

Targets for 03.11.15

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Bale or Table	

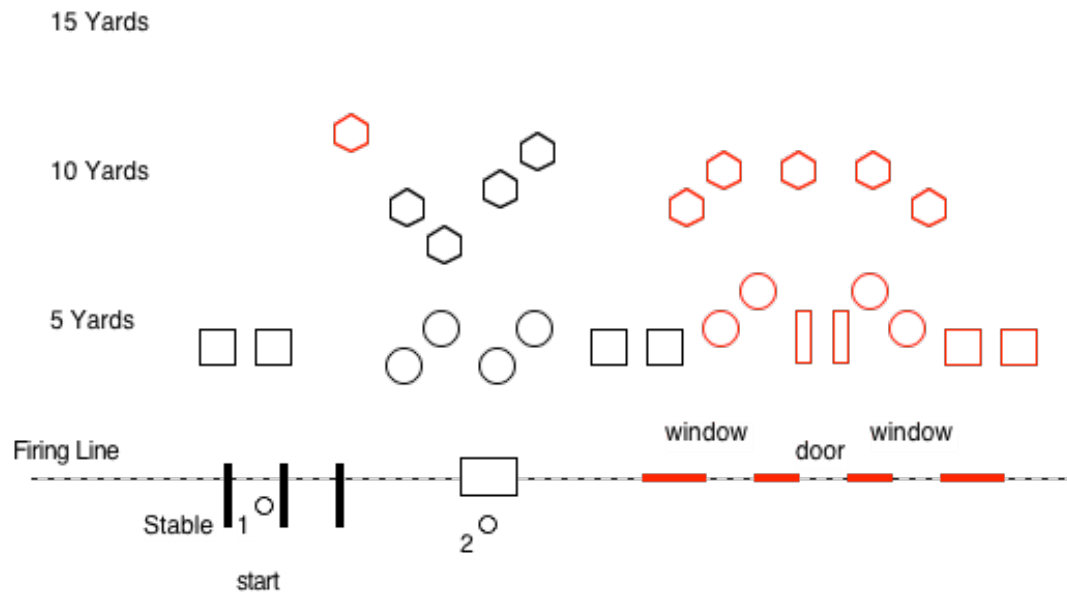
Cavalier - 03/11/15: Stage 1

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

Procedure

Shooter starts standing in Stall #1. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to the bale, make shotgun safe. Shoot the further two pistol targets, then the nearer two pistol targets: 1-2-3-4. Shoot the rifle targets from far to near: 1-2-3-4. Make rifle safe. Shoot two right shotgun targets.

Retrieve long guns and go to unloading table.



