

Cavalier Rifle & Pistol Club

COWBOYS

March 4, 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, 2+ shotgun (pick up misses)

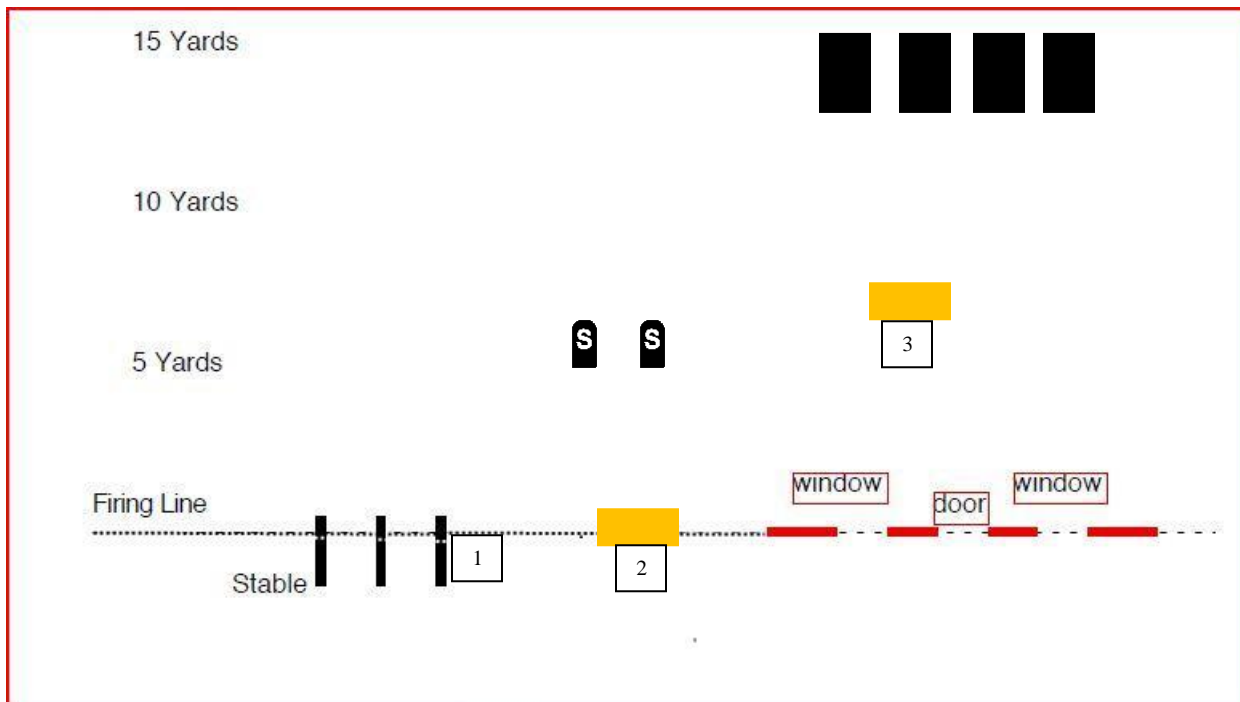
Sequence: rifle – shotgun - pistols

Setting: It's been warm this winter so you take the opportunity to get out and get a head start on some spring chores. While minding your business, some Indians attempt to sneak up to your cabin thinking no one is home since there is no smoke from the chimney. You spot them just in time and take the fight to them.

Procedure Two pistols loaded with 5 round each HDEC. Rifle loaded with 10 rounds, HDEC, staged on barrel at the left. Shotgun AOE, staged on hay bale on right. Shooter starts on left next to the stable with hands on gun butts. When ready say, “**Oh no you don’t.**” Pick-up rifle, engage 4 rifle targets from left to right with a continuous Nevada sweep. Place rifle, AOE at stable, move to shotgun, engage two knockdown targets till down. Take shotgun AOE to center bale, place shotgun on center bale. Engage 4 pistol targets per category in a continuous Nevada swept from the left. Holster empty pistols. Pick-up long-guns and go to unloading table.

