

Cavalier Cowboys

Sunday – January 2nd, 2011

“Let’s Shoot Some Steel”
Stages Written by: Striker

Since it is January 2011 and probably on the cold side, we are going to keep the story line short this morning, so here we go.... “Let’s Shoot Some Steel”.

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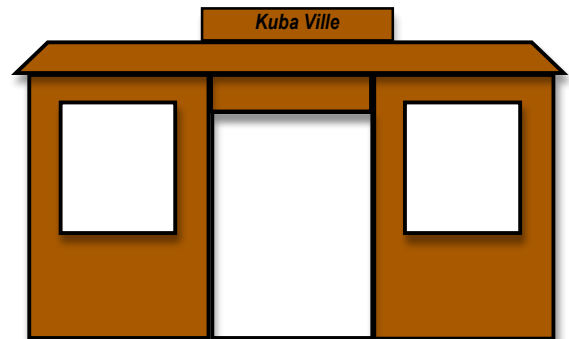
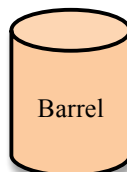
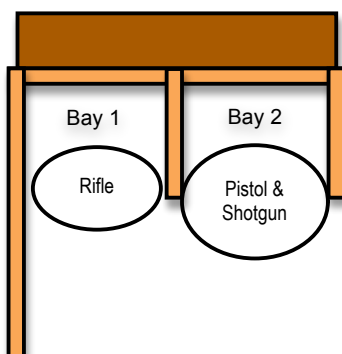
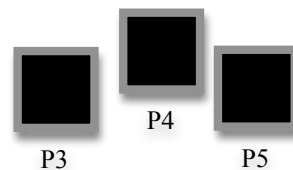
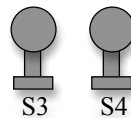
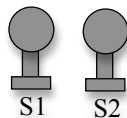
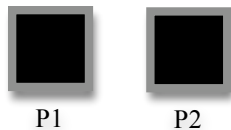
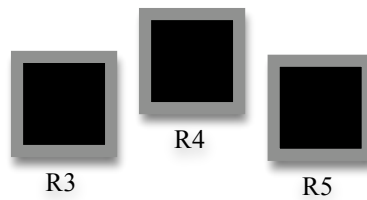
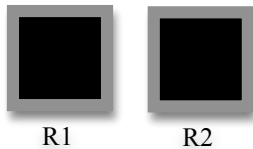
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STAGE ONE (Right Side)

10 pistol, 10 rifle, and 2+ shotgun

Procedure: Pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and held at cowboy port arms. Open, empty shotgun is staged in Bay #2. Shooter must have at least two shotgun shells on their person.

The shooter starts standing in Bay #1 with the rifle held at cowboy port arms and when ready says “**Top Knot**”. At the beep alternate 10 rounds between the R1 and R2 rifle targets. Make rifle safe. The shooter will then move to Bay #2, draw pistols according to category and alternate 10 rounds between the P1 and P2 pistol targets. The shooter will then pick up shotgun and engage the S1 and S2 knockdown targets in any order, all must fall. Make shotgun safe. The shooter will then retrieve long guns and move to the unloading table.