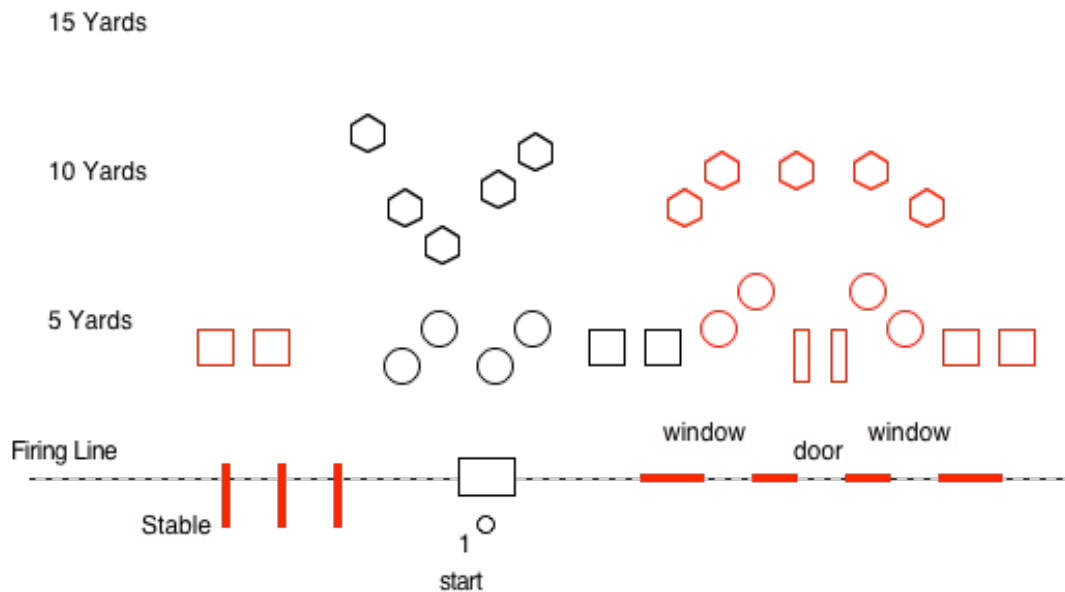
Cavalier - 03/11/15: Stage 2

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

Procedure

Shooter starts standing behind bale.. When ready, say "Ready". At the signal, Double tap the rifle targets from near to far.. Make rifle safe. Shoot the two shotgun targets. Make shotgun safe. Double tap the pistol targets with ten rounds.

Retrieve long guns and go to unloading table.



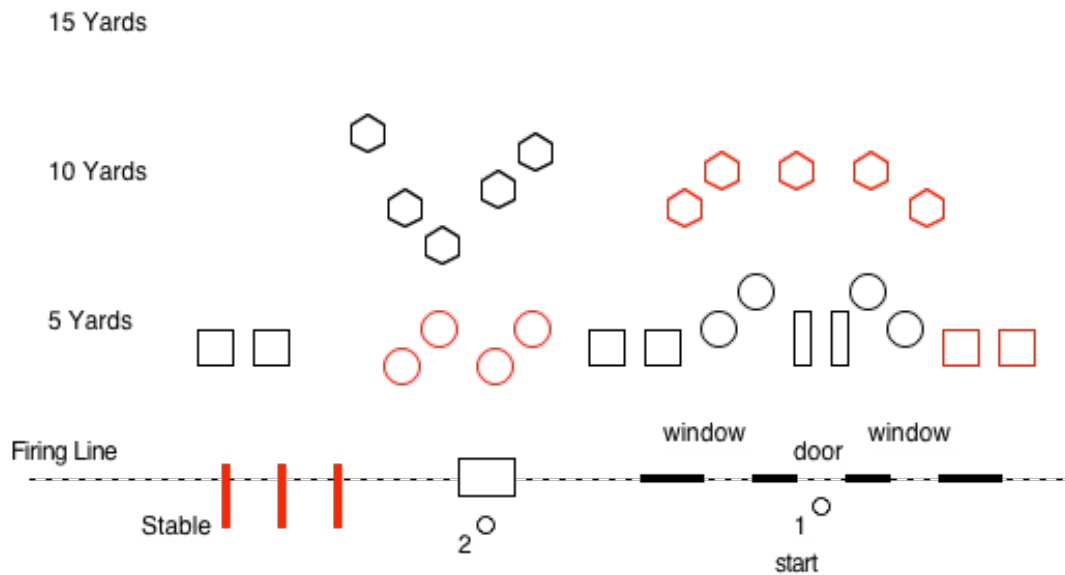
Cavalier - 03/11/15: Stage 3

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle is 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 in doorway. When ready, say "Ready". At the signal, Shoot the four pistol targets, then one knockdown. Repeat instructions. Move to bale, shoot the rifle targets, left to right. Repeat instructions.. Make rifle safe. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.



Cavalier - 03/11/15: Stage 4

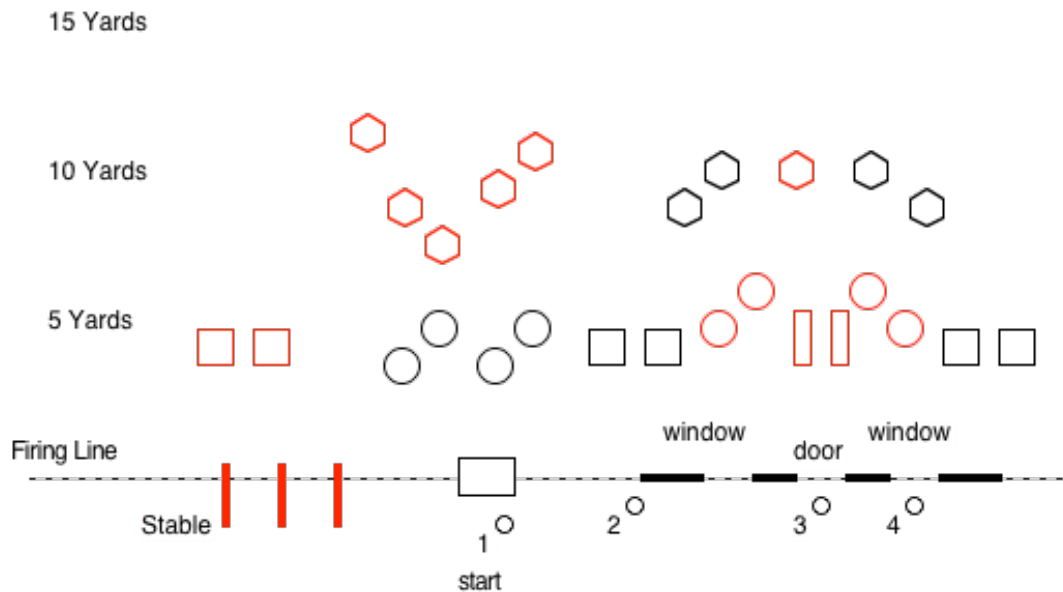
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle is staged in doorway - loaded with 10 rounds. Shotgun is staged on bale.. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing behind bale.. When ready, say "Ready". At the signal, shoot the pistol targets: near targets with 3 rounds and far targets with 2 rounds, any order. Shoot the two shotgun targets (move as needed). Move to doorway. Make shotgun safe. Shoot rifle targets. Same instructions, as pistols. **(center rifle target not in play)** Make rifle safe. Move to right window. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun
-  knockdown



Cavalier - 03/11/15: Stage 5

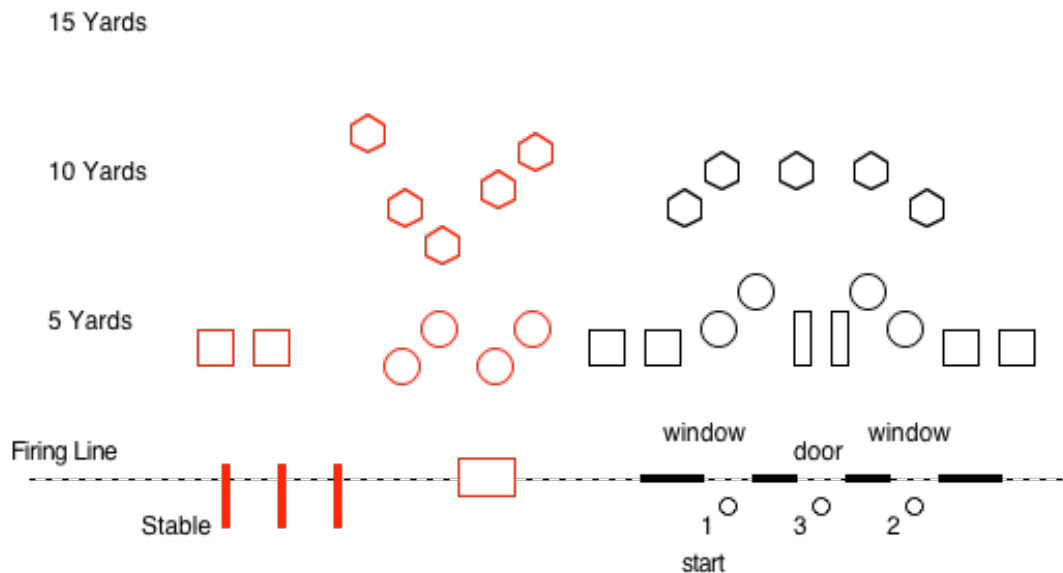
Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle is staged in doorway - loaded with 10 rounds. Shotgun is staged in left window.. Shooter has, at least, 4 shotgun shells on his/her person.

Procedure

Shooter starts standing at left window.. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to right window. Shoot the two shotgun targets. Make shotgun safe. Move to doorway. Shoot rifle targets in a West Virginia Sweep. Make rifle safe. Shoot pistol targets, same instructions as rifle.

Note: the two knockdown targets function as one stationary pistol target.

Retrieve long guns and go to unloading table.



Cavalier - 03/11/15: Stage 6

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle is 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 standing in doorway with hand(s) gripping pistol(s). When ready, say "Ready". At the signal, shoot the pistol targets with 10 rounds. Shoot the rifle targets, same instructions as pistol. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun
-  knockdown

