

Stage 1 Bay 2 December 2009

Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun 4+ Shells

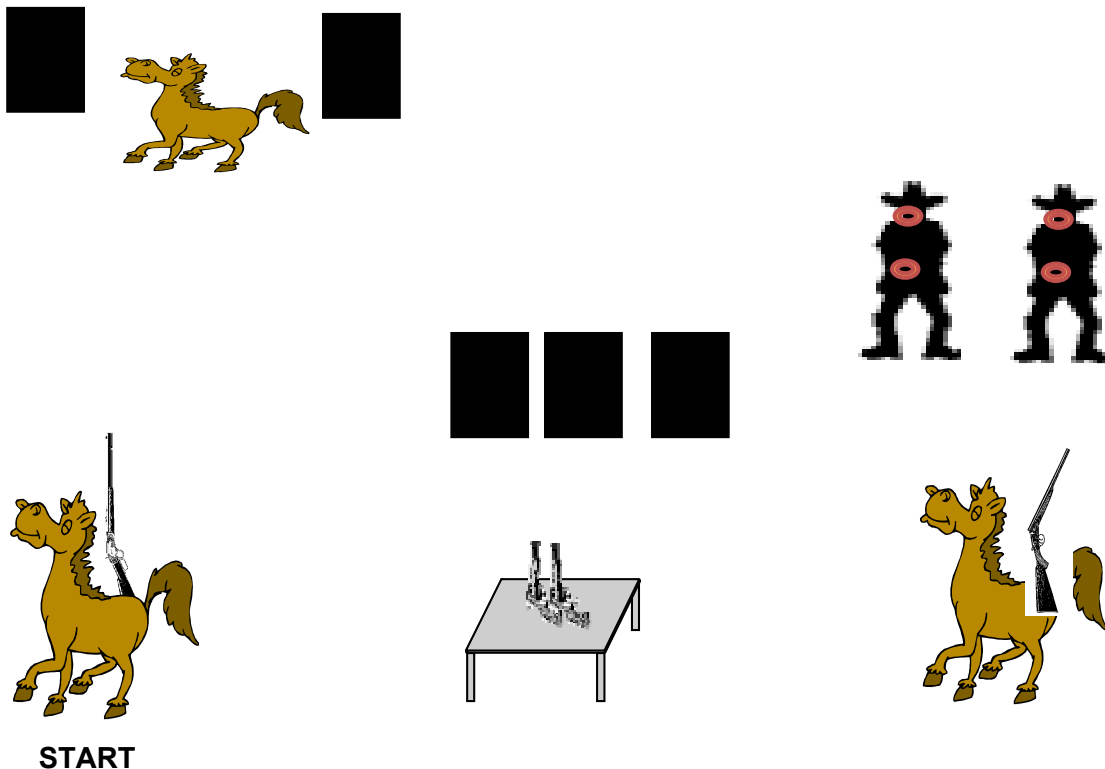
The DHI Cowboys head out to buy a Christmas present for the Ranch Foreman when they are attacked by the the infamous White Rocking Horse Gang. They have to get past the gang to get their shopping done, so the gun fight is on.

Starting Position: Standing behind the left horse with rifle at Cowboy port arms.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds held at Cowboy port arms. Shotgun staged on right horse with at least four rounds on your person.

Procedure: Say "SHOOT" and wait for the beep. After the beep, engage the Horse activator target first and then engage the rifle targets with three sweeps from the left. Put rifle on the horse. At the table, using pistols as needed, engage the pistol targets with two 2 - 1 - 2 Sweeps from the left. Holster. Retrieve shotgun and engage clay shotgun targets in any order.

NOTE: The activator can be shot twice if needed, but one additional round must be loaded from your person to complete the rifle sweep. If the activated Rocking horse head is shot three times a five second bonus is awarded. If the activator does not go down one miss and no bonus is awarded.



