

Cavalier Rifle & Pistol Club

COWBOYS

July 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

Marshal Dillon Proves Himself

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

Sequence: pistol – rifle - shotgun

Setting: Marshal Dillon is called out on the main street of Dodge City by a gunslinger who turns out not to be as fast as he thought. After winning the duel, Marshal Dillon has to overcome the friends of the gunslinger.

Procedure: Both pistols loaded with 5 rounds each (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged on the bar at right. Shotgun (Action Open and Empty - AOE) is staged on horse at left. Shooter starts standing behind the hay bale with hands hanging naturally along side. When ready say **"Draw!"**. A.T.B., draw first pistol and shoot the large target 5 times. Draw second pistol, and starting on the left (P1), alternate shots on P1 and P3, holster. Move to the rifle and engage the rifle targets with a 32/32 Sweep (R1, R1, R1, R2, R2, R3, R3, R3, R4, R4) from the left. Make rifle safe at bar, move to the shotgun and engage the 4 shotgun targets any order. Take empty guns to unloading table

Props – 2 whiskey barrels with bar top, 1 horse, 1 hay bale

Targets - 5 large rifle, 2 pistol cowboys, 4 shotgun knockdowns

Stage 2

Festus And The Indians

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

Sequence: rifle – shotgun – pistols

Setting: Deputy Festus is riding the range far from town when he's confronted by a war party of angry Indians. There's nothing for him to do but fight for his life, so he jumps off his mule and gets to shooting.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and shouldered. Shotgun (AOE) is staged on mule. Shooter starts standing by mule. When ready say **"I just hate injuns!"**. A.T.B. lever the rifle and engage the rifle targets in a Progressive Sweep (R1, R2, R2, R3, R3, R3, R4, R4, R4, R4), make rifle safe on mule. Pick up shotgun, engage the 2 near ground knockdowns, then the pop-up targets with clay bird, make shotgun safe. A miss on the flying clay will not count as a miss, but a hit is a 5 second bonus. Move to hay bale, draw pistols to category and shoot a 1-3-1 (P1, P2, P2, P2, P3), repeat, then holster. Take empty guns to unloading table.

Targets - 5 large rifle, 2 pistol cowboys, 2 shotgun knockdowns, 1 pop-up target w/bird

Props – 1 horse, 1 hay bale

Stage 3

Sam The Bartender

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

Sequence: shotgun – rifle – pistols

Setting: Sam is at the bar when some rowdy cowboys start shooting up the place. Sam yells out for them to stop shooting, but they take no heed and endanger the other customers. There's nothing for Sam to do but take action to stop those mean drunk cowboys.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on bar. Shotgun (AOE) is held at cowboy port arms. Shooter starts standing behind the bar's left end with shotgun. When ready say "**Stop that shootin'!**". A.T.B., engage the 2 shotgun knockdowns left to right, then make shotgun safe. Pick up rifle, engage the rifle targets with two left to right sweeps, then shoot the 2 inside targets once (R1, R2, R3, R4, R1, R2, R3, R4, R2, R3). Take rifle with you to hay bale, draw pistols to category and engage the rifle target with your pistols using the same sequence as with the rifle. Take empty guns to unloading table.

Targets - 4 large rifle, 2 shotgun knockdowns

Props – bar, 1 hay bale

Range 3 – Right Side:

Stage 4

Newly's Stand

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

Sequence: rifle – shotgun - pistols

Setting: Newly volunteers to deliver supplies to the outlying ranches. On the way, he is attacked by some bandits who want the supplies for themselves. Newly gets behind the wagon and protects his load.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and stages at wagon seat. Shotgun (AOE) is staged in the back of the wagon. Shooter has at least two shells on person. Shooter starts standing on left side of wagon with hands touching the wagon seat. When ready, say "**You boys made a mistake.**". A.T.B., engage the rifle targets in a Nevada Sweep in either direction starting on R2. Make rifle safe on seat, move to the right (back of wagon bed) and pick up shotgun. Engage the 2 knockdowns, then make shotgun safe in wagon. Move forward to position between the 2 knockdowns, draw pistols to category and shoot the rifle targets as you did your rifle. Take empty guns to unloading table.

Targets - 3 large rifles, 2 shotgun knockdowns

Props – buckboard wagon

Stage 5

Poachers

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

Sequence: pistols – rifle - shotgun

Setting: While riding across the range, Marshal Dillon happens upon a new cabin being used by a rowdy group of buffalo hunters illegally poaching buffalo on Reservation land. The hunters decide to shoot first and talk later, so the Marshal has no choice but to overcome force with force.

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 left window tray. Shooter starts at doorway with hands on pistol butts. When ready, say **"You should have talked first."** A.T.B., draw pistols to category and shoot the 2 pistol targets in a continuous double tap sweep. Pick up rifle and engage rifle targets with a John Wayne sweep left to right (R1, R2, R3, R3, R2, R1, R1, R2, R3, R3), then make rifle safe on table. Move to window and engage the 4 knockdowns. Take empty guns to unloading table.

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

Props – storefront, 1 table

Stage 6

Festus Can Shoot

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

Sequence: pistols – rifle - shotgun

Setting: Marshal Dillon is out checking some trouble at a local ranch and he's left Festus to patrol Dodge City. Festus is notified that some members of the infamous Kansas Gang are robbing the General Store, so Festus loads up and takes action.

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 also staged at doorway. Shooter starts standing at right window with hands on window frame at shoulder level. When ready, say **"Hold on there boys!"** A.T.B. draw pistols to category, dump 5 rounds on pistol target P2, move to left window and dump 5 rounds on P1, holster. Move to doorway, engage rifle targets with 5 rounds on R1 and 5 rounds on R3, then make rifle safe. Pick up shotgun and shoot the 4 knockdowns any direction. Take empty guns to unloading table.

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

Props – storefront, 1 card table

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

Kuba Kid