

April 2012
Monthly Match
Stages

Stage 1 April 2012

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

Jimmie Gunn, a new DHI Cowboy, is walking towards his horse tied outside the bank, when he sees members of the Coffin Gang sneaking up the alleys to rob the bank where the DHI payroll is. Jimmie ain't having none of that, so he takes necessary action to stop the gang.

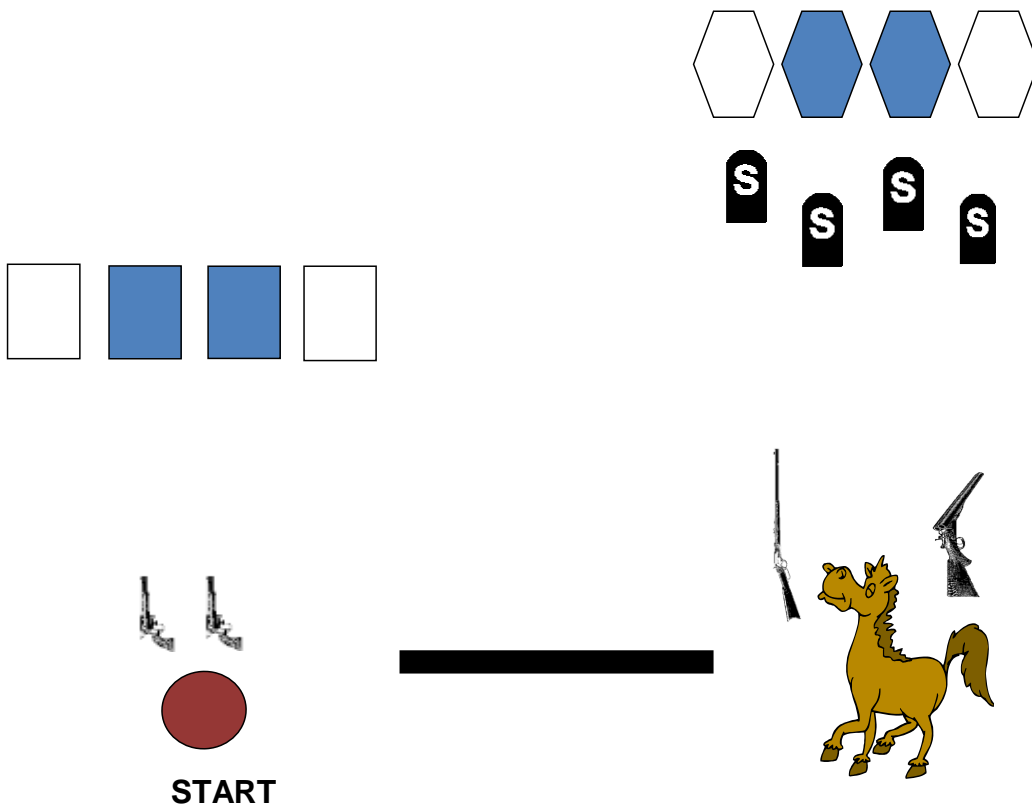
Starting Position: Standing with at least one foot touching the starting stone.

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

Procedure: Shooter will say "I'LL STOP YOU" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **CONTINUIOUS** Nevada Sweep starting from either end. Holster.

Retrieve rifle and engage the rifle targets in a Nevada Sweep starting from either end. Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order.

Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order.



Stage 2 April 2012

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

Jimmie Gunn's quick action has the Coffin Gang on their heels. All it will take is another dose of accurate gunfire to get them running away. Jimmie reloads and returns to the fray.

