

Cavalier Rifle & Pistol Club

COWBOYS

April 1, 2012

- 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)

Stage 1

Ammo: 10 pistol, 10 rifle, 4+ shotgun (pick up misses)

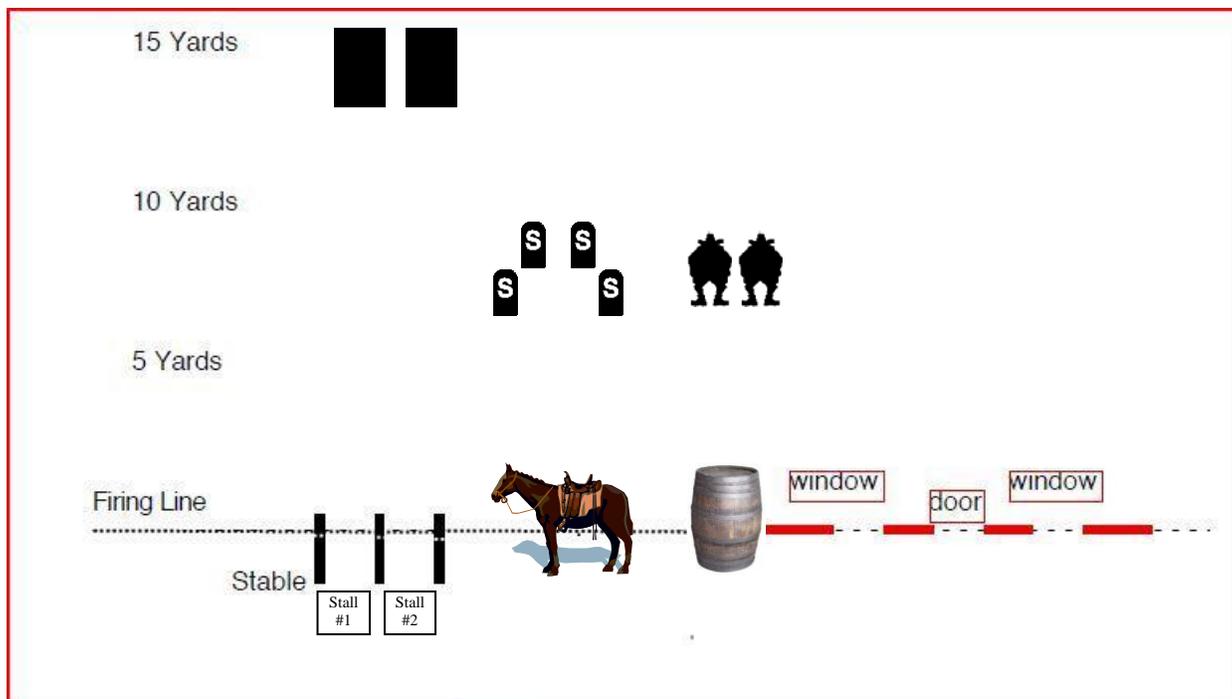
Sequence: rifle – shotgun - pistols

Setting: Out West, a lonesome prairie or two from anywhere was a town called Kubaville. Kubaville was smaller than most, bigger than some, but cleaner and more civilized than them all. Sheriff Kuba saw to that.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged in stall #2. Shotgun (AOE) is staged on horse. Shooter starts in stall #2 with rifle at port arms. When ready say **"I am ready for a shoot out!"**. A.T.B. engage the 2 rifle targets by alternating 10 rounds between them, make rifle safe. Move to the horse and engage the 4 shotgun targets in any order, make shotgun safe. Move behind the barrel, draw pistols to category and engage the 2 pistol targets by alternating 10 rounds between them. Take open and empty guns to unloading table.

