

Mattaponi Sundowners

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Stages by Ripsaw

Rawhide!

Rawhide is an American Western TV series starring Eric Fleming and Clint Eastwood. The show aired for eight seasons on the CBS network on Friday nights, from January 9, 1959, to September 3, 1965, before moving to Tuesday nights from September 14, 1965, until December 7, 1965, with a total of 217 black-and-white episodes. The series was produced and sometimes directed by Charles Marquis Warren, who also produced early episodes of *Gunsmoke*. The show is fondly remembered by many for its theme song, "Rawhide".

Spanning 7+½ years, *Rawhide* was the sixth-longest running American television Western, exceeded only by 8 years of *Wagon Train*, 9 years of *The Virginian*, 14 years of *Bonanza*, 18 years of *Death Valley Days*, and 20 years of *Gunsmoke*.

The theme song, Rawhide!, was named one of the top 100 Western songs.

As written by Ned Washington, it is dogies (motherless calves in a cattle herd), but as performed by Ned Laine, it's being pronounced as "doggies."

Lyrics (short version)

Rollin', rollin', rollin'
Rollin', rollin', rollin'

Keep movin', movin', movin'
Though they're disapprovin'
Keep them dogies* movin'
Rawhide!

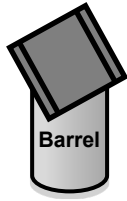
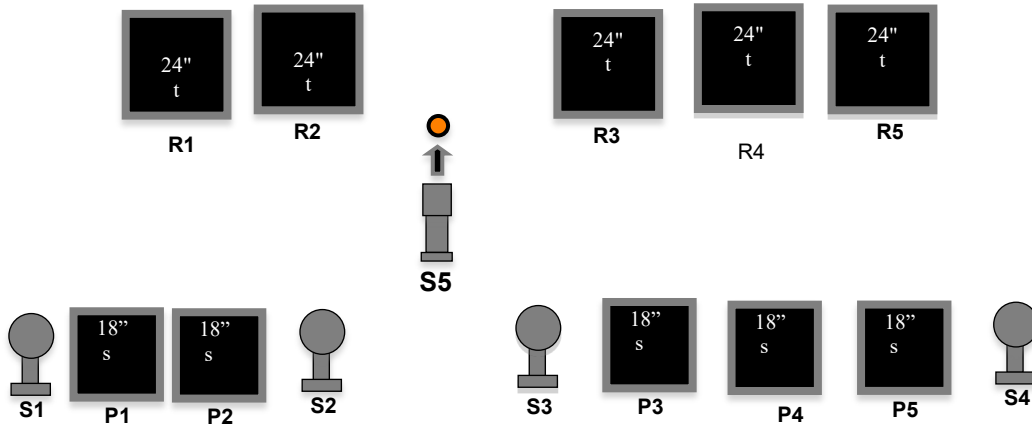
Don't try to understand 'em
Just rope and throw and brand 'em
Soon we'll be living high and wide.
My heart's calculatin'
My true love will be waitin'
Be waiting at the end of my ride.

Move 'em on, head 'em up
Head 'em up, move 'em on
Move 'em on, head 'em up
Rawhide!

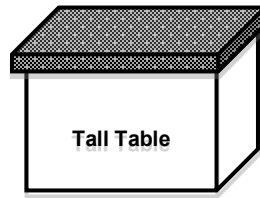
Cut 'em out, ride 'em in
Ride 'em in, let 'em out
Cut 'em out, ride 'em in
Rawhide!

Rawhide!

Stages 1-3 Diagram



Barrel



Tall Table

STAGE: 1

Round Count: Rifle-10, Pistols-5 each, Shotgun 2+

Shooting Order: Rifle not last

Pistols holstered, Rifle and Shotgun staged on the tall table.

Shooter starts standing at the tall table with hands on hat or head. When ready, say "Move 'em out!" At the beep:

1. Shoot the three rifle targets, R3-R5 in a 3-4-3 sweep from either end. For example, R3, R3, R3, R4, R4, R4, R4, R5, R5, R5.
2. With pistols, shoot the three pistol targets P3-P5 with the same instructions as the rifle.
3. With shotgun, shoot the two knockdowns, S3 and S4 in any order.

