Targets for 12/11/2013

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
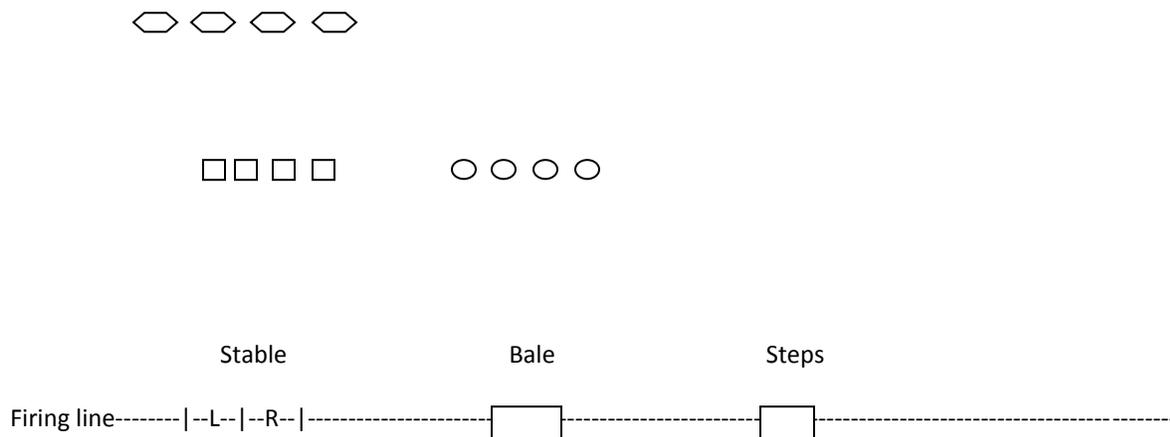
Cavalier – 12/11/2013

Stage 1

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: 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 "**READY**". 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, move to right stable stall and engage shotgun targets S1 through S4 in any order, all must fall. Make shotgun safe, move to bale, then using pistols, engage the pistol targets P1 through P4 same as rifle. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

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Stable   Bale   Steps

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

Note: We will reset targets between stages
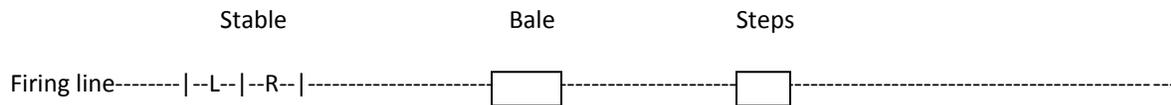
Cavalier – 12/11/2013

Stage 2

Round Count: 10 pistol, 10 rifle, 2+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: 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 stall with hands on pistol butts. When ready, the shooter says "**Ready**". 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, move to bale, then using pistols, engage the pistol targets P1 through P4 same as rifle. Then engage shotgun targets S1 through S4 from right to left, all must fall. Retrieve long guns and go to unloading table.

⬡ Rifle

○ Pistol

▢ Shotgun

⬡ ⬡ ⬡ ⬡

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Stable	Bale	Steps

Firing line--------|--L--|--R--|--------------------⬜------------------⬜--

Note: We will reset targets between stages

Cavalier – 12/11/2013

Stage 3

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: 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 "**Ready**". 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, move to steps of the store. Then engage shotgun targets S1 through S4 in the following order: outside, outside, inside, inside, all must fall. Move to the door of the store, make the shotgun safe on table, then using pistols, engage the pistol targets P1 through P3 same as rifle. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

⬡ ⬡ ⬡

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           Bale   Steps   Window   Door   Window

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

Note: We will reset targets between stages

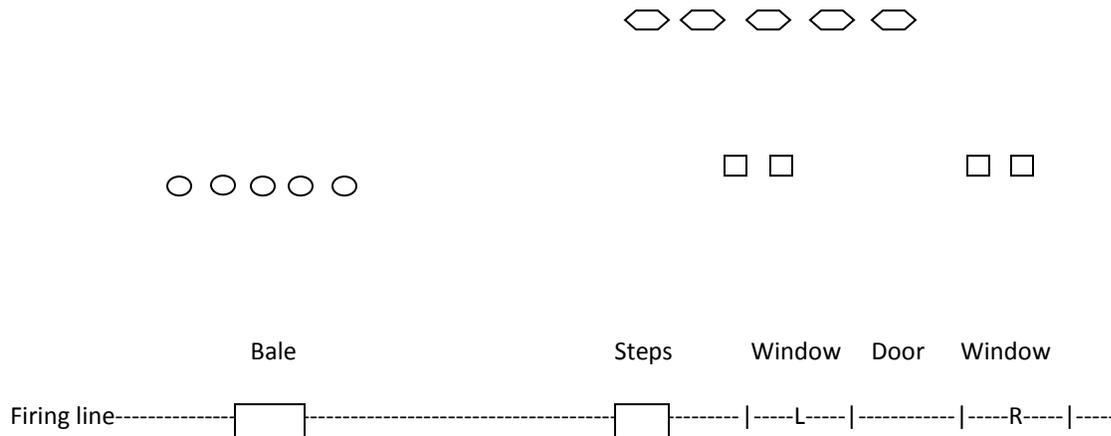**Cavalier – 12/11/2013**

Stage 4

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: 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 "**Ready**". At the beep engage the shotgun targets S1 through S4 in any order, all must fall. Make shotgun safe then move to the left window and engage rifle targets R1 through R5 in the following order: center, middle, middle, outside, outside and repeat instructions. Make rifle safe and move to bale between stable and store, then using pistols, engage the pistol targets P1 through P5 same as rifle. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

