

## **Targets for 04.10.13**

Pistol Stand - Tall	2
Pistol Stand - Short	3
Pistol Cowboys	5
Rifle Stands - Tall	5
Large Rifle targets	5
Shotgun Knockdowns	6

Shotgun stand

Rifle stand

Table

Bale

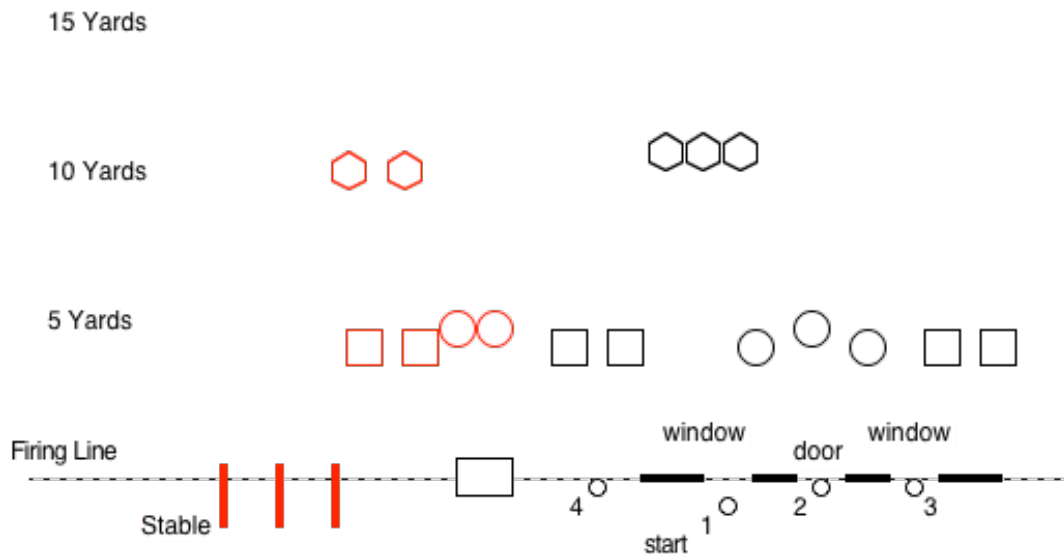
## Cavalier - 04/10/13: Stage 1

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

### Procedure

Shooter starts standing at left window. When ready, say "Ready". At the signal, shoot the rifle targets; 2-3-5. Make rifle safe. Move to doorway. Shoot the three pistol targets 2-3-5. Move to right window. Shoot two shotgun targets. Move to left of Saloon. Shoot two shotgun targets.

Retrieve long guns and go to unloading table.



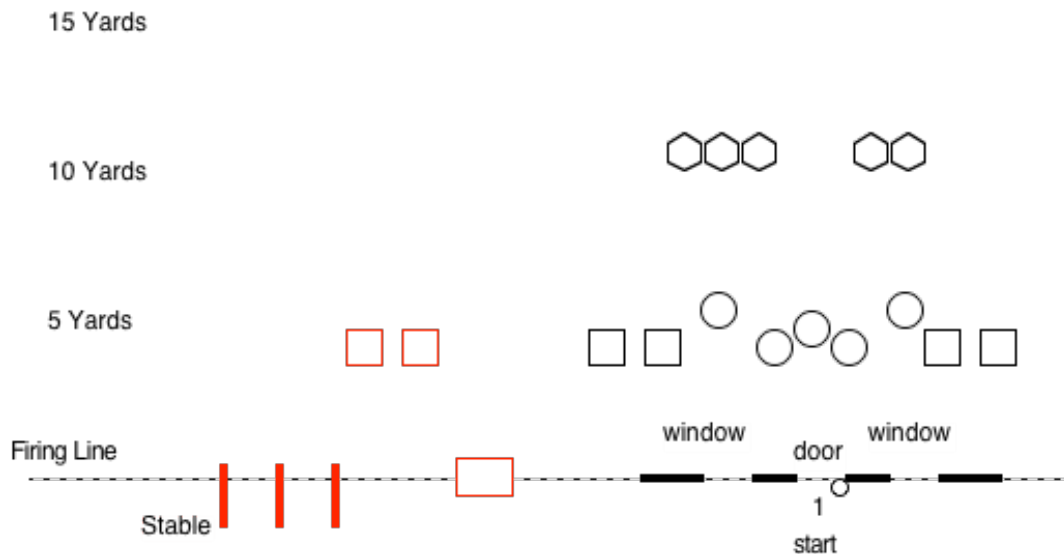
## Cavalier - 04/10/13: Stage 2

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

### Procedure

Shooter starts standing in doorway, hands on hat. When ready, say "Ready". At the signal, shoot the four shotgun targets. Make shotgun safe. Shoot rifle targets; R1, R2, R3, R4, R5, R5., R3, R2, R1. . Make rifle safe. Shoot the three pistol targets same instructions as rifle.

Retrieve long guns and go to unloading table.



