

Targets for 11.10.10

Pistol Round	3
Pistol cowboys	5
Large Rifle 18 x 20	8
Shotgun Knockdowns	6
Bale	1
Small table	1
Long gun stands	2

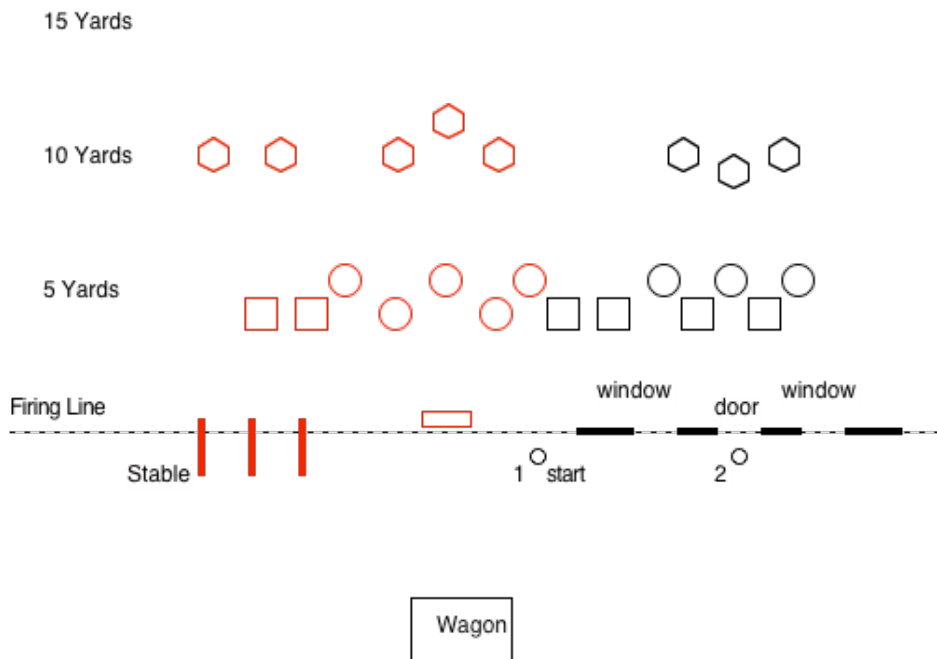
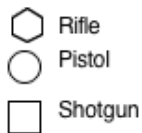
Cavalier - 11/10/10: Stage 1

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

Procedure

Shooter starts standing at left side of Saloon with shotgun at port arms. When ready, say "That's B S". At the signal, shoot the two shotgun targets. Move to doorway, shoot the two shotgun targets. Make shotgun safe. Triple tap sweep the rifle targets, then place 10th round on center target. Make rifle safe. Shoot pistol targets, same as rifle instructions.

Retrieve long guns and go to unloading table.



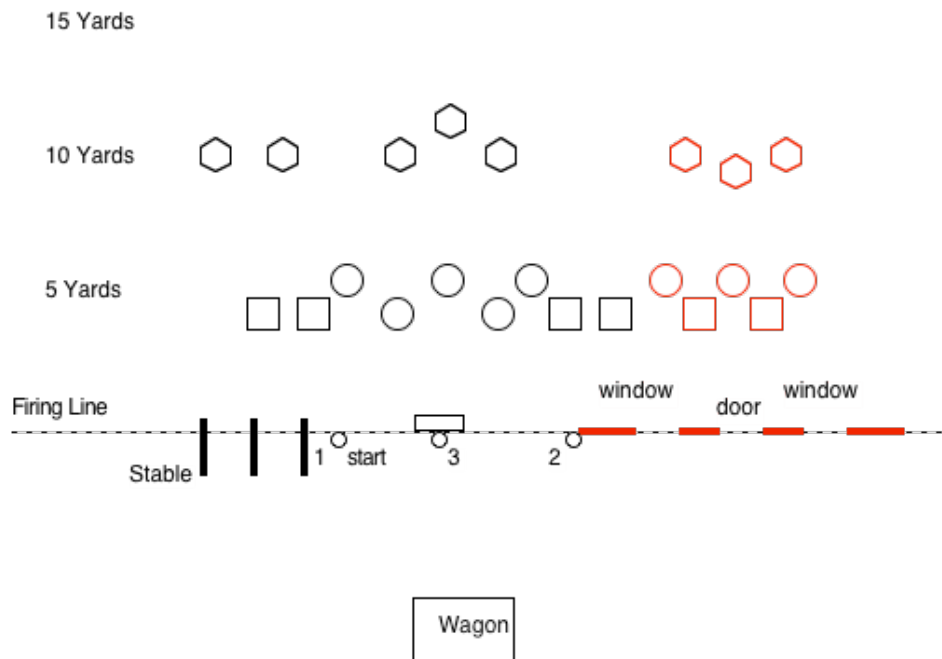
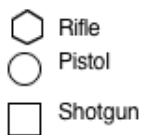
Cavalier - 11/10/10: Stage 2

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

Procedure

Shooter starts standing at right of Stable with rifle at port arms. When ready, say "That's B S". At the signal, Nevada sweep the rifle targets, doubling tapping the last target. Make rifle safe. Shoot the two left shotgun targets. Move to Saloon, shoot the two right shotgun targets. Make shotgun safe. Move to bale, shoot pistol targets, same as rifle instructions.

