

## **Targets for 09.10.14**

Pistol Stand - Tall 5

Pistol Stand - Short 3

Pistol Targets 8

Rifle Stands & Targets 8

Shotgun Knockdowns 6

Horse

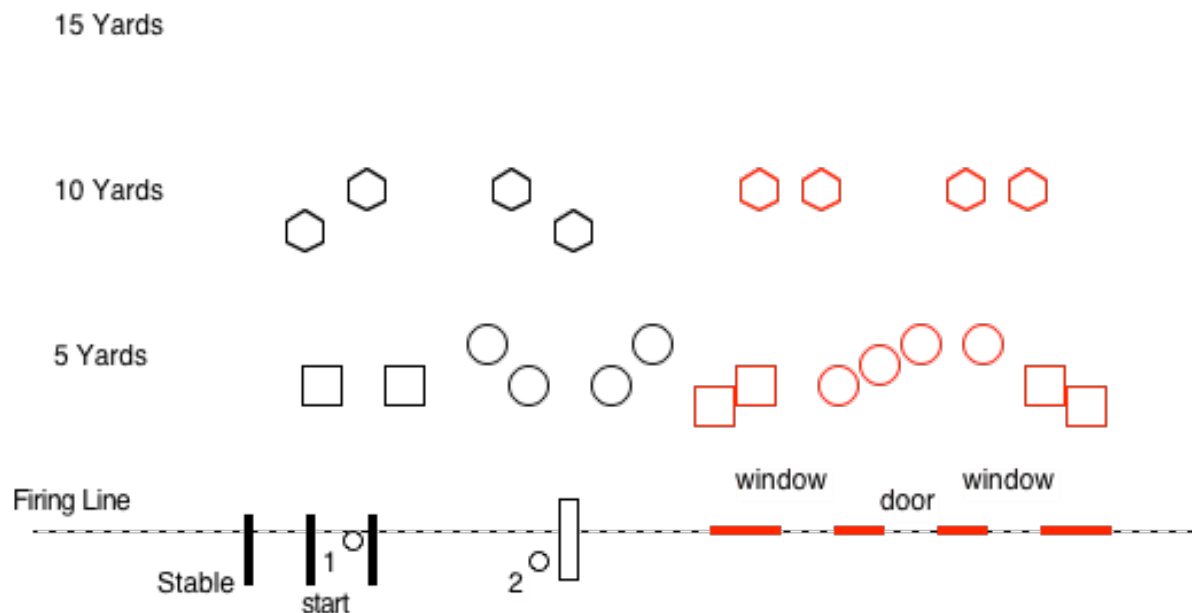
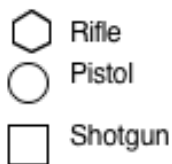
## Cavalier - 09/10/14: Stage 1

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

### Procedure

Shooter starts standing in Stable.2 When ready, say "It's the Judge". At the signal, shoot the two shotgun targets. Make shotgun safe. Shoot the 4 rifle targets in a continuous Nevada Sweep from either end. Make rifle safe. Move to horse. Shoot the 4 pistol targets, same instructions as rifle

Retrieve long guns and go to unloading table.



## Cavalier - 09/10/14: Stage 2

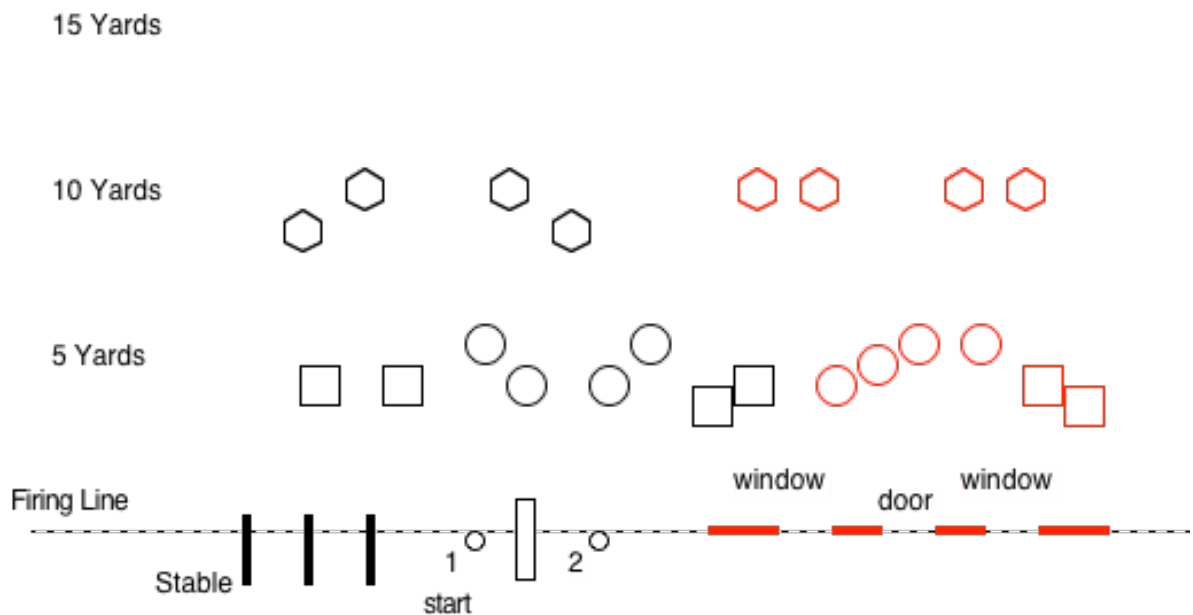
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on horse - loaded with 10 rounds. Shotgun is staged on horse. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

Shooter starts standing at left of horse. When ready, say "It's the Judge". Double tap the 4 rifle targets from the right then single tap the two inside targets, from the right. Make rifle safe. Shoot the two left shotgun targets. Move to right side of horse. Shoot the two right shotgun targets. Make shotgun safe. Shoot the 4 pistol targets, same instructions as rifle

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



### Cavalier - 09/10/14: Stage 3

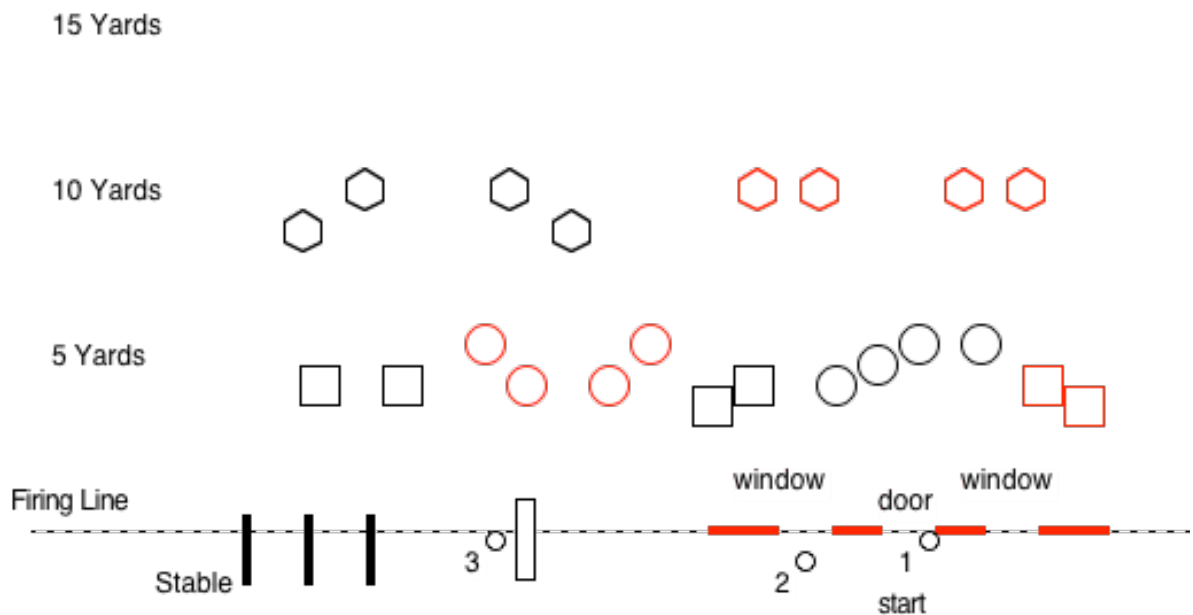
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on horse - loaded with 10 rounds. Shotgun is staged in left window. Shooter has, at least, 4 shotgun shells on his/her person.

#### Procedure

Shooter starts standing in doorway. When ready, say "It's the Judge". At the signal, shoot the 4 pistol targets, from the left: 1-3-5-1. Move to left window, shoot the two shotgun targets. Move to and make shotgun safe on horse. Shoot the 4 rifle targets, same instructions as pistol. Make rifle safe. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