Props – Barrel; 2 hay bales

Targets - 4 large rifle/pistol, 2 shotgun knockdowns



Stage 2

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

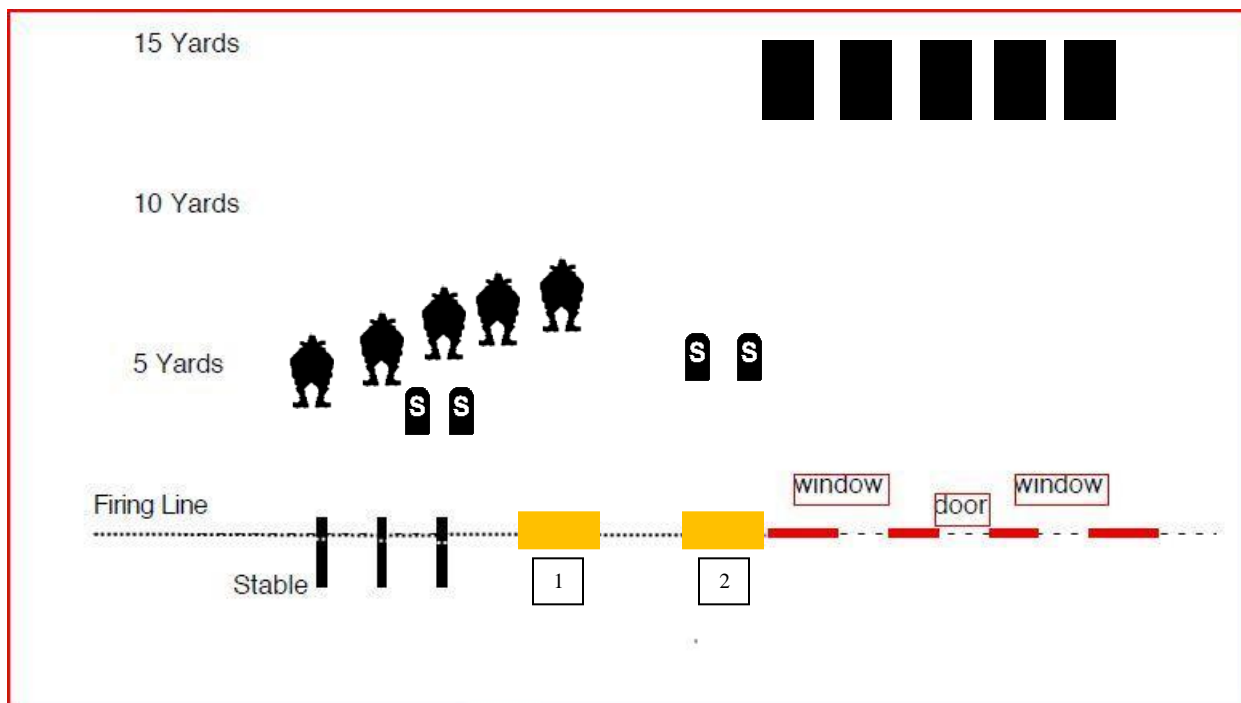
Sequence: Pistols – shotgun – rifle - shotgun

Setting: Being outside in the warm sun feels great but it seems to bring out the ornery critters as well. Some desperados get the jump on you when you aren't looking. Even though the situation looks bad, you know you have right on your side. The desperados show their stuff when several of them take off as soon as the shooting starts. You are there to make sure they won't repeat their mistakes.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on hay bale at the right. Shotgun, AOE, staged on bale at left. Shooter starts on left with hands on hat brim. When ready say, **"You picked two wrong dude boys!"** At the beep; Draw pistols per category. Engage 5 pistol targets with at least two shots on each target. Pick up shotgun and engage two knockdown shotgun targets till down. Make shotgun safe. Move to right bale and pickup rifle. Engage rifle targets same as pistols with at least two rounds on each target. Place rifle AOE on hay bale. Pickup shotgun and engage remaining two knockdown targets till down. Take long guns to unloading table.

