

Cavalier Rifle & Pistol Club

COWBOYS

May 6, 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)

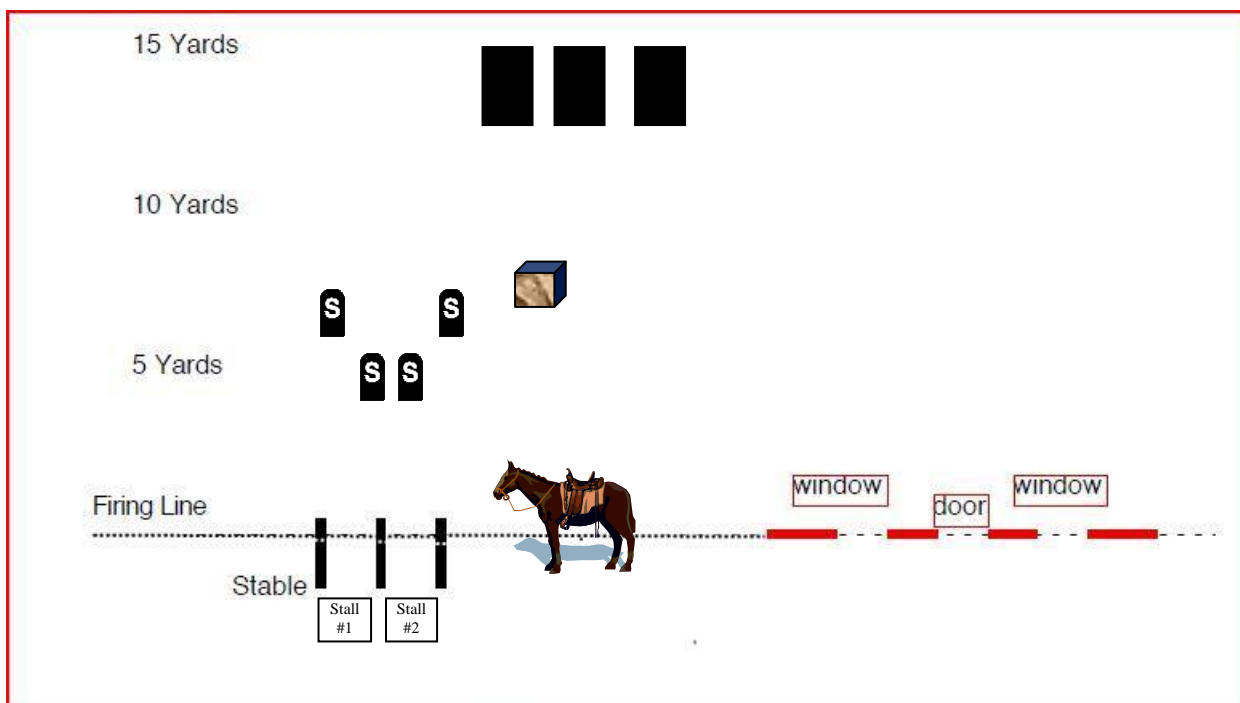
Sequence: shotgun – rifle - pistol

Setting: You have just returned from inspecting a gold mine you won in a card game and it turns out there was no gold just a big empty shaft! You see the fellas that gave you the shaft trying to sneak out of town..

Procedure: 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. Shooter starts at horse. When ready say **"You're not giving me the shaft!"** ATB (at the beep) engage the four shotgun knockdowns any order, make shotgun safe on horse. Pick up rifle and engage the rifle targets in a double tap Nevada sweep, make rifle safe. Move to the stone marker, draw pistols to category and shoot the rifle targets with pistols in a double tap Nevada sweep – R1, R1, R2, R2, R3, R3, R2, R2, R1, R1. Take open and empty guns to unloading table.

