P1, P2, P3, P4, P4, P3, P2, P1, P1). Holster pistols. Move to left window. Pickup rifle and engage rifle targets in a Hillbilly Sweep from either direction (example: R1, R1, R2, R3, R4, R4, R3, R2, R1, R1). Make rifle safe. Pickup shotgun and engage 2 shotgun targets till down. Pickup long guns and move to unloading table.



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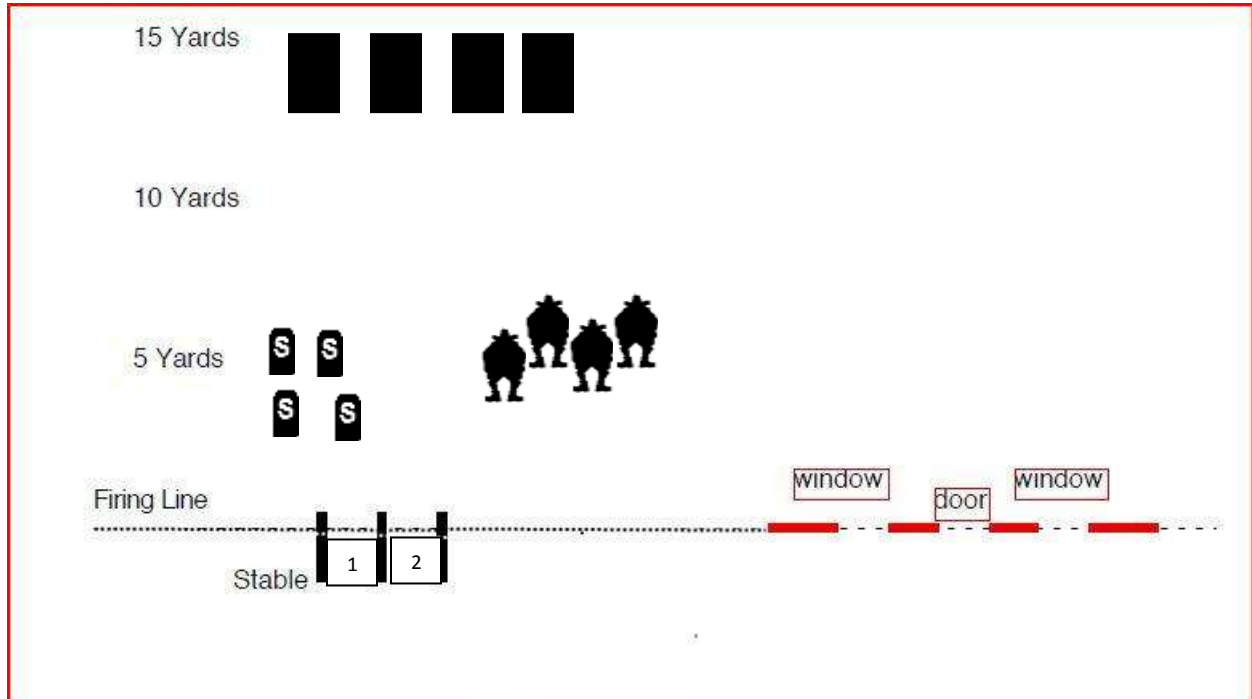
Stage 4: Revenuer alert

Round count: 10 Pistol; 10 Rifle; 4+ Shotgun

The revenuers are coming to redistribute your hard earned possessions. Since the barn is the center of activity for the ranch, you decide that is the best place to protect your assets. Some of those revenuers can be tough birds to put down.

Staging: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged in left bay (position 1) of the stable. Shotgun, AOE, staged in left bay (position 1) of the stable.

Procedure: Shooters starts in left bay of stable (position 1). When ready, say "Let me redistribute some lead". At the buzzer, pickup rifle and engage 4 rifle targets in Oklahoma Sweep in either direction (example: R1, R2, R3, R4, R4, R3, R2, R1). Double tap any rifle target with remaining rounds, but no triple taps. Make rifle safe. Pickup shotgun and engage shotgun targets till down. Make shotgun safe. Move to right bay of stable. Draw pistols per category. Engage stationary pistol targets in Oklahoma Sweep from either direction (example: P1, P2, P3, P4, P4, P3, P2, P1). Double tap any pistol target with remaining rounds, but no triple taps. Holster pistols. Pickup long guns and move to unloading table.



