

Targets for 12.10.14

Pistol cowboys	3
Pistol Round	7
Large Rifle	10
Shotgun Knockdowns	8
Table	1
Horse	1

Cavalier - 12/10/14: Stage 1

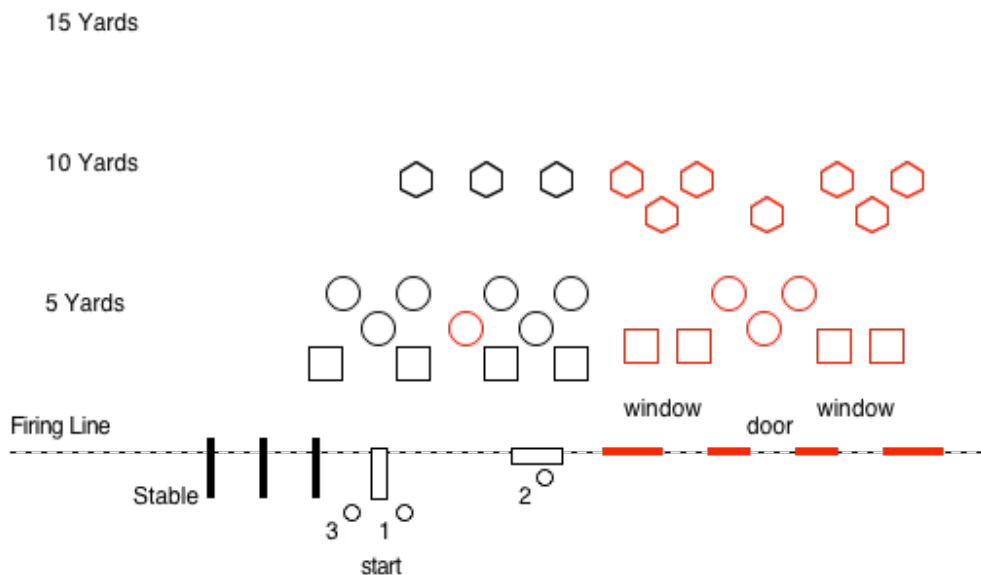
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is staged on Horse. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts behind Horse with hands touching Horse. When ready, say "Lump of Coal". At the signal, shoot the two shotgun targets, any order. Move to Table, shoot the two shotgun targets, any order. Make shotgun safe. Shoot the three rifle targets, tripple tapping the center target once, and no other multi taps. Shoot the three pistol targets, tripple tapping the center target. Move to left of Horse, shoot the three pistol targets, tripple tapping the center target.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 12/10/14: Stage 2

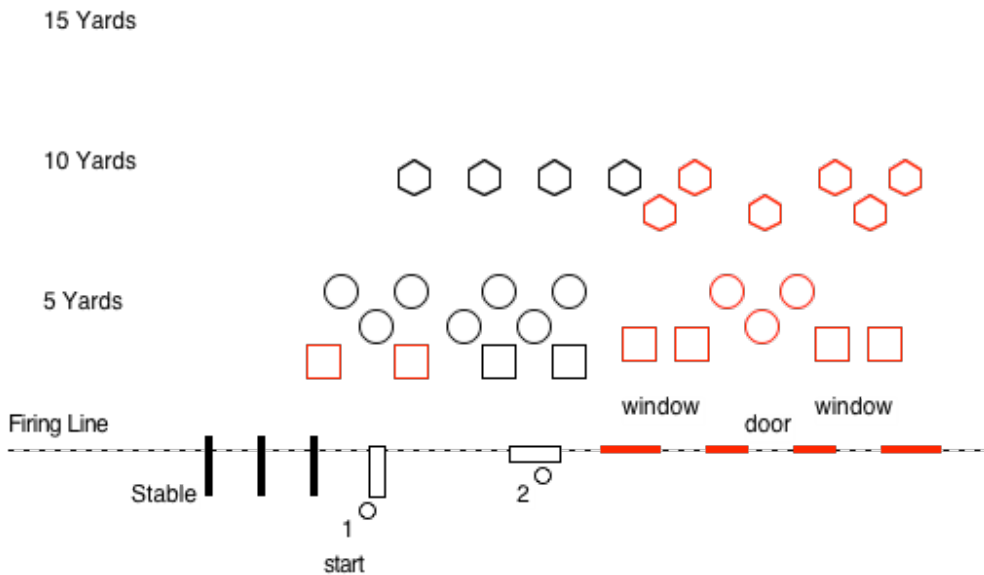
Pistol 10 - Rifle 10 - Shotgun 2+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is staged on Table. Shooter has, at least, 2 shotgun shells on his/her person.

