

## **Targets for 06.14.17**

Pistol Stand - Tall	6	
Pistol Stand - Short	3	
Pistol Targets	9	
Rifle Stands & Targets	10	
Shotgun Knockdowns	6	(Will relocate two)

Table

**Cavalier - 06/14/17: Stage 1**

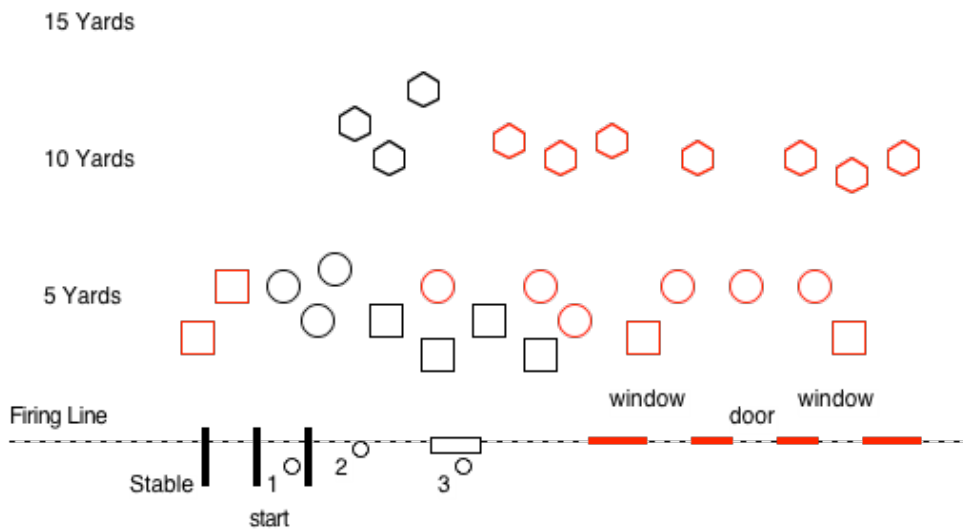
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in Stall 2 - loaded with 10 rounds. Shotgun is staged on Table. Shooter has, at least, 4 shotgun shells on his/her person.

**Procedure**

Shooter starts in Stall 2 with hand(s) on pistol(s) When ready, say "Ready". At the signal, shoot any pistol target one time - then any remaining target four times - then the last remaining target five times. Move just outside the Stable, shoot the three rifle targets with same instructions as pistols. Move to Table, make rifle safe, shoot the four shotgun targets, any order.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



**Cavalier - 06/14/17: Stage 2**

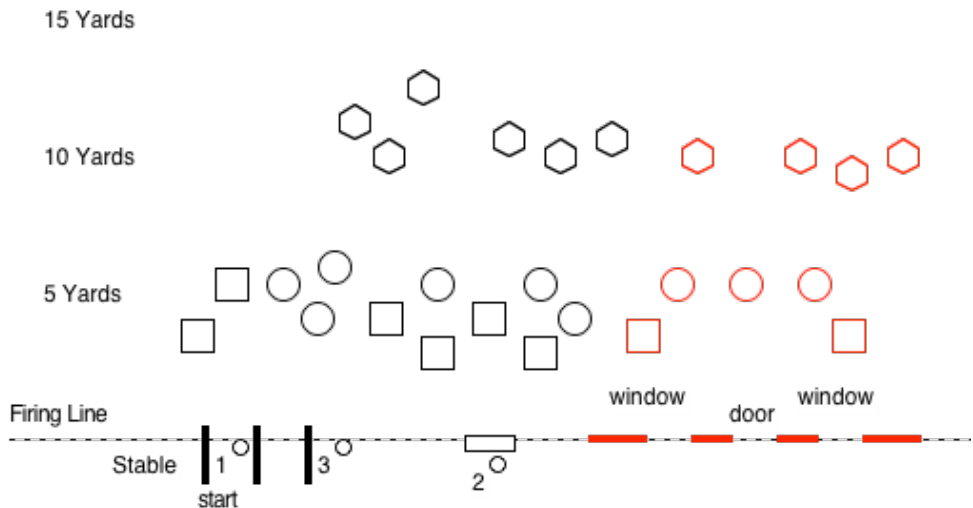
**Pistol 10 - Rifle 10 - Shotgun 6+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is staged in Stall 1.. Shooter has, at least, 6 shotgun shells on his/her person.

