

November 2011
Monthly Match
Stages

Stage 1 November 2011

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

GA Slayer, like the other DHI Cowboys, is out hunting turkeys for the Turkey Dinner at the ranch. He goes to a grassy spot where he has seen turkeys in the past to bag a couple for the dinner, but he runs into a gang of rustlers who are none to pleased to see him. He has to act fast to stop their attack.

Starting Position: Standing behind the stone with rifle in both hands.

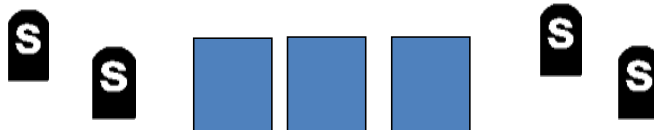
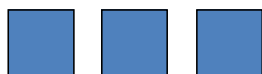
Staging: Two pistols loaded with five rounds each and holstered.

Rifle, loaded with 9 rounds, held in both hands, and shotgun, with at least four rounds on your person, staged on the horse.

Shotgun, with at least four rounds on your person, staged on the horse.

Procedure: Say "YOU AIN'T TURKEYS" and wait for the beep. ATB, engage the rifle targets with at least three rounds on each in any order. Put the rifle on the horse.

Using pistols as needed, engage the pistols targets with at least three rounds on each in any order. Retrieve shotgun and engage the shotgun targets in any order.



Stage 2 November 2011

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

GA Slayer finds himself in a hot fight to stop the attack of the rustlers. He reloads and keeps up his fast accurate fire.

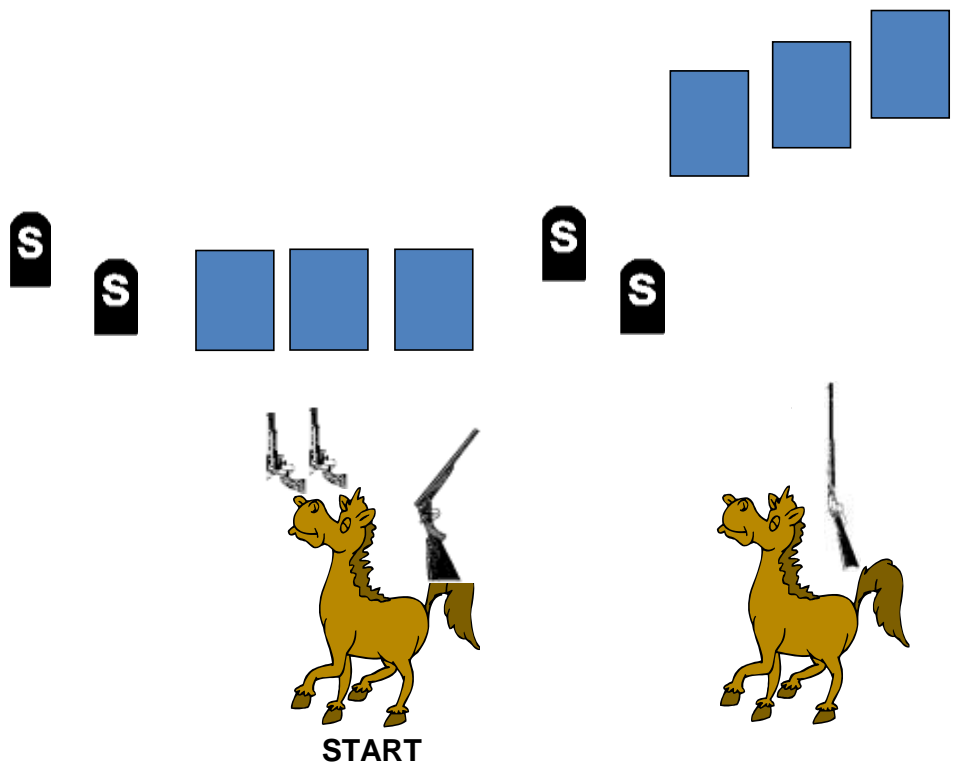
Starting Position: Standing behind the left horse with hands on pistols.

