

Targets for 05.14.14

Pistol Stand - Tall	3
Pistol Stand - Med	3
Pistol Stand - Short	2
Pistol Targets	8
Rifle Stands & Targets	8
Shotgun Knockdowns	6
Rifle Knockdown	1
Shotgun stand	
Rifle stand	
Small Table	
Bale or Table	

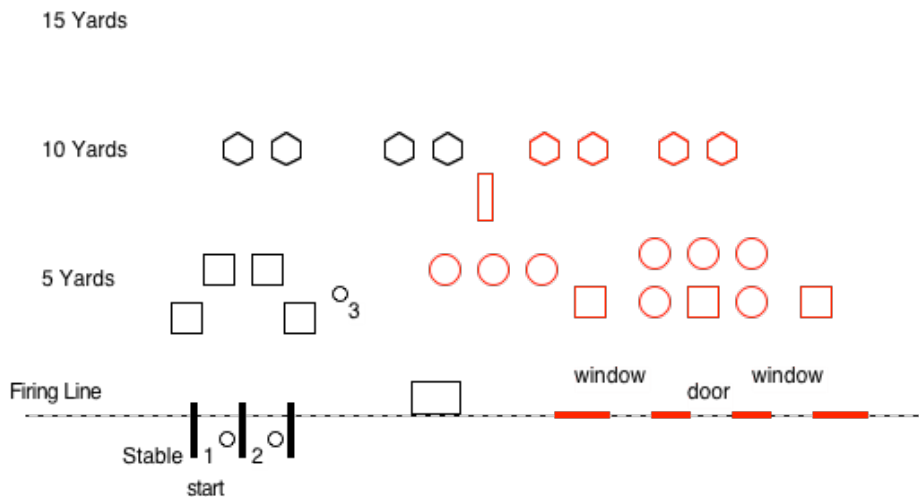
Cavalier - 05/14/14: Stage 1

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in Stable 2 - loaded with 10 rounds. Shotgun is staged in Stable 1. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing in Stable-1.. When ready, say "Shooters Ready". At the signal, shoot the shotgun targets. Make shotgun safe in Stable well. Move to Stable-2, Shoot rifle targets in a progressive sweep. Make rifle safe in Stable well. Move, as needed, down range, Shoot the rifle targets (with pistols) same instructions as for rifle..

Retrieve long guns and go to unloading table.



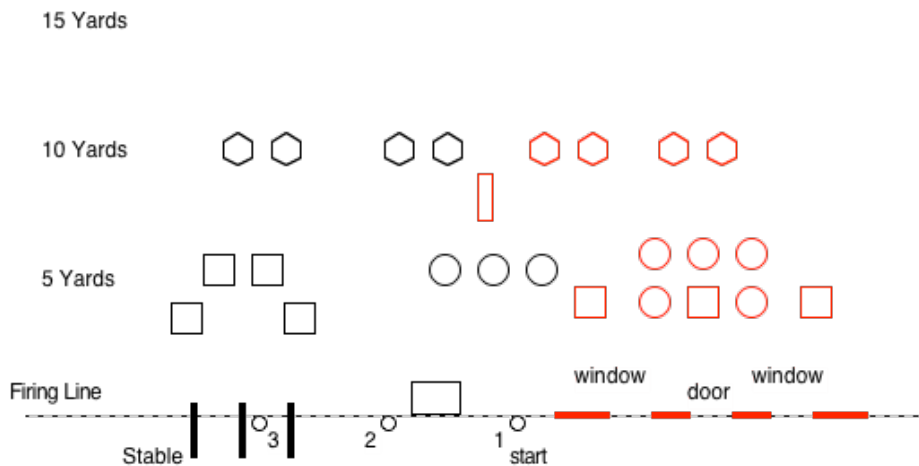
Cavalier - 05/14/14: Stage 2

Pistol 10 - Rifle 08 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on bale - loaded with 08 rounds. Shotgun is staged safely. .. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing at Saloon side steps.. When ready, say "Shooters Ready". At the signal, shoot the pistol targets - center, double tap outside targets - repeat instructions. Move to left of bale, Shoot rifle targets inside, inside - double tap outside, outside - then, inside, inside.. Make rifle safe. Move to Stable - 2, shoot the shotgun targets, inside, inside, outside, outside...

Retrieve long guns and go to unloading table.



