

Targets for 08.10.11

Pistol Stand - Short	3
Pistol Cowboys	6
Pistol Stand - Tall	3
Large Rifle 18 x 20 & Stands	6
Shotgun Knockdowns	4

Shotgun stand

Rifle stand

Table

Wagon

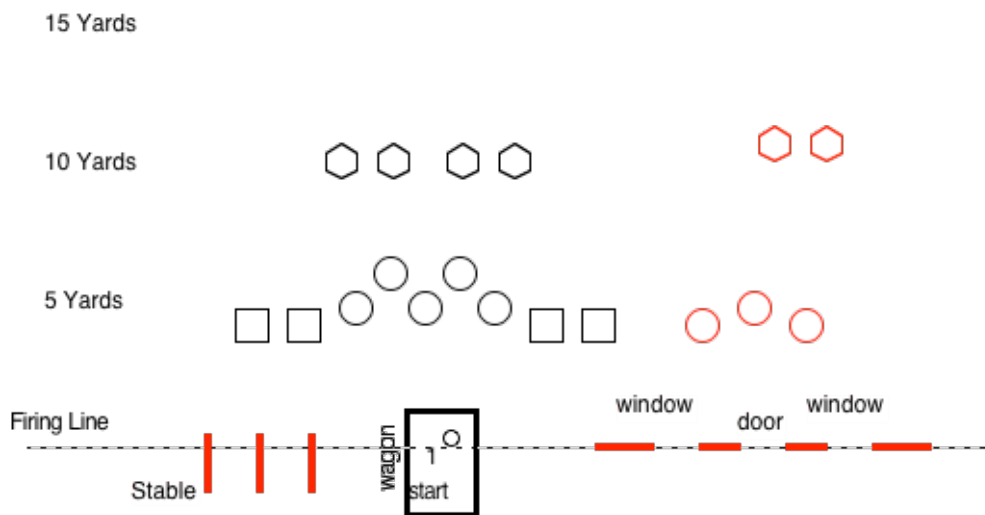
Cavalier - 08/10/11: Stage 1

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

Procedure

Shooter starts sitting in the wagon. When ready, say "It's the Cisco Kid". At the signal, single tap the pistol targets, repeat instructions; restage (if sitting) or holster Sweep rifle targets 1-2-1-2, then 1-1-1-1. Make rifle safe. Shoot the shotgun targets.

Retrieve long guns and go to unloading table.



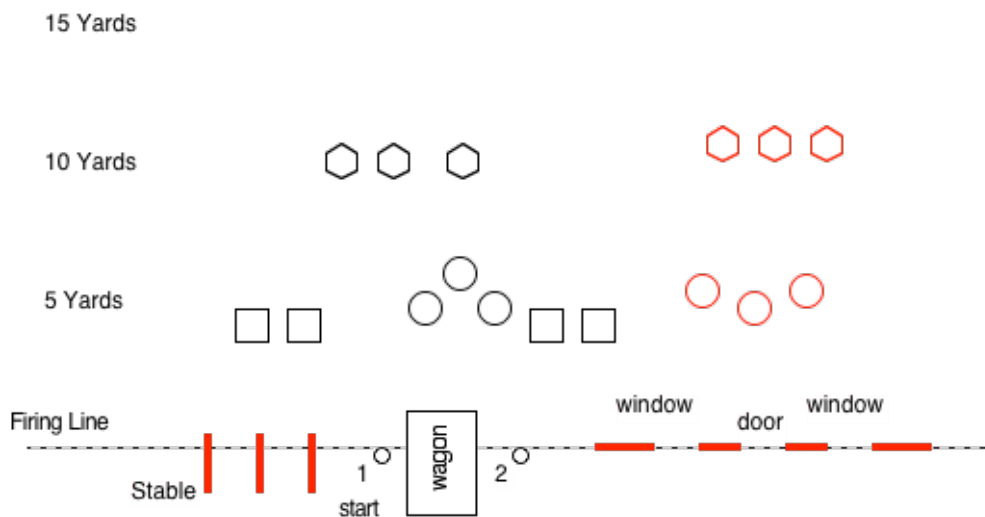
Cavalier - 08/10/11: Stage 2

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

Procedure

Shooter starts standing by Stable. When ready, say "It's Hoppy". At the signal, double tap Nevada sweep the rifle targets. Make rifle safe. Shoot the two left shotgun targets, move to right of wagon - then shoot the two right shotgun targets. Make shotgun safe. Double tap Nevada sweep the pistol targets.

