### **CAVALIER COWBOYS**

July 5, 2015

By: Major B.S. Walker

Stage: 1 Left Bay

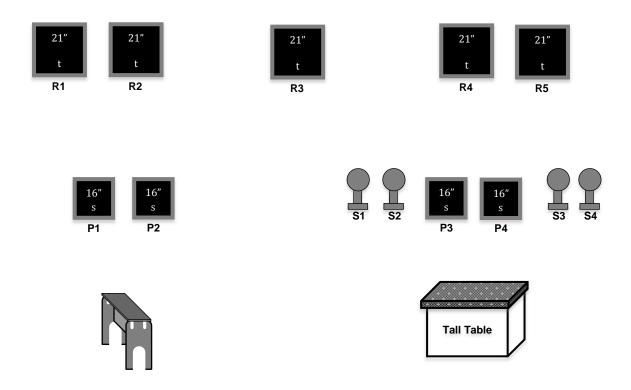
Round Count: 10-Pistol, 10-Rifle, 4+Shotgun

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

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds at

Cowboy Port Arms, Shotgun on table

**Procedure:** Shooter starts standing behind table with rifle at Port Arms and when ready says, BAD MOVE BUSTER. At the beep with rifle engage the R1 through R5 rifle targets starting on either end with a double tap sweep (ex. R1, R1, R2, R2, R3, R3, R4, R4, R5, R5). Next with shotgun engage the 4 shotgun knock-downs in any order. Last, with pistols alternate double taps on the P3 and P4 pistol targets starting on either target.



**STAGE: 2** Left Bay

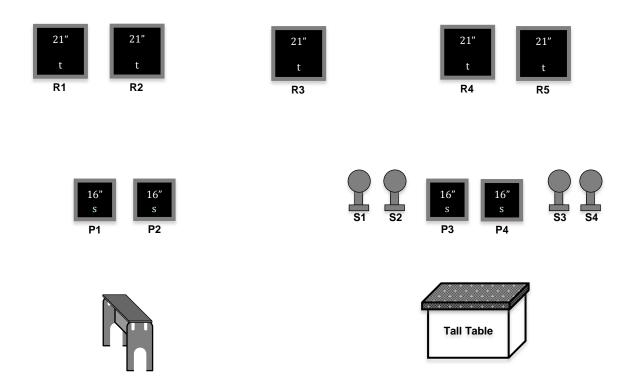
Round Count: 10-Pistol, 10-Rifle, 4+Shotgun

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the

horse, Shotgun is staged safely

**Procedure:** Shooter starts standing next to horse in default position and when ready says, BAD MOVE BUSTER. At the beep with rifle engage the R1 through R3 rifle targets in this order, R3, R2, R1, R1, then repeat. Next with pistols engage the P1, and P2 pistol targets in this order, P2, P1, P1, P2, P2, then repeat. Move to table and with shotgun engage the 4 shotgun knock-downs in any order.



Stage: 3 Left Bay

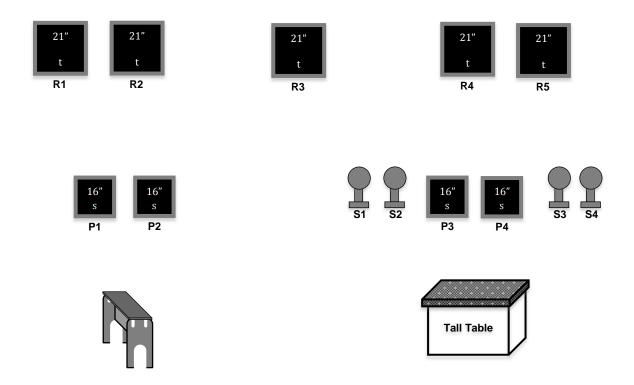
**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

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

horse, Shotgun on the table

**Procedure:** Shooter starts standing at the table with both hands on the table and when ready says, BAD MOVE BUSTER. At the beep with shotgun engage the 4 shotgun knockdowns in any order. Next move to horse and with rifle engage the R1 through R3 rifle targets in this order, R2, R2, R2, R1, R1, R1, R2, R2, R2, R3. Last with pistols engage the P1 and P2 pistol targets in this order, P2, P2, P2, P1, P1, P1, P2, P2, P2, P1.



