

Stage 1 Bay 2 August 2009

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

The DHI Cowboys have ridden out to round up some cattle on a hot summer day when they run into some Injuns who want the DHI cattle as well. There's nothing to do but fight for the brand to protect the cattle.

Starting Position: Standing behind left horse with hands on your hat brim.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on left horse. Shotgun staged on right horse with at least four rounds on your person.

Procedure: Say "PROTECT THE CATTLE" and wait for the beep. At the beep engage the rifle targets with three sweeps from either direction (double taps permitted on end targets). Safely return rifle to the horse. Move to the center box (one foot must be inside the box) and with your pistols engage the pistol targets in a Nevada sweep starting on the right (P3) and then a Nevada sweep starting on the left (P1). Holster. Move to shotgun and engage the shotgun targets in any order.

Indian head targets



R1

R2

R3



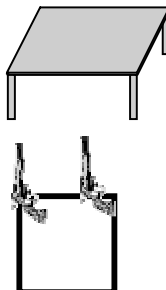
P1

P2

P3



START



Stage 2 Bay 2 August 2009



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

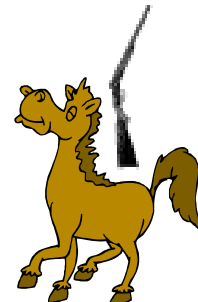
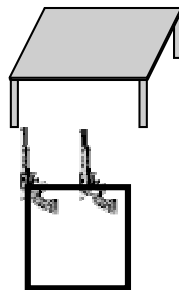
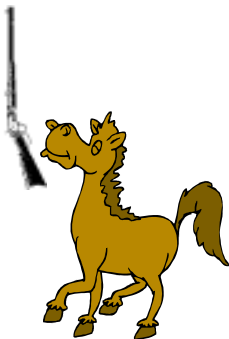
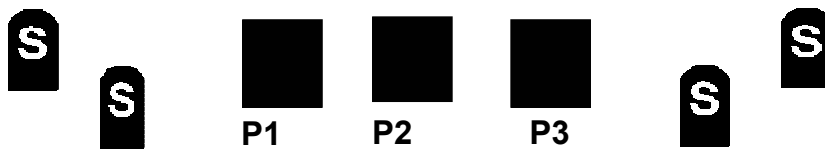
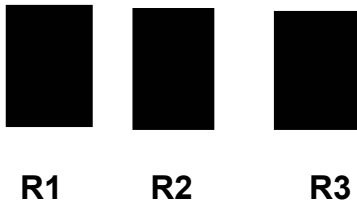
The DHI Cowboys have gotten the best of the fight with the Injuns, but need to pour on more lead to get them Injuns running for their life.

Starting Position: Standing with a least one foot in the Shooter's Box.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on left horse. Shotgun staged on right horse with at least four rounds on your person.

Procedure: Say "**GET EM RUNNING**" and wait for the beep. At the beep, using pistols as needed, engage the pistol targets in a continious double tap Nevada sweep starting on the left (P1). Holster. Move to rifle and engage rifle targets in a triple tap sweep from either direction. Safely return rifle to the horse. Move to shotgun and engage the shotgun targets in any order.

