

## **Targets for 06.08.11**

Pistol Stand - Short                      3

Pistol Cowboys                              5

Pistol Stand - Tall                        2

Large Rifle 18 x 20 & Stands      6

Shotgun Knockdowns                  6

Shotgun stand

Rifle stand

Table

Horse with Scabbards

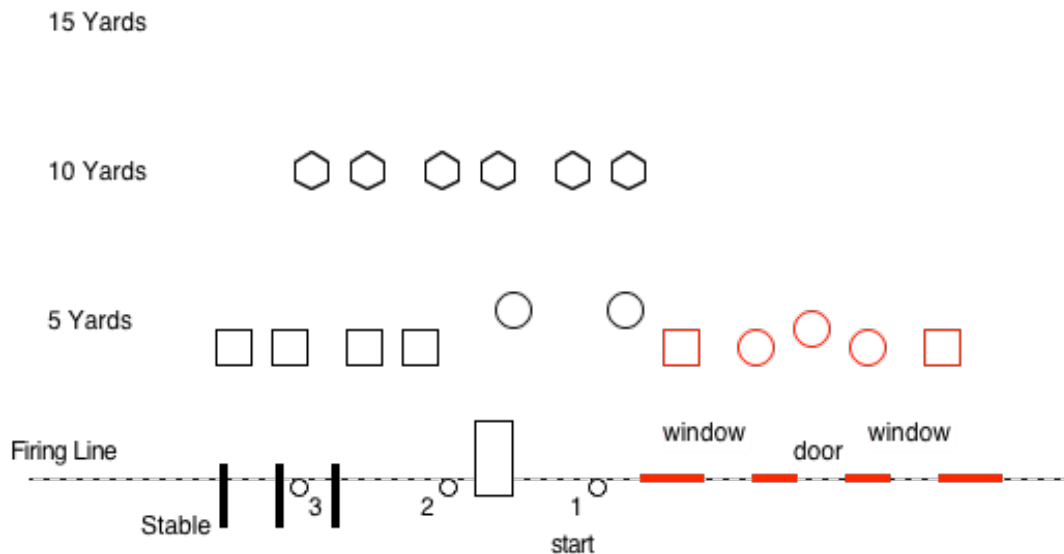
## Cavalier - 06/08/11: Stage 1

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

### Procedure

Shooter starts standing by Saloon. When ready, say "It's the Flamingo Kid". At the signal, shoot the two pistol targets, alternating, 1-2-1-2-1-2-1. Move to horse, sweep rifle targets 1-2-1-2-1-2, with 10 th round on first tatget shot. Make rifle safe. Move to Stable, shoot the two left shotgun targets then shoot the two right shotgun targets.

Retrieve long guns and go to unloading table.



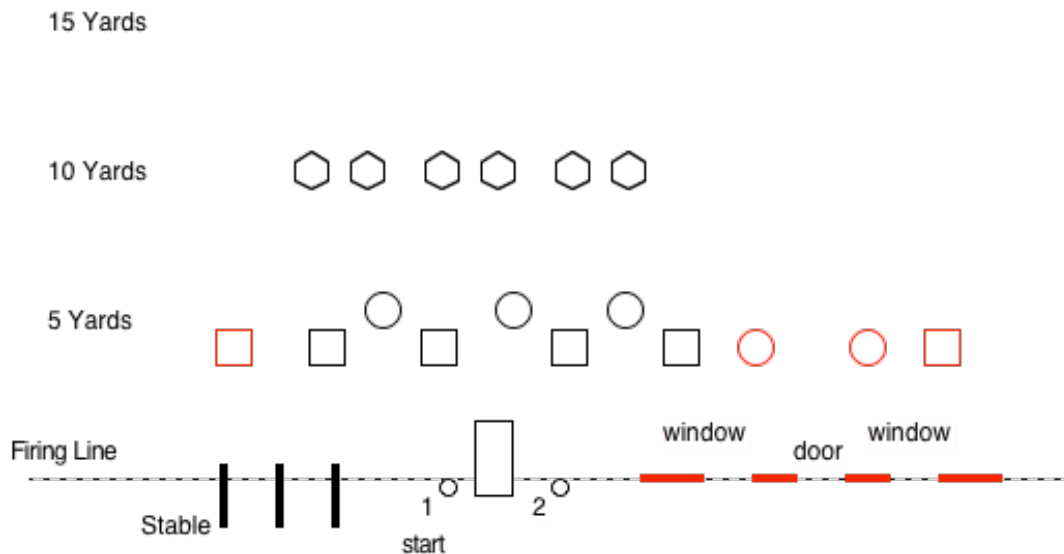
## Cavalier - 06/08/11: Stage 2

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

### Procedure

Shooter starts standing by Horse (either side). When ready, say "It's the Blue Bird Kid". At the signal, shoot rifle 1-3-1-1-3-1. Make rifle safe. Shoot the two shotgun targets. Move to other side of horse. Shoot the other two shotgun targets. Make shotgun safe. Shoot pistol targets. 1-3-1 and repeat.

Retrieve long guns and go to unloading table.




### Cavalier - 06/08/11: Stage 3

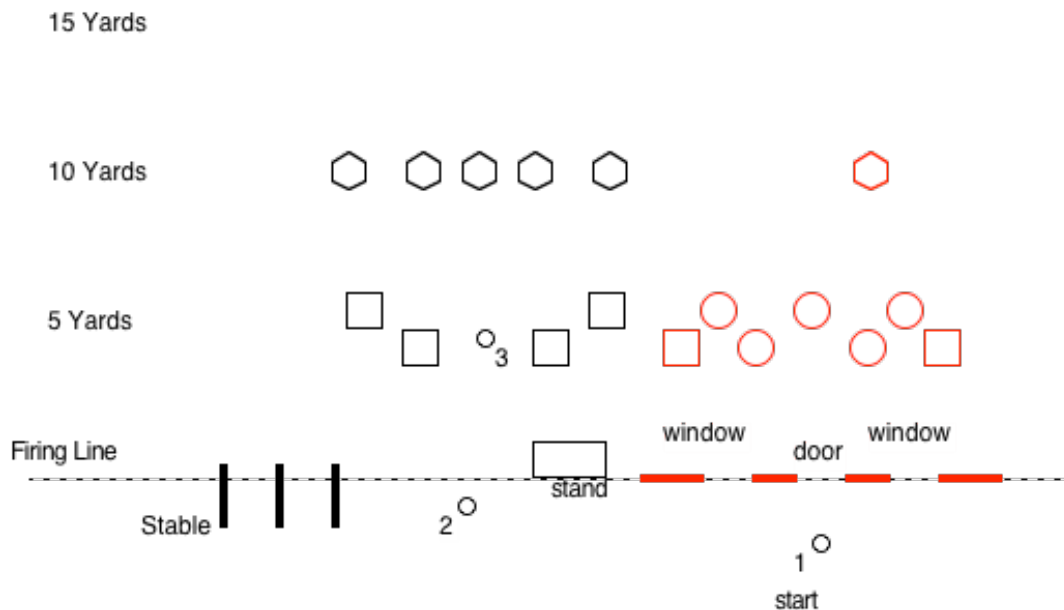
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in stand - loaded with 10 rounds. Shotgun is held port arms. Shooter has, at least, 4 shotgun shells on his/her person.

#### Procedure

Shooter starts standing by Saloon stairs with shotgun at port arms.. When ready, say "It's the Yellow Belly Kid". At the signal, move to left of Stand, shoot shotgun targets, right to left. Make shotgun safe in Stand. Shoot rifle single tap outside, double tap inside, single tap outside targets. 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.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 06/08/11: Stage 4

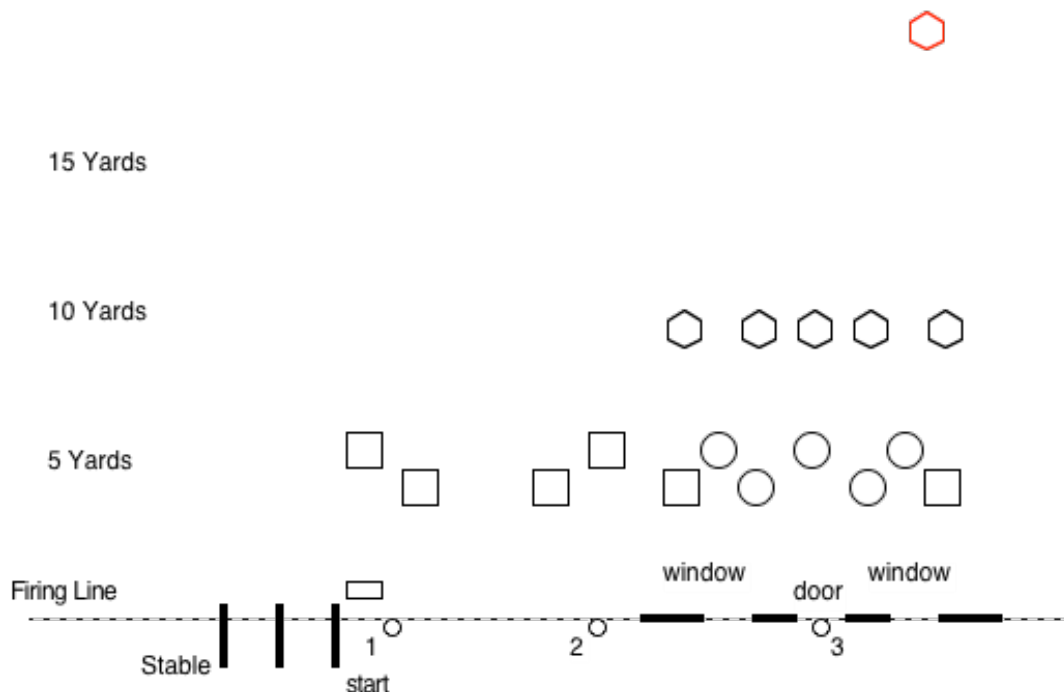
**Pistol 10 - Rifle 10 - Shotgun 6+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 10 rounds. Shotgun is staged in stand. Shooter has, at least, 6 shotgun shells on his/her person.

