

Stage 1 January 2013

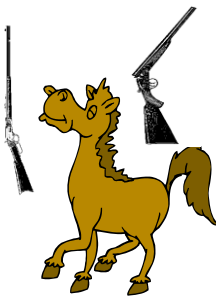
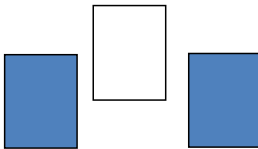
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

It's the start of a new year on the DHI Spread and the DHI cowboys have been sent out to do necessary tasks. One DHI cowboy was told to take a remount to a line shack. On the way he runs into indians looking to take both the horses.

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

Procedure: Shooter will say "**YOU CAN'T HAVE THESE HORSES**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 3-4-3 sweep from either direction. Holster. Retrieve rifle and engage the rifle targets in a 3-4-3 sweep from either direction. Return rifle to horse, retrieve shotgun and engage the shotgun targets in any order.



Stage 2 January 2013

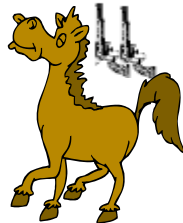
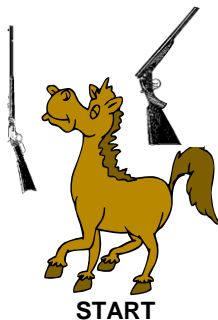
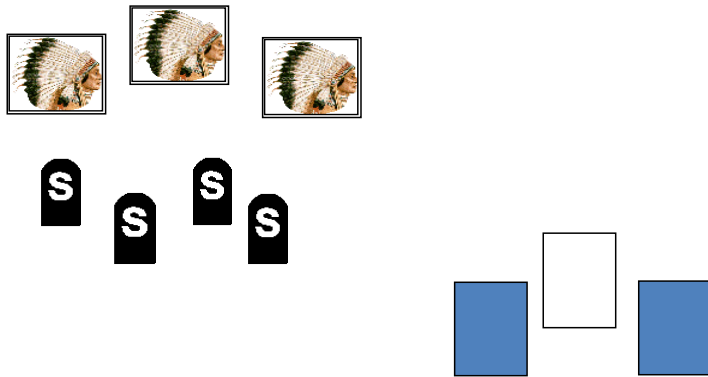
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The brave DHI Cowboy is more than holding his own against the Indians. He only needs to give them a little more persuasion to get them gone.

Starting Position: Standing behind the left 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, staged on the left horse.

Procedure: Shooter will say "**YOU NEED TO GET GONE**" **OR** indicate ready and wait for the beep. ATB, engage the shotgun targets in any order. Return shotgun to horse, retrieve rifle and engage the rifle targets in a DHI Sweep. Return rifle to horse. Move to the right horse and, using pistols as needed, engage the pistol targets in a **CONTINUOUS** DHI sweep. Holster. **NOTE: A DHI Sweep is shot the same as a Nevada Sweep, but the center (White) target is shot with double taps.**



