

June 2013
DHI Annual Match
Stages

Stage 1 June Annual 2013

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

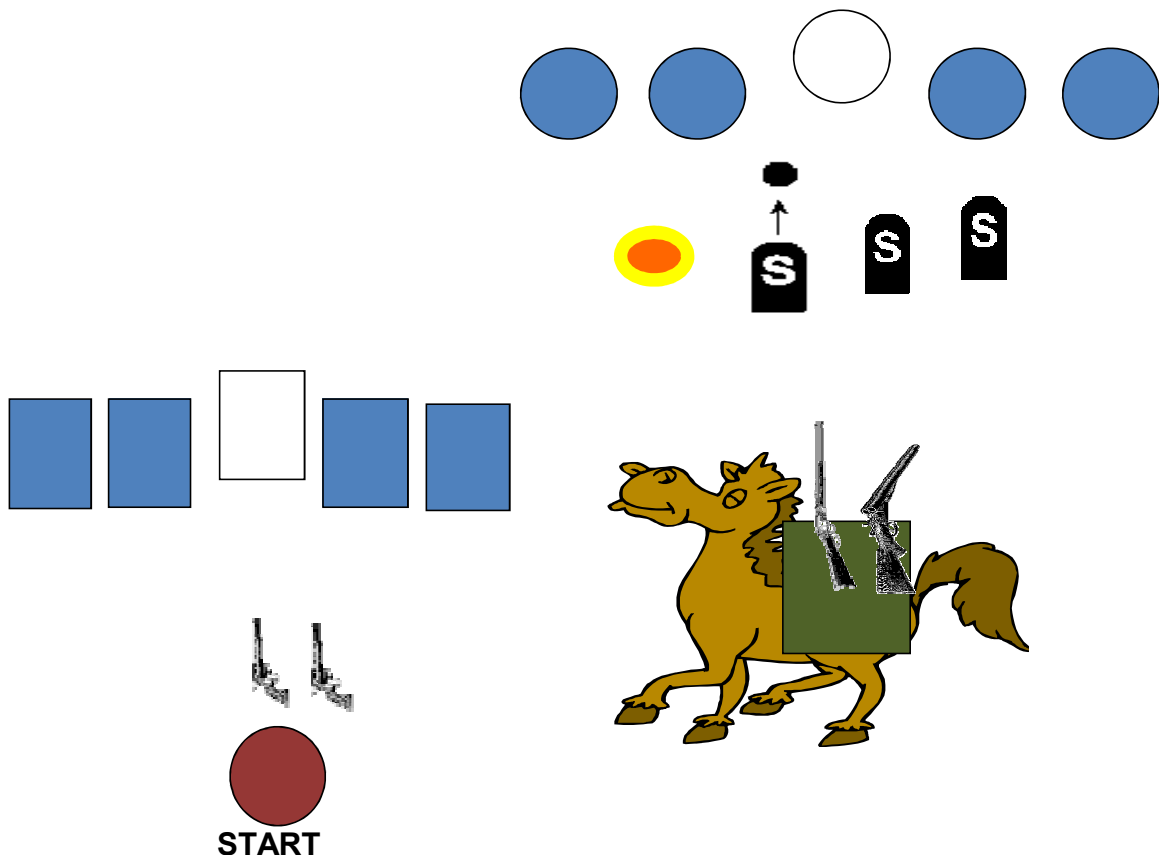
It's round up time at the DHI Ranch. All the cowboys are involved and all but one have already ridden out. As the last cowboy is getting ready to leave, he sees the infamous Circle Gang approaching to raid the ranch. He's all there is to protect the ranch and he will have to shoot straight and fast to drive the gang off.

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 "**GOT TO BE FAST**" OR indicate ready and wait for the beep. ATB, with first pistol and, starting on the **either** outside target, engage the pistol targets in a 1-1-3 sweep ending with 3 shots on the center (**WHITE**) target. With second pistol, starting on the **other** outside target, engage the pistol targets in a 1-1-3 sweep ending with 3 shots on the center (**WHITE**) Target.

