

## **Targets for 09.11.13**

Pistol Stand - Tall	3
Pistol Stand - Short	2
Pistol Targets	5
Rifle Stand - Tall	6
Large Rifle 18 x 20 Targets	6
Shotgun Knockdowns	4
Pistol/Rifle knockdown	1

Table

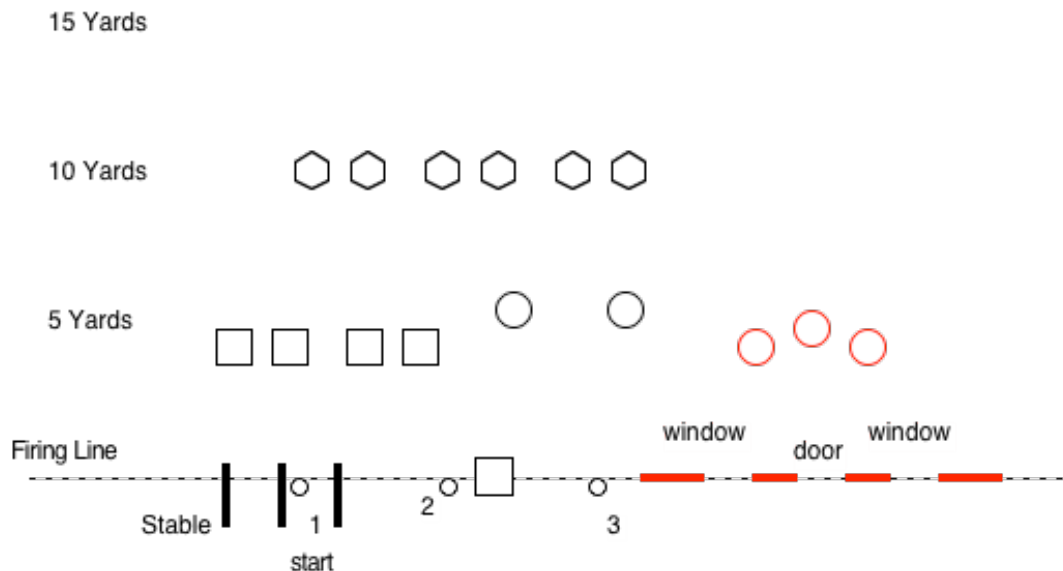
## Cavalier - 09/11/13: Stage 1

**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on table - 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 Stable. When ready, say "Shooter's Ready". At the signal, shoot the shotgun targets. Move to table, Single tap the end rifle targets then double tap the other rifle targets in any order. Make rifle safe. Move to Saloon stairs, shoot the two pistol targets, alternating, 3-2-3-2.

Retrieve long guns and go to unloading table.



## Cavalier - 09/11/13: Stage 2

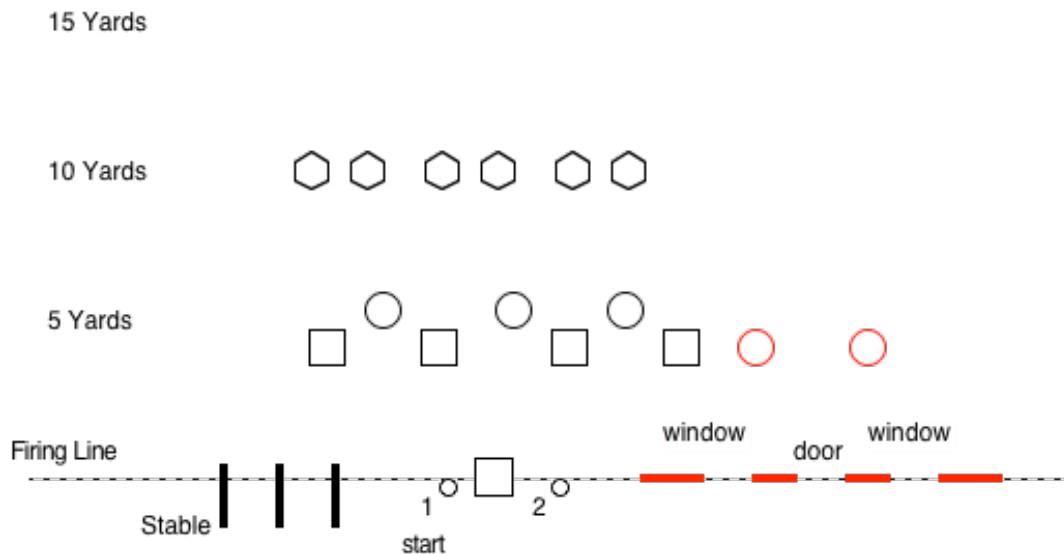
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on table - loaded with 10 rounds. Shotgun is staged on table. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

Shooter starts standing by table (either side). When ready, say "Shooter's Ready". At the signal, shoot rifle 1-1-3-3-1-1. Make rifle safe. Shoot shotgun targets. Make shotgun safe. Shoot pistol targets. 1-1-3 and repeat instructions.