Stage 3 January 2013

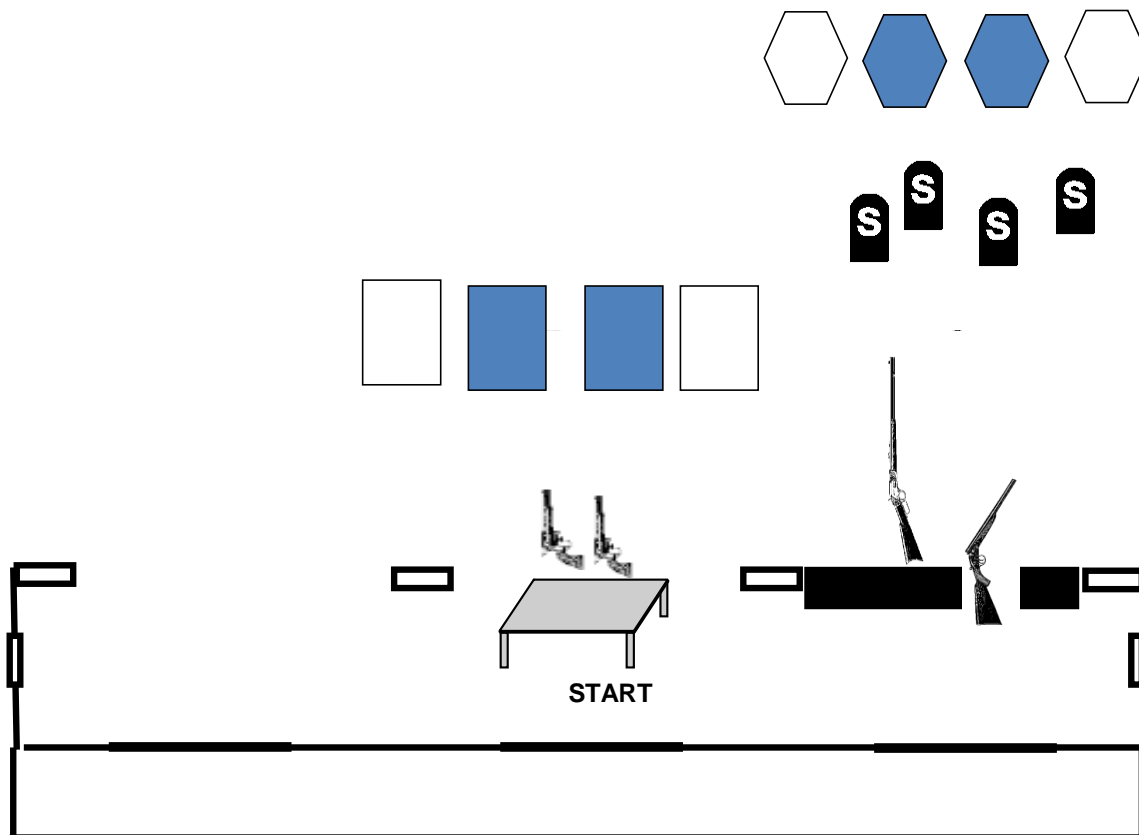
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Another DHI cowboy is sent to the Prairie Store for some supplies. While getting the supplies he sees the infamous Coffin Gang sneaking up to rob the store. It's up to him to save the ranch supplies and the store.

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 "**YOU AIN'T ROBBING THIS STORE**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 2-3-2-3 sweep. Holster. Retrieve rifle and engage the rifle targets in a 2-3-2-3 sweep. Retrieve shotgun and engage the shotgun targets in any order.