STAGE: 2

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

Pistols holstered, Rifle and shotgun staged on the barrel

Shooter starts standing at the barrel with hands on the barrel top not touching gun(s). When ready, says "Move 'em out!" At the beep, shoot the two pistol targets, P1 and P2 in a 10 shot continuous double tap sweep. For example, P1, P1, P2, P2, P1, P1, P2, P2, P1, P1. Then, with rifle, shoot the two rifle targets, R1-R2 with the same instructions as the pistols. Last, with shotgun, shoot the two knockdown targets S1-S2 in any order, then, shoot pop up target and the clay pigeon. There is a 5 second bonus if the clay target is hit in the air. A miss on the clay target does not count as a miss.

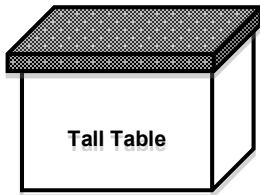
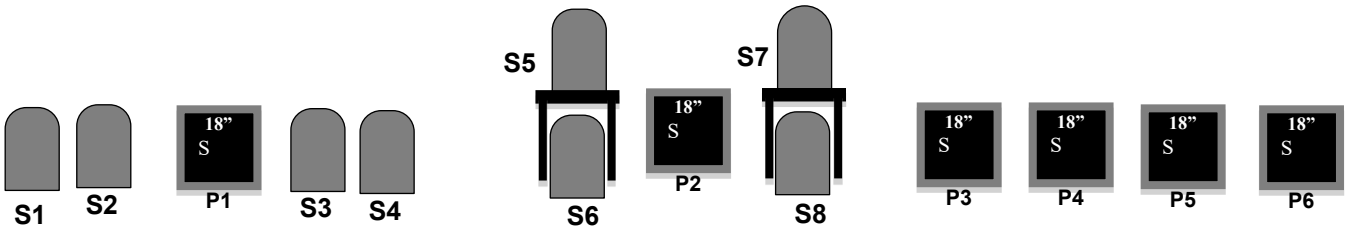
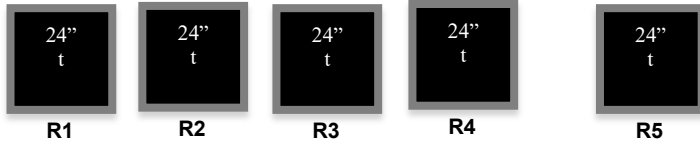
STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged on the tall table

Shooter starts standing at the tall table with hands at low surrender. When ready, says "Move 'em out!" At the beep, with rifle, shoot the three rifle targets R3-R5 with only single tap(s) on R3, double tap(s) on R4 and triple tap(s) on R5. For example, R1, R2, R2, R3, R3, R3, R1, R2, R2, R1 Then, with shotgun, shoot the two knockdowns, S3 and S4 in any order. Finally, with pistols, shoot the three pistol targets P3-P5 with the same instructions as the rifle.

Stage 4-6 Diagram



STAGE: 4

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

SO: Rifle not last

Pistols holstered, Rifle and shotgun staged safely. MUST use all three shooting positions.

Shooter starts standing with hands on a staged or holstered gun(s). When ready, says "Rawhide!"
At the beep:

1. From the Tall Table or the barrel, shoot the four rifle targets R1-R4 as follows: R1, R2, R3, R4, R3, R3, R2, R2, R1
2. With shotgun, from the tall table or barrel, shoot the four knockdowns, S1- S4 or S5-S8 in any order.
3. With pistols, from the horse, shoot the 4 pistol targets P1-P4 with the same instructions as the rifle.

STAGE: 5

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

SO: Shotgun first and last

Pistols holstered, Rifle & Shotgun staged safely

Shooter starts with hands on gun belt. When ready, say "Rawhide!". At the beep, using the Tall Table and the Barrel:

1. Shoot 4 shotgun KDs
2. Place 5 pistol rounds on each of P1 and P2.
3. Shoot R1-R5 with single taps, each target engaged twice.
4. Shoot 4 shotgun KDs.

STAGE: 6

RC: Rifle-10, Pistols-5 each, Shotgun as needed

SO: Rifle, Pistols, Shotgun if needed

Rifle and Shotgun staged safely.

Shooter starts at either the tall table or the barrel, with rifle at Cowboy Port Arms. When ready, say, "Keep those doggies movin' Rawhide!" At the beep, shoot R1-R5 with a West Virginia Sweep: R1, R2, R3, R4, R5, R5, R4, R3, R2, R1.

With pistols from a second (the other) position, shoot the 4 KDs in any order and place the remaining rounds on the static target (P1 or P2).

Clean up any standing KDs with the shotgun if the static plate has not been hit. Misses on the KDs are not counted as misses, but standing plates are. Misses on the static target are counted as misses.