

## **Targets for 09.08.10**

Pistol Round	5
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Pistol cowboys	3
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Large Rifle 18 x 20	8
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Shotgun Knockdowns	6
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Bale	1
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Small table	1
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Long gun stands	2
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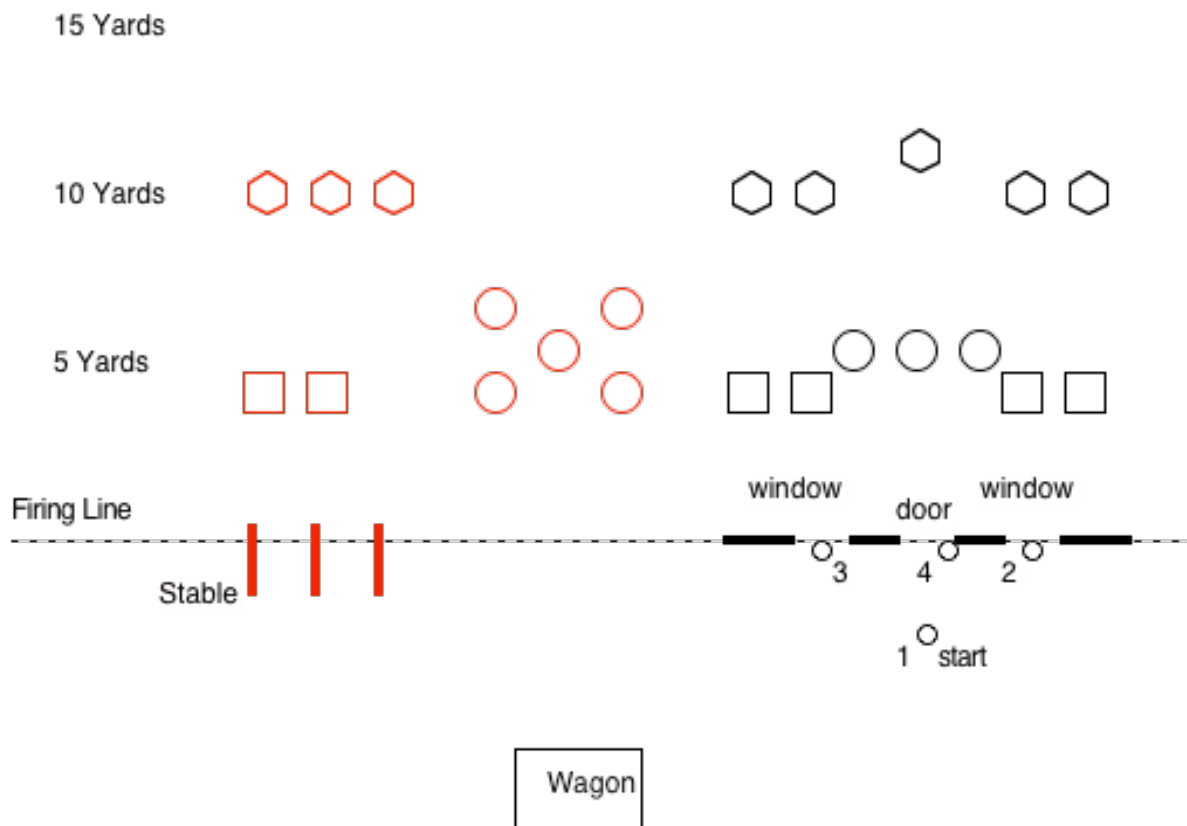
## Cavalier - 09/08/10: Stage 1

**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 stair rail on step. When ready, say "Shooter Ready". At the signal, shoot the two right shotgun targets. Move to left window, shoot the two left shotgun targets. Make shotgun safe. Move to doorway, double tap rifle targets; R1, R5, R2, R4, R3. Make rifle safe. Double tap the three pistol targets; R1, R3, R1, R3, R2...

Retrieve long guns and go to unloading table.



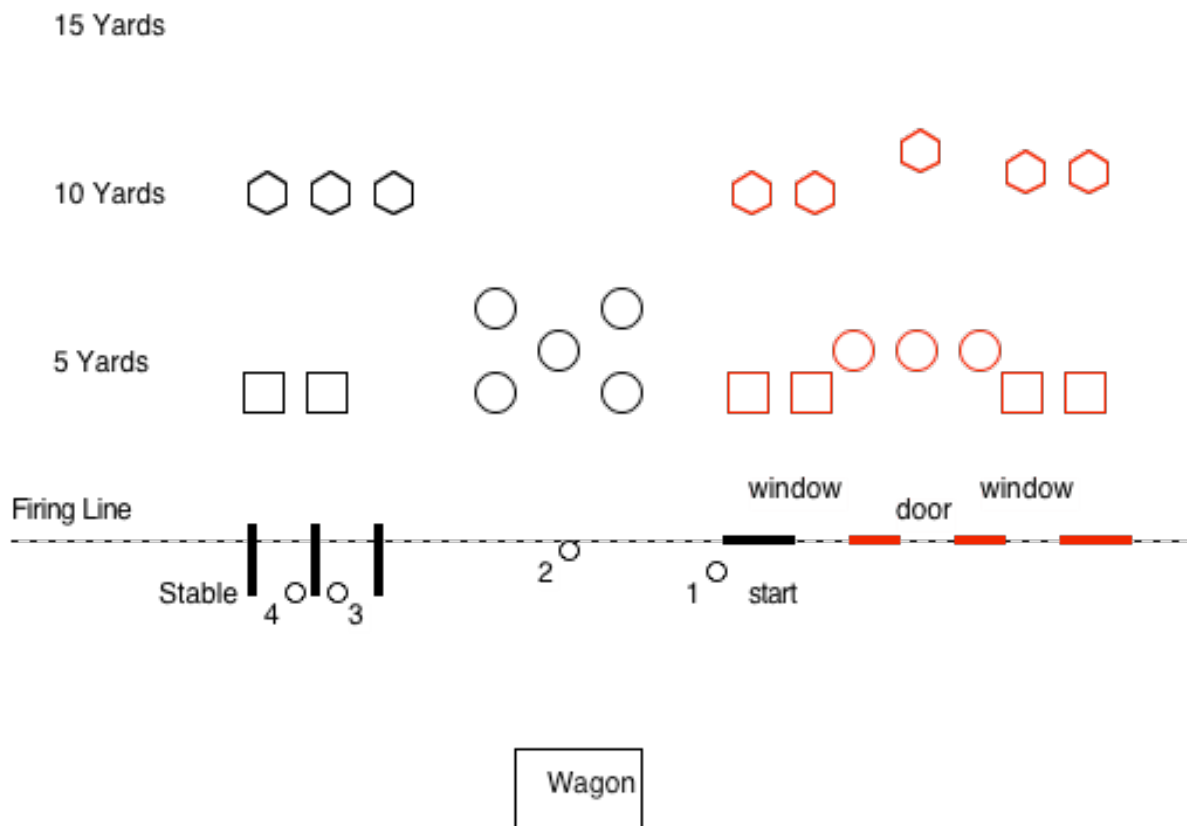
## Cavalier - 09/08/10: Stage 2

**Pistol 10 - Rifle 9 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in Stable - loaded with 9 rounds. Shotgun is staged in Stable. Shooter has, at least, 2 shotgun shells on his/her person.

