

Targets for 04.09.14

Pistol Stand - Tall	5
Pistol Stand - Short	3
Pistol Targets	8
Rifle Stands & Targets	10
Shotgun Knockdowns	6

Shotgun stand

Rifle stand

Table

Bale

Cavalier - 04/09/14: Stage 1

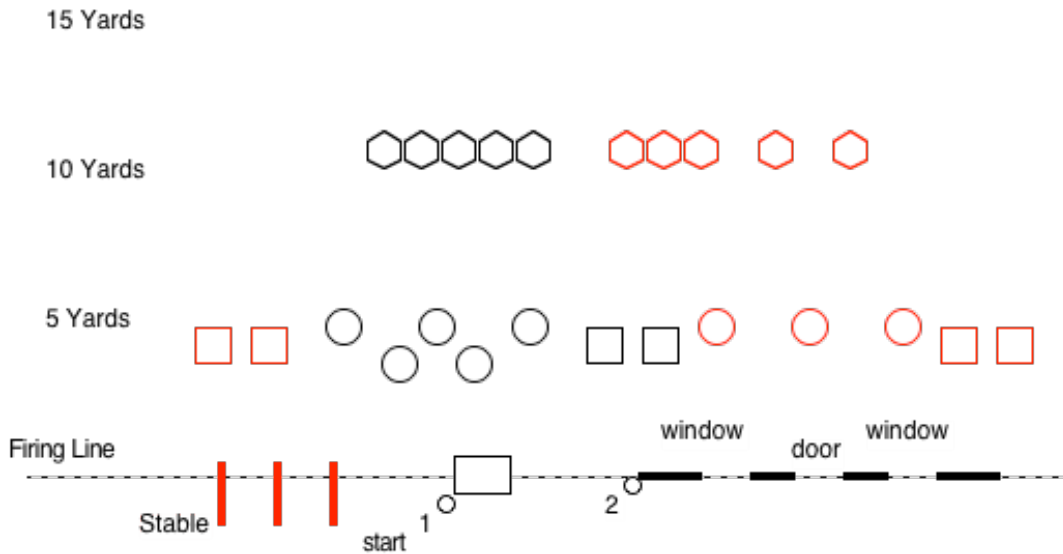
Pistol 10 - Rifle 10 - Shotgun 2+ Two pistols loaded with 5 rounds each, holstered. Rifle held safely - loaded with 10 rounds. Shotgun is staged on bale.. Shooter has, at least, 2 shotgun shells on his/her person.

Procedure

Shooter starts standing near the bale. When ready, say "Ready". At the signal, shoot the rifle targets; from either end by double tapping an end target, sweep the three center targets twice from the same direction and double tapping the other end target. . Make rifle safe. Shoot the pistol targets, same instructions as rifle. Move to saloon stairs. Shoot two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



