

# Stage 1 Bay 2 September 2009

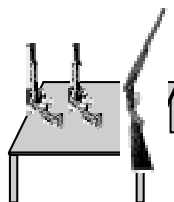
## Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun 4+ Shells

The DHI Cowboys have made it through another hot summer on the range. However, there's no rest for the DHI crew when they spot some banditos sneaking onto the DHI range. The banditos want a fight and the cowboys oblige them.

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

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and shouldered. (**The rifle action cannot be worked until after the beep.**) Shotgun staged on table with at least four rounds on your person.

**Procedure:** Say "**BANDITOS**" and wait for the beep. At the beep engage the rifle and pistol targets in a continuous clockwise sweep starting on R1. Take rifle with you and place on table. At the table with your first pistol place 2 rounds on P1 and 3 rounds on P2. Repeat with second pistol. Holster. Retrieve shotgun and engage the shotgun targets in any order.



# Stage 2 Bay 2 September 2009

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

The DHI Cowboys find themselves in a hot fight with the banditos, but pour on more hot lead to win the day for the Cowboys.

**Starting Position:** Standing behind table.

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

**Procedure:** Say "**THEY'RE DONE FOR**" and wait for the beep. At the beep retrieve shotgun, engage any two shotgun targets and return shotgun to table. Move with the rifle to the left shooter's box, engage rifle targets with three sweeps from either direction and return rifle to table. At the table, using both pistols, engage pistol targets with alternating double taps. Holster. Retrieve shotgun and engage two remaining shotgun targets.



R1



R2



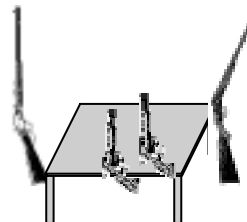
R3



P1



P2



START

## Stage 3 Bay 3 September 2009

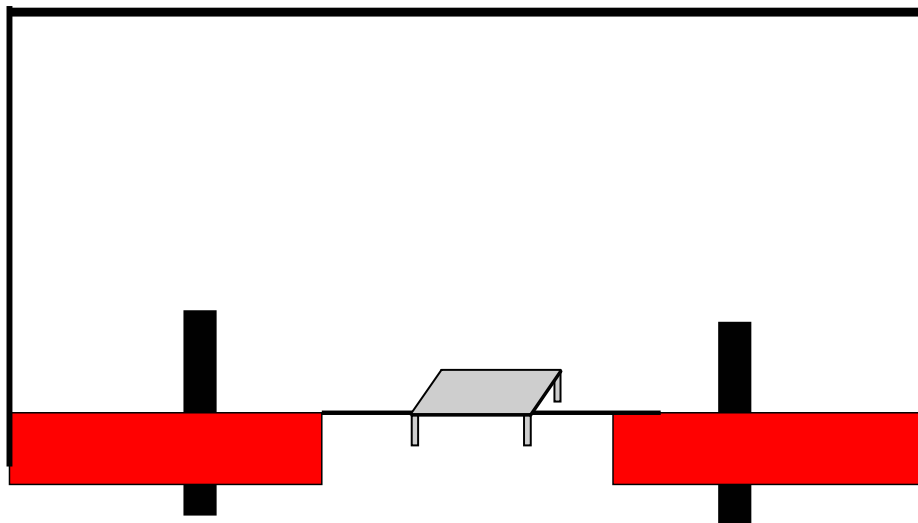
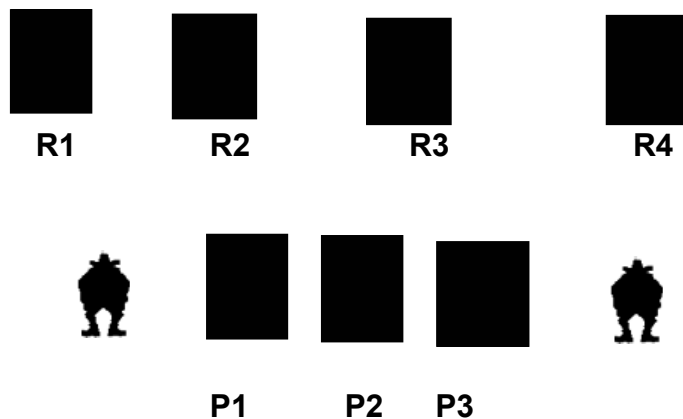
**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells**

The DHI Cowboys stop by a ranch cabin to refill their canteens when they are attacked by rustlers who were hiding out there. Needless to say, the fight is on.

