



*July 2012*  
*Monthly Match*  
*Stages*

## Stage 1 July 2012

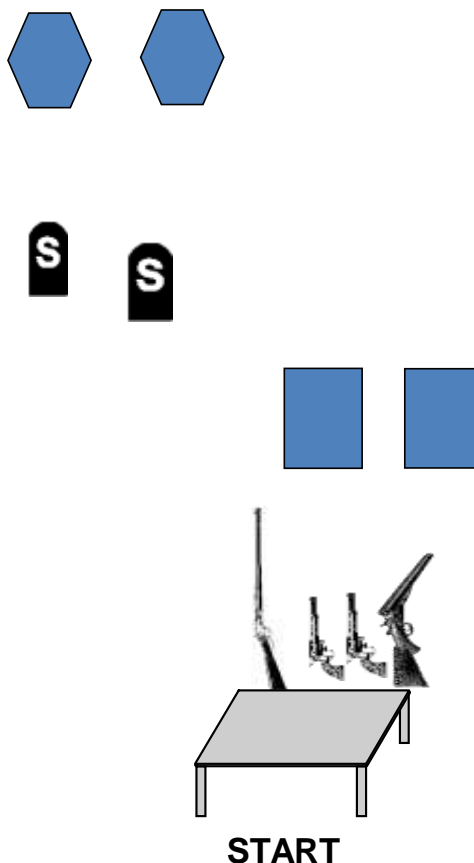
### Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

Rowdy Ranger Rick has stopped at the wash table to wash up before dinner when he sees a mixed gang of outlaws fast approaching the edge of the camp. Rowdy Ranger Rick needs to act fast to stop the outlaws.

**Starting Position:** Standing behind the wash table.

**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, both staged on the table.

**Procedure:** Shooter will say "**STOP RIGHT THERE**" OR indicate ready and wait for the beep. ATB, with first pistol engage the pistol targets with five rounds of alternating single shots. With second pistol shoot either target with five rounds. Holster. Retrieve rifle and engage the rifle targets with five rounds of alternating single shots then shoot either rifle target with five rounds. Retrieve Shotgun and engage the shotgun targets in any order.



## Stage 2 July 2012

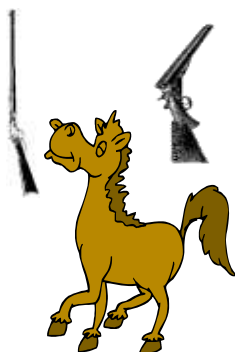
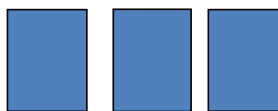
### Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Dungannon Gunner heads out to check the DHI herd when he stops to rest his horse. He's stretching his legs when he spots the infamous Square Head Gang approaching. He knows he has to fight them off, so he grabs his guns and sets to work.

**Starting Position:** Standing behind the marker stone.

**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 horse.

**Procedure:** Shooter will say "**YOU'RE TRESSPASSING**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **CONTINUOUS double tap** Nevada Sweep. Holster. Retrieve rifle and engage the rifle targets in a **double tap** Nevada Sweep. Retrieve shotgun and engage the shotgun targets in any order.



**START**

## Stage 3 July 2012

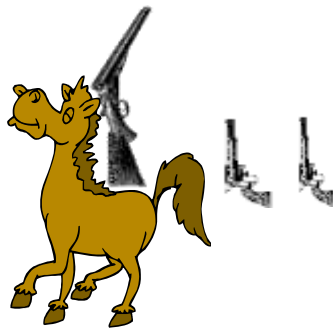
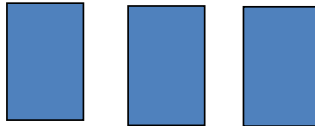
### Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

Rainmaker is out checking boundary marker stones when he sees some rustlers approaching to steal his horse. Rainmaker doesn't intend to walk all the way back to the DHI Ranch House, so he has to stop the rustlers.

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

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, held in hands. Shotgun, with at least two rounds on your person, staged on the horse.

**Procedure :** Shooter will say "**THAT'S MY HORSE**" **OR** indicate ready and wait for the beep. ATB, engage the rifle/pistol targets with three rounds each. Put the rifle on the horse, and, using pistols as needed, engage the rifle/pistol targets with at least three rounds on each. Holster. Retrieve shotgun and engage the shotgun targets in any order.



