

Targets for 08.09.17

Pistol Stand - Tall	6
---------------------	---

Pistol Stand - Short	2
----------------------	---

Pistol Targets	8
----------------	---

Rifle Stands & Targets	8
------------------------	---

Shotgun Knockdowns	6
--------------------	---

Table

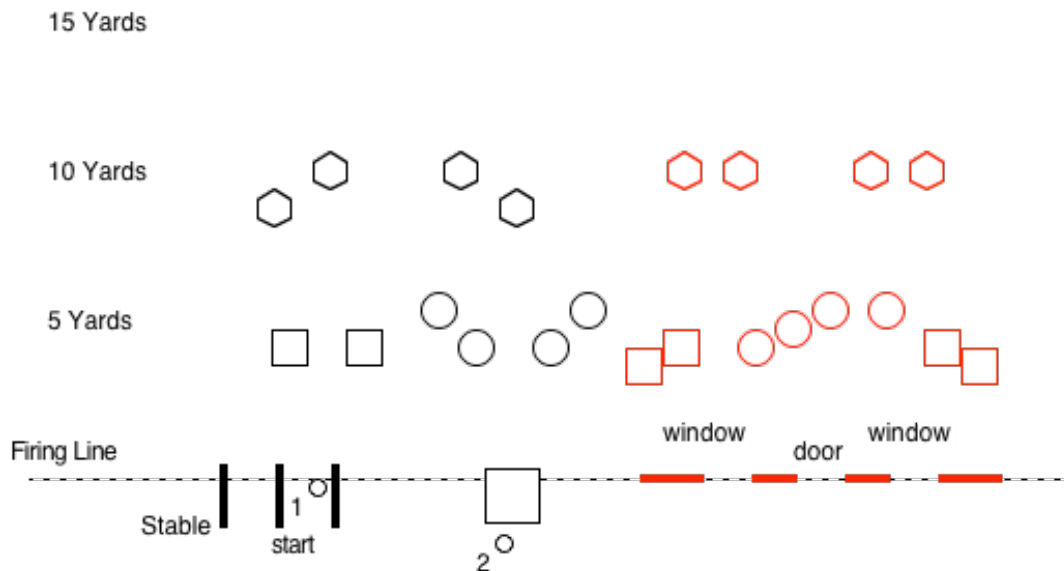
Cavalier - 07/12/17: Stage 1

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

Procedure

Shooter starts standing in Stable 2. When ready, say "Ready". At the signal, shoot the two shotgun targets. Make shotgun safe. Shoot the 4 rifle targets in a continuous Nevada Sweep from either end. Make rifle safe. Move to Table. Shoot the 4 pistol targets, same instructions as rifle.

Retrieve long guns and go to unloading table.