Props –1 horse rack, stone marker

Targets - 3 rifle squares, 4 shotgun knockdowns, 2 shotgun knockdown stands



Stage 2

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

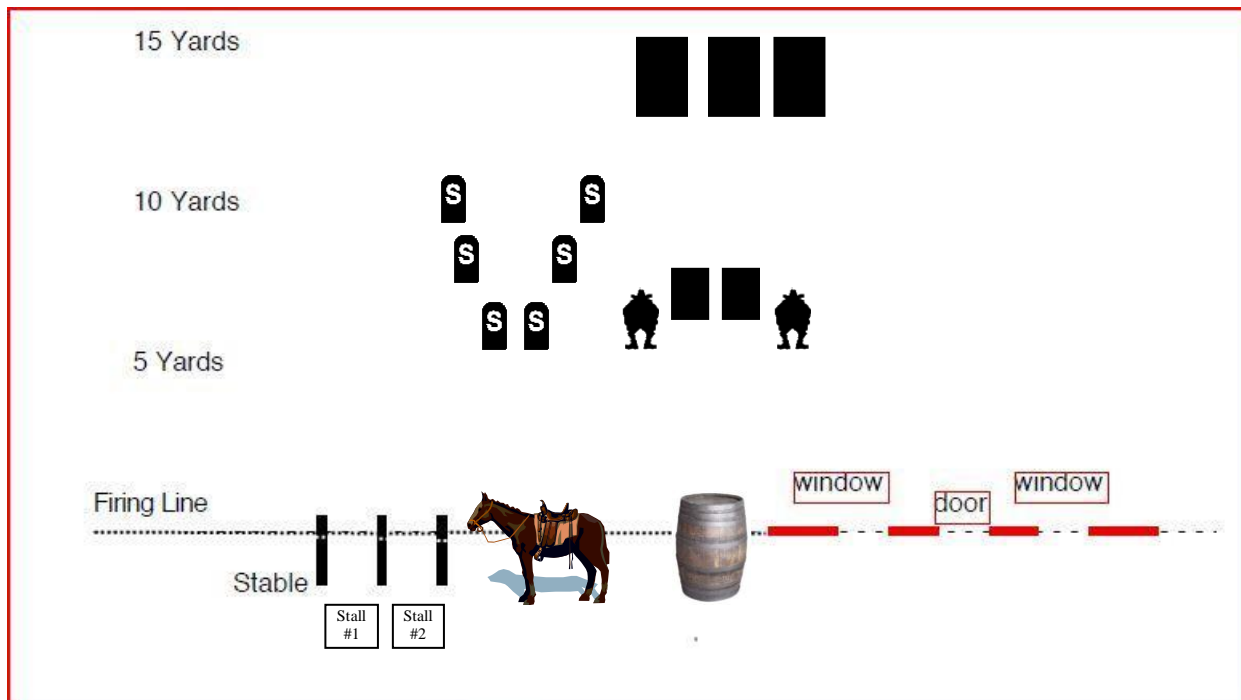
Sequence: pistol (shotgun if needed) – rifle - shotgun

Setting: You're riding back to the Cavalier Ranch with the rest of your poker winnings when you notice that the Pepper Mill Gang is setting up to ambush and rob you. A Cavalier Cowboy ain't about to give up that money, so he shouts out a warning and gets to shooting.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on barrel. Shotgun (AOE) is also staged on barrel. Shooter starts standing behind whiskey barrel with hands touching the barrel. When ready say **"I love poker and shooting"**. ATB engage pistols to category from the left – 1 round on the knockdown – P1, then double tap P2 and P3 – 1 round on the right side knockdown P4, then double tap P3 and P2, holster. If any pistol knockdowns are still up, you can now engage them with your shotgun, then make shotgun safe. Pick up rifle and engage rifle targets in this order starting on left – 1 round on R1 and 2 rounds on R2 and R3 (1-2-2), then 1 round on R3 and 2 rounds on R2 and R1 (1-2-2). Make rifle safe, then pick-up shotgun, move to the horse and engage shotgun knockdowns near to far. Take open and empty guns to unloading table.

