

## Stage 1 August 2013

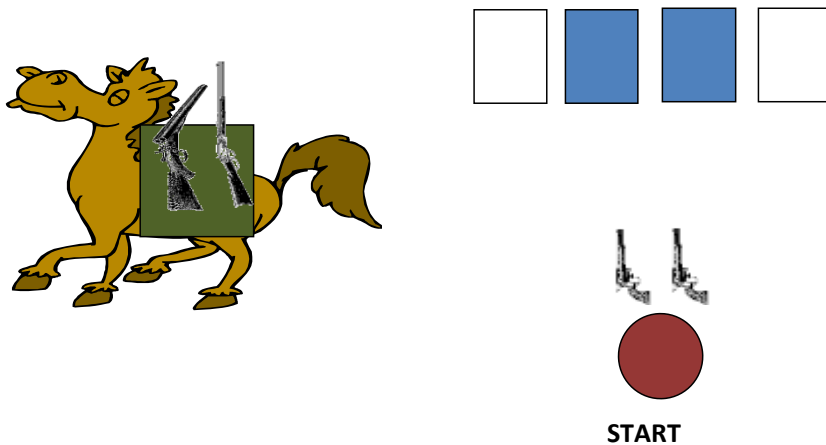
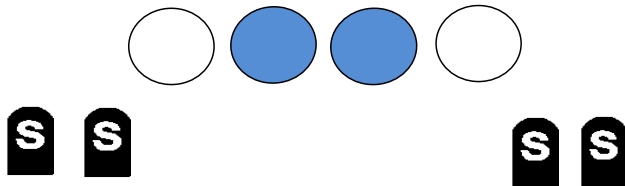
**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

An intrepid DHI Cowboy has been riding the herd for hours. He stops, dismounts and walks around to loosen up from his riding. Wouldn't you know it, as soon as he dismounts and walks away from his horse he sees the Circle Gang, known rustlers, approaching fast. He must take action to stop them from breaking up the herd.

**Starting Position:** Standing directly behind the starting stone.

**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 horse.

**Procedure:** Say "NO CATTLE FOR YOU" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **CONTINUOUS** Cat Herders Sweep. Retrieve Rifle and engage the rifle targets in a Cat Herders Sweep. Retrieve Shotgun and engage the shotgun targets in any order. **NOTE: A Cat Herders Sweep is shot the same as a Nevada Sweep but the end (WHITE) targets are shot with double taps.**



## Stage 2 August 2013

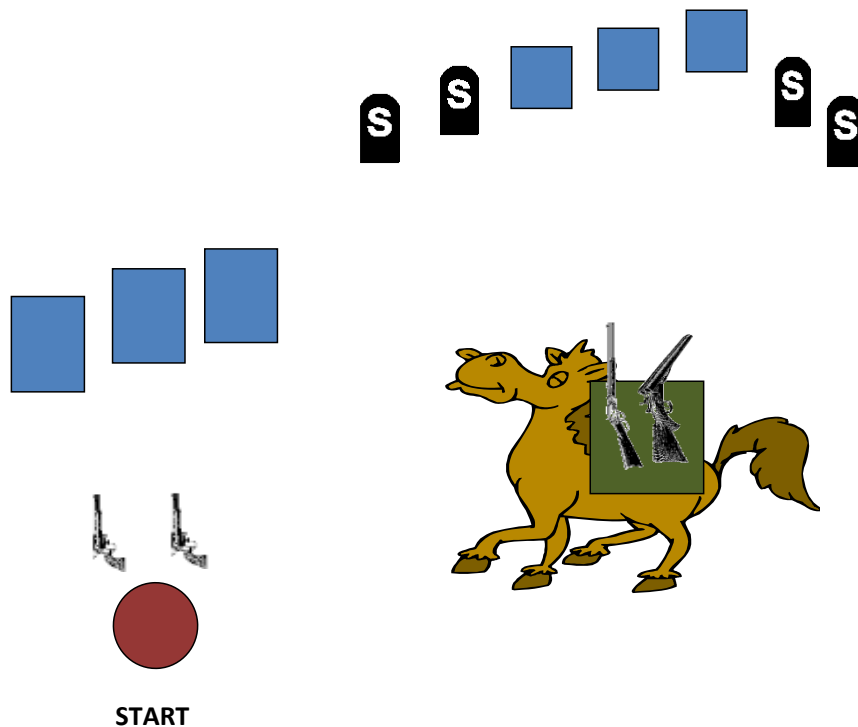
**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

A DHI Cowboy is checking boundary stones on the range when he's attacked by horse thieves. He'll have to act fast to save his horse and his own hide.

