

Cavalier Cowboys

March 6, 2016

By; Major B.S. Walker

Now that the Indians have been back on the reservation for some time now, the Cavalry has decided to let you go as their head scout. Out of work for the moment and with nothing else better to do, you decide to do a little Bounty Hunting to support yourself until something better comes along. You have captured the Kuba Kid so you take him to the sheriff to have him locked up and get payed. The sheriff tells you that the bank is closed so you'll have to wait till morning to collect your money. The only problem is that you brought him in alive and you had no clue that the sheriff was the Kuba Kids cousin. So, when you show up the next morning the sheriff tells you that overnight the prisoner somehow overpowered his deputy and escaped. Low on funds and now no bounty to be had you buy yourself a beer and go outside and sit on a bench in front of the saloon to figure out your next move. As you sip, a lone hombre slowly rides down the street and stops just opposite of you across the street and starts to dismount. You can't believe your eyes, this is not happening, but is it. You believe the hombre dismounting is the outlaw, Windhorse Rider. A notorious road agent, he holds up stage coaches but always shares a glass of wine from his saddle bag with his victims before he rides off leaving them penny less. You're not quite sure if it's him or not because his back is to you so you start getting a little closer to get a better look. You are correct, it's him. You can now see a bottle cork sticking out of his saddle bag and his bandanna is covered in wine stains from drinking wine under it with it pulled up on his face. At about this same time, he spots you and knowing your reputation, starts to go for his gun. You pull yours and yell out, DON'T TOUCH THAT GUN.

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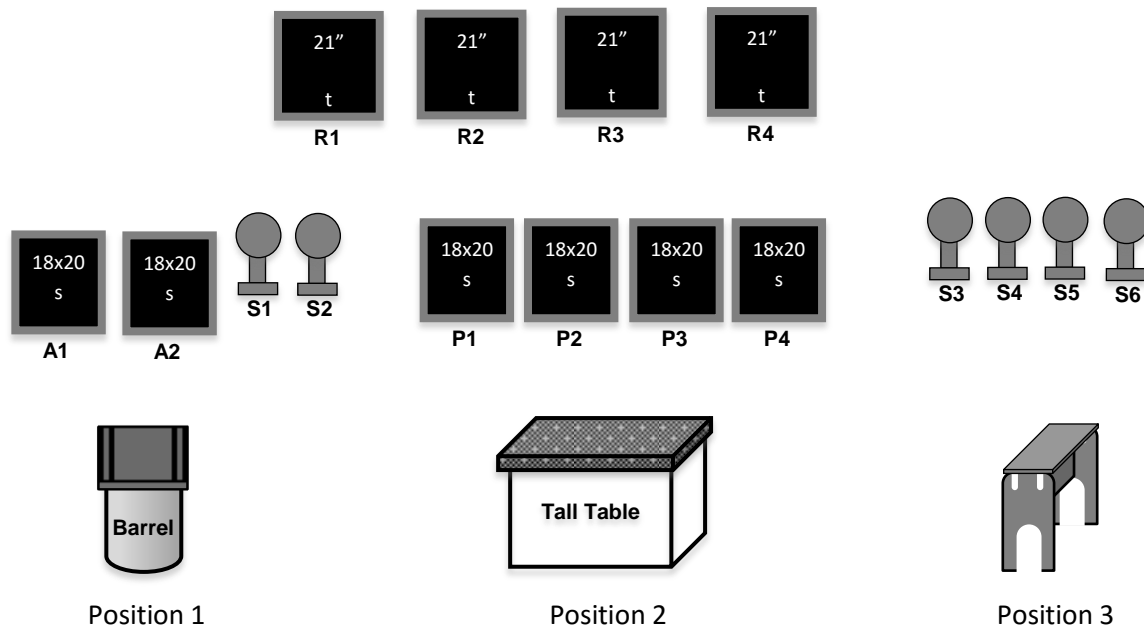
Stage: 1

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

Shooting Order: Rifle, Pistol, Shotgun

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

Procedure: Shooter starts standing at position 2 with hands by their sides and when ready says, DON'T TOUCH THAT GUN. At the beep, with rifle engage the R1 through R4 targets starting from either end with a Nevada sweep (ex.R1, R2, R3, R4, R3, R2, R1, R2, R3, R4). Next, with pistols engage the P1 through P4 targets with the same instructions as the rifle. Move to position 3 and with shotgun engage the S3 through S6 knock-downs in this order, inside, outside than inside, outside (ex. S4, S3, S5, S6).