Retrieve long guns and go to unloading table.



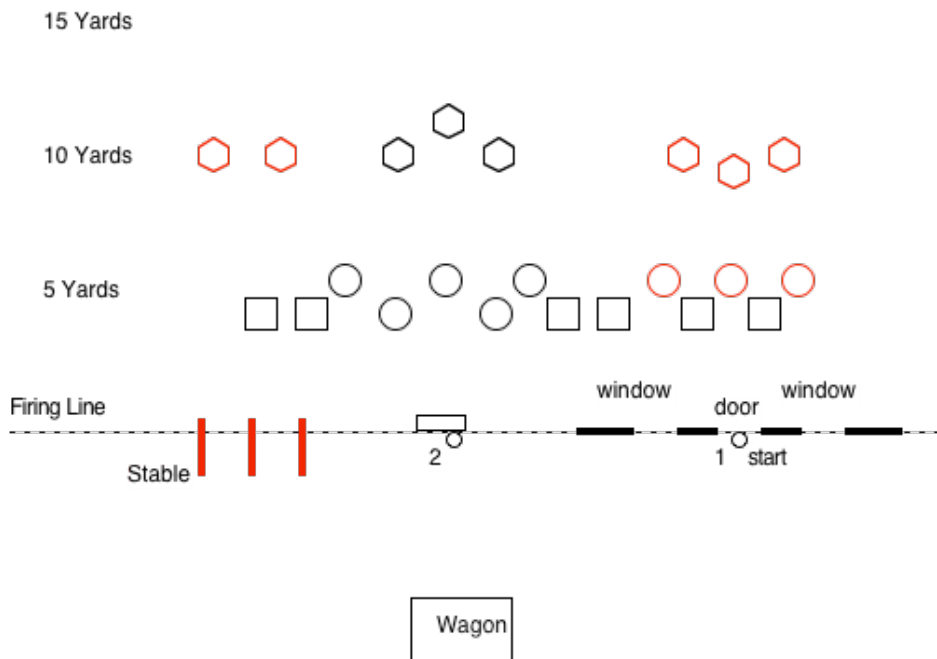
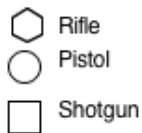
Cavalier - 11/10/10: Stage 3

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

Procedure

Shooter starts standing at doorway. When ready, say "That's B S". At the signal, shoot the two shotgun targets. Move to bale, make shotgun safe. Shoot rifle targets: center target twice, then the outside targets, then the center target twice, then the outside targets, then the center target twice. Make rifle safe. Shoot pistol targets: rear targets, then front targets twice each, then rear targets. Shoot the left shotgun targets and the right shotgun targets.

Retrieve long guns and go to unloading table.



