

Cavalier Cowboys

Hot Weather Match

Aug. 7, 2016

By: Major B.S. Walker

A long-long time ago, sometime last year, in a land far-far away, somewhere between Montpelier and Oilville, lies the watering hole of a gang of outlaws known throughout central Virginia as the notorious Cavalier Gang. Taking a break between holdups, one of them says, I think I'll mosey on into town and pickup my gal Miss. Plenty and take her on a buggy ride, so to say. One of the others replies, that might not be such a good idea since I heard that the sheriff is hold up at Miss. Plenty's place just waiting for you to show up. Furious, the outlaw jumps up and says, come on, you start shooting in front while I sneak in the back because nobody's going to stop me from getting Plenty not even a sheriff and heads to his horse.

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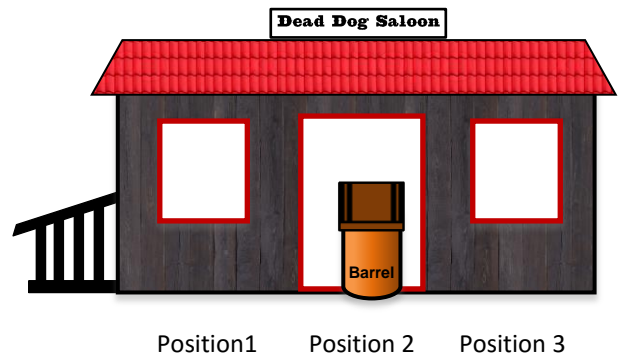
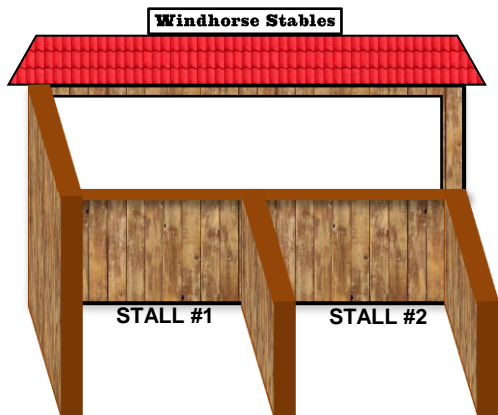
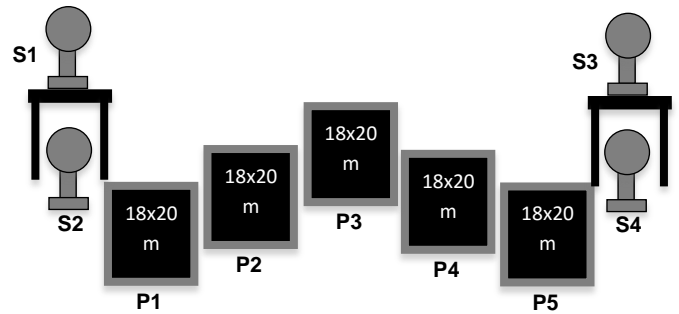
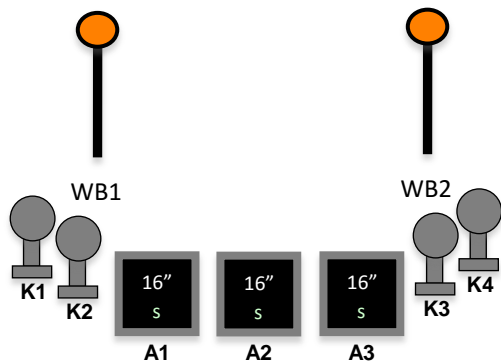
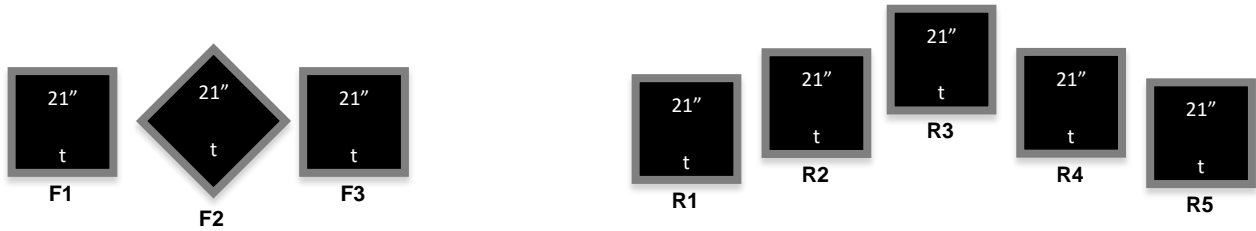
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Match Set-up

