

Cavalier Cowboys

Sunday – September 7th, 2014

Stages Written by: Striker

TRAIL WISDOM

A lone cowboy had been riding the trail in New Mexico for several days as he worked his way back to his ranch when he comes upon an old Navaho man heading the same direction. Because the ride had been long and quiet he asks if he might ride along with him for a spell. The old Navaho agrees and they travel along together until nightfall. That evening they made camp and as they sat near the fire they began some small talk. The cowboy notices the old Navaho glancing over towards a bottle sticking out of one of the saddlebags lying beside him.

"If your wondering what's in the saddle bag" offers the cowboy, "It's a bottle of wine. I got it for my woman"

The old Indian sits silently for a time pondering what the cowboy had just said.

He soon turns towards the cowboy and nods his head in approval.

"Good trade" he says.



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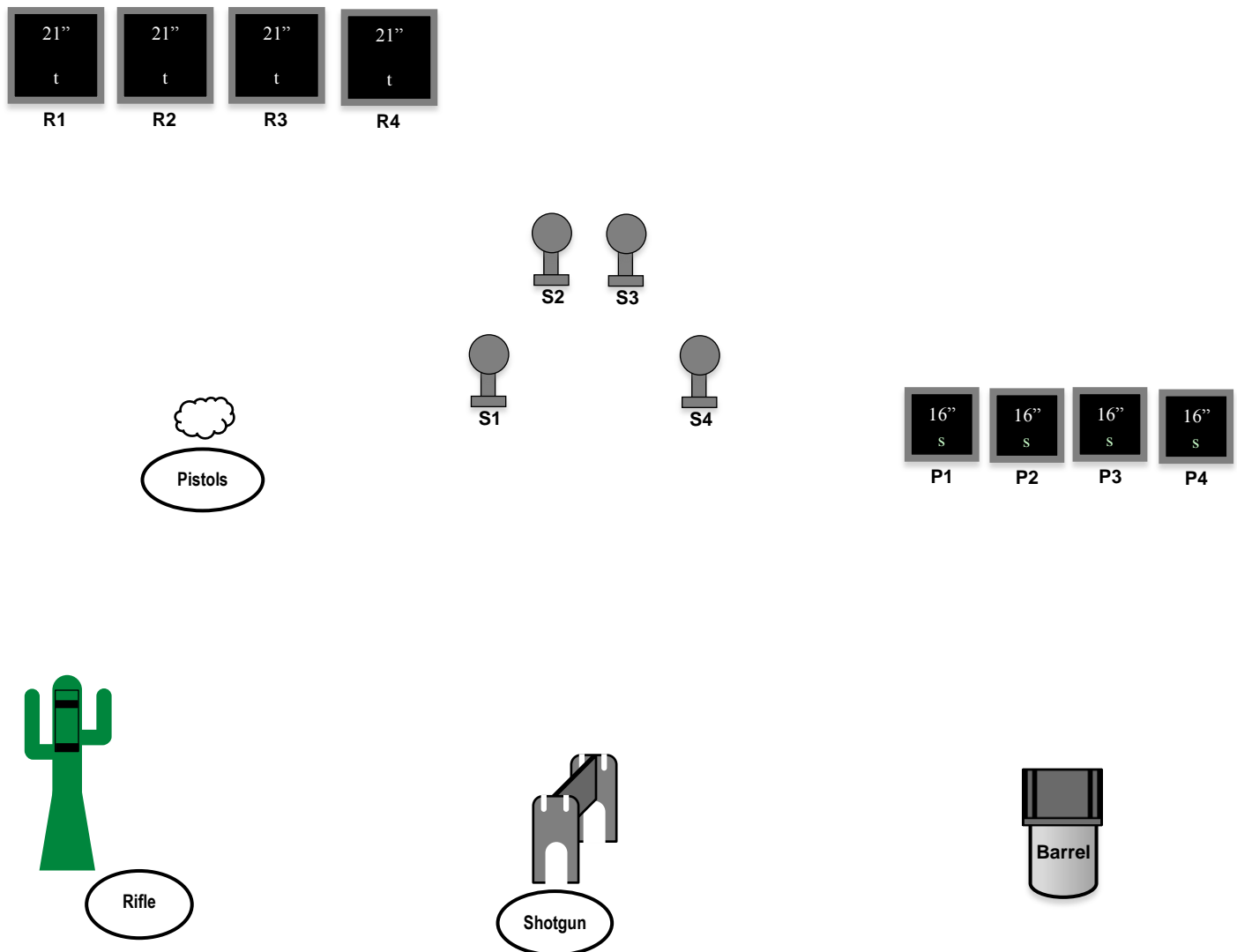
STAGE ONE – BAY #1 – Left Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the horse and when ready says “Good Trade”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to the cactus. Next with rifle engage the four rifle targets (R1, R2, R3, R4) in the following order (R1, R1, R2, R3, R4, R1, R2, R2, R3, R4). Make rifle safe on cactus and move down range to the rock. Last with pistols engage the four pistol targets (R1, R2, R3, R4) in the following order (R1, R2, R3, R3, R4, R1, R2, R3, R4, R4).