Stage 2 Bay 3 December 2009

Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

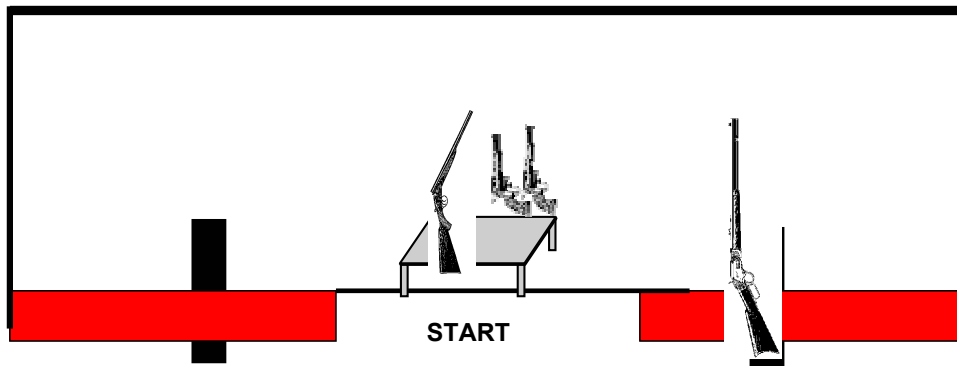
The DHI Cowboys visit a range store to shop when they're set upon by the Pink Rocking Horse Gang. Who knew Christmas shopping could be so dangerous.

Starting Position: Standing at right window tray with hands at side.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged in the right window tray. Shotgun staged on the table with at least 4 rounds on your person.

Procedure: Say "**HERE WE GO AGAIN**" and wait for the beep. After the beep, retrieve rifle and engage the Horse activator target first; then engage the rifle targets with three sweeps from either direction. Return rifle to tray - move to the doorway. With first pistol engage pistol targets in a 1 - 3 - 1 Sweep from the left. With second pistol engage pistol targets in a 1 - 3 - 1 Sweep from the right. Holster. Retrieve shotgun and engage swingers twice each with alternating shots.

NOTE: The activator can be shot twice if needed, but one additional round must be loaded from your person to complete the rifle sweep. If the activated Rocking horse head is hit three times a five second bonus is awarded. If the activator does not go down one miss and no bonus is awarded.



