

January 2012
Monthly Match
Stages

Stage 1 January 2012

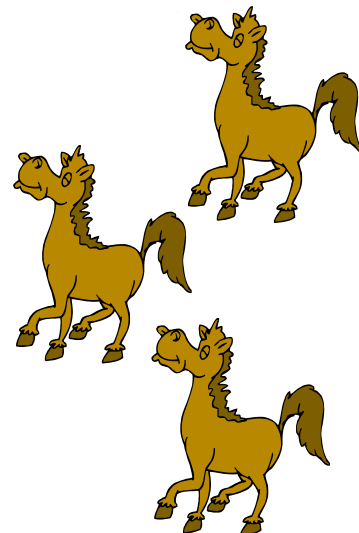
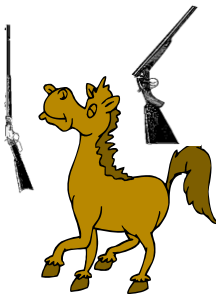
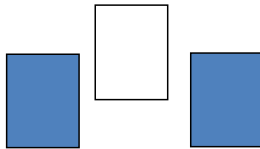
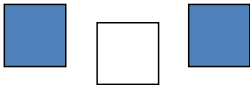
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Rowdy Ranger Rick is taking new mounts to the DHI Ranch when he sees a group of horse thieves approaching. He can't lose the ranch horses, so he dismounts and gets ready for the inevitable fight.

Starting Position: Standing behind the right horse.

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

Procedure: Shooter will indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 3-4-3 sweep from either direction. Holster. Retrieve rifle and engage the rifle targets in a 3-4-3 sweep from either direction. Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order.



Stage 2 January 2012

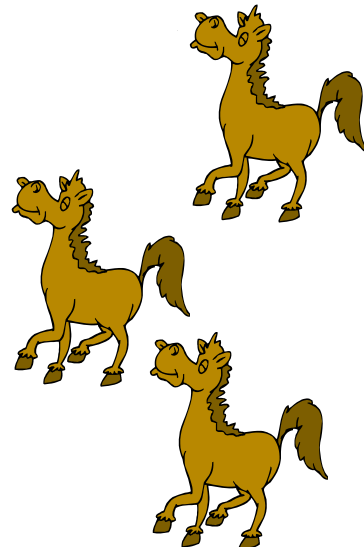
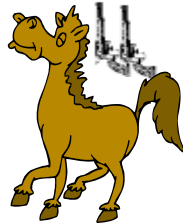
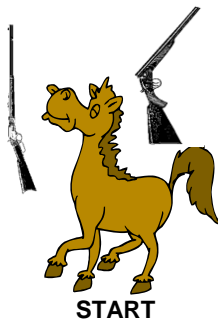
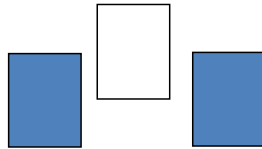
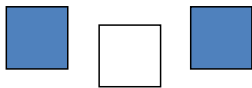
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Rowdy Ranger Rick's quick and accurate fire has slowed down the horse thieves, but he has to keep pouring on his fire to drive them off.

Starting Position: Standing behind the left horse with empty shotgun held in both hands.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the left horse. Shotgun, with at least four rounds on your person, held empty in both hands.

Procedure: Shooter will indicate ready and wait for the beep. ATB, engage the shotgun targets in any order. Return shotgun to horse, retrieve rifle and engage the rifle targets in a DHI Sweep starting from the left. Return rifle to horse. Move to the right horse and, using pistols as needed, engage the pistol targets in a DHI sweep starting from the left. Holster. **NOTE: A DHI Sweep is shot the same as a Nevada Sweep, but the center (White) target is shot with double taps.**



