

# Stage 1 Bay 2 January 2010

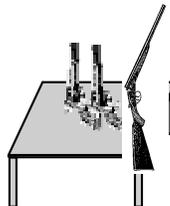
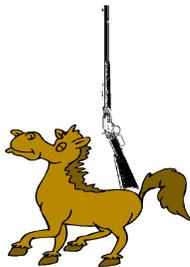
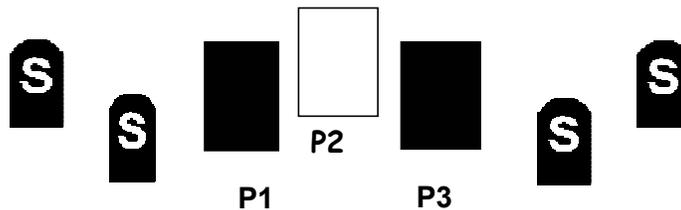
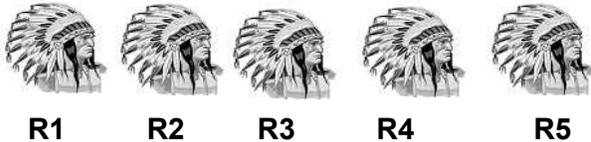
Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun  
4+ Shells

The DHI Cowboys ride out to check on the herd on a cold winter day when they run into a band of Indians looking to steal some steers. The Indians don't plan to stop their stealing, so the Cowboys have no choice but to fight them off.

**Starting Position:** Standing behind the horse with rifle shouldered.

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

Procedure: Say "**SAVE THE HERD**" and wait for the beep. After the beep, lever the rifle and engage the rifle targets in a Vigilante Sweep from the left (R1,R2,R1,R2,R3,R1,R2,R3,R4,R5). Put rifle on the horse. 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 January 2010

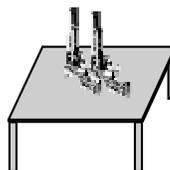
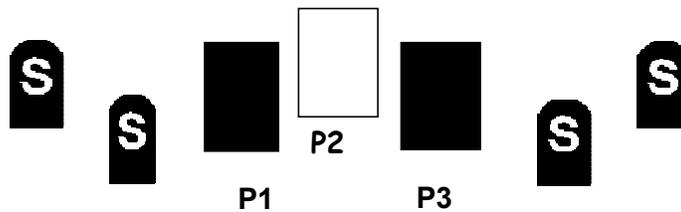
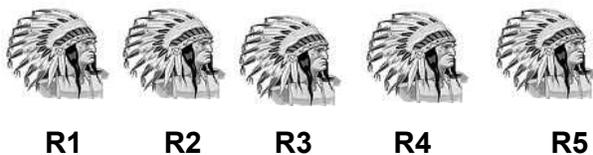
## Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun 4+ Shells

The DHI Cowboys find themselves in a hot fight with the band of Indians who don't plan on leaving without some steers. The Cowboys have no choice but to pour on more lead.

**Starting Position:** Standing behind the horse.

**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 "POUR IT ON" and wait for the beep. At the beep, retrieve the rifle and engage the rifle targets in two sweeps from either direction. Put rifle on the horse. With shotgun move to the table and engage the shotgun targets in any order. Put shotgun on table. Draw first pistol shoot P1 twice and P2 three times. With second pistol shoot P3 twice and P2 three times. Holster.