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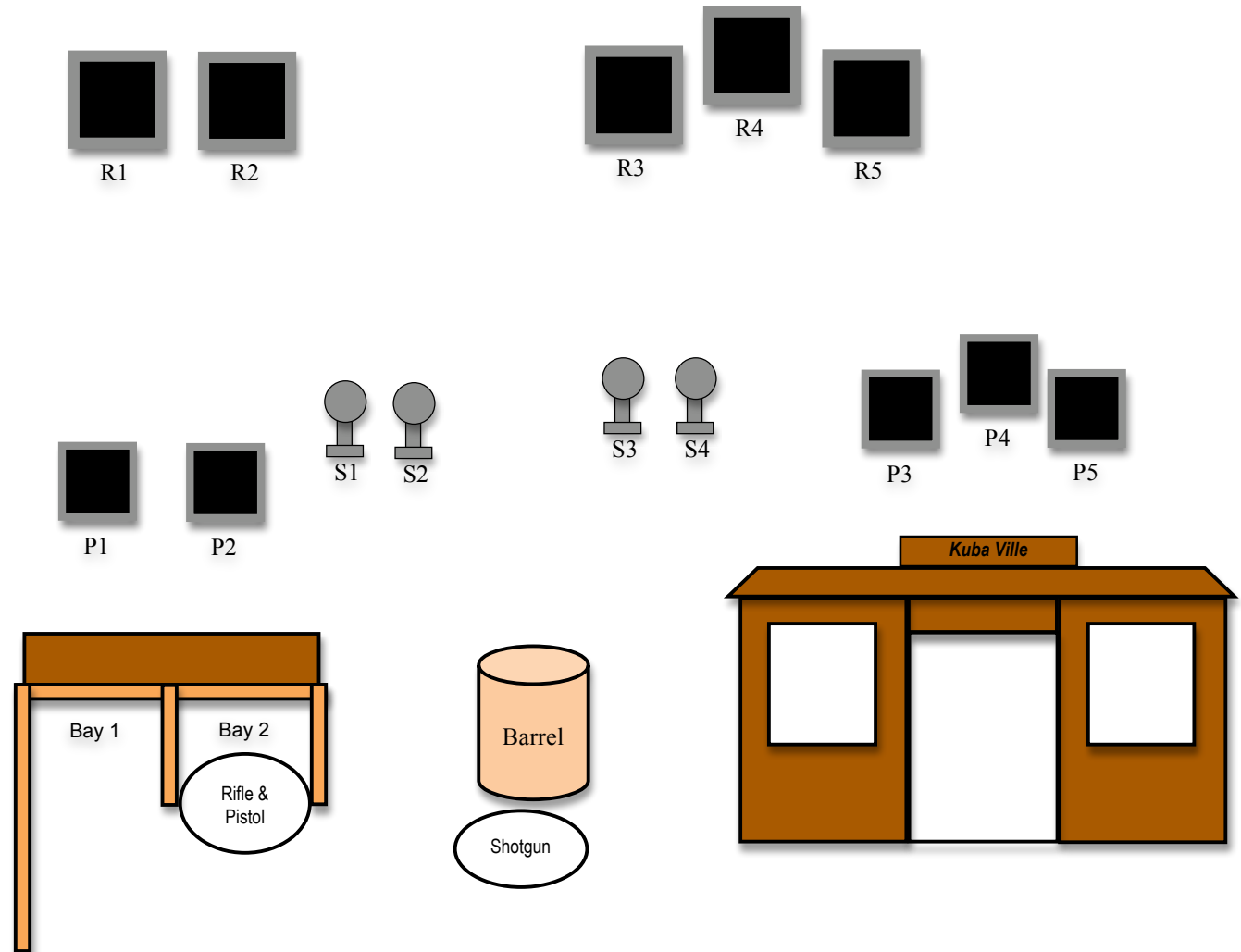
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STAGE TWO (Right Side)

10 pistol, 10 rifle, and 4+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged in Bay #2.. Open, empty shotgun is staged in Bay #2. Shooter must have at least four shotgun shells on their person.

The shooter starts standing at the barrel with hands on shooters hat and when ready says “**Top Knot**”. At the beep the shooter will retrieve shotgun and engage the four knockdown targets (S1, S2, S3, S4) in any order, all must fall. The shooter then moves to Bay #2, retrieves rifle and engages the rifle targets in the following order: (R1, R2, R2, R1, R1, R1, R2, R2, R2, R2). Make rifle safe. The shooter will then draw pistols according to category and engage the pistol targets in the following order: (P1, P2, P2, P1, P1, P1, P2, P2, P2, P2). The shooter will then retrieve long guns and move to the unloading table.