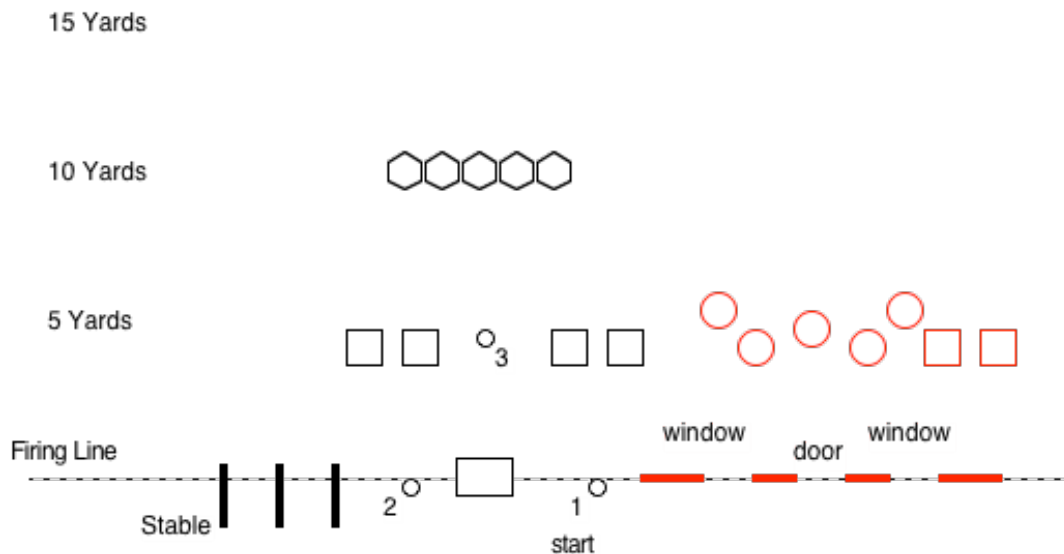
### Cavalier - 04/10/13: Stage 3

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

#### Procedure

Shooter starts standing at left of Saloon. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to left of bale. Shoot two shotgun targets. Make shotgun safe in verticle stand. Shoot rifle targets: single tap center, double tap any two targets, repeat instructions (all targets must be engaged twice). Make rifle safe in verticle stand. Move to position between shotgun targets. Shoot targets with pistols - same instructions as rifle.

Retrieve long guns and go to unloading table.



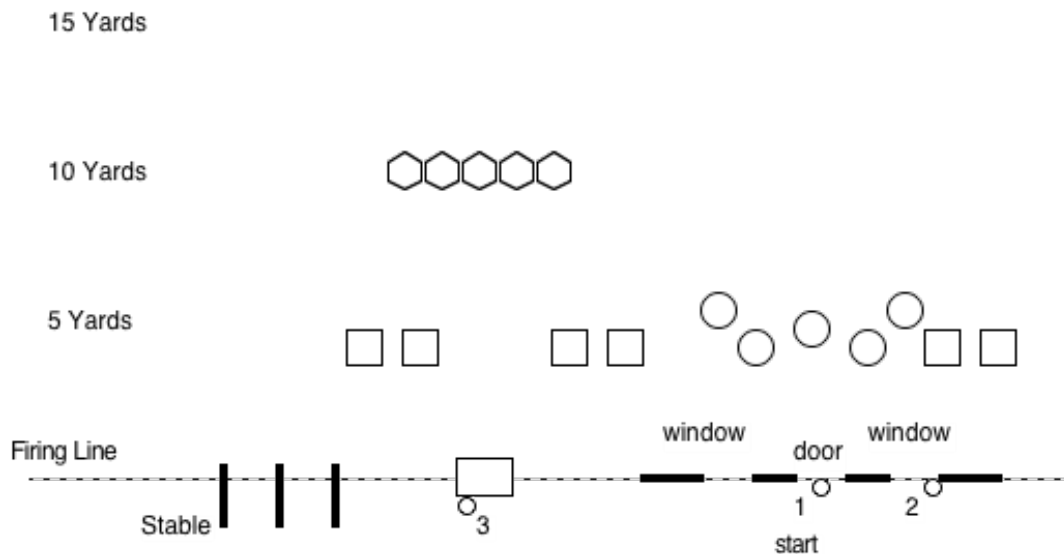
## Cavalier - 04/10/13: Stage 4

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

### Procedure

Shooter starts standing at left window, with a hand on a pistol. When ready, say "Ready". At the signal. Move to doorway. Shoot pistol targets with 10 rounds. Move to right window, shoot two shotgun targets. Move to bale, make shotgun safe. Shoot rifle targets with 10 rounds. Make rifle safe. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.



## Cavalier - 04/10/13: Stage 5

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

### Procedure

Shooter starts standing in Stable. When ready, say "Ready". At the signal, shoot rifle targets in a West Virginia Sweep. Make rifle safe. Move to left of bale. Shoot pistol targets in a West Virginia Sweep. Shoot the shotgun targets.

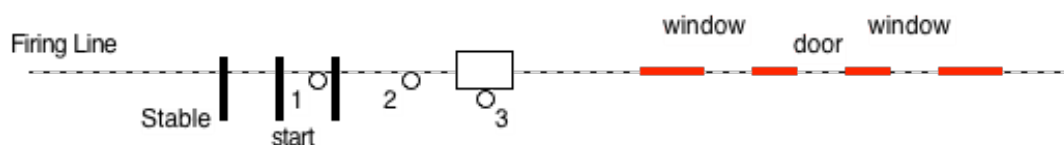
Retrieve long guns and go to unloading table.



15 Yards

10 Yards

5 Yards



## Cavalier - 04/10/13: Stage 6

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

### Procedure

Shooter starts next to Stable with rifle held safely. When ready, say "Ready". Shoot rifle targets 1-3-1 from the left, then 1-3-1 from the right. Move to and make rifle safe on bale. Shoot pistol targets 1-3-1 from the left, then 1-3-1 from the right. Shoot the shotgun targets. Left two then Right two.

Retrieve long guns and go to unloading table.

