

## **Targets for 04.08.15**

|                        |    |
|------------------------|----|
| Pistol Stand - Tall    | 6  |
| Pistol Stand - Short   | 3  |
| Pistol Targets         | 9  |
| Rifle Stands & Targets | 10 |
| Shotgun Knockdowns     | 6  |

Horse

### Cavalier - 04/08/15: Stage 1

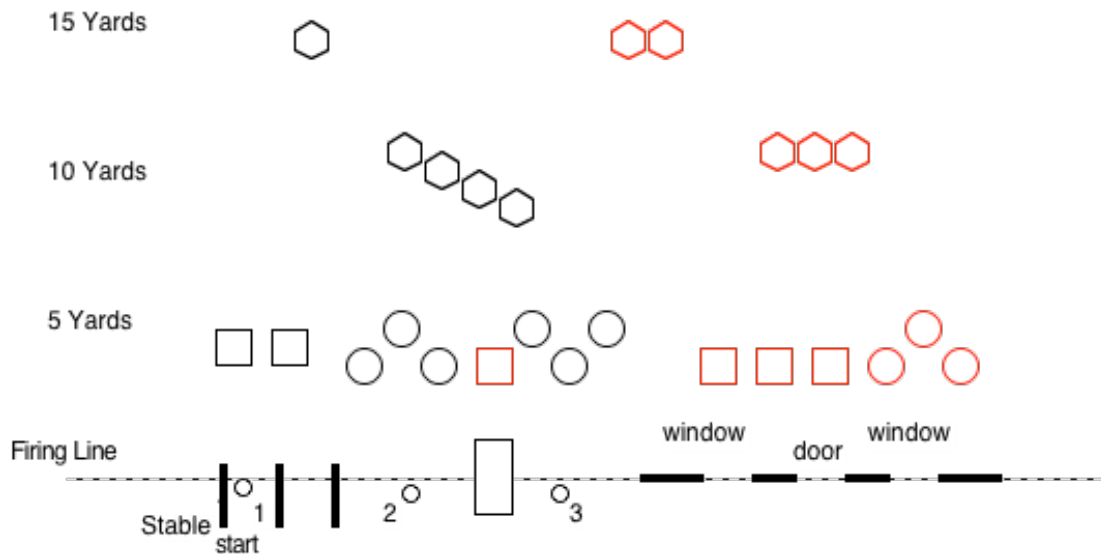
**Pistol 10 - Rifle 09 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in Stall 1 - loaded with 09 rounds. Shotgun is staged in Stall 1... Shooter has, at least, 2 shotgun shells on his/her person.

#### Procedure

Shooter starts standing in Stall 1.. When ready, say "Ready". At the signal, Shoot the two shotgun targets. Make safe. Double tap the four nearest rifle targets then the far rifle target. Make safe. Move to any spot between Stable and Horse, shoot the three pistol targets 2-1-2. Move to any spot between Saloon and Horse, shoot the three pistol targets 1-3-1.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 04/08/15: Stage 2

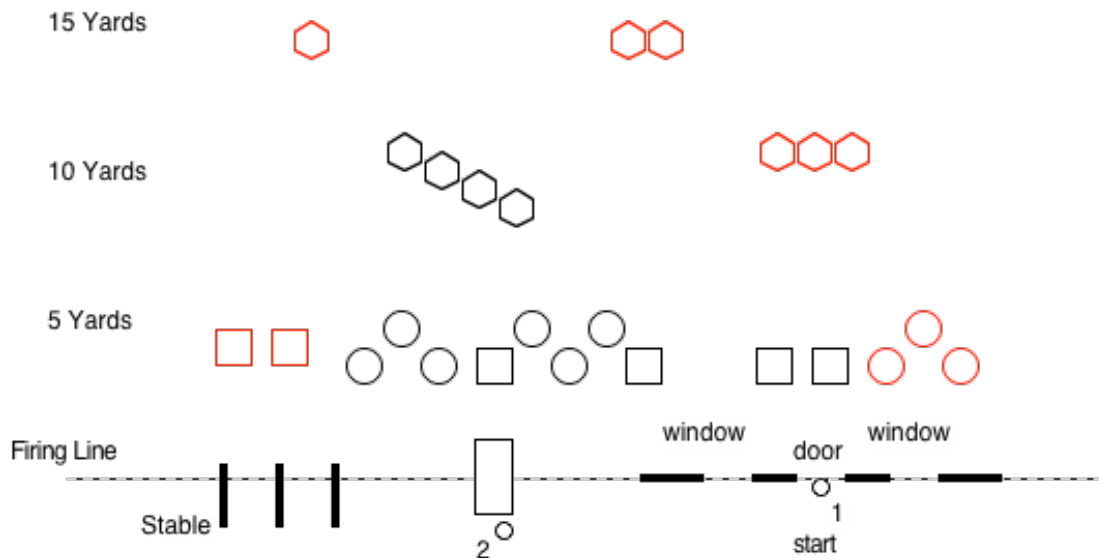
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on horse - loaded with 10 rounds. Shotgun is staged in doorway. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

Shooter starts standing in doorway. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to vicinity of the Horse, shoot the two shotgun targets. Make safe. Move as needed. Shoot the rifle targets in a Nevada sweep from either end. Make safe. Shoot one set of three pistol targets in a Nevada sweep from either end. Move as needed, then shoot the other set of three pistol targets in a Nevada sweep from either end.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun





### Cavalier - 04/08/15: Stage 4

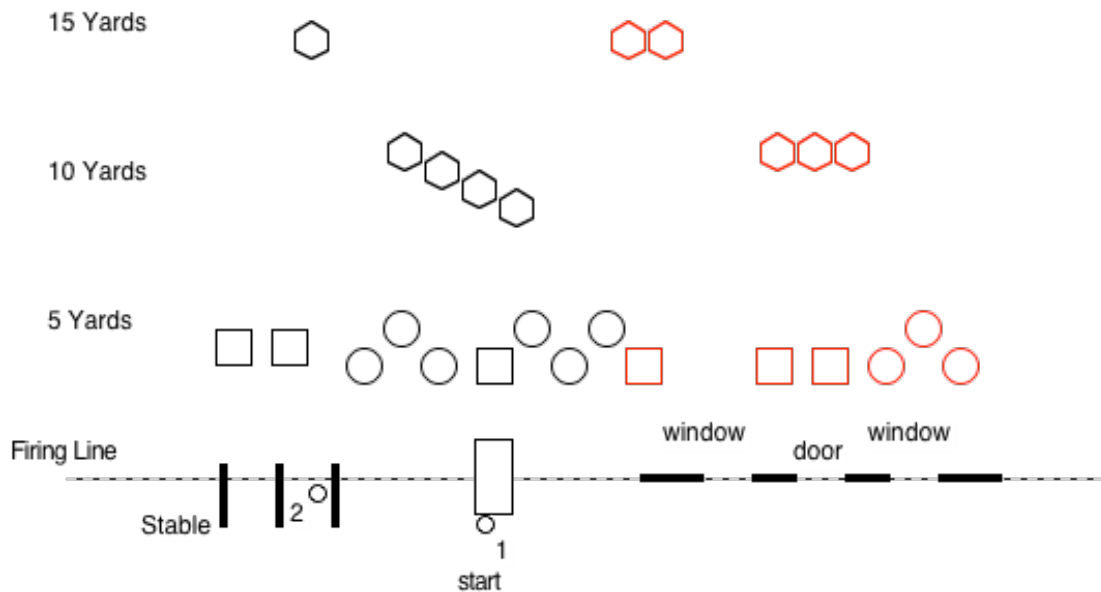
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on horse - loaded with 10 rounds. Shotgun is staged in on Horse... Shooter has, at least, 4 shotgun shells on his/her person.

#### Procedure

Shooter starts standing near Horse.. When ready, say "Ready". At the signal, shoot the rifle targets, any order, 1-3-1-3-2. Make safe. Shoot pistol targets, any order, 1-3-1-3-1-1. Move as needed. Shoot shotgun target. Move to Stall 2, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



### Cavalier - 04/08/15: Stage 5

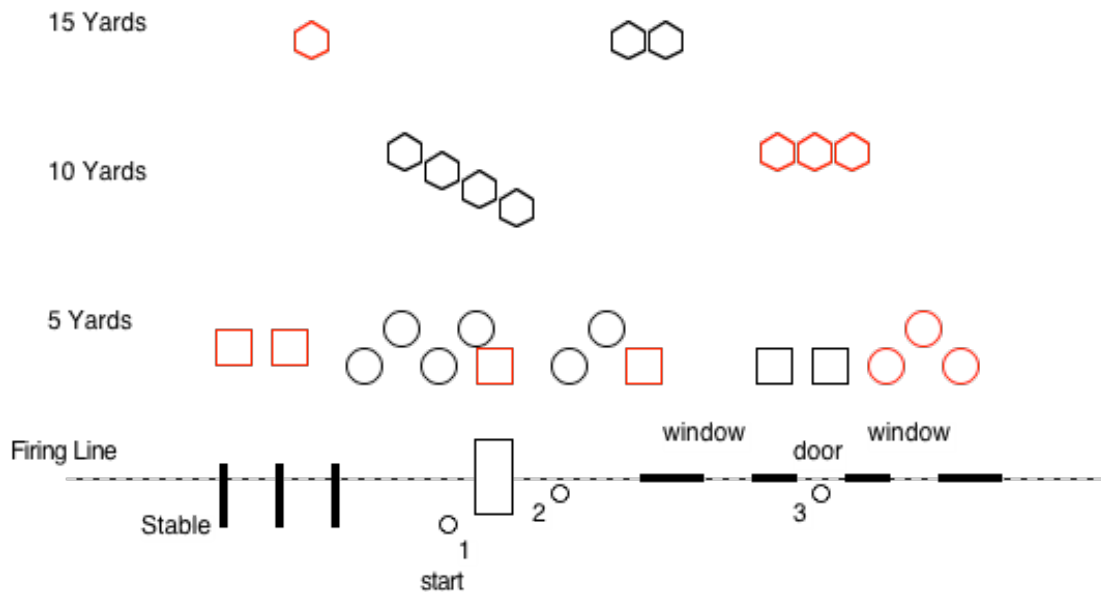
**Pistol 10 - Rifle 10 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on horse - loaded with 10 rounds. Shotgun is staged on Horse... Shooter has, at least, 2 shotgun shells on his/her person.

#### Procedure

Shooter starts standing at left of Horse... When ready, say "Ready". At the signal, single tap the four near rifle targets and triple tap the two far rifle targets. Then single tap the four left pistol targets. Move to right of Horse, triple tap the two right pistol targets. Move to doorway and shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



### Cavalier - 04/08/15: Stage 6

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

#### Procedure

Shooter starts standing at right window, hand(s) on pistol(s)... When ready, say "Ready". At the signal, shoot the three pistol targets with five rounds, then repeat instructions with remaining five rounds. Move to doorway, shoot the three near rifle targets with five rounds and the two far rifle targets with five rounds. Shoot the two shotgun targets. Move to left window, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun

