

Targets for 09.14.11

Pistol Stand - Short	3
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Pistol Cowboys	5
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Pistol Stand - Tall	2
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Large Rifle 18 x 20 & Stands	5
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Shotgun Knockdowns	4
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Shotgun stand

Rifle stand

Table

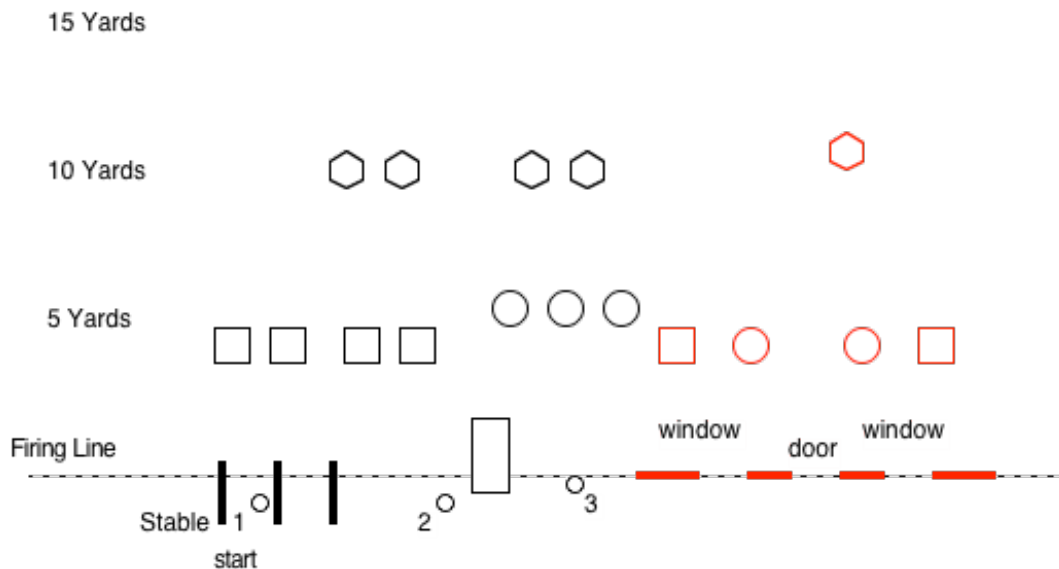
Cavalier - 09/14/11: Stage 1

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 in left Stable. When ready, say "Nonsense". At the signal, shoot the two left shotgun targets. Move to left of horse, shoot the two right shotgun targets. Make shotgun safe. Shoot rifle targets in a progressive sweep. Make rifle safe. Move to position between Saloon and horse. Shoot the three pistol targets 2-1-2. Repeat instructions.

Retrieve long guns and go to unloading table.



