

Stage 1 April 2013

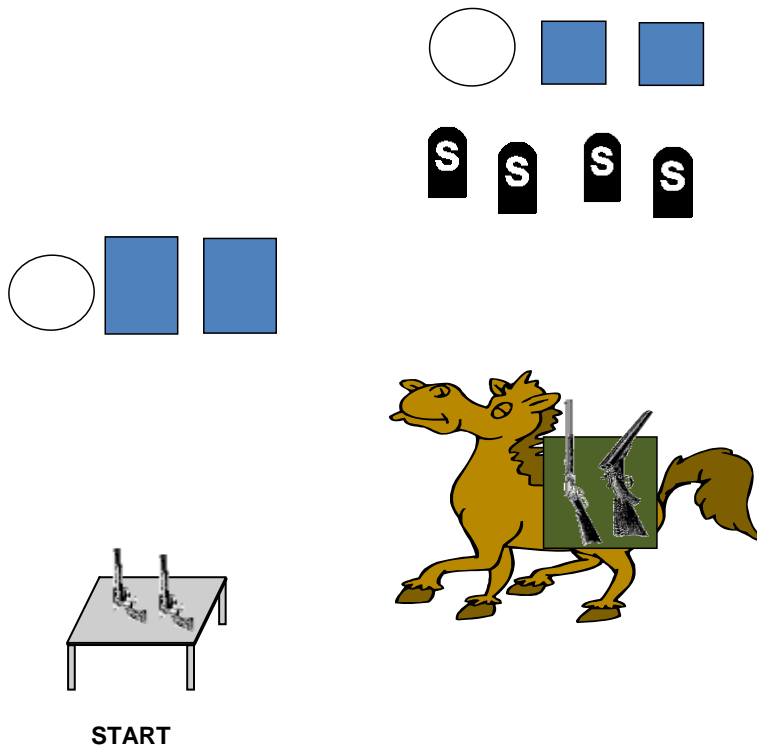
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy went out to help the cook by setting up the table needed to serve lunch to the DHI Cowboys working the herd. After setting up the table, he sees members of the infamous Circle Gang approaching fast. The DHI Cowboy takes quick action with his pistols to slow their attack and then moves to his horse to get his other guns to chase the gang off.

Starting Position: Standing directly behind the 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 horse.

Procedure: Say "**RIDE OFF**" OR indicate ready and wait for the beep. ATB, with first pistol and, starting on the Circle (**WHITE**) target, engage the pistol targets in a 1-2-2 sweep. Repeat instructions with second pistol. Retrieve Rifle and engage the rifle targets in two 1-2-2 sweeps both starting on the Circle (**WHITE**) target. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 2 April 2013

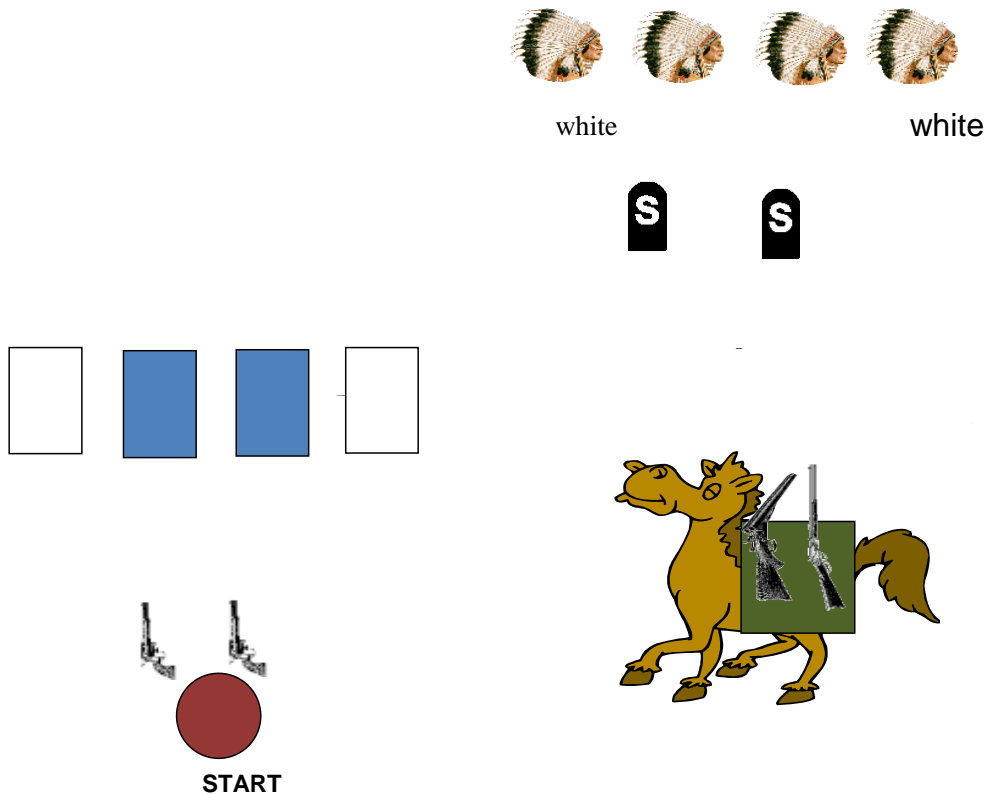
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

