

BUCCANEER RANGE REGULATORS

March 13, 2010

FIELD ONE

Stage One

10 Pistol
10 Rifle
4 plus Shotgun

Start at position 1, with your pistols holstered, rifle & shotgun staged on table A. Hands are at your sides, not touching your guns.

When ready, say the line “Let’s shoot them tombstones”

At the beep pick up your rifle and dump 5 rounds on RP2 and 5 rounds on RP4. With open and empty rifle, move to table A and make rifle safe on table A.

With pistol #1 dump 5 rounds on RP1. Holster and with pistol #2 dump 5 rounds on RP5. Holster and with your shotgun, move to position 2.

With your shotgun and knock down S1 to S4 in order starting at S1. Targets must be engaged in order but need not fall in order.

Retrieve your long guns and with muzzles up, proceed to the unloading table.

Stage Two

10 Pistol
10 Rifle
4 plus Shotgun

Start at position 2 with your rifle staged on table A, pistols holstered and shotgun at cowboy port arms.

When ready, say the line “Now let’s shoot them all”

At the beep, with your shotgun knock down S1 to S4 in any order. With your open and empty shotgun, move to table A and make shotgun safe on table A.

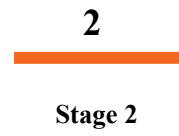
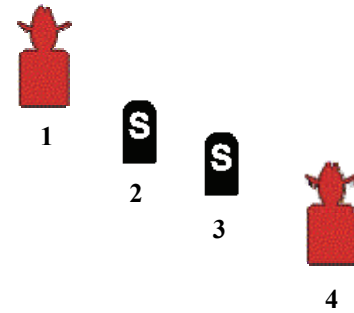
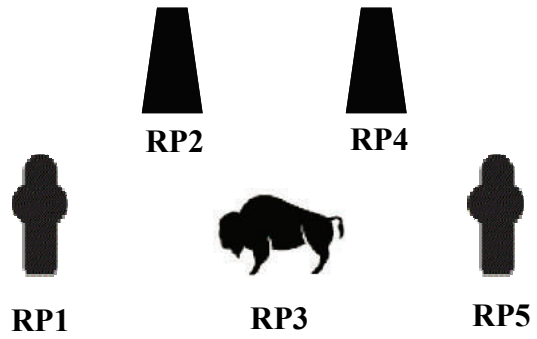
With your rifle make 2 sweeps of RP1 to RP5 in order starting on RP1. Restage your rifle on table A and move to position 1.

With your pistols, make 2 sweeps of RP1 to RP5 in order starting on RP1. Holster your pistols.

Retrieve your long guns and with muzzles up, proceed to the unloading table.

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COWBOY FIELD ONE



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FIELD TWO

Stage Three

10 Pistol
10 Rifle + 1 reload
4 plus Shotgun

Start at position A with your rifle staged at table B, your shotgun staged on table A, pistols holstered and hands flat on the table.

When ready say the line “Swing and Sway”

At the beep, with your shotgun knock down ‘S’ to start the swinger. Continue knocking down S1 to S3 in any order. Restage your shotgun on table A. With your pistols continuously alternate between P1 and P2. for 10 rounds Holster and move to table B.

With your rifle continuously alternate between C1 and C3 for 10 rounds. With a round from your person, hit the Bonus target for a 5 second bonus. You must engage the bonus, but a miss is not a miss.

Retrieve your long guns and with muzzles up, move to the unloading table.

Stage Four

10 Pistol
10 Rifle
2 Plus Shotgun

Start at table A with your shotgun at cowboy port arms, your rifle staged on table B and your pistols holstered.

