

Cavalier Cowboys

March 2, 2014

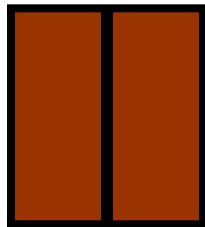
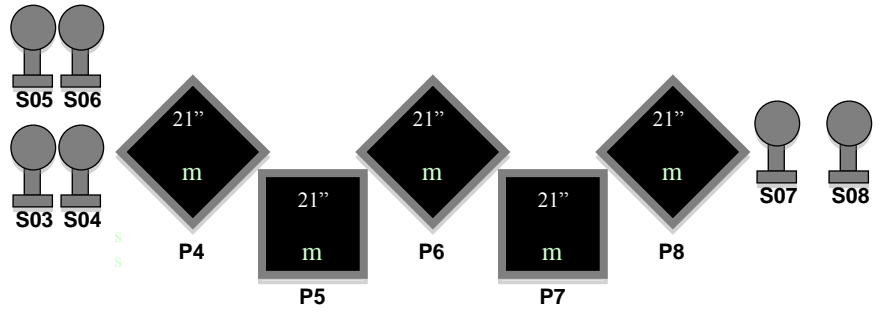
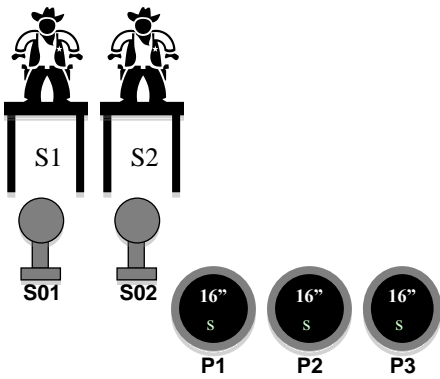
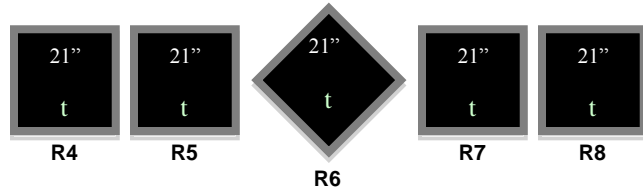
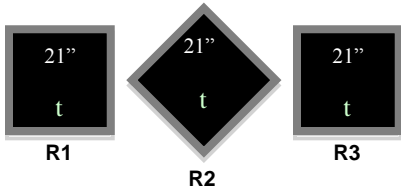
Written by: BS Walker

It's cold, windy and getting late and you want to hunker down for the night and try to thaw out. You come across an old mining shack and you're in luck, it has a potbelly stove. You build a fire and then spend hours boarding up open windows, filling up holes in the walls and finally you are able to knock the chill out of the cabin and out of your bones. You've been tracking the notorious Talking Bank Robber, BS Walker and his gang. He's called the Talking Bank Robber because he never shuts up the entire time they are there. Put your hands up high, shoulder height will be fine, you can put your hands on your head if that would be easier, hay bank teller, do you like the new scarf covering my face, if the saddle bag had larger openings I could stuff the money in faster and so on and so on. Personally you really enjoy peace and quiet and hate a lot of talking and noise. Well, hopefully, in the morning you can pick up their trail. You go out the back door to check your horse and as you're about to re-enter the shack you hear voices. Peeking through a crack in the rear window you see BS Walker and his gang, of course talking and carrying on, as they're warming themselves up around the stove with the front door wide open. You bust in the back door with guns ready but instead of saying Hands Up, or You're Under Arrest, you're so mad because you can't stand the noise and they're letting all your heat out that all you can say at first is, Why Don't You Just Shut The Front Door. Then all hell breaks loose.

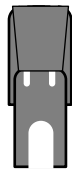
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Stage Setup



L Stalls R



Horse



Shack

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Stage: 1

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 held at Cowboy Port Arms, Shotgun in left window.