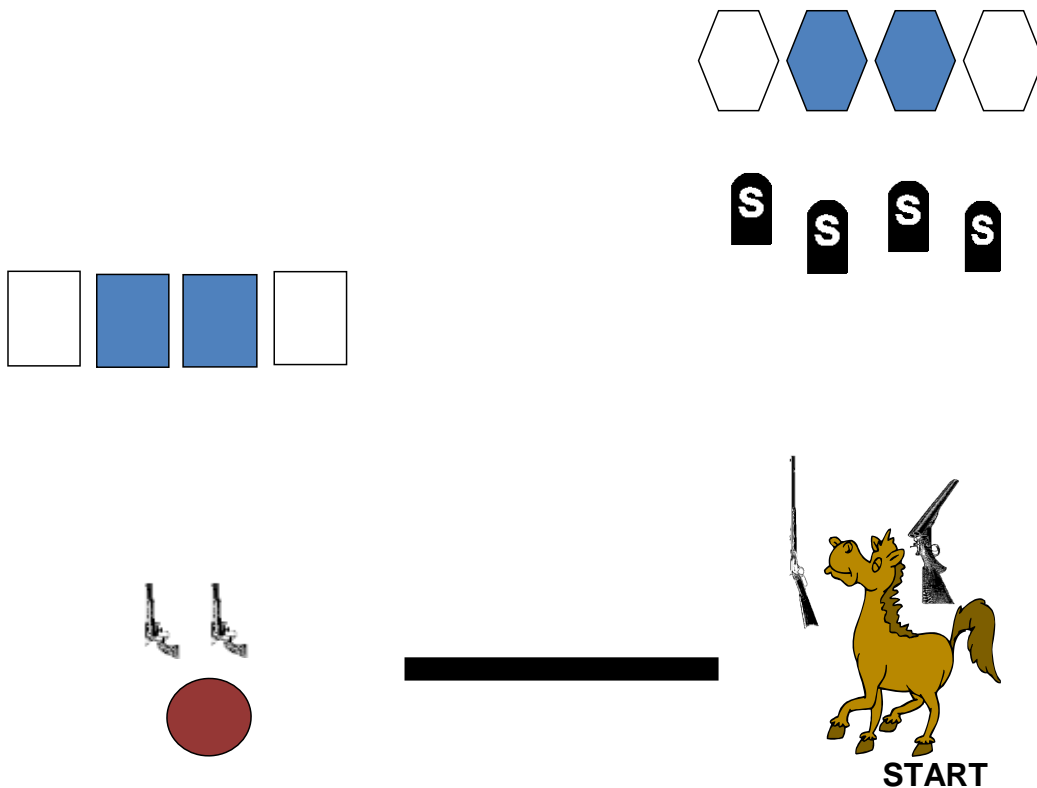
Starting Position: Standing behind the horse with rifle held in both hands.

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

Procedure: Shooter will say "**GET RUNNING**" OR indicate ready and wait for the beep. ATB, engage the rifle targets in a Cat Herders Sweep starting from either end.

Retrieve shotgun and engage the shotgun targets in any order. Return Shotgun to horse.

Move to the left alley and, using pistols as needed, engage the pistol targets in a Cat Herders Sweep starting from either end. Holster. **NOTE: A Cat Herders Sweep is shot the same as a Nevada Sweep, but the end WHITE targets are shot with double taps.**



Stage 3 April 2012

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

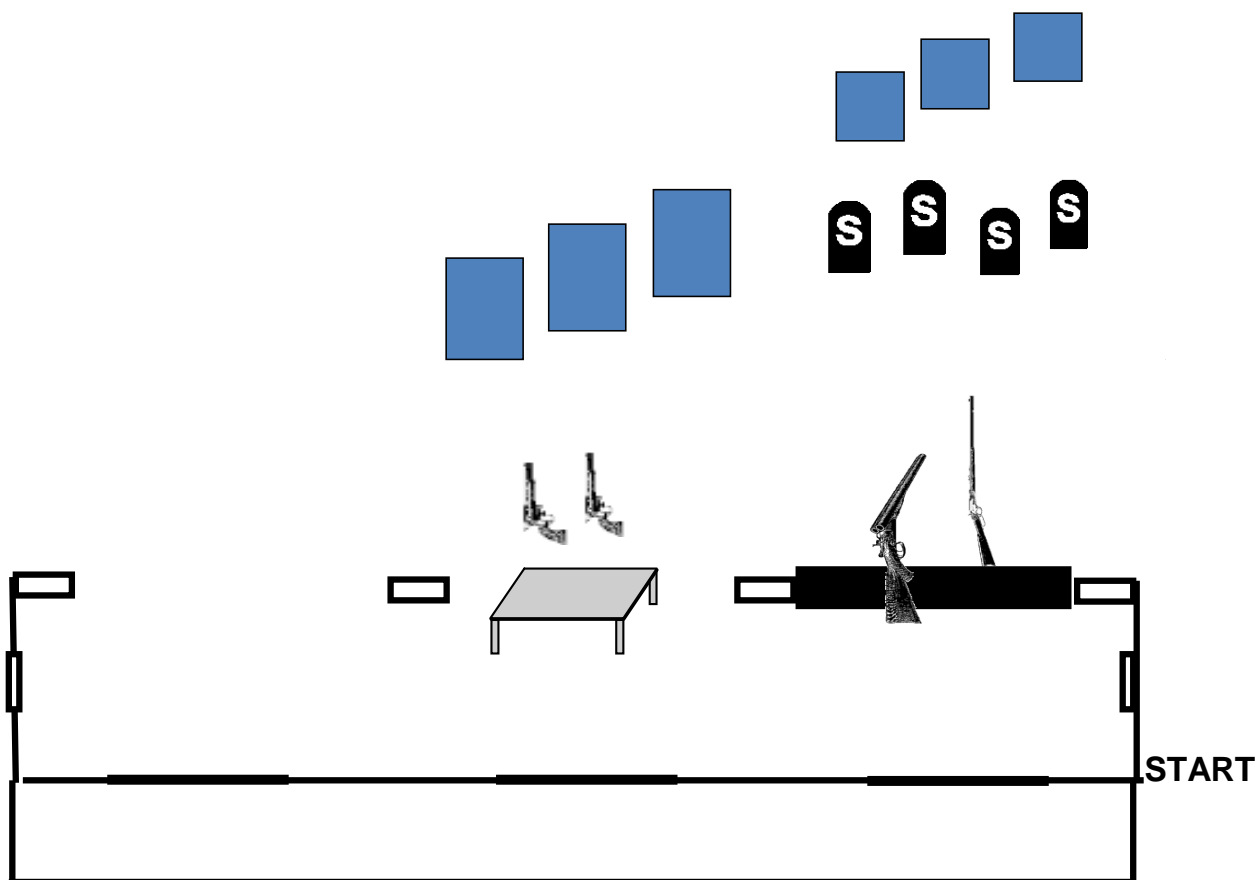
Koda Joe stops by the Prairie Store before heading back to the DHI ranch. As he gets to the door, he hears rowdy cowboys from another spread threatening to shoot up the place. Koda Joe takes action to stop those cowboys from doing that.