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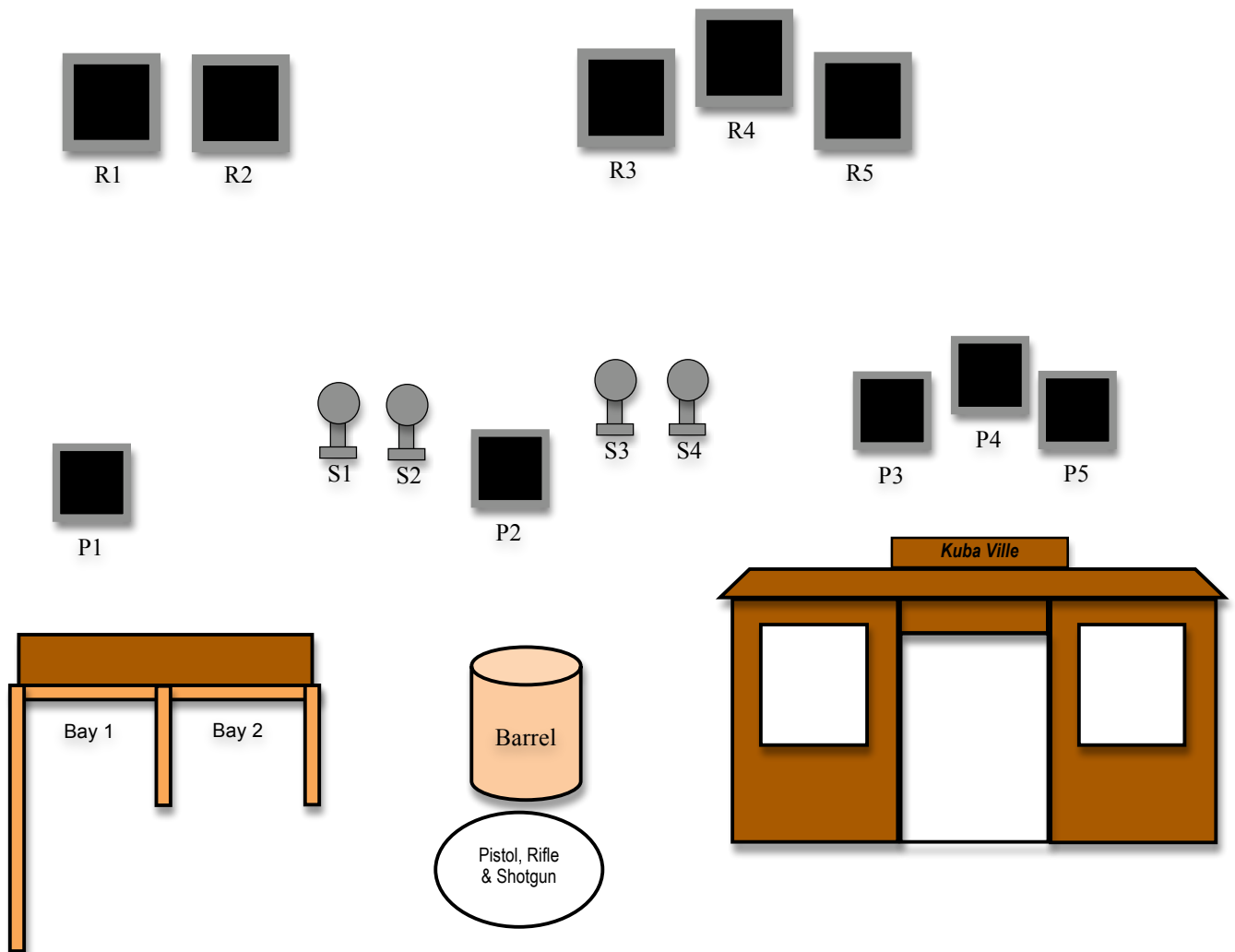
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STAGE THREE (Right Side)

10 pistol, 10 rifle, 4+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged on the barrel. Open, empty shotgun is staged on the barrel. Shooter must have at least four shotgun shells on their person.

Shooter starts standing at the barrel with both hands on the barrel and when ready says “**Top Knot**”. At the beep the shooter has the choice of weapon order but must not shoot the rifle last. For pistol the shooter will draw pistols according to category and dump 10 rounds on the P2 pistol target. For rifle the shooter will sweep the 5 rifle targets (R5, R4, R3, R2, R1) right to left twice and then make the rifle safe. For shotgun the shooter will sweep the 4 shotgun targets (S4, S3, S2, S1) from right to left, all targets must fall and then make the shotgun safe. At the end the shooter will retrieve long guns and move to the unloading table.



