

Stage 1 Bay 4 May 2010

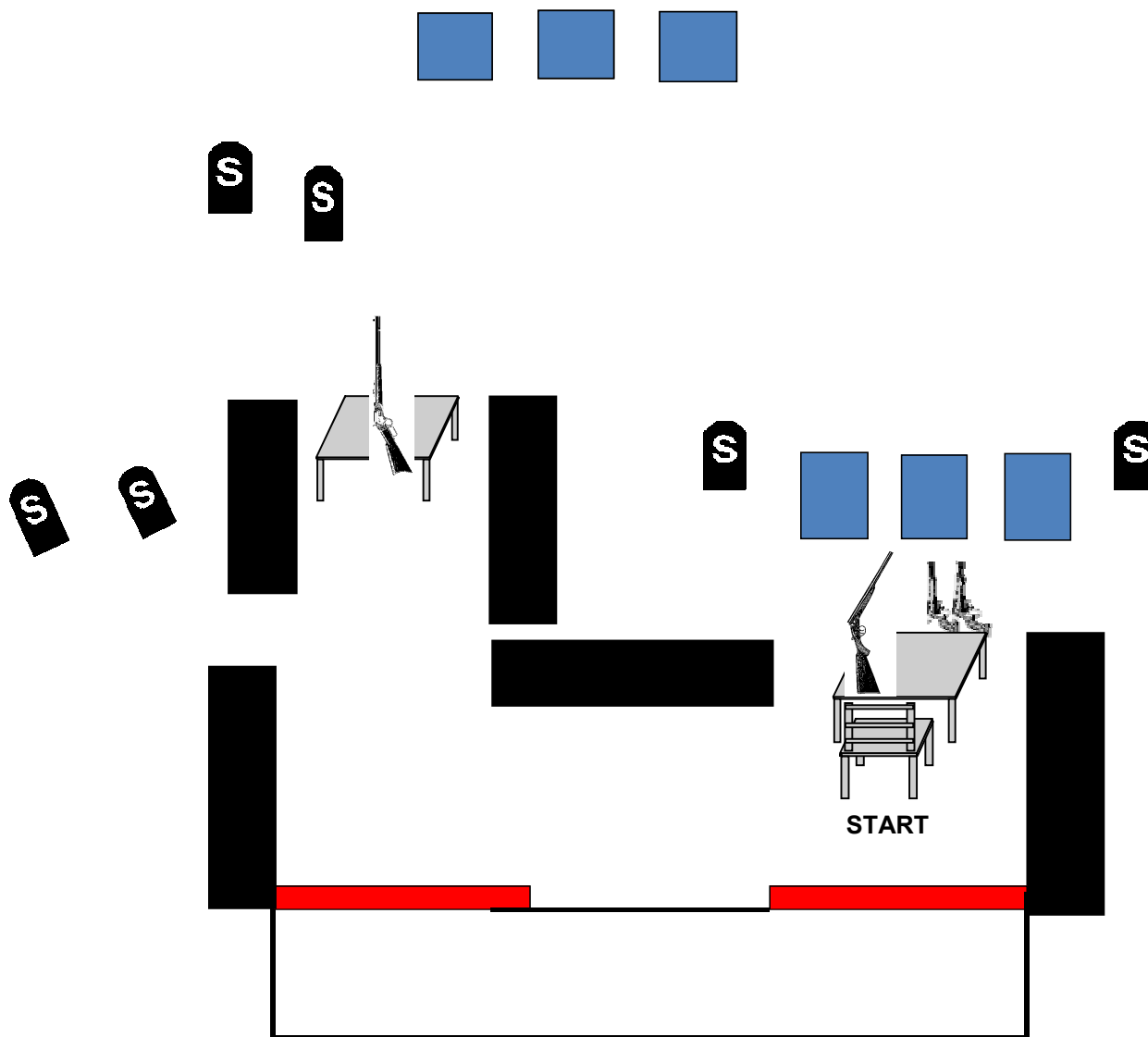
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun 6+ Shells

It's Pearl Grea's Birthday, and none of the cowboys want to be out done in showing their appreciation for the work done by the DHI Ranch Administrator. One cowboy is disturbed by ruffians while trying to write a birthday note for Ms Grea.

Starting Position: Sitting behind the table with pen and paper in both hands.

