

Cavalier Rifle & Pistol Club

COWBOYS

June 5, 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 on the range to set up a table and wait for the arrival of surveyors coming to map out the range boundaries when a band of hostiles attack him. The Cowboy takes quick and accurate action to stop their attack.

Procedure: Both pistols loaded (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and held at port arms. Shotgun (Action Open and Empty - AOE) is staged on horse. Shooter starts at horse. When ready say "I am too fast for you!" ATB (at the beep) engage the rifle targets in a Nevada sweep from either direction, make rifle safe. With shotgun, move to the table, engage the four knockdowns, make shotgun safe. Draw pistols to category and engage the pistol targets with two separate Nevada sweeps. Take open and empty guns to unloading table.

Props – 1 horse rack, 1 card table

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

Stage 2

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

Sequence: pistols – rifle - shotgun

Setting: The Cowboy is in a tough fight, but he reloads and puts deadly heat on those hostiles.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at table. Shotgun (AOE) is also staged on table. Shooter starts behind table with hands hanging naturally at sides. When ready, say "I told you I was fast!". ATB draw pistols to category and engage pistols targets in a double-tap Nevada sweep from either direction. Pick up rifle and engage rifle targets same as pistols, then load one round and shoot bonus target for a five second bonus – no penalty for miss. Make rifle safe. Pick up shotgun, engage the four knockdowns, then move with shotgun to the horse and engage the two last shotgun targets. Take open and empty guns to unloading table.

Props – 1 horse rack, 1 card table

Targets - 3 large rifle, 3 pistol cowboys, 6 shotgun knockdowns, 1 bonus diamond

Stage 3

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

Sequence: rifle – pistols - shotgun

Setting: The Cowboy figured he was done with all the hostiles and stars to pack up his gear, when suddenly a shot rings out just over his head. Here come more of those damn hostiles to avenge their friends' deaths. He must take action and kill them all.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on table. Shotgun (AOE) is also staged on table. Shooter starts standing behind table with hands touching your rifle. When ready the buzzer will sound. Pick up rifle and engage rifle targets by triple tapping each target and putting the last round on the center target, then make rifle safe. Draw pistols to category and engage pistol targets same as rifle. Pick up shotgun and engage the six knockdowns in any order. Take open and empty guns to unloading table.

Props – 1 card table

Targets - 3 large rifle, 3 pistol cowboys, 6 shotgun knockdowns

Range 3 – Right Side:

Stage 4

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

Sequence: shotgun – rifle - pistols

Setting: A Cavalier Cowboy who's been appointed Marshal walks into the Dead Dog Saloon and sees the Pepper Mill Gang, all of whom are wanted, gathered there. The Cowboy has to bring them to justice and sets about doing just that. He knows that he has to fight them and win.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged at right window. Shotgun (AOE) is held at port arms. Shooter starts standing at doorway. When ready, say "You're all going to jail". ATB engage the four knockdowns any order, then make shotgun safe on table. Move to the right window, pick up rifle and engage rifle targets in a Progressive Sweep (R1, R2, R2, R3, R3, R3, R4, R4, R4, R4), then make rifle safe. Move back to the doorway and engage pistol targets same as rifle. Take open and empty guns to unloading table.

Props – 1 card table

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

Stage 5

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

Sequence: rifle – shotgun - pistols

Setting: The Cavalier Marshal finds himself in a tough fight, but all he has to do is keep the bullets flying in the bad guys' direction.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged held at port arms. Shotgun (AOE) is staged at right window. Shooter starts standing at right window. When ready, say "It's jail for you now!" ATB engage the rifle targets in a Badger Sweep (example: R1, R2, R3, R4, R1, R2, R3, R1, R2, R1), make rifle safe on window sill. Pick up shotgun and engage the two knockdowns. Move with shotgun to left window and engage the two knockdowns, then the two clay targets. Make shotgun safe at window sill. Move to doorway and engage pistol targets same as rifle targets (Badger Sweep). Take open and empty guns to unloading table.

Props – none

Targets - 4 large rifles, 4 pistol squares, 4 shotgun knockdowns, 2 clays with v-stands

Stage 6

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

Sequence: pistol – shotgun – rifle - pistol

Setting: The Cavalier Cowboy walks into the Windhorse Livery Stable to check on his mount when he notices that a few more of those Pepper Mill gang members are sneaking around with evil intent. He takes cover in one of the empty stalls and the fight is on.

Procedure: Both pistols loaded (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse. Shotgun (AOE) is staged in stall #2. Shooter starts in stall #2 with hands on pistol butts. When ready the buzzer will sound. Draw first pistol and dump five rounds on pistol target. Pick up shotgun and move to the horse. Engage the cowboy popper and clay bird. You must fire a round at the clay bird. If you miss the clay bird you may break the make-up clay or take the miss. Make shotgun safe on horse. Pick up rifle and dump five rounds on R1 and five rounds on R2, then make rifle safe on horse. Draw second pistol and dump five rounds on pistol target. Take open and empty guns to unloading table.

Props – 1 horse rack

Targets - 2 large rifles, 2 pistol squares, 1 cowboy popper w/clay target, 1 v-stand w/clay

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

Kuba Kid