

Mattaponi Sundowners

Sept. 23, 2017

By: Major BS Walker

“ The Horse ”

One can not look back at the Old West without the vision of the Cowboy sitting atop his horse or a wagon train with horses pulling settlers to their new life. You have heard the term, the gun that won the west, but the true winner of the west was certainly the horse. No doubting the importance of the horse for transportation and pulling wagons or plows but the trusty horse served a lot more functions than just that. Besides carrying the cowboy and all his belongings, the horse also served as a friend and a companion on long lonely trails. If you had to, you could use your horse for cover during an attack or you could eat your horse to stay alive as was customary by many Indian tribes and war parties. For some time they actually made glue from horse parts. It's hard to believe that at times in the Old West, you could kill a Squaw and Indian children and receive bounty money for their scalps but if you simply stole someone's horse, you would be gunned down or hung.

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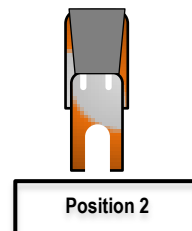
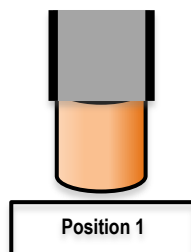
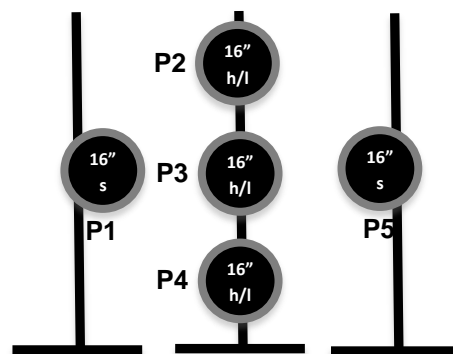
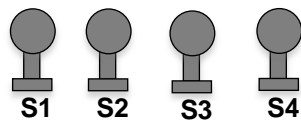
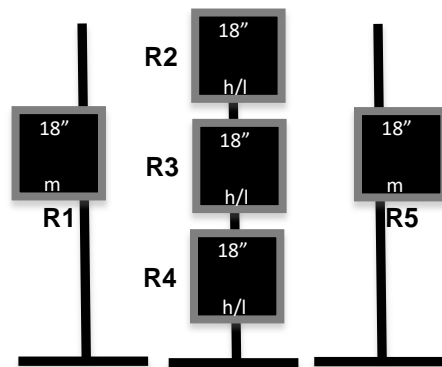
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Stage: 1

Round Count/Shooting Order: Rifle-10, Shotgun-4+, Pistols- 5 each

Staging: Pistols holstered, Rifle & Shotgun staged at position 1

Procedure: Shooter starts standing at position 1 holding the horse with both hands and when ready says "Horse Thief ". At the beep with rifle shoot at R1 thru R5 starting on any outside target with a single tap sweep, then single tap the two outside targets with no double taps. One sweep must be horizontal and one must be vertical (an ex. R1,3 5,1,5-2,3,4,2,4). Next, with shotgun shoot at the four KD's in any order. Last, move to position 2 and with pistols shoot at P1 thru P5 with the same instructions as the rifle.



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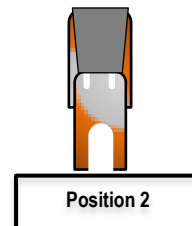
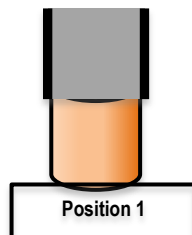
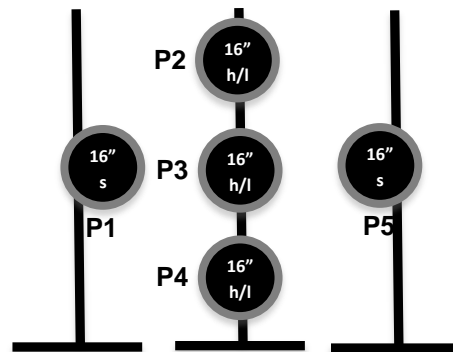
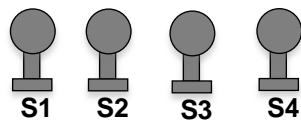
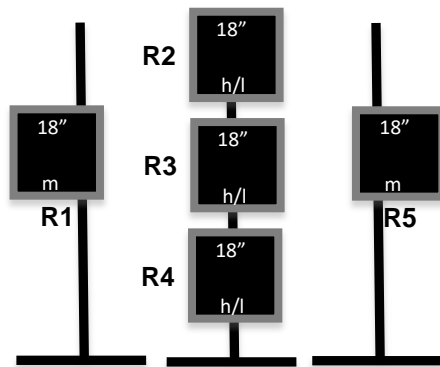
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Stage: 2

