Targets for 05.08.13

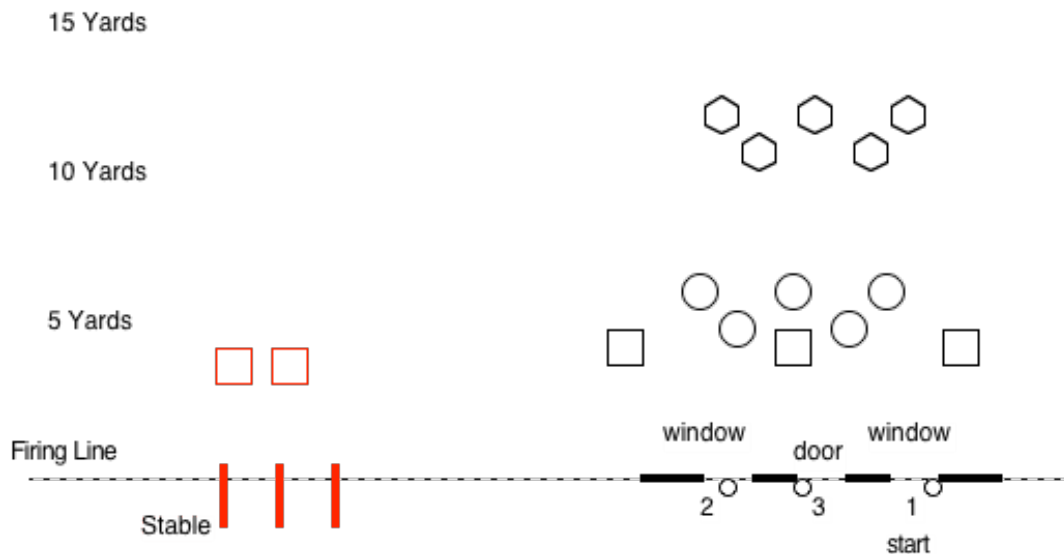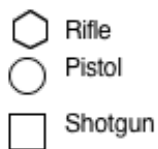|		
Pistol Stand - Short	3	
Pistol Stand - Tall	2	
Pistol Targets	5	
Rifle Stand - Tall	6	
Large Rifle Targets	6	
Shotgun Knockdowns	6	(inc. 2 bells)

Shotgun stand

Rifle stand

Table

Bale

Cavalier - 05/08/13: Stage 1

Pistol 10 - Rifle 10 - Shotgun 3+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in right window - loaded with 10 rounds. Shotgun is staged in right window. Shooter has, at least, 3 shotgun shells on his/her person.

Procedure
Shooter starts standing at right window. When ready, say "Ready". At the signal, shoot any rifle targets: 1-4. Repeat instructions. Load one round at any time after beep. Shoot rifle target. All rifle targets must be engaged. Make rifle safe. Shoot shotgun target. Move to left window, shoot shotgun target.   Move to doorway, Shoot shotgun target. Make shotgun safe.   Shoot any two of the pistol targets: 1-4. Repeat pistol instructions.

Retrieve long guns and go to unloading table.

