

Stage 1 Bay 9 September 2010

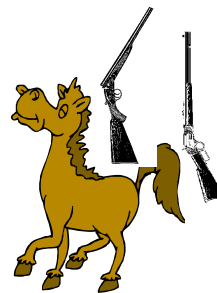
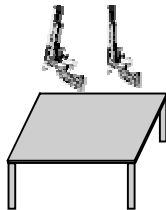
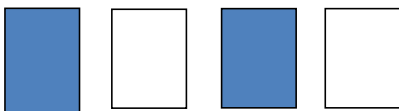
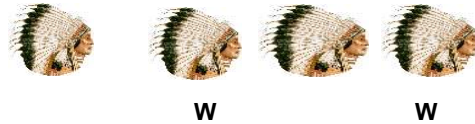
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun 4+ Shells

A DHI Cowboy is putting out salt stones on the range when he sees a band of hostiles approaching with no good intent. He's got to move and shoot quick.

Starting Position: Standing with at least one foot touching the salt stone.

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

Procedure: Say "NO SCALPS FOR YOU" and wait for the beep. ATB it's shooters choice, but rifle can not be shot last. Guns are shot as follows: Pistol targets are shot from the table by shooting each blue target twice and each white target three times in any order. Holster. Rifle targets are shot from the horse by shooting each blue target twice and each white target three times in any order. Rifle is returned to horse. Shotgun targets are engaged from the horse in any order. **NOTE: At least one foot must be behind the table when engaging targets there.**



START

Stage 2 Bay 9 September 2010

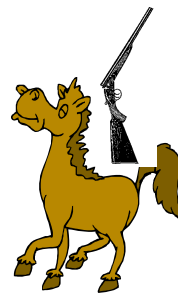
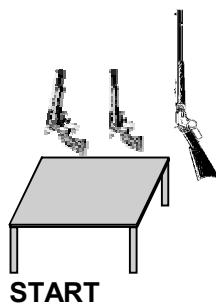
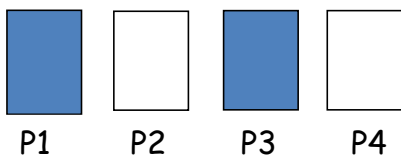
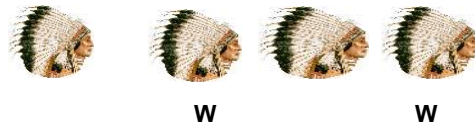
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun 4+ Shells

Our DHI Cowboy is starting to gain on the hostiles, but he has to keep moving and shooting to get the fight done.

Starting Position: Standing at the table with hands on your pistols.

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

Procedure: Say "I SAID NO SCALPS" and wait for the beep. ATB engage the pistol targets with two sweeps both starting on the left as follows: P-1, P-2 and P3 once each, P-4 twice. Holster. Retrieve rifle, move to the horse and engage the rifle targets in two sweeps both starting on the left. Place rifle on horse. Retrieve shotgun and engage the shotgun targets in any order. **NOTE: At least one foot must be behind the table when engaging targets there.**



Stage 3 Bay 8 September 2010

Two Revolvers, 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

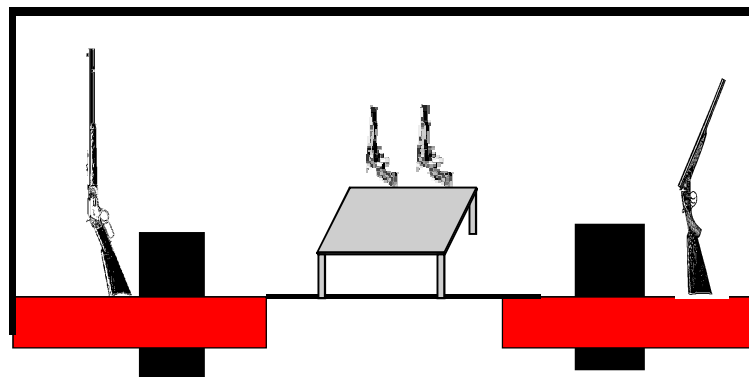
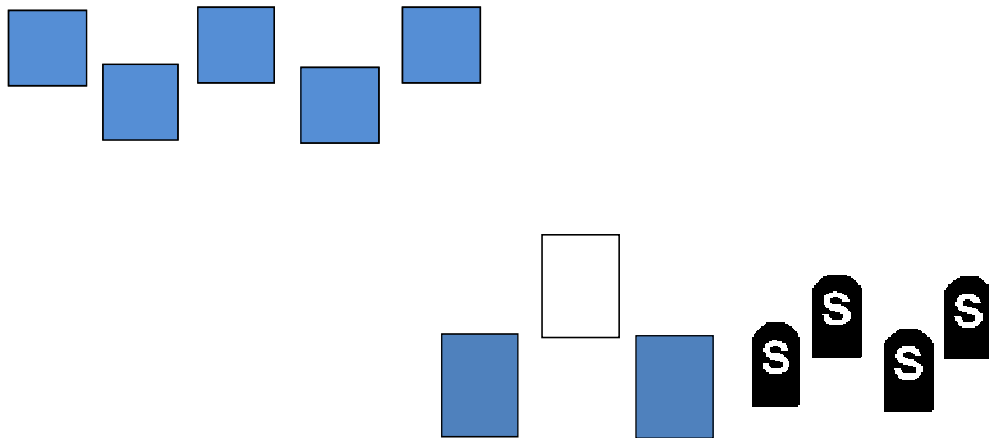
A DHI Cowboy stops at a remote country store and finds it is being robbed by a gang of hooligans. To stop the injustice he must act quickly to subdue the gang.