When ready say the line “Take your rifle with you”

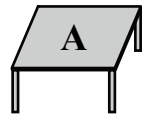
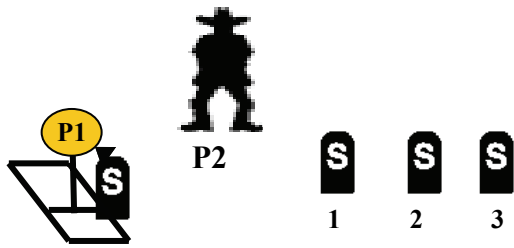
At the beep, with your shotgun knock down S1 and S3 in any order. Restage your shotgun on table A. and move to table B.

With your rifle engage C1 to C3 in 2 separate Nevada sweeps starting on C1. With your open and empty rifle move to table C and make your rifle safe on table C.

Move to position 1 and with pistol #1 engage C1 to C3 on a Nevada sweep, holster and repeat with pistol #2.

Holster and retrieve your long guns and with muzzles up, move to the unloading table.

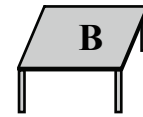
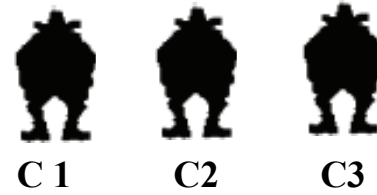
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STAGE 3

STAGE 4

COWBOY FIELD TWO



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FIELD THREE

Stage Five

10 Pistol
10 Rifle
5 Plus Shotgun

Start at the table with pistols holstered, the shotgun staged on the table and the rifle at cowboy port arms.

When ready say the line
“Did Stubby start this way?”

At the beep, with your rifle sweep T4 once, T3 3 times and T5 once and repeat. Make your rifle safe on the table.

With your pistols, sweep T1 once, T3 3 times and T2 once and repeat. Holster your pistols.

With your shotgun knock down S1 to S4 in any order. Knocking down S3 will release the bird and hit the bird for a 5 second bonus. You must engage the popper and the bird. A miss on the bird is not a miss.

Retrieve your long guns and with muzzles up, move to the unloading table.

Stage Six

10 Pistol
10 Rifle
4 Plus Shotgun

Start at the table in the cowboy surrender position, with pistols holstered, rifle and shotgun staged on the table.

When ready say the line
“Slap leather, Hombre”

At the beep, with pistol #1, engage T1 with 5 rounds. Holster and with your shotgun knock down the popper S3, releasing the bird and hit the bird for a 5 second bonus. You must engage the popper and the bird. A miss on the bird is not a miss. Restage the shotgun on the table.

With pistol #2 engage T2 with 5 rounds.....holster.

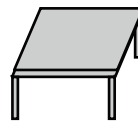
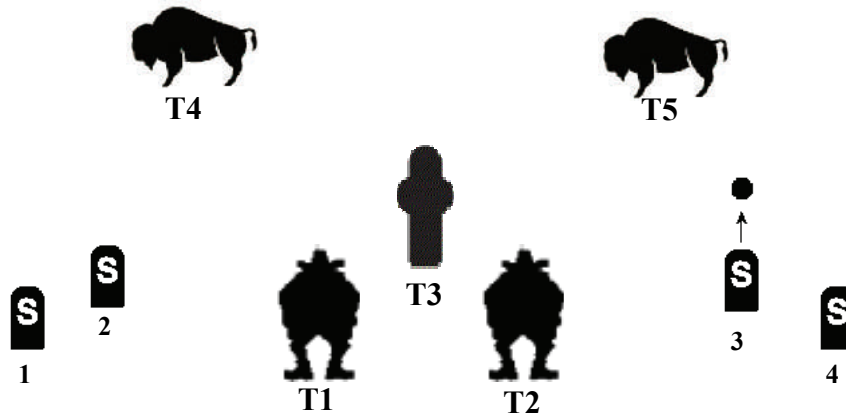
Pick up your rifle and engage T4 with 5 rounds and T5 with 5 rounds. Make your rifle safe on the table.

Pick up your shotgun and knock down S1& S2 in any order.

Retrieve your long guns and with muzzles up, move to the unloading table.

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COWBOY FIELD THREE



STAGE 5

STAGE 6