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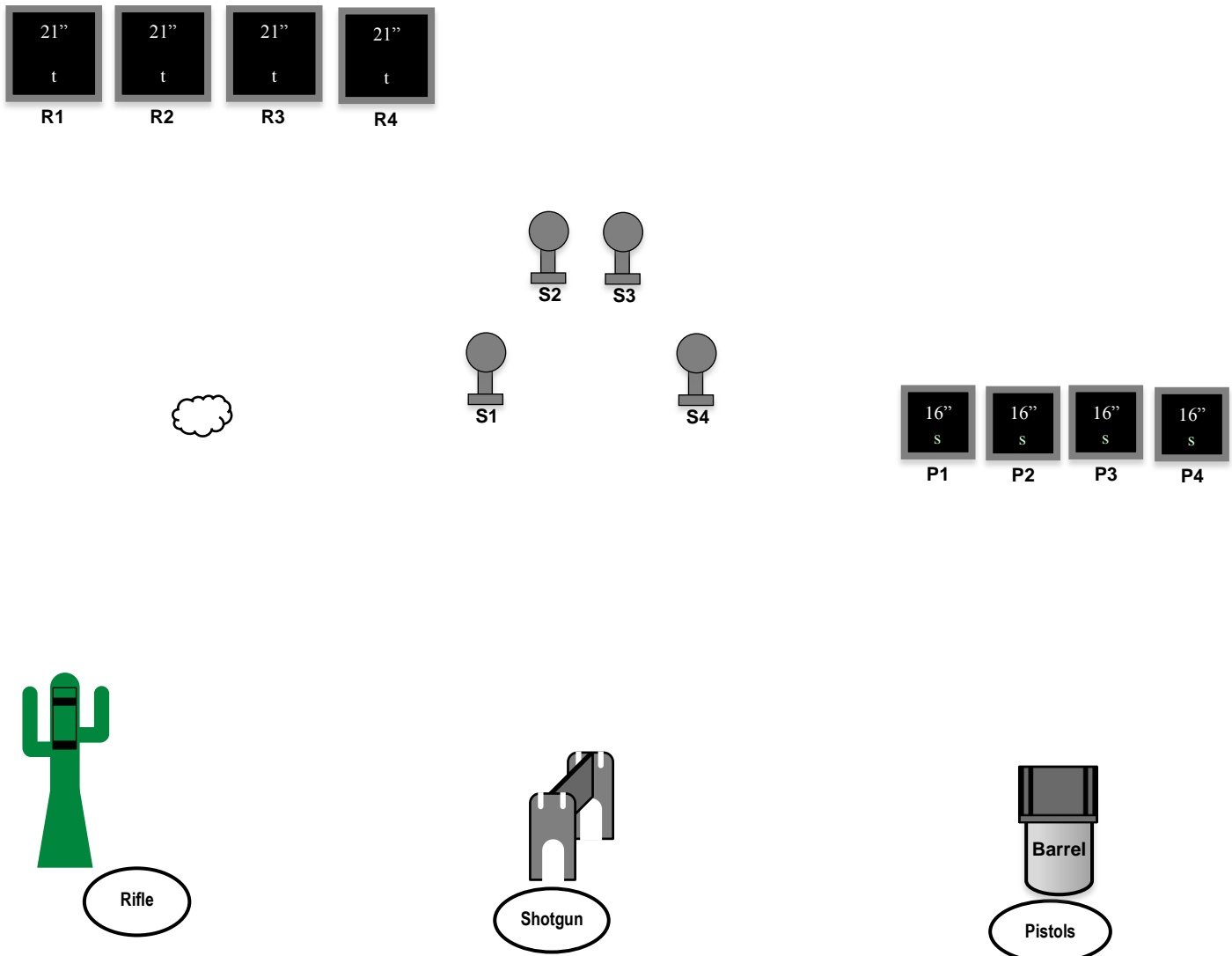
STAGE TWO – BAY #1 – Left Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the cactus with hands above shoulders and when ready says “Good Trade”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) in a continuous sweep in the same direction, for example (R1, R2, R3, R4, R1, R2, R3, R4, R1, R2). Move to the horse. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in a sweep in the opposite direction of the rifle sequence, for example (S4, S3, S2, S1). Move to the barrel. Last with pistols engage the four pistol targets (P1, P2, P3, P4) in the same order as was the rifle.



