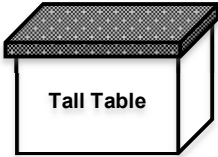


# Cavalier Cowboys

July 3, 2022  
Stages 1, 2, & 3

Stages written by Smackwater



STAGE: 1

RC/SO: 2+ Shotgun / 10 Pistol / 10 Rifle / 2+ Shotgun

STAGING: Pistols holstered; Rifle staged on tall table. Shotgun pointed safely down range at tall table

PROCEDURE: Shooter starts at tall table with shotgun pointed safely down range and when ready says "READY". At the beep shoot S1 & S2 knockdowns in any order till down. Next with pistols shoot targets P1 – P4 in this exact order P1,P1,P2,P2,P3,P3,P4,P4,P4,P4. Next with rifle shoot targets R1 – R4 with same instructions as the pistols. Last with shotgun shoot knockdowns S3 & S4 in any order till down.

STAGE: 2

RC/SO: 4+ Shotgun / 10 Rifle / 10 Pistol

STAGING: Shotgun and Rifle staged on tall table, Pistols holstered.

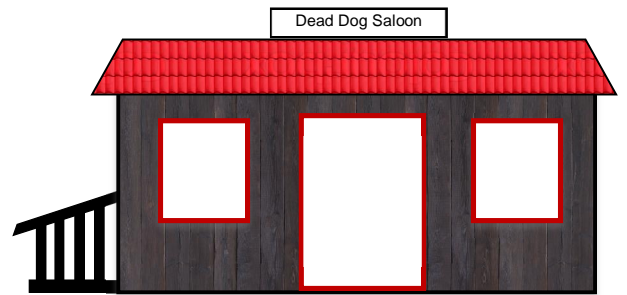
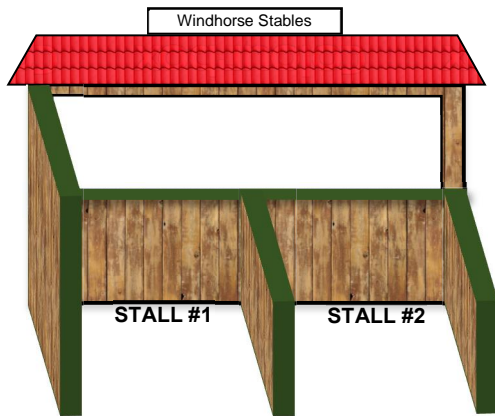
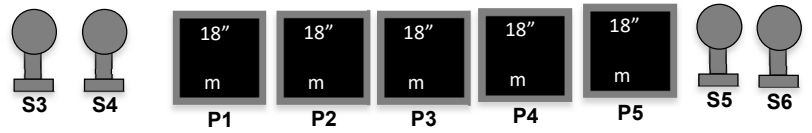
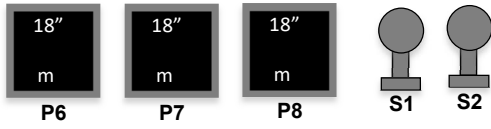
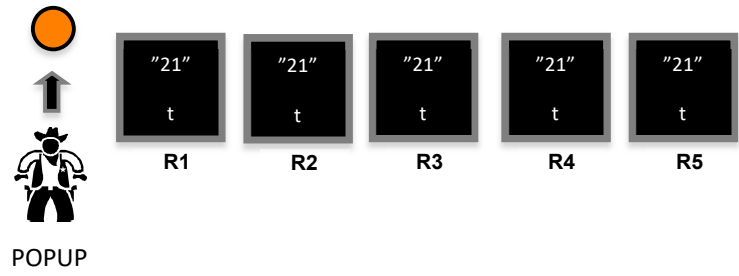
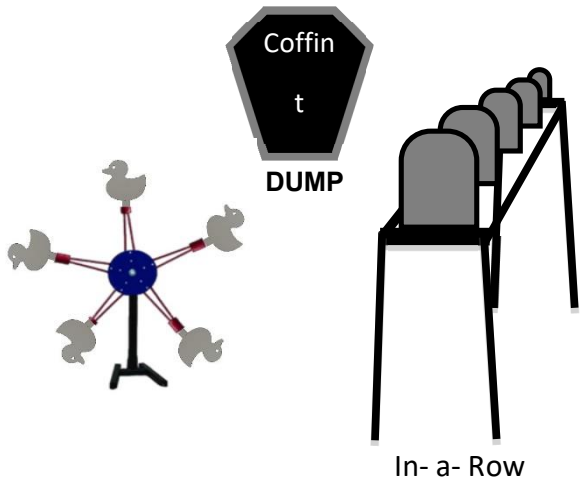
PROCEDURE: Shooter starts at tall table with hands at default and when ready says "READY". At the beep with shotgun shoot targets S1 – S4 from right to left, for example (S4,S3,S2,S1). Next with rifle shoot targets R1 – R4 with a WV sweep starting on R3 in this exact order, (R3,R4,R4,R3,R2,R1,R1,R2,R3,R4). Last with pistols shoot targets P1 – P4 with same instructions as the rifle.

