

## **Targets for 07.13.16**

Pistol Stand	10
Pistol Targets	10
Rifle Stands	08
Rifle Targets	08
Shotgun Knockdowns	07
Table	01

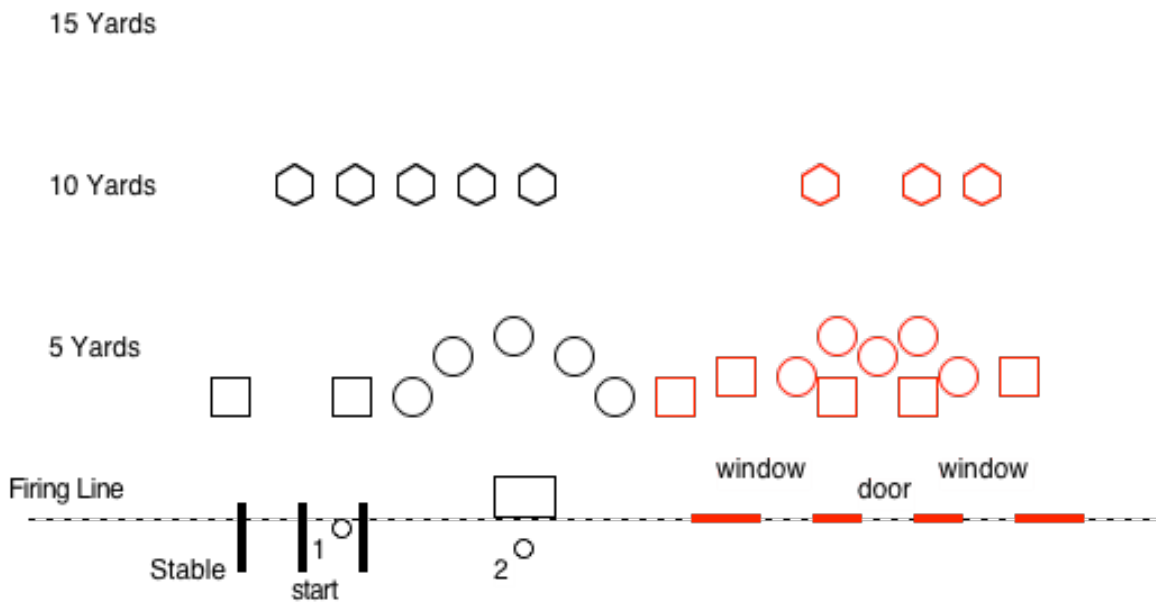
## Cavalier - 07/13/16: Stage 1

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

### Procedure

Shooter starts standing in Stall 2.. When ready, say "Ready". At the signal, shoot the two shotgun targets. Make shotgun safe. Shoot rifle targets - R3, R2, R3, R1, R3, R3, R4, R3, R5, R3... Make rifle safe. Move to Table. Shoot the pistol targets - P3, P2, P3, P1, P3, P3, P4, P3, P5, P3.

Retrieve long guns and go to unloading table.



## Cavalier - 07/13/16: Stage 2

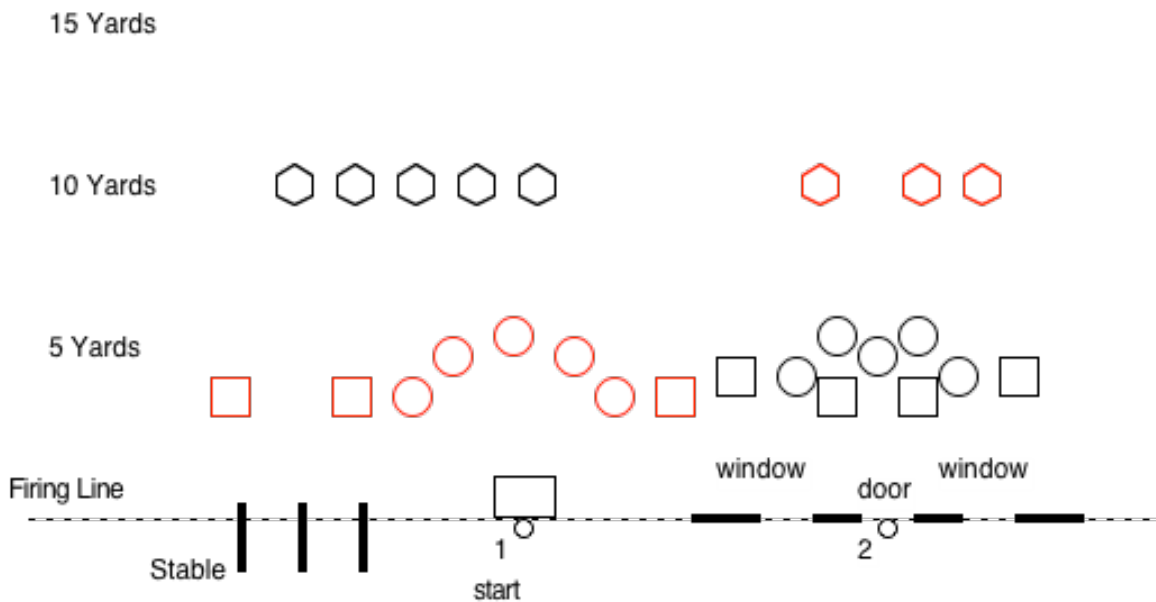
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle held safely - loaded with 10 rounds. Shotgun is staged safely.. Shooter has, at least, 4 shotgun shells on his/her person.

### Procedure

Shooter starts standing behind Table.. When ready, say "Ready". At the signal, shoot the five rifle targets 1-3-3-1-2. Make rifle safe. Move to doorway, shoot the five pistol targets with the same instructions as rifle. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



### Cavalier - 07/13/16: Stage 3

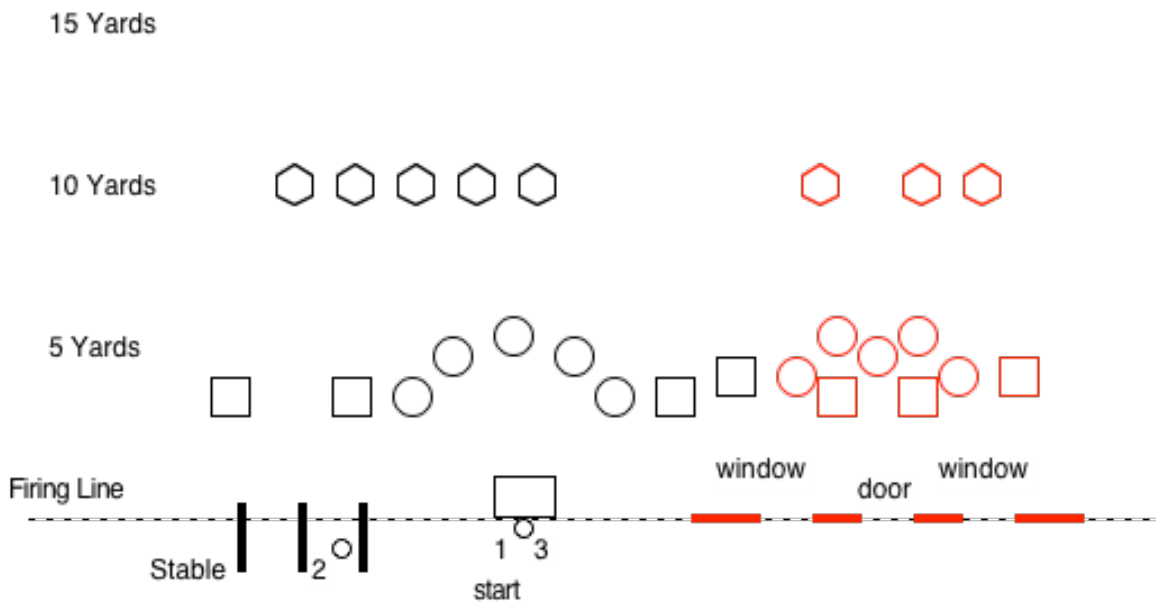
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in Stall 2 - loaded with 10 rounds. Shotgun is staged on Table. . Shooter has, at least, 4 shotgun shells on his/her person.

#### Procedure

Shooter starts standing behind Table... When ready, say "Ready". At the signal, shoot the two right shotgun targets. Move to Stall 2, shoot the two left shotgun targets. Make shotgun safe. Move back to Table, shoot the five rifle targets in a West Virginia sweep. Make rifle safe. Shoot the five pistol targets in a West Virginia sweep.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