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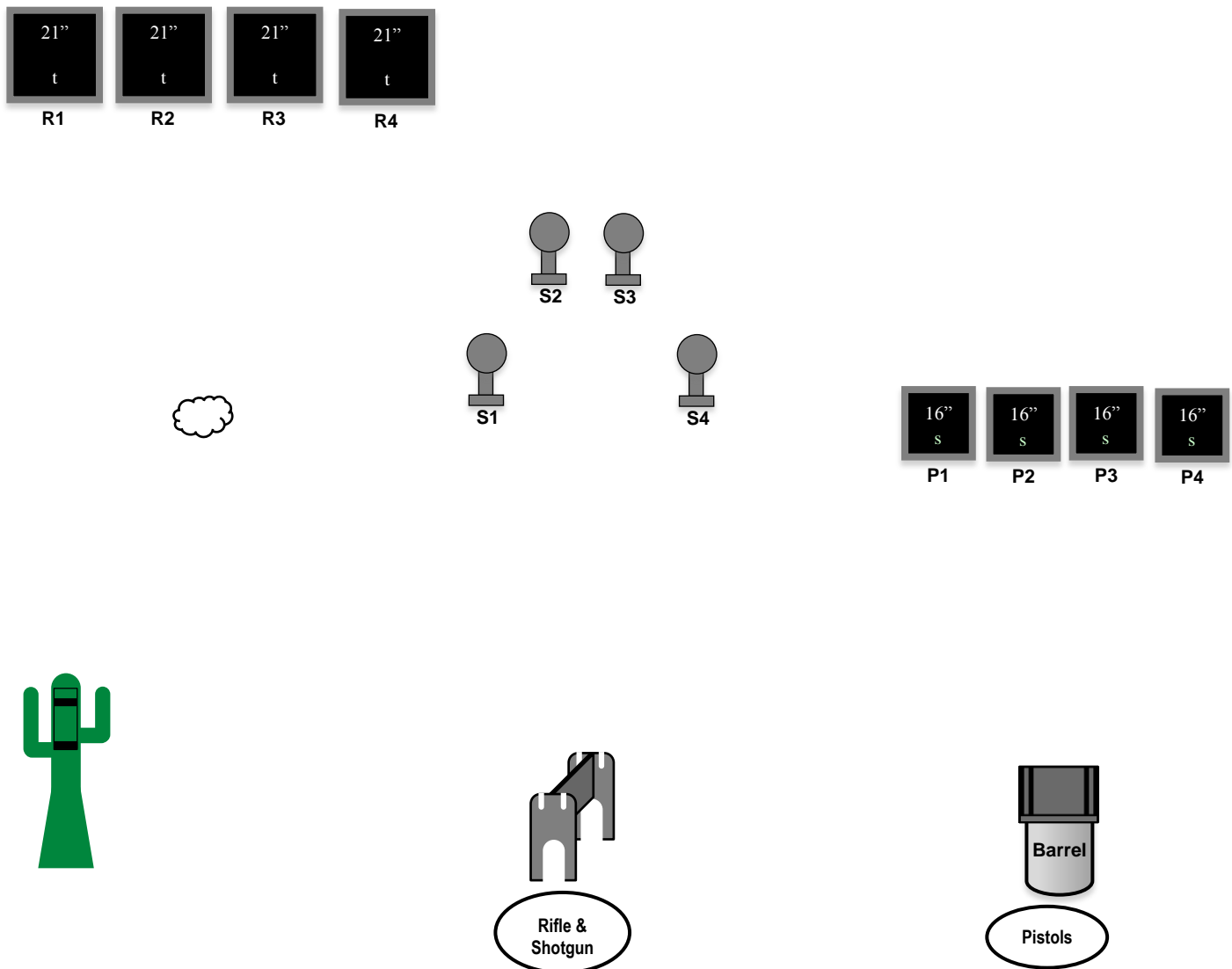
STAGE THREE – BAY #1 – Left Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the horse with hands on the horse and when ready says “Good Trade”. At the beep with rifle engage the two rifle targets (R3, R4) in the following order (R3, R4, R4, R3, R4, R4, R3, R4, R4, R3). Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to the barrel. Last with pistols engage the two pistol targets (P3, P4) using the same instructions as the rifle.



