

Cavalier Rifle & Pistol Club

COWBOYS

June 3, 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: shotgun – rifle - pistol

Procedure: Shooter starts behind left whiskey barrel. Both pistols loaded (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on horse. Shotgun (Action Open and Empty - AOE) is held at port arms. When ready, say “**Shoot to kill!**”. ATB engage the 4 shotgun targets, make shotgun safe. Move to the horse, pick-up rifle and engage the rifle targets in this order R1, R2, R2, R1, R1, R1, R2, R2, R2, R2, then make rifle safe. Move to the right barrel and engage the 2 pistol targets same order as rifle. Take open and empty guns to unloading table.

Targets - 2 rifle, 2 pistol squares, 4 shotgun knockdowns

Props – 2 whiskey barrels, 1 horse rack

Stage 2

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

Sequence: pistol – rifle - shotgun

Procedure: Shooter starts behind right whiskey barrel with hands on pistol butts. Both pistols loaded (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on horse. Shotgun (Action Open and Empty - AOE) is staged on left whiskey barrel. When ready, say “**Fill your hands!**”. ATB draw pistols to category and engage pistol targets with at least 3 rounds on each target. Move to the horse, pick-up rifle and engage rifle targets same as pistols. Move to left barrel, pick-up shotgun and engage 4 shotgun targets until all down. Take open and empty guns to unloading table.

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

Props – 2 whiskey barrels, 1 horse rack

Stage 3

Ammo: 10 pistol; 10 rifle; 8+ shotgun (pick up misses)

Sequence: shotgun - rifle – pistol

Procedure: Shooter starts in stable stall #2. Shotgun (Action Open and Empty - AOE) is held with both hands and pointing safely down range. Both pistols loaded (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on right whiskey barrel. When ready, say “**Kill ‘em all!**”. ATB engage the 2 clay targets, move with shotgun to first barrel and engage 2 knockdowns. Move to horse, and engage 2 knockdowns. Move to second barrel, engage 2 knockdowns and make shotgun safe on barrel. Pick up rifle and engage targets in this order: R1, R2, R2, R2, R3, R1, R2, R2, R2, R3, make rifle safe. Draw pistols to category, engage pistol targets P1, P2, P2, P2, P3 and repeat. Take open and empty guns to unloading table.

Targets - 3 rifle, 3 pistol squares, 4 shotgun knockdowns, 2 shotgun/pistol knockdowns, 2 clays w/stands
Props – 2 whiskey barrels, 1 horse rack, 1 box of clays

Stage 4

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

Sequence: pistol – shotgun – rifle - pistol

Procedure: Both pistols loaded (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged on table at doorway. Shotgun (AOE) is also staged on table. Shooter starts at left window with hands naturally at sides. When ready the buzzer will sound. Engage 2 pistol knockdowns then third pistol target with remaining pistol rounds. Move to doorway, pick-up shotgun and engage any remaining pistol knockdowns and then the 2 shotgun targets. Make shotgun safe, pick-up rifle and engage 3 rifle targets in this order: R1, R2, R3, R1, R1, R2, R2, R3, R3 and bonus (for 5 second bonus – no penalty for a miss). Make rifle safe, move to right window, draw remaining pistol and engage pistol targets: P1, P2, P3, P1, P1. Take open and empty guns to unloading table.

Targets - 3 rifles, 4 pistol squares, 1 diamond bonus

Props – Storefront, table

Stage 5

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

Sequence: pistol – rifle - shotgun

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on table. Shotgun (AOE) is staged at left window. Shooter starts standing at right window with thumbs in belt. When ready, say “**Aces and eights!**”. ATB draw pistol and alternate between either P1 and P2 or P3 and P4. Draw 2nd pistol and engage the other pair. Move to doorway, pick-up rifle and engage rifle targets in this order: R1, R1, R1, R4, R4, R2, R2, R3, R3, make rifle safe. Move to left window and engage shotgun targets outside-outside; inside-inside (e.g. S1, S4, S2, S3). Take open and empty guns to unloading table.

Targets - 4 rifles, 4 pistol squares, 4 shotgun knockdowns

Props – Storefront, table

Stage 6

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

Sequence: shotgun – rifle - pistols

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on table. Shotgun (AOE) is also staged on table. Shooter starts standing behind table with chips in hand. When ready say “**Drinks are on me!**”. Throw chips on table, pick-up shotgun and shoot the 6 knockdowns, make shotgun safe. Pick-up rifle and engage rifle targets in a Progressive sweep: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4, make rifle safe. Draw pistols to category and shoot pistol targets same as rifle. Take open and empty guns to unloading table.

Targets - 4 rifles, 4 pistols, 4 shotgun knockdowns

Props – Storefront, table, chips

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