### Cavalier - 07/13/16: Stage 4

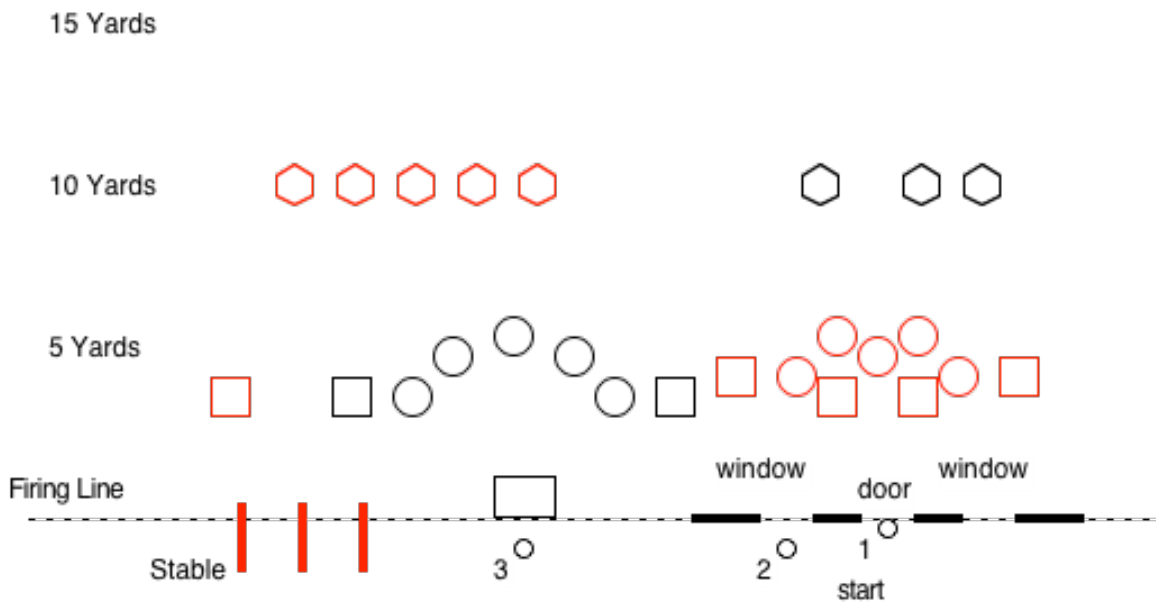
**Pistol 10 - Rifle 09 - Shotgun 2+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 09 rounds. Shotgun is staged in left window. . Shooter has, at least, 2 shotgun shells on his/her person.

#### Procedure

Shooter starts standing at doorway... When ready, say "Ready". At the signal, shoot the three rifle targets three times each, no triple taps. Make rifle safe. Move to Table (retrieving shotgun in route), shoot the two shotgun targets. Make shotgun safe. Shoot the five pistol targets in a double tap sweep.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 07/13/16: Stage 5

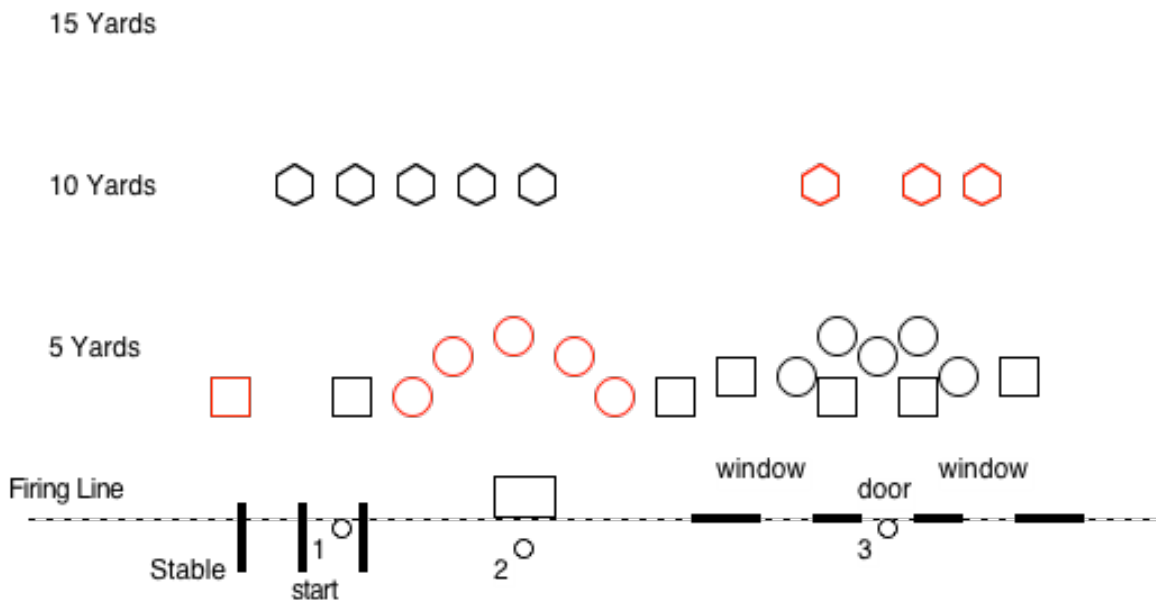
**Pistol 10 - Rifle 10 - Shotgun 6+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in Stall 2 - loaded with 10 rounds. Shotgun is staged in Stall 2... . Shooter has, at least, 6 shotgun shells on his/her person.

### Procedure

Shooter starts standing in Stall 2... When ready, say "Ready". At the signal, shoot the five rifle targets in two sweeps from the same direction. Make rifle safe. Move to Table, shoot the two shotgun targets. Move to doorway, shoot the four shotgun targets. Make shotgun safe. Shoot the five pistol targets with same instructions as rifle.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



## Cavalier - 07/13/16: Stage 6

**Pistol 10 - Rifle 10 - Shotgun 2+** 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, 2 shotgun shells on his/her person.

### Procedure

Shooter starts standing at doorway... When ready, say "Ready". At the signal, shoot the three rifle targets with 10 rounds. Make rifle safe. Shoot the five pistol targets with 10 rounds. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