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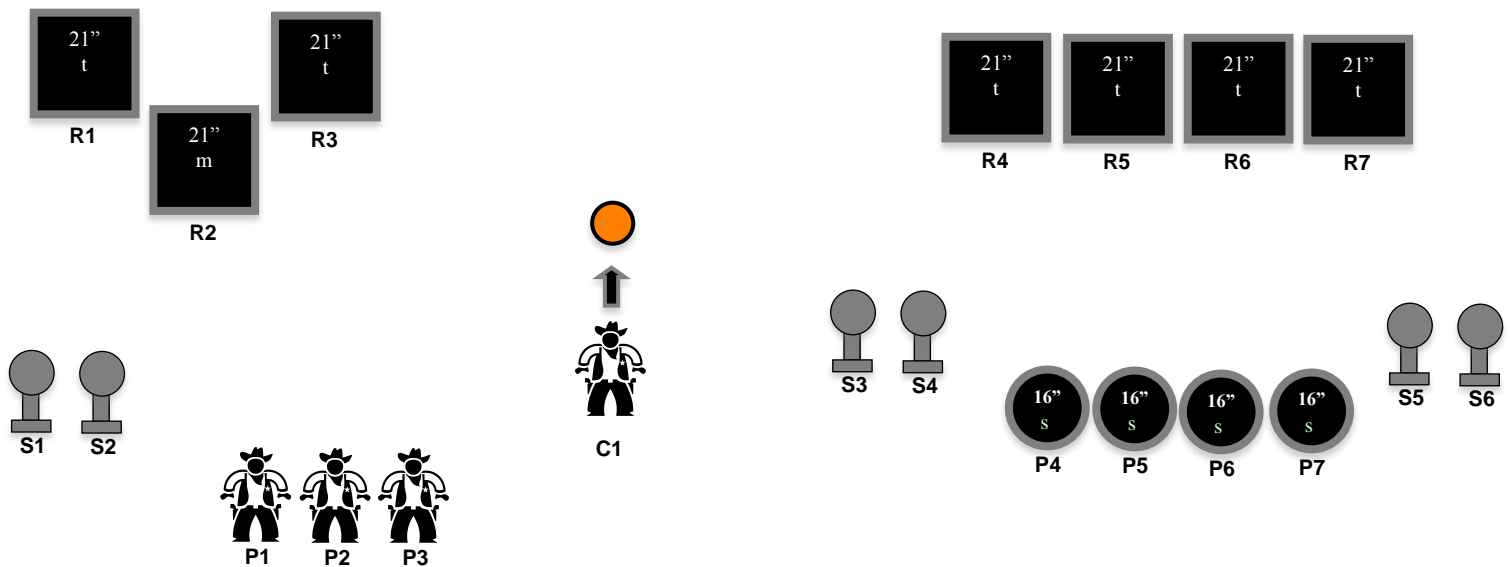
STAGE FOUR – BAY #2 – Right Side

Round Count: 10 pistol, 10 rifle, and 2+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the tall table and when ready says “Good Trade”. At the beep with shotgun engage the (C1) knockdown target and then the clay bird, hitting the clay bird in the air is a 5 second bonus. Move to Stall #2. Next with rifle engage the three rifle targets (R1, R2, R3) in a Double Tap Nevada Sweep, for example (R1, R1, R2, R2, R3, R3, R2, R2, R1, R1). Next with pistols engage the three pistol targets (P1, P2, P3) using the same instructions as the rifle.