Props – 1 whiskey barrel, 1 horse

Targets - 3 rifle, 2 pistol squares, 2 P/R cowboy knockdowns, 6 shotgun knockdowns, 2 shotgun knockdown stands



Stage 3

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

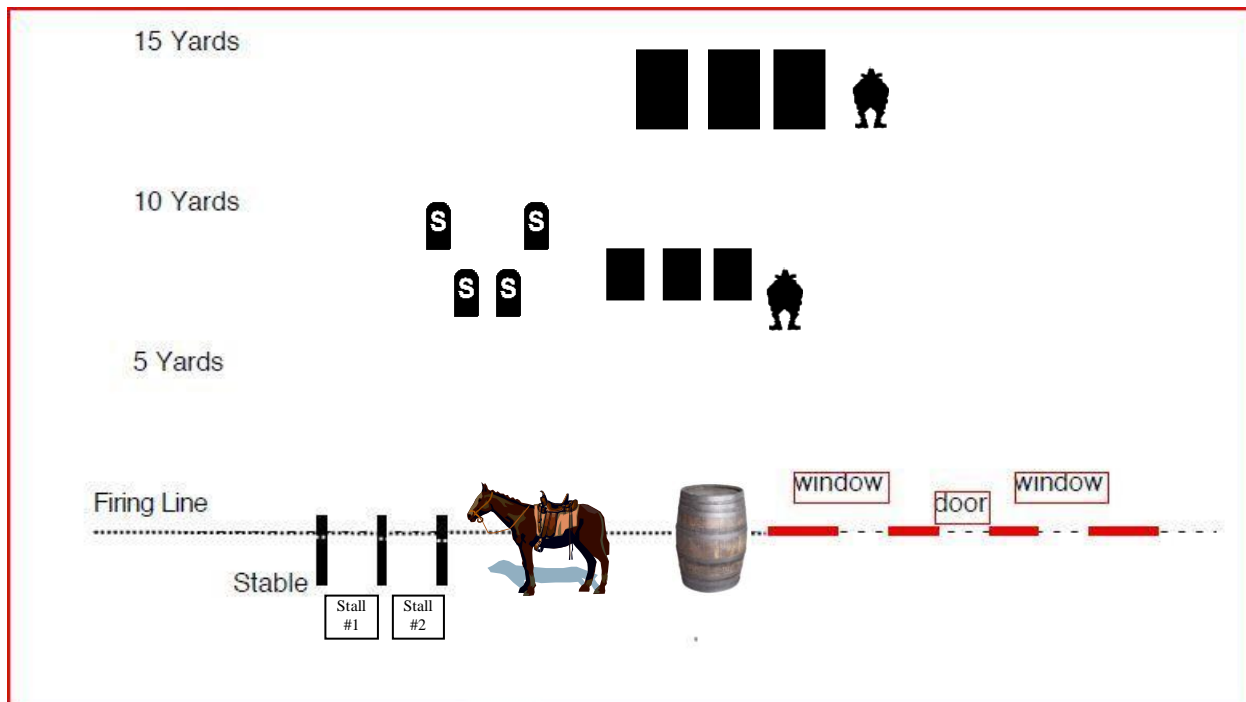
Sequence: rifle – pistol - shotgun

Setting: You have been complaining to the Sheriff about the cheating card sharps that have taken over the local gambling establishment. He doesn't seem too interested in doing anything about it and you figure he is on the take. Looks like you are going to have to take care of this one yourself.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and held at cowboy port arms. Shotgun (AOE) is staged on horse. Shooter starts standing at whiskey barrel. When ready say **"I'm sending you card sharps to hell!"** A.T.B. engage rifle targets in a triple tap sweep putting the last round on the cowboy knockdown, make rifle safe. Draw pistols to category and engage the three pistol targets the same as rifle putting the last round on the cowboy knockdown. Move to the horse, pick up shotgun and shoot the four knockdowns any order. Take open and empty guns to unloading table.

Props – 1 horse rack, 1 whiskey barrel

Targets - 3 large rifle, 3 pistol squares, 2 P/R cowboy knockdowns, 4 shotgun knockdowns, 2 shotgun knockdown stands



Stage 4

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

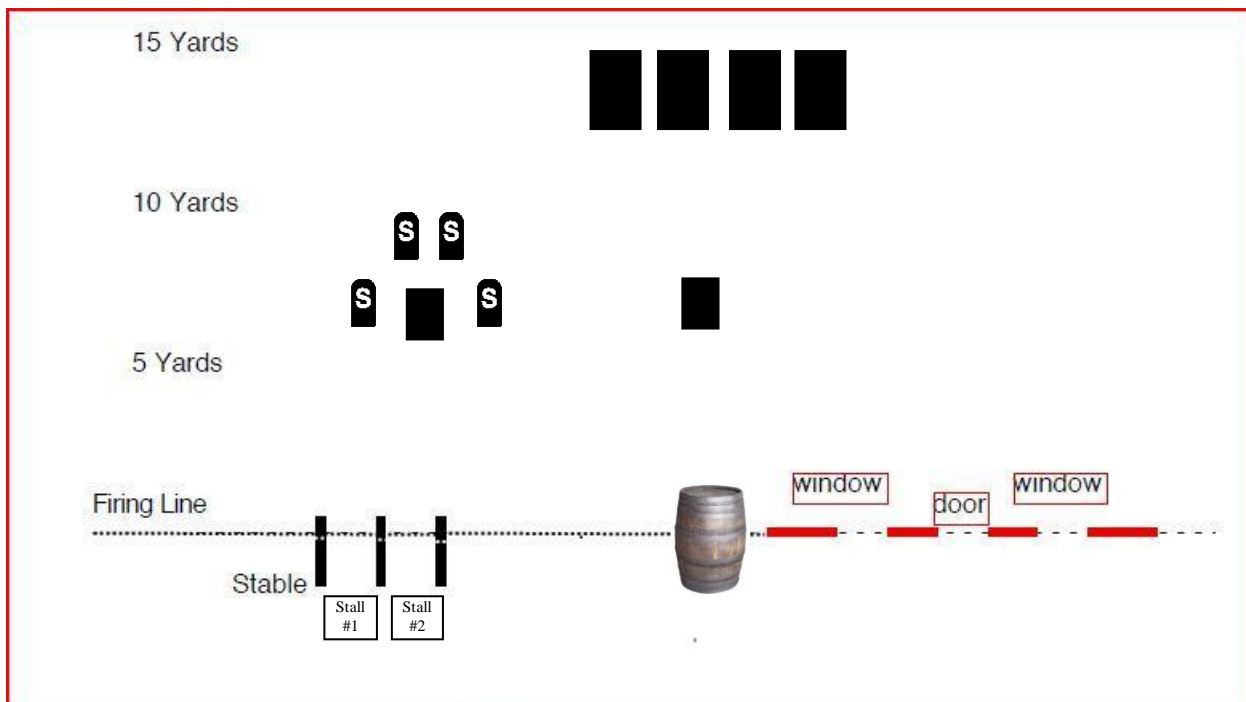
Sequence: rifle – pistols - shotgun

Setting: The Windhorse Rider stops by the cook table for a cup of coffee when he notices some hombres sneaking up to the stables to steal the horses. The other hands are on the range, so it's up to him to stop these horse thieves.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged on barrel. Shotgun (AOE) is staged in stable stall #2. Shooter starts standing at whiskey barrel holding coffee cup with both hands. When ready say **“No broncos for you!”** A.T.B. pick up rifle and engage rifle targets in a Missouri Hillbilly sweep from either direction (example: R1, R1, R2, R3, R4, R4, R3, R2, R1, R1), make rifle safe. Draw pistols to category and dump 5 rounds on pistol target P2. Move to stall #2 and dump 5 rounds on pistol target P1. Pick up shotgun and shoot the 4 shotgun targets. Take open and empty guns to unloading table.