**Starting Position:** Standing directly behind the starting stone.

**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 horse.

**Procedure:** Say "**NOT MY HORSE**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **FRONT TO BACK** double tap Nevada Sweep. Retrieve Rifle and engage the rifle targets in a **FRONT TO BACK** double tap Nevada Sweep. Retrieve Shotgun and engage shotgun targets in any order.



## Stage 3 August 2013

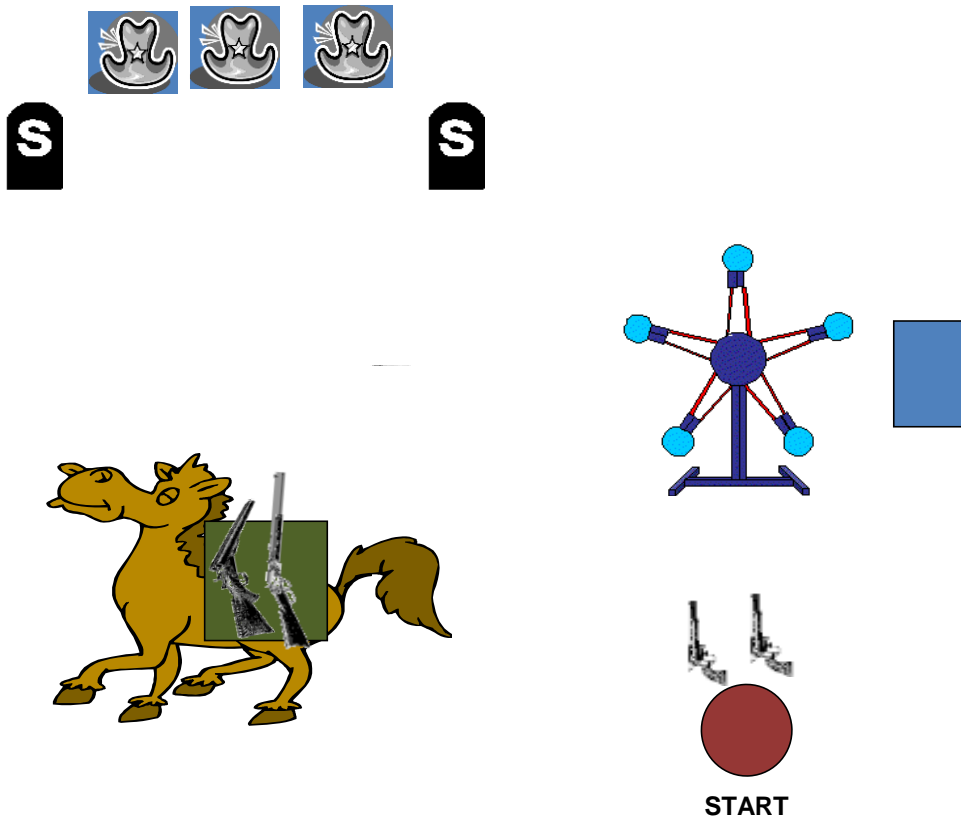
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

A DHI Cowboy is riding a lonely part of the range when he stops for water. While his horse is drinking, he moves away and see members of infamous Star Gang riding in for the attack. He's got to shoot fast and straight to save his hide.

**Starting Position:** Standing directly behind the starting stone.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, and Shotgun, with at least two rounds on your person, both staged on the horse.

**Procedure :** Say "**I HATE STARS**" **OR** indicate ready and wait for the beep. ATB, using pistols as needed, engage the plates of the Texas Star. Once all the plates are off the Star place any remaining pistol rounds on the dump target. Retrieve rifle and engage the rifle targets with three rounds on each. Retrieve Shotgun and engage the shotgun targets in any order. **NOTE: Any plates left on the Star and any misses on the dump target will be counted as misses.**