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

Procedure: Say "**BET YOU FEEL LIKE TURKEYS**" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep starting from either direction. Holster. Retrieve shotgun and engage the **LEFT** two shotgun targets in any order.

Move with the shotgun to the **RIGHT** horse and put shotgun on the horse. Retrieve rifle and engage the rifle targets in a double tap Nevada Sweep starting from either direction. Return rifle to horse.

Retrieve shotgun and engage the **RIGHT** two shotgun targets in any order.



Stage 3 November 2011

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

Buck Paladin stops by the Prairie Store to see if the store has turkeys for sale. After walking in and setting down his rifle, he sees the infamous Triangle Gang approaching to rob the store. Buck does what is necessary to stop the robbery.

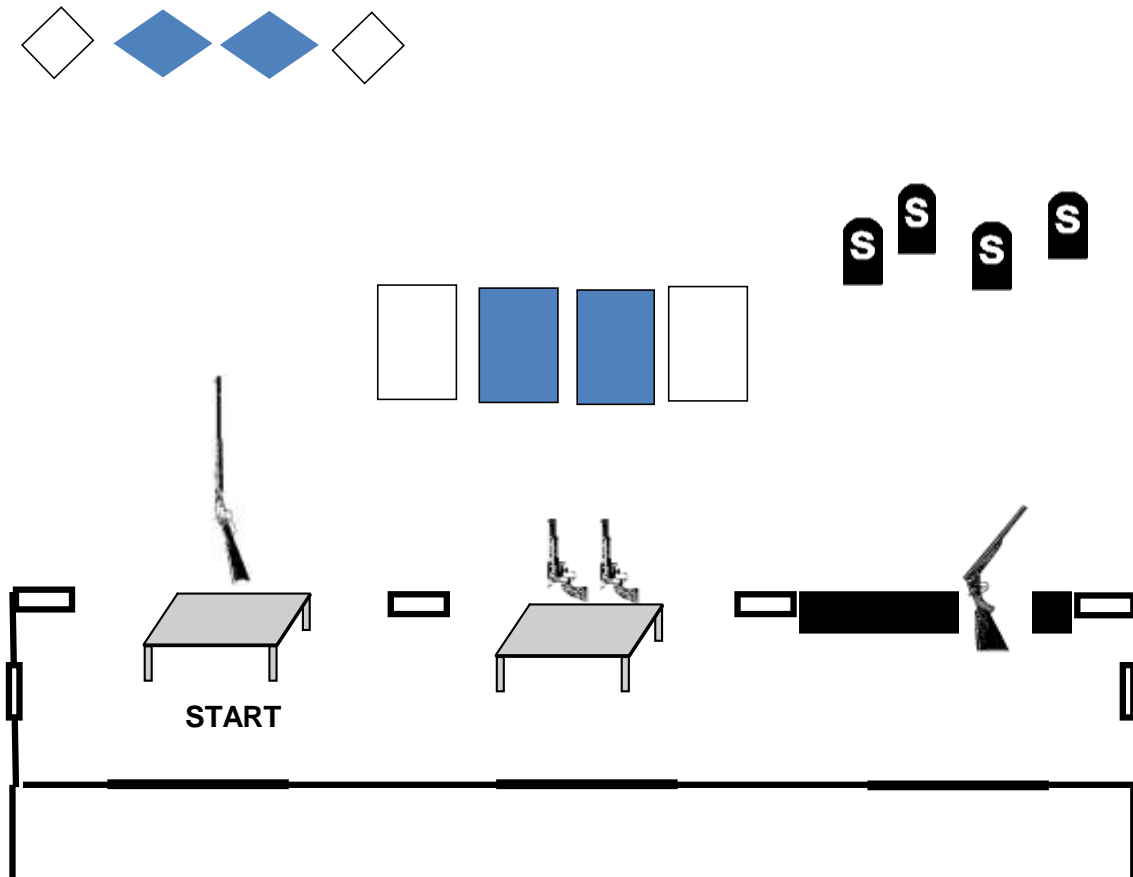
Starting Position: Standing behind the left table.