Props – 1 whiskey barrel, coffee cup

Targets - 4 large rifles, 2 pistol cowboys, 4 shotgun knockdowns, 2 shotgun knockdown stands



Stage 5

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

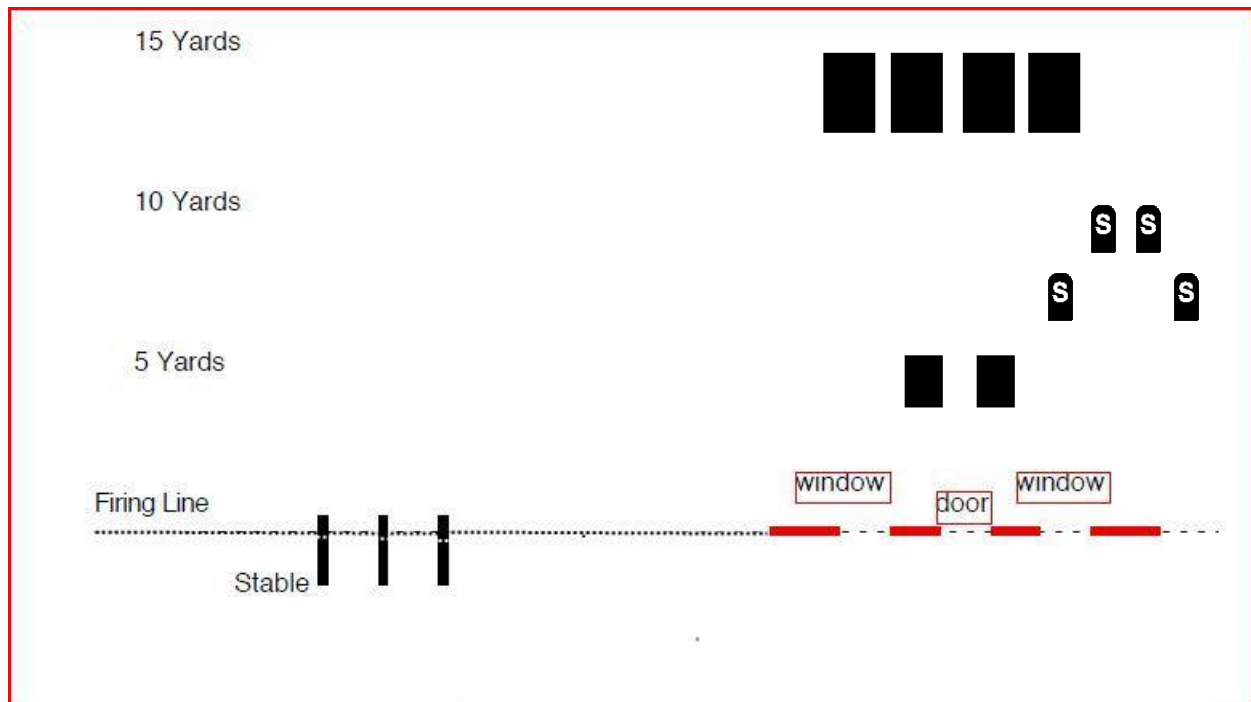
Sequence: rifle – shotgun - pistols

Setting: The Cavalier Cowboy enter the Dead Dog Saloon to see outlaws shooting up the place and guns are everywhere. He doesn't know for sure where to start, but he grabs guns and stops the ruckus.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at left window. Shotgun (AOE) is staged at right window. Shooter starts standing at left window with hands on window frame (at shoulder level). When ready, the buzzer will sound. Engage the rifle targets in a 32/32 sweep (example: R1, R1, R1, R2, R2, R3, R3, R3, R4, R4), make rifle safe. Move to doorway and shoot P1 three times, P2 two times, repeat. Move to right window and shoot the 4 knockdowns any order. Take open and empty guns to unloading table.