Stages: 1- 6



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Stage: 1

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

Shooting Order: Rifle, Shotgun, Pistol

Staging: Pistols staged in stall 2, Rifle loaded with 10 rounds staged in stall 1, Shotgun staged in stall 2

Procedure: Shooter starts standing in stall 1 at default and when ready says, I'M GOING ON A BUGGY RIDE. At the beep with rifle shoot at the three F targets in this order, starting on either end shoot a double tap Nevada sweep (ex. F1, F1, F2, F2, F3, F3, F2, F2, F1, F1). Next, move to stall 2 and with shotgun shoot at the four K knock-downs in any order. Last, with pistols shoot at the three A targets with the same instructions as the rifle. Pistols may be restaged or holstered.

Stage: 2

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

Staging: Pistols staged at position 2, Rifle loaded with 10 rounds staged at position 1, Shotgun staged at position 1 or 2

Procedure: Start standing at position 2 with both hands on door frame and when ready say, AND I'LL GET PLENTY. At the beep with pistols shoot at the five P targets in this order, double tap the center then double tap the two insides then double tap the two outsides (ex. P3, P3, P4, P4, P2-P2, P1, P1, P5, P5). Pistols may be restaged or holstered. Next, move to position 1 and with rifle shoot at the five R targets with the same instructions as the pistols. Last, move back to position 2 and with shotgun shoot at the four S knock-downs in this order high-high, low-low.

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Stage: 3

SAD: Stand and Deliver

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

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols staged in stall 2, Rifle loaded with 10 rounds staged in stall 2, shotgun in stall 2

Procedure: Shot SAD from stall 2. Shooter starts standing in stall 2 with hands on top of left and right walls and when ready says, I'M GOING ON A BUGGY RIDE. At the beep with shotgun shoot at the four K knock-downs in any order. Next, with rifle shoot at the three F targets in this order alternate four rounds on outside targets then place fifth round on center, repeat instructions (ex. F1, F3, F1, F3, F2 – F1, F3, F1, F3, F2). Last with pistols, shoot at the three A targets with the same instructions as the rifle. Pistols may be restaged or holstered.

Stage: 4

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

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols staged at position 2, Rifle loaded with 10 rounds staged at position 1, Shotgun staged at position 2

Procedure: Shooter starts standing at position 1 any way they want as long as they are not supporting a firearm and when ready says, AND I'LL GET PLENTY. At the beep with rifle shoot at the five R targets in this order, double tap center then single tap both outsides, double tap center then single tap both insides, double tap center (ex. R3, R3, R1, R5, R3, R3, R2, R4, R3, R3). Next, move to position 2 and with pistols shoot at the five P targets with the same instructions as the rifle. Pistols may be restaged or holstered. Last, with shotgun shoot at the four S knock-downs in any order.

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Stage: 5

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

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols staged in stall 2, Rifle loaded with 10 rounds held at Port Arms in stall 1, shotgun staged in stall 2

Procedure: Start standing in stall 1 with rifle at cowboy port arms and when ready say, I'M GOING ON A BUGGY RIDE. At the beep with rifle shoot at the center F target in this order, starting on the center F target and ending on the center F target triple tap the target for 9 rounds without engaging either outside target, then place the last round on the center F target. Next, move to position 2 and with pistols shoot at the center A target with the same instructions as the rifle. Pistols may be restaged or holstered. Last, with the shotgun splatter both WB targets in any order.

Stage: 6

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

Shooting Order: Rifle, Shotgun, Pistol

Staging: Pistols staged at position 2, Rifle loaded with 10 rounds staged at position 1, Shotgun staged at position 1

Procedure: Shooter starts standing at position 1 with hands on hat-head and when ready says, AND I'LL GET PLENTY. At the beep with rifle shoot at the five R targets in this order, R1, R2, R3, R1, R2 – R5, R4, R3, R5, R4. Next, with shotgun shoot at the two S knock-downs at that position any order then move to position 3 and shoot at the other two S knock-downs in any order. Last, move to position 2 and with pistols shoot at the five P targets with the same instructions as the rifle. Pistols may be restaged or holstered.