

Targets for 07.11.12

Pistol Stand - Tall	2
Pistol Stand - Short	3
Pistol Cowboys	5
Large Rifle 18 x 20 & Stands	6
Shotgun Knockdowns	6

Shotgun stand

Rifle stand

Table

Bale

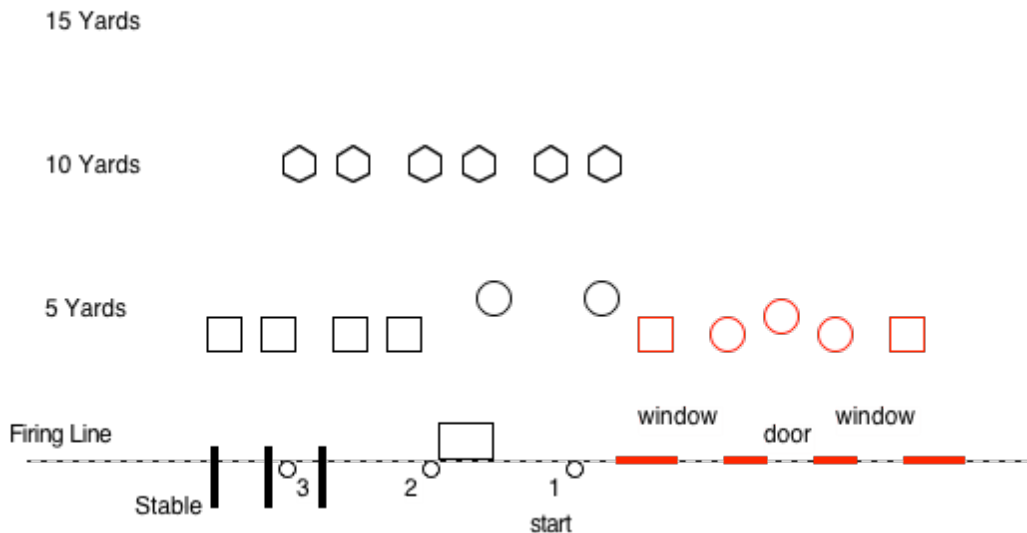
Cavalier - 07/11/12: Stage 1

Pistol 10 - Rifle 09 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on bale - loaded with 9 rounds. Shotgun is staged in Stable. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing by Saloon. When ready, say "Ready". At the signal, shoot the two pistol targets, alternating, 1-2-1-2-1-2-1. Move to bale, sweep rifle targets 1-2-1-2-1-2-1. Make rifle safe. Move to Stable, shoot the two left shotgun targets then shoot the two right shotgun targets.

Retrieve long guns and go to unloading table.



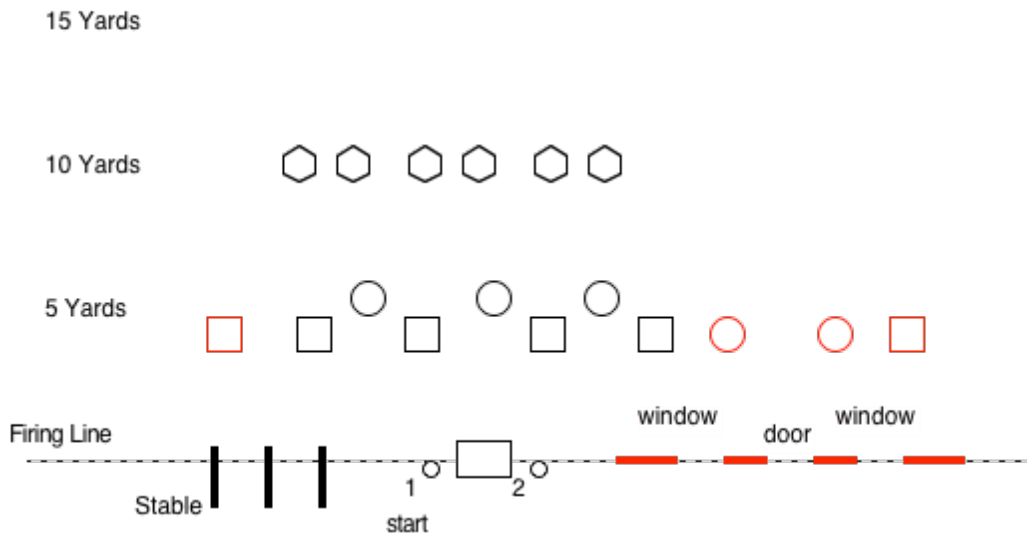
Cavalier - 07/11/12: Stage 2

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on bale - loaded with 10 rounds. Shotgun is staged on bale. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing by bale (either side). When ready, say "Ready". At the signal, shoot rifle 1-3-1-1-3-1. Make rifle safe. Shoot the two shotgun targets. Move to other side of bale. Shoot the other two shotgun targets. Make shotgun safe. Shoot pistol targets. 1-3-1 and repeat instructions..