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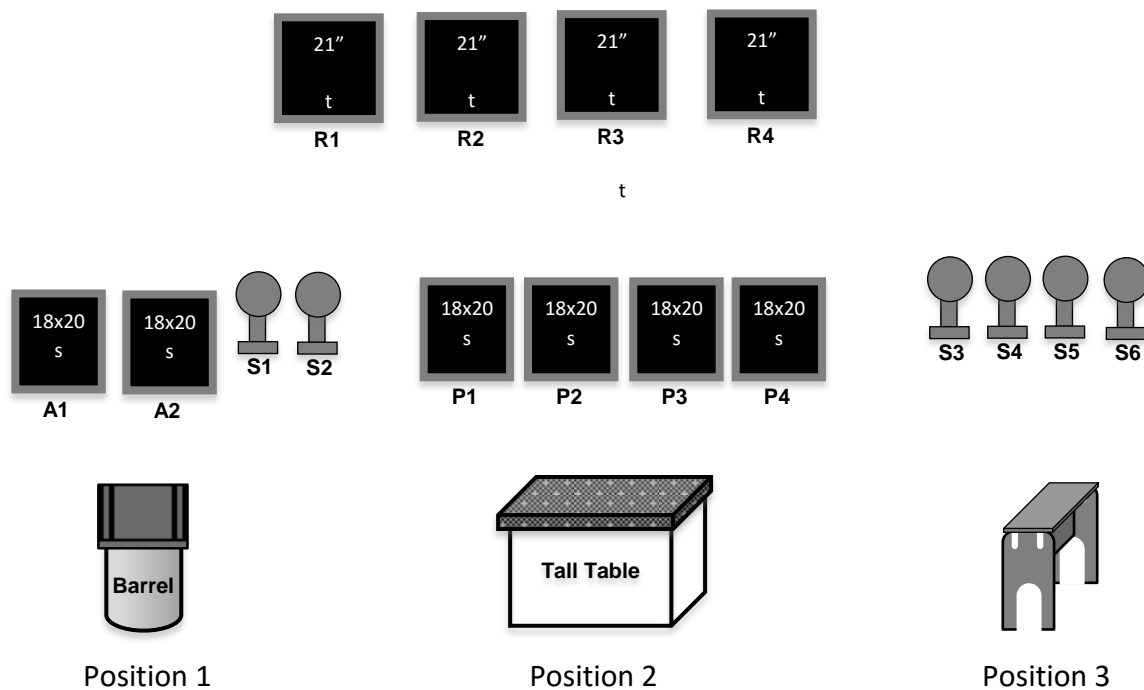
STAGE: 2

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

Shooting Order: Pistol, Shotgun, Rifle, Shotgun

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

Procedure: Shooter starts standing at position 1 with hands on pistol(s) and when ready says, DON'T TOUCH THAT GUN. At the beep, with pistols engage the A1 and A2 targets in a progressive sweep starting on the left (order A1, A2, A2, A1, A1, A1, A2, A2, A2, A2). Next, with shotgun engage the S1 and S2 knock-downs in any order. With safe shotgun move to position 2 and then with rifle engage the R1 through R4 targets starting from either end with a progressive sweep (ex. R1, R2, R2, R3, R3, R3, R4, R4, R4, R4). Last, with shotgun move to position 3 and engage the S3 through S6 knock-downs in any order.



