**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker

**Should have been an Undertaker.**

The bounty hunters Striker and Ripsaw had been on the trail of the Peppermill gang for quite some time and should soon catch up. They stop at a creek to water their horses and fill their canteens when a lone gunman opens up on them, it’s an ambush. Being the better marksmen, they return fire and kill their attacker. They both walk over to the hombre lying there on his back dead to see who it is and Ripsaw says, hell that’s just Sliphammer Spiv’s cousin. He’s not worth 50 dollars. Striker says, he’s not worth the trouble, all the big money is with the rest of the gang, so lets go. Ripsaw replies, maybe we should bury him first. So, Striker walks over to the body and kicks dirt two or three times over the victims face and says, there, now he’s buried. With a grin Ripsaw replies, with talent like that, you should have been an Undertaker, lets go.

**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker

**Tall Table**

**Hay Bale**

**S3**

**S6**

**S2**

**S5**

**S1**

**S4**

21”

t

**R4**

21”

t

**R3**

21”

t

**R2**

21”

t

**R1**

16”

**P1**

m

16”

**P2**

m

16”

**P3**

m

16”

**P4**

m

Position 1 Position 2

**Stage: 1**

**Round Count:** 10 Pistol, 10 Rifle, 6+ Shotgun

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

**Staging:** Pistols 5 rounds each, holstered, Rifle 10 rounds staged at position 1, Shotgun staged at position 1 or 2

**Procedure:** Shooter starts standing at position 1 in default and when ready says, I’LL BURY YOU. At the beep with rifle engage the R1 through R4 targets with a 3, 2, 2, 3 sweep (ex. R1, R1, R1, R2, R2, R3, R3, R4, R4, R4). Next, move to position 2 and with shotgun engage the S1 through S6 knock-downs in any order. Last, move back to position 1 and with pistols engage the P1 through P4 targets with the same instructions as the rifle.

**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker

**Tall Table**

**Hay Bale**

**S3**

**S6**

**S2**

**S5**

**S1**

**S4**

21”

t

**R4**

21”

t

**R3**

21”

t

**R2**

21”

t

**R1**

16”

**P1**

m

16”

**P2**

m

16”

**P3**

m

16”

**P4**

m

Position 1 Position 2

**Stage: 2**

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

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

**Staging:** Pistols 5 rounds each, holstered, Rifle 10 rounds staged at position 1, Shotgun at position 2 held at cowboy port arms

**Procedure:** Start standing at position 2 with shotgun at cowboy port arms and when ready say, I’LL BURY YOU. At the beep with shotgun engage the 2 upper and 2 lower knock-downs in a ( X ) for ex. S1, S6, S4, S3. Next, move to position 1 and with rifle engage the R1 through R4 targets in this order, R1, R2, R3, R4, R3, R3, R2, R2, R1, R1. Last, with pistols engage the P1 through P4 targets with the same instructions as the rifle.

**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker

**Tall Table**

**Hay Bale**

**S3**

**S6**

**S2**

**S5**

**S1**

**S4**

21”

t

**R4**

21”

t

**R3**

21”

t

**R2**

21”

t

**R1**

16”

**P1**

m

16”

**P2**

m

16”

**P3**

m

16”

**P4**

m

Position 1 Position 2

**Stage: 3**

**Round Count:** 10 Pistol, 10 Rifle, 6+ Shotgun

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

**Staging:** Pistols 5 rounds each, holstered, Rifle 10 rounds staged at position 1, Shotgun staged at position 2

**Procedure:** Shooter starts standing at position 2 with thumbs hooked in gun belt and when ready says, I’LL BURY YOU. At the beep with shotgun engage the 3 left knock-downs in any order. Next, move to position 1 and with rifle engage the R1 through R4 targets in this order, R1, R2, R1, R2, R3, R4, R3, R4, R3, R2. Then, with pistols engage the P1 through P4 targets with the same instructions as the rifle. Last, move back to position 2 and with shotgun engage the right 3 knock-downs in any order.

