

# **Cavalier Cowboys**

**Sunday – March 1<sup>st</sup>, 2015**

*Stages Written by: Striker*

## **Old West Sayings**

Always drink upstream from the herd.-- Will Rogers

If you find yourself in a hole, the first thing to do is stop digging. -- Will Rogers

Why should I obtain by force that which I can obtain by cheating? ~ Doc Holiday

Conflict follows wrongdoing as surely as flies follow the herd. ~ Doc Holiday

Don't interfere with something that ain't bothering' you none. ~ Judge Roy Bean

The bigger a man's gun the smaller his doodlewick. ~ Calamity Jane

You can't tell how good a man or a watermelon is 'til they get thumped. ~ Judge Roy Bean

Never miss a good chance to shut up.~ Judge Roy Bean

Don't squat with your spurs on. -- Will Rogers

If you get to thinking you're a person of some influence, try ordering somebody else's dog around. -- Will Rogers

It don't take a genius to spot a goat in a flock of sheep. -- Old West Proverb

Never ask a barber if you need a haircut. -- Old West Proverb

Careful as a naked man climbin' a barbed wire fence -- Old West Proverb

Never drop your gun to hug a grizzly. -- Old West Proverb

Never approach a bull from the front, a horse from the rear or a fool from any direction. -- Old West Proverb

Broke is what happens when a cowboy lets his yearnin's get ahead of his earnin's. -- Old West Proverb

Any cowboy can carry a tune. The trouble comes when he tries to unload it. -- Old West Proverb

When in doubt, let your horse do the thinkin'. -- Old West Proverb

When a cowboy's too old to set a bad example, he hands out good advice. -- Old West Proverb

Worry is like a rockin' horse. It's something to do that don't get you nowhere. -- Old West Proverb

Poor is having to sell the horse to buy the saddle. -- Old West Proverb

Letting the cat out of the bag is a whole lot easier than putting it back in. -- Will Rogers

The quickest way to double your money is to fold it over and put it back in  
your pocket. -- Old West Proverb

There are three kinds of men: The ones that learn by reading. The few who learn by observation. The rest of them have to  
pee on the electric fence.-- Will Rogers

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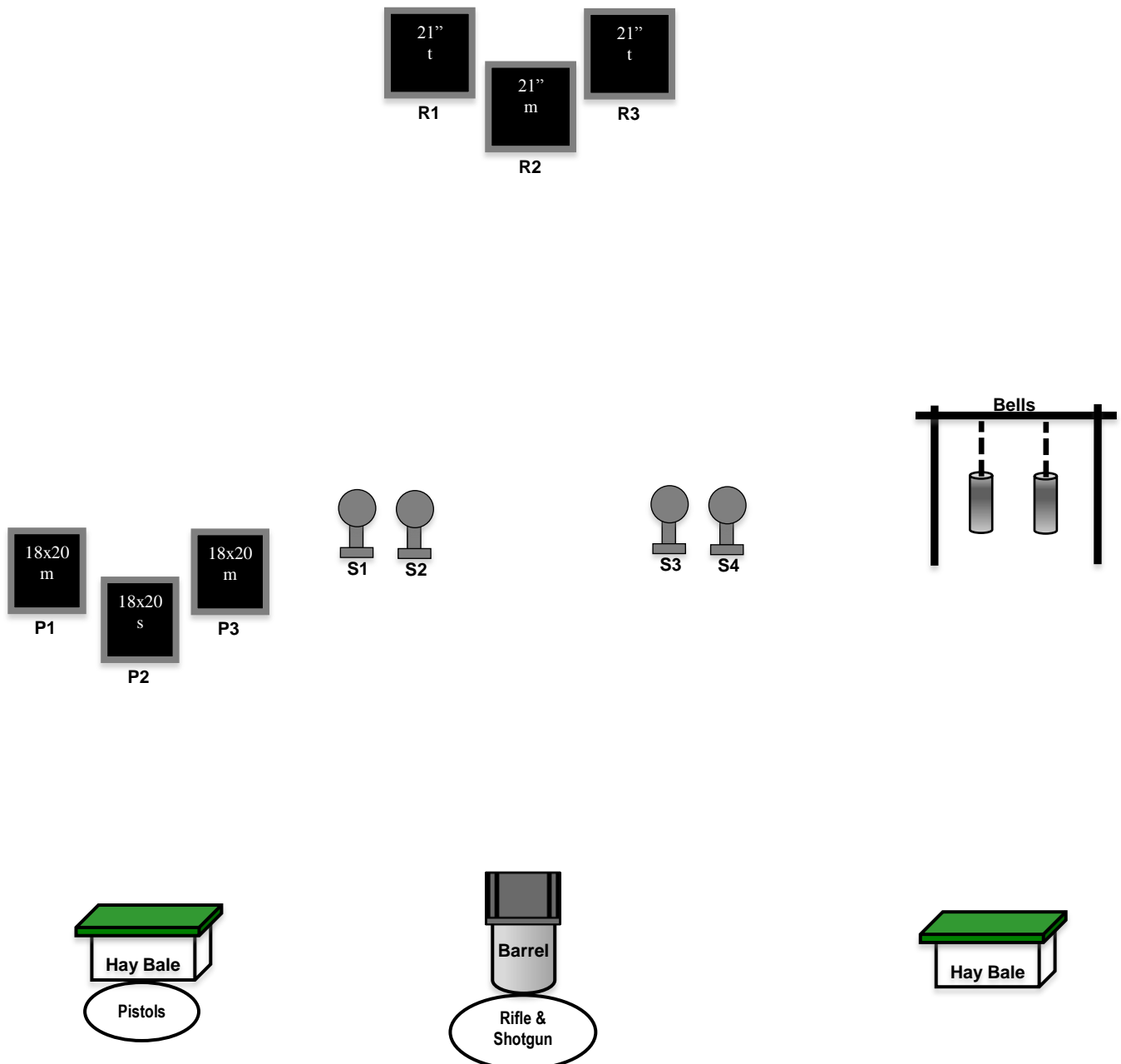
## STAGE ONE – BAY #1 – Left Side