Props – horse; whiskey barrel

Targets - 2 rifle, 2 pistol, 4 shotgun



Stage 2

Ammo: 10 pistol; 10 rifle; 6+ shotgun (pick up misses)

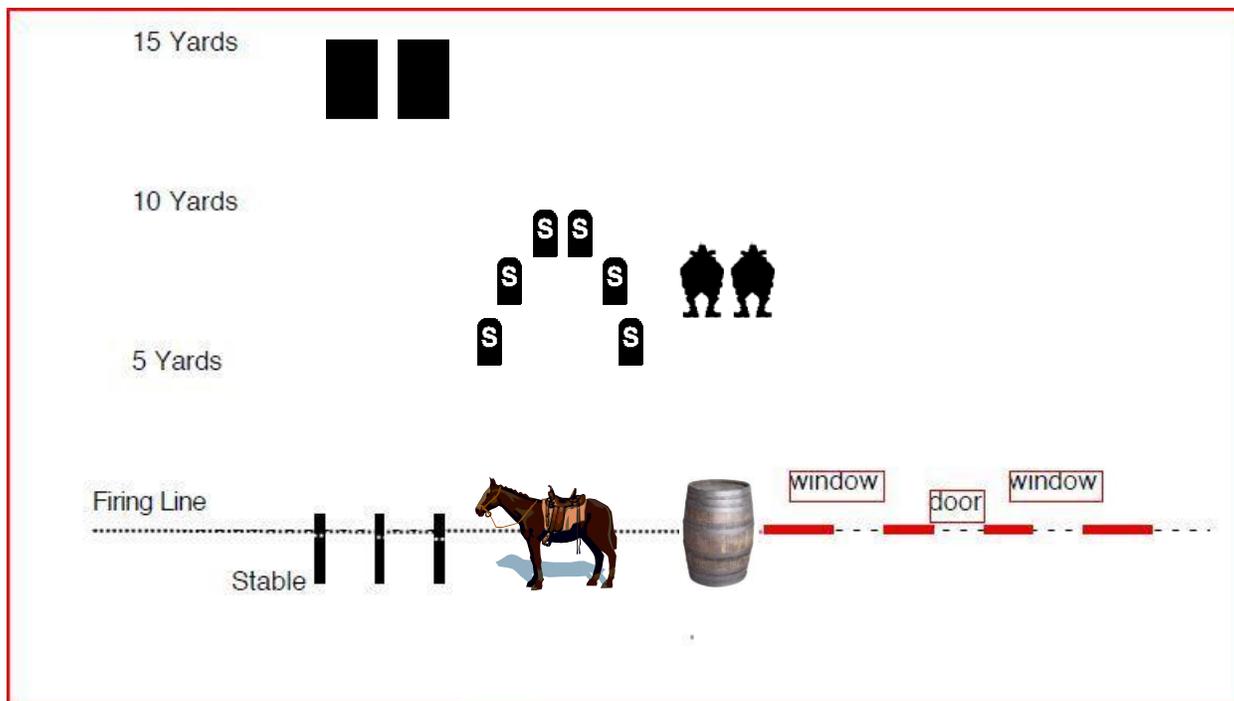
Sequence: shotgun – rifle - pistols

Setting: Bank robbers, train robbers, stagecoach robbers, any kind of robbers didn't have a chance against Kubaville's Sheriff.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on horse. Shotgun (AOE) is also staged on horse. Shooter starts standing at horse with shotgun at port arms. When ready say **"No bandits in this town!"**. A.T.B. engage the 6 shotgun targets in this order – near-to-far from the left, then near-to-far from the right, make shotgun safe. Pick up rifle and engage the 2 rifle targets in this order – R1, R2, R1, R1, R1, R2, R2, R2, R1, R2, make rifle safe. Move to the barrel and engage pistol targets in this order – P1, P2, P1, P1, P1, P2, P2, P2, P1, P2. Take open and empty guns to unloading table.

Props – horse; whiskey barrel

Targets - 2 rifle; 2 pistol; 6 shotgun



Stage 3

Ammo: 10 pistol; 10 rifle; 4+ shotgun (pick up misses)

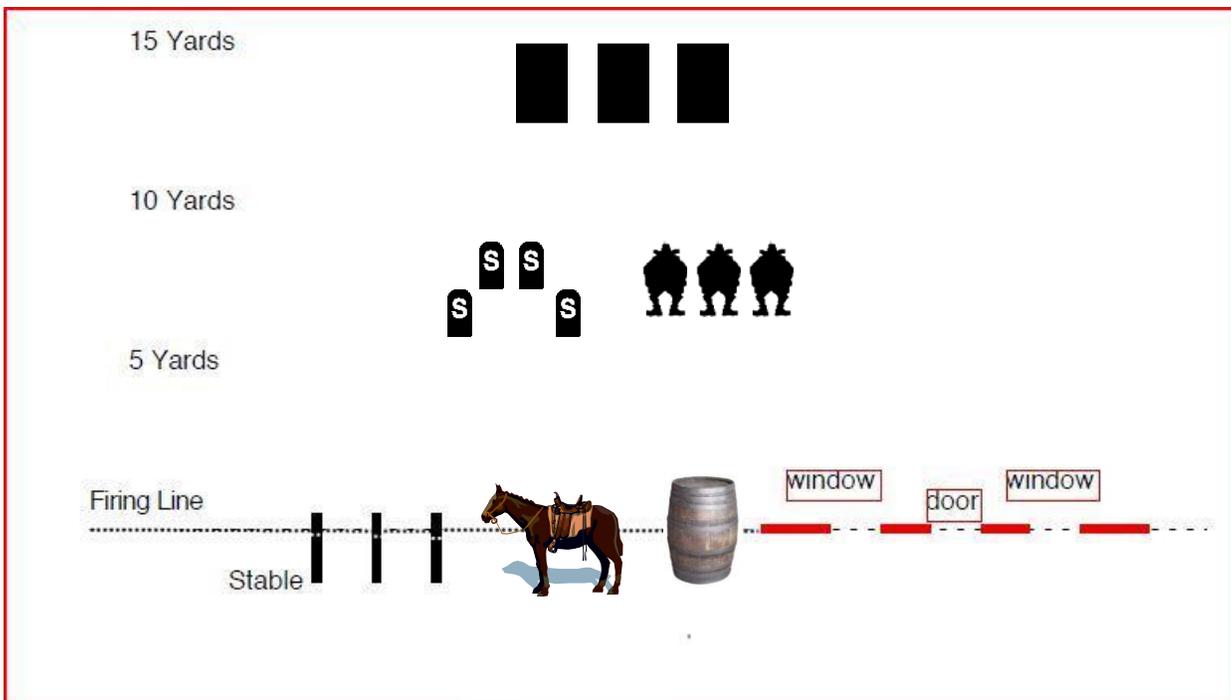
Sequence: pistols - rifle - shotgun

Setting: On one quiet western night, the old town of Kubaville went completely wild. Rustlers were at the ranch, robbers were in the bank, there was a fight at the saloon and a range war was brewing.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on whiskey barrel. Shotgun (AOE) is also staged on horse. Shooter starts standing behind barrel with both hands on barrel. When ready say **"We have to killem all!"**. A.T.B. draw pistols to category and engage the 3 pistol targets in a double tap Nevada sweep from either direction. Pick up rifle and engage the 3 rifle targets same as pistols, make rifle safe. Move to the horse, pick up shotgun and shoot the 4 shotgun targets. Take open and empty guns to unloading table.

Props – horse; whiskey barrel

Targets - 3 rifle; 3 pistol; 4 shotgun



Stage 4

Ammo: 10 pistol; 10 rifle; 6+ shotgun (pick up misses)

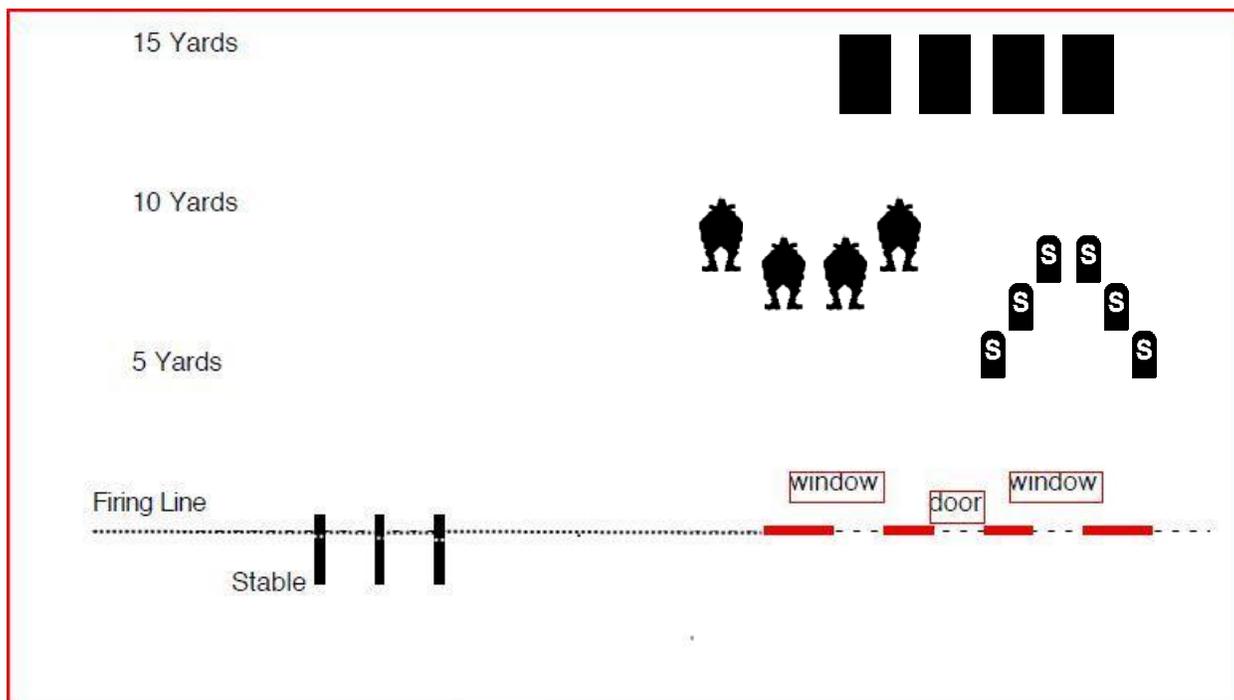
Sequence: pistols – rifle - shotgun

Setting: A Cavalier cowboy goes to the country store for some supplies. While getting the supplies he sees the infamous Pepper Mill Gang sneaking up to rob the store. It's up to the ole cowboy to save the supplies and his hide.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on table at doorway. Shotgun (AOE) is staged at right window. Shooter starts at left side of store facing up-range and holding blankets in arms. Shooter will indicate when ready and wait for the beep. A.T.B., drop blankets, turn and draw pistols shooting through left window. Engage the 4 pistol targets in a 32/32 sweep. Move to the doorway, pick up rifle and shoot the 4 rifle targets in a 32/32 sweep, then make rifle safe. Move to the right window, pick up shotgun and engage the 6 knockdowns in any order. Take open and empty guns to unloading table.