**Procedure**

Shooter starts in Stall 1. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to Table, shoot the four shotgun targets, any order. Make shotgun safe. Shoot the six rifle targets, with 10 rounds, NO double taps. Shoot pistol targets with same instructions as rifle.. Shooter may move next to Stable for the last five rounds.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



**Cavalier - 06.14.17: Stage 3**

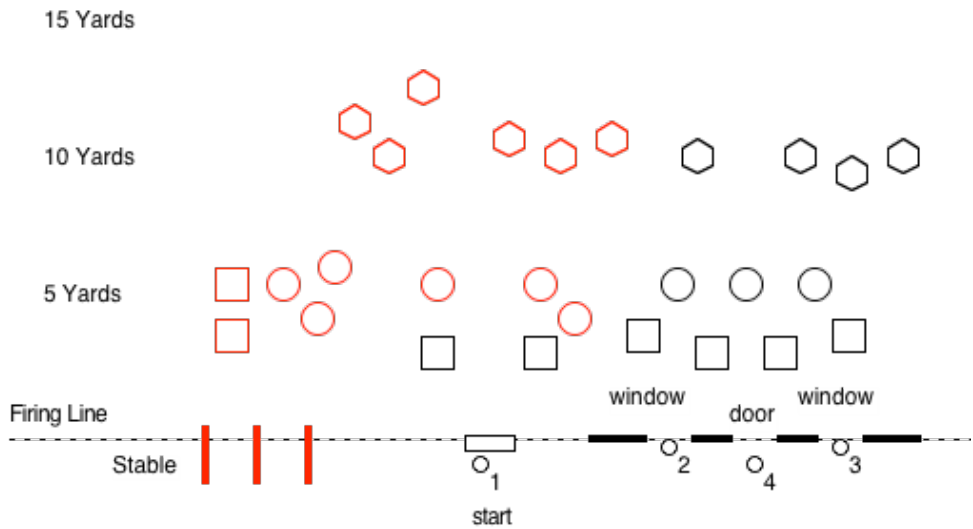
**Pistol 10 - Rifle 10 - Shotgun 6+** Two pistols loaded with 5 rounds each, holstered. Rifle staged in doorway - loaded with 10 rounds. Shotgun is staged on Table.. Shooter has, at least, 6 shotgun shells on his/her person.

**Procedure**

Shooter starts at Table. When ready, say "Ready". At the signal, shoot the two shotgun targets. Move to left window, shoot the two shotgun targets. Move to right window, shoot the two shotgun targets. Make shotgun safe and move to doorway, shoot the rifle targets in a continuous Nevada sweep. Make rifle safe. Shoot the pistol targets in a continuous West Virginia sweep.

Retrieve long guns and go to unloading table.

-  Rifle
-  Pistol
-  Shotgun



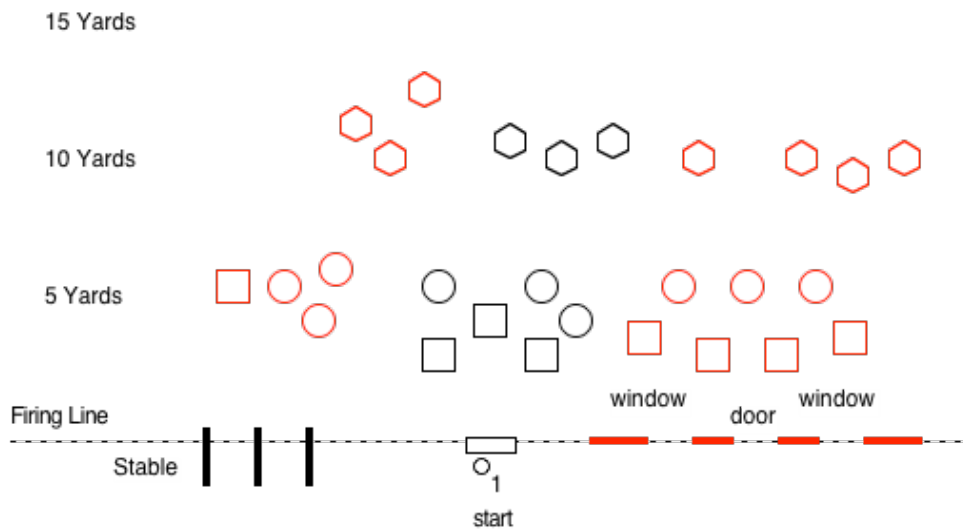
### Cavalier - 06.14.17: Stage 4

**Pistol 10 - Rifle 10 - Shotgun 3+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is held pointed safely.. Shooter has, at least, 3 shotgun shells on his/her person.

#### Procedure

Shooter starts at Table. When ready, say "Ready". At the signal, shoot the three shotgun targets, from the left. Make shotgun safe. Shoot the three rifle targets, 2-1-2 with five rounds, from the left. Then 1-3-1 with five rounds, from the left. Shoot pistol targets with same instructions as rifle..

Retrieve long guns and go to unloading table.



**Cavalier - 06.14.17: Stage 5**

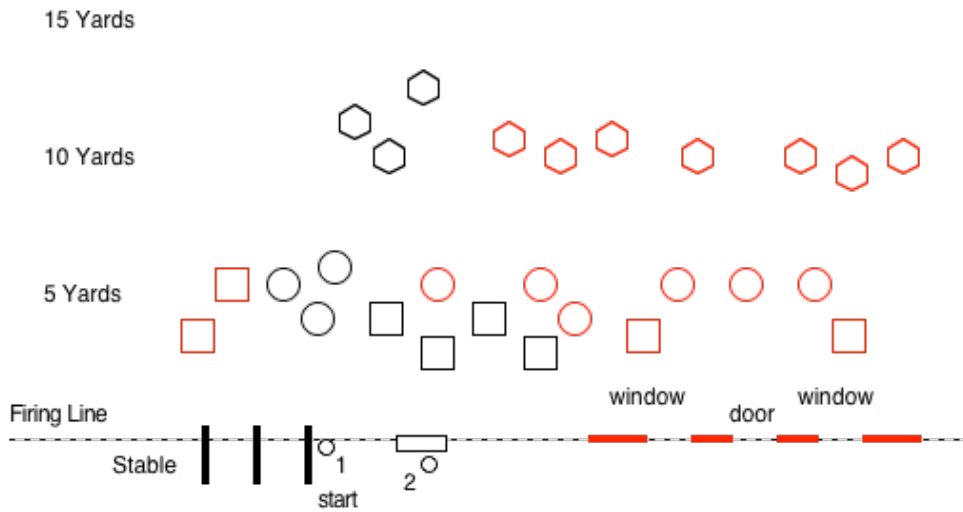
**Pistol 10 - Rifle 10 - Shotgun 4+** Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is staged on Table... Shooter has, at least, 4 shotgun shells on his/her person.

**Procedure**

Shooter starts next to Stable.. When ready, say "Ready". At the signal, starting at the far target, shoot the pistol targets clockwise for 10 rounds. Move to Table, shoot rifle targets with same instructions as pistols. Shoot the four shotgun targets, inside - inside, then outside - outside..

Retrieve long guns and go to unloading table.

- ⬡ Rifle
- Pistol
- Shotgun



### Cavalier - 06.14.17: Stage 6

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

#### Procedure

Shooter starts at right window. When ready, say "Ready". At the signal, shoot the three rifle targets 2-3-5, any order. Make rifle safe. Move to doorway, shoot the pistol targets with same instructions as rifle. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.