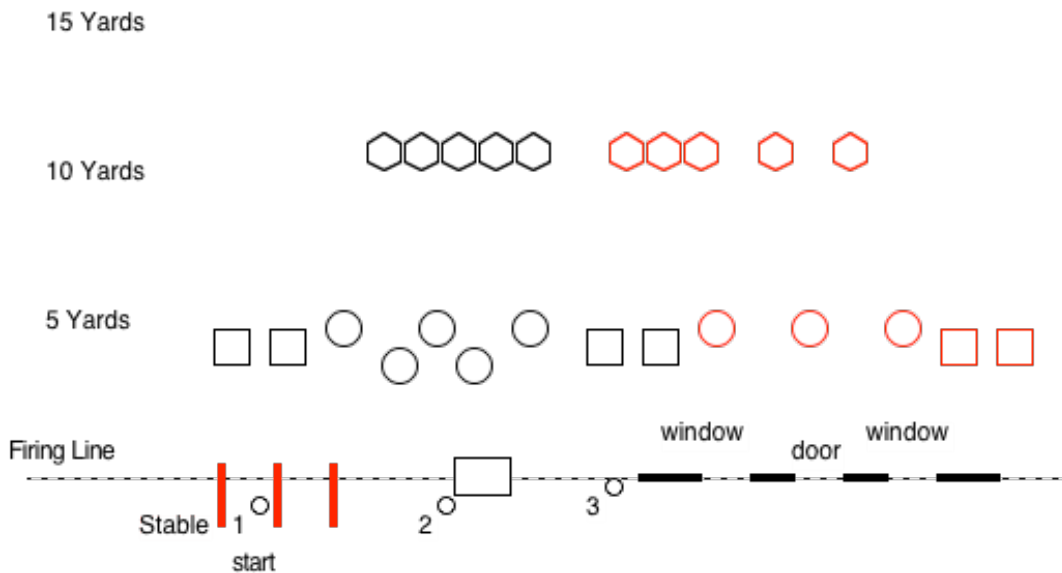
Cavalier - 04/09/14: Stage 2

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 in Stable.. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing in Stable. When ready, say "Ready". At the signal, Shoot two shotgun targets. Move to bale, Make shotgun safe. Shoot the pistol targets; Pike's Peak: 1-2-4-2-1 Shoot the rifle targets, same instructions as pistol. Make rifle safe. Move to saloon stairs. Shoot two shotgun targets.

Retrieve long guns and go to unloading table.





Cavalier - 04/09/14: Stage 3

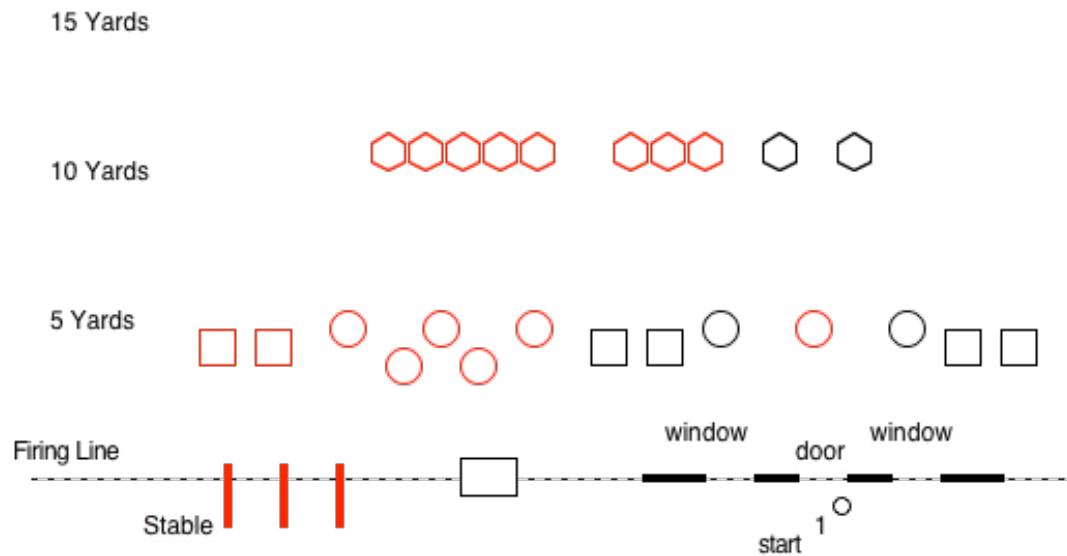
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on table in doorway - loaded with 10 rounds. Shotgun is staged on table in doorway.. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing in doorway. When ready, say "Ready". At the signal, shoot the rifle targets; in a two target progressive sweep.. Make rifle safe. Shoot the pistol targets, same instructions as rifle. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 04/09/14: Stage 4