A DHI Cowboy is curious about some strange round stone formations on the range. He dismounts and walks closer to check them out when he sees a war party of Indians looking for his scalp. He has to shoot and move fast to save his scalp.

Starting Position: Standing directly behind 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, both staged on the horse.

Procedure: Say "NOT MY SCALP" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 3-2-2-3 sweep. Holster. Retrieve rifle and engage the rifle targets in a 3-2-2-3 sweep. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 3 April 2013

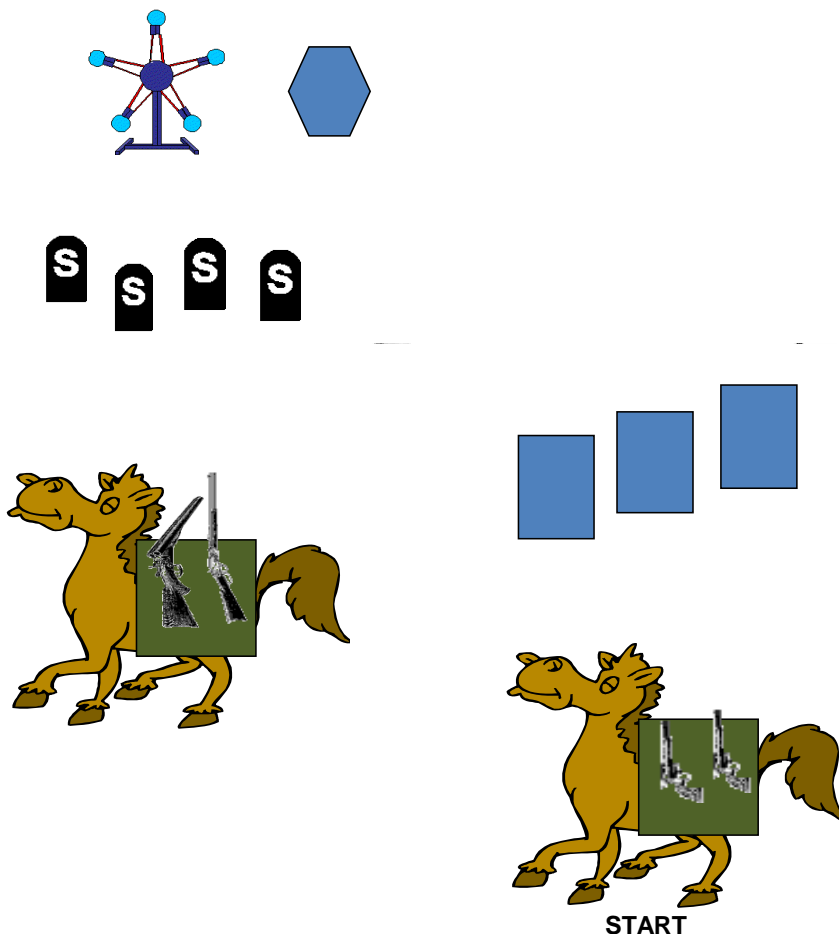
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy is taking a remount back to the ranch. On the way he stops to rest the horses when he's attacked by members of the nefarious Texas Star Gang. He has to shoot and move fast to fend off their attack and get them running away.

Starting Position: Standing behind the right horse 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 on the left horse.

Procedure : Say "I HATE TEXAS" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep. Holster. Retrieve rifle and engage the Texas Star targets until down. Any remaining rifle rounds are placed on the dump target. Make rifle safe on horse. Retrieve shotgun and engage any still attached Texas Star plates and the shotgun targets in any order.
NOTE: Misses on the Texas Star will not count as misses as long as all the plates are off the star after the shotgun is used. Misses on the dump target will count as misses.



Stage 4 April 2013

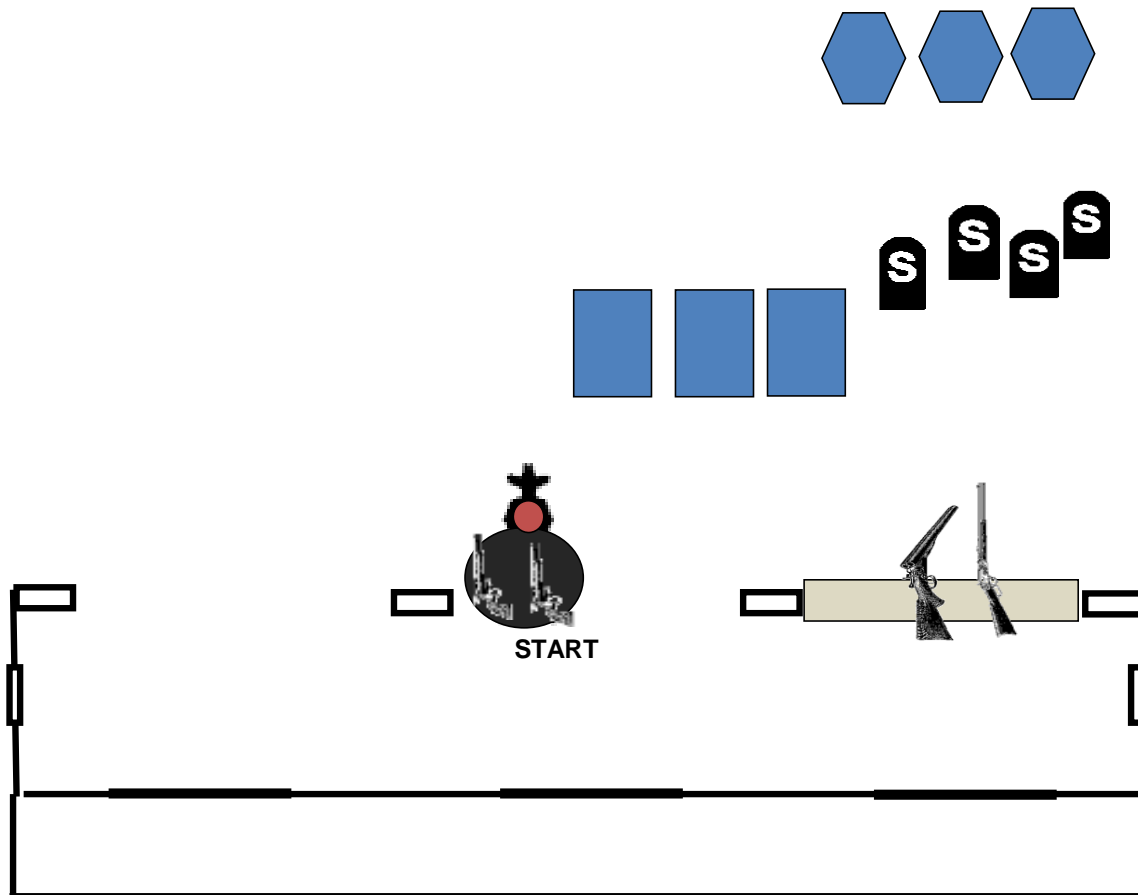
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Wyatt Earp wants to run the Faro table at the Oriental Saloon. The Faro table is being run by Johnny Tyler, a loud mouth back shooter. Wyatt, who minces no words, walks over to the table and tells Johnny that he is sitting in his (Earp's) chair. Johnny runs off at the mouth and reaches for his pistol. Wyatt is faster and shoots Johnny in the heart, and then cleans other low lifes out of the bar.

Starting Position: Standing at the card table.

Staging: 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 : Say "**YOU'RE IN MY CHAIR**" **OR** indicate ready and wait for the beep. ATB, using pistols as needed, shoot Johnny in the heart (**the clay pigeon**) and then shoot each pistol target three times. Retrieve rifle and shoot each rifle target three times. Retrieve shotgun and engage the shotgun targets in any order. **NOTE: A MISS ON JOHNNY'S HEART (THE CLAY PIGEON) WILL COUNT AS A MISS.**