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

**Shooting Order:** 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 staged on the barrel.

**Procedure:** Shooter starts at the left hay bale and when ready says “When in doubt, let your horse do the thinkin’ ”. At the beep with pistols engage the three pistol targets (P1, P2, P3), starting on either end, as follows (P1, P2, P1, P2, P3) and then starting on the other end (P3, P2, P3, P2, P1). Move to the barrel. Next with rifle engage the three rifle targets (R1, R2, R3) using the same instructions as the pistols. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) in the following order (outside, outside, inside, inside).



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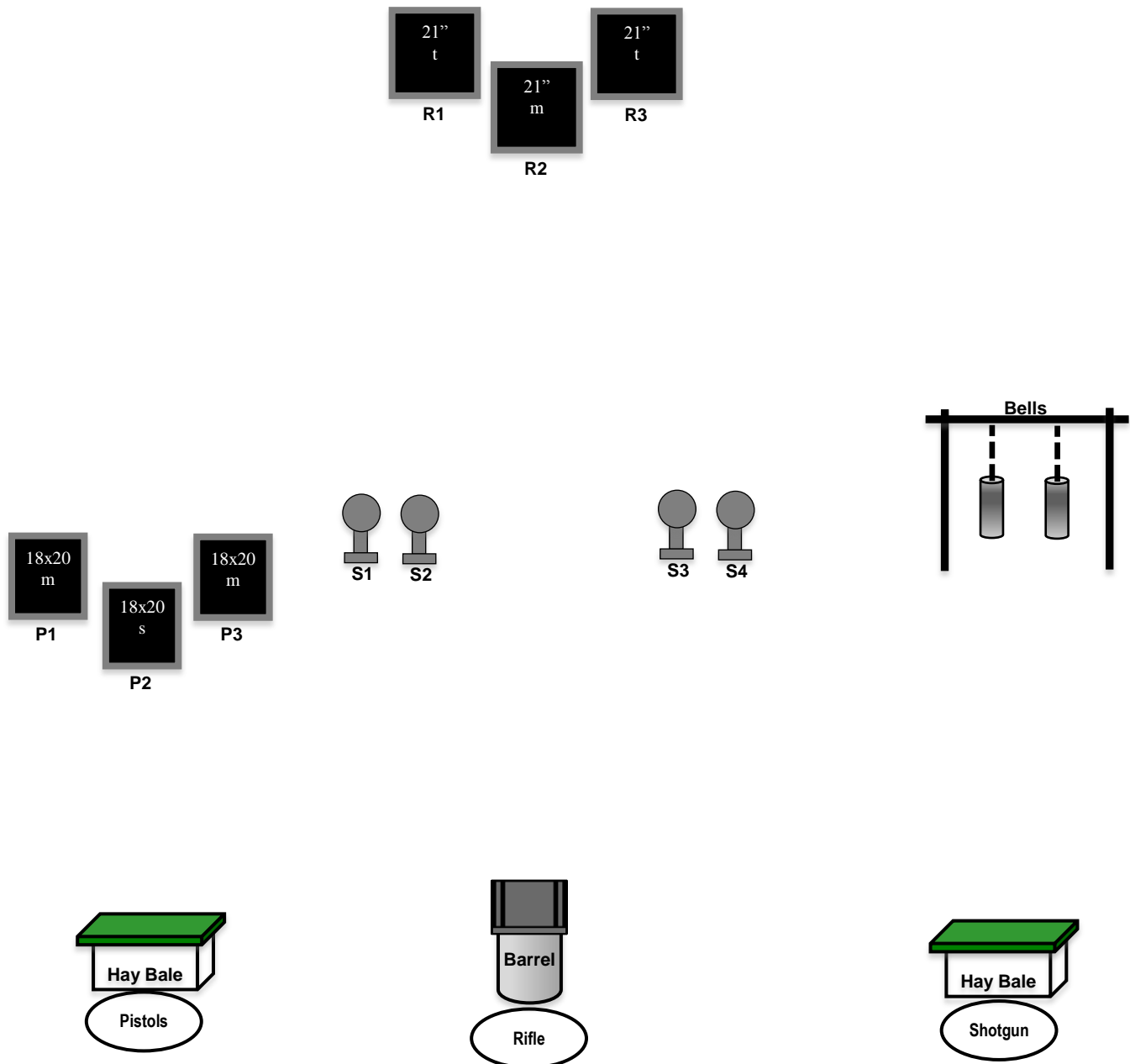
## STAGE TWO – BAY #1 – Left Side

**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 held pointed safely down range.

**Procedure:** Shooter starts at the right hay bale with shotgun pointed safely down range and when ready says “When in doubt, let your horse do the thinkin’”. At the beep with shotgun engage the two shotgun bells so that they move/ring. Move to the barrel. Next with rifle engage the three rifle targets (R1, R2, R3) in the following order (R2, R2, R1, R3, R2, R2, R1, R3, R2, R2). Move to the left hay bale. Last with pistols engage the three pistol targets (P1, P2, P3) using the same instructions as the pistols.



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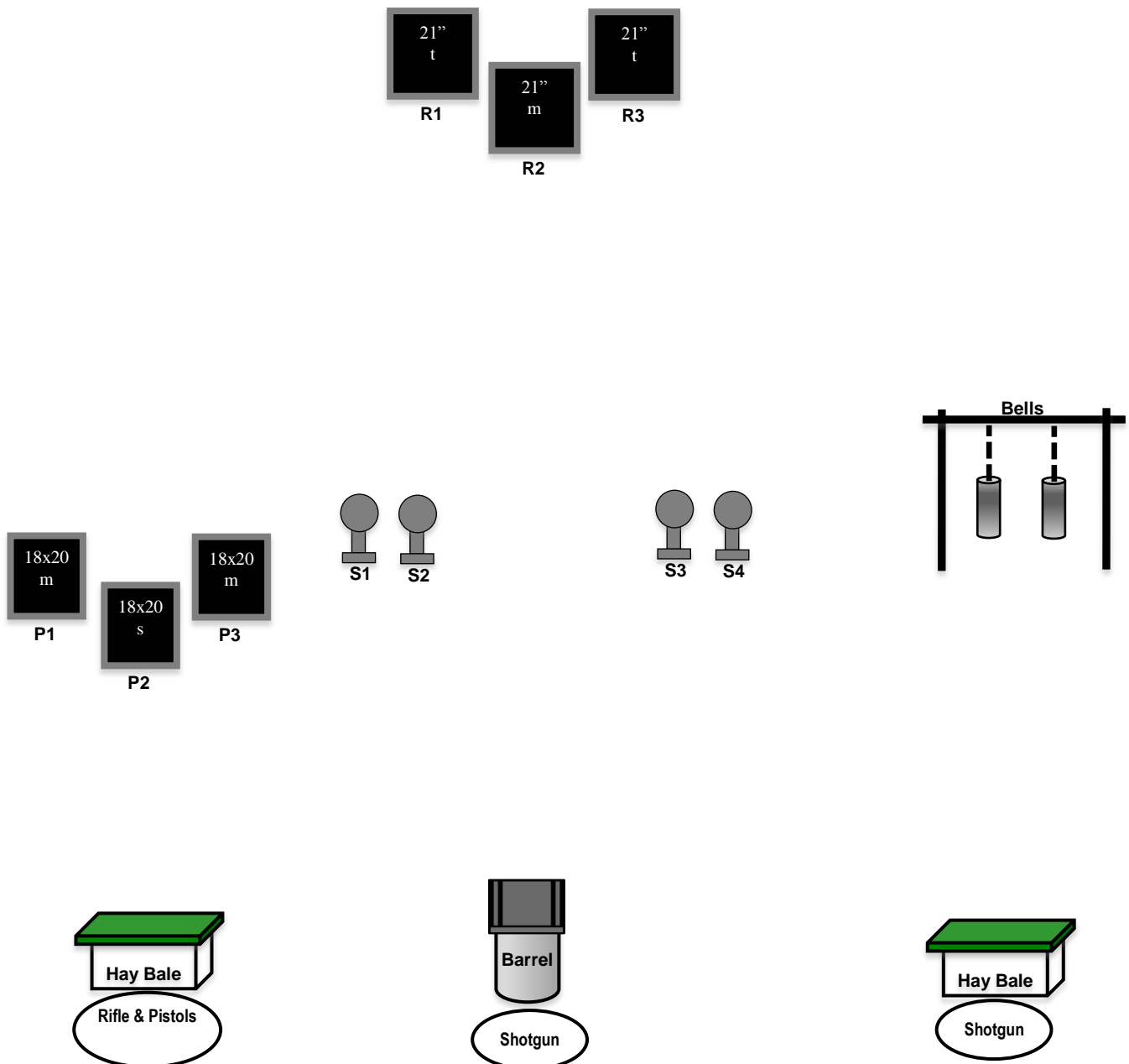
## STAGE THREE – BAY #1 – Left Side