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

Procedure: Say "DON'T DISTURB ME" and wait for the beep. At the beep, using pistols as needed engage the pistol targets with two Nevada sweeps from either direction. Holster. Retrieve shotgun and engage the right shotgun targets in any order. Move with the shotgun to left hall opening and engage the two left side shotgun targets in any order. Place shotgun on the left table, retrieve rifle and engage the rifle targets with a Nevada sweep from either direction. Retrieve shotgun and engage left front shotgun targets in any order.



Stage 2 Bay 4 May 2010

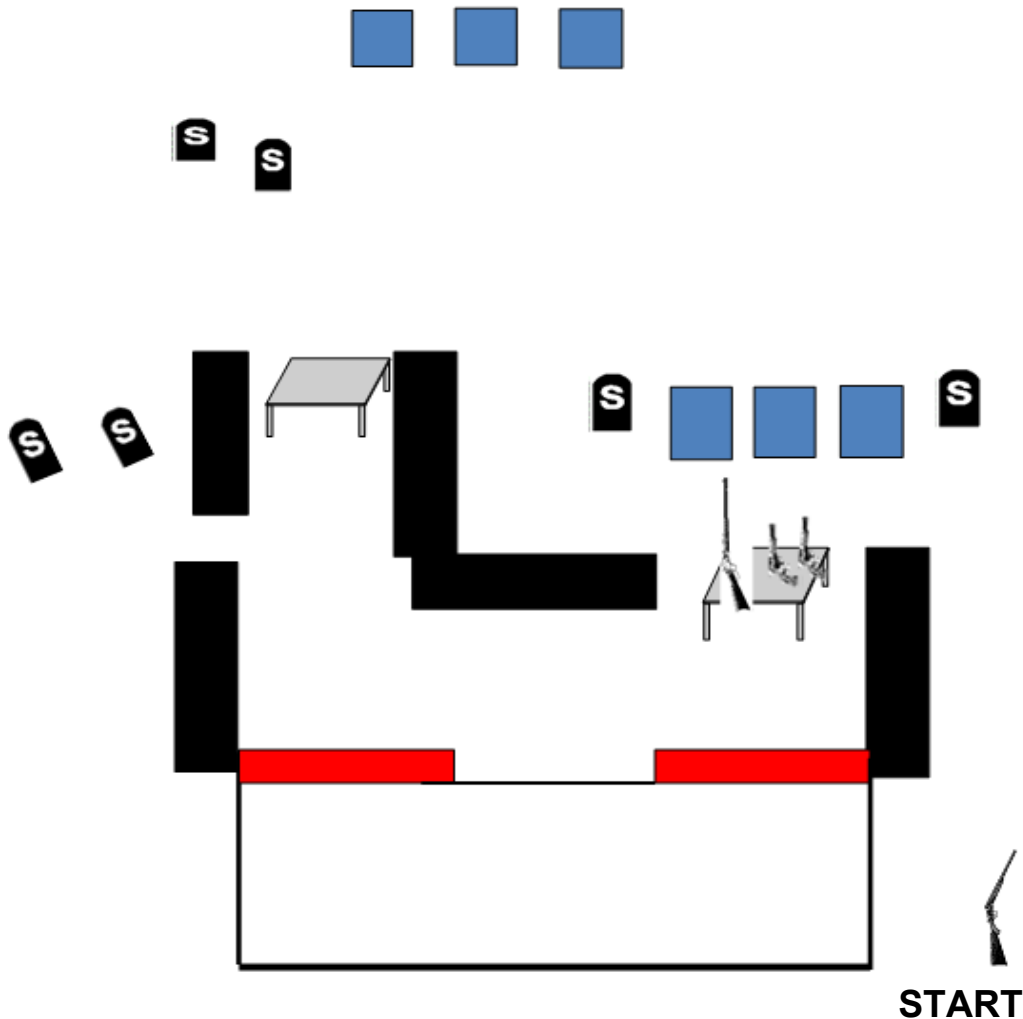
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun 2+ Shells

While trying to find a suitable present for Pearl Grea, one of the cowboys is attacked by cowboys from another spread. Flying lead is the only answer.

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

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

Procedure: Say "YOU ASKED FOR IT" and wait for the beep. At the beep, using pistols as needed engage the pistol targets with a double tap Nevada sweep from either direction. Holster. Retrieve rifle and engage the rifle targets with a double tap Nevada sweep from either direction. Retrieve shotgun and engage the right side shotgun targets in any order.



