

**Cavalier Cowboys**  
**“Luck of the Draw” Match**  
**December 7<sup>th</sup>, 2014**

The “Luck of the Draw” match was ran as follows:

Target and Props: There were 5 rifle targets setup in the middle of the bay and 6 shotgun targets, 4 on the ground and 2 on stands. There were 5 pistol targets setup on the left side of the bay and another 5 pistol targets setup on the right side of the bay. The shooting positions on the right side of the bay were from the Dead Dog Saloon and the shooting positions on the left side were from in and around the Windhorse Stables.

Shooting Sequences: Before the match started we requested that each shooter write a rifle, pistol and shotgun sequence on a piece of paper and place it in the labeled buckets, one bucket for each rifle, pistol and shotgun. The writer could choose between 1 and 5 targets for the rifle and pistols, and between 1 and 6 knockdowns for the shotgun. For example, one could write: “Rifle, 3 Targets, Double Tap Nevada Sweep”. The cowboys were to write a single sequence (not a whole stage) on each slip of paper and place it in the correct bucket.

Shooting Order: There were 4 shooting orders offered; 1) Stables Left to Right (Pistols, Rifle, Shotgun). 2) Stables Right to Left (Shotgun, Rifle, Pistols). 3) Saloon Left to Right (Shotgun, Rifle, Pistols). 4) Saloon Right to Left (Pistols, Rifle Shotgun).

The Starting Position was Default for all stages. Pistols were holstered for all stages. Rifle and Shotgun was staged Safely. If extra targets not in play were hit, those hits were misses and not a procedural for all stages.

The winner (fastest time) on the previous stage would be the person who at the beginning of the next stage, reached into each of the three buckets and drew a rifle, pistol and shotgun sequence. The winner would also choose the shooting order from the 4 options offered and would make up the starting line for the stage. However, each shooter could only win one stage, if the same person won again, we would take the 2<sup>nd</sup> fastest time, etc. and for the first stage the match director picked the shooting order and starting line.

So here is what was selected:

Stage One:

Stables Right to Left (Shotgun, Rifle, Pistols)

Starting Line: Merry Christmas

Shotgun: 6 Shotgun Targets, Any Order

Rifle: 5 Targets, 2 Nevada Sweeps, starting in the middle going left then right,  
(3,2,1,2,3,3,4,5,4,3)

Pistols: 5 Targets, Middle, Outside, Other Outside, Inside, Other Inside. Middle, Outside, Other Outside, Inside, Other Inside.

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Stage Two:

Saloon Left to Right (Shotgun, Rifle, Pistols)

Starting Line: Happy New Year

Shotgun: 6 Shotgun Targets, Upper, Upper, Inner, Inner, Outer, Outer

Rifle: 5 Targets, Double Tap Sweep, Any Direction

Pistols: 5 Targets, P3, P1, P5, P2, P4 and then repeat

Stage Three:

Saloon Right to Left (Pistols, Rifle, Shotgun)

Starting Line: Merry Christmas

Pistols: 5 Targets, Sweep the 5 targets any direction and then dump 5 on the P3 target

Rifle: 3 Center Targets, Shoot 1-3-5 for 9 rounds

Shotgun: Shoot 4 of 6 targets, any order

Stage Four:

Stables Left to Right (Pistols, Rifle, Shotgun)

Starting Line: I don't like my presents

Pistols: 5 Targets, P5, P3, P1, P4, P2, P5, P4, P3, P2, P1

Rifle: 5 Targets, Triple Tap R3, single tap R1, R2 any order, Triple Tap R3, single tap R4, R5 any order

Shotgun: 6 Targets, S1, S3, S5, S6, S4, S2

Stage Five:

Saloon Right to Left (Pistols, Rifle, Shotgun)

Starting Line: Merry Christmas

Pistols: 5 Targets, Double Tap Sweep

Rifle: 5 Targets, Alternate between R1 & R2 for 4 rounds, 5<sup>th</sup> round on R5, then alternate between R4 & R5 for 4 rounds 10<sup>th</sup> round on R1, then reload 1 round and shoot R3

Shotgun: 6 Targets, shoot the 4 inside targets and then two outside targets.

Stage Six:

Saloon Left to Right (Shotgun, Rifle, Pistols)

Starting Line: Kill'em All

Shotgun: 6 Targets, Shoot the rear targets and then shoot the front targets

Rifle: 1<sup>st</sup> 3 Targets, R2, R2, R2, R1, R3, R2, R2, R2, R3, R1

Pistols: 5 Targets, Triple Tap P3, Single Tap P1 & P2 any order, Triple Tap P3, Single Tap P4 & P5 any order.

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Observations:

The concept of a “Luck of the Draw” match seemed to be well received and enjoyable by everyone present. We had 4 procedurals during the match with 14 shooters, which is not bad considering every stage had a different sequence between rifle and pistols and the stages were not available for study prior to the match. I was a little surprised that the writers chose both a 9 shot rifle sequence and a rifle reload within the match. I chose to have available 6 shotgun knockdown targets instead of 4 in order to have a variety of shotgun sequences, but was surprised when 5 of the 6 stages had 6 knockdowns, didn't think so many people would choose 6 instead of a lesser amount.

This is definitely something we will do again.