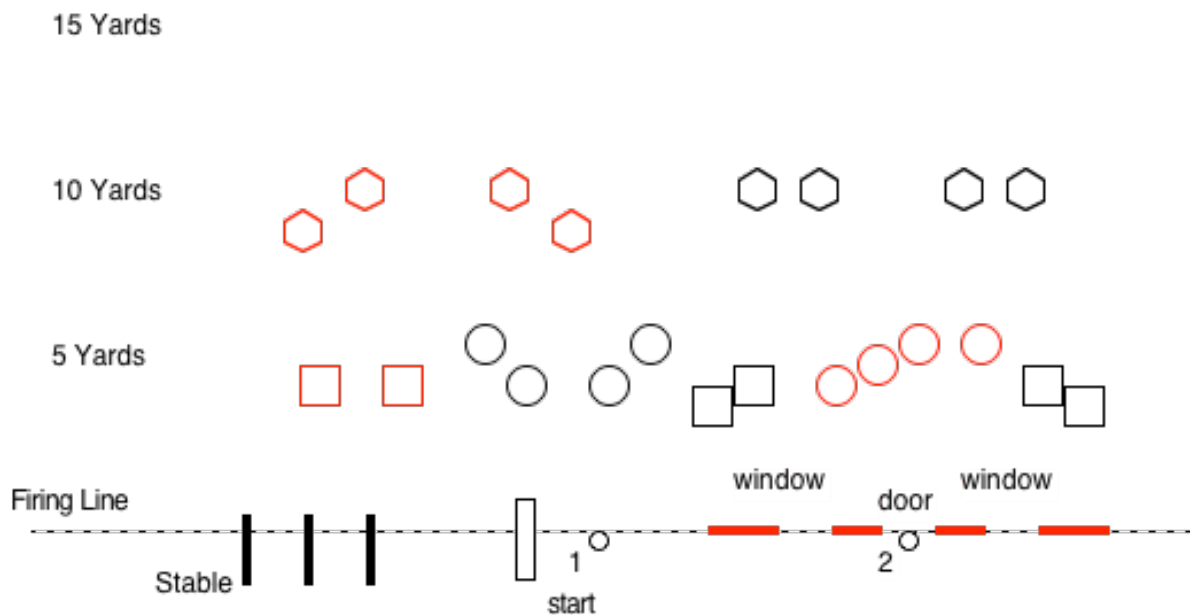
## Cavalier - 09/10/14: Stage 4

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

### Procedure

Shooter starts standing at horse. When ready, say "It's the Judge". At the signal, shoot the 4 pistol targets with 10 rounds. Move to doorway, shoot the 4 rifle targets with 10 rounds. Make rifle safe. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.



## Cavalier - 09/10/14: Stage 5

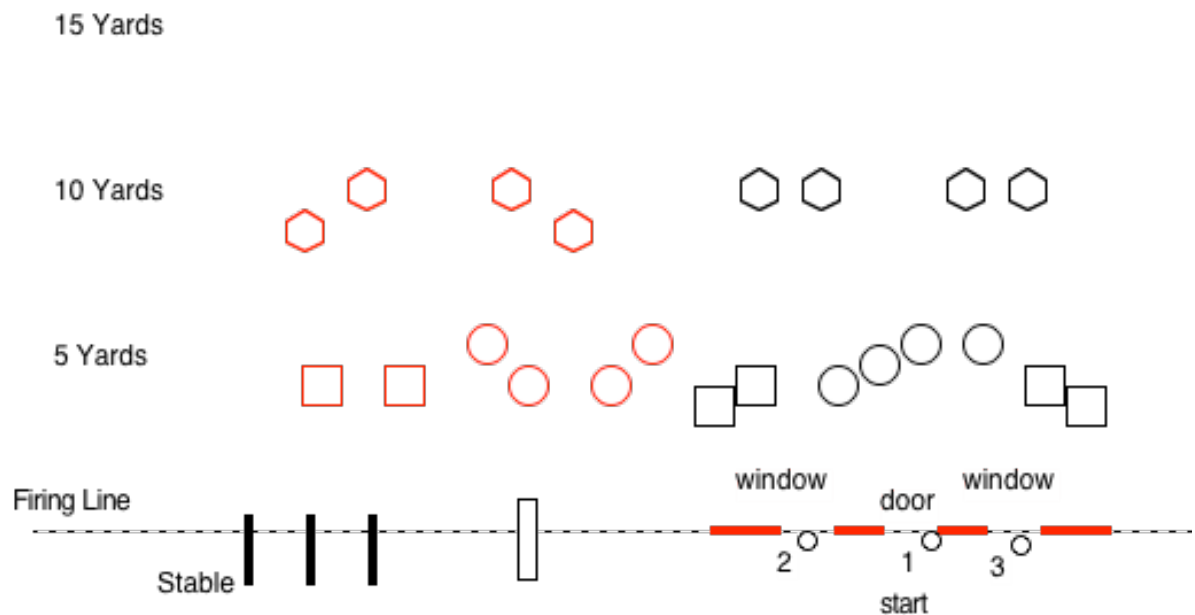
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 10 rounds. Shotgun is staged in left window. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

Shooter starts standing in doorway When ready, say "It's the Judge". At the signal, shoot the 4 rifle targets in a regressive sweep from either end. Make rifle safe. Shoot the 4 pistol targets, same instructions as rifle. Move to left window, shoot the two shotgun targets. Move to right window, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 09/10/14: Stage 6

**Pistol 10 - Rifle 08 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 8 rounds. Shotgun is staged in doorway. Shooter has, at least, 2 shotgun shells on his/her person.

### Procedure

Shooter starts standing in doorway. When ready, say "It's the Judge". At the signal, shoot the two shotgun targets. Make shotgun safe. Shoot the 4 rifle targets in a West Virginia Sweep from either end. Make rifle safe. Shoot the 4 pistol targets, 1-3-1-5 from the left.

Retrieve long guns and go to unloading table.