Stage 4 January 2013

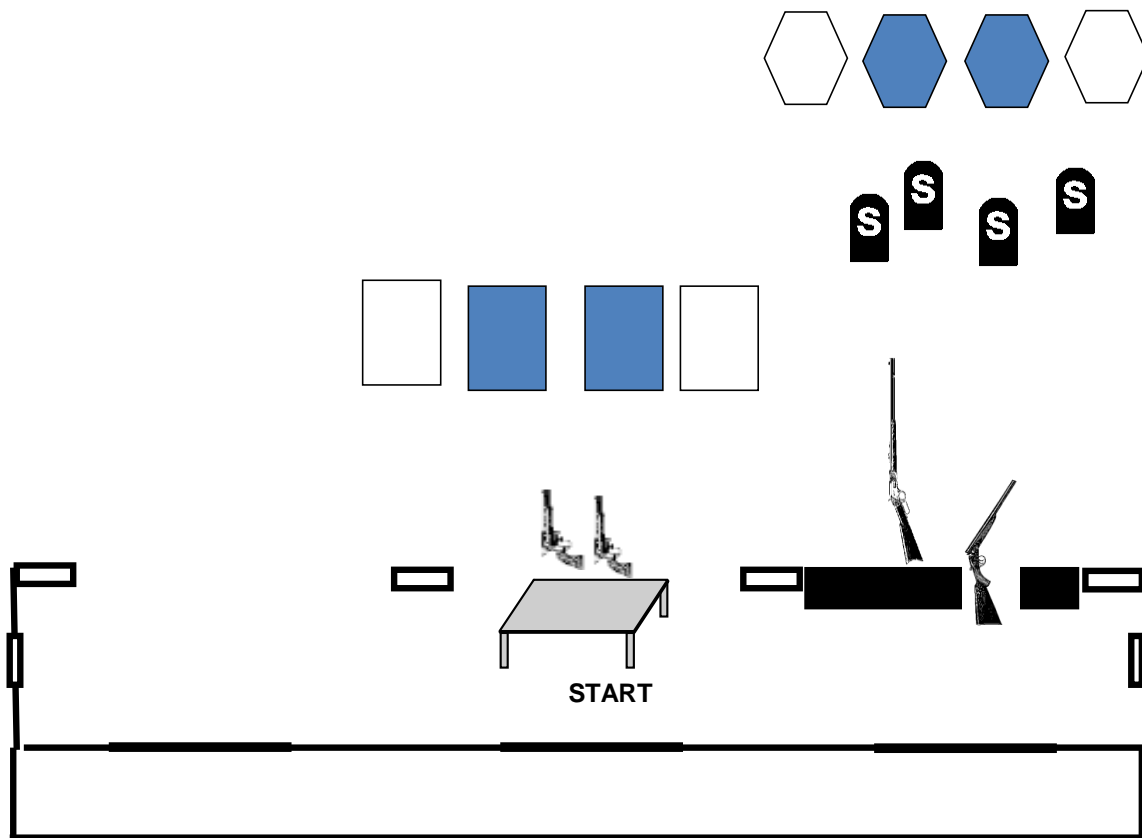
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The intrepid DHI cowboy has put the fear of God in the Coffin Gang. He just needs to put a little more fire their way to get them running away.

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 "**I TOLD YOU SO**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Cat Herders Sweep. Holster. 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 5 January 2013

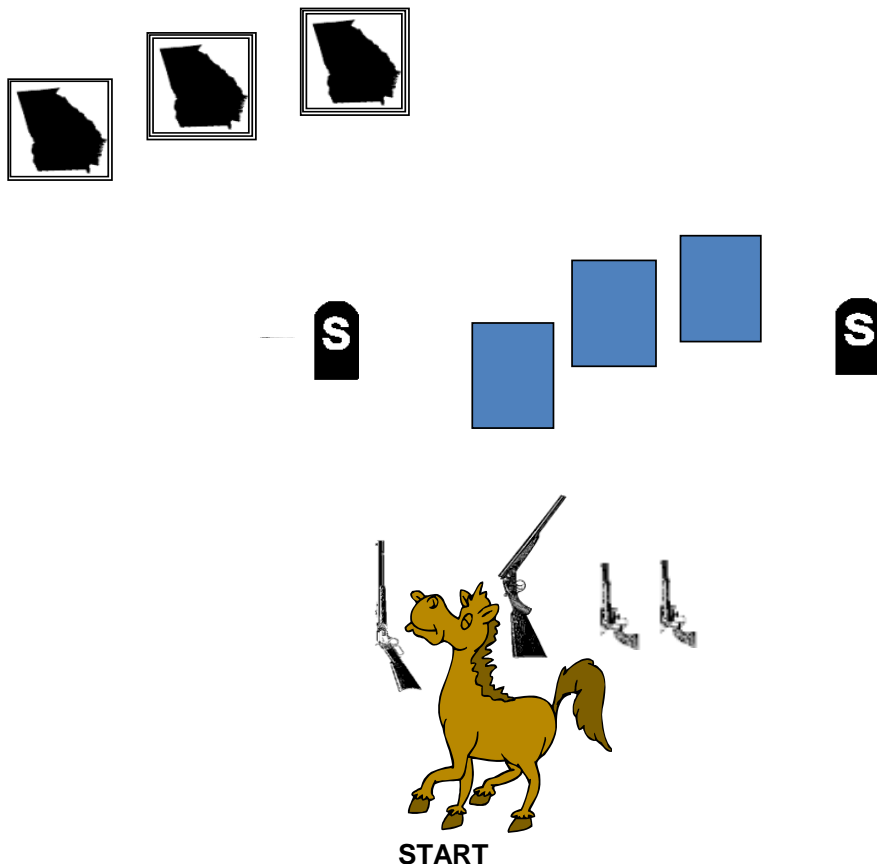
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

Another DHI cowboy is riding to check the fence line when he sees members of the Georgia Gang, intent on rustling some cattle. To save the cattle he dismounts and states his intent to stop them.