Indian heads targets



Stage 3 Bay 3 or 4 August 2009



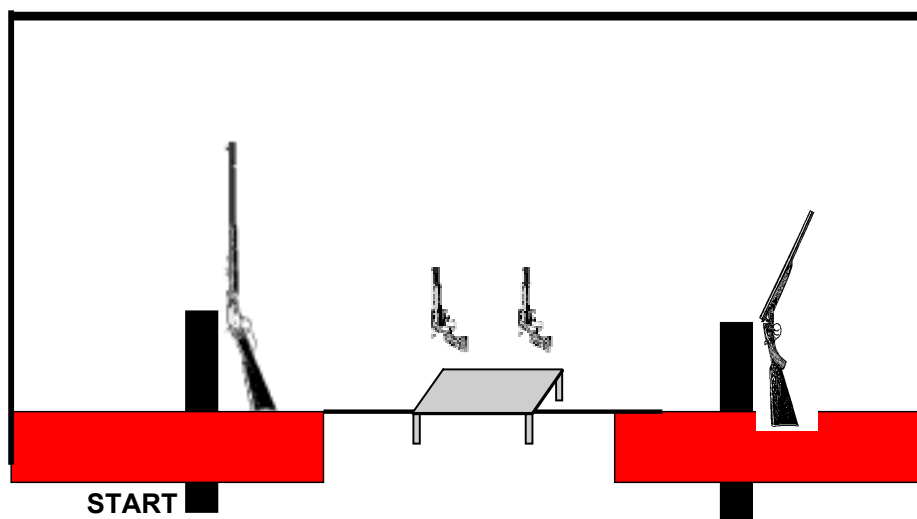
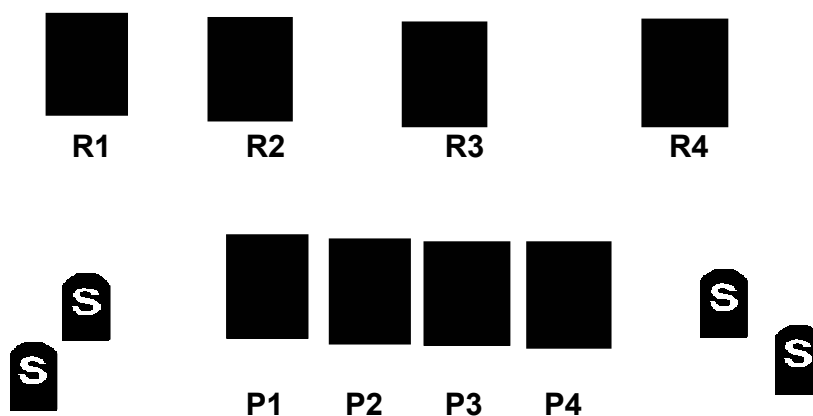
Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The DHI Cowboys have been working hard in the hot sun. They stop at a line shack to take a short rest, but they're set upon by some horse thieves. There's nothing they can do but fight for their mounts.

Starting Position: Start standing at left window 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 in right window tray with at least 4 rounds on your person.

Procedure: Say "SAVE THE HORSES" and wait for the beep. At the beep, engage the rifle targets in a Lawrence Welk sweep starting on the left (R1). Safely place rifle in left window tray. Move to the doorway and using pistols as needed engage the pistol targets in a Lawrence Welk sweep starting on the left (P1). Holster. Move to shotgun and engage shotgun targets in any order.