Starting Position: Standing outside the right door.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, and Shotgun, with at least four rounds on your person, both staged on the bar.

Procedure : Shooter will say "**NO SHOOTING HERE**" **OR** indicate ready and wait for the beep. ATB, move to the center table and with first pistol engage the pistol targets in a front to back Nevada Sweep. Repeat instructions with second pistol. Holster.

Move to the bar, retrieve rifle and engage the rifle targets in a front to back Nevada Sweep. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 4 April 2012

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

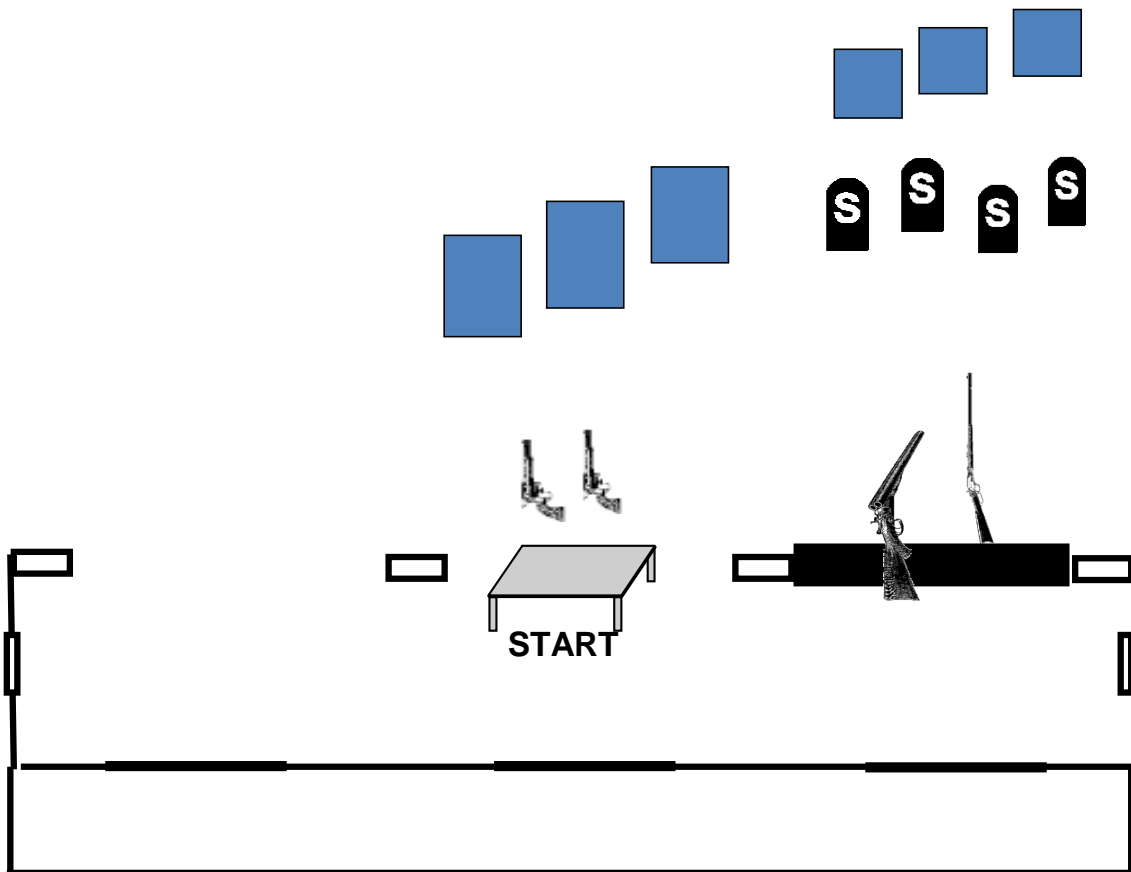
Koda Joe is putting the fear of God into the rowdy cowboys. He just needs to keep shooting to get them running out of there.

