

## **Targets for 04.13.11**

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

Shotgun stand

Rifle stand

Table

Bale

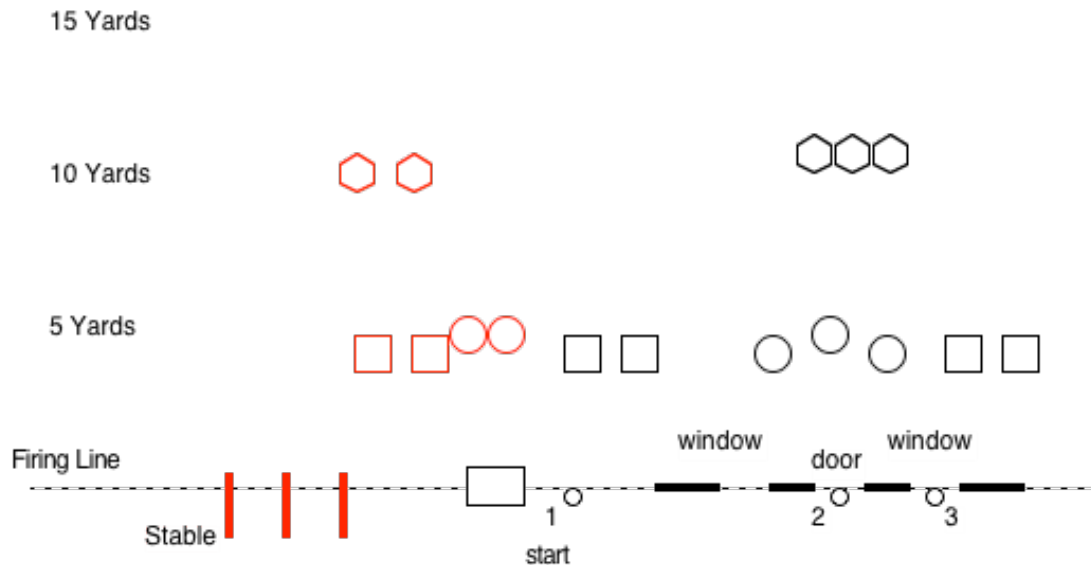
## Cavalier - 04/13/11: Stage 1

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

### Procedure

Shooter starts standing at right of table. When ready, say "Horse Feathers". At the signal, shoot the two shotgun targets. Move to doorway. Make shotgun safe. Sweep rifle targets; 1-3-5. Make rifle safe. Shoot the three pistol targets 1-3-1. Repeat instructions. Move to right window. Shoot two shotgun targets.

Retrieve long guns and go to unloading table.



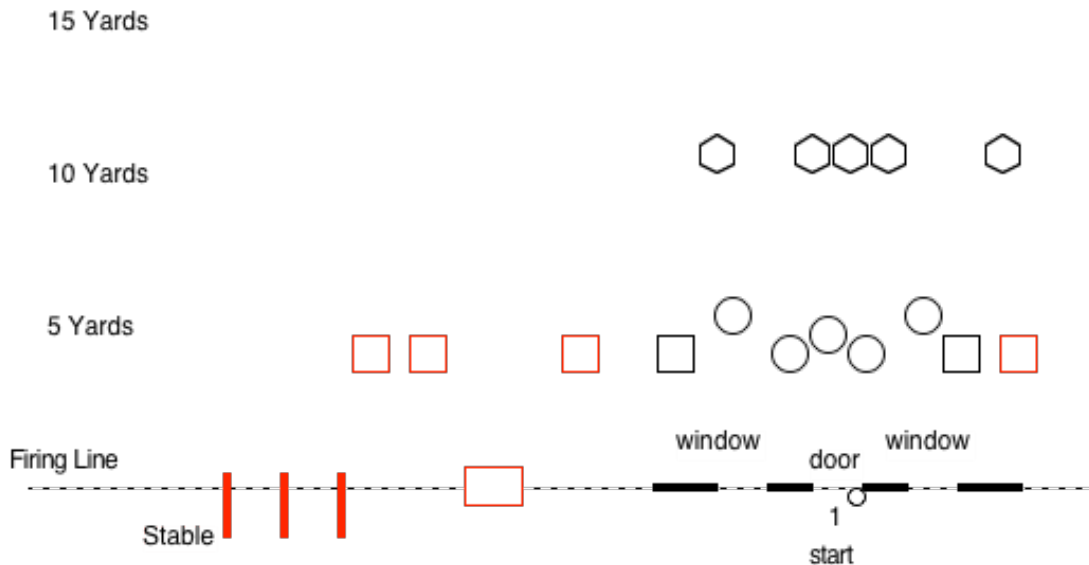
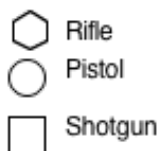
## Cavalier - 04/13/11: Stage 2