Round Count/Shooting Order: Pistols-5 each, Rifle-10, Shotgun-4+

Staging: Pistols holstered, Rifle & Shotgun staged at position 1

Procedure: Start standing at position 2 holding the horse with both hands and when ready say "Horse Thief". At the beep with pistols shoot at P1 thru P5 by first single tapping the four outer targets then single tap the center. Repeat instructions. Next, move to position 1 and with rifle shoot at R1 thru R5 with the same instructions as the pistols. Last, with shotgun shoot at the four KD,s in any order.



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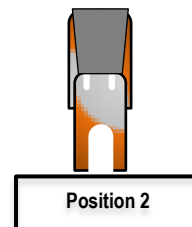
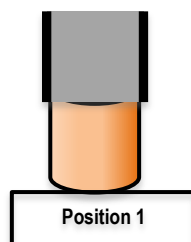
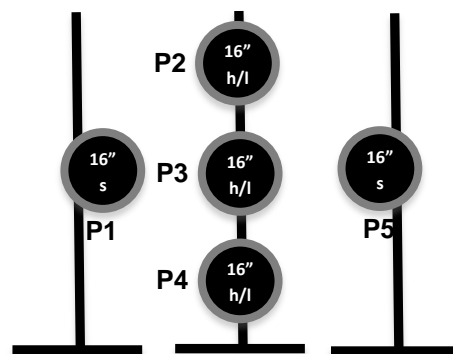
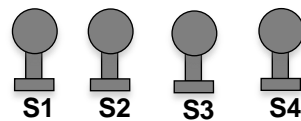
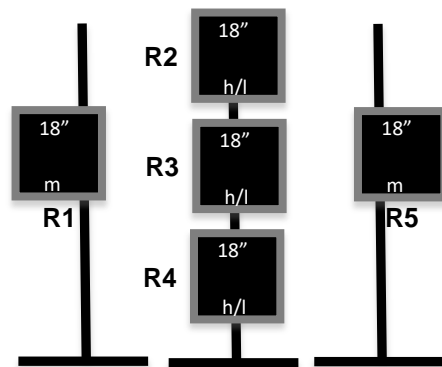
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Stage: 3

Round Count/Shooting Order: Rifle-10, Pistols-5 each, Shotgun-4+

Staging: Pistols holstered, Rifle & Shotgun staged at position 1

Procedure: Shooter start standing at position 1 holding the horse with both hands and when ready says "Horse Thief". At the beep with rifle shoot at R1 thru R5, one must be done horizontal and one must be vertical, by first single tapping the center then alternate single taps for four rounds on two outside targets. Repeat instructions. (an ex. R3,1,5,1,5-3,2,4,2,4) Next, move to position 2 and with pistols shoot at P1 thru P5 with the same instructions as the rifle. Last, move back to position 1 and with shotgun shoot at the four KD's in any order.