Starting Position: Standing at the left window with hands cupped over your eyes.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, staged in the left window tray. Shotgun staged in the right window tray with at least 4 rounds on your person.

Procedure: Say "**NO ROBBERS ALLOWED**" and wait for the beep. ATB retrieve rifle and engage rifle targets in a Nevada sweep from the left. Return rifle to tray. Move to the doorway and with first pistol engage the pistol targets in a 2-1-2 sweep from the left. With second pistol engage the pistol targets in a 2-1-2 sweep from the right. Holster. Retrieve shotgun and engage the shotgun targets in any order.

NOTE: All shots must be fired through the appropriate window or doorway opening.



START

Stage 4 Bay 8 September 2010

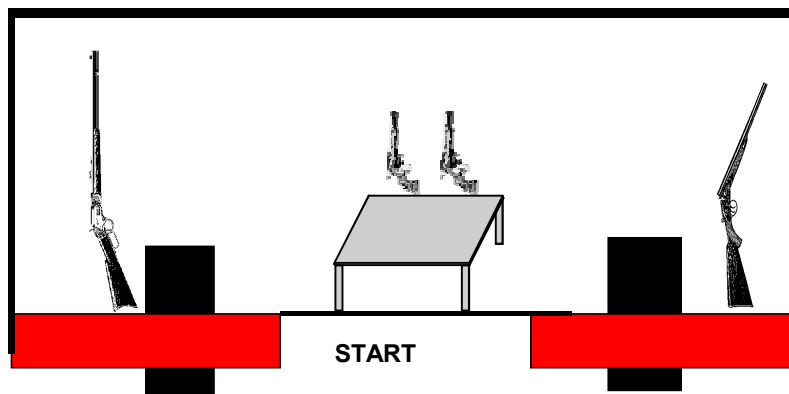
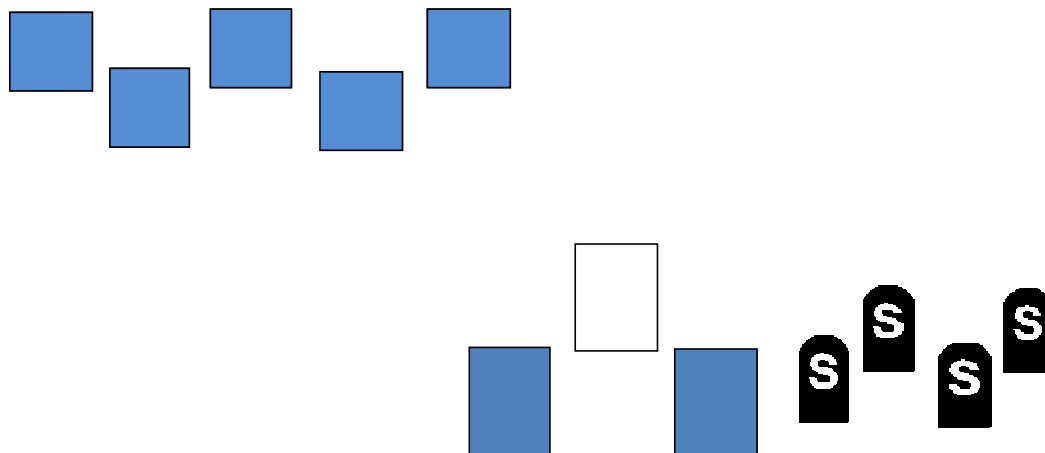
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The DHI Cowboy has held his own against the gang, but must move and shoot to win the fight once and for all.

Starting Position: Standing in the doorway facing downrange.

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

Procedure: Say "**GOT YOU NOW**" and wait for the beep. ATB, with first pistol engage the pistol targets with at least one round on each. Retrieve rifle and engage rifle targets with two sweeps from either direction. Return rifle to tray. Move to the doorway and with second pistol engage the pistol targets with at least one round on each. Retrieve shotgun and engage the shotgun targets in any order. **NOTE: All shots must be fired through the appropriate window or doorway opening and pistols are returned to table when fired.**



Stage 5 Bay 6 September 2010

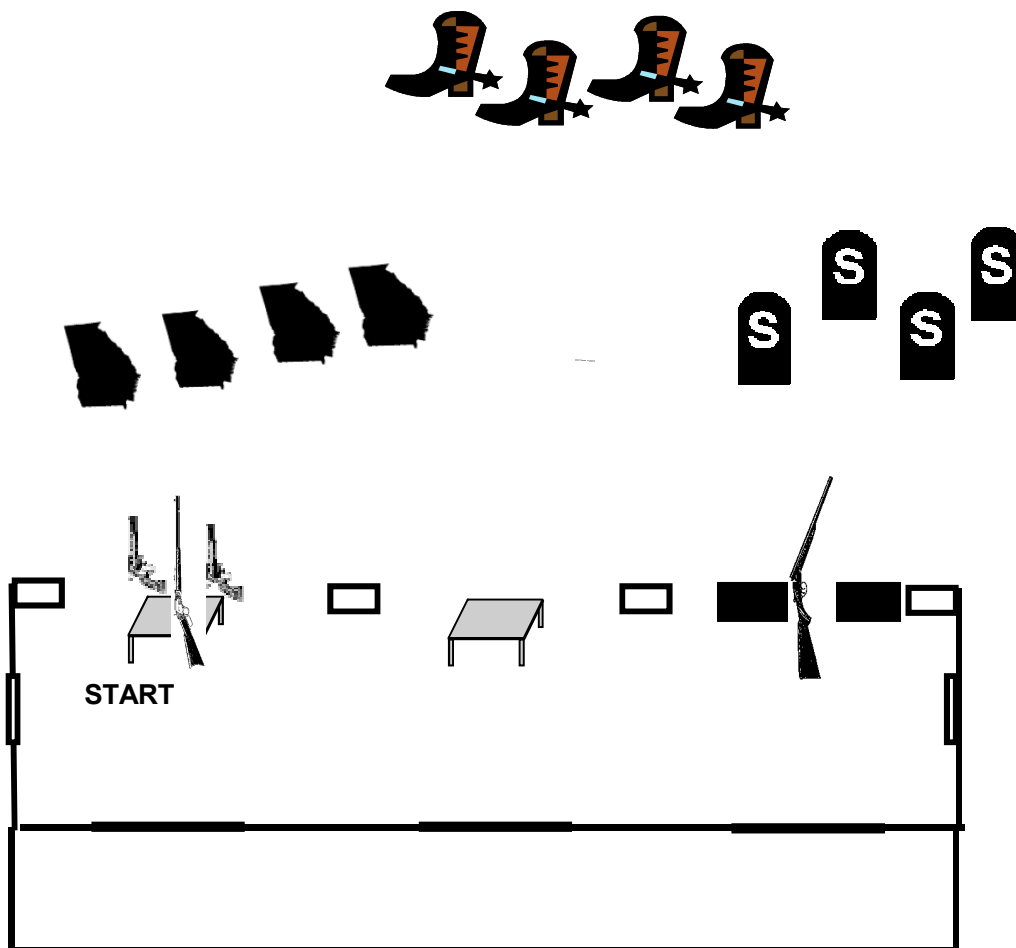
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy enters the Saloon and finds a gunfight going on between two rival gangs. Innocent folks could be hurt if he doesn't take action.

Starting Position: Start standing with both feet behind the left table with one hand on a pistol and the other hand pointed at a pistol target.

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

Procedure: Say "**STOP SHOOTING**" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep from either direction. Holster. Retrieve rifle, move between the center posts of the saloon so at least one foot is behind the center table and engage the rifle targets in a Nevada Sweep from either direction. Place rifle on center table. Retrieve shotgun and engage shotgun targets in any order.



