

Cavalier Rifle & Pistol Club

COWBOYS

December 4, 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: shotgun - rifle - pistols

You are the biggest rancher in Kubaville and you hear there are some free grazers camped out on your land waiting to move their herd through your ranch. In the morning you figure the local cemetery would make a good permanent home for them free grazers.

Procedure: Both pistols loaded with 5 rounds each (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged horse. Shotgun (Action Open and Empty - AOE) is held at cowboy port arms. Shooter starts standing by cactus. When ready, say "**Since you are here you might as well stay.**" A.T.B., engage the two knockdowns. Move with open shotgun to the horse, engage the two knockdowns and make shotgun safe on horse. Pick up rifle; engage rifle targets in a West Virginia Sweep (e.g. R1, R2, R3, R4, R5, R5, R4, R3, R2, R1) and make rifle safe. Move to the hay bale, draw pistols to category and shoot the rifle targets with your pistols in the same sequence that you shot your rifle. Take empty guns to unloading table

Props – 1 cactus, 1 hay bale, 1 horse rack

Targets - 5 large rifle, 4 shotgun knockdowns

Stage 2

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

Sequence: rifle - pistols - shotgun

Setting: Kubaville's Old Main Street has become overgrown with vagrants and varmints. The town needs to clean things up and show a little more respect to its citizens. You decide to start the process.

Procedure: Both pistols loaded with 5 rounds each (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 "**Damn you varmints!**" A.T.B., engage rifle targets in a double tap sweep from any direction; make rifle safe. Draw pistols to category and double tap Nevada sweep the three pistol targets from any direction. Pick up shotgun; engage the two knockdowns, move to hay bale and engage the last two knockdowns. 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: pistols - rifle - shotgun

Setting: Friends of those varmints that you just laid to rest are coming into town looking for revenge. You must act quickly and put them away.

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 at horse with arms hanging naturally at sides. A.T.B., draw pistols to category; engage pistol target – center then alternate outside-outside for five rounds then repeat (e.g. P2, P1, P3, P1, P3, P2, P1, P3, P1, P3). Move to hay bale, engage rifle targets – center, inside-inside, outside-outside, then repeat (e.g. R3, R2, R4, R5, R1, R3, R2, R4, R5, R1), make rifle safe on hay bale. Move to the cactus, engage shotgun targets inside-inside, outside-outside. Take empty guns to unloading table.

Props – 1 horse rack, 1 cactus, 1 hay bale

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

Range 3 – Right Side:

Stage 4

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

Sequence: rifle - shotgun - pistol

Setting: Some sorry looking Indians have come to the country store wanting you to come out and trade your goods with them. You can't tell whether they are friend or foe. Better not take a chance. You will need your scalp to keep you warm come winter.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and held at cowboy port arms. Shotgun (AOE) is staged at right window. Shooter starts standing at left window. When ready, say “**I am not coming out and you ain't coming in.**” A.T.B., engage the rifle targets in a Nevada Sweep from any direction, then make rifle safe. Move to the right window, pick up shotgun, engage the four knockdowns then make shotgun safe. Move to the doorway, draw pistols to category and shoot the pistol targets in a continuous Nevada Sweep. Take empty guns to unloading table.

Props – storefront (country store - on site)

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

Stage 5

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

Sequence: shotgun - rifle - pistols

Setting: You are tired of drifters coming into the Dead Dog Saloon looking for free drinks. You decide to give them something else free.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on table at doorway. Shotgun (AOE) is staged at right window. Shooter starts at right window with hands on window sill. When ready, say “**Drinks are 50 cents; bullets are on the house!**” A.T.B., engage the shotgun targets in any order and make shotgun safe. Move to the doorway, pick up rifle and engage rifle targets in a Progressive Sweep (e.g. R1, R2, R2, R3, R,3 R3, R4, R4, R4, R4). Make rifle safe. Draw pistols to category and shoot the pistol targets same as you did the rifle. Take empty guns to unloading table.

Props – storefront (Dead Dog Saloon - on site), 1 card table

Targets - 4 large rifles, 2 pistol cowboys, 2 pistol squares, 4 shotgun knockdowns, 2 clays w/stands

Stage 6

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

Sequence: pistol - rifle - shotgun

Setting: It's closing time at the Dead Dog Saloon, but the boys are having such a good time they don't want to leave. It looks like you will have to give them a little encouragement.

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 also staged at left window. Shooter starts standing at doorway with hands on pistol butts. When ready, say "**Bar's closed boys!**" A.T.B., draw first pistol and shoot a San Juan Sweep (e.g. P1, P1, P2, P1, P2, P3, P1, P2, P3, P4). Move to left window; pick up rifle and engage rifle targets same as pistols (e.g. R1, R1, R2, R1, R2, R3, R1, R2, R3, R4). Make rifle safe. Pick up shotgun and engage the two shotgun targets. Move to doorway and shoot two more shotgun targets. Move to right window and shoot the last two shotgun targets. Take empty guns to unloading table.

Props – storefront (Dead Dog Saloon - on site)

Targets - 4 large rifles, 2 pistol cowboys, 2 pistol squares, 4 shotgun knockdowns, 2 clays w/stands

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

Kuba Kid