Starting Position: Standing behind the horse.

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

Procedure: Shooter will say "AIN'T NO BEEF HERE FOR YOU" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with at least three rounds on each. Holster. Retrieve rifle and engage rifle targets with three rounds on each. Retrieve shotgun and engage the shotgun targets in any order.



Stage 6 January 2013

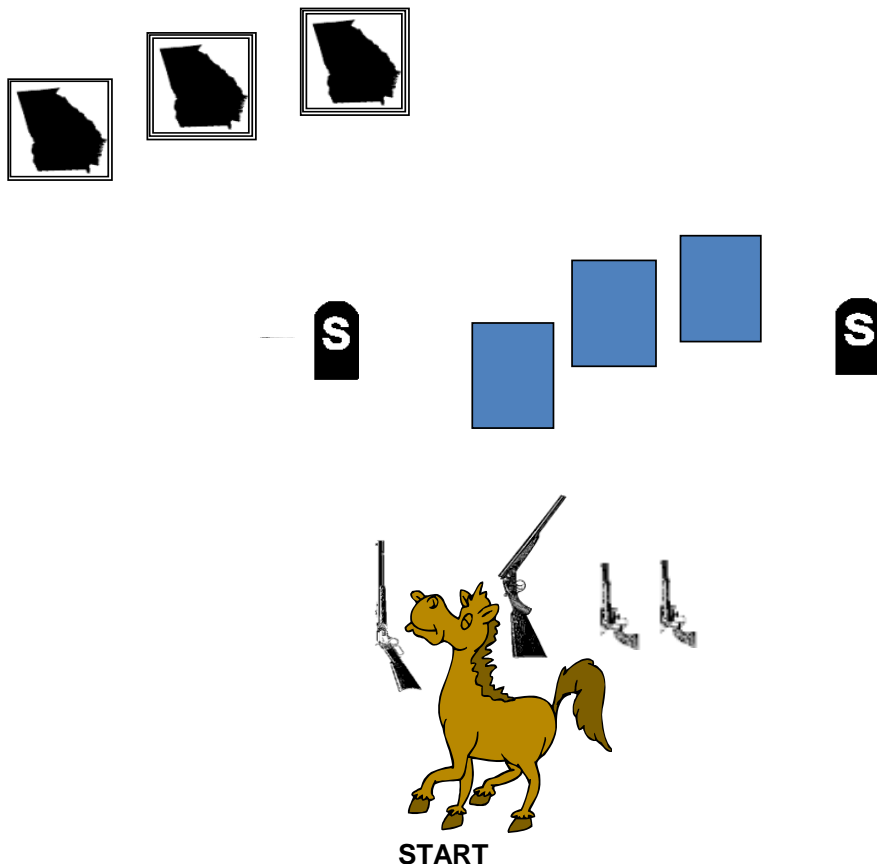
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

The loyal DHI cowboy has gotten the upper hand on the Georgia Gang by his quick and accurate action. He just needs to give them more lead to get them running away for good.

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 two rounds on your person, staged on the horse.

Procedure: Shooter will say "**GET RUNNING**" OR indicate ready and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep. Return rifle to horse. Using pistols as needed, engage the pistol targets in a double tap Nevada Sweep. Holster. Retrieve shotgun and engage the shotgun targets in any order.



Sidematch Stage January 2013

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, engage the pistol targets in a Lawrence Welk Sweep. Holster. Retrieve rifle and engage the rifle targets in a Lawrence Welk Sweep. Retrieve shotgun and engage the shotgun targets in any order.