Stage 5 April 2013

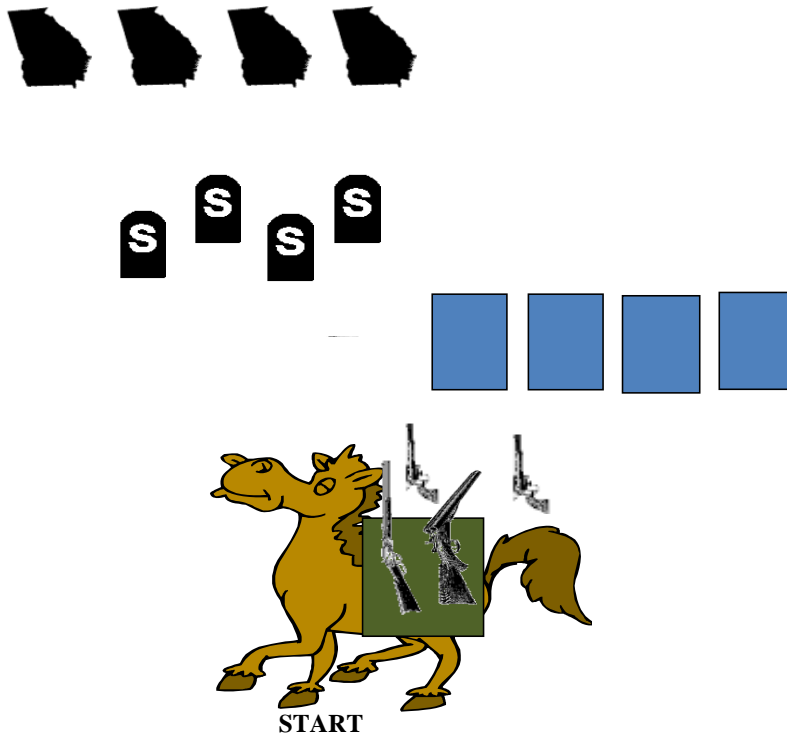
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells

A DHI Cowboy is riding out to the herd when he sees the Georgia Gang approaching fast to raid the herd. The brave cowboy must dismount and act quickly to save the herd.

Starting Position: Standing behind the horse.

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: Say "NO CATTLE FOR YOU" OR indicate ready and wait for the beep. ATB, pistols and rifle may be used in any order. Pistol/Rifle Targets are to both be engaged in a Nevada Sweep. After pistols and rifle have been shot, engage the shotgun targets in any order.



Stage 6 April 2013

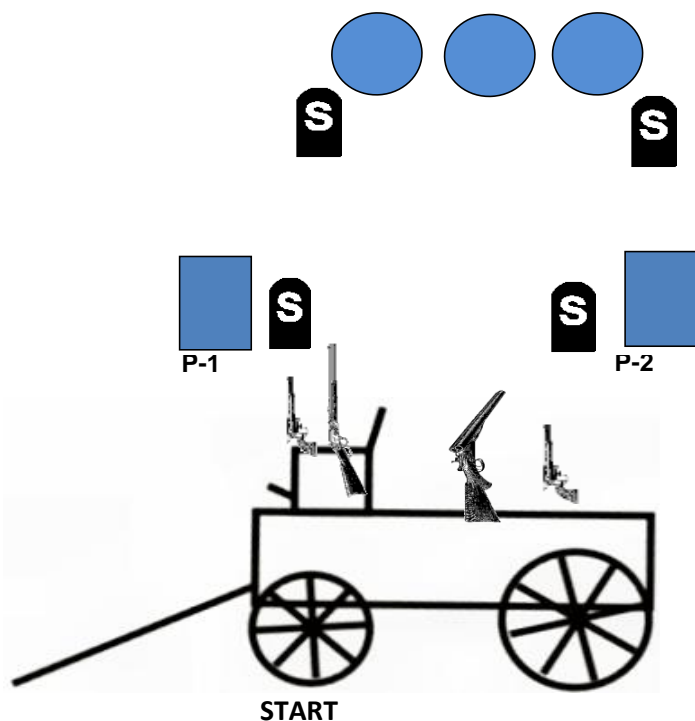
Two Revolvers, 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

While taking the wagon to town, a DHI Cowboy stops to check for a loose wheel. He's just about to get back on the wagon seat when he sees a gang of banditos fast approaching with their guns drawn. He has to grab his rifle and act fast to stop them.

Starting Position: Standing beside the wagon seat with rifle in both hands.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 8 rounds, held in both hands. Shotgun, with at least 4 rounds on your person, staged in the wagon bed.

Procedure: Say "**I HATE BANDITOS**" **OR** indicate ready and wait for the beep. ATB, engage the rifle knockdowns with one round each and the circle targets with two rounds each in any order. With first pistol shoot P-1 four times and the pistol knockdown once in any order. Move beside the wagon bed and with second pistol shoot P-2 four times and the pistol knockdown once in any order. Retrieve the shotgun and shoot any knockdown targets still standing. **NOTE: Knockdowns must fall to count as a hit. Misses on the knockdowns will not count unless they are still standing after the shotgun is used.**



Sidematch Stage April 2013

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

Starting Position: Standing between the center poles.

Staging: 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 : 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. Retrieve rifle and engage the rifle targets in a double tap Nevada Sweep. Retrieve shotgun and engage the shotguns targets in any order.