⬡ Rifle
◯ Pistol
▢ Shotgun

15 Yards

10 Yards

5 Yards

Firing Line

Stable

window   door   window

2   3   1
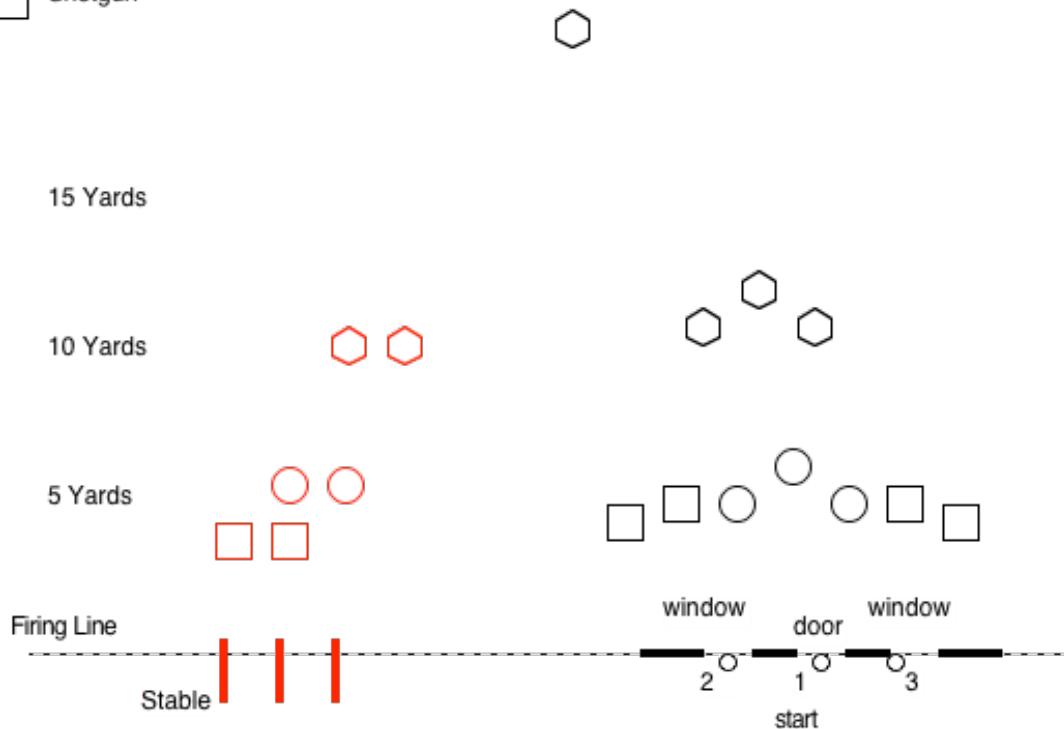
start

Cavalier - 05/08/13: Stage 2

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 left window. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure
Shooter starts standing in doorway. When ready, say "Ready". At the signal, triple tap the three pistol targets, then place 10 th round on Far target. Move to left window, shoot rifle targets same instructions as pistol targets. Make rifle safe. Shoot the two shotgun targets. Move to right window, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

⬡ Rifle
◯ Pistol
▢ Shotgun

15 Yards

10 Yards

5 Yards

Firing Line

Stable

window   window
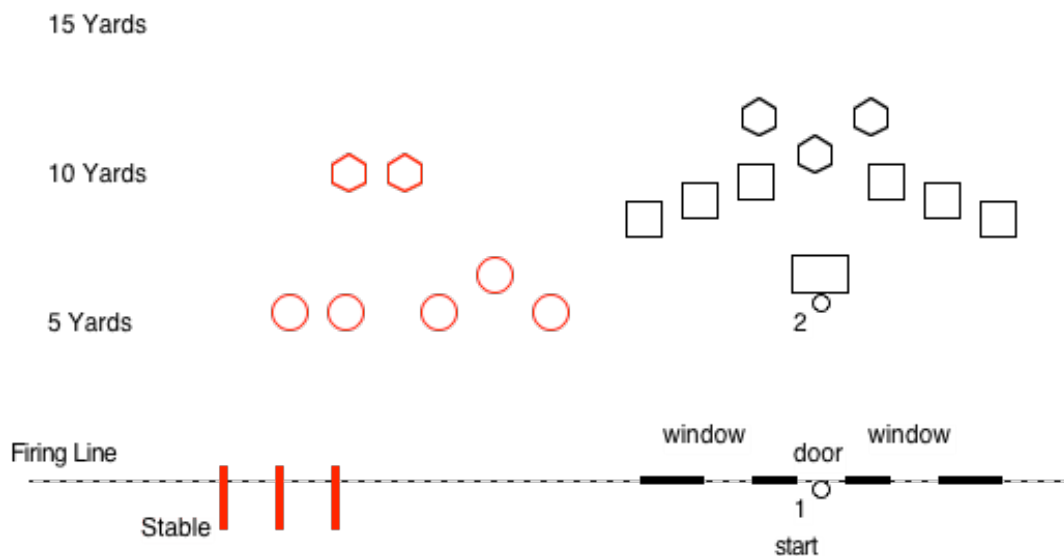door
2   1   3
start

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

Procedure
Shooter starts standing in front of Saloon, facing up Range. When ready, say "Ready". At the signal, move to doorway and shoot the shoot the rifle targets in two 5 round Nevada sweeps. Make rifle safe in Stand. Move to bale, shoot the shotgun targets.   Make shotgun safe.   Shoot the three targets same instructions as rifle.

Retrieve long guns and go to unloading table.