Stage 3 January 2012

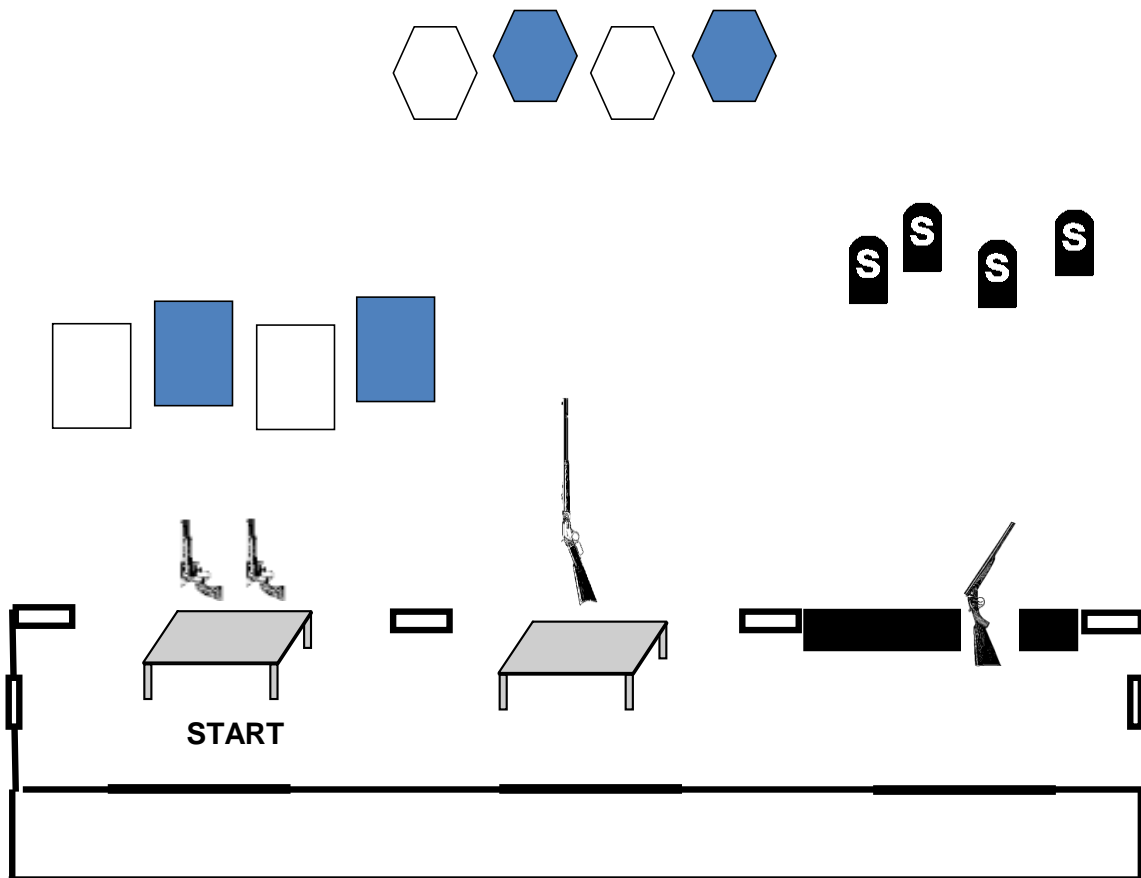
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Shifty Eye goes to the Prairie Store for some supplies. While getting the supplies he sees the infamous Coffin Gang sneaking up to rob the store. It's up to ole Shifty to save the supplies and his hide.

Starting Position: Standing behind the left table.

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

Procedure : Shooter will indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 2-3-2-3 sweep starting from the left. Holster. Retrieve rifle and engage the rifle targets in a 2-3-2-3 sweep starting from the left. Return rifle to table. Retrieve shotgun and engage the shotgun targets in any order.



Stage 4 January 2012

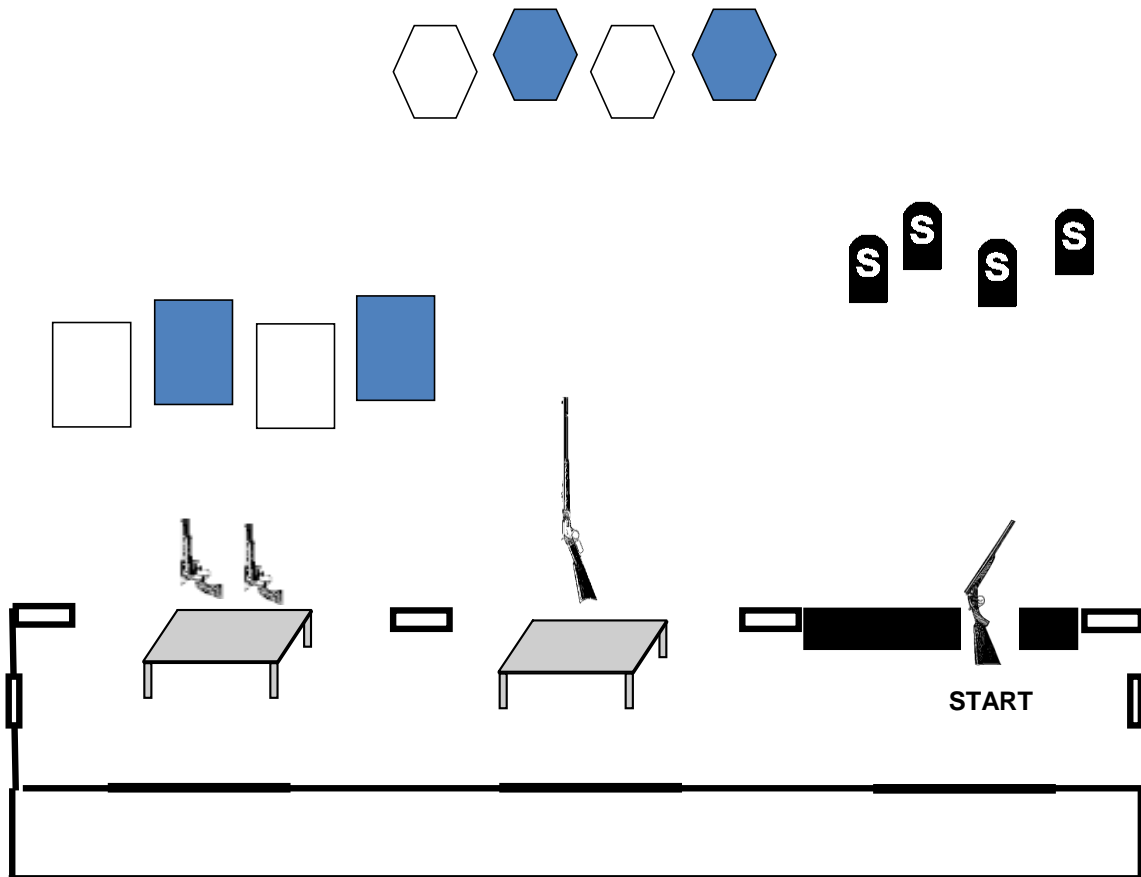
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Shifty Eye has put the fear of God in the Coffin Gang in their efforts to rob the Prairie Store, but they haven't given up yet. They just need a little more convincing to see the error of their ways.