**Starting Position:** Shooter chooses starting position but no firearms can be in hands.

**Staging:** Two pistols loaded with five rounds each. Rifle loaded with 10 rounds. Shotgun with at least 2 rounds on your person. Staging positions are chosen by the shooter, but must be in compliance with SASS Rules.

**Procedure:** Say "RUSTLERS" and wait for the beep. After the beep, the order in which firearms are used is chosen by the shooter, but rifle cannot be shot last. Targets must be engaged as follows: rifle targets are shot in a Nevada sweep from either direction. Pistol targets are shot in two five on three sweeps once from the left and once from the right. Shotgun swingers must be shot once each.



## Stage 4 Bay 3 September 2009

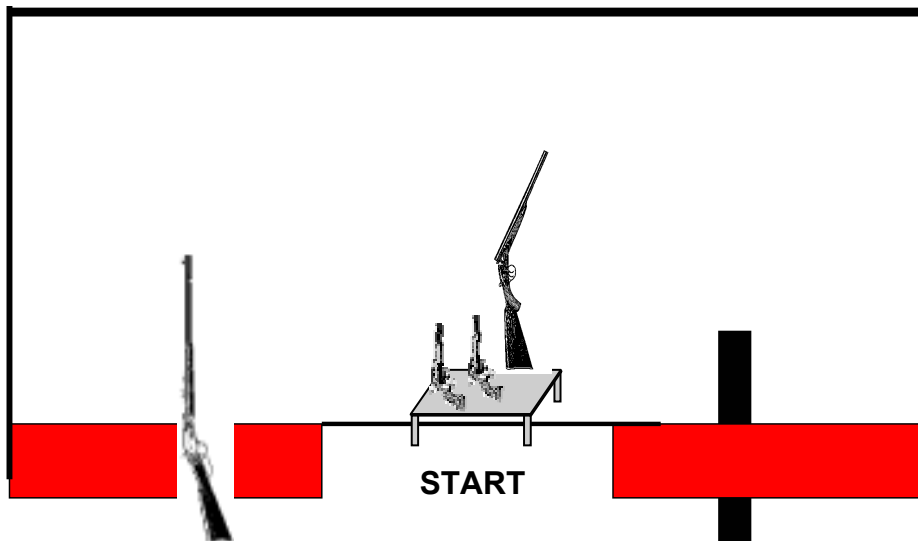
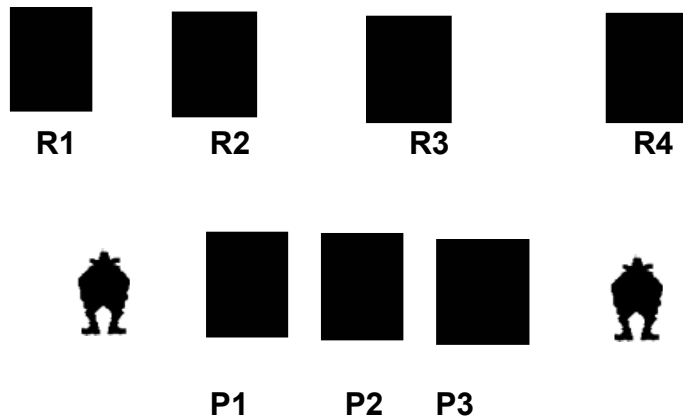
### Two Revolvers and 10 cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

The DHI Cowboys have gotten into a hot fight with the rustlers. Their only hope is to keep the lead coming.

**Starting Position:** Standing in doorway with hands on hat brim.

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

**Procedure:** Say "**MORE LEAD**" and wait for the beep. At the beep, retrieve shotgun and shoot each swinger once. Return shotgun to table. With first pistol Nevada sweep pistol targets from the left. With second pistol Nevada sweep pistol targets from the right. Holster. Retrieve rifle and shoot rifle targets in a double tap sweep from either direction. Return rifle to tray. Retrieve shotgun and shoot each swinger once.



