

Cavalier Rifle & Pistol Club

COWBOYS

November 4, 2012

(from the match cancelled on October 7, 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: pistol - rifle - shotgun

Setting: The Windhorse Rider is setting down paving stones outside the line shack when he spots the infamous Pepper Mill Gang riding up with guns drawn. This Cavalier Cowboy needs to act fast to stop the outlaws from doing him harm.

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 also staged on horse. Shooter starts standing behind stone with hands hanging naturally along sides. When ready, say **"You'll be sorry!"**. ATB draw pistols to category and engage pistol targets in a continuous double tap Nevada sweep. Move to horse, pick-up rifle, engage rifle targets same as pistols, then make rifle safe. Pick-up shotgun and engage knockdowns any order. Take open and empty guns to unloading table.

Targets - 3 large rifle, 2 pistol squares, 1 pistol cowboy, 4 shotgun knockdowns

Props - 1 horse rack, 1 stone marker

Stage 2

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

Sequence: shotgun - rifle - pistol

Setting: The Cavalier Cowboy stops at the barn to stable his horse after a long day on the range. While getting the kinks out of his back, he sees members of the Black Creek Gang riding up to take his horse. He takes quick action to keep his horse.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse rack. Shotgun (AOE) is staged at stall #2. Shooter starts in stall #2 with hands on his lower back like a stretching position. When ready say **"That's my horse"**. ATB pick-up shotgun and engage the four knockdowns any order. Move to the horse rack with open shotgun (watch your 170°) and engage the two knockdowns, then make shotgun safe. Pick-up rifle, engage rifle targets in this order R1, R2, R3, R2, R1, R1, R2, R2, R3, R3, then make rifle safe. Draw pistols to category and engage pistol targets in the same order as the rifle. Take open and empty guns to unloading table.

Targets - 3 large rifle, 2 pistol squares, 1 pistol cowboy, 6 shotgun knockdowns, 2 shotgun knockdown stands

Props - 1 horse rack

Stage 3

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

Sequence: rifle – shotgun - pistols

Setting: The Cavalier Cowboy is riding the outskirts of the herd when he spots a lone cow that looks like it's stuck in a mud hole. He dismounts and goes to check on the cow, but when he gets there he sees rustlers riding hard towards him. He will have to stop them.

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 horse. When ready say **"No cows for you!"** A.T.B. engage rifle targets in a Nevada sweep, but the center target is shot with a double tap (e.g. R1, R2, R2, R3, R2, R2, R1, R2, R2, R1), make rifle safe. Pick-up shotgun and move down range to the hay bale. Engage the two knockdowns, make shotgun safe on hay bale. Draw pistols to category and engage the three targets same as you did with your rifle. Take open and empty guns to unloading table.

Targets - 3 large rifle, 2 shotgun knockdowns

Props - 1 horse rack, 1 hay bale

Stage 4

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

Sequence: shotgun – rifle - pistols

Setting: After a hot day of riding the range, the Cavalier Cowboy decides to stop at the Dead Dog Saloon for a drink. Little does he know what's left of the Black Creek gang that he had the shoot out with has followed him to town. He wants his drink, so he takes action to chase off the gang..

Procedure: Both pistols loaded (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged on table at doorway. Shotgun (AOE) is staged at right window. Shooter starts at right window holding shot glass with one hand chest high and other hand touching shotgun. When ready say **"I want my drink!"** A.T.B. put shot glass down and engage the two knockdowns through the window. Move with open shotgun to doorway, engage the four knockdowns any order, make shotgun safe. Engage rifle targets in a Missouri Hillbilly sweep. (e.g. R1, R1, R2, R3, R4, R4, R3, R2, R1, R1) make rifle safe. Move to left window and shooting through window engage the pistol target same as rifle. Take open and empty guns to unloading table.

Targets - 4 large rifles, 2 pistol squares, 2 pistol cowboys, 6 shotgun knockdowns,

Props - 1 card table, 1 shot glass or beer mug

Stage 5

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

Sequence: pistols – rifle - shotgun

Setting: Cavalier Cowboy, Enid City Kid, stops by the country store to get some supplies. Once inside he sees hostile Indians approaching the store with guns drawn. The Kid needs his supplies, but he has to chase off the Indians before he can get them.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at left window. Shotgun (AOE) is staged on table at doorway. When ready say **“Get out of here!”** A.T.B. draw pistols to category and engage pistol targets in this order P1, P2, P2, P3, P4, P4, P3, P2, P2, P1. Pick-up rifle and engage the rifle targets same as pistol, make rifle safe. Move to doorway, engage the two knockdowns, move to right window and engage the two knockdowns. Take open and empty guns to unloading table.

Targets - 4 large rifles, 2 pistol squares, 2 pistol cowboys, 4 shotgun knockdowns

Props – card table

Stage 6

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

Sequence: rifle must be first, then shooter’s choice

Setting: Back at the Cavalier Ranch, the Cowboy is getting ready to clean his dirty guns. Before he can start, he sees outlaws fast approaching to raid the ranch. The Cowboy can’t let that happen, so he grabs his guns and goes to work to stop the raid.

Procedure: Both pistols loaded (HDEC) and staged on table at doorway. Rifle loaded with 10 rounds (HDEC) and staged on table. Shotgun (AOE) is also staged on table. Shooter starts sitting and remains sitting during the entire stage. When ready say **“I’ll clean them later!”**. ATB, pick-up rifle and engage the rifle targets in an IRS sweep (e.g. R1, R2, R2, R3, R3, R3, R4, R4, R4, R4), make rifle safe. Pistols are same as rifle. Two shotgun knockdowns are shot in any order. Take open and empty guns to unloading table.

Targets - 4 large rifles, 2 pistol squares, 2 pistol cowboys, 2 shotgun knockdowns

Props – 1 card table, 1 stool

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

Kuba Kid