START

## Stage 3 Bay 3 January 2010

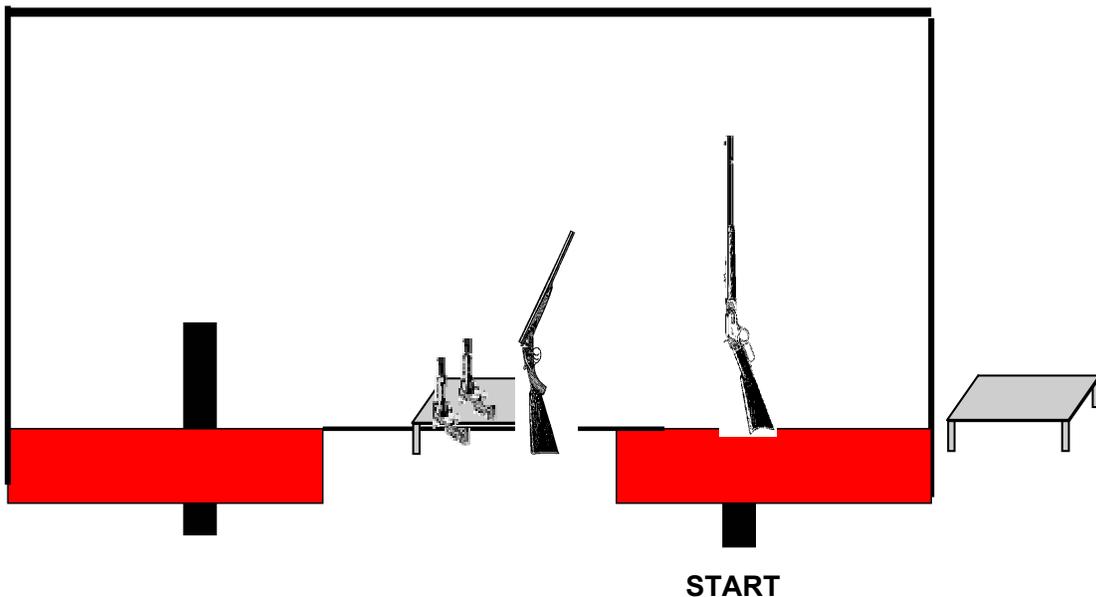
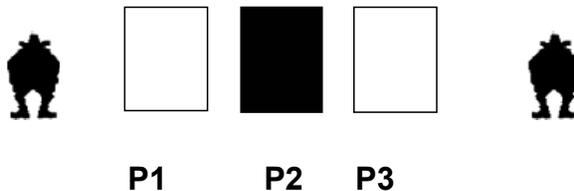
**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells**

The DHI Cowboys come upon an abandoned cabin where they're shot at by some outlaws hole up there. The Cowboys have to fight off the outlaws to save their hides.

**Starting Position:** Standing at right window tray with hands on hat.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged in the right window tray. Shotgun staged on the table with at least 2 rounds on your person.

**Procedure:** Say "**SHOOT BACK**" and wait for the beep. At the beep, retrieve rifle and engage rifle targets in a Nevada sweep from the right. Return rifle to tray and move to the doorway. Using pistols as needed engage pistol targets in a Double Tap Nevada Sweep from the right. Holster. Retrieve shotgun and engage swingers with one shot each in any order.



## Stage 4 Bay 3 January 2010

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

The DHI Cowboys are in a heck of a fight with the outlaws. Their only hope to win is to shoot straight and fast.

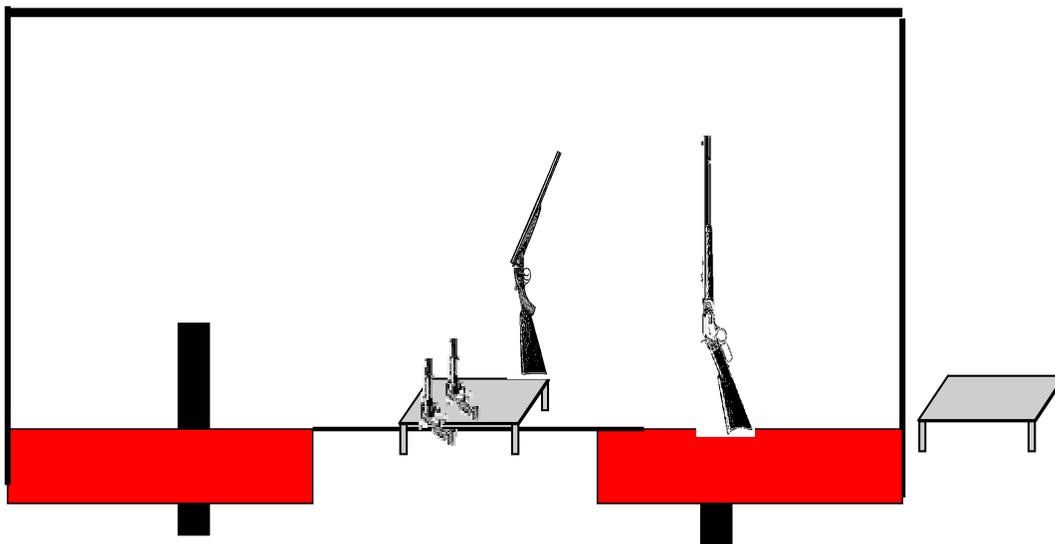
**Starting Position:** Standing at right window tray with rifle at Cowboy port arms.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds held at port arms at right window. Shotgun staged on the table with at least 4 rounds on your person.