⬡ ⬡ ⬡ ⬡ ⬡

◯ ◯ ◯ ◯ ◯   ▢ ▢   ▢ ▢

        Bale   Steps   Window Door Window

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

Note: We will reset targets between stages
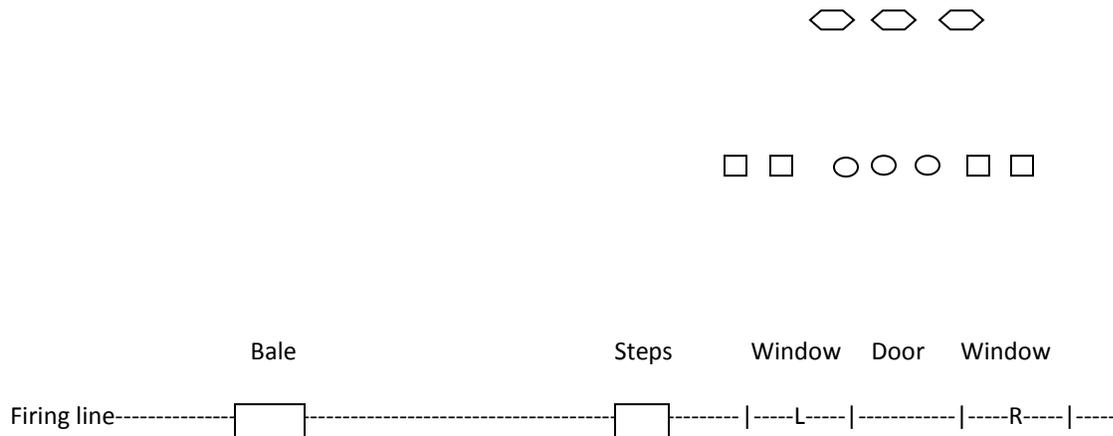
Stage 5

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Pistols, Rifle, Shotgun

Staging: 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 "**Ready**". At the beep engage the shotgun targets S3 through S4 (targets on right side) in any order, all must fall. Move to the door, make shotgun safe, then using pistols, engage the pistol targets P1 through P3 in a two, three, five sweep starting from either direction. Then engage the rifle targets R1 through R3 same as pistols, make rifle safe and move to left window and engage shotgun targets S1 and S2 (targets on left side) in any order, all must fall. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

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Bale	Steps	Window	Door	Window

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

Note: We will reset targets between stages
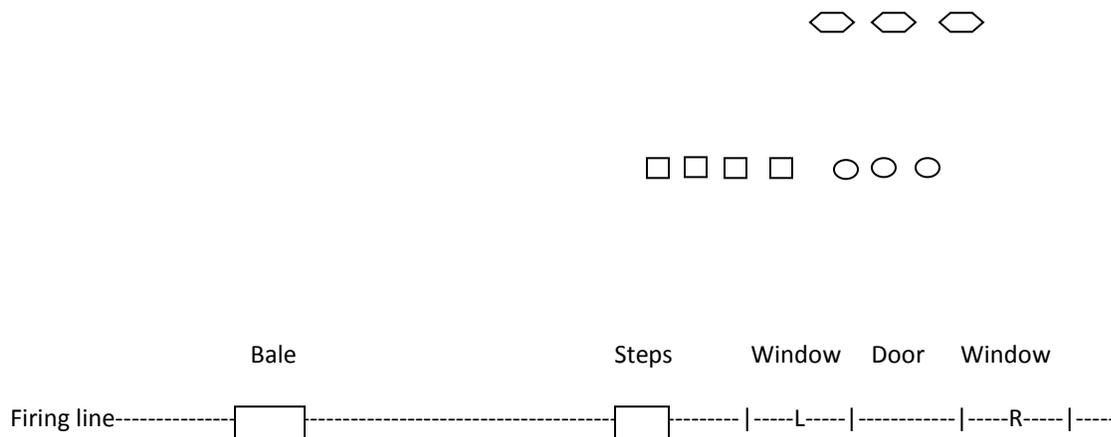
Cavalier – 12/11/2013

Stage 6

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

Staging: 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 "**Ready**". At the beep, using pistols, engage the pistol targets P1 through P3 in any order but each target must be hit at least once and shooter can only use single and double taps. Then engage rifle targets R1 through R3 using same instructions as pistol. Move to the left window and engage shotgun targets S1 through S4 in any order, all must fall. Retrieve long guns and go to unloading table.

⬡ Rifle

◯ Pistol

▢ Shotgun

⬡ ⬡ ⬡

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Bale	Steps Window Door Window

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

Note: We will reset targets between stages