

# Cavalier Rifle & Pistol Club

## COWBOYS

### April 3, 2011

- 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))

#### Range 3 – Left Side:

##### Stage 1

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

**Sequence:** rifle - pistols - shotgun

**Setting:** On a cold winter day the Cavalier cowboys ride out to check on the herd and run into a band of Indians looking to steal some steers. The Indians don't plan to stop their stealing, so the cowboys have no choice but to fight them off.

**Procedure:** Both pistols loaded (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and held at cowboy port arms. Shotgun (Action Open and Empty - AOE) is staged at hay bale. Shooter starts at horse. When ready shout "**Save the herd!**" ATB (at the beep) engage the rifle targets in a vigilante sweep from the left (R1, R2, R1, R2, R3, R1, R2, R3, R4, R5), make rifle safe on horse. Move to the hay bale, draw pistols to category and double tap Nevada sweep the pistol targets, holster. Engage shotgun targets any order. Take empty guns to unloading table.

**Props** – 1 hay bale, 1 horse rack

**Targets** - 5 large rifle, 3 pistol cowboys, 4 shotgun knockdowns

##### Stage 2

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

**Sequence:** rifle – shotgun – pistols

**Setting:** The cowboys find themselves in a hot fight with the band of Indians who don't plan on leaving without some steers. They have no choice but to pour on more lead.

**Procedure:** Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse. Shotgun (AOE) is also staged on horse. Shooter starts at horse with both hands on horse. When ready say "**Pour it on!**" A.T.B. retrieve rifle and engage rifle targets in a West Virginia sweep (R1, R2, R3, R4, R5, R5, R4, R3, R2, R1), make rifle safe on horse. Pick up shotgun, move behind hay bale, engage knockdowns in any order, make shotgun safe. Draw first pistol and engage P1 twice, P2 three times with second pistol shoot P3 twice and P2 three times, then holster. Take empty guns to unloading table.

**Props** – 1 hay bale, 1 horse rack

**Targets** - 5 large rifle, 3 pistol cowboys, 4 shotgun knockdowns

##### Stage 3

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

**Sequence:** shotgun – pistol – rifle - pistol

**Setting:** The cowboys are in a heck of a fight with the Indians. Their only hope to win is to shoot straight and fast.

**Procedure:** Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse. Shotgun (AOE) is held at cowboy port arms. Shooter starts standing behind hay bale. When ready say **"Shoot straight!"** A.T.B. engage the four knockdowns outside-outside, inside-inside, make shotgun safe on hay bale. Draw 1<sup>st</sup> pistol and alternate shooting the two pistol targets for five rounds, holster. Move to horse, pick-up rifle and shoot the rifle targets outside-outside, inside-inside-center, then reverse (example: R1, R5, R2, R4, R3, R3, R2, R4, R5, R1). Make rifle safe. Draw 2<sup>nd</sup> pistol and dump 5 on pistol target. Take empty guns to unloading table.

**Props** – 1 hay bale, 1 horse rack

**Targets** - 5 large rifle, 3 pistol cowboys, 4 shotgun knockdowns

### **Range 3 – Right Side:**

#### **Stage 4**

**Ammo:** 10+1 pistol; 10 rifle; 6+ shotgun (pick up misses)

**Sequence:** shotgun – rifle - pistols

**Setting:** The Cavalier cowboys come upon an abandoned cabin where they're shot at by some outlaws hold up there. The cowboys have to fight off the outlaws to save their hides.

**Procedure:** Both pistols loaded (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged on table at doorway. Shotgun (AOE) is held at cowboy port arms. Shooter starts standing at right window. When ready say **"Shoot back!"** A.T.B. shoot the four shotgun targets. Move with open shotgun to doorway and engage the two knockdowns, make shotgun safe. Pick-up rifle and Nevada sweep the rifle targets from any direction, make rifle safe on table. Draw pistols to category and Nevada sweep the pistol targets. Take empty guns to unloading table.

**Props** – storefront, card table

**Targets** - 4 large rifles, 4 pistol squares, 4 shotgun knockdowns, 2 clay birds

#### **Stage 5**

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

**Sequence:** pistols – rifle - shotgun

**Setting:** The cowboys stop in town for some liquid refreshment, when the infamous Black Creek gang decides to start a gunfight. Well, the Cavalier cowboys can't just stand there and get shot, so they return as good as they get..

**Procedure:** Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at left window sill. Shotgun (AOE) is staged at left window. Shooter starts standing at doorway behind table with shot glass in one hand and other hand on pistol butt. When ready shout **"You asked for it!"** ATB, engage the pistol targets in a Progressive sweep (example: P1, P2, P2, P3, P3, P3, P4, P4, P4, P4), holster. Move to window, pick up rifle and engage rifle targets same as pistol, then load one and shoot the bonus target for a 5 second bonus (no penalty for miss). Make rifle safe on window still. Pick up shotgun and shoot the four knockdowns. Take empty guns to unloading table.

**Props** – storefront, card table, shot glass

**Targets** - 4 large rifles, 4 pistol squares, 4 shotgun knockdowns, 1 bonus red diamond



## **Stage 6**

**Ammo:** 10 pistol, 10 rifle, 5 shotgun (pick up misses)

**Sequence:** rifle – shotgun - pistols

**Setting:** The Cavalier Cowboys are between a rock and a hard spot. They will really have to go some to win the gunfight and put the Black Creek gang out of business.

**Procedure:** Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and held at cowboy port arms. Shotgun (AOE) is staged at left window still. Shooter starts standing at left window. When ready say "**Get tough!**". ATB, engage rifle targets in a Badger sweep from any direction (example: R1, R2, R3, R4, R1, R2, R3, R1, R2, R1) make rifle safe at window. Pick up shotgun and engage knockdowns in any direction. Move with open shotgun to doorway and shoot the clay target, make shotgun safe on table. Draw pistols to category and shoot the pistol targets same as rifle (example: P1, P2, P3, P4, P1, P2, P3,, P1, P2, P1), holster. Take empty guns to unloading table.

**Props** – storefront, 1 card table

**Targets** - 4 large rifles, 4 pistol squares, 4 shotgun knockdowns, 1 clay target

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

**Kuba Kid**