Procedure: Shooter starts in doorway of the shack with rifle at cowboy port arms and when ready says "SHUT THE FRONT DOOR ". At the beep with rifle, engage the 5 rifle targets R4, 5, 6, 7 and 8 starting from either end with two five shot sweeps from the same direction (ex. R4, 5, 6, 7, 8, 4, 5, 6, 7, 8). Move to left window and with shotgun, engage the four knock-downs S03, 04, 05, and 06 in any order. Return to doorway and with pistols engage the five pistol targets P4, 5, 6, 7 and 8 with same instructions as the rifle.

Stage: 2

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 right stall, Shotgun in right stall.

Procedure: Shooter starts standing between the stall and the horse with both hands on pistol butts or butt. When ready say (SHUT THE FRONT DOOR). At the beep, draw pistols and engage the three pistol targets, P1, 2 and 3 starting from either end in a West VA Sweep (ex. P1, 2, 3, 3, 2, 1, 1, 2, 3, 3). Move to right stall and engage the three rifle targets R1, 2 and 3 in the same order and direction as you shot the pistols targets. Last with shotgun engage the four knock-downs S01, S02, S1, and S2 in any order.

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Stage: 3

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

Shooting Order: Any order, any direction but rifle can't be last.

Staging: Pistols loaded with 5 rounds each, holstered, Rifle in doorway, Shotgun in left or right window.

Procedure: Start standing at a window or the doorway rubbing both palms together and say (SHUT THE FRONT DOOR). At the beep from left window with shotgun engage any two of the four knock-downs S03, 04, 05, or 06. Move to right window and with shotgun engage S07 and 08 knock-downs. From doorway engage the five rifle targets R4, 5, 6, 7 and 8 by double tapping in this order, outside, other outside, inside, other inside, middle (ex. R4, 4, 8, 8, 5, 5, 7, 7, 6, 6). Draw pistols and engage the five pistol targets P4, 5, 6, 7 and 8 with the same instructions as the rifle.

Stage: 4

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 in right stall, Shotgun also in right stall. (Stand and Deliver)

Procedure: Start standing in right stall with hands on right and left walls. When ready say (SHUT THE FRONT DOOR). At the beep with rifle engage the three rifle targets R1, 2 and 3 starting from either end with three sweeps from the same direction with tenth round on R2 (ex. R1, 2, 3, 1, 2, 3, 1, 2, 3, 2). With shotgun engage the four knock-downs S01, S02, S1 and S2 in any order. Last, draw pistols and engage the three pistol targets P1, 2 and 3 with the same instruction and direction as the rifle.

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Stage: 5

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 horse, Shotgun also on horse.

Procedure: Shooter starts standing in right stall with hands cupping your mouth. When ready say (SHUT THE FRONT DOOR). At the beep with pistols engage the three pistol targets P1, 2 and 3 starting from either end with a continuous Nevada sweep but double taping the center target each sweep (ex. P1, 2, 2, 3, 2, 2, 1, 2, 2, 3). Move to horse and with rifle engage the eight rifle targets R1, 2, 3, 4, 5, 6, 7, and 8 starting from either end with a continuous sweep but double taping the center target in the three target group R1, 2 and 3 and double taping the center target in the five target group R4, 5, 6, 7 and 8 (ex.R1, 2, 2, 3, 4, 5, 6, 6, 7, 8). Then with shotgun move next to side steps and engage the four knock-downs S03, 04, 05 and 06 in any order.

Stage: 6

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

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistol loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in doorway, Shotgun in left window.

Procedure: Shooter starts in doorway with both arms crossed across their chest and fingers tucked in armpits, if you can, like its cold. Say (SHUT THE FRONT DOOR) and at the beep with rifle engage the five rifle targets R4, 5, 6, 7 and 8 by first triple taping the center target then single tap the left two, triple tap the center target and then single tap the right two (ex.R6, 6, 6, 5, 4, 6, 6, 6, 7, 8). With pistols engage the pistol targets P4, 5, 6, 7 and 8 with same instructions as the rifle. From left window with shotgun engage the four knock-downs S03, 04, 05, and 06. Move with safe shotgun to right window and engage the two knock-downs S07 and 08.