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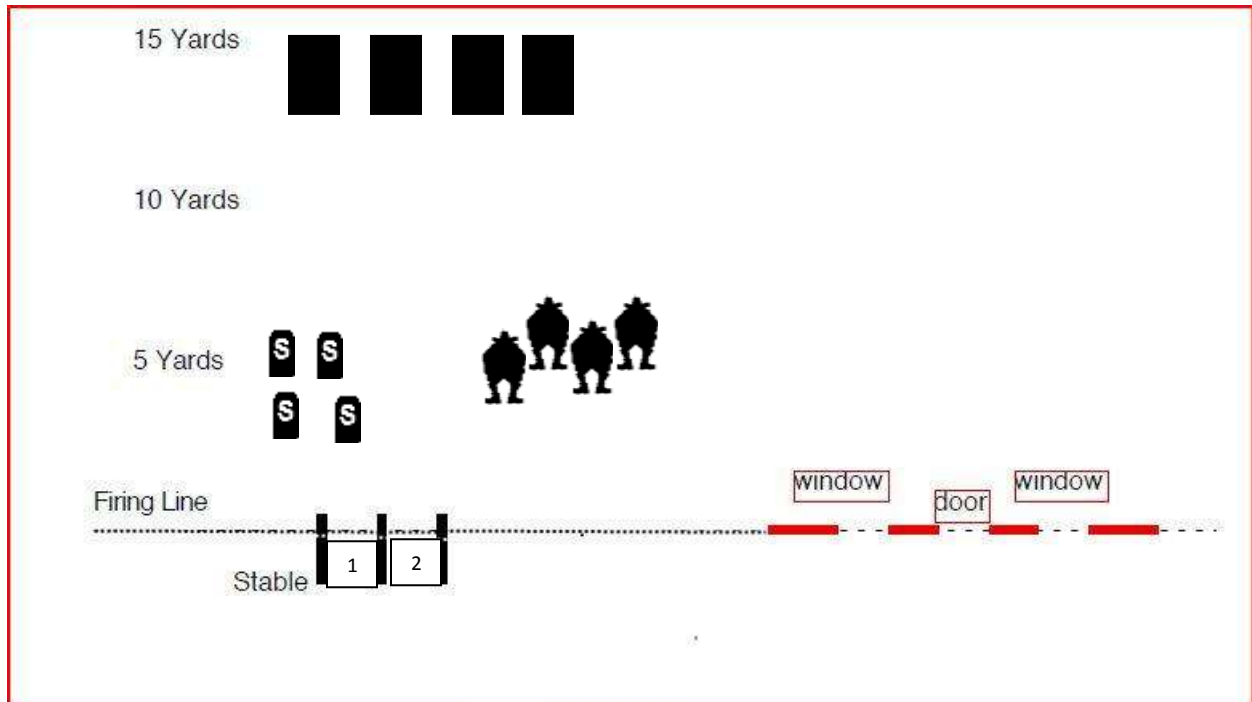
Stage 5: They get you coming and going.

Round count: 10 Pistol; 10 Rifle; 4+ Shotgun

How does “Hired to serve” become “Hired to be served”? These varmints need to find out what it is like to catch it both coming and going.

Staging: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged at left stall (position 1). Shotgun, AOE, staged at left stall.

Procedure: Shooter starts in left stall with hands on hat brim. When ready, say “Don’t know if I am coming or going”. At the buzzer, pickup shotgun and engage 4 shotgun targets till down. Make shotgun safe. Pickup rifle and engage rifle targets in Palindrome Sweep from left to right (R1, R1, R1, R2, R2, R3, R3, R4, R4, R4). Make rifle safe. Move to right bay. Draw pistols per category and engage pistol targets in Palindrome Sweep from right to left (P4, P4, P4, P3, P3, P2, P2, P1, P1, P1). Holster pistols. Pickup long guns and move to unloading table.



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Stage 6: Lever guns don't shoot fast

Round count: 10 Pistol; 10 Rifle; 4+ Shotgun

It is sometimes said that ignorance is bliss. The head polecat is convinced that your lever guns can't shoot fast enough to stop him. Has to be true because the minions said so. As they come to take your possessions, you need to show them how wrong he is and take care of the minions as well.

Staging: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on barrel. Shotgun, AOE, staged on barrel.

Procedure: Shooter starts standing at barrel. When ready, say "How slow do you think this is". At the buzzer, draw pistols per category and shoot pistol targets in a 2-1-2 pattern with both pistols. Holster pistols. Pickup rifle and dump 10 rounds on rifle target. Make rifle safe. Pickup shotgun and engage shotgun targets till down. Pickup long guns and move to unloading table.