## Stage 4 August 2013

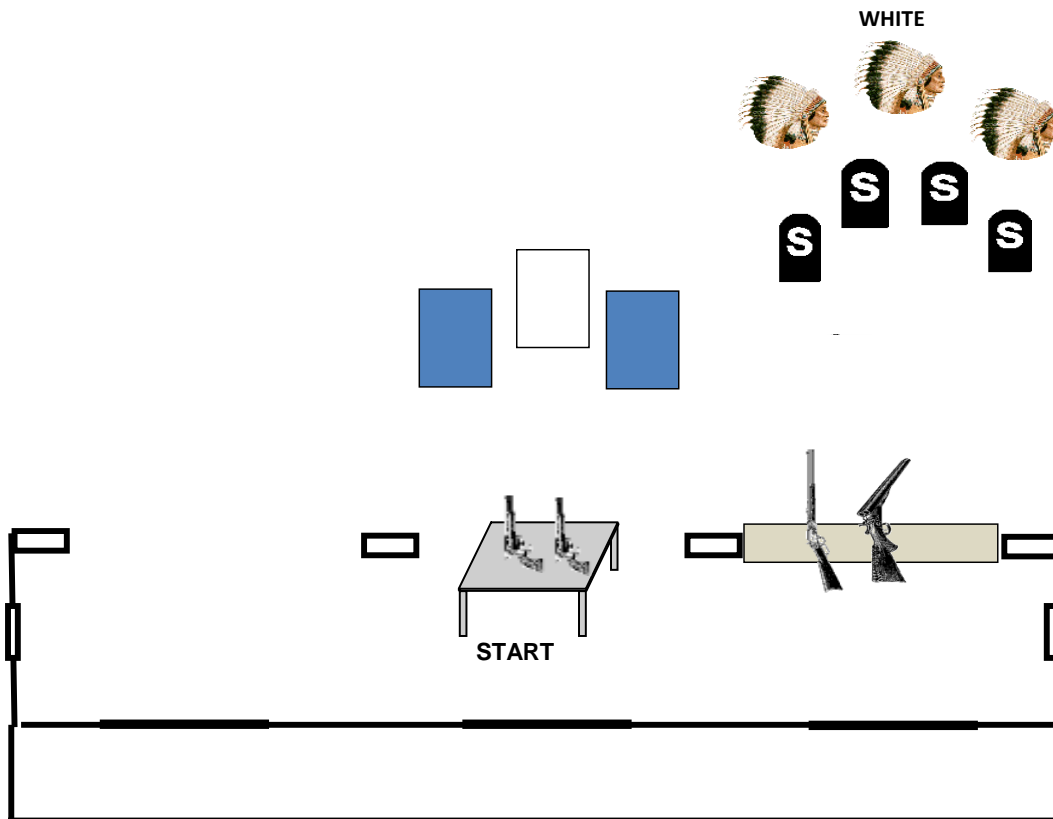
**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

A DHI Cowboy stops by the Prairie Store for supplies. While there, he sees hostile Indians approaching with guns at the ready. He has to act fast to save the store and his scalp.

**Starting Position:** Standing behind the center table with hands on pistols.

**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 "**NO SCALPS FOR YOU**" **OR** indicate ready and wait for the beep. ATB, with first pistol engage the pistol targets in a 2-1-2 sweep. Repeat instructions with second pistol. Retrieve Rifle and engage the rifle targets with two 2-1-2 Sweeps. Retrieve Shotgun and engage the shotgun targets in any order.