Procedure

Shooter starts behind Horse with hands touching Horse. When ready, say "Lump of Coal". At the signal, shoot the four left pistol targets in a Nevada sweep - starting on center target. Move to Table. Shoot the four right pistol targets in a Nevada sweep - starting on center target. Shoot the four rifle targets in a Nevada sweep. Make rifle safe. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 12/10/14: Stage 3

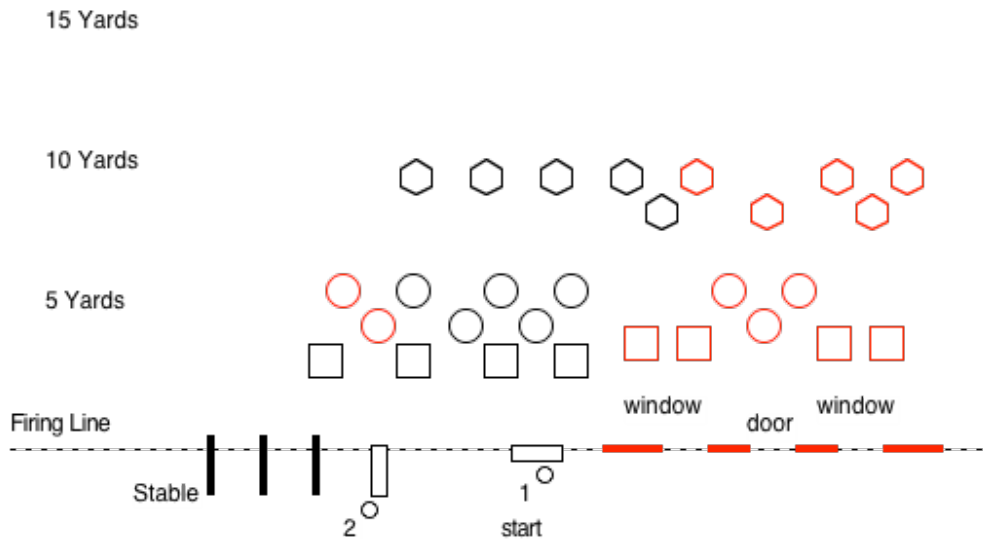
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is pointed down range. . Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts behind Table with shotgun pointed safely down range.. When ready, say "Lump of Coal". At the signal, shoot the two shotgun targets. Make shotgun safe. Shoot (five right) pistol targets in a West Virginia sweep. Shoot rifle targets with instructions as pistols. Move to Horse, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 12/10/14: Stage 4

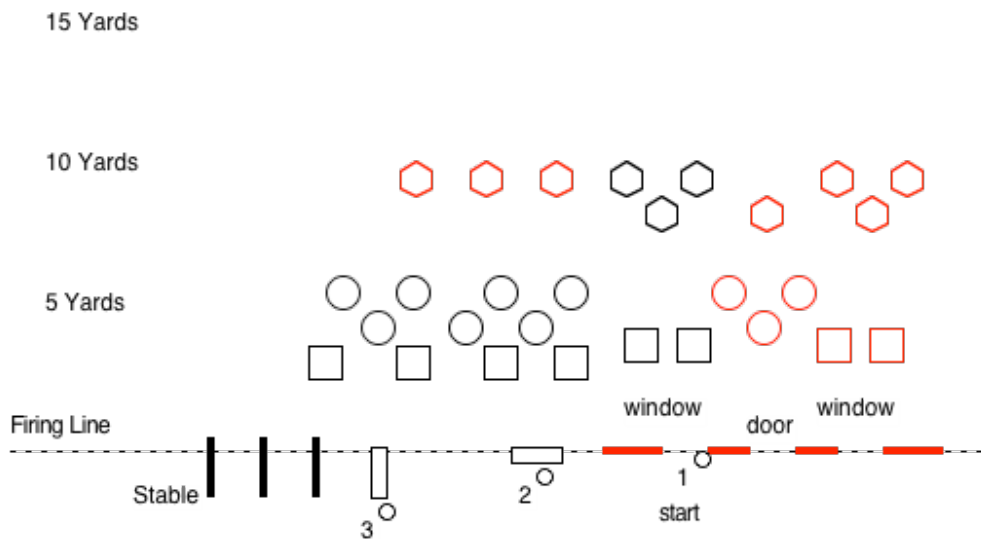
Pistol 10 - Rifle 09 - Shotgun 6+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in left window - loaded with 9 rounds. Shotgun is staged in left window . Shooter has, at least, 6 shotgun shells on his/her person.

