

March 2012
Monthly Match
Stages

Stage 1 March 2012

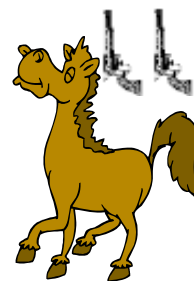
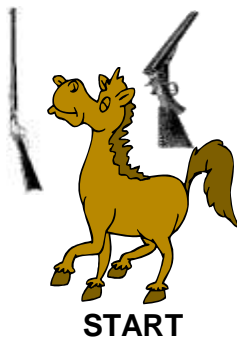
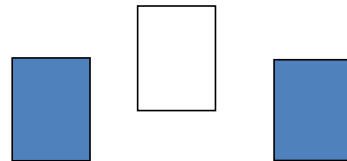
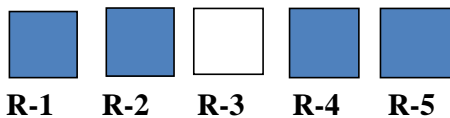
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Sheriff Easy Rider just rode into town, but before he can tie up his horse he's confronted by the Square Head Gang out to end his time as Sheriff. Needless to say Sheriff Easy Rider is having none of that, and shows the gang the errors of their ways.

Starting Position: Standing behind the left horse.

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

Procedure: Shooter will indicate ready and wait for the beep. ATB retrieve rifle and engage the rifle targets in an inside-outside sweep as follows (R-3, R-1, R-3, R-2, R-3, R-5, R-3, R-4, R-3). Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order. Return shotgun to left horse. Move to the right horse and, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep. Holster.



Stage 2 March 2012

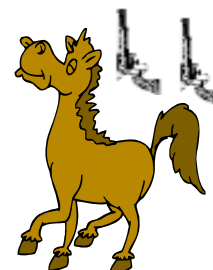
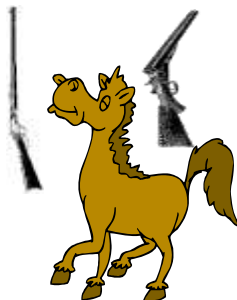
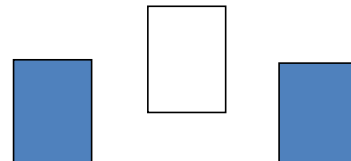
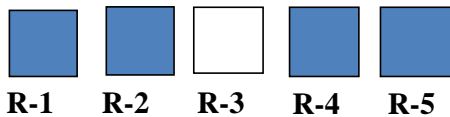
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Sheriff Easy Rider immediately gains the advantage over the Square Head Gang, but he ain't done yet. He has to finish the fight they started.

Starting Position: Standing behind the right horse.

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

Procedure: Shooter will indicate ready and wait for the beep. ATB, with first pistol engage the **BLUE** pistol targets with alternating single shots. With second pistol shoot the **WHITE** pistol target with five rounds. Holster. Retrieve rifle and engage the rifle targets in a Nevada Sweep starting on the **WHITE** target. Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order.