Retrieve long guns and go to unloading table.



Cavalier - 08/10/11: Stage 3

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

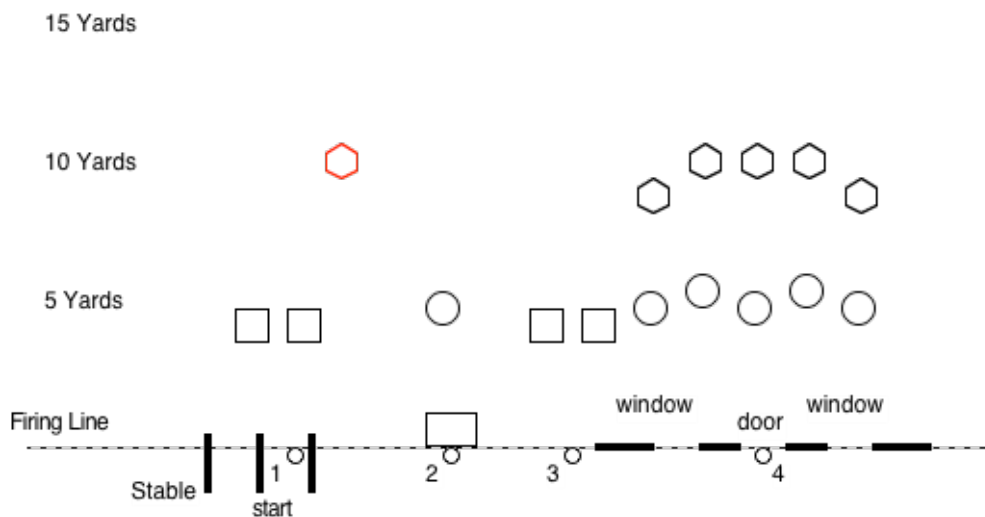
Procedure

Shooter starts standing in Stable. When ready, say "NO ! It's Poncho". At the signal, shoot the shotgun targets. Move to table, make shotgun safe. Shoot pistol target with 5 rounds. Move to Saloon stairs, shoot shotgun targets. Make shotgun safe in left window.. Move to doorway, West Virginia sweep rifle targets. Make rifle safe. Shoot pistol targets with 5 rounds.

Retrieve long guns and go to unloading table.

GF must shoot double duelist.