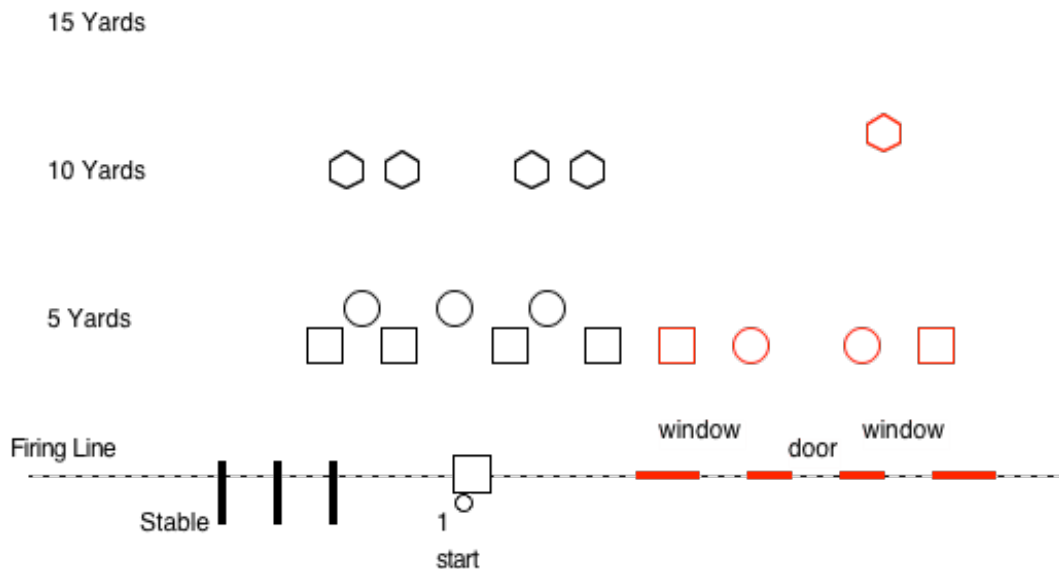
Cavalier - 09/14/11: Stage 2

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

Procedure

Shooter starts standing at table. When ready, say "Shooter Ready". At the signal, Shoot rifle targets R1, R4. Double tap R2 & R3, sweep targets. Make rifle safe. Shoot pistols 1-2-3, then 1-2-1. Shoot the shotgun targets, move as needed. Make shotgun safe.

Retrieve long guns and go to unloading table.



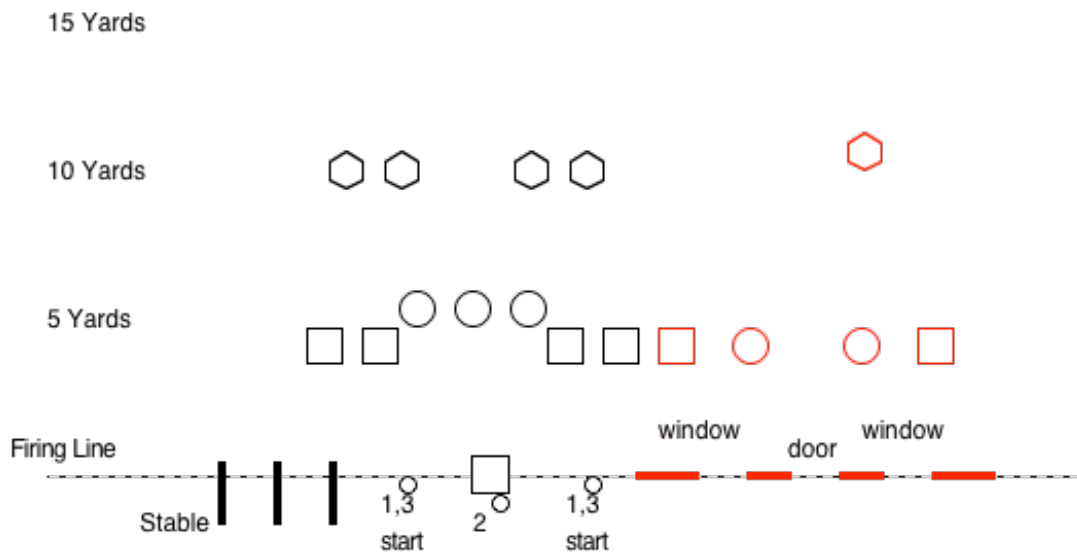
Cavalier - 09/14/11: Stage 3

Pistol 10 - Rifle 08 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle is staged on table. - loaded with 8 rounds. Shotgun held port arms. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing left (or right) of horse.. When ready, say "Shooter Ready". At the signal, shoot the two shotgun targets. Make shotgun safe on table. Shoot the rifle targets in a West Virginia sweep. Make rifle safe on table. Shoot the three pistol targets with 10 rounds, only one triple tap and one double tap allowed.. Move to right (or left) of horse, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



