

Cavalier Rifle & Pistol Club

COWBOYS

October 2, 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 – pistols – shotgun

Setting: The Cavalier Cowboy, while taking a spare mount to the range camp, stops to rest awhile. As he's inspecting the mounts, he sees the Black Creek gang approaching. Several members of the gang are riding double, so he knows they want his mounts too. But, he ain't about to let that happen.

Procedure: Both pistols loaded with 5 rounds each (hammer down, empty chamber - HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on left horse. Shotgun (Action Open and Empty - AOE) is staged on the right horse. Shooter starts behind left horse with rifle at cowboy port arms. When ready say "I'll stop you!" ATB engage rifle targets in a Nevada sweep till empty, then make rifle safe. Move to the right horse, draw pistols to category and engage pistol targets in a continuous Nevada sweep, then holster. Pick up shotgun and shoot the 4 knockdowns. Take empty guns to unloading table

Props - 2 horse racks

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

Stage 2

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

Sequence: pistols – rifle – shotgun

Setting: The Cavalier Cowboy is holding his own against the Black Creek gang. All he has to do is pour on more accurate lead to stop those horse thieves.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on right horse. Shotgun (AOE) is also staged on right horse. Shooter starts standing at horse with one hand on pistol and other hand just hanging at side. When ready say "I said stop!" ATB draw pistols to category and sweep targets in a 2-1-2 sweep from the left then again starting on right. Pick up rifle, engage rifle targets with 2-1-2 sweep from the left then from the right and make rifle safe. Pick up shotgun, sweep the 2 knockdowns, then move to the left horse and sweep the 2 shotgun knockdowns. Take empty guns to unloading table.

Props – 2 horse racks

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

Stage 3

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

Sequence: shotgun – rifle – pistols

Setting: The Cavalier Cowboy is riding back to the ranch from the stock yards when he runs into the Pepper Mill gang who is intent on getting his land. There is nothing this cowboy can do but dismount and give them what they need - some lead.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle loaded with 10 rounds (HDEC) and staged on horse at left. Shotgun (AOE) is held at cowboy port arms. Shooter starts standing at left horse. When ready, the buzzer will sound. Engage the two far left knockdowns (S-1 & S-2). Move with open shotgun to the cactus and engage the two knockdowns (S-3 & S-4), then move to right horse and engage shotgun targets (S-5 & S-6), make shotgun safe. Engage rifle targets by alternating between R-1 & R-3 for 5 rounds, then dump 5 on center target, make rifle safe. Draw pistols to category and alternate between P-1 & P-3 for 5 rounds, then dump 5 on the center target. Take empty guns to unloading table.

Props – 2 horse racks, 1 cactus plant

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: The Cavalier Cowboy is using the ranch wagon to pick up his gal, when he's set upon by the pesky Black Creek gang. This cowboy ain't about to be late for his date, so he acts fast to stop the gang.

Procedure: Both pistols loaded with 5 rounds each (HDEC) and holstered. Rifle (HDEC) loaded with 10 rounds and staged on back of wagon. Shotgun (AOE) is held at cowboy port arms. Shooter starts standing by front seat of wagon. When ready, say "I've got a date." ATB engage the 2 clay targets with your shotgun, move to the rear and shoot the 2 shotgun knockdowns, then make shotgun safe in wagon. Pick up rifle, engage the rifle targets in a Cat Herders sweep (a Nevada sweep with double taps on the end targets only) – example: R1, R1, R2, R3, R4, R4, R3, R2, R1, R1. Draw pistols to category and shoot the top pistol target twice and the bottom target three times, in a 2-3 sweep, then repeat. Take empty guns to unloading table.

Props – wagon (on site)

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

Stage 5

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

Sequence: rifle – pistols – shotgun

Setting: The Cavalier Cowboy is visiting the Prairie Store and Saloon to pick up supplies, when he see that infamous Pepper Mill gang approaching with guns drawn. It's obvious that they intend to rob the store, so he takes action to foil their plan.

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 staged on the table at doorway. Shooter starts at right window with hands on window frame. When ready, say "I'm going to stop you!" ATB pick up rifle and engage targets in a Badger Sweep starting on the left (i.e. R1, R2, R3, R4, R1, R2, R3, R1, R2, R1), then make rifle safe. Move to the doorway, draw pistols to category and shoot pistol targets same as rifle, then holster. Pick up shotgun, move back to right window and engage the four knockdowns. Take empty guns to unloading table.

Props – storefront (on site), 1 card table

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

Stage 6

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

Sequence: pistol – rifle – shotgun - pistol

Setting: The Cavalier Cowboy is making a good stand against the gang, but he has to keep up the fire to save the store.

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 on table. Shooter starts standing at left window with hands on pistol butts. When ready, say **"I am not done!"** ATB draw first pistol and engage pistol targets by alternating between P1 & P2 for 5 rounds. Move to the table, pick up rifle and engage targets by alternating in this order R1, R2, R1, R2, R1, R4, R3, R4, R3, R4, then make rifle safe. Pick up shotgun, shoot the 2 clay targets, move with open shotgun to the right window and engage the four knockdowns, then make shotgun safe. Draw second pistol and starting on the right alternate between P4 & P3 for 5 rounds, then holster. Take empty guns to unloading table.

Props – storefront (on site), 1 card table

Targets - 4 large rifles, 4 pistol squares, 1 clay, 4 shotgun knockdowns

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

Kuba Kid