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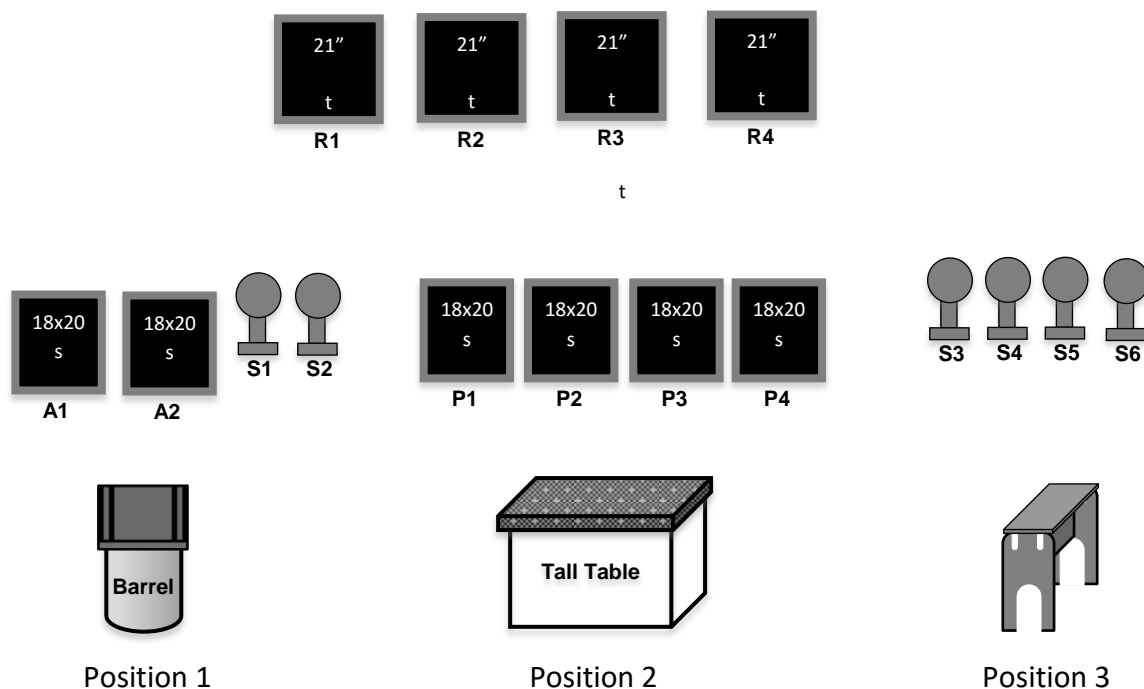
Stage: 3

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

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols 5 rounds each, at position 2, Rifle 10 rounds at position 2, Shotgun Cowboy Port Arms at position 3

Procedure: Shooter starts standing at position 3 with shotgun at cowboy port arms and when ready says, DON'T TOUCH THAT GUN. At the beep, with shotgun engage the S3 through S6 knock-downs in any order. Move to position 2 and with rifle engage the R1 through R4 targets with two 5 shot sweeps both from the same direction. The first sweep is a 2, 1, 1, 1 then the second sweep is a 1, 1, 1, 2 (ex. R1, R1, R2, R3, R4- R1, R2, R3, R4, R4). Last, with pistols engage the P1 through P4 targets with the same instructions as the rifle.