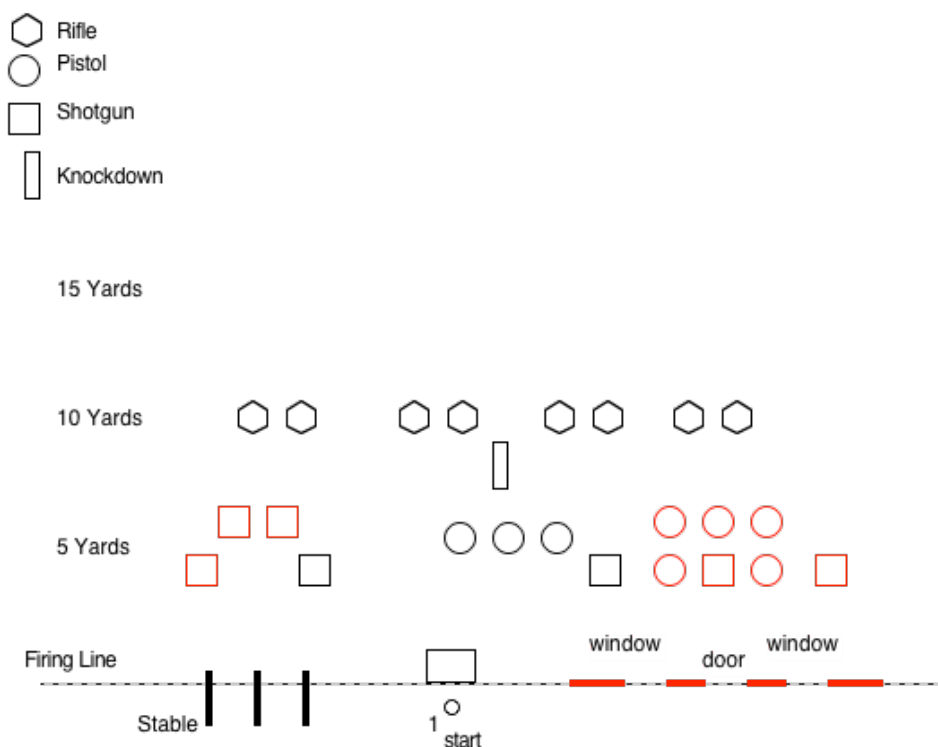
Cavalier - 05/14/14: Stage 3

Pistol 10 - Rifle 09 + 1 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on bale - loaded with 09 rounds. Shotgun is staged on bale.. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing at bale... When ready, say "Shooters Ready". At the signal, shoot rifle targets, loading one round as preferred, then shoot the knockdown target. Shoot the pistol targets - with at least 2 rounds on each target. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



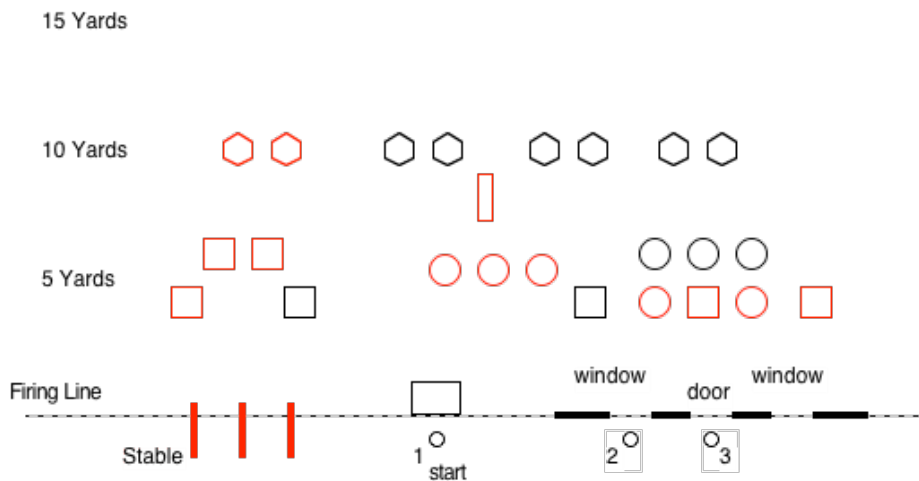
Cavalier - 05/14/14: Stage 4

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

Procedure

Shooter starts standing at bale... When ready, say "Shooters Ready". At the signal, Shoot the two shotgun targets. Move to left window, Shoot rifle targets.. in a target pair Nevada sweep from either end.. Move to doorway, Shoot the pistol targets in a double tap Nevada sweep.

Retrieve long guns and go to unloading table.



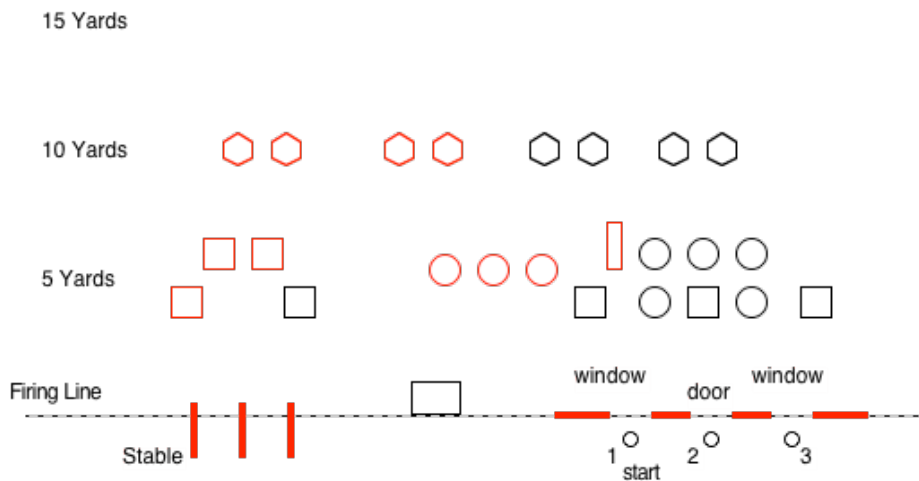
Cavalier - 05/14/14: Stage 5

Pistol 10 - Rifle 10 - Shotgun 3+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 10 rounds. Shotgun is staged in left window... Shooter has, at least, 3 shotgun shells on his/her person.

Procedure

Shooter starts standing at left window... When ready, say "Shooters Ready". At the signal, Shoot rifle targets, Triple tap the outside targets, then double tap the inside targets. Shoot the shotgun target. Move to doorway, **{Shooters choice on fire arm shot first}** Shotgun target. Shoot pistol targets, high - low, high - low, high. Move to right window, shoot shotgun target.

Retrieve long guns and go to unloading table.



Cavalier - 05/14/14: Stage 6

Pistol 10 - Rifle 10 - Shotgun 3+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 10 rounds. Shotgun is staged in doorway.... Shooter has, at least, 3 shotgun shells on his/her person.

Procedure

Shooter starts standing in doorway... When ready, say "Shooters Ready". At the signal, shoot the three shotgun targets. Make shotgun safe. Shoot the rifle targets in target pairs, alternating. Make rifle safe. Triple tap the pistol targets, then shoot the knockdown target.

Retrieve long guns and go to unloading table.