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

Procedure : Say "**NO ROBBERS ALLOWED**" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a Cat Herders Sweep starting from either direction. Return rifle to table.

Move behind the center table and, using pistols as needed, engage the pistol targets in a Cat Herders sweep from either direction. Holster. Retrieve shotgun and engage the shotgun targets in any order.

NOTE: A Cat Herders Sweep is shot the same as a Nevada Sweep except the end (White) targets are shot with double taps.



Stage 4 November 2011

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

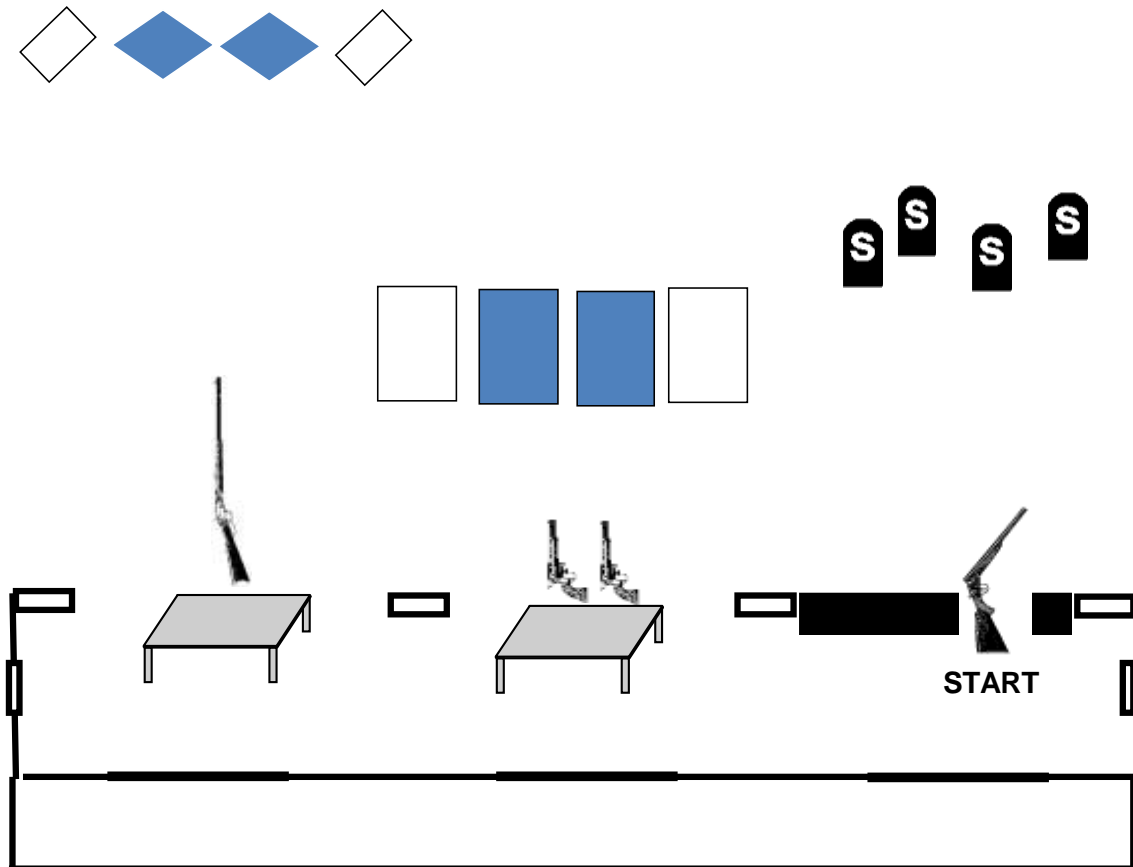
Buck Paladin is in a hot fight with the Triangle Gang, but he knows that more accurate fire will stop their robbery for good.

Starting Position: Standing behind the bar with shotgun held in both hands.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the left table. Shotgun, with at least four rounds on your person, held in both hands.

Procedure: Say "I ONLY WANTED A TURKEY" and wait for the beep. ATB, retrieve shotgun and engage the shotgun targets in any order. Return shotgun to bar. Move to the center table and, using pistols as needed, engage each white pistol target with three rounds and each blue target with two rounds in any order. Holster.