**START**

## Stage 4 July 2012

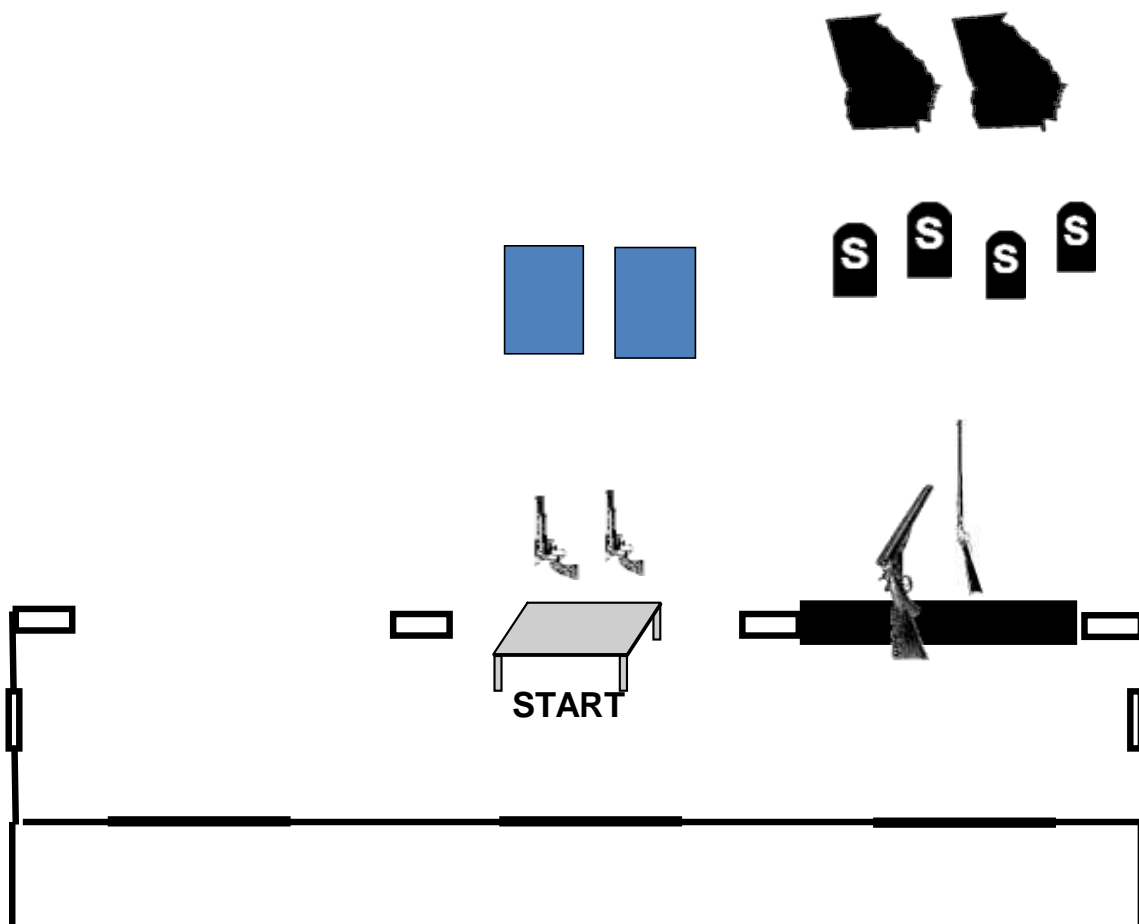
### Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Tuco Forsyth goes to the Prairie Store to get a cool drink, but sees members of the Georgia Gang approaching with drawn guns to rob the store. Ol' Tuco is hot and thirsty and he ain't about to let them robbers keep him from getting that cool drink.

**Starting Position:** Standing behind the center table.

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

**Procedure :** Shooter will say "I WANT A COOL DRINK" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with alternating double taps. Holster. Retrieve rifle and engage the rifle targets with alternating double taps. Retrieve shotgun and engage the shotgun targets in any order.



## Stage 5 July 2012

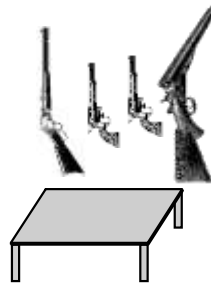
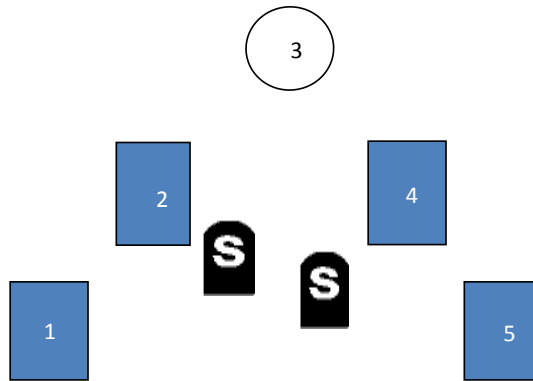
### Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

Shorty Butte has just set up a table for the DHI cook to serve lunch on the range for the DHI Cowboys. After the table is placed, he sees not the DHI Cowboys approaching, but a group of rustlers intent on raiding the range camp. Shorty Butte has to shoot fast and true to stop their attack.