### Procedure

Shooter starts standing by Saloon. When ready, say "Ready Again". At the signal, move to position between Saloon and Stable, Shoot the five pistol targets in a "W", then in an "M". Move to right Stable, triple tap the three rifle targets. Make rifle safe. Move to left Stable, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



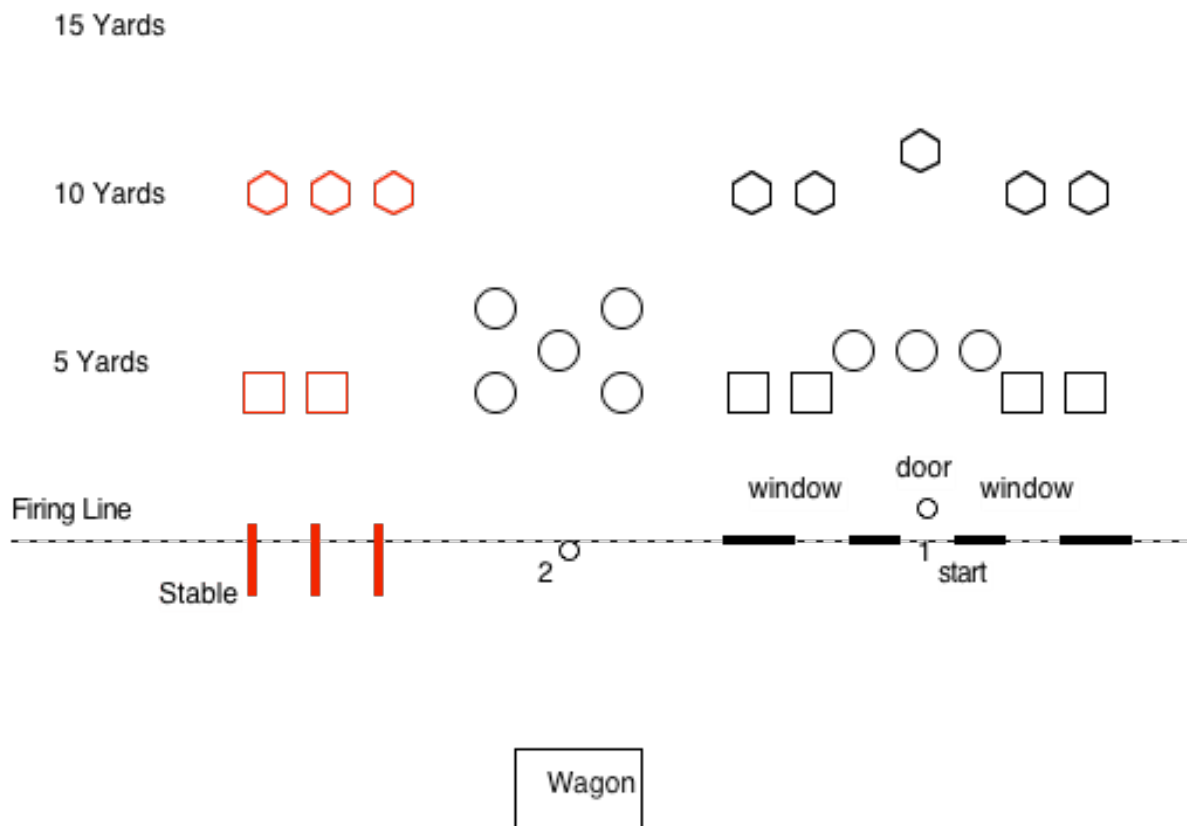
### Cavalier - 09/08/10: Stage 3

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

#### Procedure

Shooter starts standing inside Saloon. When ready, say "Time for Lunch". At the signal, sweep the four near rifle targets from the left, double tap the center rifle target, sweep the four near rifle targets from the right. Make rifle safe. Shoot the four shotgun targets. Shoot the outside pistol targets twice each then the center target. Move to position between Saloon and Stable, shoot the outside targets, then the center target.

Retrieve long guns and go to unloading table.