Retrieve long guns and go to unloading table.



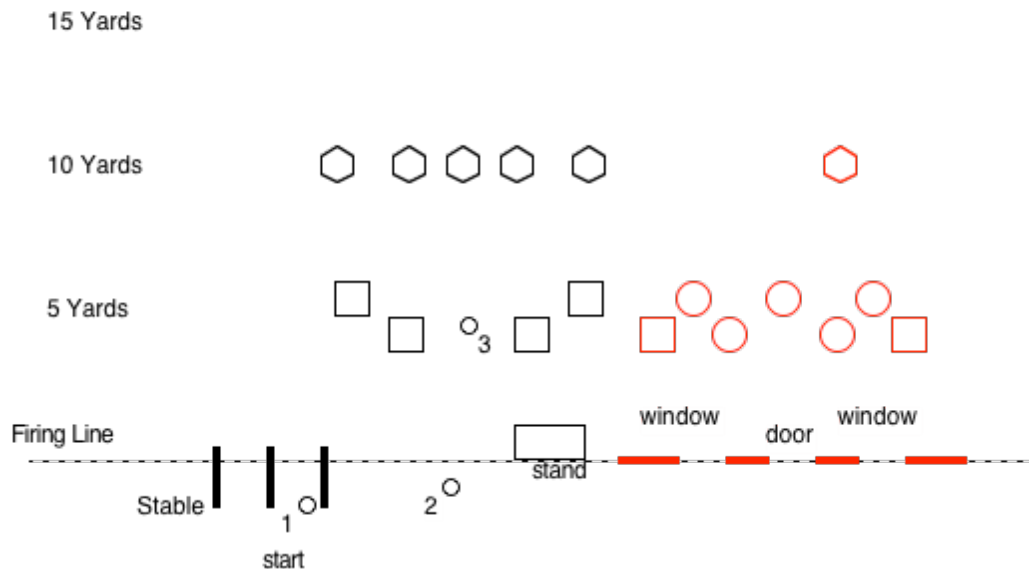
Cavalier - 067/11/12: Stage 3

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in stand - loaded with 10 rounds. Shotgun is held port arms. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing in Stable with shotgun at port arms.. When ready, say "Ready". At the signal, move to Stand, shoot shotgun targets, right to left. Make shotgun safe in Stand. Shoot rifle; single tap outside, double tap inside, single tap outside, double tap center target. Make rifle safe in Stand. Shooter may move down range no farther than to shotgun targets. Shoot pistol targets same as rifle instructions.

Retrieve long guns and go to unloading table.



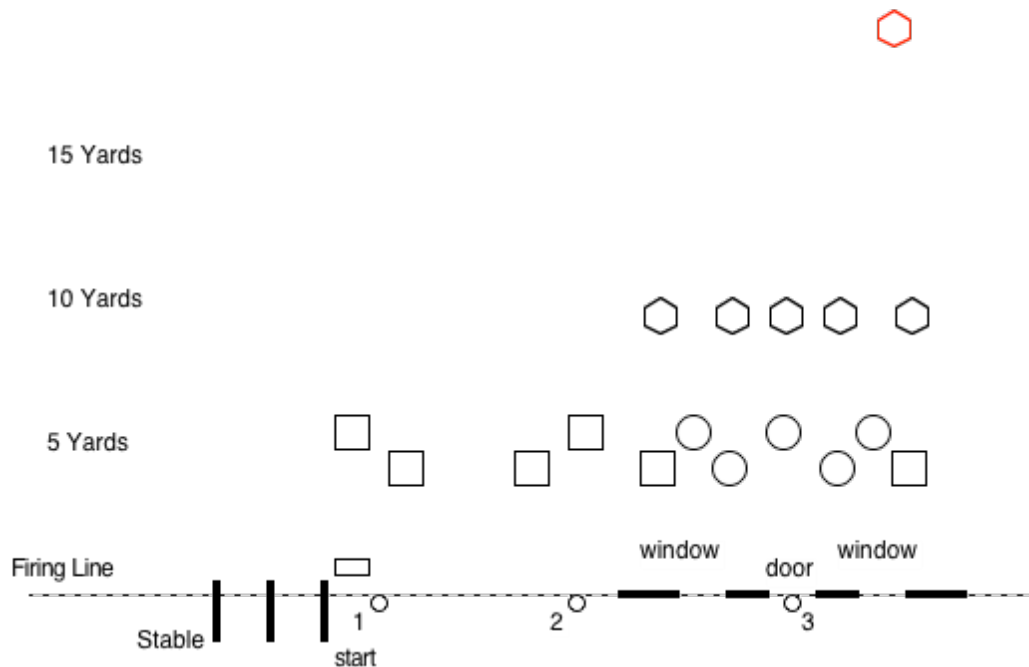
Cavalier - 07/11/12: Stage 4

Pistol 10 - Rifle 10 - Shotgun 6+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 10 rounds. Shotgun is staged in stand. Shooter has, at least, 6 shotgun shells on his/her person.