## Stage 5 Bay 5 September 2009

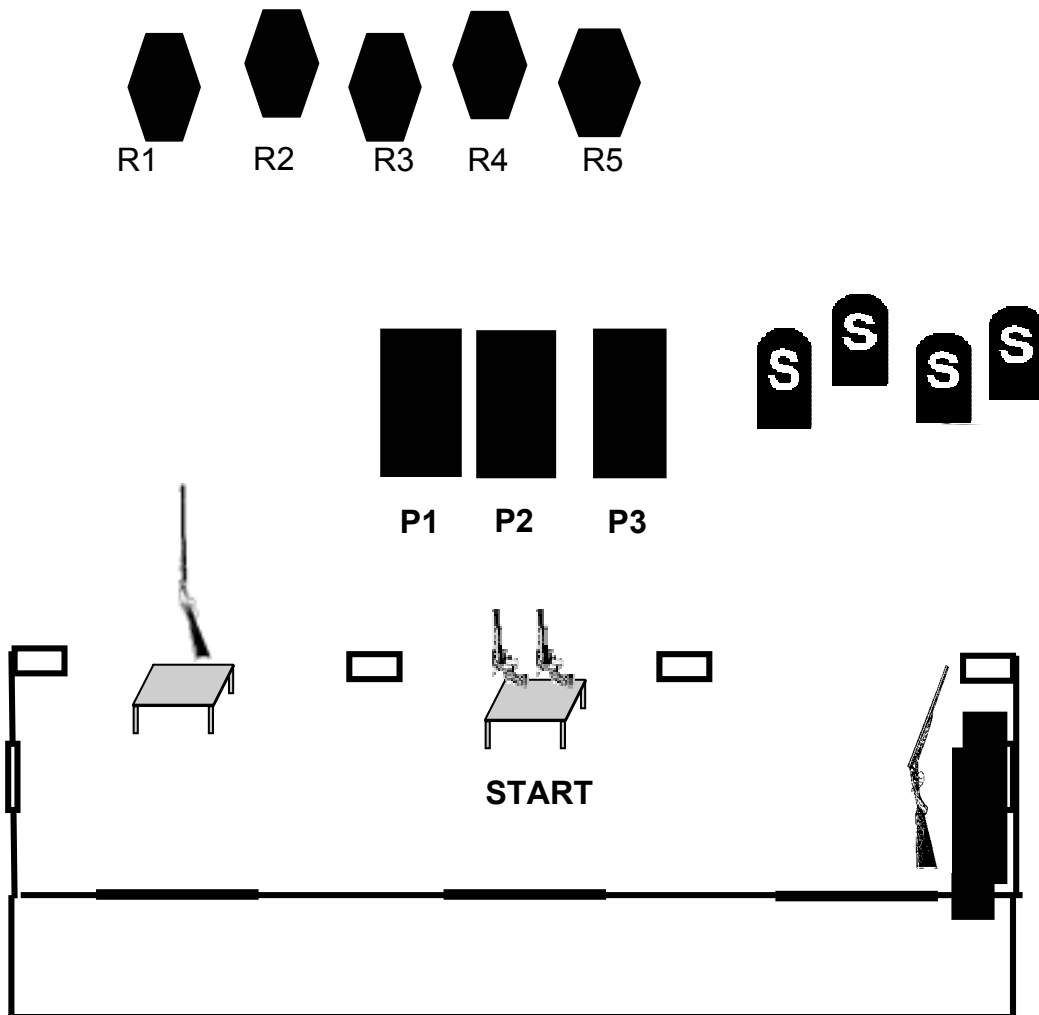
**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

The DHI Cowboys stop in town to celebrate their recent victories when they are attacked by friends of their previous foes. There's nothing for them to do but shoot straight.

**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 10 rounds and staged on the left table. Shotgun staged on the bar with at least 4 rounds on your person.

**Procedure:** Say "**SHOOT STRAIGHT**" and wait for the beep. At the beep, using the pistols as needed, engage the pistol targets in a continuous double tap Nevada sweep from either direction. Return pistols to table. Retrieve rifle and engage the rifle targets with two sweeps from either direction. Return rifle to table. Move to the shotgun and engage the shotgun targets in any order.



## Stage 6 Bay 5 September 2009

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

The DHI Cowboys are in a hard and desperate fight in the town, but they resolve to put their attackers in coffins.

**Starting Position:** Standing in left doorway with hands on door frame.

**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 "COFFINS FOR THEM" and wait for the beep. At the beep, retrieve rifle and engage the rifle targets in a Nevada sweep from the left (R1). Return rifle to table. Move to center table. With first pistol shoot P3 3 times and P2 twice. With second pistol shoot P1 three times and P2 twice. Holster. Retrieve shotgun and engage the shotgun targets in any order.