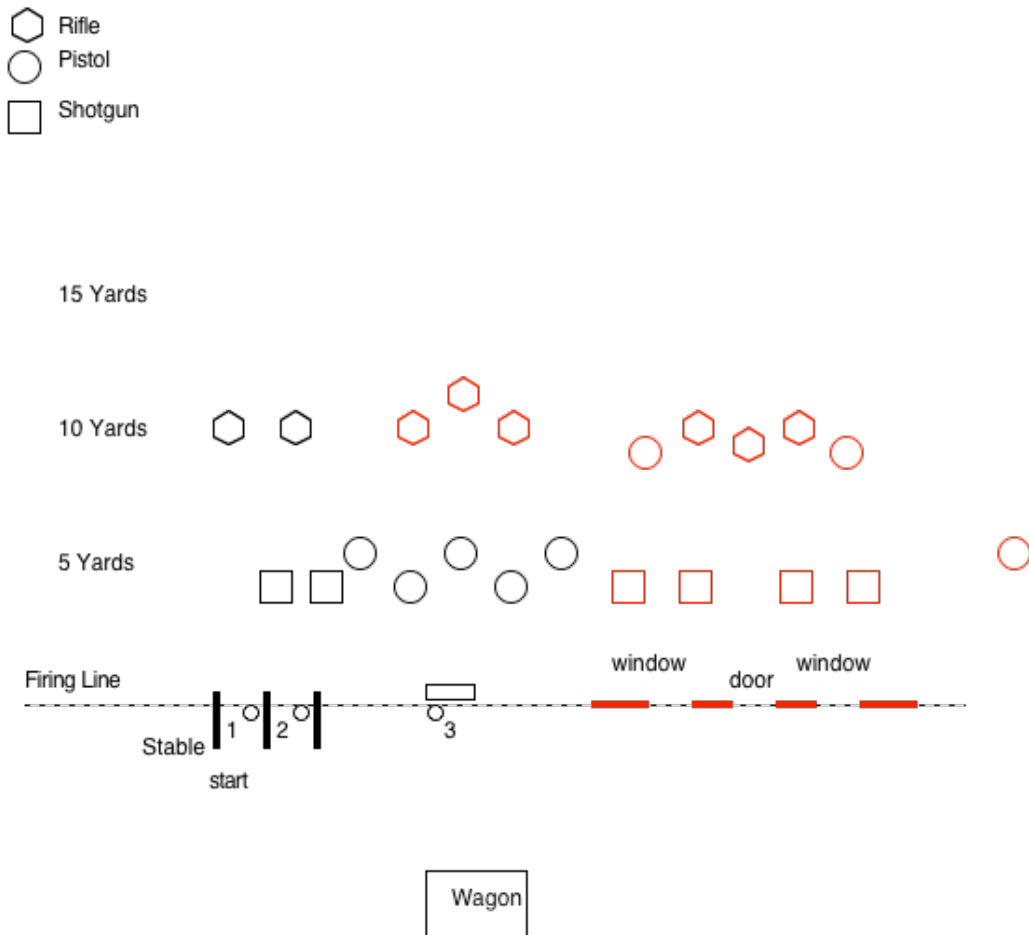
Cavalier - 11/10/10: Stage 4

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

Procedure

Shooter starts standing in left stable. When ready, say "More B S". At the signal, double tap rifle targets, alternating. Make rifle safe. Move to right stable, shoot shotgun targets. Make shotgun safe. Move to bale, double tap the five pistol targets.

Retrieve long guns and go to unloading table.



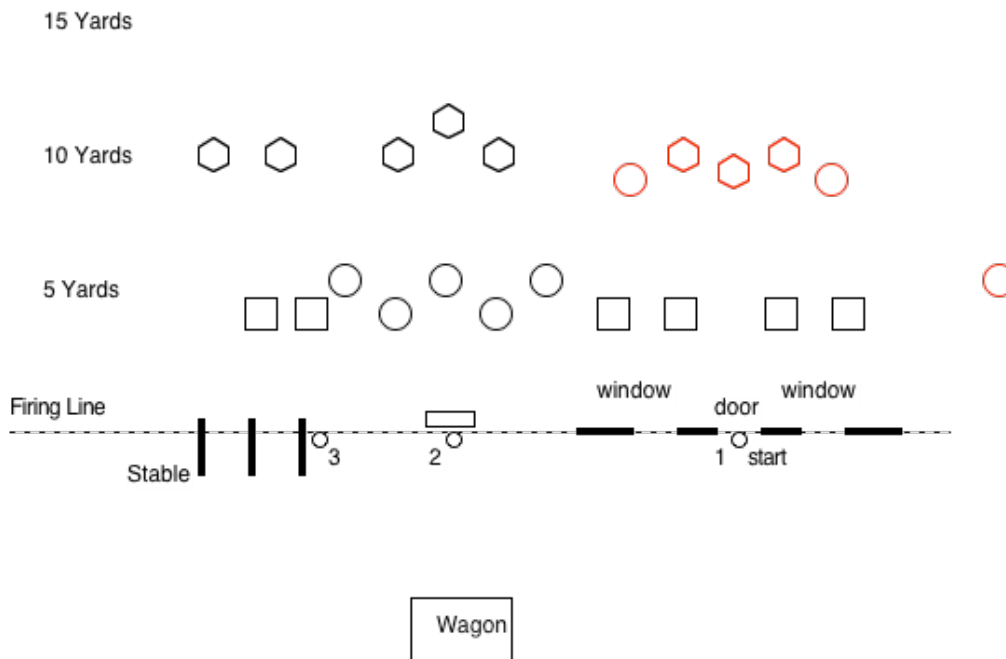
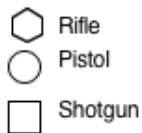
Cavalier - 11/10/10: Stage 5

Pistol 10 - Rifle 10 +01 - Shotgun 6+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on bale - loaded with 10 rounds. Shotgun is staged in doorway. Shooter has, at least, 6 shotgun shells on his/her person.

Procedure

Shooter starts standing in doorway. When ready, say "More B S". At the signal, shoot the right shotgun targets, then the left shotgun targets. Move to bale, make shotgun safe. Triple tap the three rifle targets, then the two left rifle targets, loading one round, as necessary. Make rifle safe. Shot pistol targets 1-3-1 from the left, then 1-3-1 from the right. Move to stable, shoot the two shotgun targets..

Retrieve long guns and go to unloading table.



Cavalier - 11/10/10: Stage 6

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

Procedure

Shooter starts standing in doorway. When ready, say "More B S". At the signal, shoot shotgun targets; outside/outside, then inside/inside. Make shotgun safe in stand. Double tap the outside rifle targets, then the inside rifle targets, then the center rifle target. Make rifle safe in stand. Move to position "2" (between shotgun targets), double tap the five pistol targets same as rifle.

Retrieve long guns and go to unloading table.