START

Stage 3 February 2012

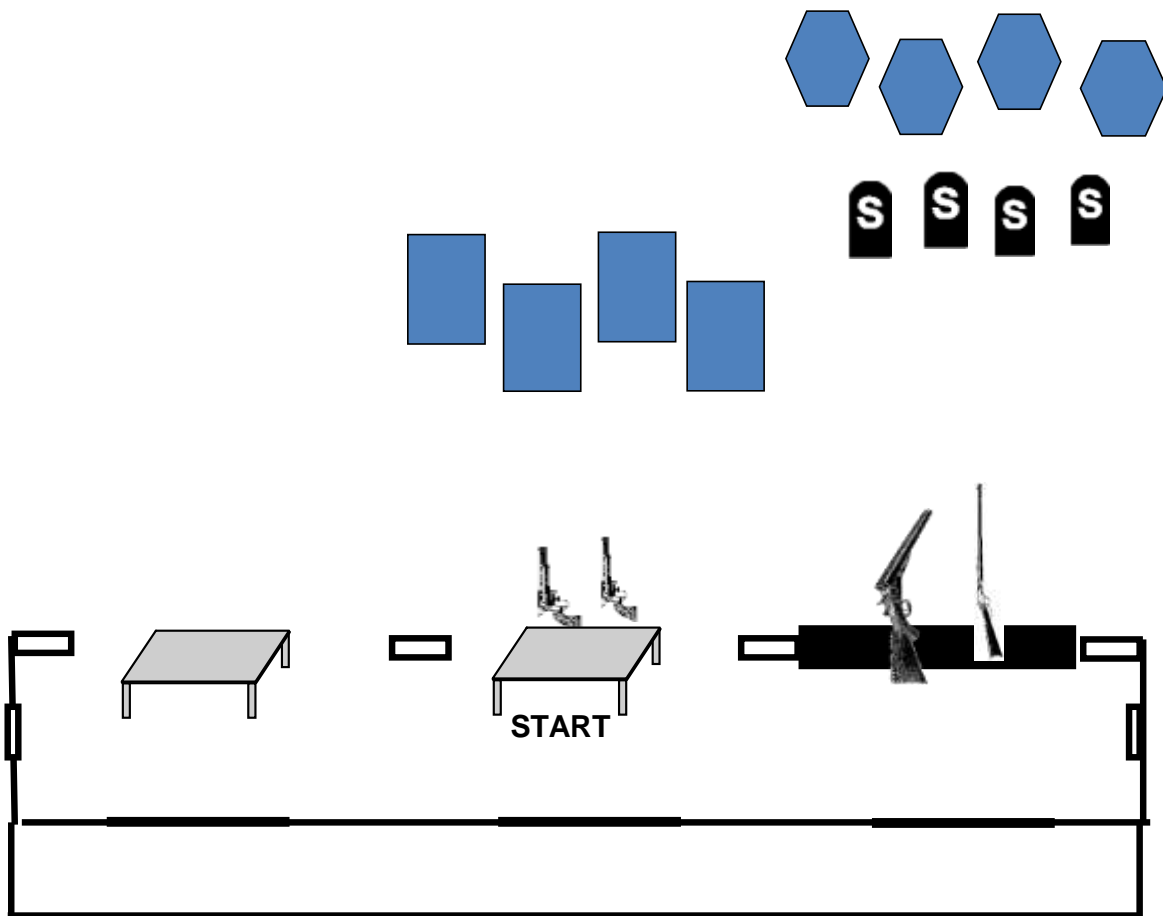
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Deputy Fast Eddie hears the Coffin Gang is planning to rob the Saloon. He loads up and heads to the Saloon to dampen the ardor of the gang to commit that robbery.

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 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. Move to the bar, retrieve rifle and engage the rifle targets in a Lawrence Welk Sweep from either direction. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 4 February 2012

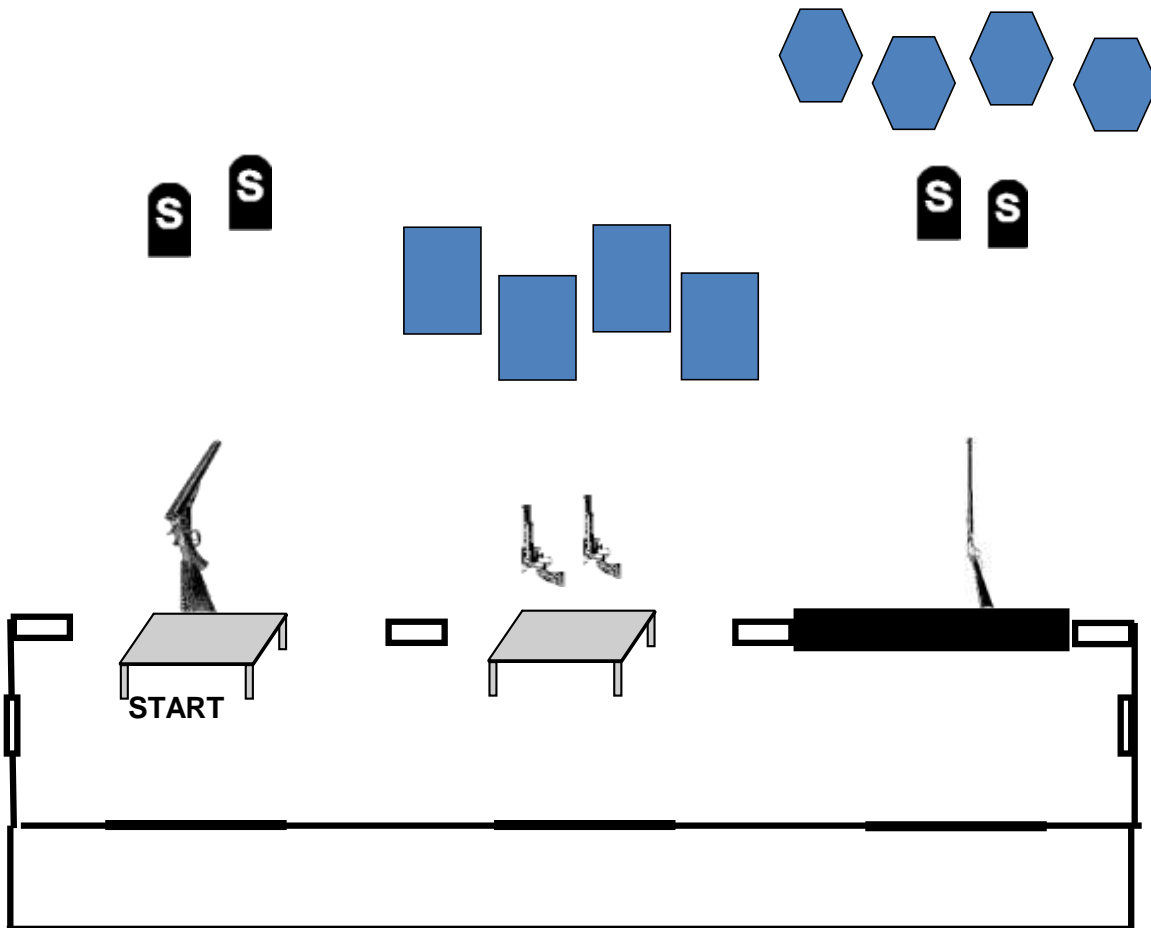
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Deputy Fast Eddie's fast and accurate shooting has the Coffin Gang reeling, but he needs to give them a second dose of the same to have them give up their plans of robbery.