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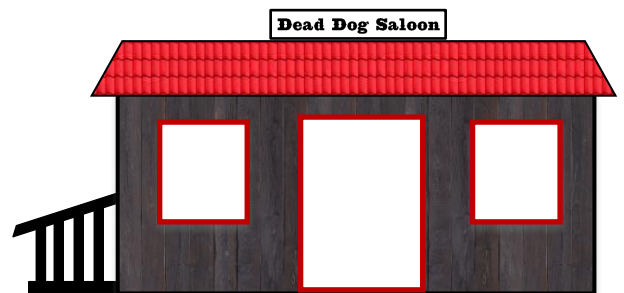
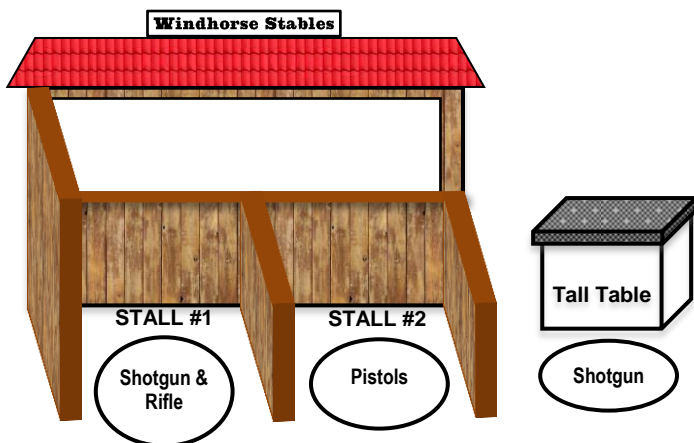
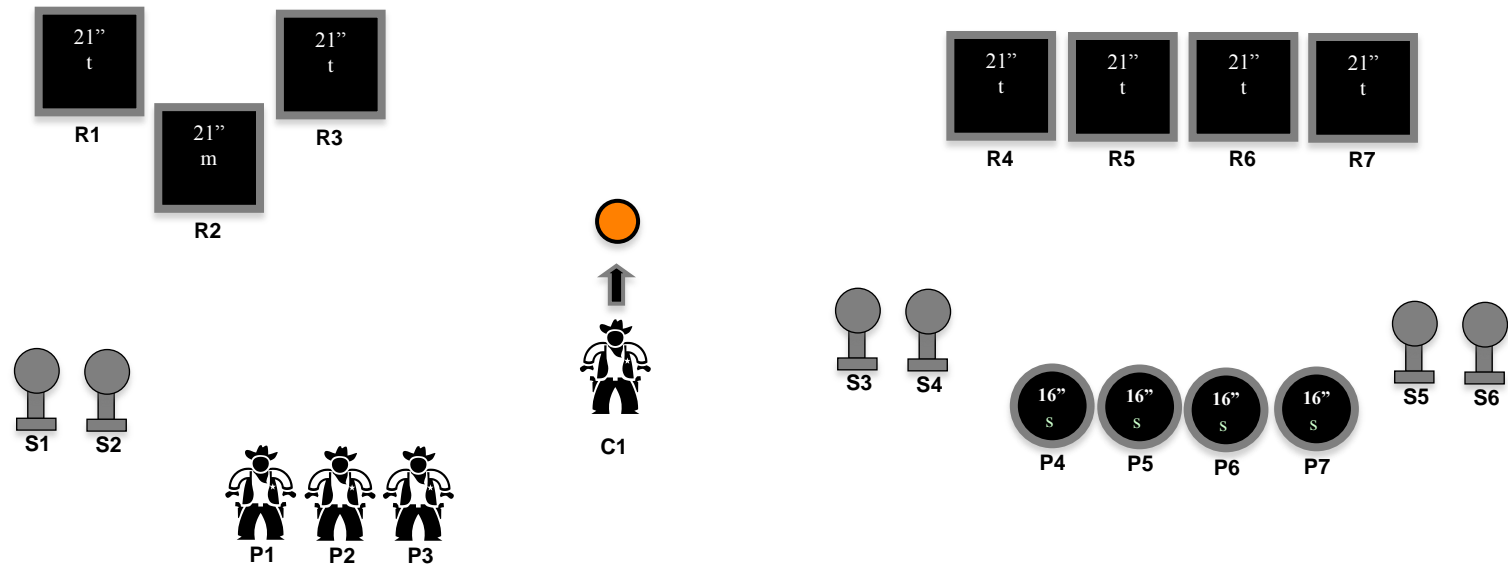
STAGE FIVE – BAY #2 – Right Side

Round Count: 10 pistol, 9 rifle, and 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 9 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts in Stall #1 with hands on clock wall and when ready says “Good Trade”. At the beep with shotgun engage the two knockdown targets (S1, S2) in any order. Next with rifle engage the three rifle targets (R1, R2, R3) in the following order (R1, R2, R2, R3, R3, R3, R2, R2, R1). Move to Stall #2. Next with pistols engage the four pistol targets (P1, P2, P3, R2) in the following order (P1, P2, P2, P3, P3, P3, P2, P2, P1, R2). Move to the tall table. Last with shotgun engage the (C1) knockdown target and then the clay bird, hitting the clay bird in the air is a 5 second bonus.



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STAGE SIX – BAY #2 – Right Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Shotgun, Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held at cowboy port arms.

Procedure: Shooter has choice of starting at either right or left window. Shooter starts at a window with shotgun at cowboy port arms and when ready says "Good Trade". At the beep with shotgun engage the two knockdown targets (S3, S4 or S5, S6) in any order. Move to the doorway. Next with pistols engage the four pistol targets (P4, P5, P6, P7) with the following directions; start on an inside target, end on an outside target, no triple taps, all targets engaged. Next with rifle engage the four rifle targets (R4, R5, R6, R7) using the same instructions as the pistols. Move to the opposite window from start. Last with shotgun engage the two knockdown targets (S3, S4 or S5, S6) in any order.