Targets - 5 large rifle; 5 pistol cowboys; 4 shotgun knockdowns

Props – Barrel; two hay bales



Stage 3

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

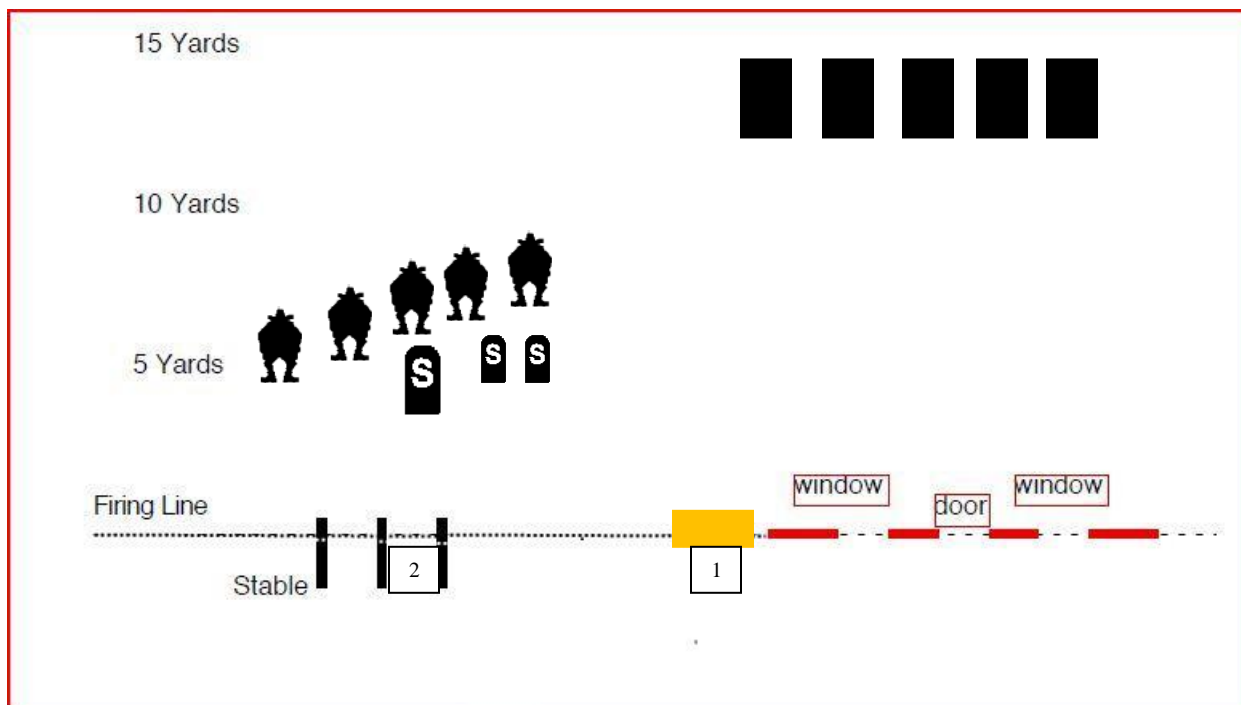
Sequence: rifle – pistols - shotgun

Setting: As you and your gal/guy walk around the home place in the evening, you see some of the miscretes that had tried to rob you earlier in the day. Still angry from your first encounter, you decide end their activities here and now.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on hay bale on right. Shotgun, AOE, staged in right bay of stable. Shooter starts with rifle at port arms. **I got you guys now!** Engage 5 rifle targets in this order: Center - Inside- Inside- Outside - Outside and repeat. Make rifle safe on bale. Move to right bay of stable. Engage each pistol targets SAME as with rifle Engage two shotgun knockdown targets till down, then engage cowboy pop-up and its flyer (5 second bonus for hit, no penalty for miss on flyer). Take long guns to the unloading table.