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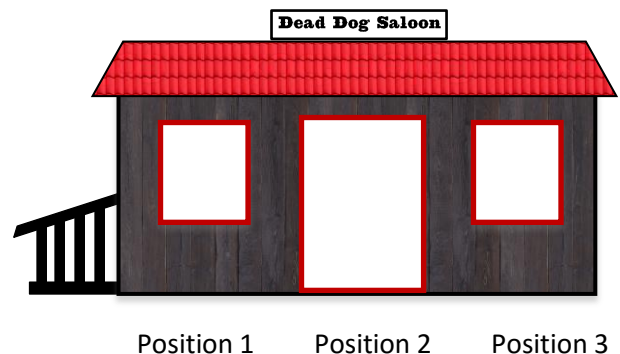
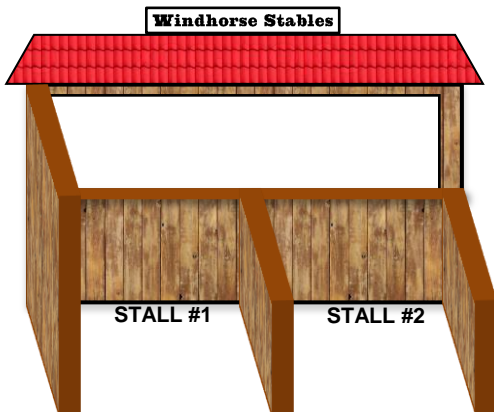
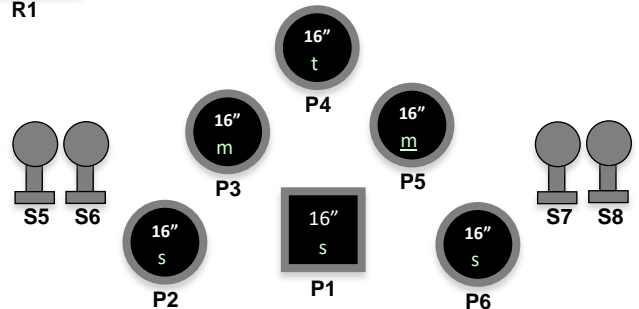
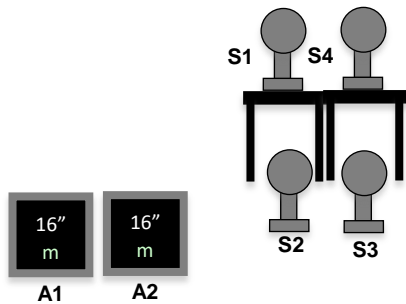
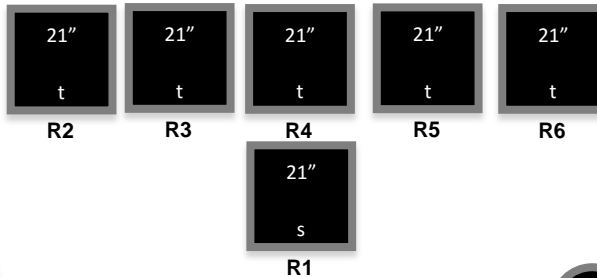
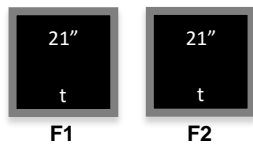
Stage: 4

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

Shooting Order: Rifle, Pistol, Shotgun

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

Procedure: Shooter starts standing at position 1 with hands in the surrender position and when ready says, DON'T TOUCH THAT GUN. At the beep, with rifle engage the R1 through R6 targets with a Nevada sweep starting on R1 (order R1, R2, R3, R4, R5, R6, R5, R4, R3, R2). Move to position 2 and with pistols engage the P1 through P6 targets with the same instructions as the rifle. Move back to position 1 and with shotgun engage the S5 & S6 knock-downs in any order then move to position 3 and engage the S7 & S8 knock-downs in any order.