Props – storefront (on site); blankets; table

Targets - 4 large rifle; 4 pistol; 6 shotgun knockdowns



Stage 5

Ammo: 10 pistol, 10 rifle, 6+ shotgun (pick up misses)

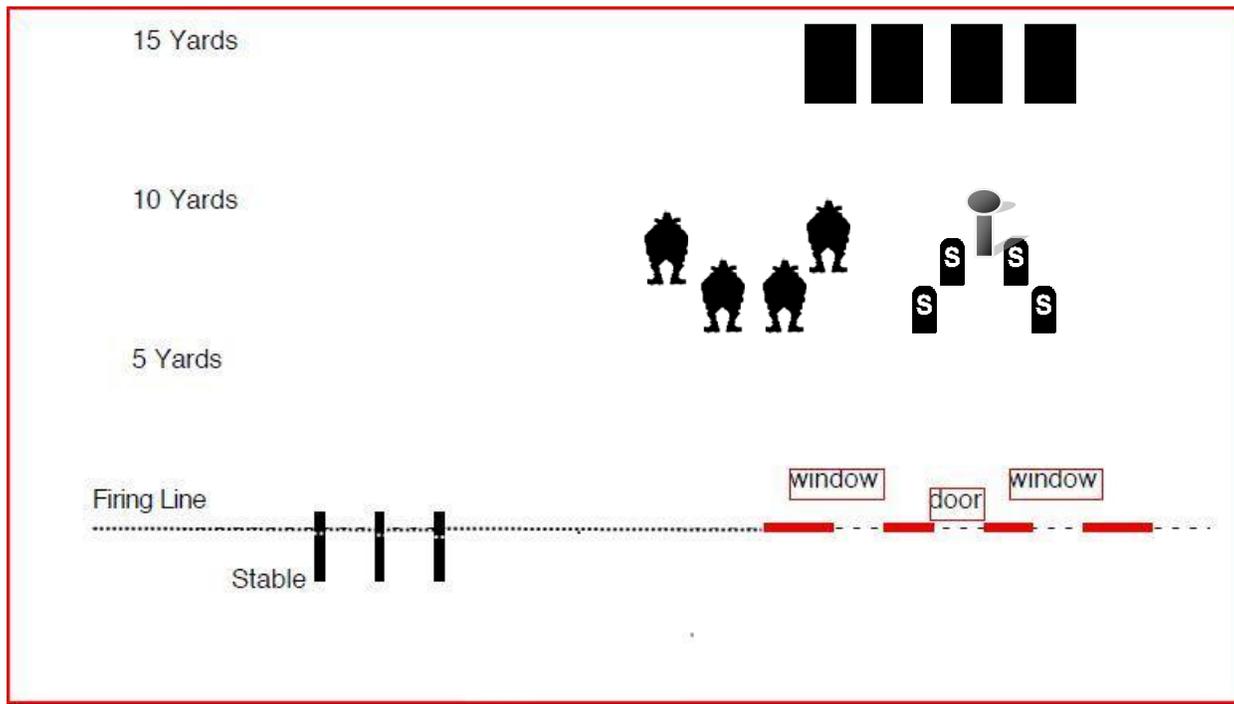
Sequence: rifle - pistols - shotgun

Setting: The cowboy has put the fear of God in the Pepper Mill Gang and stopped their efforts to rob the store. But, they haven't given up yet. The Gang just needs a little more convincing to see the error of their ways.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged at right window. Shotgun (AOE) is staged at left window. Shooter starts standing at right window with hands on window frame at shoulder height. When ready say **"Here's some more lead!"** A.T.B. pick up rifle and engage the 4 rifle targets in a Badger sweep – R1, R2, R3, R4, R1, R2, R3, R1, R2, R1 make rifle safe. Move to left window, draw pistols to category and engage the 4 pistol targets in a Badger sweep same as rifle. Pick up shotgun, move through the doorway to end of platform and engage the 4 knockdowns then the pop-up and the clay (5 second bonus for hitting clay; no penalty for miss). Take open and empty guns to unloading table.