⬡ Rifle
◯ Pistol
☐ Shotgun

15 Yards

10 Yards

5 Yards

Firing Line

Stable

window   door   window

1
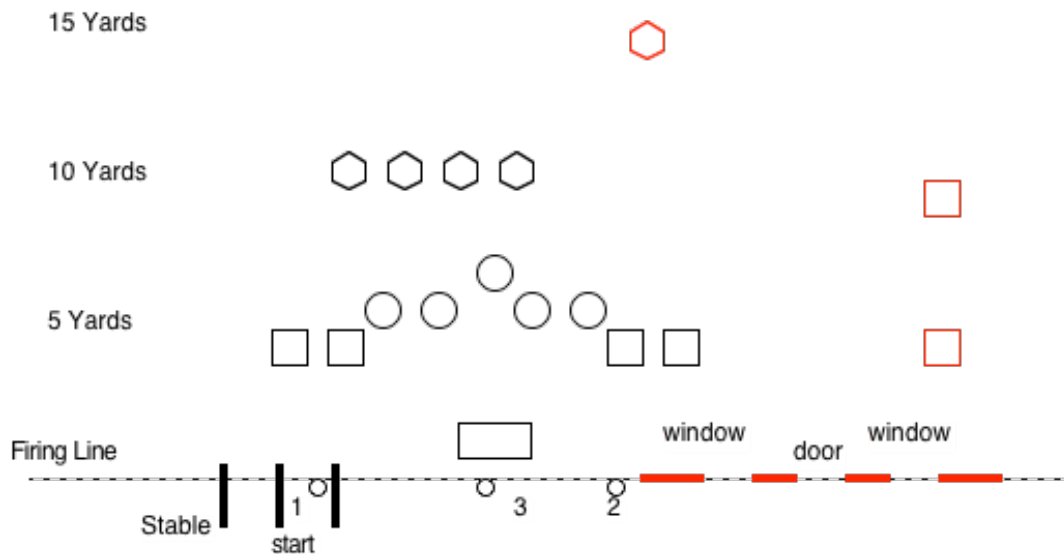start

2

Cavalier - 05/08/13: Stage 4

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

Procedure
Shooter starts standing in Stable with rifle at port arms.. When ready, say
"Ready". At the signal, double tap the rifle targets outside-outside / inside-inside /
outside-outside... Make rifle safe. Shoot the two left shotgun targets. Move to
Saloon stairs, shoot the two right shotgun targets. Move to bale. Make shotgun
safe. Double tap the pistol targets outside-outside / inside-inside / center.

Retrieve long guns and go to unloading table.

⬡ Rifle
◯ Pistol
▢ Shotgun

15 Yards   ⬡

10 Yards   ⬡ ⬡ ⬡ ⬡   ▢

                              ◯
5 Yards   ◯ ◯   ◯ ◯   ▢ ▢   ▢
               ▢ ▢

                        ▭   window   window
Firing Line   door

Stable | | ◯   ◯   ◯
         1   3   2
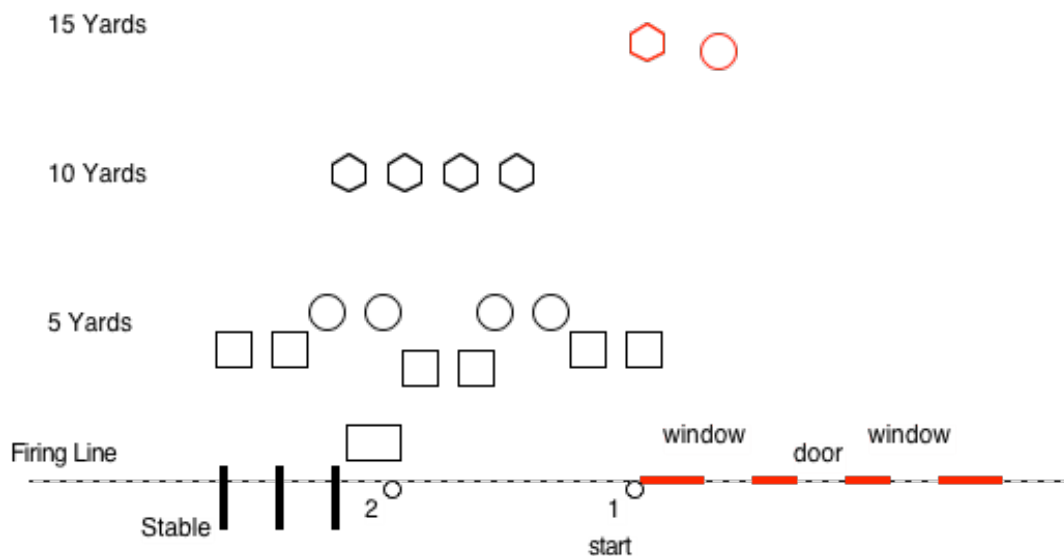   start

Cavalier - 05/08/13: Stage 5

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

Procedure
Shooter starts standing next to Saloon with shotgun at port arms..   When ready, say "Ready". At the signal, Shoot the two right shotgun targets.   Move to bale, shoot the two center shotgun targets, then the two left shotgun targets   Make shotgun safe.   Shoot the rifle targets; double tap two targets / single tap two targets./ double tap two targets.   All targets must be engaged - No triple taps. Make rifle safe. Shoot the pistol targets same instructions as rifle.

Retrieve long guns and go to unloading table.

⬡ Rifle
◯ Pistol
▢ Shotgun

15 Yards

10 Yards

5 Yards

Firing Line

Stable

window   door   window

2   1   start

Cavalier - 05/08/13: Stage 6

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

Procedure
Shooter starts standing at bale, facing up Range with hand on gun. When ready, say
"Ready". At the signal, shoot the pistol targets in a West Virginia sweep. Shoot
the rifle targets same instructions as pistol. Make rifle safe.
Shoot the shotgun targets.

Retrieve long guns and go to unloading table.

⬡ Rifle
◯ Pistol
▢ Shotgun

15 Yards

10 Yards

5 Yards

Firing Line

window   window

door

Stable   start