-  Rifle
-  Pistol
-  Shotgun



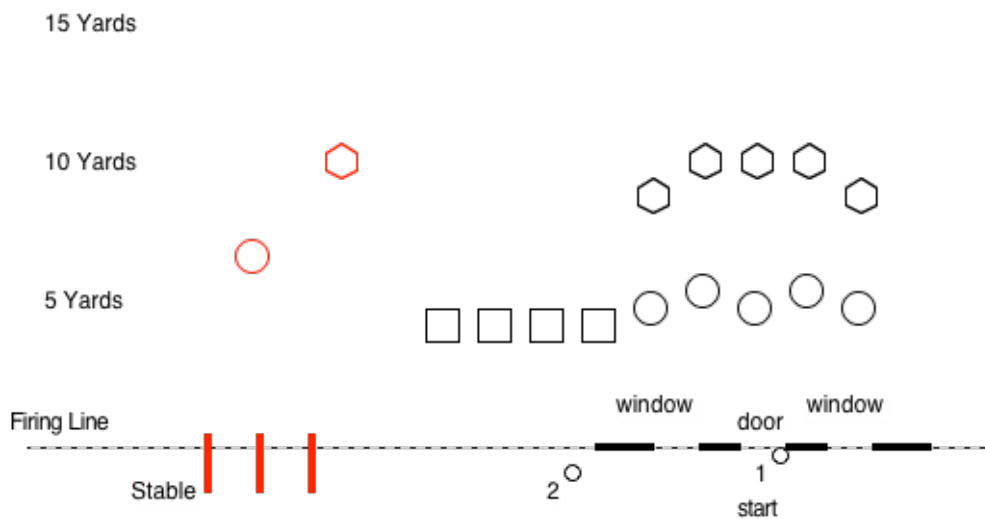
Cavalier - 08/10/11: Stage 4

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

Procedure

Shooter starts standing at right window. When ready, say "It's Whip Wilson". At the signal, shoot rifle targets 1-3-1 from the left, then repeat from the right. Make rifle safe. Move to doorway, shoot pistol targets same as rifle. Move to left of Saloon, shoot the shotgun targets.

Retrieve long guns and go to unloading table.



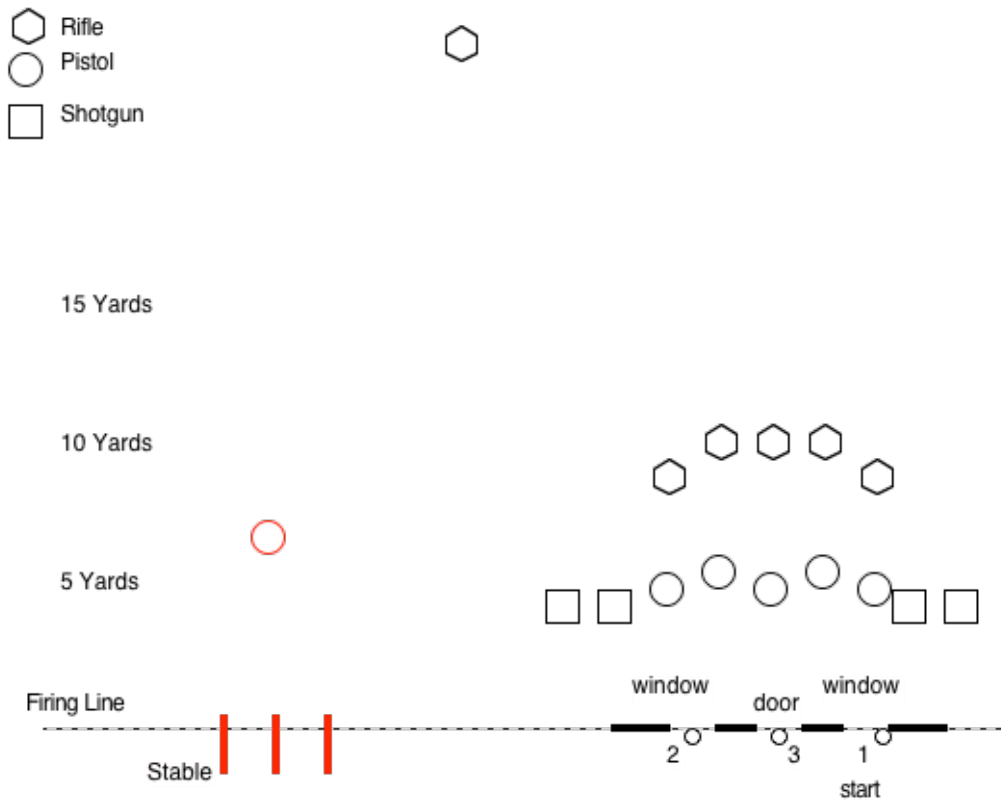
Cavalier - 08/10/11: Stage 5

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 at right window. When ready, say "It's Lash LaRue". At the signal, shoot the shotgun targets. Move to left window, shoot the shotgun targets. Make shotgun safe. Double tap the rifle targets. Load one round and shoot the far rifle target. Make rifle safe. Move to doorway. Double tap pistol targets.

Retrieve long guns and go to unloading table.



Cavalier - 08/10/11: Stage 6

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 "NO ! It's Smiley Burnette". At the signal, Shoot rifle targets with 10 rounds, two single taps and one tripple tap required. Shoot pistol targets with same instructions. Shoot the shotgun targets.

Retrieve long guns and go to unloading table.