Stage 6 Bay 6 September 2010

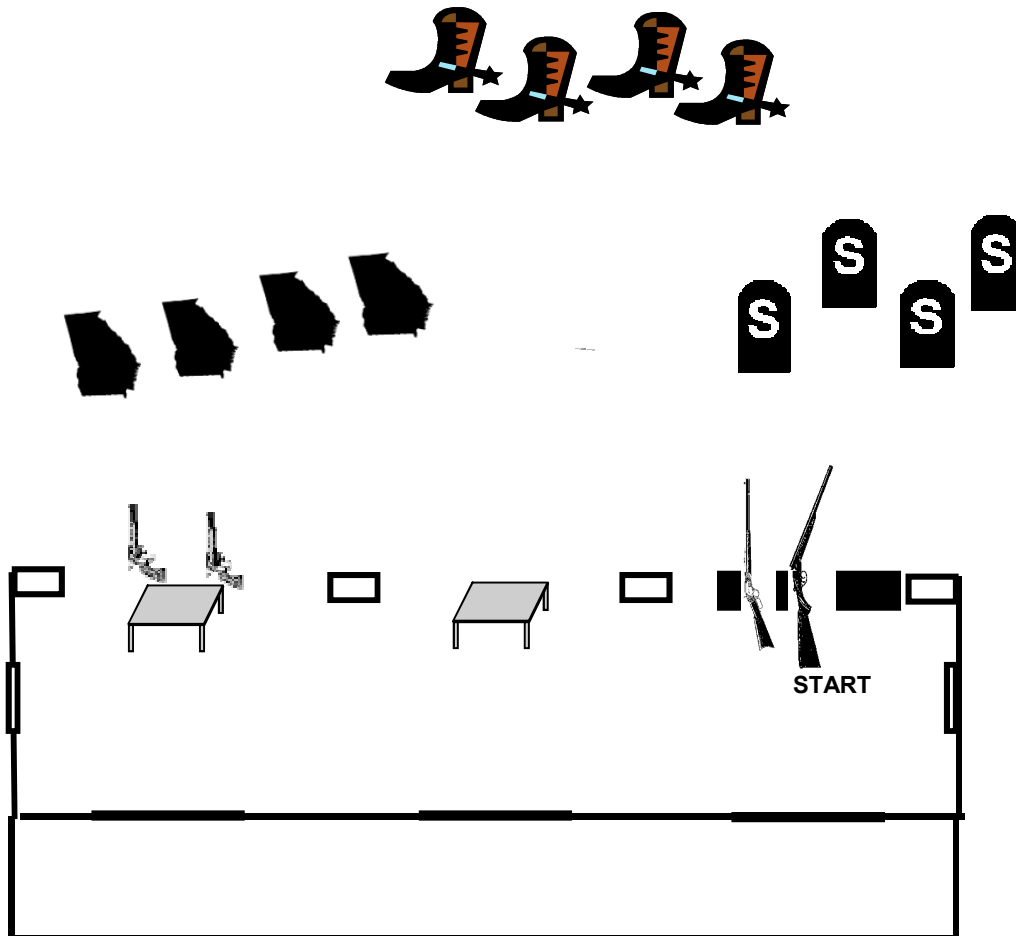
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The DHI Cowboy is gaining the upper hand in the fight, but needs to double up to stop the gunfight.

Starting Position: Start standing with both feet behind the bar.

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 "*I SAID STOP*" and wait for the beep. ATB, retrieve shotgun and engage shotgun targets in any order. Return shotgun to bar. Retrieve rifle, move between the center posts of the saloon so at least one foot is behind the center table and engage the rifle targets with at least two shots on each in any order. Place rifle on center table. Move to left table and, with at least one foot behind the table, use pistols as needed to engage the pistol targets with at least two rounds on each in any order. Holster.



Sidematch Stage Bay 6 September 2010

Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Starting Position: Start standing with both feet behind the left table with hands on your hat brim.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds and staged on center table. Shotgun staged on the bar with at least 4 rounds on your person.

Procedure: Say "**LET'S SHOOT**" and wait for the beep. ATB, with first pistol shoot the pistol targets as follows: P1, P2 & P3 once each and P4 twice. Repeat with second pistol. Holster. Retrieve rifle and engage rifle targets with two sweeps from either direction. Place rifle on center table. Retrieve shotgun and engage shotgun targets in any order.