**Procedure:** Say "**SHOOT STRAIGHT**" and wait for the beep. At the beep, engage rifle targets in a double tap sweep from the left. Return rifle to tray and move to the doorway. Retrieve shotgun and engage each swinger once. Put shotgun on table. with first pistol shoot P1 three times and P2 twice. With second pistol shoot P3 three times and P2 twice. Hoster. Retrieve shotgun and shoot each swinger once.



P1 P2 P3



START

## Stage 5 Bay 5 January 2010

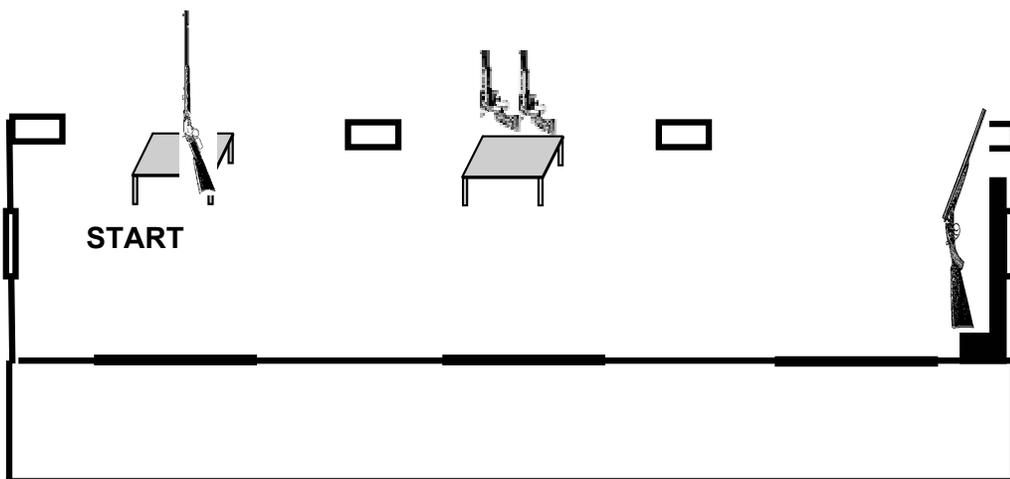
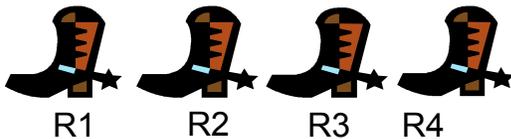
**Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

The DHI Cowboys stop in town for some liquid refreshment, when the infamous Fancy Boots Gang decides to start a gunfight. Well, the Cowboys can't just stand there and get shot, so they return as good as they get.

**Starting Position:** Start standing behind the left table with hands flat on the 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 "YOU ASKED FOR IT" 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 behind the center table and, using the pistols as needed, engage the pistol targets in two sweeps from either direction. Holster. Move to the shotgun and engage the shotgun targets in any order.



## Stage 6 Bay 5 January 2010

**Two Revolvers and 10 cartridges, Rifle and 8 Cartridges, Shotgun and 2 + Shells**

The DHI Cowboys are between a rock and a hard spot and will really have to go some to win the gunfight and put the Fancy Boots Gang out of business.

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

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds and staged on the left table. Shotgun staged on the bar with at least 2 rounds on your person.

**Procedure:** Say "GET TOUGH" and wait for the beep. At the beep, engage the rifle targets in a double tap sweep from either direction. Return rifle to table. Move behind the center table and, using the pistols as needed, engage the pistol targets in a double tap sweep from the left. Holster. Retrieve shotgun and engage shotgun targets in any order.

