**Cavalier Cowboys**

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By: B.S. Walker

**STAGE: 1**

**Round Count:** 10-Pistol, 10-Rifle, 4+Shotgun

**Shooting Order:** Pistol, Rifle, Shotgun

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in the right stall, Shotgun on the barrel

**Procedure:** Shooter starts standing in right stall with hands at their sides and when ready says, DON’T TOUCH THAT GUN. At the beep with pistols engage the two vertical pistol targets starting on either target by alternating 10 rounds between the two. Then retrieve rifle and engage the two vertical rifle targets with same instructions as pistols. Move to the barrel and with shotgun engage S3 & S4 knockdowns. Move with safe shotgun to S3 & S4 and engage the trip target and the clay. 5 second bonus for hitting the clay and it must be engaged. Retrieve long guns and go to the unloading table.



S5

21”

t

**R1**

21”

t

**R2**

21”

t

**R3**

21”

t

**VR1**

16”

**P3**

m

16”

**P2**

m

16”

**P1**

m

**K3**



**K4**

**K1**



**K2**

**S4**



**S3**



18x20  
s

**VP2**

Dead Dog Saloon

18x20  
t

**VP1**

**S2**

**S1**

21”

s

**VR2**

**Barrel**

Windhorse Stables

**STALL #1**

**STALL #2**

**Cavalier Cowboys**

**STAGE: 2**

**Round Count:** 10-Pistol, 10-Rifle, 4+Shotgun

**Shooting Order:** Rifle, Shotgun, Pistol

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds at Cowboy Port Arms, Shotgun is staged safely

**Procedure:** Shooter starts standing in doorway of the saloon with rifle at Cowboy Port Arms and says the line DON’T TOUCH THAT GUN. At the beep with rifle engage the R1 through R3 targets starting on the center target with a double tap sweep. Next from window of choice with shotgun engage the two knock-downs at that window then from the other window engage the two knock-downs at that window. Move back to doorway and with pistols engage P1 through P3 with same instructions as the rifle. Retrieve long guns and go to the unloading table.



S5

21”

t

**R3**

21”

t

**R2**

21”

t

**VR1**

21”

t

**R1**

16”

**P3**

m

16”

**P2**

m

16”

**P1**

m

**K3**



**K4**

**K1**



**K2**

**S4**



**S3**



18x20  
s

**VP2**

Dead Dog Saloon

18x20  
t

**VP1**

**S2**

**S1**

21”

s

**VR2**

**Barrel**

Windhorse Stables

**STALL #1**

**STALL #2**

**Cavalier Cowboys**

**STAGE: 3**

**Round Count:** 10-Pistol, 10-Rifle, 2+Shotgun

**Shooting Order:** Rifle, Pistol, Shotgun

**Staging:** Pistols loaded with 5 rounds each, in right stall, Rifle loaded with 10 rounds in right stall, Shotgun also in right stall

**Procedure:** Start standing in right stall with hands on left and right walls and say, DON’T TOUCH THAT GUN. At the beep with rifle engage the two vertical rifle targets starting on either target with a 4, 3, 2, 1 sweep. (ex. R1, R1, R1, R1, R2, R2, R2, R1, R1, R2) Next with pistols engage the two vertical pistol targets with same instructions as the rifle. Pistols can be restaged or holstered. Last with shotgun engage the S1 and S2 knock-downs in any order. Retrieve all guns and go to the unloading table.



S5

21”

t

**R3**

21”

t

**R2**

21”

t

**VR1**

21”

t

**R1**

16”

**P3**

m

16”

**P2**

m

16”

**P1**

m

**K3**



**K4**

**K1**



**K2**

**S4**



**S3**



18x20  
s

**VP2**

Dead Dog Saloon

18x20  
t

**VP1**

**S2**

**S1**

21”

s

**VR2**

**Barrel**

Windhorse Stables

**STALL #1**

**STALL #2**

**Cavalier Cowboys**

**STAGE: 4**

**Round Count:** 10-Pistol, 10-Rifle, 4+Shotgun

**Shooting Order:** Rifle, Pistol, Shotgun

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on cactus, shotgun on horse

**Procedure:** Shooter starts standing at cactus with one hand on rifle and the other hand at their side without lifting rifle off cactus. Say the starting line, DON’T TOUCH THAT GUN and at the beep with rifle engage the five rifle targets with two single tap sweeps from the same direction. Move to the horse and with pistols engage the five pistol targets with the same instructions as rifle. Last with shotgun engage the four knock-downs in any order. Retrieve long guns and go to the unloading table.

21”

t

**R1**

21”

t

**R2**

21”

t

**R3**

18x20  
s

**P1**

18x20  
s

**P2**

18x20  
s

**P3**

**S1**

**S2**

**S3**

**S4**

**Hay Bale**

21”

t

**R5**

21”

t

**R4**

18x20  
s

**P5**

18x20  
s

**P4**

**Cavalier Cowboys**

**STAGE: 5**

**Round Count:** 10-Pistol, 10-Rifle, 4+Shotgun

**Shooting Order:** Shotgun, Rifle, Pistol

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the cactus, Shotgun on the horse

**Procedure:** Shooter starts standing behind the horse with hands on their hat- head and when ready says the line, DON’T TOUCH THAT GUN. At the beep with shotgun engage the four knock-downs in any order. Move to cactus and with rifle engage the R1 through R3 rifle targets by first triple taping the center target then single taping both outside targets, then triple tap the center target and single tap the two outside targets but in the opposite direction as the first. Move to the forward bale and with your pistols engage the same three rifle targets with the same instructions as the rifle. Retrieve long guns and go to the unloading table.

21”

t

**R1**

21”

t

**R2**

21”

t

**R3**

18x20  
s

**P1**

18x20  
s

**P2**

18x20  
s

**P3**

**S1**

**S2**

**S3**

**S4**

**Hay Bale**

21”

t

**R5**

21”

t

**R4**

18x20  
s

**P5**

18x20  
s

**P4**

**Cavalier Cowboys**

**STAGE: 6**

**Round Count:** 10-Pistol, 10-Rifle, 4+Shotgun

**Shooting Order:** Pistol, Rifle, Shotgun

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the horse, Shotgun is also on the horse

**Procedure:** Start standing behind the horse with hands on pistols or pistol. Say DON’T TOUCH THAT GUN and at the beep with pistols engage the five pistol targets by first single taping the three left targets then double tap one of the right, then single tap the three left targets and then double tap the other right target. Next with rifle engage the five rifle targets with the same instructions as the pistols. Last with shotgun engage the four knock-downs in any order. Retrieve long guns and go to the unloading table.

21”

t

**R1**

21”

t

**R2**

21”

t

**R3**

18x20  
s

**P1**

18x20  
s

**P2**

18x20  
s

**P3**

**S1**

**S2**

**S3**

**S4**

**Hay Bale**

21”

t

**R5**

21”

t

**R4**

18x20  
s

**P5**

18x20  
s

**P4**