Retrieve rifle and engage each white rifle target with three rounds and each blue target with two rounds in any order.



Stage 5 November 2011

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

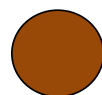
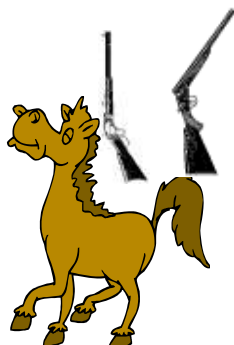
Rowdy Ranger Rick is riding near a rise when he spots what appears to be tips of turkey feathers just on the other side of the rise. He dismounts and moves to get a better look, but what he actually sees is a band of hostile Injuns heading right for him. He acts fast to save his scalp.

Starting Position: Standing with at least one foot touching the starting stone.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the horse. Shotgun, with at least two rounds on your person, also staged on the horse.

Procedure: Say "**THOSE AIN'T TURKEYS**" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep starting on the left. Holster.

Retrieve rifle and engage the rifle targets in a Nevada Sweep starting on the left. Return rifle to horse. Retrieve shotgun and engage the shotgun targets in any order.



START

Stage 6 November 2011

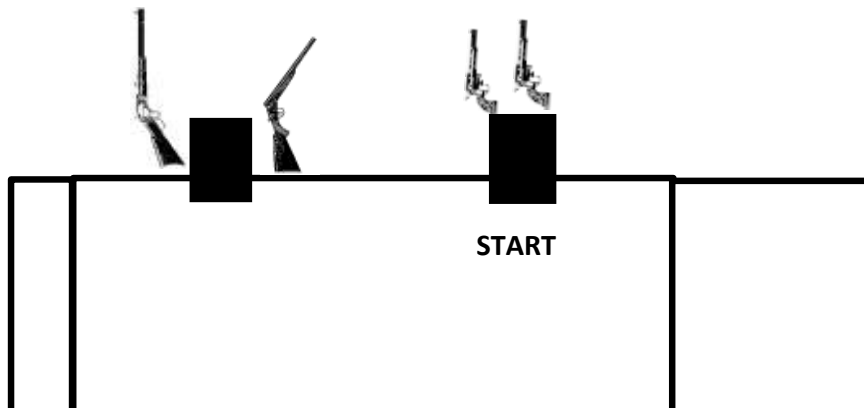
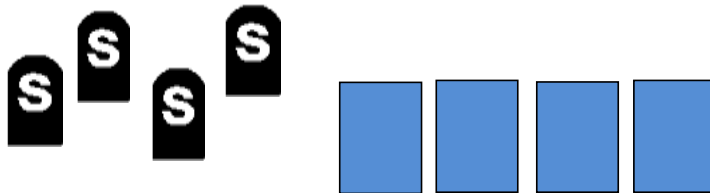
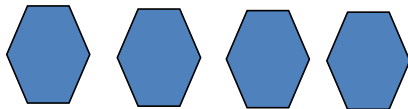
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Easy Rider heard about a delivery of turkeys to a nearby town. He's on the train to pick up some of them for the ranch Thanksgiving dinner. On the way he spots the infamous train robbing Coffin Gang riding hard towards the train. Easy takes immediate action to stop those train robbers.

Starting Position: Standing at the right window with hands on pistols.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and Shotgun, with at least four rounds on your person, **both** staged in the left window tray.

Procedure: Say "**THIS TRAIN DON'T STOP**" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep from either direction. Holster. Retrieve the rifle and engage the rifle targets in a Lawrence Welk Sweep from either direction. Return rifle to tray, retrieve shotgun and engage the shotgun targets in any order.



Sidematch Stage November 2011

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

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

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

Procedure: Say "LET'S SHOOT" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a 1-4-4-1 sweep from the left. Return rifle to table. Move to the center table and, using pistols as needed, engage the pistol targets in a 1-4-4-1 sweep from the left. Holster. Retrieve shotgun and engage the shotgun targets in any order.

