

Cavalier Rifle & Pistol Club
COWBOYS
August 7, 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 – shotgun - pistols

Setting: The Cavalier Cowboy is working as the payroll guard for the local mining company. As he stops to rest his mount, he notices that the Black Creek gang is trying to waylay him. There ain't no way this cowboy is going to give up that payroll, so he sets about stopping the outlaws for good.

Procedure: Both pistols loaded with 5 rounds each (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 on either the left or right horse (shooter's option). Shooter starts standing at stone marker. When ready, say **"I am not waiting to see how this turns out!"**. ATB, raise rifle and engage the rifle targets twice each in any order. Take rifle with you to shotgun, make rifle safe and engage 2 knockdowns. Move with shotgun to the other horse and shoot the 2 knockdowns. Make shotgun safe, move to hay bale and engage the rifle targets with pistols in a double-tap sweep. Take empty guns to unloading table

Props – 2 horse racks, 1 hay bale, 1 stone marker

Targets - 5 large rifle squares, 4 shotgun knockdowns

Stage 2

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

Sequence: shotgun – rifle - pistols

Setting: The Cavalier Cowboy is keeping the outlaws at bay, but he needs to pour on even more lead to win the day.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on a horse (shooter's option). Shotgun (AOE) is staged on other horse. Shooter starts standing at horse where shotgun is staged and with hands touching that horse. When ready, say **"You want more lead?"** ATB, pick up shotgun, engage the 3 shotgun targets and take shotgun with you to the other horse. Engage the 3 shotgun targets and make shotgun safe. Pick up rifle, engage the rifle targets in a Dogmeat sweep as follows – Nevada sweep with 5 rounds on center 3 targets starting on R2 then a 5 round sweep on 5 targets starting on R1, make rifle safe. Move to hay bale, draw pistols to category and shoot the targets same as rifle. Take empty guns to unloading table.

Props – 2 horse racks, 1 hay bale, 2 clay stands

Targets - 5 large rifle, 4 shotgun knockdowns, 1 box of clays

Stage 3

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

Sequence: pistols – rifle - shotgun

Setting: You've just started to make camp after your long ride on the trail, when you hear some hostiles trying to sneak up on you. They just don't know how fast you are with your guns..

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on hay bale. Shotgun (AOE) is also staged on hay bale. Shooter starts standing behind hay bale with hands on pistol butts. When ready, say **"I am fast!"**. ATB, draw pistols to category and put 10 rounds on the 3 targets, then holster. Pick up rifle and put 10 rounds on the same 3 targets, then make rifle safe. Pick up shotgun and shoot the 2 shotgun targets. Take empty guns to unloading table.

Props – 1 hay bale

Targets - 3 large rifle, 2 shotgun clays

Range 3 – Right Side:

Stage 4

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

Sequence: pistols – rifle - shotgun

Setting: A Cavalier Cowboy visits the country store to get some good cigars, when a group of outlaws start firing and state their intentions to rob the store as well as its customers. Well, this cowboy ain't about to give up his money or his cigars, so he starts shooting back.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged at the right window. Shotgun (AOE) is also staged at the right window. Shooter starts standing at doorway with hands hanging naturally at sides. When ready, say **"No cigars for you!"**. ATB draw pistols to category and shoot 4-1-1-4 sweep from either direction. Move to the window, pick up rifle and engage rifle targets same as pistols, then make rifle safe. Pick up shotgun and shoot the 4 knockdowns any order. Take empty guns to unloading table.

Props – storefront (on site)

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

Stage 5

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

Sequence: rifle – pistols - shotgun

Setting: The outlaws are putting up a good fight; they really want those cigars. So, the cowboy gets serious with his fast and straight shootin'.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and held at port arms. Shotgun (AOE) is staged at left window. Shooter starts at left window. When ready, say **"You'll get your smokes in hell!"** ATB engage the rifle targets in a progressive sweep (e.g. R1, R2, R2, R3, R3, R3, R4, R4, R4, R4), make rifle safe. Pick up shotgun and shoot the 2 shotgun targets, then take shotgun with you to doorway. Make shotgun safe and draw pistols to category. Shoot pistol targets same as you did rifle. Move to right window and with shotgun shoot the 4 shotgun targets. Take empty guns to unloading table.

Props – storefront (on site), 1 card table, 1 box of clays

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

Stage 6

Festus Can Shoot

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

Sequence: shotgun – rifle - pistols

Setting: A Cavalier Cowboy has just finished setting up tables for lunch at the ranch when he spots the Pepper Mill gang sneaking up to attack the ranch house. The other cowboys haven't gotten in yet, so it's up to him to stop those outlaws.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at right window. Shotgun (AOE) is also staged at right window. Shooter starts at doorway with cup in one hand and plate in the other hand. When ready, say **"No lunch for you!"** ATB put cup and plate on table, move to the right window, pick up shotgun and engage the 4 knockdowns. Make shotgun safe, pick up rifle and move to the doorway. Engage rifle targets in a 32/32/ sweep, then make rifle safe on table. Draw pistols category and shoot pistol targets same as rifle. Take empty guns to unloading table.

Props – storefront (on site), 1 card table, tin cup & plate

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

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

Kuba Kid