

Targets for 05.11.11

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

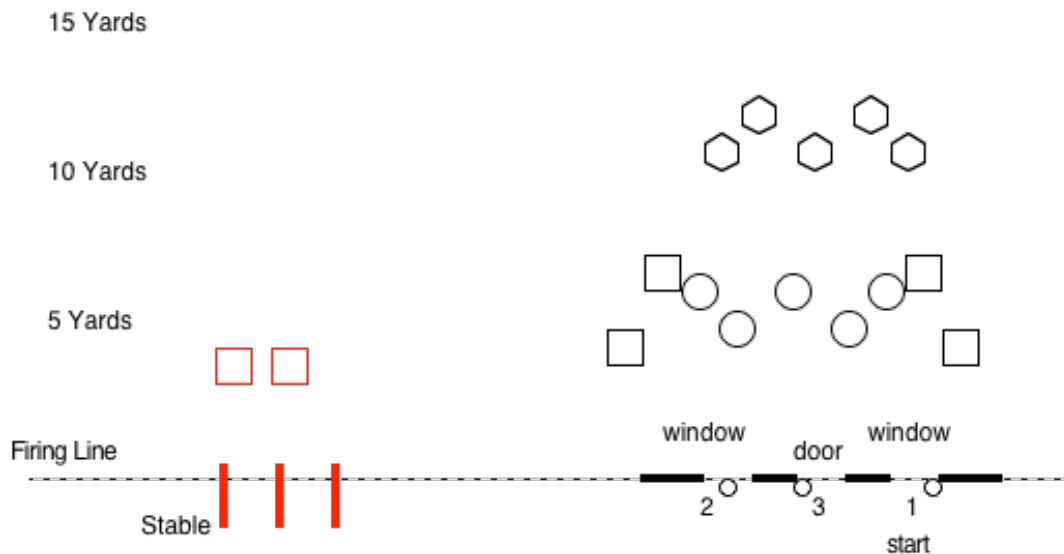
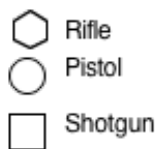
Cavalier - 05/11/11: Stage 1

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 in right window. When ready, say "Range War". At the signal, shoot three of the rifle targets: 1-3-1. Repeat instructions. All rifle targets must be engaged. Make rifle safe. Shoot three of the pistol targets: 1-3-1. Move to left window, repeat pistol instructions. All targets must be engaged. Move to doorway, shoot shotgun targets; right to left.

Retrieve long guns and go to unloading table.





Cavalier - 05/11/11: Stage 2

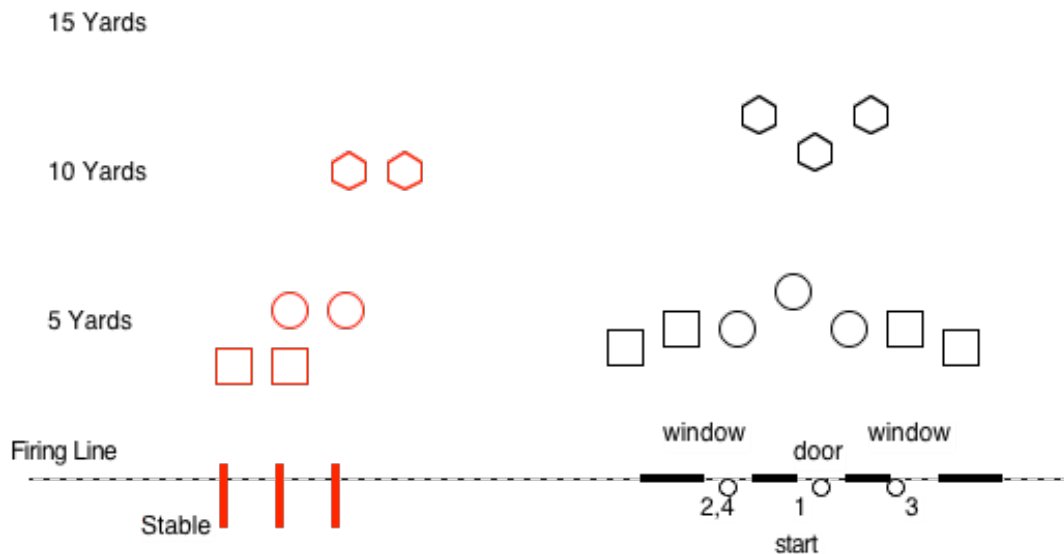
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 10 rounds. Shotgun is staged in right window. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