Note: shooter may move to other side of table, at shooter's choice.

Retrieve long guns and go to unloading table.



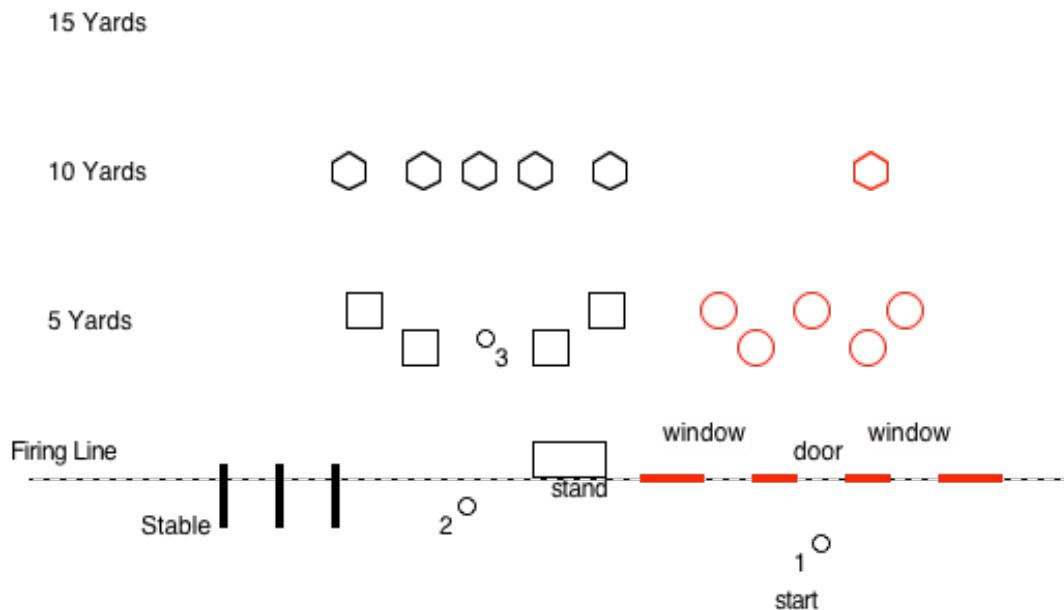
### Cavalier - 09/11/13: Stage 3

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

#### Procedure

Shooter starts standing by Saloon stairs with shotgun at port arms.. When ready, say "Shooter's Ready". At the signal, move to left of Stand, shoot shotgun targets, left to right. Make shotgun safe in Stand. Shoot rifle targets any way you want but center target must be double tapped twice. . Make rifle safe in Stand. Shooter may move down range no farther than to shotgun targets. Shoot pistol targets same as rifle instructions.

Retrieve long guns and go to unloading table.



## Cavalier - 09/11/13: Stage 4

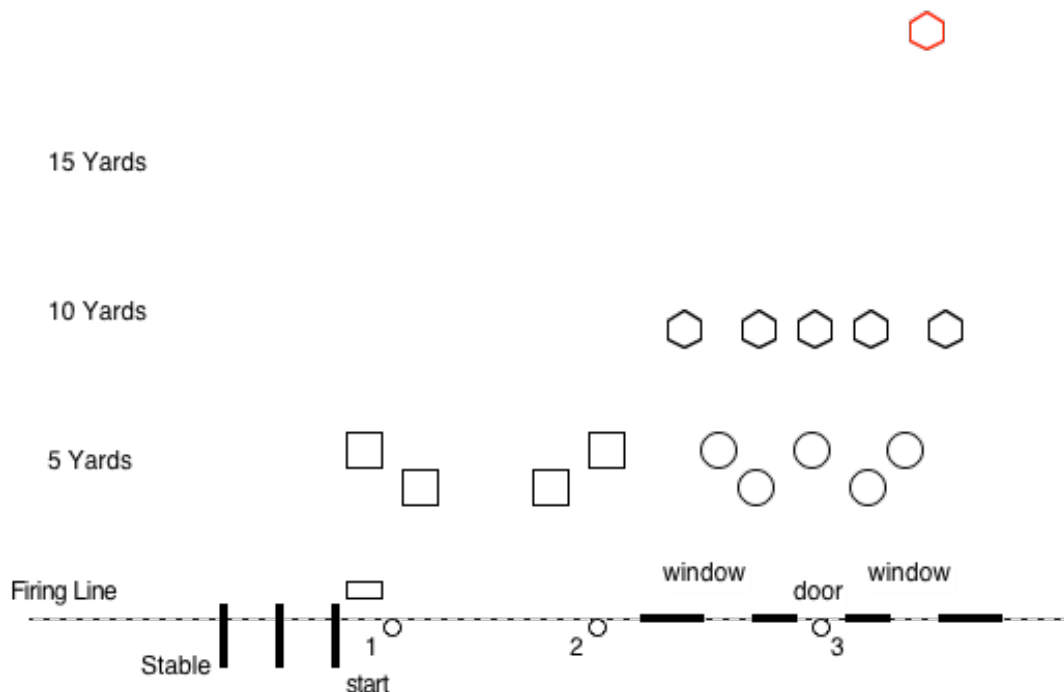
**Pistol 10 - Rifle 10+1 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 10 rounds. Shotgun is staged in stand. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