Procedure

Shooter starts at left window with hands on each side of window frame. When ready, say "Lump of Coal". At the signal, triple tap the three rifle targets. Make rifle safe. Shoot the two shotgun targets. Move to Table, shoot the two shotgun targets. Move to Horse, shoot the two shotgun targets. - make shotgun safe on Horse. Move between Horse and Table, as desired. Shoot the pistol targets - triple tap the center and single tap the other targets, with the 10th round on the center target..

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 12/10/14: Stage 5

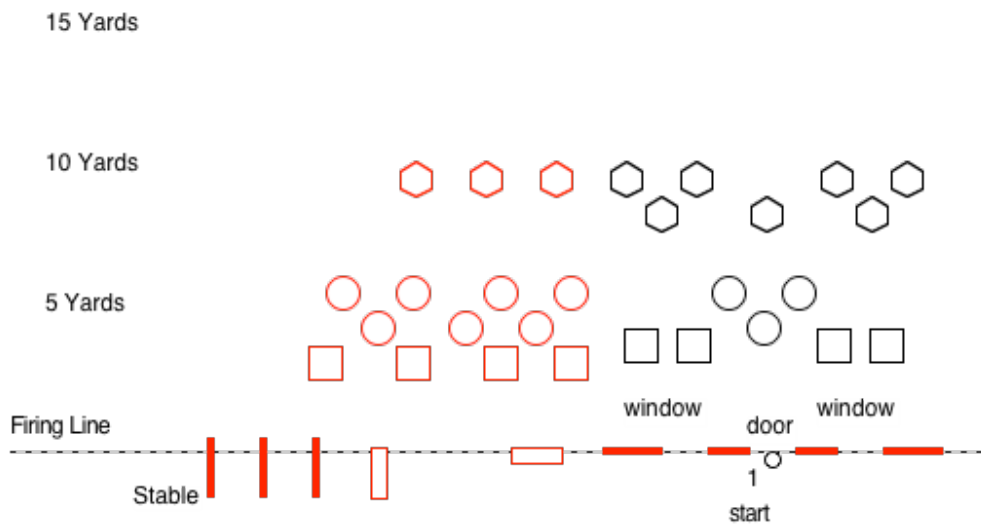
Pistol 10 - Rifle 10+1 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway- loaded with 10 rounds. Shotgun is staged in doorway. . Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts at doorway. When ready, say "Lump of Coal". At the signal, shoot the left three rifle targets 2-1-2. Shoot the right three rifle targets 1-3-1. Shoot the center rifle target. Load one round, as desired. Make rifle safe. Shoot the two left shotgun targets. Shoot the right two shotgun targets. Make shotgun safe. Shoot the three pistol targets 2-1-2 and 1-3-1.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



Cavalier - 12/10/14: Stage 6

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

Procedure

Shooter starts at window where rifle is staged.. When ready, say "Lump of Coal". At the signal, shoot the three rifle targets. Make rifle safe. Move to the other window. Shoot the two shotgun targets. Make shotgun safe. Move to doorway.. Shoot the three pistol targets, with the 10th pistol round on the center rifle target..

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun