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

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun






Cavalier - 05/11/11: Stage 3

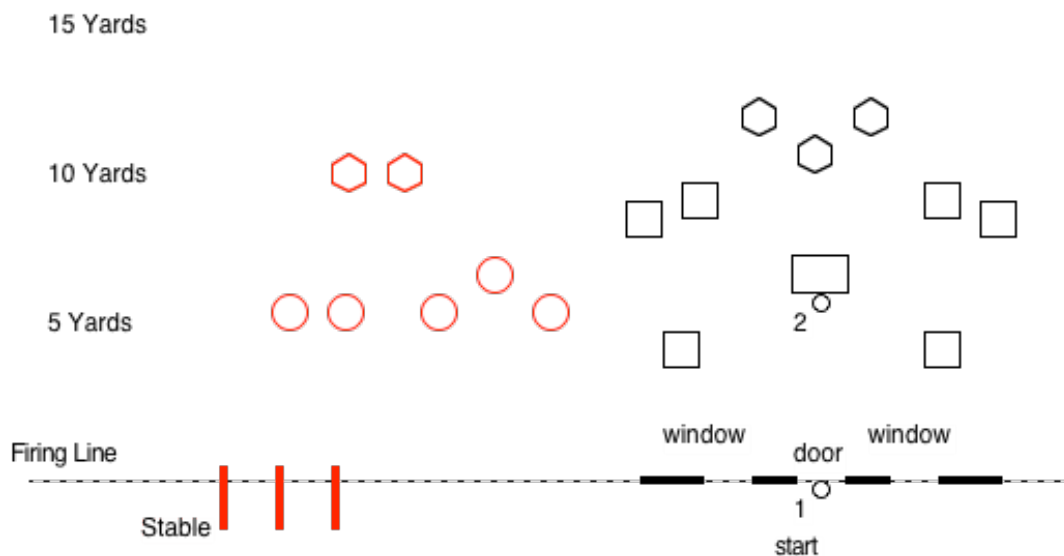
Pistol 10 - Rifle 10 - Shotgun 6+ Two pistols loaded with 5 rounds each, holstered. Rifle - loaded with 10 rounds and shotgun is staged in doorway on Stand. Shooter has, at least, 6 shotgun shells on his/her person.

