

Cavalier Rifle & Pistol Club

COWBOYS

November 7, 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

At The Carnival

Ammo: 10 pistol, **9 rifle**, 2+ shotgun (pick up misses)

Sequence: rifle – shotgun - pistols

Setting: You and your gal/guy are trying to enjoy a day at the fall carnival. Just as you start to show your gal/guy how good you are at the shooting gallery, a bunch of miscreants show up and start a ruckus. Since you already have your gun in hand, you feel obliged to help quell the disturbance. But don't let that stop you from getting in some good shoots on the gallery booth and attempt to win the stuff bear.

Procedure Two pistols loaded with 5 round each HDEC. Rifle loaded with **9 rounds**, HDEC, staged on barrel at the left. Shotgun AOE, staged on hay bale on right. Shooter starts on left with hands on gun butts. **I'll win that bear for ya!** Pick-up rifle, engage 1 target of star. Engage 4 rifle targets from left to right with a Nevada sweep. Engage one target on star with remaining round. Place rifle, AOE on barrel, move to shotgun, engage two knockdown targets till down. Take shotgun AOE to center bale, place shotgun on center bale. Engage 4 pistol targets per category in a continuous Nevada sweep from the left. Holster empty pistols. Pick-up long-guns and go to unloading table.

(If first engagement of star target results in hit and star is moving, knocking off second target is 5 second bonus. If first engagement did not result in a knock-off and the star target is not moving and second target is a knock-off, no bonus, no miss. If second engagement is a no knock-off, then count as a miss.)

No targets off star = 1 miss

1 target off star = no bonus

2 targets off star = 5 sec.bonus

Props – Barrel; 3 hay bales

Targets - 4 large rifle, Texas star, 2 shotgun knockdowns

Stage 2

Wagon Master

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

Sequence: Pistols – shotgun – rifle - shotgun

Setting: As you walk through the edge of town one evening, some desperados get the jump on you. Even though the situation looks bad, you know you have right on your side. The desperados show their stuff when several of them take off as soon as the shooting starts. You are there to make sure they won't repeat their mistakes.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on hay bale at the right. Shotgun, AOE, staged on barrel at left. Shooter starts on left with hands on hat brim. **You picked to wrong dude tonight boys!** At the beep; Draw pistols per category. Engage 5 pistol targets from left to right with one shot on each. Engage remaining pistol targets until empty. Any standing knockdown targets will be counted as a miss. Holster pistols. Pick up shotgun and engage two knockdown shotgun targets till down. Take shotgun and move to right bale. Pickup rifle and engage rifle targets in a continuous Nevada sweep from the left. Place rifle AOE on hay bale. Pickup shotgun and engage remaining two knockdown targets till down. Take long guns to unloading table.

Targets - 4 large rifle; 3 pistol cowboys; 2 pistol knockdowns; 4 shotgun knockdowns

Props – Barrel; two hay bales

Stage 3

The Carnival Ride

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

Sequence: pistols - rifle - shotgun

Setting: As you and your gal/guy walk around the rides at the carnival, you see the miscretes that interrupted your shooting gallery performance. Still angry that they keep you from winning the bear, you decide to even the score. Problem is, most of them are on the Ferris wheel.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on hay bale on right. Shotgun, AOE, staged on hay bale on left. Shooter starts with rifle at port arms. **I got you guys now!** Engage three rifle targets with 5 shoots in a single Nevada sweep from either direction. Engage star with remaining 5 shots. Take empty rifle AOE and move to left bale. Engage star target with pistols. If/when all star targets are down, engage pistol target in any order till both pistols are empty no double taps. Engage any remaining star targets with shotgun till all are down then engage two shotgun knockdown targets till down. Misses are counted only on stationary targets.

Targets - 3 large rifle; Texas star; 2 shotgun knockdowns

Props – two hay bales

Range 3 – Right Side:

Stage 4

At the cabin

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

Sequence: pistols – rifle - shotgun

Setting: After getting home from a day on the range, it is time to take care of the horses before you can get into the cabin and rustle up some grub. As you are getting the horses hayed and feed, a band of renegades show-up looking to help themselves to some of your stores.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on table in cabin. Shotgun, AOE, staged on table in cabin. Shooter starts in stall with pitchfork in hand. **No grub for ya'll tonight!** At the beep: Shooter draws pistols per category and shoots pistol targets in Nevada sweep, left to right (standing knockdown will be counted as miss). Holster pistols. Shooter moves to doorway. Pickup rifle and shoot rifle targets in any order with no double taps. Place rifle AOE on table. Pickup shotgun and shoot 4 shotgun targets till down. Take long guns to unloading table.

Targets - 3 large rifles; 4 pistol squares; 2 Pistol knockdown; 4 shotgun knockdowns

Props – storefront; livery stable; table

Stage 5

Protecting the Stable

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

Sequence: Shotgun – rifle - pistols

Setting: You hear a commotion at the stable and look outside to see what is bothering the horses. A wolf pack has decided that your horses look like easy pickings and are attempting to take down a couple for dinner. You know how to handle these varmints as you take the fight to them.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on table. Shotgun, AOE, staged on table. Shooter starts at table with hands at side. **Wolves again!** At the beep: Pickup shotgun knockdown 2 shotgun targets in any order. Safely return shotgun to table. Pickup rifle and engage rifle targets in any order with no double taps. Engage bonus target with 10th round from rifle (5 sec bonus for hit. No penalty for miss.). Safely return rifle to table. Move to barrel. Engage pistol targets in any order with no double taps. Pick-up long guns and move to unloading table.

Targets - 3 large rifles; 1 rifle bonus; 4 pistol squares, 2 shotgun knockdowns

Props – storefront, 1 card table; barrel

Stage 6

End of the Day

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

Sequence: rifle – pistols - shotgun

Setting: While washing up at the end of the day, you look up to find some renegades trying to sneak up to your cabin. You decide to take care of as many as possible outside and then move inside to protect the cabin from the last, most persistent ones.

Procedure: Two pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on barrel. Shotgun, AOE, staged on table in cabin. Shooter starts at barrel with towel held in two hands. **Sneaky devils!** At the beep: Pickup rifle and put 4 shots on R1, one on R2, 4 shots on R3 and 1 on R2. Safely return rifle to barrel. Engage pistol targets with 4 shots on P1 and one shot on P2, 4 shots on P4 and 1 shot on P3. Holster. Move to table. Pickup shotgun and engage shotgun targets S1, S4, S2, S3. Pickup any standing shotgun targets. Take long guns to unloading table.

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

Props – storefront, 1 card table; barrel; towel

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

Kuba Kid