Starting Position: Standing behind the bar with both hands flat on the bar.

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

Procedure : Shooter will indicate ready and wait for the beep. ATB, retrieve shotgun and engage shotgun targets in any order. Return shotgun to bar. Retrieve rifle and engage the rifle targets in a Nevada Sweep starting from either direction. Return rifle to center table. Move to left table and, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep starting from either direction. Holster.



Stage 5 January 2012

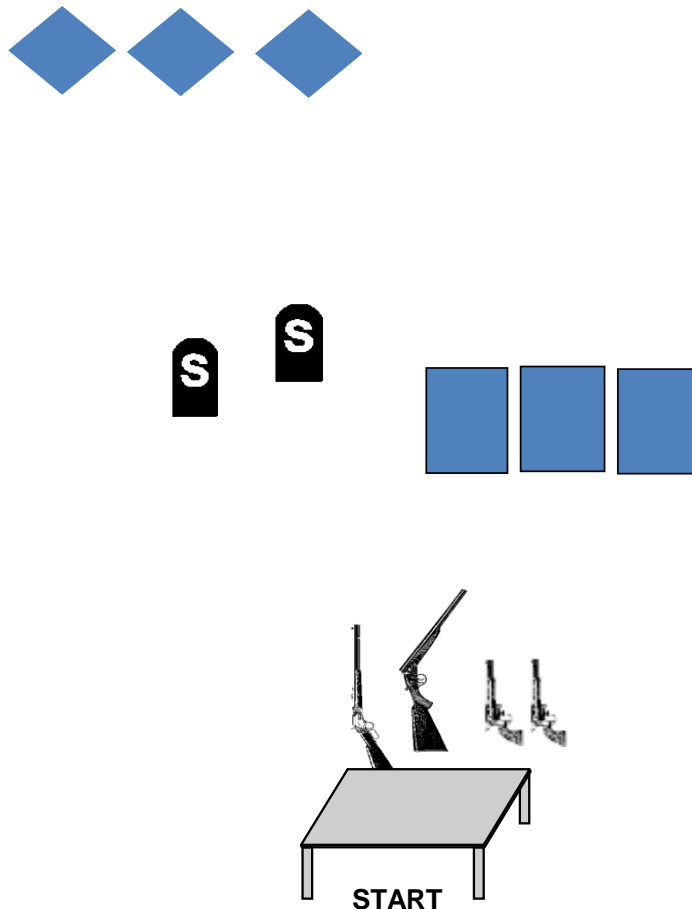
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

GA Slayer has set up a table at the range camp to clean his guns, but before he can unload them he sees the Diamond Gang riding hard towards the camp. He knows those outlaws have no good intentions so he starts grabbing his guns to stop their attack.

Starting Position: Standing behind the table with hands on pistols.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, and Shotgun, with at least two rounds on your person, staged on the table.

Procedure: Shooter will indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with at least three rounds on each. Holster. Retrieve rifle and engage rifle targets with three rounds on each. Return rifle to table. Retrieve shotgun and engage the shotgun targets in any order.