Props – box of clays

Targets - 4 large rifle; 4 pistol, 4 shotgun knockdowns; 1 pop-up



Stage 6

Ammo: 10 pistol, 10 rifle, 2+ shotgun (pick up misses)

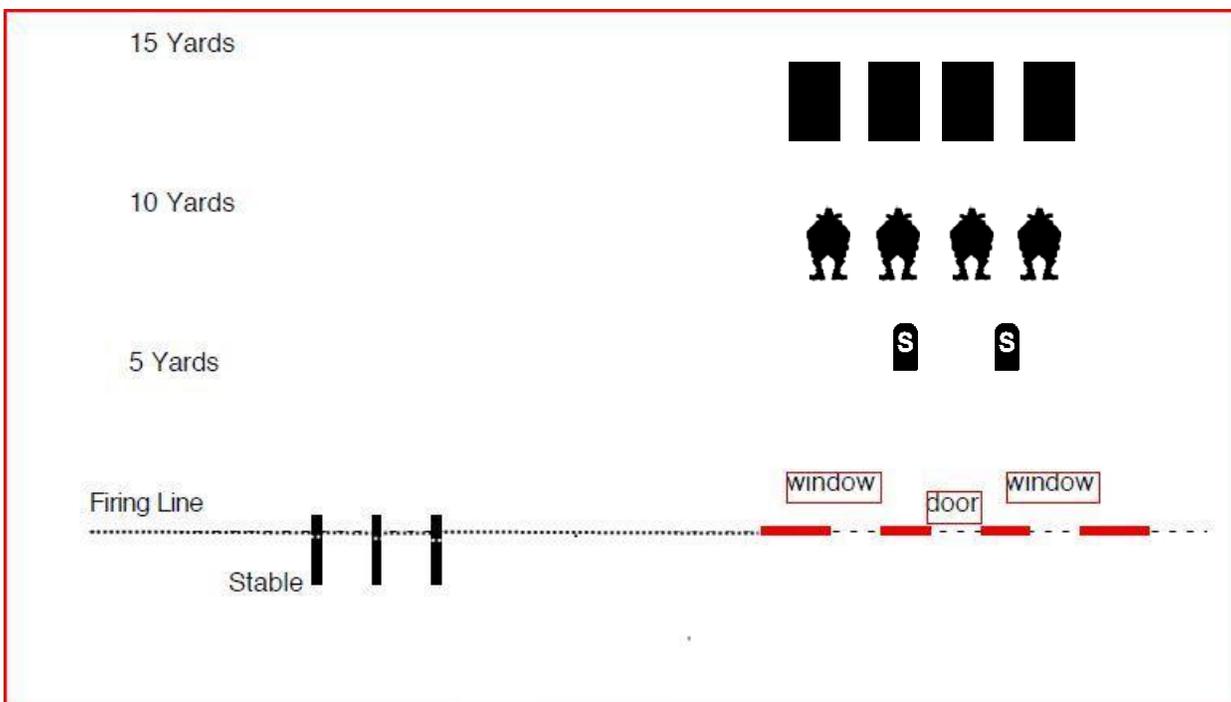
Sequence: shooter's choice, but rifle cannot be last

Setting: The Cavalier cowboy has set up a table at the range camp to clean his guns, but before he can unload them he sees the Black Creek Gang riding hard towards the camp. He knows those outlaws have no good intentions, so he starts grabbing his guns to stop their attack.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and staged on table. Rifle loaded with 10 rounds, (HDEC) and shotgun (AOE) are also staged on table at doorway. Shooter starts sitting at table (Note: shooter remains sitting during this stage). When ready say "**Ready!**". A.T.B., shooter's choice on which gun(s) to start with, but rifle cannot be last. Shooter must shoot each target with at least one round on each target. Take open and empty guns to unloading table.

Props – storefront (on site); card table; stool

Targets - 4 large rifle; 4 pistol, 2 shotgun knockdowns



NOTE: PLEASE observe posted Speed Limit on Boondock Lane as well as the Range Road.
Thank you.

Kuba Kid
Enid City Kid