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 bar. Shotgun, with at least four rounds on your person, staged on the left table.

Procedure : Shooter will indicate ready and wait for the beep. ATB, retrieve shotgun and engage the left two shotgun targets. Place shotgun on center table and, using pistols as needed, engage the pistol targets with at least two rounds on each. Holster. Take the shotgun to the bar and engage the right two shotgun targets. Retrieve rifle and engage the rifle targets with at least two rounds on each.



Stage 5 March 2012

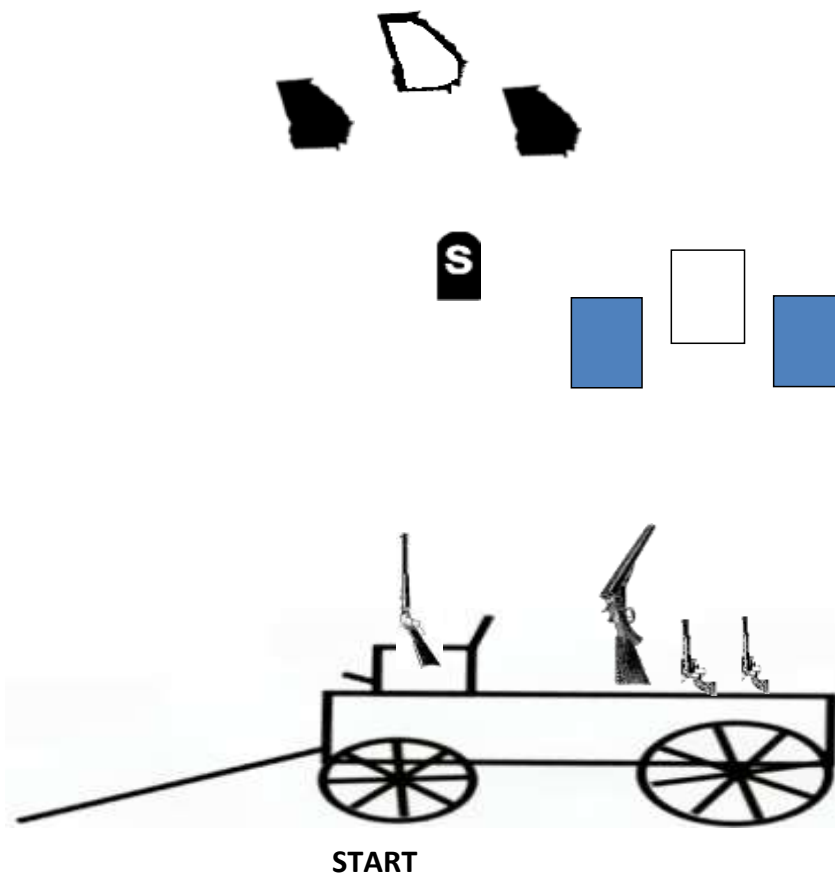
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

Hikes Point Hank is taking a wagon load of supplies back to the DHI Ranch when he sees the infamous Georgia Gang and their cohorts approaching fast to stop him and steal the ranch supplies. He's in for a tough fight, but he'd rather face these outlaws than Pearl Grea for losing the supplies.