Stage 3 Bay 6 May 2010

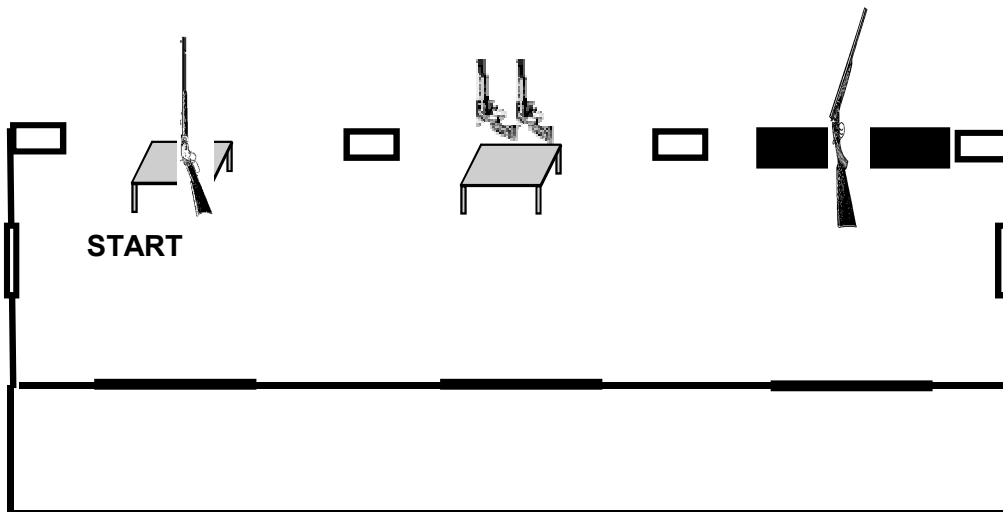
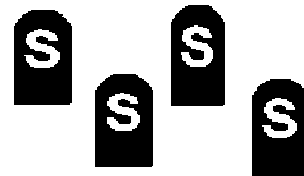
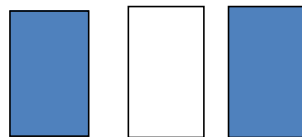
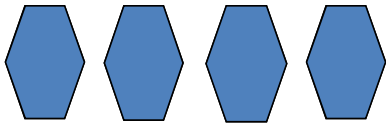
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy stops by the local saloon to pick up a bottle of Sherry he special ordered for Pearl. Wouldn't you know the Coffin gang arrives to rob the saloon and the cowboy must take quick action.

Starting Position: Start standing behind the left table with hands on your pistols.

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 "NOT THIS TIME BOYS" 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. With first pistol alternate shots on the blue pistol targets. With second pistol shoot P2 five times. Holster. Retrieve shotgun and engage shotgun targets in any order.



Stage 4 Bay 6 May 2010

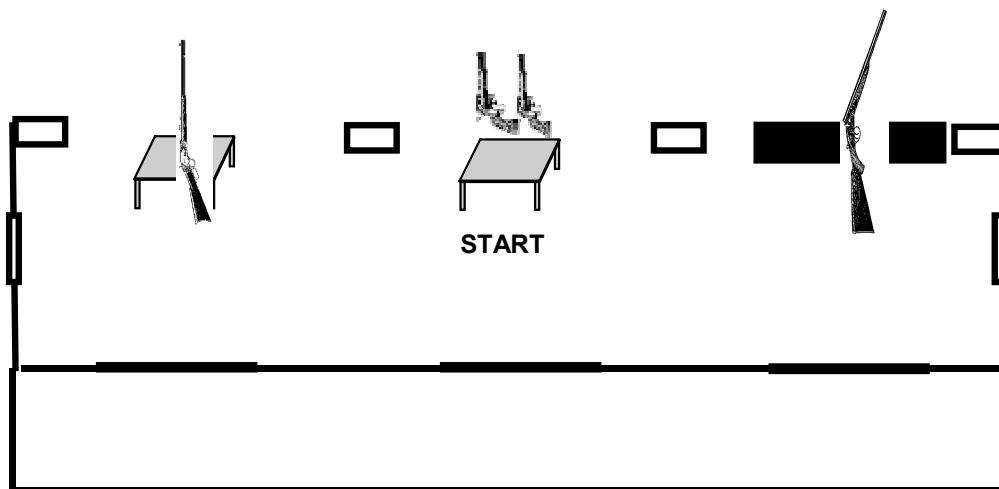
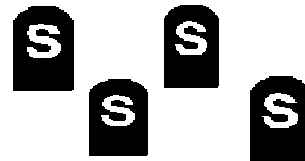
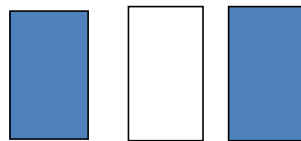
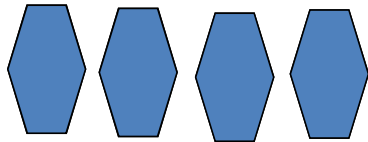
Two Revolvers, 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

The Georgia gang is putting up a good fight to rob the saloon. The DHI cowboy must pour on more lead to win the fight.