Shooter starts standing by Stable.. When ready, say "Shooter's Ready". At the signal, shoot the two shotgun targets. Move to Saloon side steps, shoot the two shotgun targets. Make shotgun safe in doorway. Triple tap the three center rifle targets, then the outside rifle targets - loading one round, shooter's choice.. Make rifle safe. Shoot pistol targets same as rifle instructions, but shooting only one of the outside targets

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 09/11/13: Stage 5

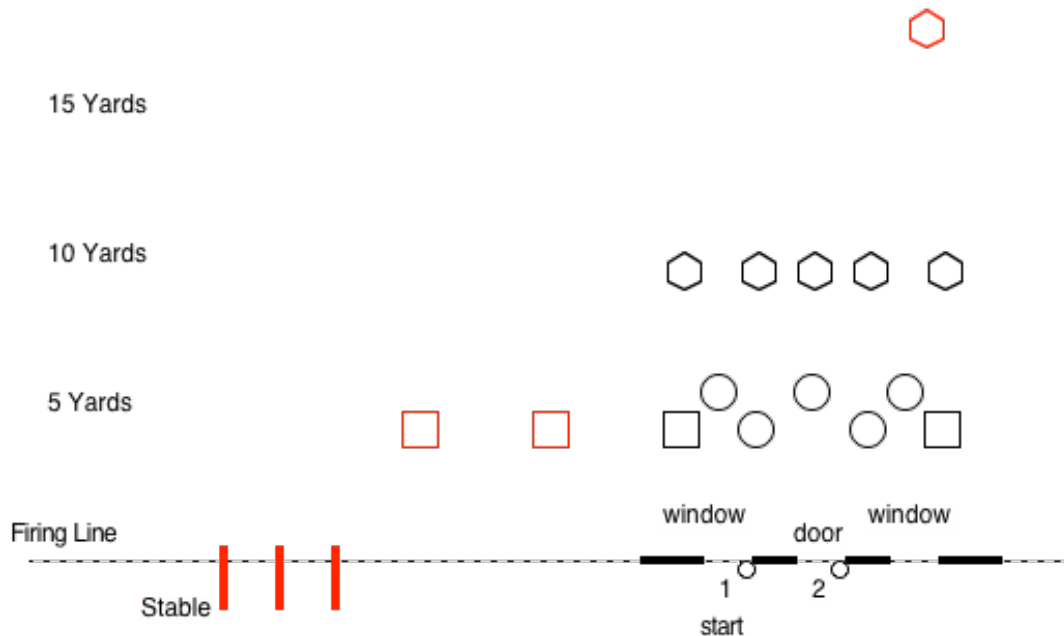
**Pistol 10 - Rifle 10 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 10 rounds. Shotgun is staged in doorway. Shooter has, at least, 2 shotgun shells on his/her person.

### Procedure

Shooter starts standing at left window, hand on pistol.. When ready, say "Shooter's Ready". At the signal, Shoot rifle targets, in a West Virginia sweep. Make rifle safe. Move to doorway, shoot the two shotgun targets. Make shotgun safe. Shoot the pistol targets in a West Virginia sweep.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 09/11/13: Stage 6

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

### Procedure

Shooter starts standing at right window, hands on hat.. When ready, say "Shooter's Ready". At the signal, Shoot rifle targets, in a Nevada sweep, with 10 th round on far knockdown target. Make rifle safe. Move to doorway, shoot the two left shotgun targets. Then, shoot the two right shotgun targets. Make shotgun safe. Shoot the pistol targets in a Nevada sweep sweep, with 10 round on the far knockdown target.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun