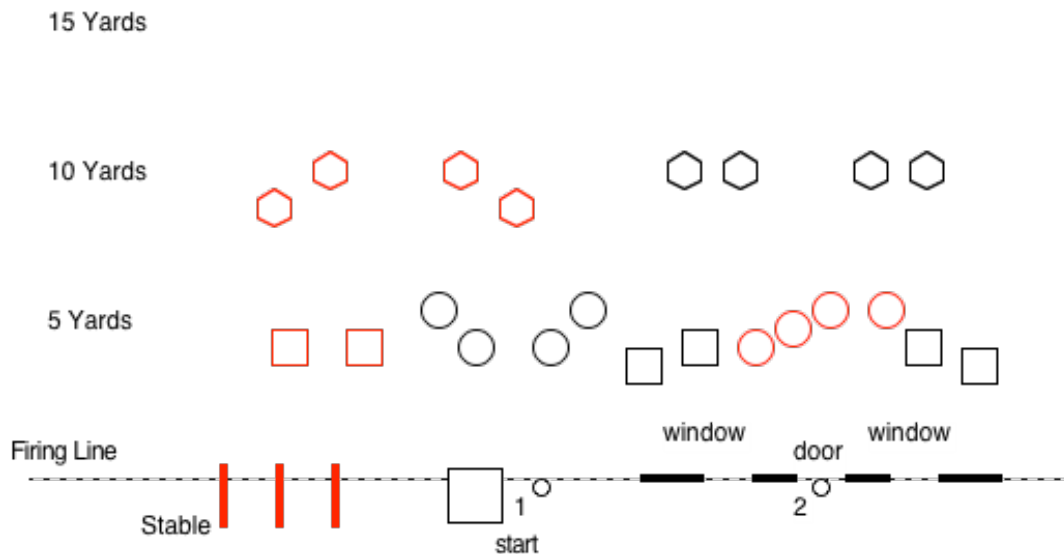
Cavalier - 07/12/17: Stage 2

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

Procedure

Shooter starts standing at Table. When ready, say "Ready". At the signal, shoot the 4 pistol targets 1-3-2-4 with 10 rounds. Move to doorway, shoot the 4 rifle targets with 10 rounds. same instructions as pistol.. Make rifle safe. Shoot the four shotgun targets.

Retrieve long guns and go to unloading table.



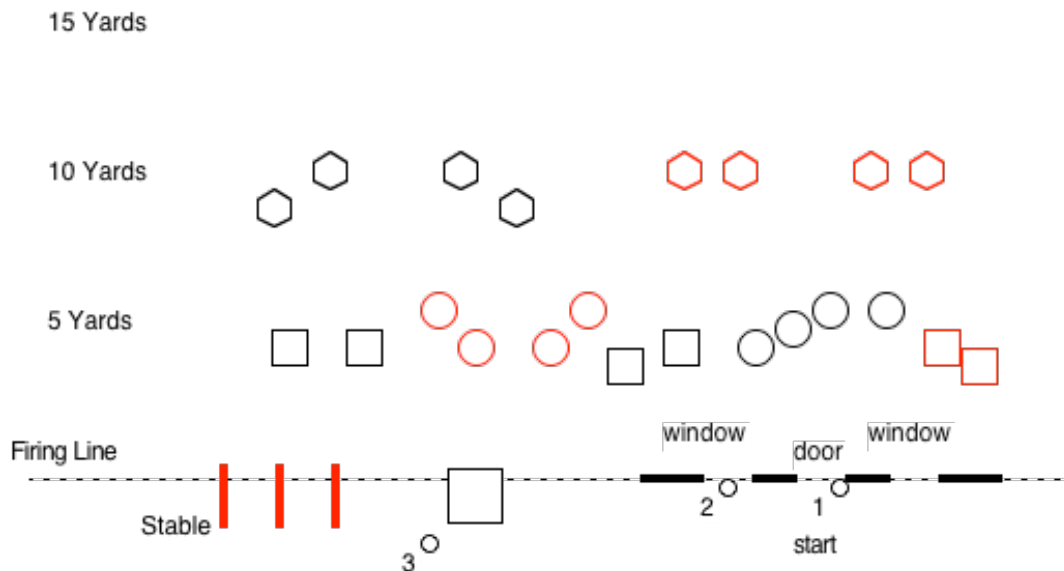
Cavalier - 07/12/17: Stage 3

Pistol 10 - Rifle 10 - Shotgun 4+ Two pistols loaded with 5 rounds each, holstered. Rifle staged on Table - loaded with 10 rounds. Shotgun is staged in left window. 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 4 pistol targets 1-2-1-1 from the left, then 1-2-1-1 from the right. Move to left window, shoot the two shotgun targets. Move to and make shotgun safe on Table. Shoot the 4 rifle targets, same instructions as pistol. Make rifle safe. Shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