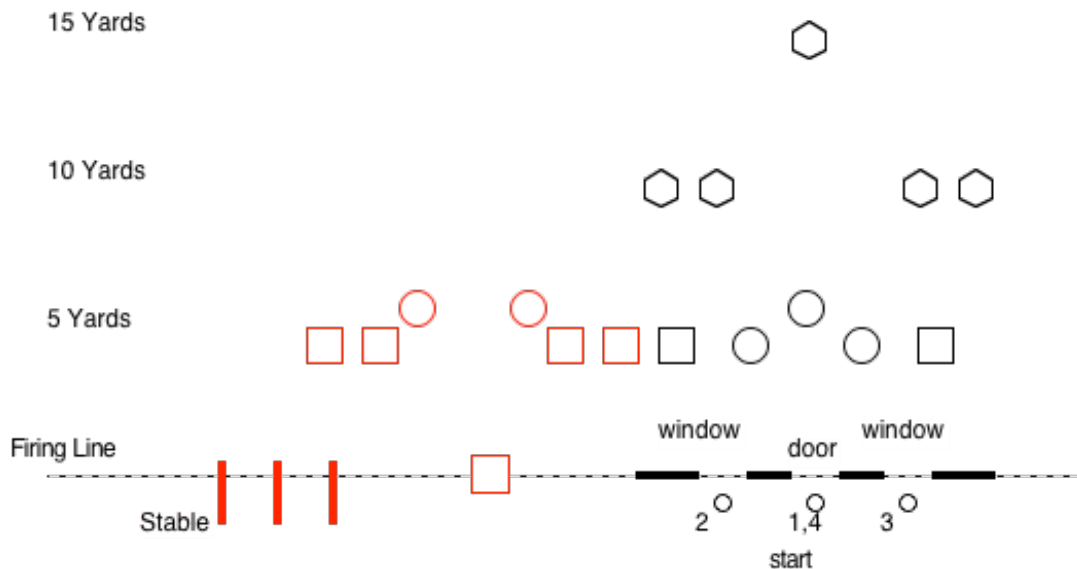
Cavalier - 09/14/11: Stage 4

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

Procedure

Shooter starts standing in doorway - hands on door jam.. When ready, say "Shooter Ready". At the signal, shoot the rifle targets, starting in center - NV Sweep left, then NV Sweep right.. Make rifle safe. Move to window, shoot the shotgun target. Move to the other window, shoot the shotgun target. Make shotgun safe. Move to doorway. Shoot the three pistol targets, NV Sweep left, then NV Sweep right.

Retrieve long guns and go to unloading table.



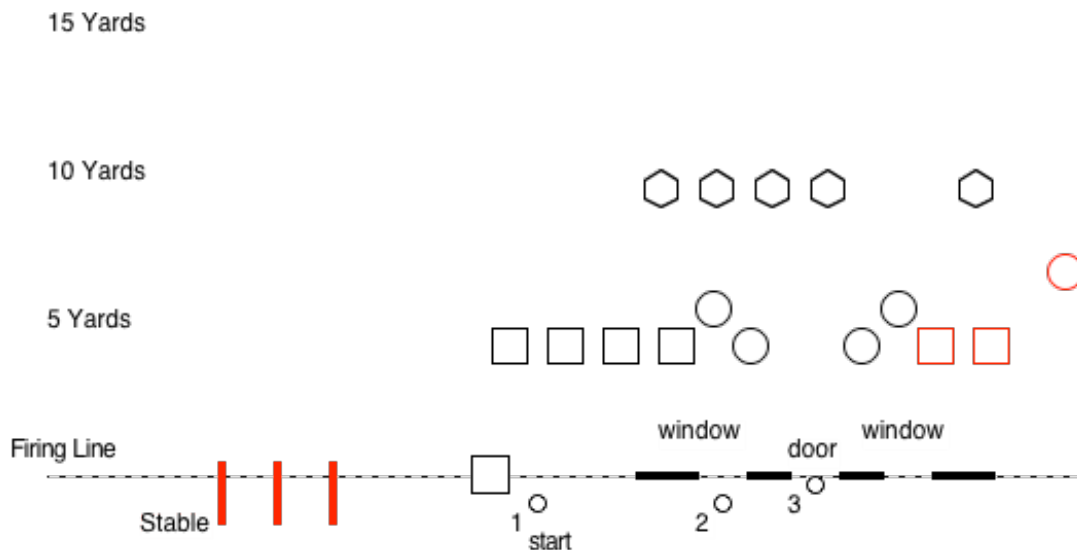
Cavalier - 09/14/11: Stage 5

Pistol 10 - Rifle 9 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle is staged in left window. - 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 table... When ready, say "Shooter Ready". At the signal, shoot the four shotgun targets. Make shotgun safe. Move to left window, West Virginia sweep the rifle targets.. Move to right window, load one round and shoot the rifle target. Make rifle safe. Move to doorway. West Virginia sweep the pistol targets. Then place the remaining two rounds on the inside pistol targets.

Retrieve long guns and go to unloading table.



Cavalier - 09/14/11: Stage 6

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

Procedure

Shooter starts standing in doorway, hand on pistol.... When ready, say "Shooter Ready". At the signal, Shoot the five pistol targets, with 10 rounds. Shoot the five rifle targets, with 10 rounds. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.