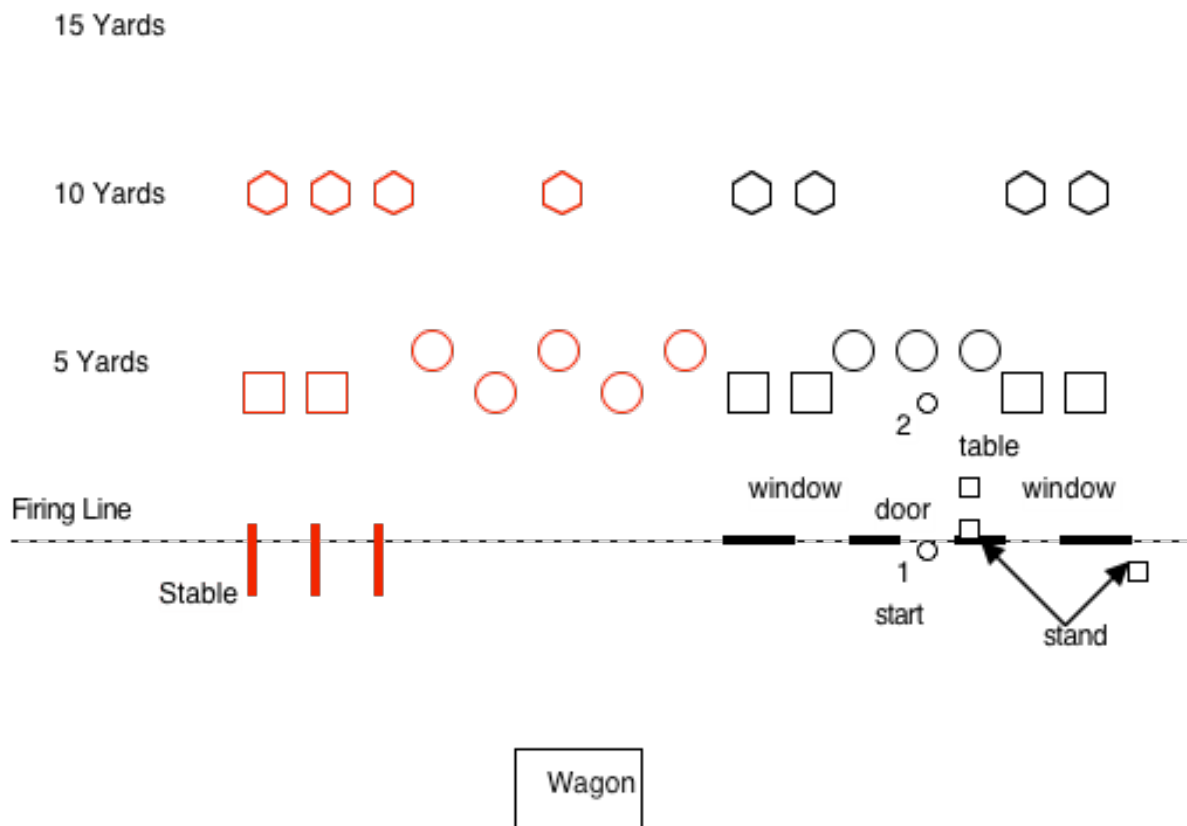
## Cavalier - 09/08/10: Stage 4

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

### Procedure

Shooter starts standing at left window. When ready, say "Gotta Run". At the signal, shoot the two left shotgun targets. Move to right window, shoot the two right shotgun targets. Make shotgun safe. Move to doorway, shoot rifle targets in Nevada sweep. Make rifle safe. Shoot the three pistol targets with 5 rounds. Shoot four rifle targets with 5 pistol rounds - Shooter may move forward to position of shotgun targets to shoot rifle targets.

Retrieve long guns and go to unloading table.