**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker



C3

21”

t

**F1**

21”

t

**F2**

21”

t

**F3**

21”

t

**R3**

21”

t

**R2**

21”

t

**R1**

21”

t

**F4**

C2

**S1**



**S2**



18x20  
m

**P1**

18x20  
m

**P2**

18x20  
m

**P3**

**S3**



**S4**



**Barrel**

Windhorse Stables

**STALL #1**

**STALL #2**

Dead Dog Saloon

C1

18x20  
s

**A1**

s

**A2**

s

**A3**

18x20  
s

**A4**

Prop 1 Position 1 Position 2 Position 3

**Stage: 4**

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

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

**Staging:** Pistols 5 rounds each, holstered, Rifle 10 rounds staged at position 1, Shotgun staged at position 1 or 3

**Procedure:** Shooter starts standing at position 1 with hands on window frame and when ready says, I’M ALSO AN UNDERTAKER. At the beep with rifle engage the R1, R2 & R3 targets in this order, R1, R3, R1, R3, R2 – R1, R3, R1, R3, R2. Next, move to position 2 and with pistols engage the P1, P2 & P3 targets with the same instructions as the rifle. Last, move to shotgun and engage the two knock-downs and then move to the other window and engage the two knock-downs.

**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker



C3

21”

t

**F2**

21”

t

**F1**

21”

t

**F3**

21”

t

**R3**

21”

t

**R2**

21”

t

**R1**

21”

t

**F4**

C2

**S1**



**S2**



18x20  
m

**P1**

18x20  
m

**P2**

18x20  
m

**P3**

**S3**



**S4**



**Barrel**

Windhorse Stables

**STALL #1**

**STALL #2**

Dead Dog Saloon

C1

s

**A3**

s

**A2**

18x20  
s

**A1**

18x20  
s

**A4**

**1**

Prop 1 Position 1 Position 2 Position 3

**Stage: 5**

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

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

**Staging:** Pistols 5 rounds each, holstered, Rifle 10 rounds staged in stall 2, Shotgun staged on prop 1

**Procedure:** Start standing in stall 2 in default position and when ready say, I’M ALSO AN UNDERTAKER. At the beep with pistols engage the A1 through A4 targets in this order, A1, A2, A3, A4, A2- A3, A1, A2, A3, A4. Next, with rifle engage the F1 through F4 targets with the same instructions as the pistols. Next, move to prop 1 and with shotgun break the two clays on stands then move forward no further than the clay stands and engage the popper and the bird for a 5 second bonus breaking the bird. Bird must be engaged. Miss on bird is not a miss.

**Cavalier Cowboys Match**

May 1, 2016

By: Major B.S. Walker



C3

21”

t

**F1**

21”

t

**F2**

21”

t

**F3**

21”

t

**R3**

21”

t

**R2**

21”

t

**R1**

21”

t

**F4**

C2

**S1**



**S2**



18x20  
m

**P1**

18x20  
m

**P2**

18x20  
m

**P3**

**S3**



**S4**



**Barrel**

Windhorse Stables

**STALL #1**

**STALL #2**

Dead Dog Saloon

C1

s

**A3**

s

**A2**

18x20  
s

**A1**

18x20  
s

**A4**

Prop 1 Position 1 Position 2 Position 3

**Stage: 6**

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

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

**Staging:** Pistols 5 rounds each, holstered, Rifle 10 rounds staged at position 2, Shotgun staged at position 1 or 3

**Procedure:** Shooter starts standing at position 2 with hands at shoulder height and when ready says, I’M ALSO AN UNDERTAKER. At the beep move to the shotgun and engage the two knock-downs. Next, move back to position 2 and with rifle engage the R1, R2 & R3 targets in this order, R1, R2, R2, R3, R3- R3, R2, R2, R1, R1. Last, with pistols engage the P1, P2 & P3 targets with the same instructions as the rifle.