## Stage 5 August 2013

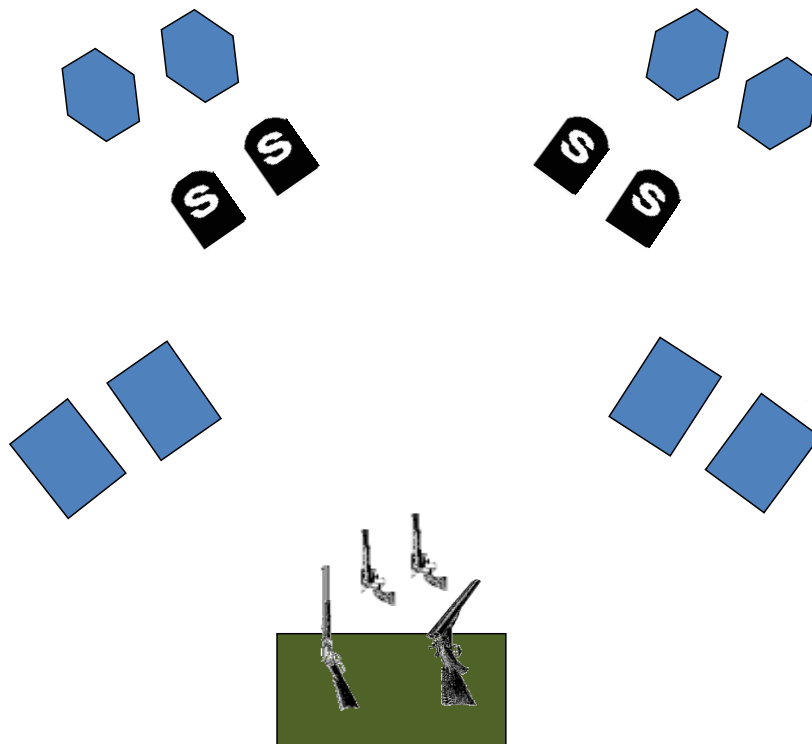
### Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Doc Holliday has stopped at a prairie bar to have a few drinks. Another patron mentions to him that he's already drank enough to see double, and the Coffin Gang is approaching to dry gulch him. Doc Holliday calmly replies that he will just have to shoot twice as fast.

**Starting Position:** Standing directly behind the table with cup held in both hands.

**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 table.

**Procedure:** Say "I'LL JUST SHOOT TWICE AS FAST" **OR** indicate ready and wait for the beep. ATB, **DROP THE CUP** and with first pistol engage the pistol targets on either the left or right side, shooter's choice, with alternating single shots. With second pistol repeat instructions on the opposite side pistol targets. Retrieve Rifle and **STARTING ON THE SAME SIDE THE FIRST PISTOL WAS SHOT**, engage the two rifle targets with alternating single shots for five rounds. Repeat instructions on the opposite side rifle targets. Retrieve Shotgun and **STARTING ON THE SAME SIDE THE FIRST PISTOL WAS SHOT**, engage the shotgun targets in any order **UNTIL BOTH ARE DOWN** and then engage the opposite side shotgun targets in any order.



START

## Stage 6 August 2013

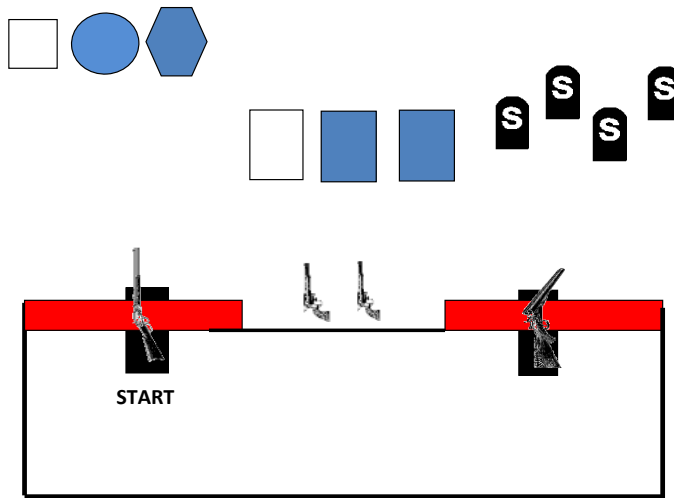
### Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy stops by the bank in town to make his monthly deposit. As he gets there he finds the bank is being robbed by a mixed gang of outlaws. He wants to save his money at the bank, so he decides to deposit some lead with the outlaws.

**Starting Position:** Standing at the left window with rifle held in both hands.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in both hands. Shotgun, with at least 4 rounds on your person, staged in the right window tray.

**Procedure:** Say "**HAVE SOME LEAD**" OR indicate ready and wait for the beep. ATB, starting on the **WHITE** target, engage the rifle targets in a 1-2-2 sweep and repeat instructions with remaining five rounds. Move to the doorway and with first pistol, starting on the **WHITE** target, engage the pistol targets in a 1-2-2 sweep. Repeat instructions with second pistol. Retrieve Shotgun and engage the shotgun targets in any order.



## Sidematch Stage August 2013

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

**Starting Position:** Standing behind the center 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 "**LET'S SHOOT**" **OR** indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with at least three rounds on each. Retrieve Rifle and engage the rifle targets with three rounds on each. Retrieve Shotgun and engage the shotgun targets in any order.