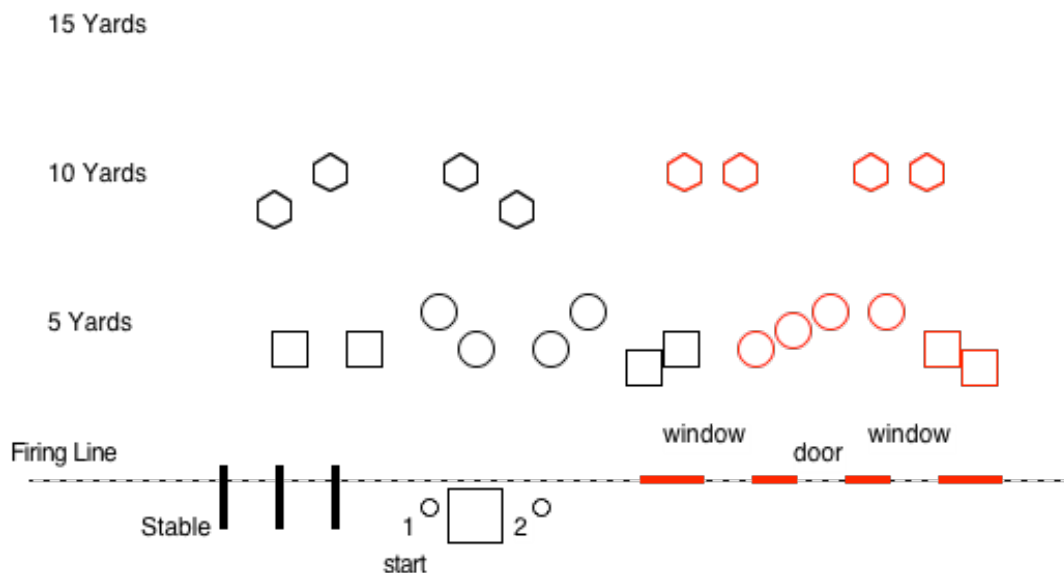
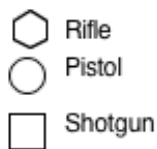
Cavalier - 07/12/17: Stage 4

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 standing at left of Table. When ready, say "Ready". Double tap the 4 rifle targets from the right then single tap the two outside targets, from the right. Make rifle safe. Shoot the two left shotgun targets. Move to right side of Table. Shoot the two right shotgun targets. Make shotgun safe. Shoot the 4 pistol targets, same instructions as rifle

Retrieve long guns and go to unloading table.



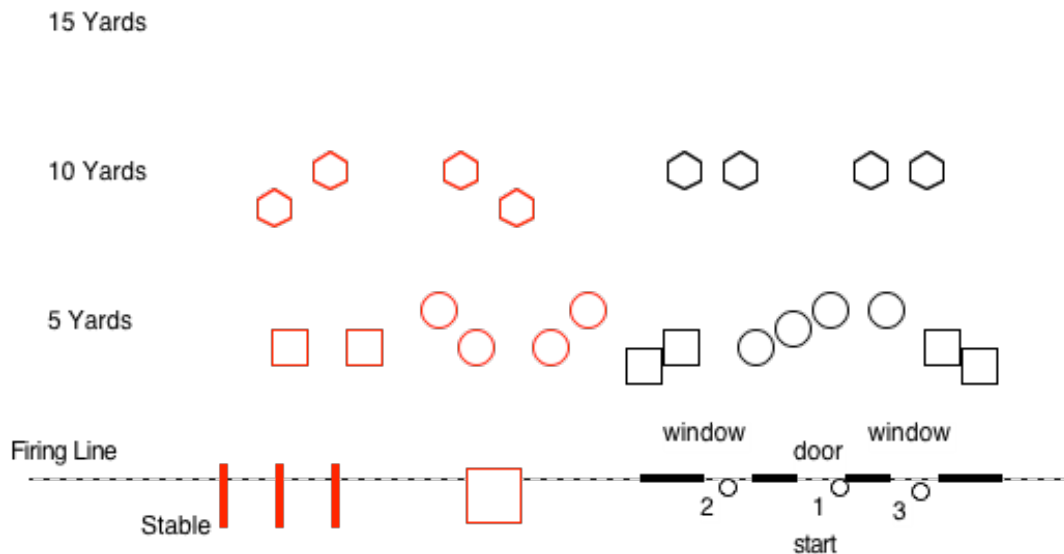
Cavalier - 07/12/17: Stage 5

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 either window. 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 4 rifle targets in a regressive sweep from either end. Make rifle safe. Shoot the 4 pistol targets, same instructions as rifle. Move to window with shotgun, shoot the two shotgun targets. Move to other window, shoot the two shotgun targets.

Retrieve long guns and go to unloading table.



Cavalier - 07/12/17: 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 in doorway. When ready, say "Ready". At the signal, shoot the two shotgun targets. Make shotgun safe. Shoot the 4 rifle targets in a West Virginia Sweep from either end, double tapping the first target. Make rifle safe. Move to Table, shoot the 4 pistol targets, same instructions as rifle.

Retrieve long guns and go to unloading table.