Procedure

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

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun




Cavalier - 05/11/11: Stage 4

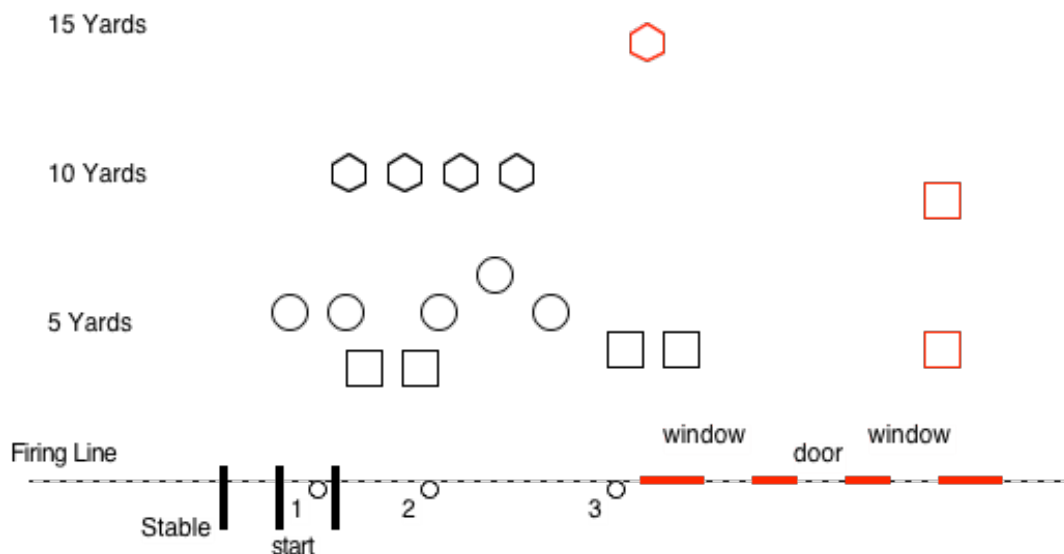
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle - loaded with 10 rounds, held port arms. Shotgun is staged in Stand by Stable. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing in Stable with rifle at port arms.. When ready, say "Range War". At the signal, double tap the rifle targets outside-outside / inside-inside / outside-outside, from the left.. Make rifle safe. Move outside of Stable. Shoot the left pistol targets with five rounds then the right pistol targets with five rounds. Shoot the two left shotgun targets. Move to Saloon stairs, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



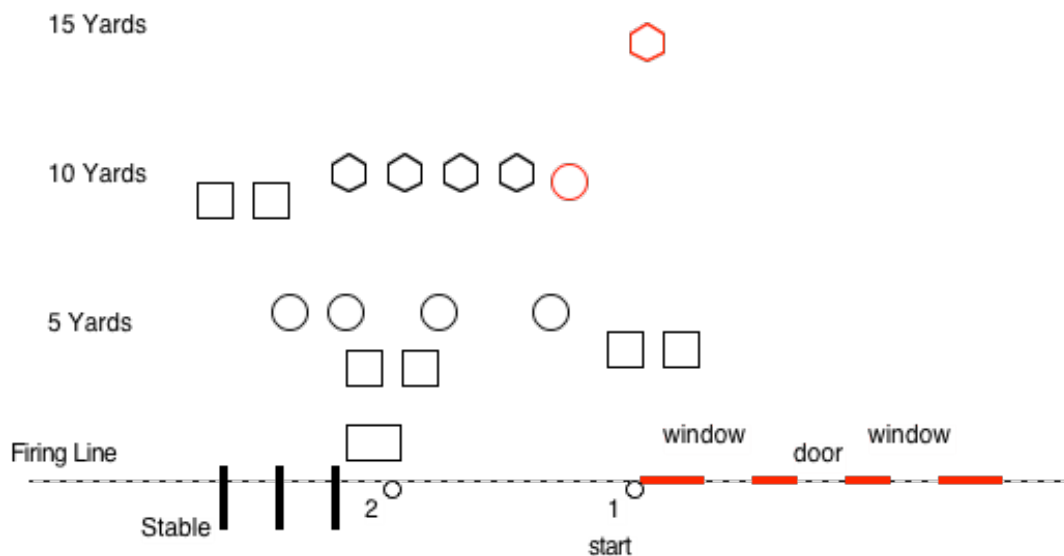
Cavalier - 05/11/11: Stage 5

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 "Range War". 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 shoot the rifle targets; double tap R1 & R3 / single tap R2 & R4 / double tap R1 & R3. Make rifle safe. Shoot the pistol targets same instructions as rifle.

Retrieve long guns and go to unloading table.



Cavalier - 05/11/11: 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 hands cupping mouth. When ready, yell "Range War". At the signal, shoot the pistol targets in a West Virginia sweep starting on the right. Shoot the rifle targets same as pistol. Make rifle safe. Shoot the shotgun targets.

Retrieve long guns and go to unloading table.