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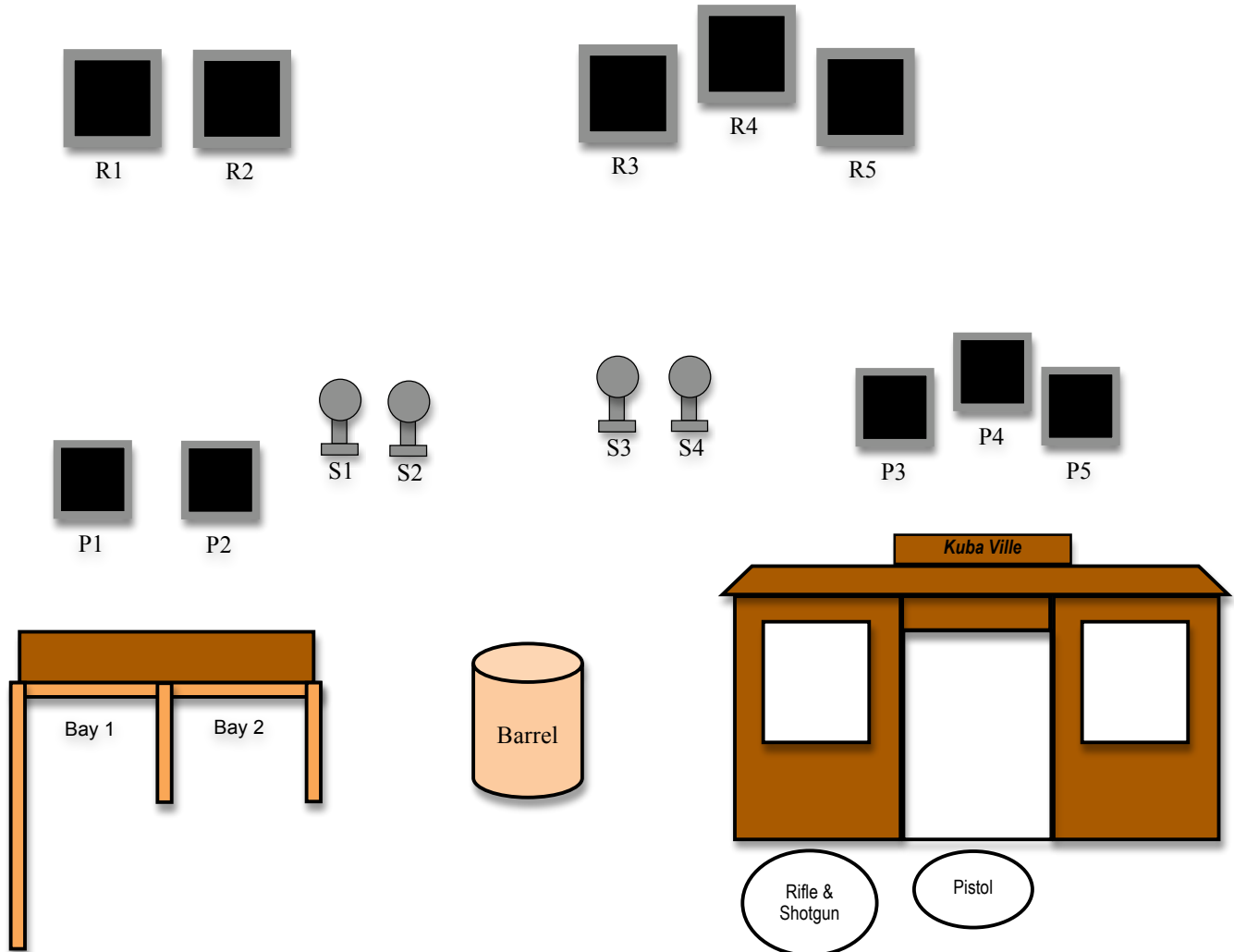
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STAGE FOUR (Right Side)

10 pistol, 10 rifle, 2+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the left window. Open, empty shotgun is staged in the left window. Shooter must have at least two shotgun shells on their person.

The shooter starts standing at the left window with hands on window frame at shoulder height and when ready says “**Top Knot**”. At the beep the shooter will retrieve shotgun and engage the S3 and S4 knockdown targets in any order, all must fall. Make shotgun safe. Next, retrieve rifle and engage the 3 rifle targets (R3, R4, R5) in the following order: (R3, R3, R3, R4, R4, R5, R5, R5, R4, R4). Make rifle safe. The shooter will then move to the doorway, draw pistols according to category and engage the 3 pistol targets (P3, P4, P5) in the following order: (P3, P3, P3, P4, P4, P5, P5, P5, P4, P4). Retrieve long guns and move to the unloading table.