Starting Position: Standing beside the wagon seat 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 two rounds on your person, staged on the cargo box.

Procedure: Shooter will indicate ready and wait for the beep. ATB, engage the rifle targets in a DHI Sweep starting from either direction. Return rifle to wagon seat. Move to the cargo box and, using pistols as needed, engage the pistol targets in a **continuous** DHI Sweep starting from either direction. Holster. Retrieve shotgun and engage 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.**



Stage 6 March 2012

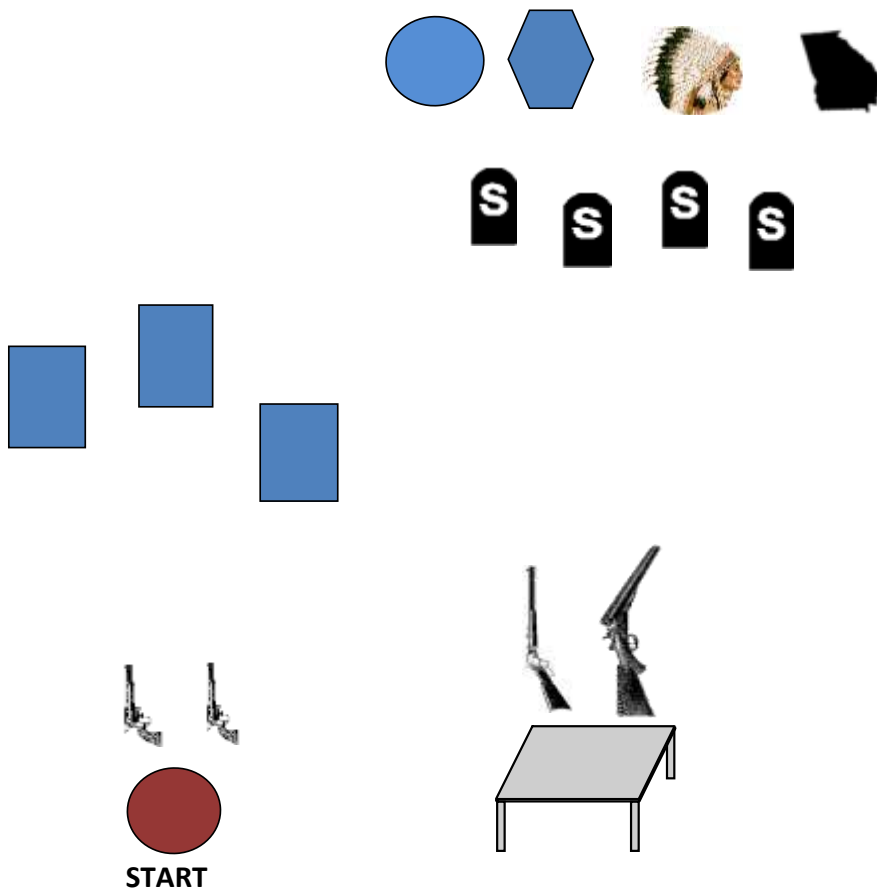
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Pale Al Rider set up the poker table at the range camp and is waiting for the rest of the DHI Cowboys to ride in. He sees the remnants of gangs vanquished by the DHI Cowboys riding hard to the camp to steal the range crew supplies. He's away from his rifle and shotgun, so he has to start his defense with his pistols.

Starting Position: Standing with at least one foot touching the starting stone 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, staged on the table.

Procedure: Shooter will indicate ready and wait for the beep. ATB, shoot each pistol target with at least three shots. Holster. Retrieve rifle and engage the rifle targets in a Nevada Sweep starting from either direction. Return rifle to table, retrieve shotgun and engage the shotgun targets in any order.



Sidematch Stage March 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 indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 2-3-2-3 Sweep starting on the left. Holster. Move to the bar, retrieve rifle and engage the rifle targets in a 2-3-2-3 Sweep starting on the left. Retrieve Shotgun and engage the shotgun targets in any order.

