

# Cavalier Rifle & Pistol Club

## COWBOYS

### December 2, 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, 6+ shotgun (pick up misses)

**Sequence:** shooter's choice

**Setting:** It's early on Christmas morning; the Cavalier Cowboy has to ride to the holding pens to feed the cows. This Cowboy is proud of those cows, so when he sees rustlers riding up he gets mad dog mean. He ain't about to let the rustlers get these prize winning cows

**Procedure:** Both pistols loaded with five rounds (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on horse. Shotgun (Action Open and Empty - AOE) is also staged on horse. Shooter starts standing behind horse. When ready, say "**These are my cows!**". ATB it's shooter's choice on weapon order, but the rifle cannot be last. Rifle and pistols are to be shot in a Nevada sweep from either direction. Shotgun targets are shot two from the horse, two from the hay bale and two from stall #2. Take open and empty guns to unloading table.

**Targets** - 4 rifle, 4 pistol cowboys, 4 shotgun knockdowns, 2 shotgun bells

**Props** - 1 horse rack, 1 hay bale

#### Stage 2

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

**Sequence:** shotgun - rifle - pistols

**Setting:** The Cavalier Cowboy is riding the range hunting jackrabbits to make his gal some glove liners for Christmas. After shooting a few, he's attacked by hungry bandits. He wants those rabbit skins and it willing to fight for them.

**Procedure:** Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse. Shotgun (AOE) is held at cowboy port arms. Shooter starts behind stone. When ready say "**Get your own rabbits!**". ATB shoot the four shotgun targets, then move to the horse, make shotgun safe and engage rifle targets in a Badger sweep (e.g. R1, R2, R3, R4, R1, R2, R3, R1, R2, R1). Make rifle safe. Draw pistols to category and shoot same as rifle. Take open and empty guns to unloading table.

**Targets** - 4 rifle, 4 pistol cowboys, 2 shotgun knockdowns, 2 shotgun bells

**Props** - 1 horse; 1 stone marker

### Stage 3

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

**Sequence:** pistols – rifle - shotgun

**Setting:** This Cavalier Cowboy woke up early Christmas morning to get a Christmas goose. He is set to impress his pards with a smoked goose when he sees some of those Black Creek misfits trying to steal his goose. He'll have to smoke that gang to save his goose.

**Procedure:** Both pistols loaded with five rounds (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse. Shotgun (AOE) is also staged on horse. Shooter starts behind horse with hands on pistol butts. ATB say **“That’s my goose!”** Draw pistols to category and engage the three pistol targets in a John Wayne sweep (e.g. P1, P2, P3, P3, P2, P1, P1, P2, P3, P3). Engage the three rifle targets same as pistols, make rifle safe on horse. Move to the stone with shotgun and engage the two shotgun knockdowns then the shotgun popper and the clay bird (a miss on the bird is not counted as a miss, but a 5 second bonus awarded on a hit). Take open and empty guns to unloading table.

**Targets** - 3 rifle, 3 pistol cowboys, 2 shotgun knockdowns, 1 shotgun popper

**Props** – 1 horse, stone marker, box of clays

### Stage 4

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

**Sequence:** rifle – shotgun - pistols

**Setting:** The Cavalier Cowboys are visiting the country store to shop when they’re set upon by the Pepper Mill gang. Who knew Christmas shopping could be so dangerous?

**Procedure:** Both pistols loaded with five rounds (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at right window. Shotgun (AOE) is staged on table at doorway. Shooter starts at right window with hands on window frame at shoulder height. When ready say **“Here we go again!”**. ATB engage three rifle targets in a Nevada sweep - R1, R2, R3 - for five rounds then alternate for five rounds R4 & R5 (e.g. R1, R2, R3, R2, R1, R4, R5, R4, R5, R4), make rifle safe. Move to doorway, pick up shotgun, engage the four knockdowns any order then make shotgun safe. Draw pistols to category and engage pistol targets P3, P4, P5 in a Nevada sweep with five rounds. Move to left window and engage P1 & P2 by alternating for five rounds. Take open and empty guns to unloading table.

**Targets** - 5 rifles squares, 3 pistol cowboys, 2 pistol squares. 4 shotgun knockdowns

**Props** – 1 card table

## Stage 5

**Ammo:** 10 pistol; 10 rifle; 5+ shotgun (pick up misses)

**Sequence:** rifle – shotgun - pistols – rifle – shotgun

**Setting:** The Cavalier Cowboys stop at the Dead Dog Saloon for some drinks before continuing their Christmas shopping. While there, they are shot at by yet another bandit gang. The Cowboys are beginning to wonder if they'll ever survive the shopping trip.

**Procedure:** Both pistols loaded with five rounds (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on table. Shotgun (AOE) is also staged on table at doorway. Shooter starts standing at doorway with shot glass in one hand at shoulder level and other hand touching rifle. When ready say **"Not again!"** ATB engage rifle targets, center – inside – inside – outside – outside and repeat. Make rifle safe, pick-up shotgun and engage the shotgun targets, center – inside – inside – outside – outside. Make shotgun safe and move to the left window. Draw pistols to category and shoot one round on P1, four rounds on P2. Move to the right window, put one round on P4 and four rounds on P3. Take open and empty guns to unloading table.

**Targets** - 5 rifles, 2 pistol cowboys, 2 pistol squares, 4 shotgun knockdowns

**Props** - 1 shotgun bell

## Stage 6

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

**Sequence:** rifle – pistols - shotgun

**Setting:** The Cavalier Cowboys are in a hot fight with the Bandit Gang and have quickly tired of their Christmas shopping experience.

**Procedure:** Both pistols loaded with five rounds (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and held in both hands. Shotgun (AOE) is staged on table at doorway. Shooter starts at left window. When ready say **"No more shopping!"**. ATB engage the three rifle targets in this order R1, R2, R2, R3, R2, R2, R1, R2, R2, R3, make rifle safe. Draw pistols to category and engage the three pistol targets same as rifle. Move to doorway and shoot the four knockdowns in any order. Take open and empty guns to unloading table.

**Targets** - 3 rifle, 3 pistol, 4 shotgun knockdowns

**Props** - 1 card table

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

Kuba Kid