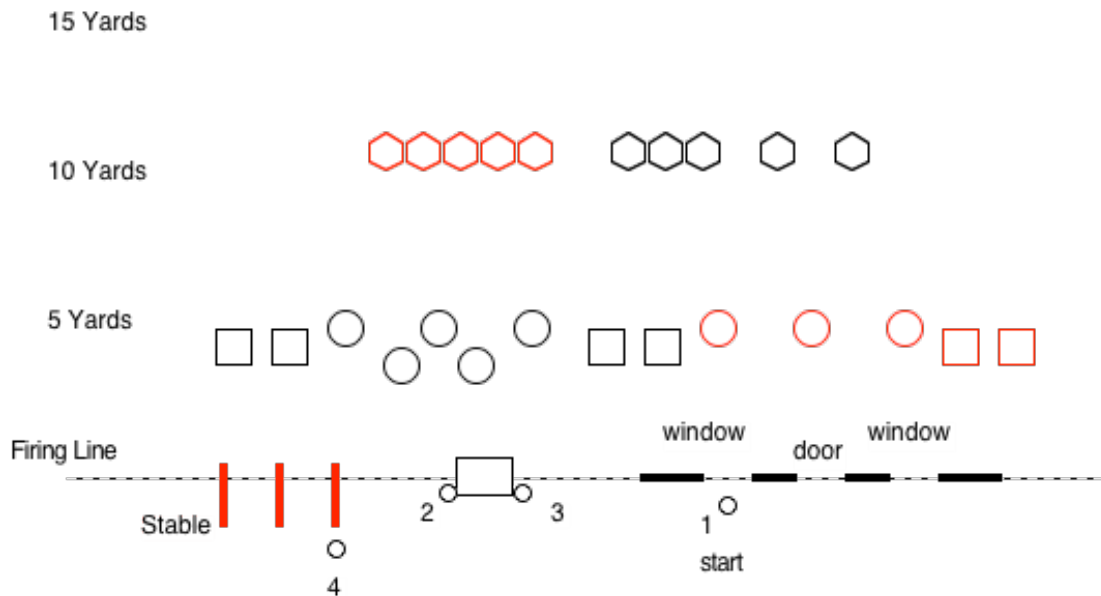
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 10 rounds. Shotgun is staged safely... Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing at left window.. When ready, say "Ready". At the signal, shoot the three left rifle targets in a Nevada sweep and the two right rifle targets, alternating, any order and direction. Make safe. Move to bale. Shoot the pistol targets with same instructions, as rifle. Shoot the shotgun targets, move as necessary.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 04/09/14: Stage 5

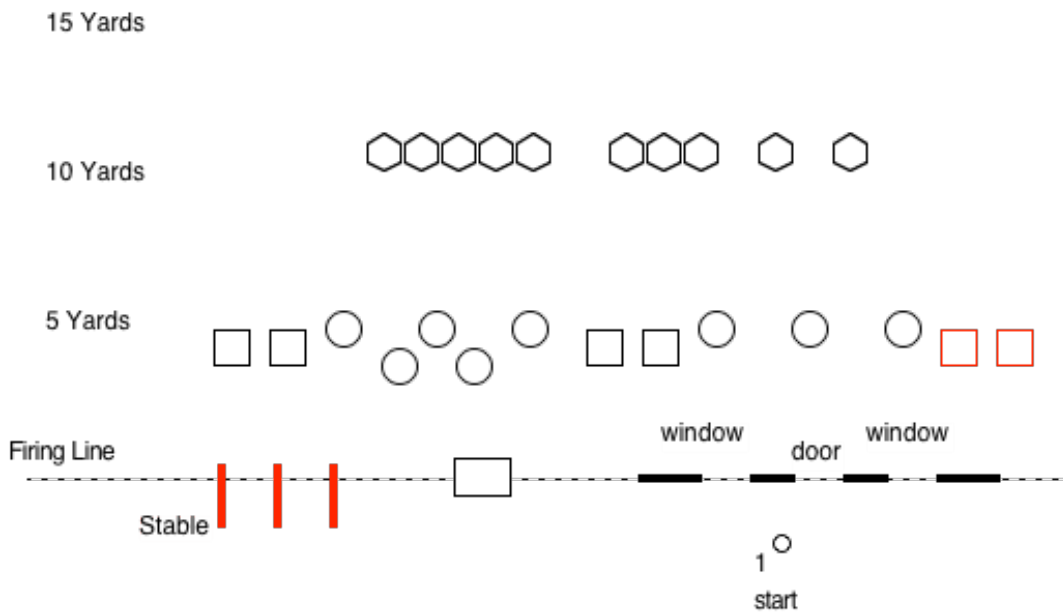
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged safely - loaded with 10 rounds. Shotgun is staged safely... Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing near Saloon front steps.. When ready, say "Ready". At the signal, Shoot the shotgun, rifle and pistol targets with appropriate firearm. Move, as needed, along firing line. Cannot shoot rifle last. Be careful, move only with safe firearm.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun






Cavalier - 04/09/14: Stage 6

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

Procedure

Shooter starts standing in doorway.. When ready, say "Ready". At the signal, shoot the rifle targets 1-2-3-2-2 from the left. Shoot the four shotgun targets. Shoot pistol targets 6-2-2 from the left.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun

