

Stage 1 Bay 2 November 2009

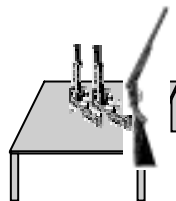
Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun 4+ Shells

The cook wants the DHI Cowboys to hunt a pig for the ranch Thanksgiving Dinner. He wants a pinkish pig he's noticed on the ranch. The cowboys aren't far from the ranch house when they run into Injuns. The Cowboys have to shoot fast to save their scalps.

Starting Position: Standing completely in shooter's box with rifle shouldered.

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

Procedure: Say "SHOOT THEM FAST" and wait for the beep. After the beep, lever the rifle and engage the rifle targets in a Nevada Sweep from the left. Put rifle on the table. At the table, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep from the left. Holster. Retrieve shotgun and engage shotgun targets in any order.



Stage 2 Bay 2 November 2009

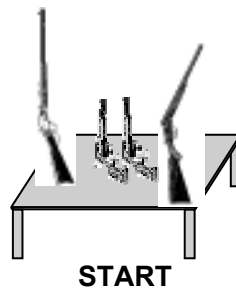
Two Revolvers and 10 cartridges, Rifle and 8 Cartridges, Shotgun 4+ Shells

The Injuns put up a good fight. The DHI Cowboys will have to pour on more fast lead to win this fight and continue their hunt to get that pig for the cook.

Starting Position: Standing behind table with hands on hat brim.

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

Procedure: Say "**HOW FAST ARE YOU**" and wait for the beep. At the beep, with first pistol engage the pistol targets with at least one round on each. Repeat with the second pistol. Return pistols to table. Retrieve rifle and engage the rifle targets with at least one round on each. Retrieve shotgun and engage the shotgun targets in any order.



Stage 3 Bay 3 November 2009

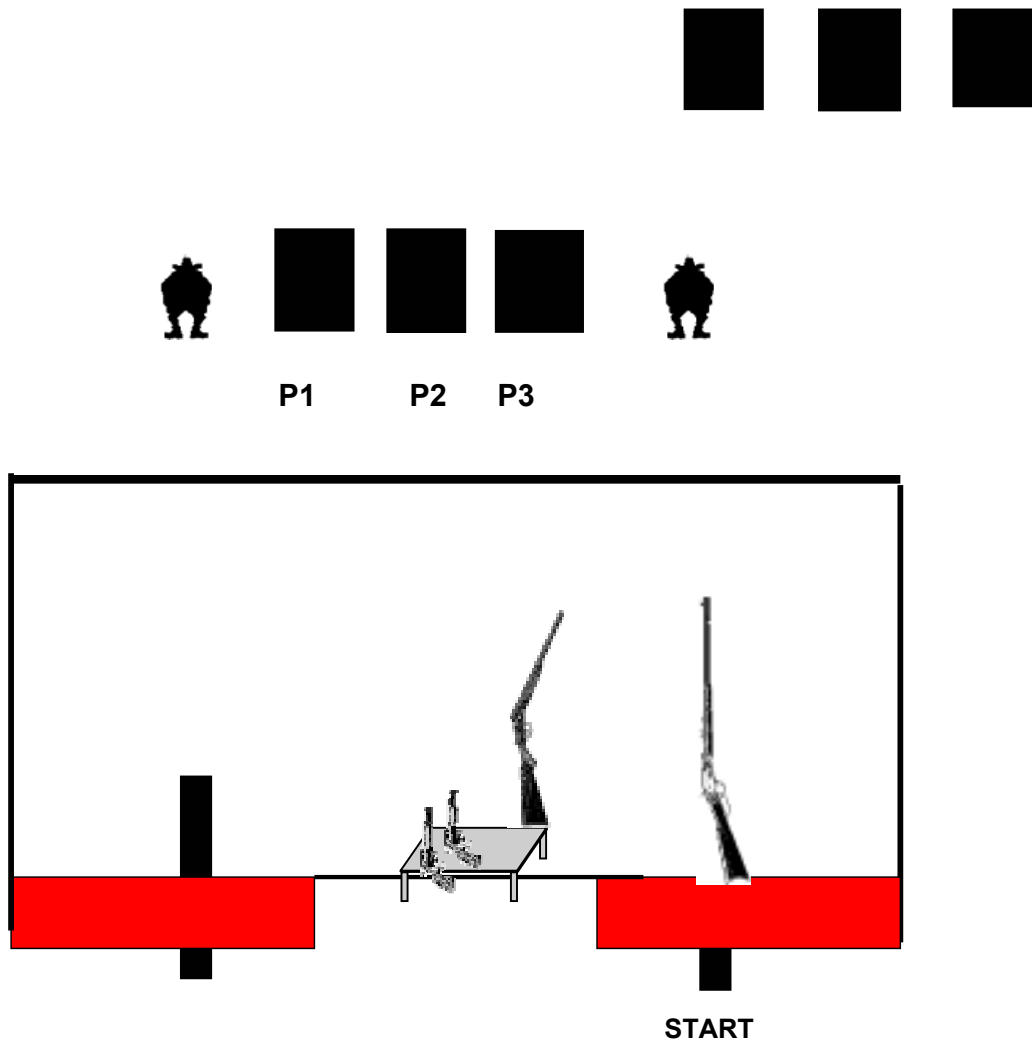
Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

The DHI Cowboys visit a line shack where they're set upon by some rustlers who start shooting at them. The pig hunt is delayed again while the Cowboys fight off the rustlers.

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

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds staged in the right window tray. Shotgun staged on the table with at least 2 rounds on your person.

Procedure: Say "IT'S A FIGHT" and wait for the beep. At the beep, retrieve rifle and engage rifle targets with three sweeps from either direction. Return rifle to tray and move to the doorway. With first pistol engage pistol targets in a Nevada Sweep from the left. With second pistol shoot P2 with five shots. Holster. Retrieve shotgun and engage swingers with one shot each in any order.



Stage 4 Bay 3 November 2009

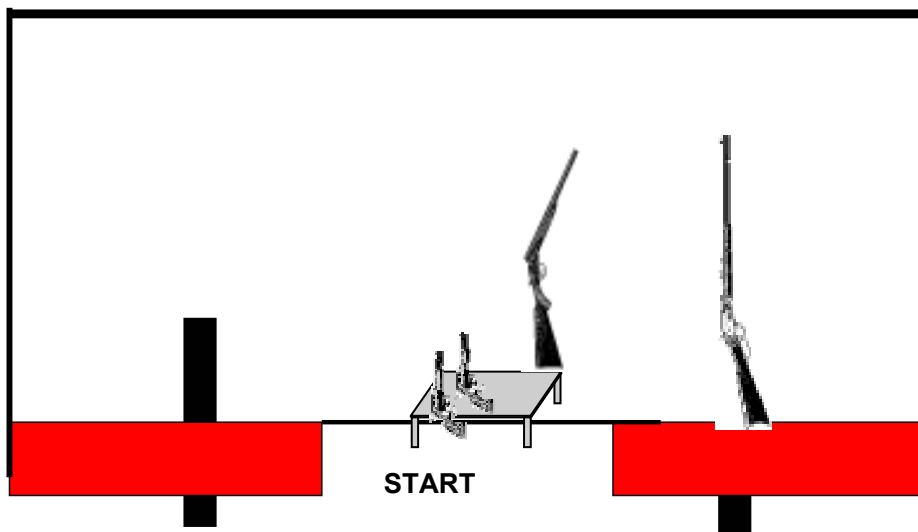
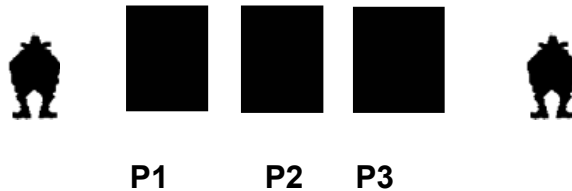
Two Revolvers and 10 cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

The DHI Cowboys are in a hot fight with the rustlers, and they must really bear down to get out of this fight and return to the pig hunt. A lot of hot lead is the only way the Cowboys will win.

Starting Position: Standing in doorway with shotgun at Cowboy Port Arms.

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

Procedure: Say "**GIVE THEM MORE LEAD**" and wait for the beep. At the beep, engage each swinger once. Return shotgun to table. Retrieve rifle and engage rifle targets with a 3-2-3 sweep from the left. Return rifle to tray and move to the doorway. With first pistol engage pistol targets in a Nevada Sweep from the right. With second pistol engage pistol targets in a Nevada Sweep from the left. Holster. Retrieve shotgun and engage each swinger once.



Stage 5 Bay 5 November 2009

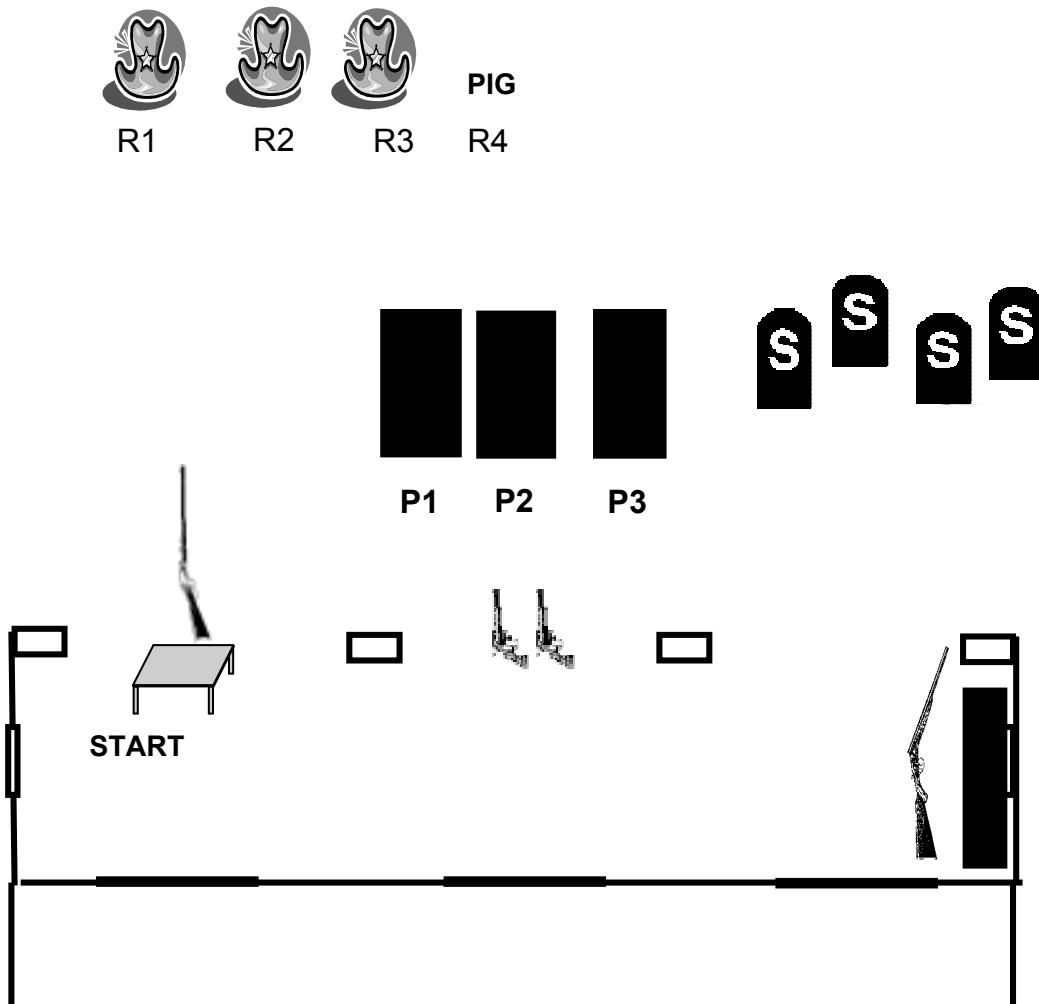
Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The DHI Cowboys stop at an abandoned store to rest, when they see bandits chasing the pink pig they've been hunting, while other bandits are sneaking up on them. The Cowboys want that pig more than the bandits.

Starting Position: Start standing behind the left table.

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 "THAT'S OUR PIG" and wait for the beep. At the beep, engage the rifle targets in a Lawrence Welk Sweep from the left. Return rifle to table. Move to the center of the building (Completely between the two center posts) and using the pistols as needed, engage the pistol targets in a 3-4-3 sweep from either direction. Holster. Move to the shotgun and engage the shotgun targets in any order.



Stage 6 Bay 5 November 2009

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

Those bandits are too persistent, and the DHI Cowboys are having a hard time keeping them from the pink pig. The Cowboys have had enough and put more lead on the bandits, making them head for the hills and the Cowboys retrieve their prize pig.

Starting Position: Start standing in the left doorway.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the left table. Shotgun staged on the bar with at least 2 rounds on your person.

Procedure: Say "**WE GOT THE PIG**" and wait for the beep. At the beep, retrieve rifle and engage the Hat targets with three rounds each. Return rifle to table. Move to the center of the building (Completely between the two center posts) and with first pistol engage the pistol targets in a Nevada Sweep from the right. With second pistol engage the pistol targets with a least one round on each. Holster. Retrieve shotgun and engage the shotgun targets in any order.