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

### Procedure

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

Retrieve long guns and go to unloading table.






### Cavalier - 04/13/11: Stage 3

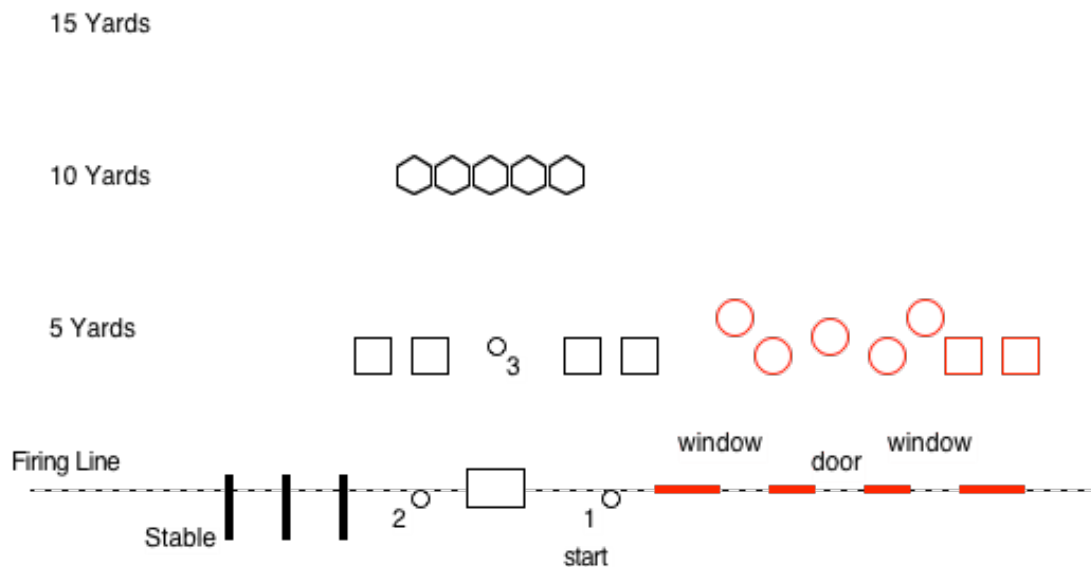
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on table - loaded with 10 rounds. Shotgun is held "port arms". Shooter has, at least, 4 shotgun shells on his/her person.

#### Procedure

Shooter starts standing at left of Saloon. When ready, say "Horse Feathers". At the signal, shoot the two shotgun targets. Move to left of table. Shoot two shotgun targets. Make shotgun safe in verticle stand. Shoot rifle targets: single tap center, double tap 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.