Targets - 5 large rifle; 5 pistol targets; 2 shotgun knockdowns; cowboy pop-up flyer

Props – two hay bales



Stage 4

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

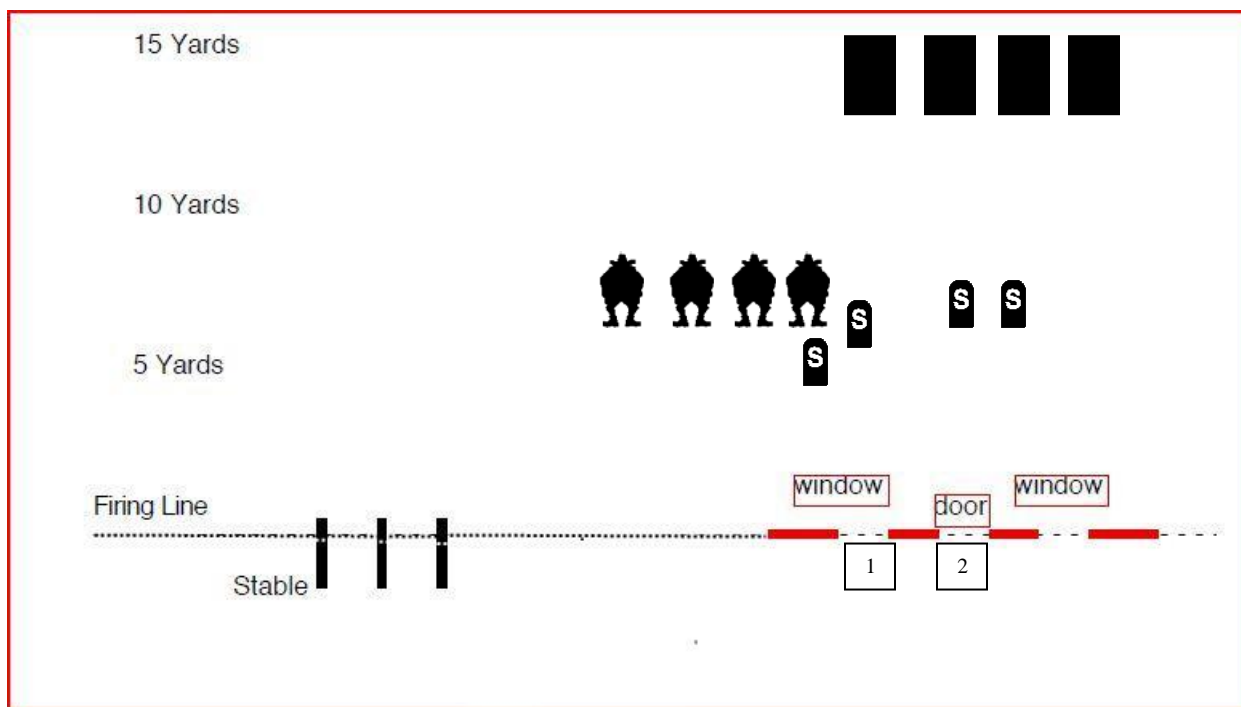
Sequence: pistols – rifle - shotgun

Setting: After getting some chores done outside, it is time get into the cabin and rustle up some grub. As you are getting ready to set down to a good meal, you see a band of renegades show-up looking to help themselves to some of your stores.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on table in cabin. Shotgun, AOE, staged on table in cabin. Shooter starts at left window with plate and cup in hand. **No grub for ya'll tonight!** At the beep: Shooter draws pistols per category and shoots pistol targets in Progressive sweep from either direction (e.g. 1-2, 2 – 3, 3, 3, - 4, 4, 4, 4). Shooter moves to doorway. Pickup rifle and shoot rifle targets same as with pistols. Place rifle AOE on table. Pickup shotgun and shoot 4 shotgun targets till down. Take long guns to unloading table.

Targets - 4 large rifles; 4 pistol; 4 shotgun knockdowns

Props – cabin, table, plate and cup



Stage 5

Protecting the Stable

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

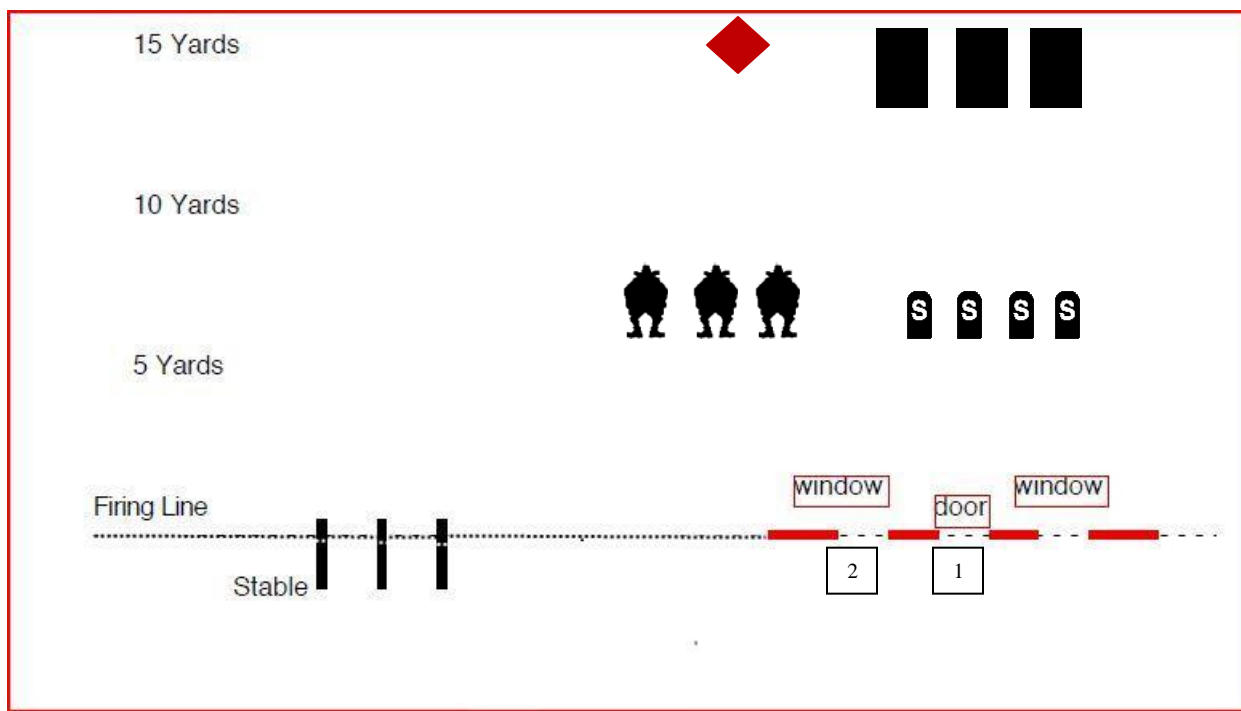
Sequence: Shotgun – rifle - pistols

Setting: You hear a commotion at the stable and look outside to see what is bothering the horses. A wolf pack has decided that your horses look like easy pickings and are attempting to take down a couple for dinner. You know how to handle these varmints.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on table. Shotgun, AOE, staged on table. Shooter starts at table with hands at side. **Wolves again!** At the beep: Pickup shotgun knockdown 4 shotgun targets in any order. Safely return shotgun to table. Pickup rifle and engage rifle targets with 3 rounds each in any order. Engage bonus target with 10th round from rifle (5 sec bonus for hit. No penalty for miss.). Safely return rifle to table. Move to left window. Engage pistol targets with three rounds on P1, three rounds on P2, three rounds on P3 and 10th round on P2. Pick-up long guns and move to unloading table.

