

**Cavalier Rifle & Pistol Club**  
**COWBOYS**  
**December 5, 2010**

- 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:** pistols – rifle - shotgun

**Setting:** A Cavalier cowboy is putting out salt stones on the range when he sees a band of hostile Indians approaching with no good intent. You've got to move and shoot quick.

**Procedure:** Both pistols loaded with 5 rounds each (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged at horse. Shotgun (Action Open and Empty - AOE) is also staged on horse. Shooter starts standing with at least one foot behind salt stone. When ready say "No scalps for you!" ATB move to the barrel, draw pistols to category and shoot a 2-3-2-3 sweep (P1, P1, P2, P2, P2, P3, P3, P4, P4, P4), holster. Move to horse, sweep rifle targets same as pistols (2-3-2-3), and then make rifle safe. Pick up shotgun and shoot the knockdowns in any direction. Take empty guns to unloading table.

**Props** – 1 whiskey barrel, 1 horse rack, 1 salt stone

**Targets** - 4 large rifle, 2 pistol cowboys, 2 pistol squares, 4 shotgun knockdowns

**Stage 2**

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

**Sequence:** rifle – shotgun – pistols

**Setting:** The cowboy is riding the range when he's attacked by a gang of rustlers. Though outnumbered, his only chance is to shoot straight and fast.

**Procedure:** Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse. Shotgun (AOE) is also staged on horse. Shooter starts standing behind horse with hands hanging naturally at sides. When ready shout "I hate rustlers!" ATB engage rifle targets with a progressive sweep from any direction (example: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4) then make rifle safe. Pick up shotgun and sweep the knockdowns right to left. Move with open shotgun behind stone, engage the two clay targets, make shotgun safe on whiskey barrel. Draw pistols to category and shoot a progressive sweep again on pistol targets. Take empty guns to unloading table.

**Props** – 1 whiskey barrel, 1 horse rack, 1 stone marker

**Targets** - 4 large rifle, 2 pistol cowboys, 2 pistol squares, 4 shotgun knockdowns, 2 v-stands with clays

**Stage 3**

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

**Sequence:** shotgun – pistols – shotgun - rifle

**Setting:** You've made some headway in the fight, but it's not over yet.

**Procedure:** Both pistols loaded with 5 rounds each (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 barrel. When ready say "I still hate rustlers!" ATB engage the two knockdowns and make shotgun safe on barrel. Draw pistol to category and shoot a continuous Nevada sweep from any direction, holster. Move with open shotgun (watch your muzzle) to the horse and shoot the two knockdowns, then make shotgun safe on horse. Engage rifle targets same as pistols (example: R1, R2, R3, R4, R3, R2, R1, R2, R3, R4). Take empty guns to unloading table.

**Props** – 1 whiskey barrel, 1 horse rack

**Targets** - 4 large rifle, 2 pistol cowboys, 2 pistol squares, 4 shotgun knockdowns

### **Range 3 – Right Side:**

#### **Stage 4**

**Ammo:** 10+1 pistol; 10 rifle; 4+ shotgun (pick up misses)

**Sequence:** rifle – pistols - shotgun

**Setting:** The Cavalier Cowboys, known as the Windhorse Rider and Kid Sheffer, visit a country store with a bar. Upon entering, they're attacked by members of the Black Creek Gang and the gunfight begins!

**Procedure:** Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged at the left window. Shotgun (AOE) is staged at right window. Shooter starts standing at left end of front porch facing up range with hands on railing. When ready say "You bushwhackers!" ATB turn, pick up rifle and engage rifle targets in this order – R2, R2, R2, R2, R1, R1, R2, R2, R3, R3. Load one and shoot the bonus diamond target for a 5 second bonus (no penalty for a miss), then make rifle safe. Move to doorway and engage pistol targets in this order – P2, P2, P1, P2, P3, P2, P2, P1, P2, P3 (double tap center target, then sweep left-to-right and repeat). Move to the right window, pick-up shotgun and shoot knockdowns in any order. Take empty guns to unloading table.

**Props** – storefront

**Targets** - 3 large rifles, 2 pistol squares, 1 pistol cowboy, 1 bonus diamond, 4 shotgun knockdowns

#### **Stage 5**

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

**Sequence:** pistols – rifle - shotgun

**Setting:** Windhorse Rider and the Kid made it out of the store, reloaded their guns and will end the gunfight with that hated gang.

**Procedure:** Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at left window. Shotgun (AOE) is staged on table at doorway. Shooter starts standing at right window with hands cupped around mouth. When ready shout "Eat more lead!" ATB, move to doorway, draw pistols to category and shoot a 1-3-1 sequence in this order – P1, P3, P2, P2, P2, and then repeat with second pistol. Move to the rifle and engage the targets in this order R1, R3, R2, R2, R2, R1, R3, R2, R2, R2, then make rifle safe. Move to doorway, pick up shotgun and engage knockdowns outside-outside-inside-inside. Take empty guns to unloading table.

**Props** – storefront, card table

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

## **Stage 6**

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

**Sequence:** shotgun – rifle - pistols

**Setting:** The Cavalier Cowboys finish the gunfight at the store and decide to go check-in at the hotel. They no sooner get in their room when they look out the window and spot hostiles sneaking up on the hotel. They have to save their hides yet again.

**Procedure:** Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on table. Shotgun (AOE) is held at cowboy port arms. Shooter starts standing at left window. When ready say "**Not again!**". ATB, move with open shotgun to doorway (watch your muzzle), engage knockdowns inside-inside-outside-outside, make shotgun safe. Pick up rifle, engage the three rifle targets in a John Wayne sweep from the left – R1, R2, R3, R3, R2, R1, R1, R2, R3, R3, make rifle safe. Draw pistols to category and shoot the three pistol targets same as rifle. Take empty guns to unloading table.

**Props** – storefront, table

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

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

**Kuba Kid**