-  Rifle
-  Pistol
-  Shotgun



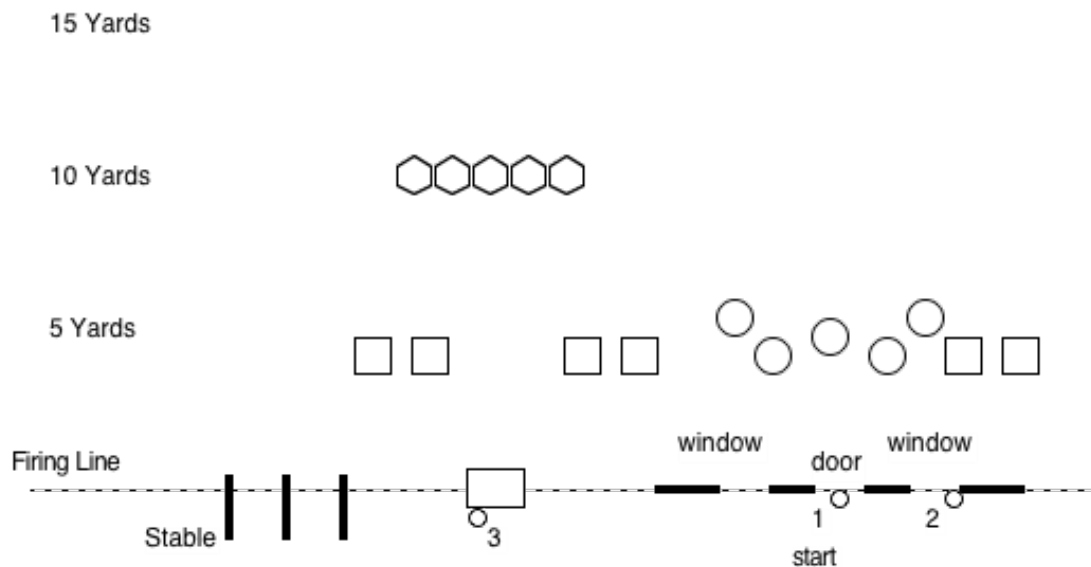
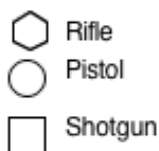
## Cavalier - 04/13/11: Stage 4

**Pistol 10 - Rifle 10 - Shotgun 6+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on table - 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. When ready, say "Horse Feathers". At the signal. Move to doorway. Shoot pistol targets with 10 rounds. Move to right window, shoot two shotgun targets. Move to table, 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.



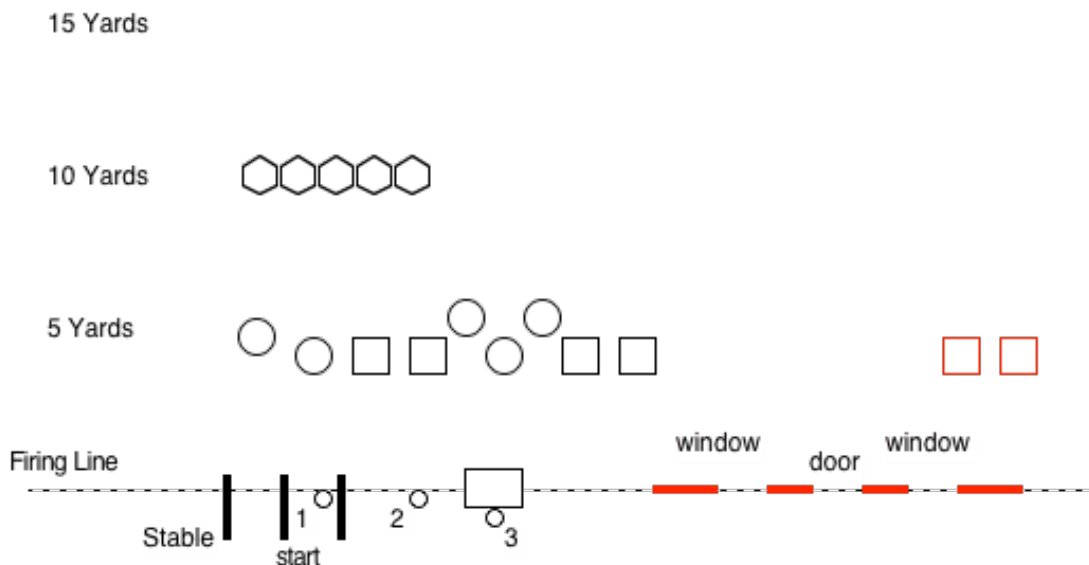
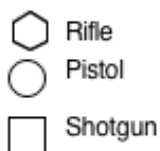
## Cavalier - 04/13/11: Stage 5

**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 table. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

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

Retrieve long guns and go to unloading table.



## Cavalier - 04/13/11: Stage 6

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

### Procedure

Shooter starts standing at right of Stable. When ready, say "Horse Feathers". At the signal, shoot rifle targets 2-1-2 from the left, then 2-1-2 from the right. Make rifle safe. Shoot pistol targets 2-1-2 from the left, then 2-1-2 from the right. Shoot the shotgun targets. Left two then right two.

Retrieve long guns and go to unloading table.