Starting Position: Standing behind the center table.

Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, and Shotgun, with at least four rounds on your person, both staged on the bar.

Procedure : Shooter will say "**GET RUNNING**" **OR** indicate ready and wait for the beep. ATB, using pistols as needed, shoot each pistol target at least three times. Holster.

Move to the bar, retrieve rifle and shoot each rifle target three times. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 5 April 2012

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

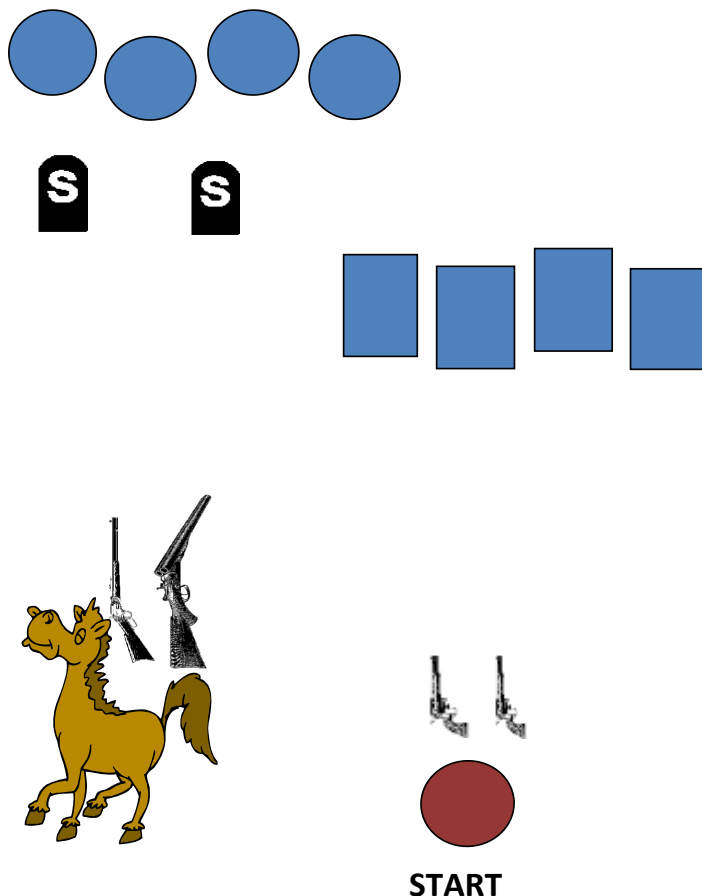
Bushshot Bill is out on the range checking boundary stones when he sees members of the Circle Gang approaching him fast with guns at the ready. He's at the last stone and has to use his pistols before he can get to his horse.

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

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

Procedure: Shooter will say "**I HATE CIRCLES**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep starting from either direction. Holster.

Retrieve rifle and engage the rifle targets in a Lawrence Welk Sweep starting from either direction. Retrieve shotgun and engage shotgun targets in any order.



Stage 6 April 2012

Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 0 to 10 + Shells

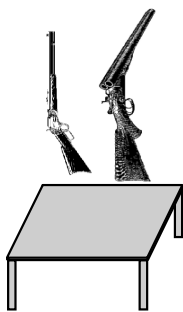
Ruff Edge is visiting the town carnival when he sees a shooting arcade. He decides to try his luck and win a prize.

Starting Position: Standing behind the left table.

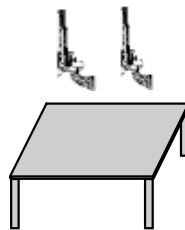
Staging: Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and Shotgun, with as many shells as you need on your person, staged on the left table.

Procedure: Shooter will say "LET'S PLAY" OR indicate ready and wait for the beep. ATB, retrieve rifle and engage the Coffin target with five rounds and then the rifle knockdowns with one round each. If any rifle knockdowns are left standing, use the shotgun to finish them off.

Place the shotgun on the right table and with first pistol engage the pistol target with five rounds. With second pistol engage the pistol knockdowns with one round each. Holster. If any pistol knockdowns are left standing, use the shotgun to finish them off.



START



Sidematch Stage April 2012

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

Starting Position: Standing behind the center table.

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 on the bar.

Procedure : Shooter will say **"LET'S SHOOT"** OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep. Holster.

Move to the bar, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep. Retrieve Shotgun and engage the shotgun targets in any order.

