

# Cavalier Cowboys Match

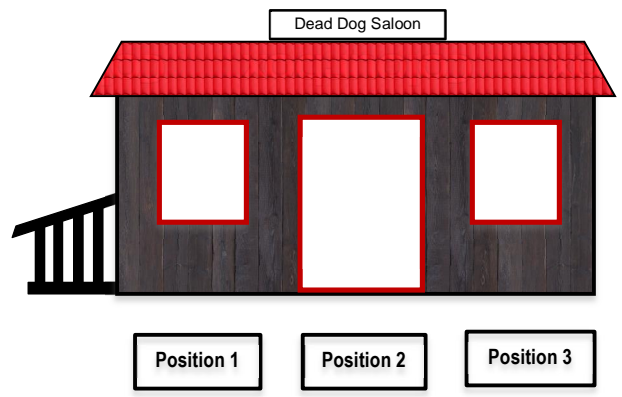
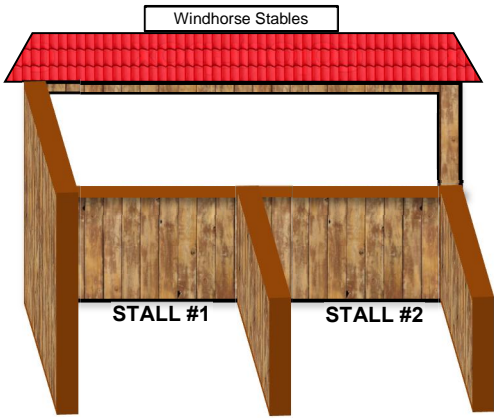
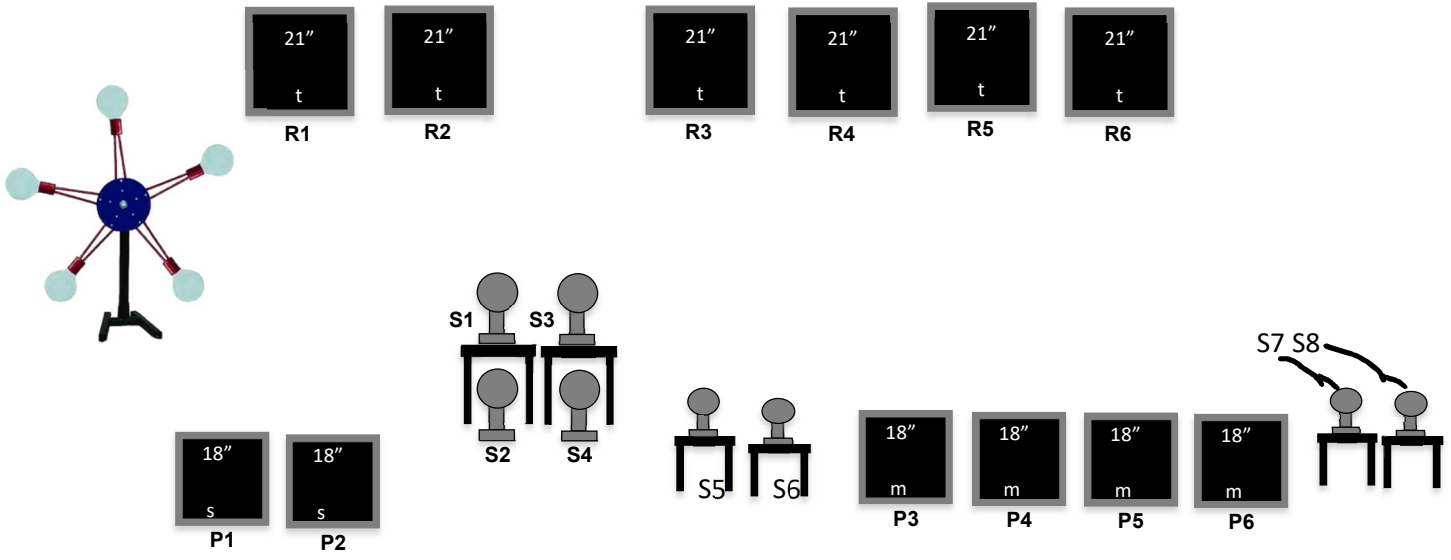
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## “Do Anything”

(Note: Names have been changed to protect the innocent)