### Procedure

Shooter starts standing by Stable.. When ready, say "It's the Corn Owl Kid". At the signal, shoot the two shotgun targets. Move to Saloon side steps, shoot the two shotgun targets. Make shotgun safe in doorway. Shoot three center rifle targets, then outside rifle targets and repeat. Make rifle safe. Shoot pistol targets same as rifle instructions. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 06/08/11: Stage 5

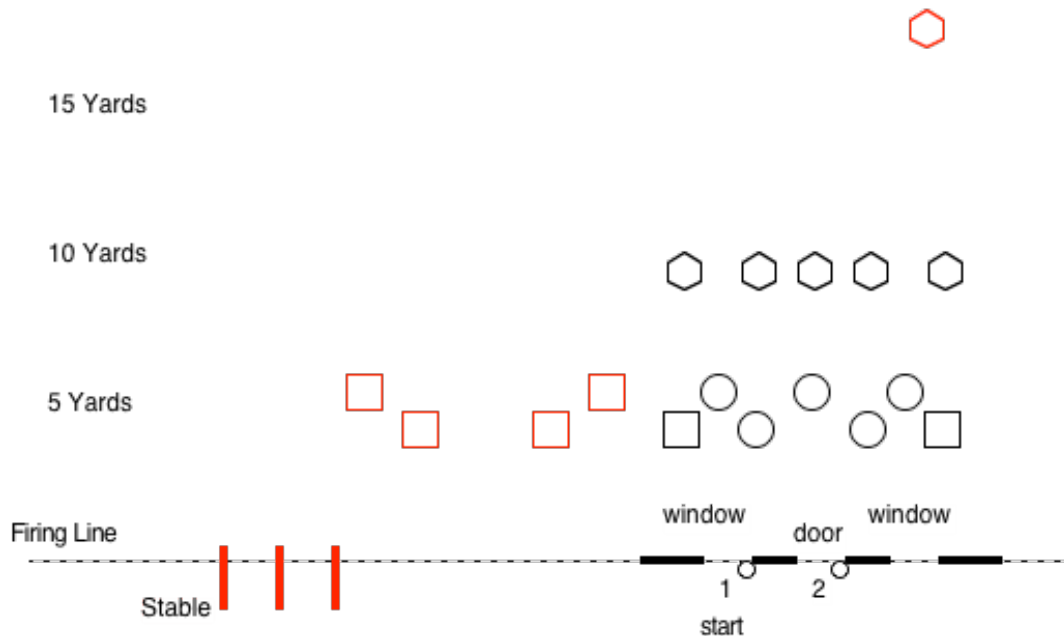
**Pistol 10 - Rifle 10 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 10 rounds. Shotgun is staged in doorway. Shooter has, at least, 2 shotgun shells on his/her person.

### Procedure

Shooter starts standing at left window, hands on pistols.. When ready, say "It's the Osprey Kid". 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.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 06/08/11: 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 left 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 "What a Flock !". At the signal, Shoot rifle targets, in a Nevada sweep, with 10 th round on far target. Make rifle safe. Move to left window, shoot the two left shotgun targets. Move to doorway, shoot the two right shotgun targets. Make shotgun safe. Shoot the pistol targets in a Nevada sweep sweep, with 10 round on any pistol target OR for a 10 second bonus, shoot the far rifle target.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun

