Targets for 11/09/2011

Pistol stand – Short	5
Pistol Cowboys	5
Large Rifle targets	5
Rifle stand – Tall	5
Shotgun Knockdowns	4

Table to be in door

Bale / table to be in between stable and store

Cavalier – 11/09/2011 : Stage 1

Pistol 10 – Rifle 10 Shotgun 4+ Two pistols loaded with 5 rounds each holstered. Rifle held at Cowboy port arms in the left stable stall – loaded with 10 rounds. Shotgun is staged in right stable stall. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure : The shooter starts standing in the left stable stall holding the rifle at Cowboy Port Arms. When ready, the shooter says whatever as long as it contains the word "**TURKEY**". At the beep engage the rifle targets R1 through R4 in the following order: R1,R2,R3,R4,R1,R2,R3,R1,R2,R1. Make rifle safe in left stable stall, move to right stable stall and engage shotgun targets S1 through S4 in any order. Make shotgun safe in right stable stall, move to bale. Then using pistols per category, engage the pistol targets P1 through P4 same as rifle. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

15 Yards

10 Yards   ⬡ ⬡ ⬡ ⬡

▢ ▢ ▢ ▢   ◯ ◯ ◯ ◯

5 Yards

Stable   Bale   Steps

Firing line--------|--L--|--R--|--------------------[   ]--------------------[   ]--------------------------------------

Note: We will reset targets between stages

Cavalier – 11/09/2011 : Stage 2

Pistol 10 – Rifle 10 Shotgun 4+ Two pistols loaded with 5 rounds each holstered. Rifle staged in right stable stall – loaded with 10 rounds. Shotgun is staged on bale between stable and store. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure : The shooter starts standing in the right stable with hands on pistol butts. When ready, the shooter says whatever as long as it contains the word "**TURKEY**". At the beep engage the rifle targets R1 through R4 in the following order: R1,R2,R1,R3,R1,R4,R1,R3,R1,R2. Make rifle safe in right stable stall, move to bale. Then using pistols per category, engage the pistol targets P1 through P4 same as rifle. Then engage shotgun targets S1 through S4 from right to left (S4,S3,S2,S1). Retrieve long guns and go to unloading table.

⬡ Rifle

○ Pistol

▢ Shotgun

15 Yards

10 Yards   ⬡ ⬡ ⬡ ⬡

        ▢▢   ○ ○ ○ ○ ▢ ▢

5 Yards

              Stable   Bale   Steps

Firing line--------|--L--|--R--|--------------------▭-----------------▭--

Note: We will reset targets between stages

Cavalier – 11/09/2011 : Stage 3

Pistol 10 – Rifle 10 Shotgun 4+ Two pistols loaded with 5 rounds each holstered. Rifle staged on bale between stable and store – loaded with 10 rounds. Shotgun is staged on bale between stable and store. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure : The shooter starts standing behind bale. When ready, the shooter says whatever as long as it contains the word "**TURKEY**". At the beep engage the rifle targets R1 through R3 in the following order: R1,R1,R1,R2,R2,R3,R3,R3,R2,R2. Make rifle safe on bale, move to steps of the store. Then engage shotgun targets S1 through S4 in the following order: outside, outside, inside, inside. Move to the door of the store, make the shotgun safe on table, then using pistols per category, engage the pistol targets P1 through P3 same as rifle. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

15 Yards

10 Yards   ⬡ ⬡ ⬡

▢ ▢ ▢ ▢   ◯ ◯ ◯

5 Yards

Bale   Steps   Window   Door   Window

Firing line--------------▭--------------------------------▭--------|-----L-----|-----------|-----R-----|-----

Note: We will reset targets between stages

Cavalier – 11/09/2011 : Stage 4

Pistol 10 – Rifle 10 Shotgun 4+ Two pistols loaded with 5 rounds each holstered. Rifle staged in left store window – loaded with 10 rounds. Shotgun is held at Cowboy Port Arms. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure : The shooter starts standing in door of the store holding the shotgun at Cowboy Port Arms. When ready, the shooter says whatever as long as it contains the word "**TURKEY**". At the beep engage the shotgun targets S1 through S4 in any order. Make shotgun safe on table then move to the left window. Then engage rifle targets R1 through R5 in the following order: center, middle, middle, outside, outside and repeat. Make rifle safe in window and move to bale between stable and store. Then using pistols per category, engage the pistol targets P1 through P3 same as rifle. Retrieve long guns and go to unloading table.

⬡ Rifle
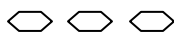
◯ Pistol

▢ Shotgun

15 Yards

10 Yards ⬡ ⬡ ⬡ ⬡ ⬡

▢ ▢   ▢ ▢

5 Yards ◯ ◯ ◯ ◯ ◯

                Bale   Steps   Window   Door   Window

Firing line--------------|▢|----------------------------------|▢|---------|-----L-----|-----------|-----R-----|-----
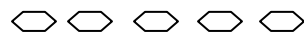
Cavalier – 11/09/2011 : Stage 5

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

Procedure : The shooter starts standing at right window with both hands on hat. When ready, the shooter says whatever as long as it contains the word "**TURKEY**". At the beep engage the shotgun targets S3 through S4 in any order. Move to the door, make shotgun safe on table. Then using pistols per category, engage the pistol targets P1 through P3 in a two, three, five sweep from either direction. Then engage the rifle targets R1 through R3 same as pistols, make rifle safe on table and move to left window. Engage shotgun targets S1 and S2 in any order. Retrieve long guns and go to unloading table.

⬡ Rifle

◯   Pistol

▢   Shotgun

15 Yards

10 Yards   ⬡ ⬡ ⬡

                                          ▢ ▢   ◯ ◯ ◯ ▢ ▢

5 Yards

| Bale   Steps   Window   Door   Window

Firing line--------------▢--------------------------------▢--------|-----L-----|-----------|-----R-----|-----

Note: We will reset targets between stages

Cavalier – 11/09/2011 : Stage 6

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

Procedure : The shooter starts standing in door with both hands on door frame. When ready, the shooter says whatever as long as it contains the word "**TURKEY**". At the beep, using pistols per category, engage the pistol targets P1 through P3 in any order but each target must be hit at least once and can only use single and double taps. Then engages rifle targets R1 through R3 same instructions as pistol. Move to the left window and engage shotgun targets S1 through S4 in any order. Retrieve long guns and go to unloading table.
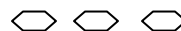
⬡ Rifle

◯ Pistol

▢ Shotgun

15 Yards

10 Yards   ⬡ ⬡ ⬡

                                    ▢ ▢ ▢ ▢   ◯ ◯ ◯

5 Yards

                Bale   Steps   Window   Door   Window

Firing line--------------[▭]-----------------------------------[▭]--------|-----L-----|-----------|-----R-----|-----

Note: We will reset targets between stages