Stage 4 Bay 3 or 4 August 2009



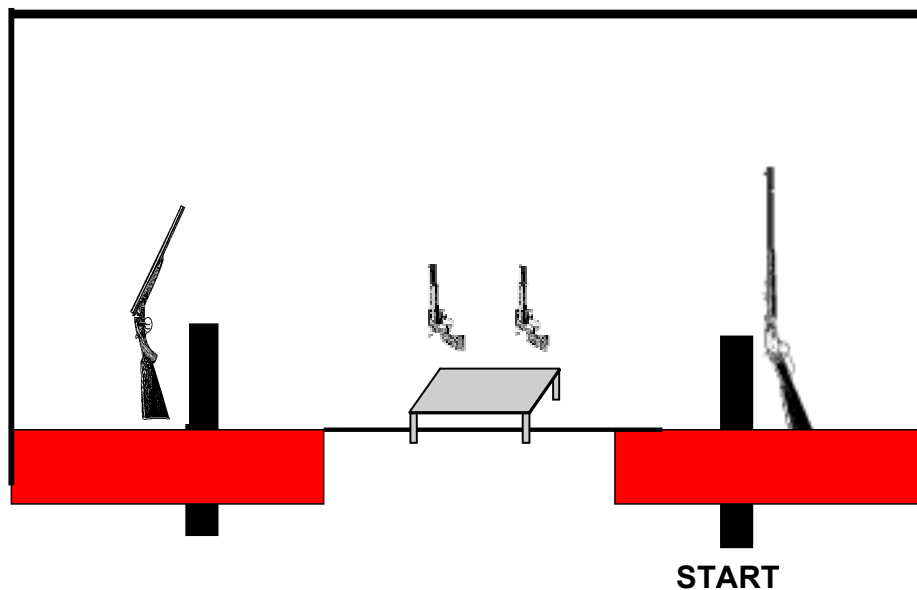
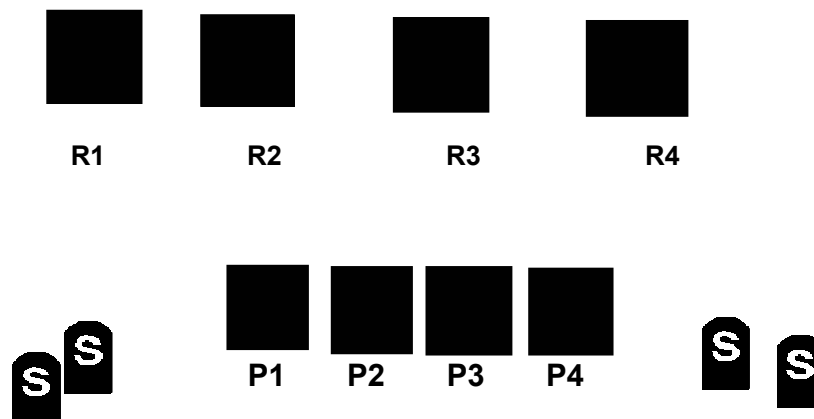
Two Revolvers and 10 cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

The DHI Cowboys make it even hotter for the horse thieves and get them fleeing the range. The Cowboys have saved their mounts and won the day.

Starting Position: Start standing at right window with hands at side.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds staged in the right window tray. Shotgun staged in left window tray with at least 4 rounds on your person.

Procedure: Say "WE SAVED THE HORSES" and wait for the beep. At the beep, engage the rifle targets with two sweeps both starting from the right (R4). Safely return rifle to right window tray. Move to the doorway and with first pistol from the left, engage P1 with 2 rounds and P2 with 3 rounds. With second pistol engage P3 with 2 rounds and P4 with 3 rounds. Holster. Move to shotgun and engage shotgun targets in any order.