Stage 3 Bay 5 December 2009

Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

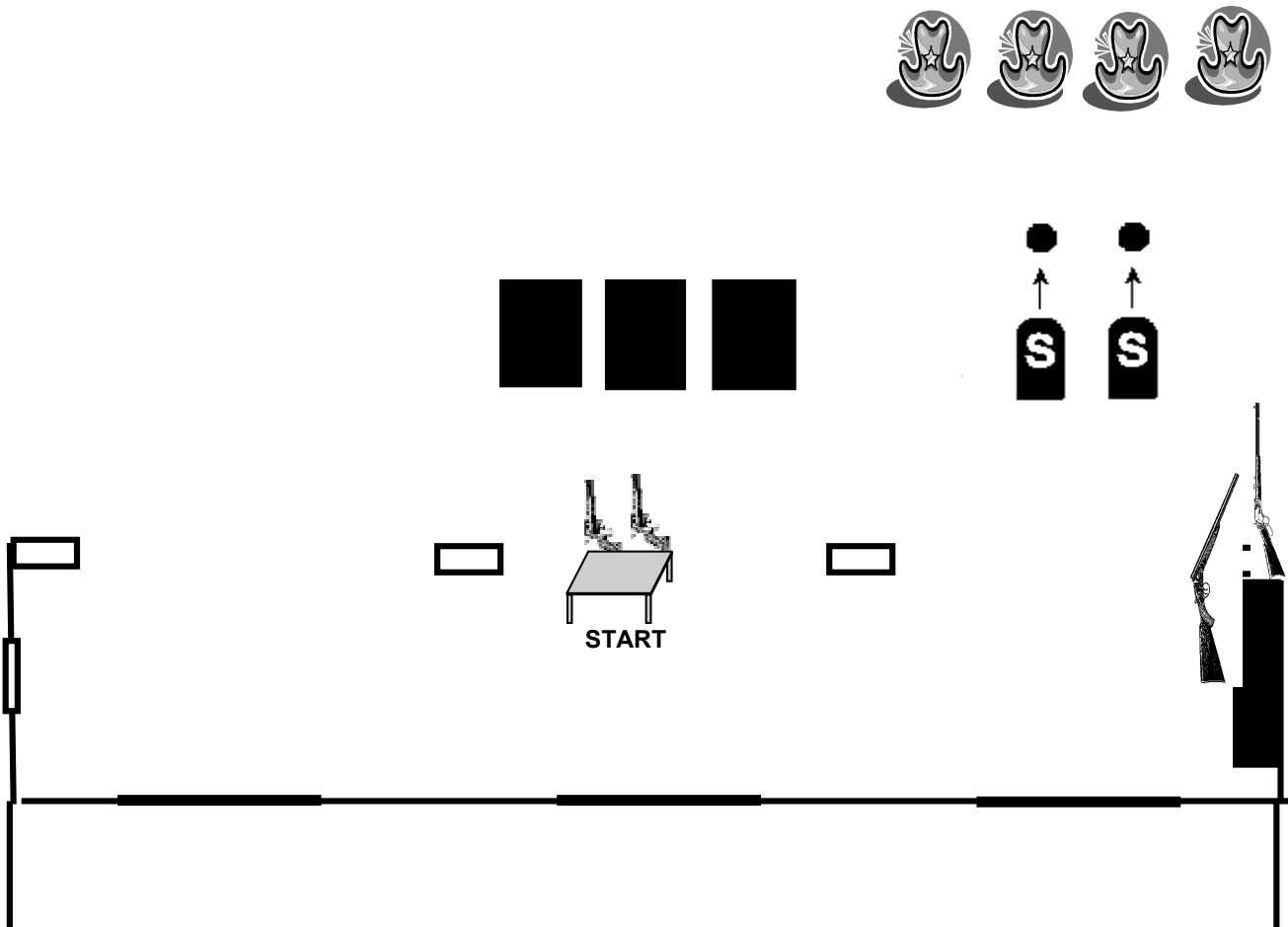
The DHI Cowboys stop at a store with a small bar to rest and continue their shopping. While there, they are shot at by yet another bandit gang. The cowboys are beginning to wonder if they'll ever survive their shopping trip.

Starting Position: Start standing behind the center table.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the bar. Shotgun staged on the bar with at least 4 rounds on your person.

Procedure: Say "NOT AGAIN" and wait for the beep. At the beep, with first pistol engage the pistol targets in a 5 on 3 sweep from the right. With second pistol engage the pistol targets in a 5 on 3 sweep from the left. Holster. Retrieve the rifle and engage the rifle targets in a Nevada sweep from the left. Return rifle to bar. Retrieve the shotgun and engage the two vomit targets and flying clays in any order.

NOTE: A miss on the flying clays will not count as a miss, but a 5 second bonus will be awarded for each clay bird hit.



Stage 4 Bay 5 December 2009

Two Revolvers and 10 cartridges, Rifle and 8 Cartridges, Shotgun and 2 + Shells

The DHI Cowboys are in a hot fight with the bandit gang and have quickly tired of their Christmas shopping experience.

Starting Position: Start standing behind the center table.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds and staged on the bar. Shotgun staged on the bar with at least 2 rounds on your person.

Procedure: Say "**NO MORE SHOPPING**" and wait for the beep. At the beep, with first pistol engage P-1 with five shots. With second pistol engage P-3 with five shots. Holster. Retrieve the rifle and engage the rifle targets in a double tap sweep from either direction. Return rifle to bar. Retrieve shotgun and engage the vomit target and flying clay bird.

NOTE: A miss on the flying clay will not count as a miss, but a 5 second bonus will be awarded if its hit.