Targets - 3 large rifles; 1 rifle bonus; 3 pistol cowboys, 4 shotgun knockdowns

Props – storefront, 1 card table; barrel



Stage 6

End of the Day

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

Sequence: rifle – pistols - shotgun

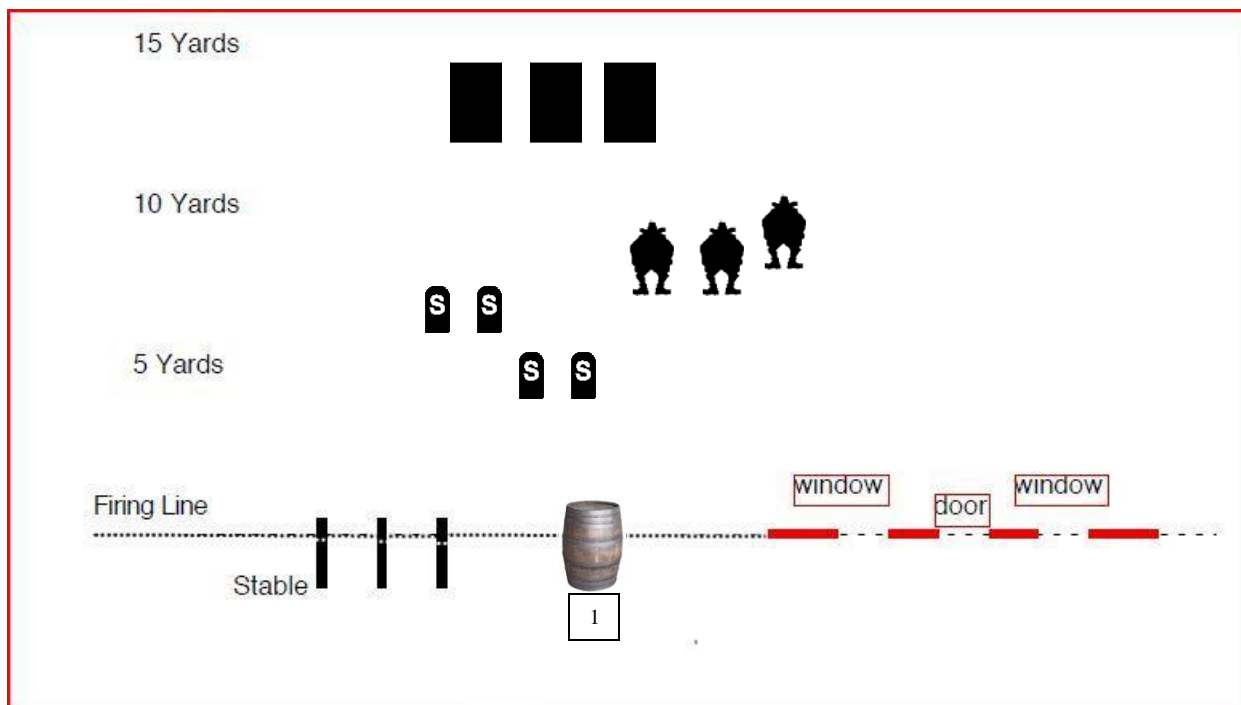
Setting: While washing up at the end of the day, you look up to find some renegades trying to sneak up to your cabin. Some of these renegades prove tough getting down.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on barrel. Shotgun, AOE, staged on barrel. Shooter starts at barrel with towel held in two hands.

Sneaky devils! At the beep: Pickup rifle and put 4 shots on R1, one on R2, 4 shots on R3 and 1 on R2. Safely return rifle to barrel. Engage pistol targets with 4 shots on P1 and one shot on P2, 4 shots on P3 and 1 shot on P2. Holster. . Pickup shotgun and engage shotgun targets S1, S4, S2, S3 (Outside – Outside – Inside – Inside). Take long guns to unloading table.

Targets - 3 large rifles; 3 pistol, 4 shotgun knockdowns

Props – barrel; towel



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

Kuba Kid
Enid City Kid