Retrieve Rifle and engage the rifle targets in the same sequence as the pistols, but you may again start from either end target. Retrieve Shotgun and engage the vomit target, flying clay and stationary shotgun targets in any order. **NOTE: A miss on the flying clay will not count as a miss, but a 5 second bonus will be awarded if it's hit.**



Stage 2 June Annual 2013

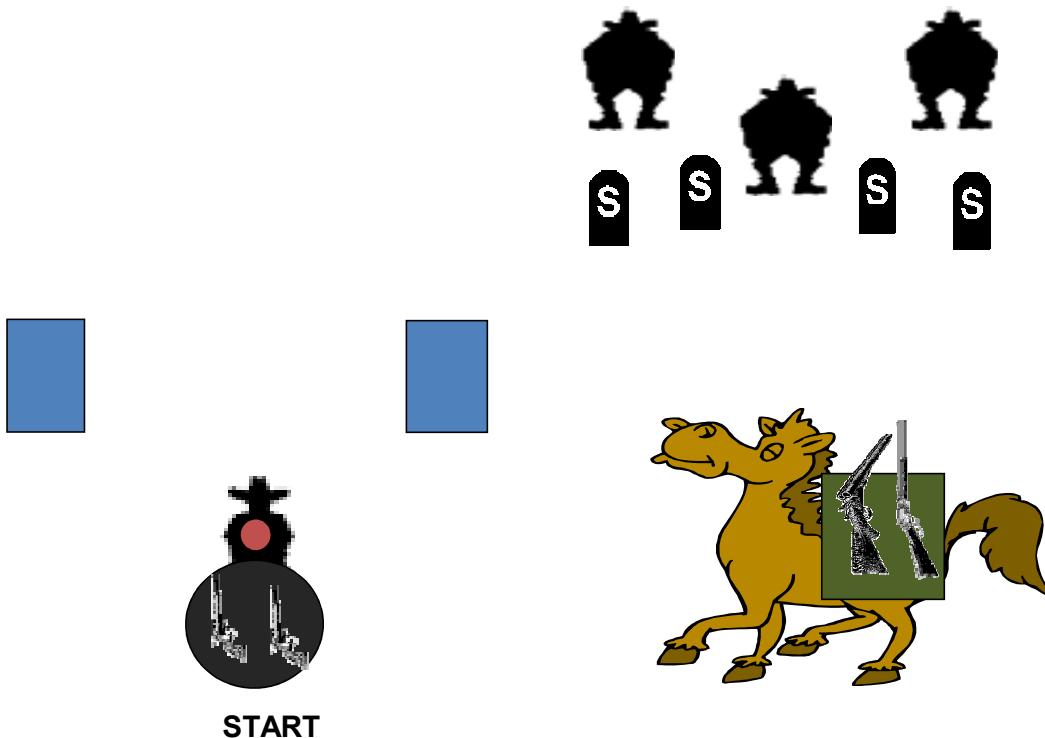
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy, wanting to try his luck at cards before the round up, stops at an open air prairie card game. He sets his pistols on the table, asks the dealer the stakes and is told "Your horse and your money". Realizing he's been tricked by a gang of robbers, he grabs his pistols and stops the threat.

Starting Position: Sitting at the card table.

Staging: Pistols, loaded with five rounds each, staged on the card table. Rifle, loaded with 10 rounds, and Shotgun, with at least four rounds on your person, both staged on the horse.

Procedure: Say "**NO YOU DON'T**" **OR** indicate ready and wait for the beep. ATB, **while seated** and using pistols as needed, put one round in the heart of the crooked gambler and then 4 rounds on one pistol target and 5 rounds on the other pistol target. Retrieve your rifle and engage the center rifle target with one round then 4 rounds on either outside target then one round on the center rifle target and the last 4 rounds on the other outside target. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 3 June Annual 2013