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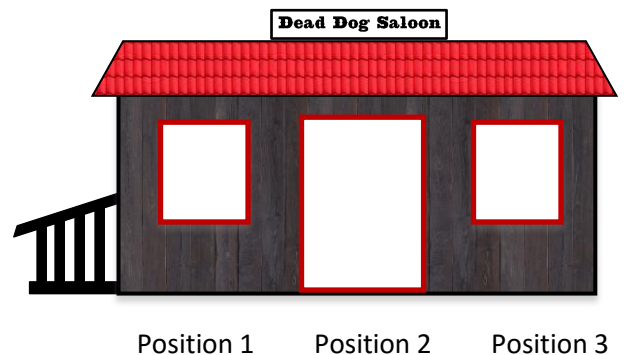
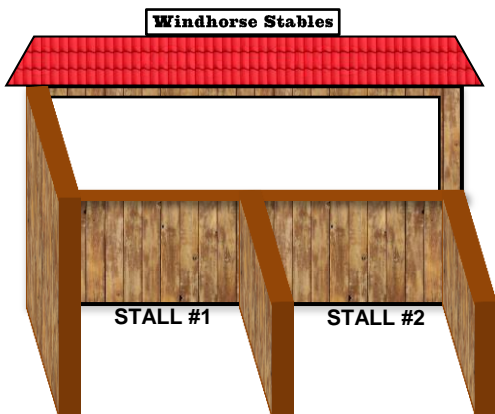
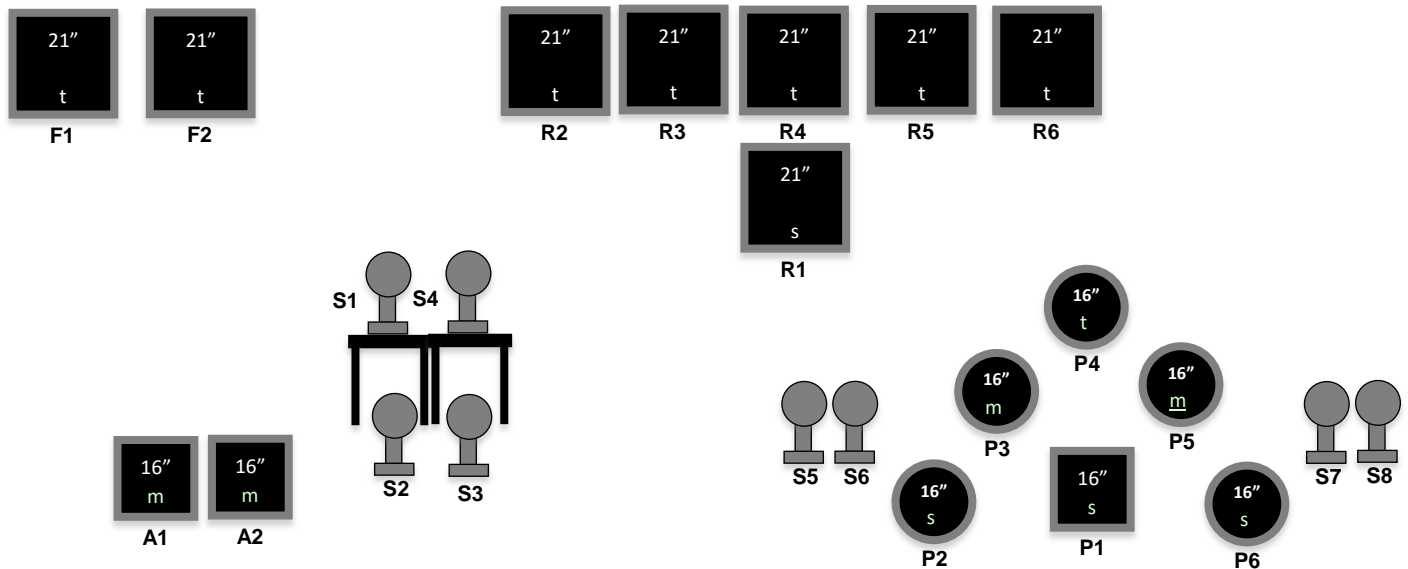
Stage: 5

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

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols 5 rounds each, Rifle 10 rounds, Shotgun 4 +, all in stall 2

Procedure: Shooter starts standing in stall 2 with hands on the left and right stall walls and when ready say's, DON'T TOUCH THAT GUN. At the beep, with pistols engage the A1 and A2 targets with a 2, 1, 2 starting from the left then a 2, 1, 2 starting from the right (order A1, A1, A2, A1, A1- A2, A2, A1, A2, A2). Next, with rifle engage the F1 and F2 targets with the same instructions as the pistols. Last, with shotgun engage the S1 through S4 knock-downs in any order.



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Stage: 6

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

Shooting Order: Shotgun, Rifle, Pistol

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

Procedure: Shooter starts standing at position 3 with hands by their sides and when ready says, DON'T TOUCH THAT GUN. At the beep, with shotgun engage the S7 and S8 knock-downs in any order. Move to position 1 and engage the S5 and S6 knock-downs in any order. Next, with rifle engage the R1 through R6 targets by alternating rounds between the low target R1 and the upper targets R2 through R6 starting on R1 the low target (ex. R1, R2, R1, R3, R1, R4, R1, R5, R1, R6). Move to doorway and with pistols engage the P1 through P6 targets by alternating rounds between the square and the round targets starting on the square.