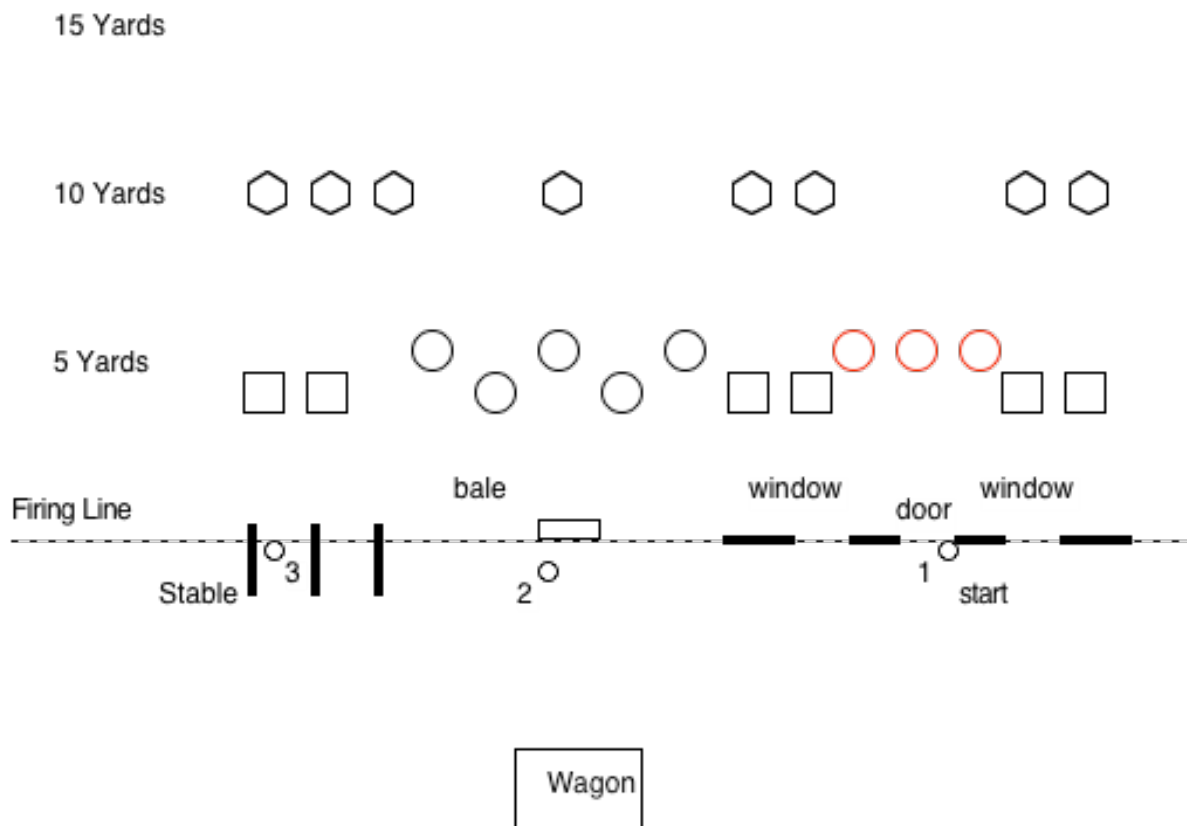
## Cavalier - 09/08/10: Stage 5

**Pistol 10 - Rifle 10 - Shotgun 6+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on bale - loaded with 10 rounds. Shotgun is held cowboy port arms. Shooter has, at least, 6 shotgun shells on his/her person.

### Procedure

Shooter starts standing in doorway with shotgun at port arms. When ready, say "Last Gunfight". At the signal, shoot the four shotgun targets. Make shotgun safe on bale. Shoot the eight rifle targets, then double the center rifle target. Make rifle safe. Shoot the five pistol targets with 5 rounds, then shoot center target with 5 rounds. Move to left Stable, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



## Cavalier - 09/08/10: Stage 6

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

### Procedure

Shooter starts standing between Stabe and Saloon. When ready, say "Go fer It". At the signal, Shoot the three far pistol targets then the two near pistol targets and repeat. Move to right Stable, double tap the three left rifle targets then place four rounds on the right rifle target. Make rifle safe. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

