

Cavalier Cowboys

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Working for the Cavalier Ranch everyone has to take their turn rustling up strays and you are no exception. After a hard day of chasing down cows, you move the 20 or so head you collected into a box canyon for the night. You then ride out of smell range of the cattle to rustle up some grub. You notice the smell of smoke as you dismount so you creep up behind a rock to take a look not knowing if it's hostile Indians or what. It's hostiles alright, it's some of the Pungo boys and it seems they have rustled up some of the Cavalier steers instead of grub. You'll put a stop to that.

Stage 1

Round Count: Pistols- 5 **each**, Rifle- 10, Shotgun- 4 plus

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols holstered, Rifle on table, Shotgun on table

Shooter starts standing behind table with hands in surrender position. Say the line "HOWDY BOYS" and at the beep with rifle engage the rifle targets in this order 1,1,1,2,3,4,5,6,6,6. Next engage pistol targets from left to right but same order as rifle, 1,1,1,2,3,1,2,3,3,3. Last, engage shotgun knock-downs in any order.

Stage 2

Round Count: Pistols- 5 **each**, Rifle- 10, Shotgun- 4 plus

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols holstered, Rifle on horse, Shotgun on horse

Start standing behind table with one hand on pistol and one hand on table. Say the line "HOWDY BOYS" at the beep engage the pistol targets, 1,2,2,3,3,1,1,2,2,3. Move to horse and engage rifle targets, 1,2,2,3,3,4,4,5,5,6. Retrieve shotgun and engage left 2 knock-downs any order then from table engage the right 2 knock-downs any order.

Stage 3

Round Count: Pistols- 5 **each**, Rifle- 10, Shotgun- 4 plus

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols holstered, Rifle on horse, Shotgun at Port Arms

Starts standing behind table with shotgun at port arms and say "HOWDY BOYS."
At the beep engage the 4 shotgun knock-downs in any order. Move to horse and engage rifle targets, 1,2,2,2,3,4,5,5,5,6. Next, return to table and engage pistol targets, 1,2,2,2,3,1,2,2,2,3.

You stop at an old abandoned mining shack to rest and to use the out-house that's still there. As you come out of the out-house you spot some Indians stealing your horse and looking for you. It's a good thing the wind was in your favor cause the Indians might have smelled you out before you spotted them. It's time to defend your-self.

Stage 4

Round Count: Pistols- 5 **each**, Rifle- 10, Shotgun- 4 plus

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols holstered, Rifle in right stall, Shotgun on barrel

Start standing in right stall with hands on left and right wall and say the line, "LOOKING FOR ME?" at the beep engage rifle targets with a Nevada sweep starting from either end. (ex. 1,2,3,4,3,2,1,2,3,4). Move behind barrel and engage pistol targets in two separate Nevada sweeps, both starting from the same end as did the rifle. With shotgun engage the 4 knock-downs back to front, back to front starting from either side.

Stage 5

Round Count: Pistols- 5 **each**, Rifle- 10 + 1, Shotgun- 4 plus

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols holstered, Rifle in right stall, Shotgun on barrel

Shooter starts standing behind the barrel in default position and says the line “LOOKING FOR ME?” At the beep engage the pistol targets, 1,2,2,3,3, and repeat. From the right stall, engage the rifle targets in this order, 1,2,2,3,3,4,3,3,2,2 with the extra round going on target 1. Extra round must be loaded from your person any time on the clock. Move back to barrel and engage the 4 knock-downs in any order.

Stage 6

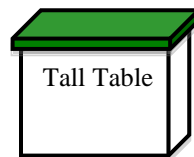
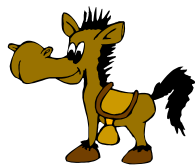
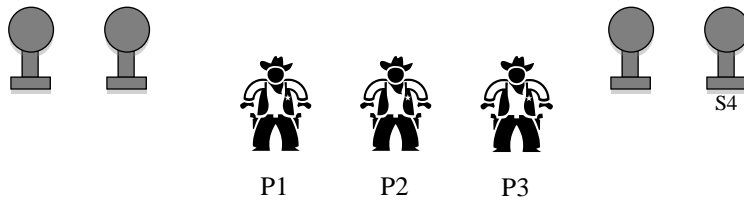
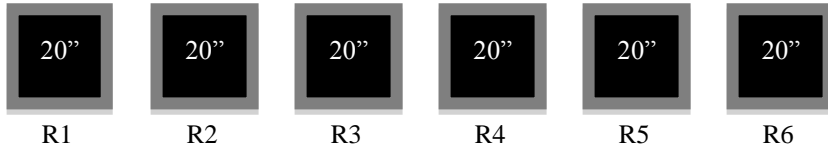
Round Count: Pistols- 5 **each**, Rifle- 10, Shotgun- 6 plus

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols holstered, Rifle in left window, Shotgun in left window

Start standing in doorway with both hands on left and right door frames at shoulder height. Say “LOOKING FOR ME?” At the beep engage pistol targets in this order, 1,1,2,3,4,4,3,2,1,1. Next, from left window, engage the rifle targets the same as pistols. From left window engage the 4 left knock-downs in any order then from right window engage the 2 right knock-downs in any order.

STAGES: 1, 2, 3



STAGES 4, 5

move targets for stage 6

STAGE 6