Stage: 4 Right Bay

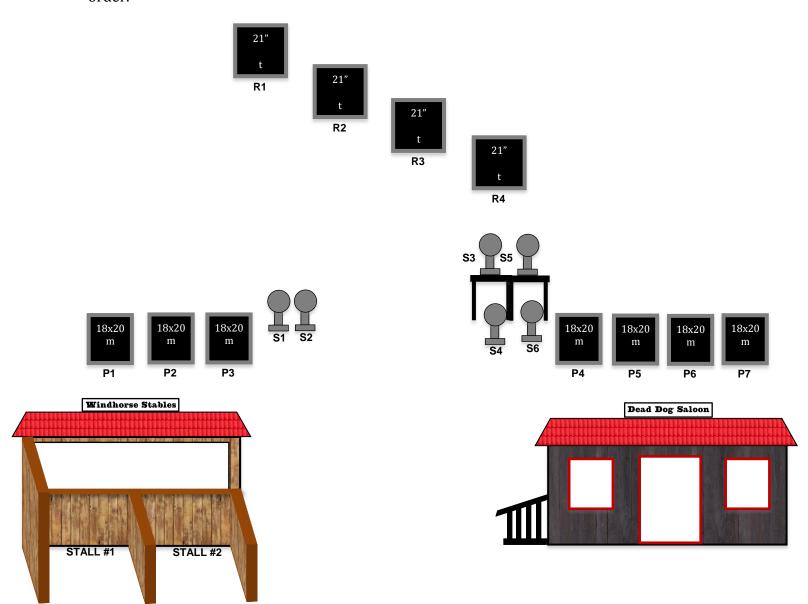
**Round Count:** 10-Pistol, 10-Rifle, 4+Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in left

window, Shotgun also in left window

**Procedure:** Shooter starts standing in doorway with hands on pistol(s) and when ready says, THAT DOES IT. At the beep draw pistols and engage the P4 through P7 pistol targets starting from either end with a Nevada sweep (ex. P4, P5, P6, P7, P6, P5, P4, P5, P6, P7). Then from the left window with rifle engage the R1 through R4 rifle targets with the same instructions as the pistol. Last with shotgun engage the S3 through S6 knock-downs in any order.



Stage: 5 Right Bay

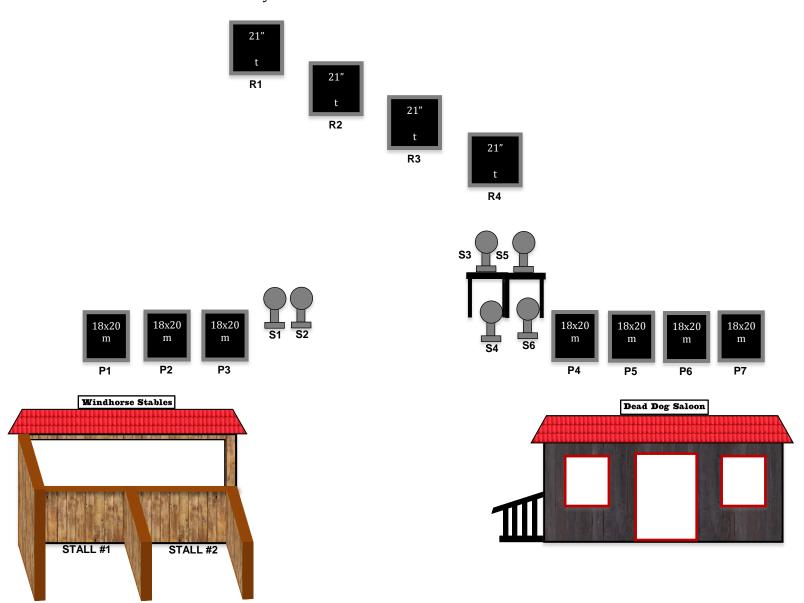
**Round Count:** 10-Pistol, 10-Rifle, 2+Shotgun

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

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in stall

2 Shotgun in stall 2

**Procedure:** Shooter starts standing in stall 2 in default position and when ready says, THAT DOES IT. At the beep with pistols engage the P1 through P3 pistol targets in this order, P1, P2, P3, P2, P2, P1, P2, P2, P3. Next with rifle engage the R1 through R4 rifle targets in this order, R1, R2, R2, R3, R4, R4, R3, R2, R2, R1. Last with shotgun engage the S1 and S2 knock-downs in any order.



Stage: 6 Right Bay

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 in left

window, Shotgun also in left window

**Procedure:** Shooter starts standing at the left window with hands on hat / head and when ready says, THAT DOES IT. At the beep with rifle engage the R1 through R4 rifle targets starting from either end in a Progressive sweep (ex. R1, R2, R2, R3, R3, R3, R4, R4, R4, R4). Move to doorway and with pistols engage the P4 through P7 pistol targets with the same instructions as the rifle. Last move back to left window and with shotgun engage the S3 through S6 knock-downs in any order.