It's almost dark, the winds a blow'en and snow is coming down just about as hard as it can and not be called a blizzard. But you're as snug as a bug in a rug as you sit there rocked back in a chair with your feet propped up on a couple of grain sacks next to a wood stove at the stage depot. All of a sudden, the door flies open and in walks three men all wearing chains. A fourth man walks in behind them with a pistol in one hand and a shotgun in the other. This forth man you know. It's the notorious bounty hunter Rakota Dambler. He turns to you and says, let me introduce you to the worst of the worst, law men that have gone bad. On the left is Dustice Jeadly, in the center is Rye Tiverman and to the right Misery Marshall. There all gonna hang. Dambler then throws you his shotgun and says to keep this on them while I go to the outhouse. As he's walking out the door he tells you, if anyone takes more than a step, shoot'em. No, if anyone starts to move kind of funny, shoot'em. I take that back, if anyone does anything, shoot'em.



## **STAGE 1**

RC/SO: Rifle -10, Pistols -5 each, Shotgun -4+

Staging: Rifle staged in stall 2, Pistols holstered, Shotgun staged on barrel

Procedure: Start standing in stall 2 with hands touching shelf and when ready say "YOU MOVED." At the beep with rifle shoot R1 & R2 starting on either target with alternating double taps Ex. 1, 1, 2, 2, 1, 1, 2, 2, 1, 1. Next with pistols shoot P1 & P2 with the same instructions as the rifle. Last move to the barrel and with shotgun shoot the S1 – S4 KD's in any order until down.

## **STAGE 2**

RC/SO: Shotgun -4+, Rifle -10, Pistols -5 each

Staging: Shotgun and Rifle staged on the barrel, Pistols holstered

Procedure: Start standing at the barrel with hands on buttocks and when ready say "YOU MOVED." At the beep with shotgun shoot the S1 – S4 KD's in any order until down. Next with the rifle shoot R1 – R6 starting on R1 with a Nevada sweep Ex. 1, 2, 3, 4, 5, 6, 5, 4, 3, 2. Last move to stall 2 and with pistols shoot P1 & P2 with 5 rounds each using only double & triple taps Ex. 1, 1, 1, 2, 2 - 1, 1, 2, 2, 2.

## **STAGE 3**

RC/SO: Rifle -10, Shotgun if needed, Pistols -5 each

Staging: All guns staged in stall 2

Procedure: Start standing in stall 2 with hands on left and right short walls and when ready say "YOU MOVED." At the beep with rifle shoot the plates off the Merry-go-round. Any remaining rounds are placed on the R1 target. Plates left standing can now be made up with the shotgun at this time. Misses on the dump target and plates remaining once pistol is shot count as misses. Last with pistols shoot P1 & P2 with a progressive sweep starting on either target Ex. 1, 2, 2, 1, 1, 1, 2, 2, 2. Shotgun only used on Merry-go-round if needed.

#### **STAGE 4**

RC/SO: Pistols -5 each, Rifle -10, Shotgun -2+

Staging: Pistols holstered, Rifle staged at position 2 doorway, Shotgun staged at position 1 or 3

Procedure: Start standing at position 2 doorway with hands on pistol-pistols and when ready say "DO ANYTHING". At the beep with pistols shoot the P3 – P6 targets in this exact order 3, 3, 4, 4, 5, 5, 6, 6 - 3, 6. Next with rifle shoot R3 – R6 with the same instructions as the pistols. Last move to shotgun position and shoot the two KD's at that position until down.

#### **STAGE 5**

RC/SO: Shotgun -4+, Rifle -10, Pistols -5 each

Staging: Shotgun held at Port Arms at position 1 or 3, Rifle staged at position 2, Pistols holstered

Procedure: Start standing at window position 1 or 3 with shotgun at Port Arms and when ready say "DON'T EVEN BLINK." At the beep with shotgun shoot the 2 KD's at that position until down then do the same from the other window position. Next move to position 2 and with rifle shoot R3 – R6 with a 1, 1, 1, 2 sweep from the left then from the right Ex. 3, 4, 5, 6, 6 – 6, 5, 4, 3, 3. Last with pistols shoot P3 – P6 with the same instructions as the rifle.

#### **STAGE 6**

RC/: Rifle -10, Pistols -5 each, Shotgun -4+ **SO > RIFLE NOT LAST**

Staging: All guns staged at position 2 doorway

Procedure: Start and stay standing at position 2 with hands at low surrender and when ready say "DON'T EVEN BLINK." At the beep

Rifle on R targets & Pistols on P targets sequence is 3, 4, 5, 6, 5, 5, 4, 4, 3, 3

Shotgun is shoot the 4 KD's in any order until down.