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

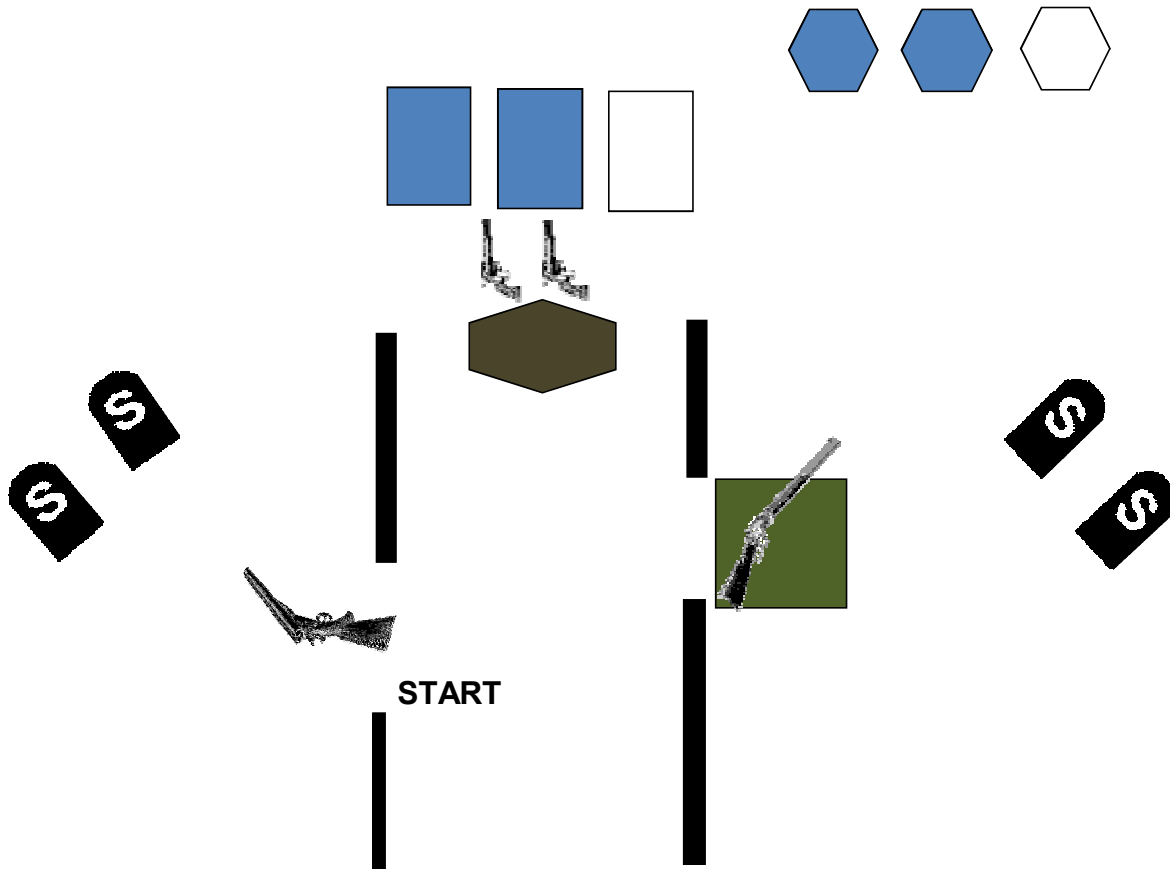
Another DHI Cowboy finds himself in town. He has to get to the ranch for the round up, but he can't find his horse. He thinks he left it tied at the end of an alley, so he heads down the alley. Instead of his horse he finds the Coffin Gang intending no good. He has to move quick and shoot fast to get out of the alley.

Starting Position: Standing in the alley at the left opening with Shotgun held in both hands.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, staged on the table. Shotgun, with at least four rounds on your person, held in both hands.

Procedure : Say "**WHERE'S MY HORSE**" **OR** indicate ready and wait for the beep. ATB, engage the two shotgun targets at the left opening. Move to the right opening and engage the two shotgun targets there.

Retrieve rifle and, starting on the right (**WHITE**) target, shoot each rifle target three times. Put rifle on table and move to the coffin in the alley. Using pistols as needed, starting on the right (**WHITE**) target, shoot each pistol target at least three times.