STAGE: 3

RC/SO: 10 Rifle / 10 Pistol / 4+ Shotgun

STAGING: Rifle held at Cowboy Port Arms, Pistols holstered, Shotgun staged on tall table.

PROCEDURE: Shooter starts at the tall table with rifle at Cowboy Port Arms and when ready says "READY". At the beep shoot rifle targets R1 – R4 with a Nevada sweep from either direction, for example (R1,R2,R3,R4,R3,R2,R1,R2,R3,R4). Next with pistols shoot targets P1 – P4 with same instructions as the rifle. Last with shotgun shoot knockdowns S1 – S4 in any order till down.



STAGE: 4

RC/SO: 10 Pistol / 10 Rifle / 4+ Shotgun

STAGING: Pistols holstered, Rifle/Shotgun staged in stall 2

PROCEDURE: Shooter starts at stall 2 with hands at low surrender and when ready says "READY". At the beep with pistols shoot targets P6-P8 with a 3-4-3 sweep from either direction for example (P6,P6,P6,P7,P7,P7,P7,P8,P8,P8). Next with rifle shoot the Texas star till all targets are down. Place extra rounds on the dump target. Next with shotgun clean up Texas star if necessary only if dump target has not been hit. Last with shotgun move to the barrel and shoot knockdowns S1 & S2 in any order then engage/shoot the pop-up target and clay for a 5 second bonus. (Round must be fired for the clay)

STAGE: 5

RC/SO: 2+ Shotgun / 10 Pistol / 10 Rifle / 2+ Shotgun

STAGING: Pistols holstered, Rifle staged at position 2, Shotgun held safely at position 1 or 3

PROCEDURE: Shooter starts at position 1 or 3 with shotgun pointed safely down range and when ready says "READY". At the beep shoot the two knockdowns at that window position in any order till down. Next move to position 2 the doorway and with pistols shoot targets P1 – P5 in this exact order P1,P5,P2,P4,P3 - P3,P2,P4,P1,P5. Next with rifle shoot targets R1 – R5 with same instructions as the pistol. Last move to the other window position with shotgun shoot the other two knockdowns in any order till down.

STAGE: 6

RC/SO: 10 Rifle /4+ Shotgun/ 10 Pistol

STAGING: Rifle/Shotgun staged on barrel, Pistols holstered

PROCEDURE: Shooter starts at barrel with hands on hat/head and when ready says "READY". At the beep with rifle shoot the in-a-row targets till all targets are down. Place extra rounds on the dump target. Next with shotgun shoot knockdowns S1-S4 in any order till down. Last move to stall 2 and with pistols shoot P6-P8 with a triple tap sweep then with 10<sup>th</sup> round shoot the dump target, for example (P6,P6,P6,P7,P7,P7,P8,P8,P8,Dump target).