**Round Count:** 10 pistol, 9 rifle, and 6+ shotgun

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 9 rounds and on left hay bale. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter starts at the left hay bale with hands above shoulders and when ready says “When in doubt, let your horse do the thinkin’ ”. At the beep with rifle engage the three rifle targets (R1, R2, R3) with 3 shots on each target. Next with pistols engage the three pistols targets (P1, P2, P3) with double taps and all targets engaged. Move to the barrel. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Next move to the right hay bale. Last with shotgun engage the two shotgun bells so that they move/ring.



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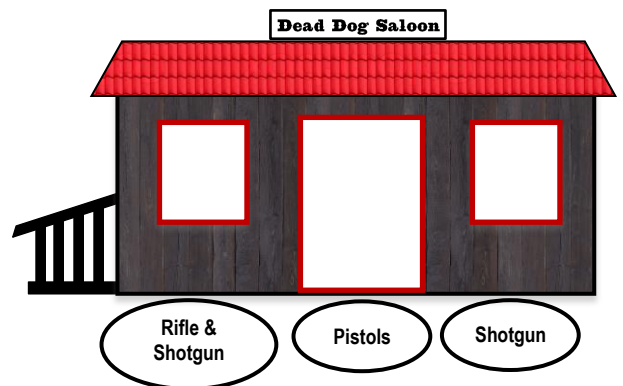
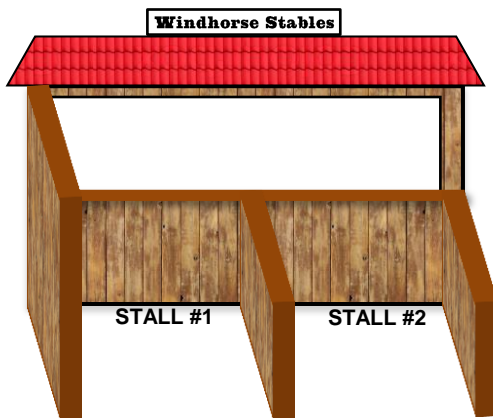
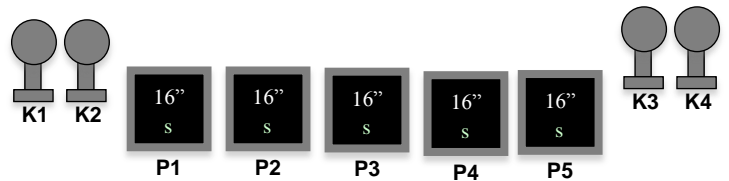
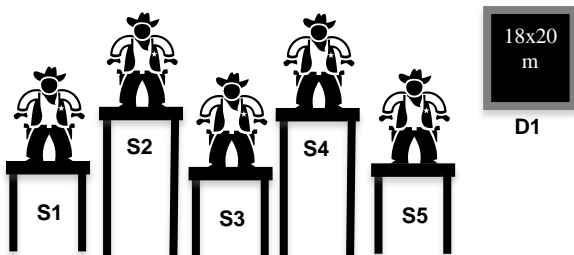
## STAGE FOUR – BAY #2 – Right Side

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

**Shooting Order:** Rifle, Shotgun, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and held at cowboy port arms. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in the left window.

**Procedure:** Shooter starts at the left window with the rifle at cowboy port arms and when ready says “When in doubt, let your horse do the thinkin’”. At the beep with rifle engage the five rifle targets (R1, R2, R3, R4, R5) in the following order (middle, outside, other outside, inside, other inside) and repeat in the same order as first five. Next with shotgun engage the two knockdown targets (K1, K2) in any order. Move to the right window. Next with shotgun engage the two knockdown targets (K3, K4) in any order. Move to the doorway. Last with pistols engage the five pistol targets (P1, P2, P3, P4, P5) using the same instructions as the rifle.



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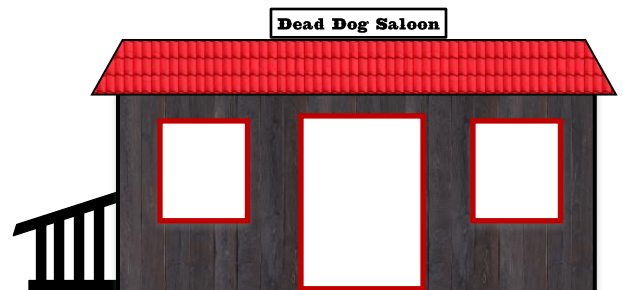
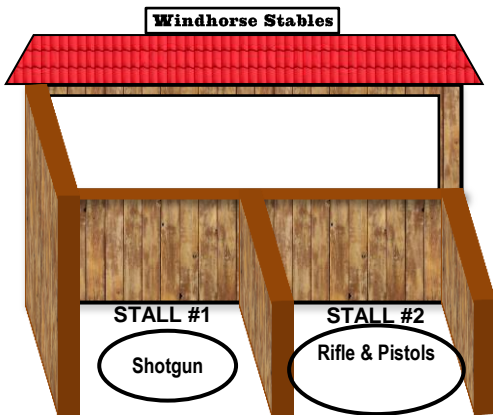
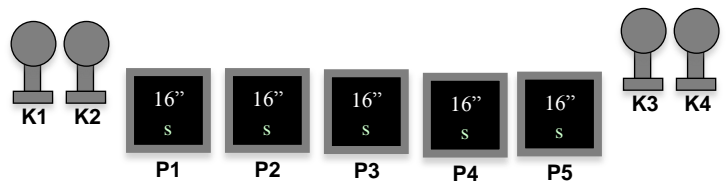
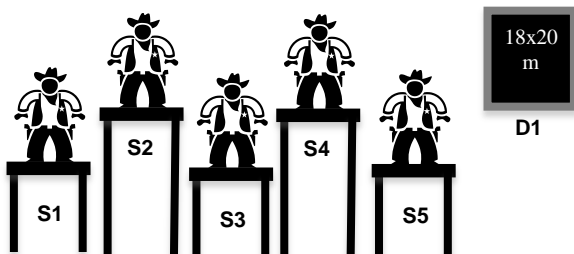
## STAGE FIVE – BAY #2 – Right Side

**Round Count:** 10 pistol, 10 rifle, and 1 shotgun

**Shooting Order:** Shotgun, Rifle, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged in Stall #2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in Stall #1.

**Procedure:** Shooter starts in Stall #1 and when ready says “When in doubt, let your horse do the thinkin’ ”. At the beep with shotgun engage one of the five cowboy knockdowns (S1, S2, S3, S4, S5), one fired round only, no makeups. Move to Stall #2. Next with rifle engage the five rifle targets (R1, R2, R3, R4, R5) in a Double Tap Sweep, for example (R1, R1, R2, R2, R3, R3, R4, R4, R5, R5). Last with pistols engage the five knockdown cowboys (S1, S2, S3, S4, S5) until all are down and then dump remaining rounds on the D1 dump target. Misses only count on the D1 dump target.



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## STAGE SIX – BAY #2 – Right Side

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

**Shooting Order:** Pistols, Shotgun, Rifle, Shotgun

**Staging:** Rifle is loaded with 10 rounds and staged in left window. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in the right window.

**Procedure:** Shooter starts in the doorway with hands on pistol(s) and when ready says “When in doubt, let your horse do the thinkin’”. At the beep with pistols engage the five pistol targets (P1, P2, P3, P4, P5) in a 1-2-4-2-1 Sweep, for example (P1, P2, P2, P3, P3, P3, P3, P4, P4, P5). Move to the right window. Next with shotgun engage the two knockdown targets (K3, K4) in any order. Move to the left window. Next with rifle engage the five rifle targets (R1, R2, R3, R4, R5) using the same instructions as pistols. Last with shotgun engage the two knockdown targets (K1, K2) in any order.