Procedure

Shooter starts standing by Stable.. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to Saloon side steps, shoot the two shotgun targets. Make shotgun safe in doorway. Shoot three center rifle targets, then outside rifle targets and repeat instructions. Make rifle safe. Shoot pistol targets same as rifle instructions. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



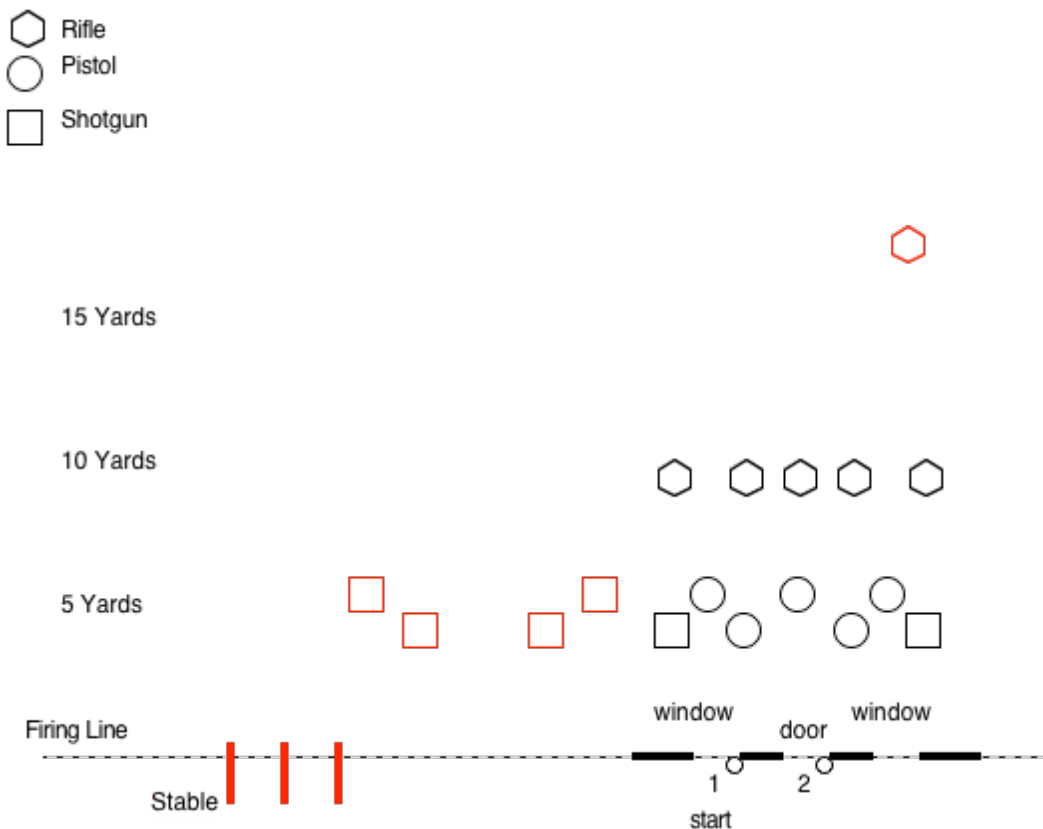
Cavalier - 07/11/12: Stage 5

Pistol 10 - Rifle 10 - Shotgun 2+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 10 rounds. Shotgun is staged in doorway. Shooter has, at least, 2 shotgun shells on his/her person.

Procedure

Shooter starts standing at left window, hands on pistols.. When ready, say "Ready". At the signal, Shoot rifle targets, in a West Virginia sweep. Make rifle safe. Move to doorway, shoot the two shotgun targets. Make shotgun safe. Shoot the pistol targets in a West Virginia sweep.

Retrieve long guns and go to unloading table.



Cavalier - 07/11/12: Stage 6

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in right window - loaded with 10 rounds. Shotgun is staged in left window. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing at right window, hands on hat.. When ready, say "Ready". At the signal, Shoot rifle targets, in a Nevada sweep, with 10 th round on far target. Make rifle safe. Move to left window, shoot the two left shotgun targets. Move to doorway, shoot the two right shotgun targets. Make shotgun safe. Shoot the pistol targets in a Nevada sweep, with 10 round on any pistol target OR for a 10 second bonus, shoot the far rifle target.

Retrieve long guns and go to unloading table.