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

**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 table.

**Procedure:** Shooter will say '**NO LUNCH FOR YOU**' OR indicate ready and wait for the beep. ATB, pistols and rifle may be used in any order. Pistol/Rifle Targets can be engaged in any order, but Targets 1 and 5 must be shot three times each, Targets 2 and 4 must be shot four times each and Target 3 must be shot six times. After pistols and rifle have been shot, engage the two shotgun targets in any order.



**START**

## Stage 6 July 2012

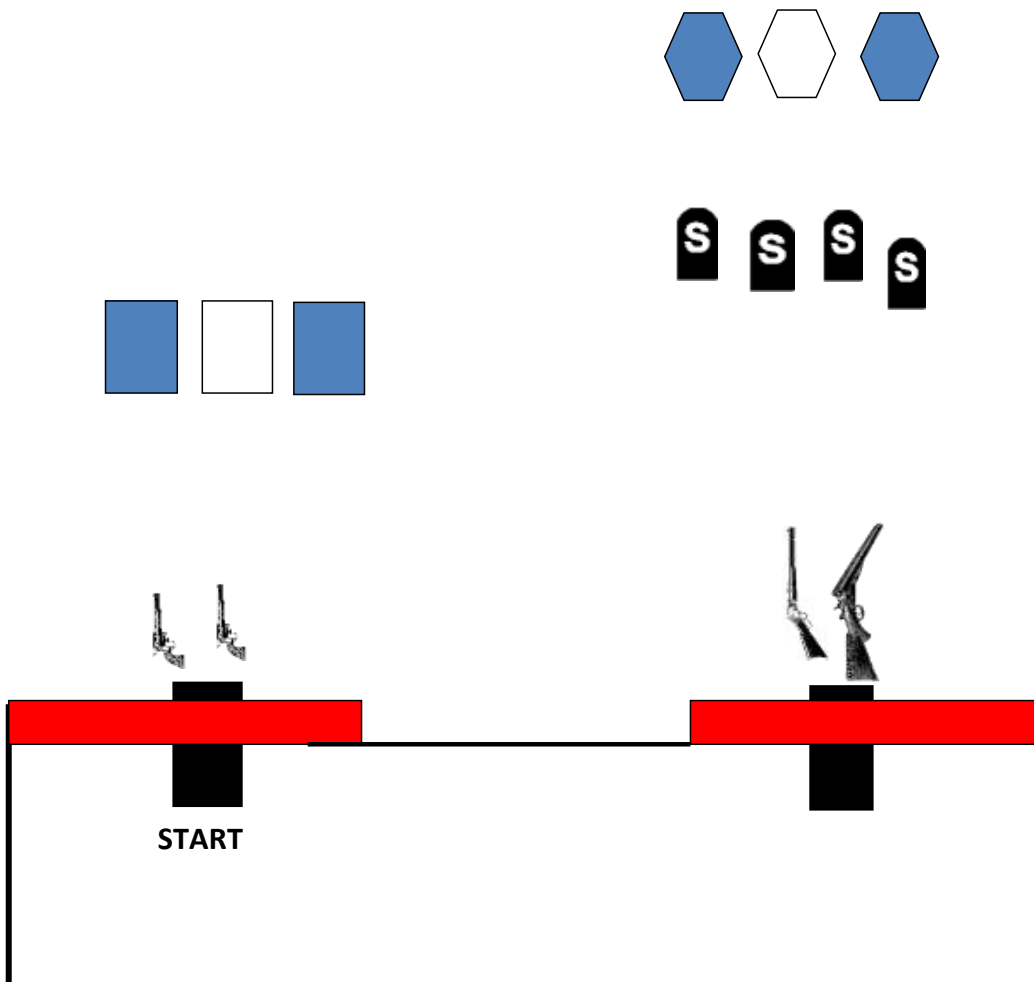
**Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

Johnny Angel is walking by the bank when he hears a commotion inside. He looks in the window and sees the Coffin Gang robbing the place. Johnny takes action to stop the robbery.

**Starting Position:** Standing at the left window.

**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, staged in the right window tray.

**Procedure:** Shooter will say **"THIS IS MY BANK" OR** indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a DHI Sweep. Holster. Retrieve rifle and engage the rifle targets in a DHI Sweep. Retrieve Shotgun and engage the shotgun targets in any order. **NOTE: A DHI Sweep is shot the same as a Nevada Sweep, but the center (WHITE) target is shot with double taps.**



## Sidematch Stage July 2012

Two Revolvers and 10 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, shoot each pistol target with five rounds. Holster. Retrieve rifle and shoot each rifle target with five rounds. Retrieve shotgun and engage the shotgun targets in any order.