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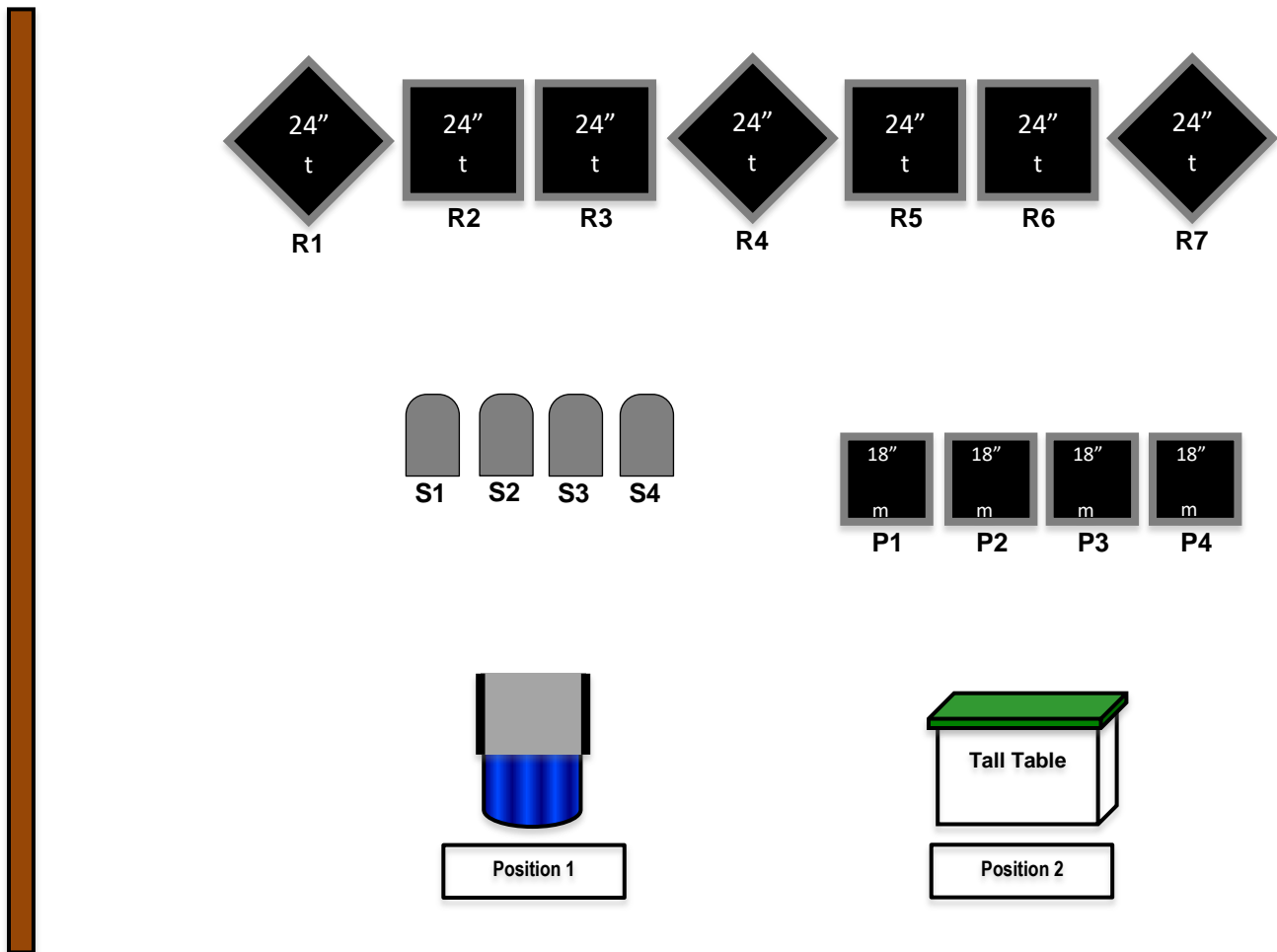
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Stage: 4

Round Count/Shooting Order: Pistols-5 each, Rifle-10, Shotgun-4+

Staging: Pistols holstered, Rifle & Shotgun staged at position 1

Procedure: Shooter starts standing at position 2 holding the horse with both hands and when ready says "You Crippled my Horse". At the beep with pistols shoot at P1 thru P4 starting from either end with a Nevada style sweep, double tapping the end targets and single tapping the inside targets (an ex. P1,1,2,3,4,4,3,2,1,1). Next, move to position 1 and with rifle shoot at R1 thru R7 starting from either end with a sweep, double tapping the diamonds and single tapping the squares. Last, with shotgun shoot at the four KD's in any order as long as an end KD is not first.