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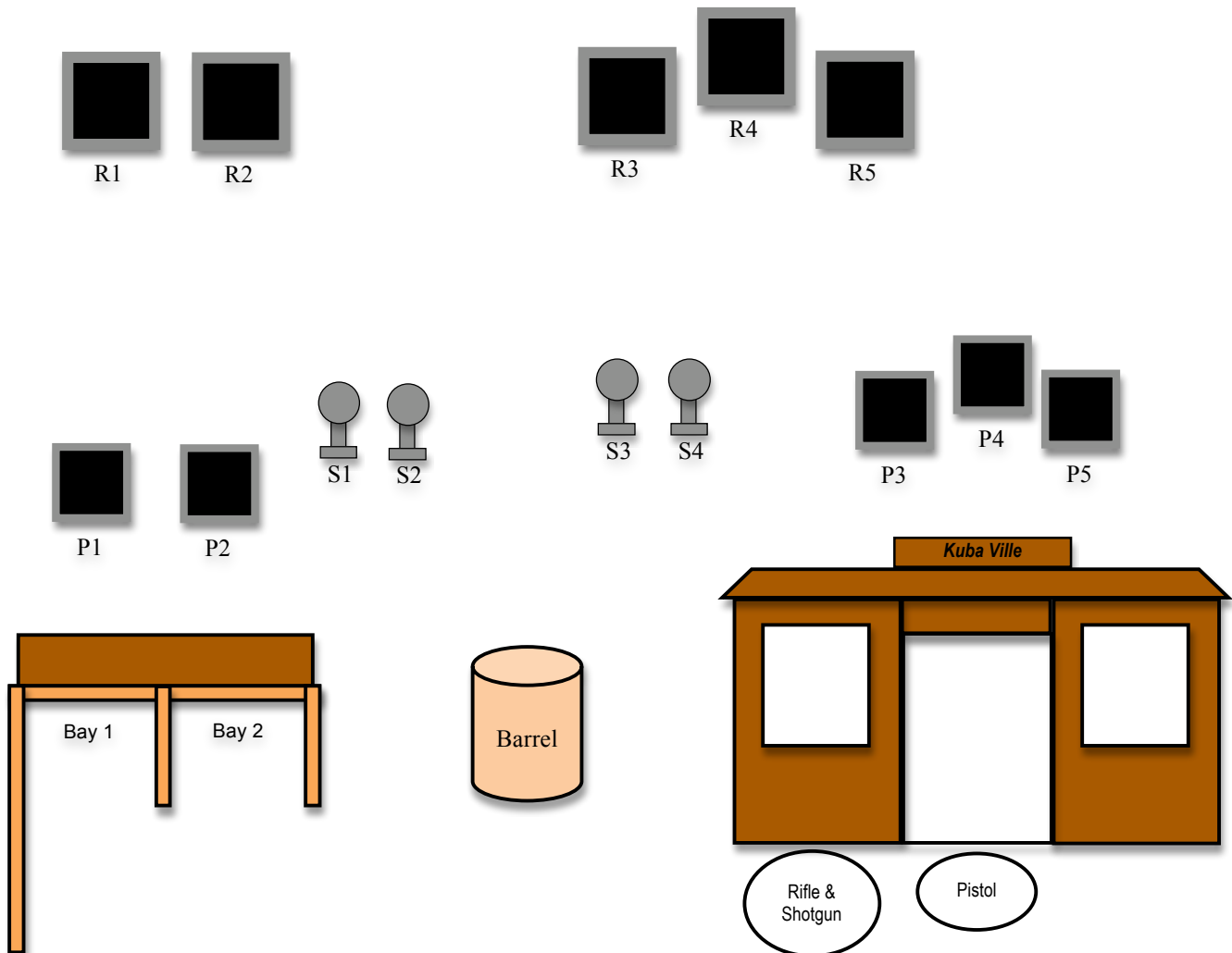
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STAGE FIVE (Right Side)

10 pistol, 10 rifle, 2+ shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the left window. Open, empty shotgun is staged in the left window. Shooter must have at least two shotgun rounds on their person.

The shooter starts standing at the doorway with hands on pistol butts and when ready says “**Top Knot**”. At the beep the shooter will draw pistols according to category and engage the pistol targets (P3, P4, P5) in a double tap Nevada sweep starting on any of the three targets, for example (P3, P3, P4, P4, P5, P5, P4, P4, P3, P3). The shooter will then move to the left window, retrieve rifle, and engage the rifle targets (R3, R4, R5) in a double tap Nevada sweep starting on the same target number as the pistol, for example (R3, R3, R4, R4, R5, R5, R4, R4, R3, R3). Make rifle safe. The shooter will then retrieve shotgun and engage the S3 and S4 knockdown targets in any order, all must fall. Make shotgun safe. The shooter will retrieve long guns and move to the unloading table.



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STAGE SIX (Right Side)

10 pistol; 10 rifle; 4+ shotgun

Procedure: Pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the left window. Open, empty shotgun is staged in the left window. Shooter must have at least four shotgun shells on his person.

Shooter starts standing at the barrel with hands anywhere the shooter wants and when ready says “**Top Knot**”. At the beep the shooter will retrieve shotgun and engage the four shotgun targets (S1, S2, S3, S4) anyway the shooter wants, all must fall. Make shotgun safe. The shooter will then move to the left window, retrieve rifle, and engage the 3 rifle targets (R3, R4, R5) anyway the shooter wants, each target must be engaged. Make rifle safe. The shooter will then move to the doorway, draw pistols according to category and engage the 3 pistol targets (P3, P4, P5) anyway the shooter wants, each target must be engaged. Retrieve long guns and move to the unloading table.

