# **Targets for 12.08.10**

Pistol Stand - Short	3
Pistol Cowboys	5
Pistol Stand - Tall	2
Large Rifle 18 x 20 & Stands	5
Shotgun Knockdowns	6

Shotgun stand

Rifle stand

Table

Horse

**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

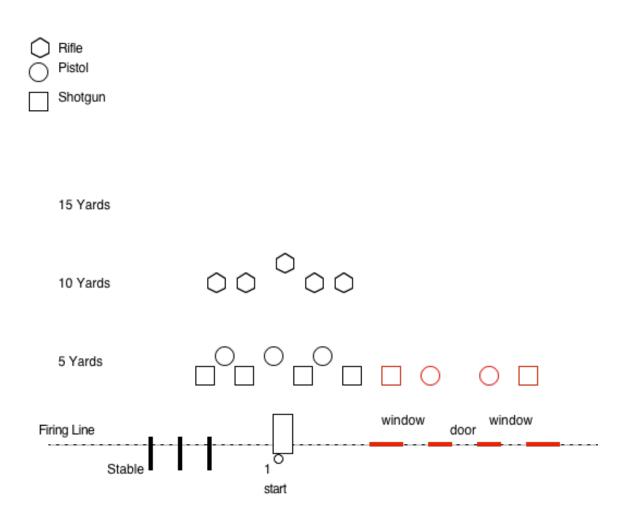
Shooter starts standing in left Stable. When ready, say "Nonsense". At the signal, shoot the two left shotgun targets. Move to left of horse, shoot the two right shotgun targets. Make shotgun safe. Shoot rifle targets in a progressive sweep. Make rifle safe. Move to position between Saloon and horse.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

Rifle Pistol Shotgun					
15 Yards					
10 Yards	00	00		$\circ$	
5 Yards		000		0 🗆	
Firing Line Stable	1 2 2		window do	window	

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

#### Procedure

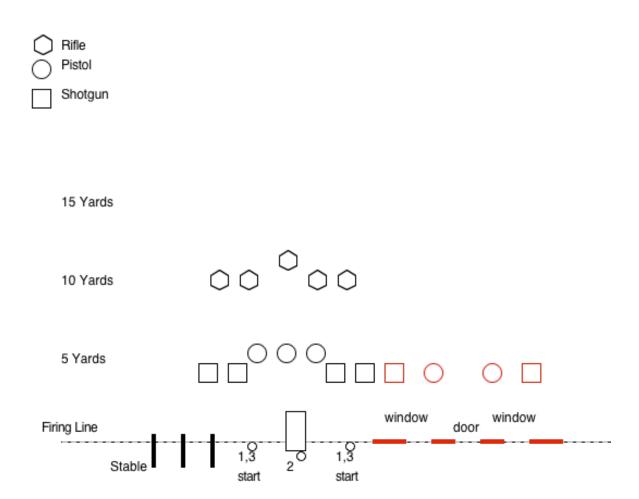
Shooter starts standing at horse. When ready, say "Nonsense". At the signal, Shoot rifle targets R1, R3, R5, Double tap R2 & R4, Shoot R1, R3, R5,. Make rifle safe. Shoot pistols P1 & P3, double tap P2, shoot P1 & P3, double tap P2, shoot P1 & P3. Shoot the shotgun targets, move as needed. Make shotgun safe.



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

#### Procedure

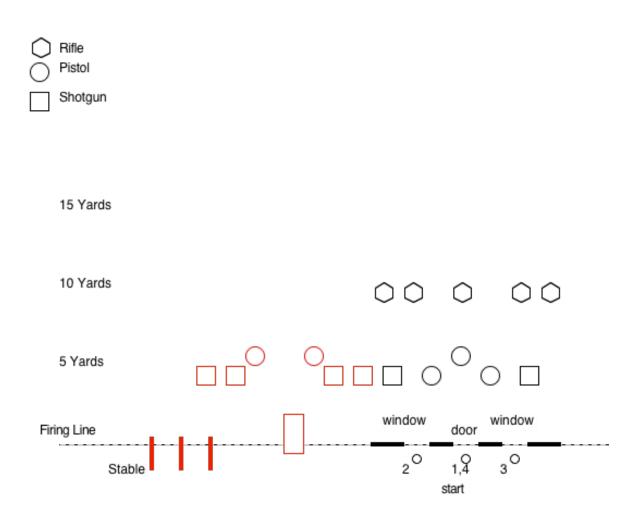
Shooter starts standing left (or right) of horse.. When ready, say "Nonsense". At the signal, shoot the two shotgun targets. Make shotgun safe on horse. Shoot the rifle targets in a West Virginia sweep. Make rifle safe on horse. Shoot the three pistol targets, 4 rounds on two targets and 2 rounds on one target. Move to right (or left) of horse, shoot the two shotgun targets.



**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 "Nonsense". At the signal, shoot the rifle targets in a double tap sweep. 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, in a double tap Nevada sweep.



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

#### Procedure

Shooter starts standing at horse... When ready, say "Nonsense". At the signal, shoot the two shotgun targets. Move to left window, shoot the four rifle targets in a 3-2-2-3 sweep. Make rifle safe. Shoot the two shot gun targets. Move to doorway. Shoot the four pistol targets in a 3-2-2-3 sweep. Move to right window, shoot the two shotgun targets.

Rifle Pistol Shotgun	
15 Yards	
10 Yards	0000
5 Yards	
Firing Line Stable	window door window

**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, hands on pistols.... When ready, say "Nonsense". At the signal, Shoot the five pistol targets, twice each - no double taps. Shoot the five rifle targets, twice each - no double taps. Shoot the four shotgun targets.