Props – Dead Dog Saloon (on site)

Targets - 4 large rifles, 2 pistol cowboys, 4 shotgun knockdowns, 2 shotgun knockdown stands



Stage 6

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

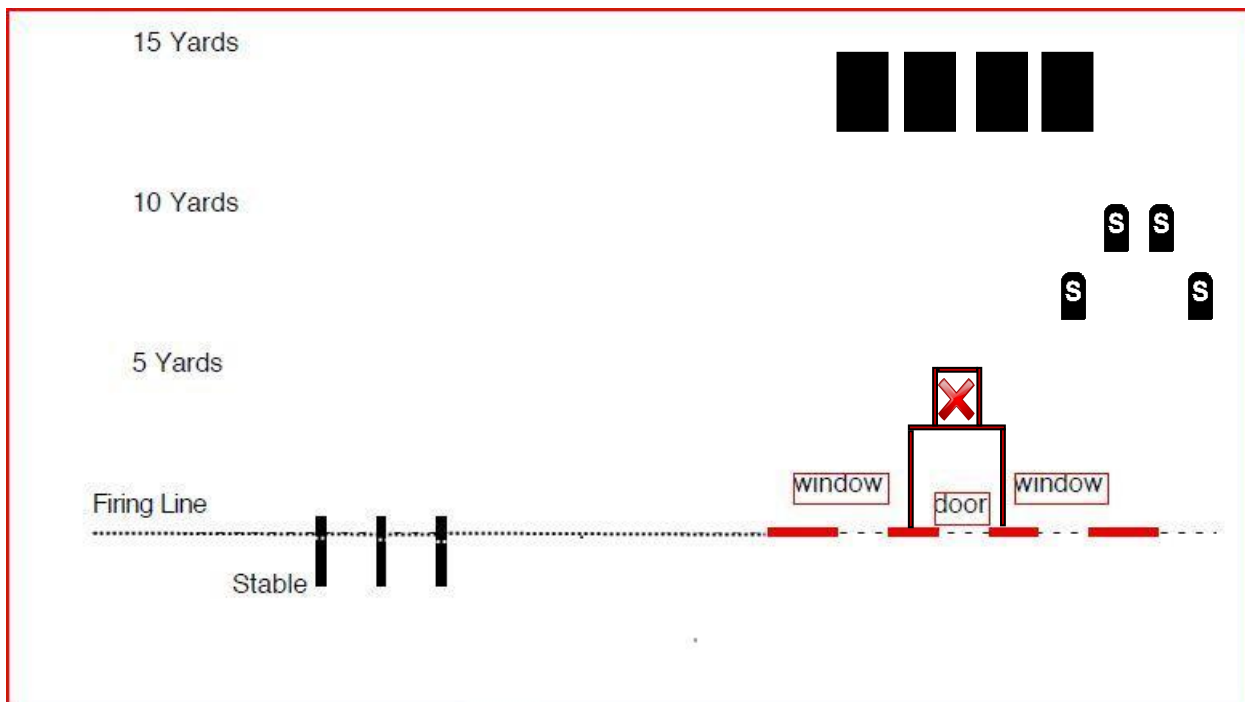
Sequence: shotgun – rifle - pistols

Setting: It's Saturday night in Kubaville so the Cavalier Cowboys are coming to town to shoot off a little steam and spend a little time with the gals. One bunch of Bone Head Cowboys decides their cattle aren't safe out there on the prairie by themselves, so they decide to bring them to town. You know it will take weeks to clean up after them, so you stampede their heard back to the prairie where they belong.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at right window. Shooter starts standing at right window with shotgun held at cowboy port arms. When ready say **"You ain't bringin' them cattle through here!"**. ATB, engage the 4 shotgun knockdowns in any order, make shotgun safe. Pick up rifle, and shooting through window, engage rifle targets in a Progressive sweep (example: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4), make rifle safe at window. Move through the door to the end of the bottom platform (X on layout). Draw pistols to category and shoot the rifle targets with pistols in the same Progressive sweep as you did with your rifle. Take open and empty guns to unloading table.

Props – Dead Dog Saloon (on site)

Targets - 4 large rifles, 4 shotgun knockdowns, 2 shotgun knockdown stands



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

Kuba Kid