Stage 5 Bay 5 August 2009



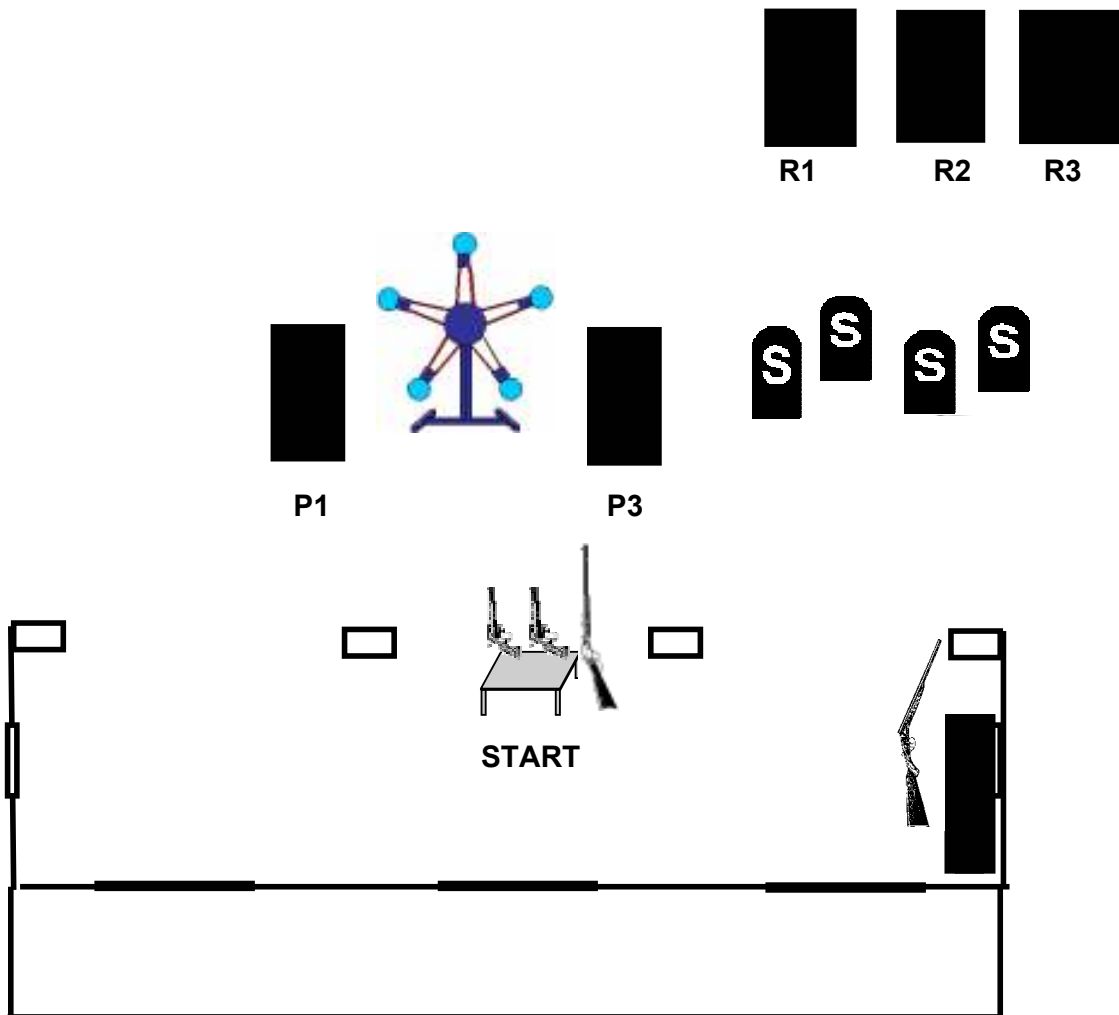
Two Revolvers and 10 cartridges, Rifle and 7 Cartridges, Shotgun and 4 + Shells

After their hot work on the range, the DHI Cowboys stop at the local pioneer store and bar for a cool refreshment. Crumpet, the DHI out rider, has a mild sunstroke causing him to see stars, and he starts shooting.

Starting Position: Start standing at the center table with hands flat on table not touching guns.

Staging: Two pistols loaded with five rounds each staged on the center table. Rifle loaded with 7 rounds and staged on the center table. Shotgun staged on the bar with at least 4 rounds on your person.

Procedure: Say "SHOOT THE STARS" and wait for the beep. Then using the pistols as needed, engage the two pistol targets and the Texas Star in a continuous Nevada sweep from either direction. Return pistols to table. **NOTE: A 5 second bonus for cleaning the star with the pistols.** Retrieve rifle and engage any remaining plates on the Texas Star and place remaining rounds on R1. Return rifle to table. Move to the shotgun and engage the shotgun targets in any order. Any remaining Texas Star plates and misses on the pistol targets or R1 will count as misses.



Stage 6 Bay 5 August 2009



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

After their refreshments, Juan Little, the handsome cowboy, challenges the other DHI Cowboys to an impromptu fast shooting competition. After the competition nobody can remember who won. This ultimately resulted in the invention of the score sheet.

Starting Position: Start standing outside the right door with hands at side not touching guns.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the bar. Shotgun is also staged on the bar with at least four rounds on your person.

Procedure: Say "LET'S SHOOT" and wait for the beep. Then move to the center table and with first pistol engage P1 with five rounds. With second pistol engage P3 with five rounds. Holster. Move to the rifle and engage the rifle targets in a triple tap sweep from either direction. Replace rifle on bar. Retrieve shotgun and engage the shotgun targets in any order.