Starting Position: Start standing behind the center table with hands on your 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 4 rounds on your person.

Procedure: Say "**YOU'RE NOT GETTING MY SHERRY**" and wait for the beep. At the beep, with first pistol engage P1 with three shots and P2 with two shots. With second pistol engage P3 with three shots and P2 with two shots. Holster. Move behind the left table and engage the rifle targets with two sweeps from either direction. Return rifle to table. Retrieve the shotgun and engage shotgun targets in any order.



Stage 5 Bay 7 May 2010

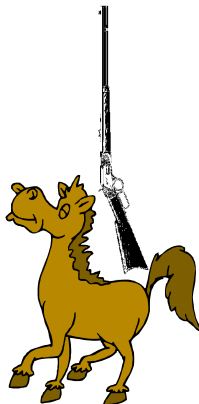
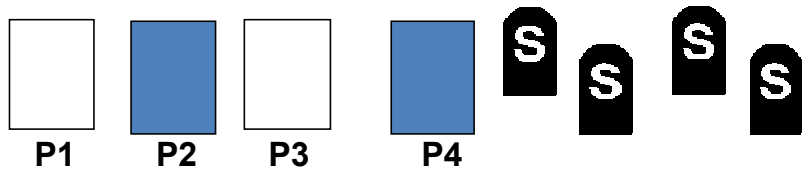
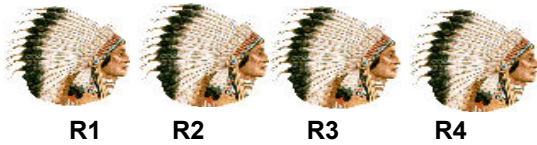
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Easy Rider is riding back to the DHI Ranch with what he thinks is the perfect gift for Pearl, a new horse for her to ride. On the way, he runs into a band of indians that want both of the horses. Easy Rider faces a tough fight to hold onto the horses and his scalp.

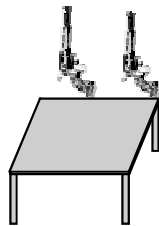
Starting Position: Standing behind the left horse.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged on the left horse. Shotgun staged on the right horse with at least 4 rounds on your person.

Procedure: Say "**NO HORSES FOR YOU TODAY**" and wait for the beep. At the beep, retrieve rifle and engage rifle targets with at least two shots on each. Return rifle to horse. Move behind the center table. Using pistols as needed, engage pistol targets in a Lawrence Welk Sweep from either direction. Holster. Move to right horse, retrieve shotgun and engage shotgun targets in any order.



START



Stage 6 Bay 7 May 2010

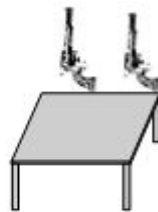
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Easy Rider is in a hard fight with the indians, but he is determined to win the day for Pearl.

Starting Position: Standing behind the center table.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged on the left horse. Shotgun staged on the right horse with at least 4 rounds on your person.

Procedure: Say "**EAT LEAD INJUNS**" and wait for the beep. At the beep, with first pistol engage P1 with two rounds and P2 with 3 rounds. With second pistol engage P4 with two rounds and P3 with 3 rounds. Holster. Retrieve rifle and engage R1 with two rounds, R2 with with 3 rounds, R4 with two rounds and R3 with 3 rounds. Return rifle to horse. Move to right horse, retrieve shotgun and engage shotgun targets in any order.



START

Sidematch Stage Bay 6 May 2010

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

Starting Position: Start standing behind the left table with hands on your hat brim.

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 4 rounds on your person.

Procedure: Say "LET'S SHOOT" and wait for the beep. At the beep, retrieve rifle and engage the rifle targets with two sweeps both starting on the left. Return rifle to table. Move behind center table and with first pistol engage pistol targets with at least one round each starting from the left. With second pistol engage pistol targets with at least one round starting on the right. Holster. Retrieve the shotgun and engage shotgun targets in any order.

