

Cavalier Rifle & Pistol Club

COWBOYS

October 3, 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 Cemetery

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

Sequence: rifle – pistols – shotgun

Setting: One of your comrades has been gunned down and you are committed to giving him a decent burial. You are in the grave yard working at it when you get attacked. You drop your shovel and cut down the interfering renegades.

Procedure: Both pistols loaded with 5 rounds each (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds, (HDEC) and staged in the wagon. Shotgun (Action Open and Empty - AOE) is also staged in wagon. Shooter starts in back of wagon with shovel in one hand and other hand touching the body (dummy). When ready say "He was a good man and I aims to burying him." ATB, drop the shovel, pick up rifle and double tap rifle targets in this order – R1, R1, R4, R4, R2, R2, R3, R3, R1, R1. Lay rifle (AOE) in wagon, draw first pistol and shoot in this order – P1, P4, P2, P3, P1, and then holster. Draw second pistol and repeat. Move to front of wagon and shoot shotgun knockdowns in any order. Take empty guns to unloading table

Props – wagon, dummy, shovel

Targets – 4 large rifle, 4 pistol cowboys, 4 shotgun knockdowns

Stage 2

Wagon Master

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

Sequence: rifle – shotgun – pistols

Setting: You are the wagon master helping to guide a wagon train of new settlers when the Black Creek gang of thieves tries to break up the train. They are trying to take some members and their wagon with them. You know they intend to kill them and steal their goods so you call them out and stop them cold.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and staged in wagon. Rifle loaded with 10 rounds (HDEC) is held at port arms. Shotgun (AOE) is staged by your seat. Shooter starts sitting in the wagon. When ready say "I've had enough of you thieves." ATB, (remain seated during the entire stage) engage rifle targets in triple tap order – R1, R1, R1, R2, R2, R2, R3, R3, R3, R2 (last shot on center – R2). Lay the open rifle down, pick up shotgun and sweep knockdowns, then put shotgun (AOE) DOWN. Draw pistols to category and shoot pistol targets same as with rifle – P1, P1, P1, P2, P2, P2, P3, P3, P3, P2. Take empty guns to unloading table.

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

Props – wagon

Stage 3

Hang "Em

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

Sequence: pistols - rifle - shotgun

Setting: On the ride back home you find a lynched man still hanging. As once you being a Marshall, you know he deserves a fair trial. You get him down and tell him that "If we find you guilty, we will have to go to the trouble of hangin' you again." The lynch mob takes exception to your rescue and you have to fight your way out.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged in wagon. Shotgun (AOE) is also staged in wagon. Shooter starts standing next to horse. When ready say "**He needs to stand trial!**" ATB, draw first pistol and engage pistol targets in a Black Jack Nevada sweep (starts on the middle target), then repeat with second pistol. Move to rifle and (standard) Nevada sweep rifle targets from the left, then put rifle (AOE) in wagon. Get shotgun, move back to horse and sweep the shotgun knockdowns in any order. Take empty guns to unloading table.

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

Props - wagon, dummy on horse

Range 3 – Right Side:

Stage 4

Country Store Shootout

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

Sequence: rifle – pistols - shotgun

Setting: A Cavalier Cowboy stops at a remote country store and finds it is being robbed by a gang of hooligans. To stop the injustice, he must act quickly to subdue the gang.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and held at port arms. Shotgun (AOE) is staged at right window. Shooter starts standing at left window with rifle. When ready say "**No robbers allowed here!**". ATB, engage the rifle targets with a West Virginia sweep from any direction (e.g. R1, R2, R3, R4, R5, R5, R4, R3, R2, R1), make rifle safe. Move to doorway, draw pistols to category and engage pistols targets in a 1-3-1 sweep from the left, then a 1-3-1 sweep from the right. Move to right window and engage shotgun knockdowns in any order. Take empty guns to unloading table.

Targets - 5 large rifles, 3 pistol squares, 4 shotgun knockdowns

Props - storefront

Stage 5

Dead Dog Saloon Shootout

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

Sequence: pistols - rifle - shotgun

Setting: The Cavalier cowboy decides to stop by the Dead Dog Saloon for a drink and finds a gunfight going on between two rival gangs – those Black Creek boys and the Pepper Mill gang. Innocent folks could be hurt if he doesn't take action.

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 one hand on a pistol and the other hand pointed at a pistol target. When ready say “**Stop that shootin'!**”. ATB, draw pistols to category and engage pistol targets in the order P1, P2, P1, P2, P3, P3, P2, P3, P2, P1. Move to left window and engage rifle targets in this order R1, R2, R1, R2, R3, R5, R4, R5, R4, R3, make rifle safe. Pick up shotgun, move back to doorway and engage any two shotgun knockdowns. Move to right window and engage the remaining knockdowns. Take empty guns to unloading table.

Targets - 5 large rifles, 3 pistol squares, 4 shotgun knockdowns

Props – storefront

Stage 6

Dead Dog Shootout Continues

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

Sequence: shotgun – rifle - pistols

Setting: The Cavalier cowboy is gaining the upper hand in the fight, but needs to double up to stop the gunfight.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged at right window. Shotgun (AOE) is held at port arms. Shooter starts standing at right window with shotgun. ATB, engage the 2 knockdowns and make shotgun safe. Pick up rifle, move to the doorway and engage rifle targets with a double tap sweep from any direction, then make rifle safe. Draw pistols to category and engage pistol targets in a double tap Nevada sweep from the same direction that you shot the rifle targets. Take empty guns to unloading table.

Targets - 5 large rifles, 3 pistol squares, 2 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