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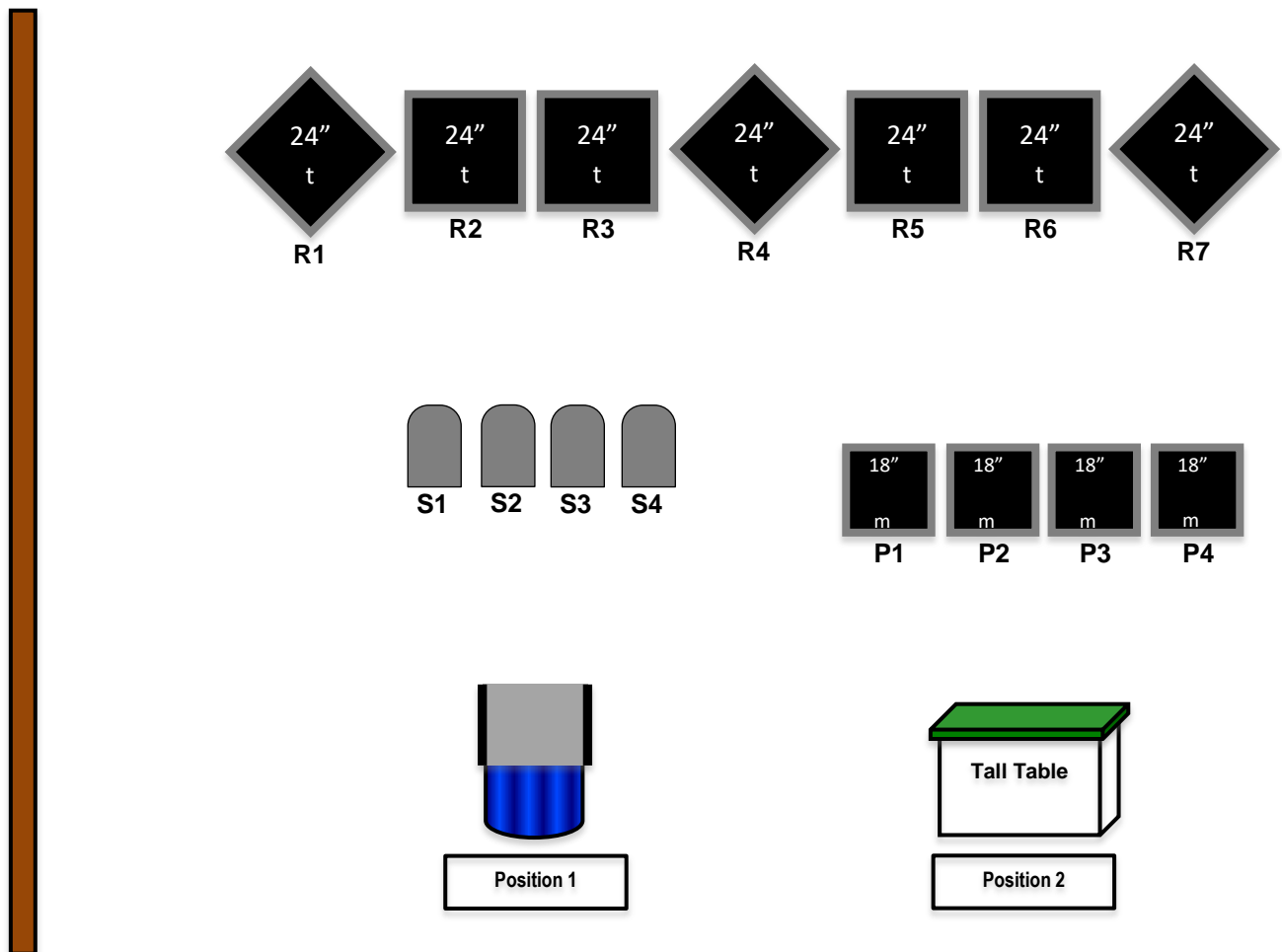
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Stage: 5

Round Count/Shooting Order: Rifle-10, Pistols-5 each, Shotgun-4+

Staging: Pistols staged at position 2, Rifle staged at position 2, Shotgun staged at position 1

Procedure: Start standing at position 2 holding the horse with both hands and when ready say "You Crippled my Horse". At the beep with rifle shoot at R4 thru R7 by placing one round and four rounds on the two diamonds and placing two rounds and three rounds on the two square targets, in any order. Next, with pistols shoot at P1 thru P4 by placing one round and four rounds on the two outside targets and placing two rounds and three rounds on the two inside targets, in any order. (Pistols can be restaged or holstered) Last, move to position 1 and with shotgun shoot at the four KD's in any order as long as an end KD is not first.



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Stage: 6

Round Count/Shooting Order: Shotgun-4+, Rifle-10, Pistols-5 each

Staging: Pistols holstered, Rifle and Shotgun staged at position 1,

Procedure: Shooter starts standing at position 1 holding the horse with both hands and when ready says "You Crippled my Horse". At the beep with shotgun shoot at the four KD's in any order as long as an end KD is not first. Next, with rifle shoot at R1 thru R7 in this order (R1, 4, 3, 2, 1- 7, 4, 5, 6, 7). Last, move to position 2 and with pistols shoot at P1 thru P4 in this order (P1, 4, 3, 2, 1- 4, 1, 2, 3, 4).