Stage 6 November 2011

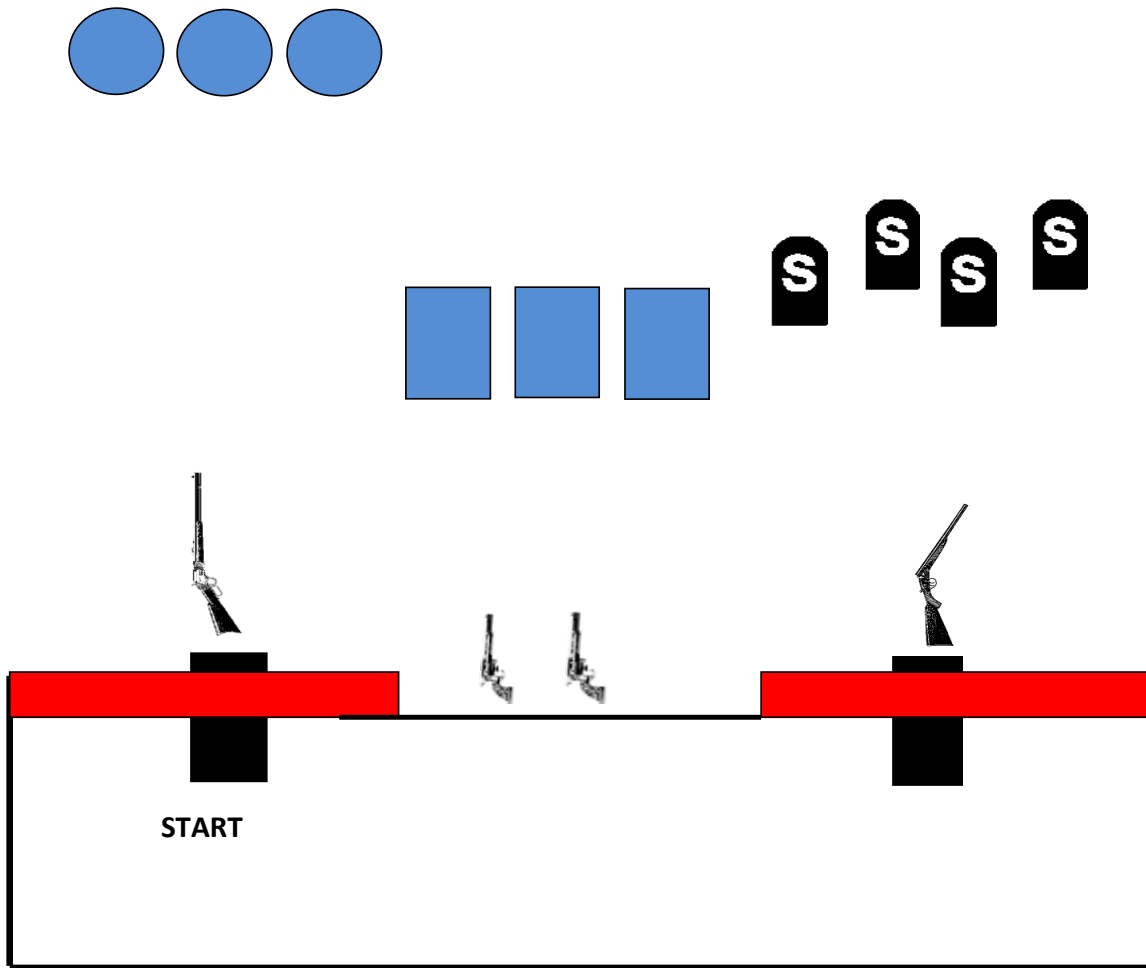
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Easy Rider stops by the bank to get a bank draft to send to a sick friend. He glances in a window and sees the Circle Gang robbing the bank. He can't let the towns money get stolen, so he acts fast to stop the Circle Gang.

Starting Position: Standing at the left window with rifle held in both hands.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in both hands. Shotgun, with at least four rounds on your person, staged in the right window tray.

Procedure: Shooter will indicate ready and wait for the beep. ATB, engage the rifle targets in a double tap Nevada Sweep starting from either direction. Return rifle to tray. Move to the doorway and, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep starting from either direction. Holster. Retrieve shotgun and engage the shotgun targets in any order.



Sidematch Stage January 2012

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

Starting Position: Standing behind the left table.

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

Procedure : Shooter will indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep from either direction. Holster. Retrieve rifle and engage the rifle targets in a Lawrence Welk Sweep from either direction. Return rifle to table. Retrieve shotgun and engage shotgun targets in any order.

