

## **Targets for 07.10.13**

Pistol Stand - Tall	2
Pistol Stand - Short	3
Pistol Targets	5
Rifle Stand - Tall	6
Large Rifle 18 x 20 Targets	6
Shotgun Knockdowns	4
Pistol Knockdown	2

Shotgun stand

Rifle stand

Table

Bale

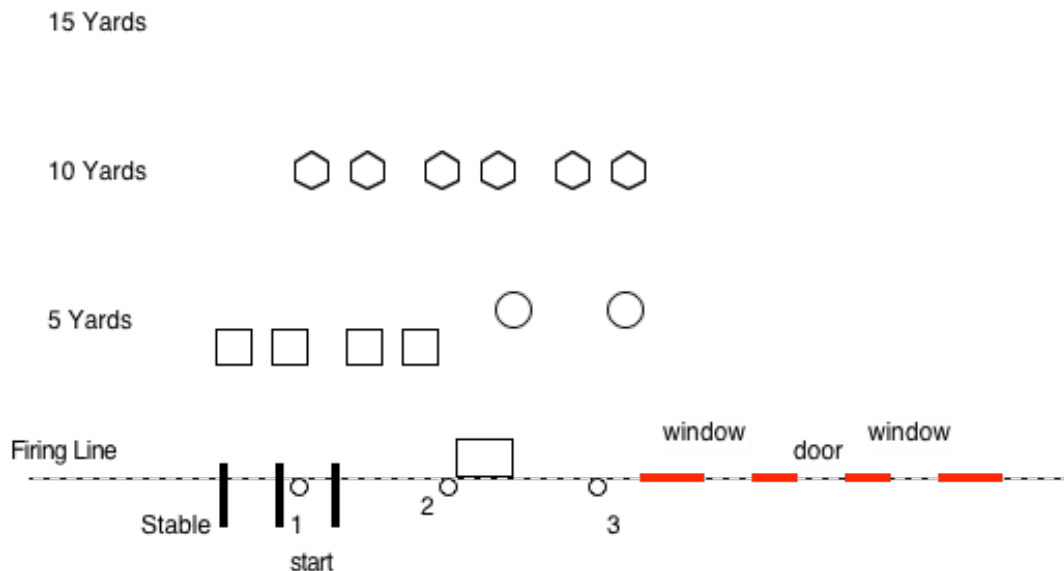
## Cavalier - 07/10/13: Stage 1

**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 in Stable. When ready, say "Ready". At the signal, shoot the shotgun target right to left. Move to bale, sweep rifle targets 2-1-2-1-2-1, right to left. Make rifle safe. Move to saloon stairs, shoot the two pistol targets, alternating, 1-2-1-2-1-2-1.

Retrieve long guns and go to unloading table.



## Cavalier - 07/10/13: 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 at bale. When ready, say "Ready". At the signal, shoot rifle targets 1-1-3-1-1-3. Make rifle safe. Shoot the shotgun targets. Make shotgun safe. Shoot pistol targets. with 10 rounds. Misses on round targets are misses. Knockdowns left standing are misses..

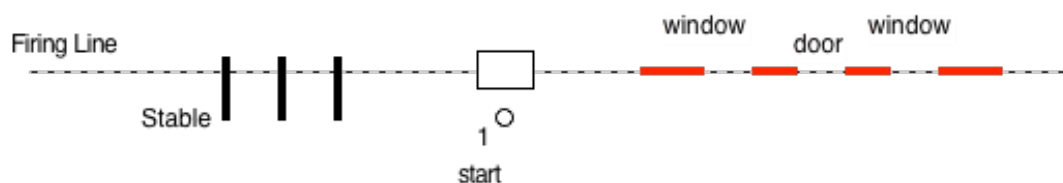
Retrieve long guns and go to unloading table.



15 Yards

10 Yards

5 Yards



### Cavalier - 07/10/13: 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 by long gun stand with shotgun at port arms.. When ready, say "Ready". At the signal, shoot shotgun targets. 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.

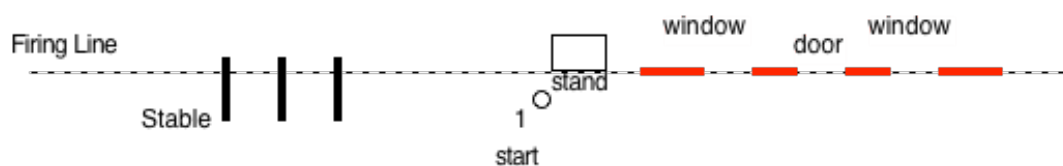
Retrieve long guns and go to unloading table.



15 Yards

10 Yards

5 Yards



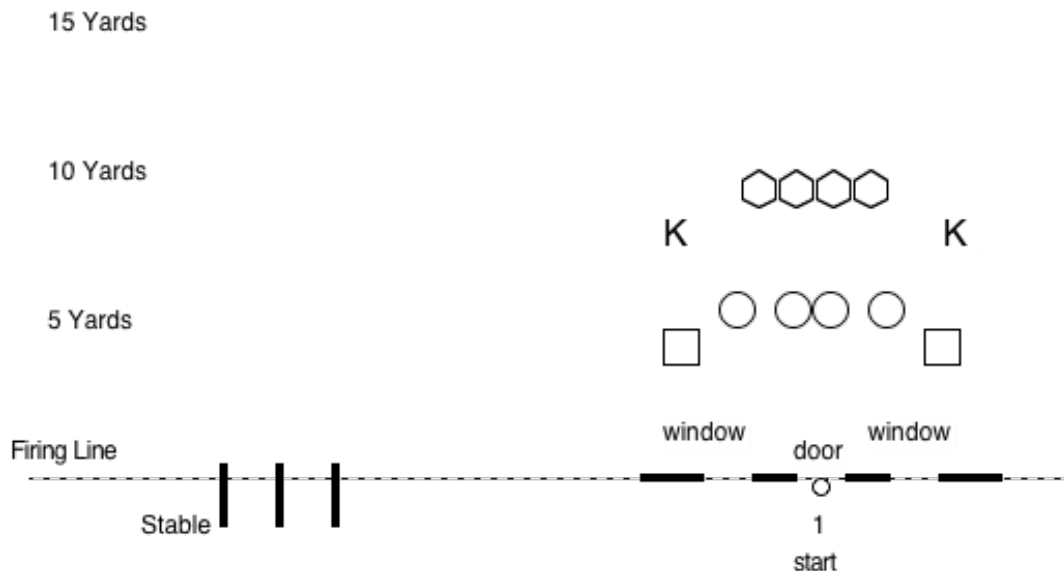
## Cavalier - 07/10/13: Stage 4

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

### Procedure

Shooter starts standing in doorway.. When ready, say "Ready". At the signal, shoot the two shotgun targets. Make shotgun safe. Double tap the four center rifle targets, then single tap the outside knockdown targets. 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.



15 Yards

10 Yards

5 Yards

Firing Line

Stable

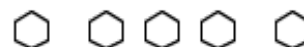
window

door

window

1  
start

2



## Cavalier - 07/10/13: 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 right 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 knockdown target. Make rifle safe. Shoot the two right shotgun targets. Move to left window, shoot the two left shotgun targets. Make shotgun safe. Move to doorway, shoot the pistol targets in a Nevada sweep, with 10 round on near knockdown target.

Retrieve long guns and go to unloading table.