Stage 4 June Annual 2013

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

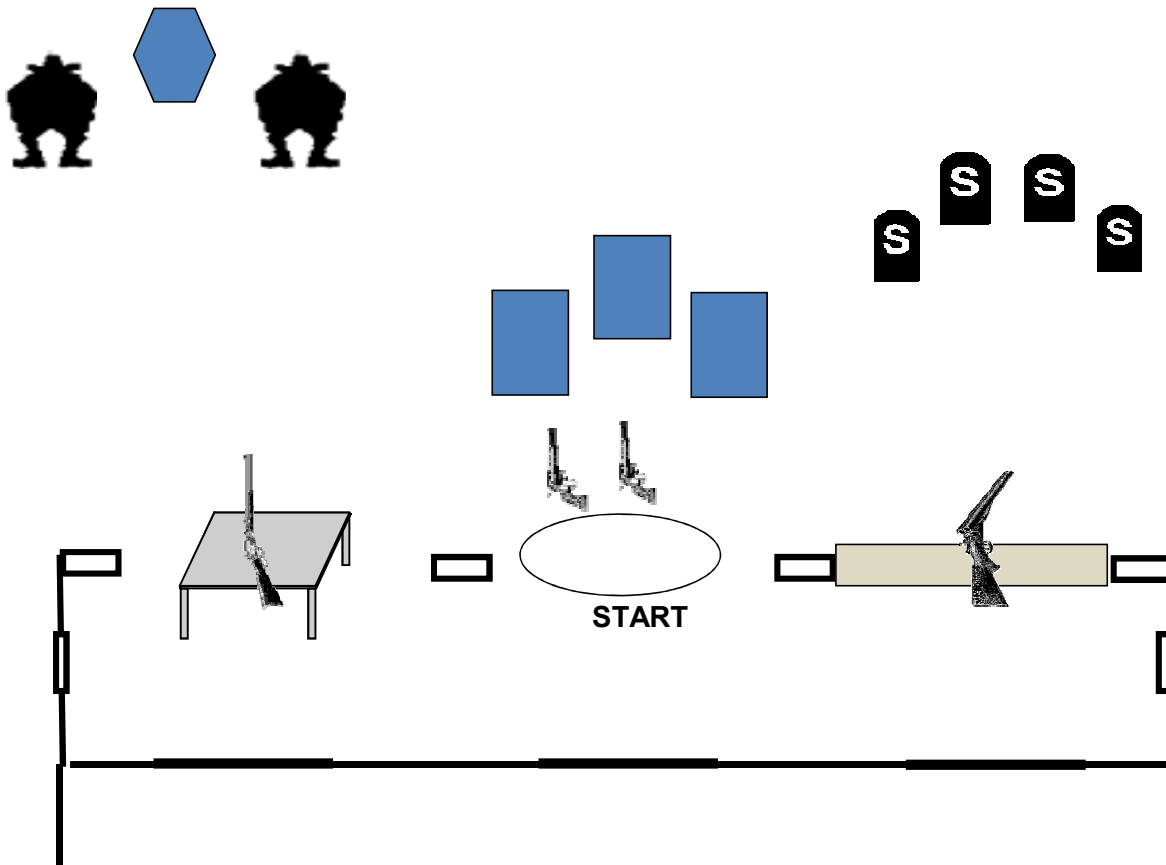
Another DHI Cowboy is trying to get his last real bath at the prairie bath house before hitting the trail on the roundup. Just as he's about to get in the tub he spots members of the infamous Cowboys Gang approaching with hands full of guns. Their evil intent is clear, and the intrepid cowboy must act to save his hide. It's a good thing he brought all his guns with him.

Starting Position: Standing beside the bathtub with both hands on the tubs rim.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on left table. Shotgun, with at least four rounds on your person, staged on the bar.

Procedure : Say "I NEED A BATH" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets by double tapping each target and then single tapping four targets. (Example: If starting from the left, P1 2X, P2 2X, P3 2X, P2 1X, P1 1X, P2 1X, P3 1X).

Retrieve rifle and engage the rifle targets by double tapping each target and then single tapping four targets. (Example: If starting from the left, R1 2X, R2 2X, R3 2X, R2 1X, R1 1X, R2 1X, R3 1X). Retrieve Shotgun and engage the shotgun targets in any order.



Stage 5 June Annual 2013

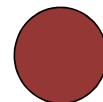
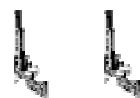
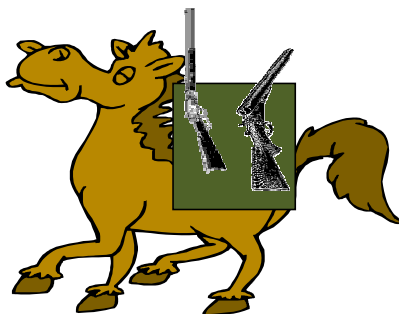
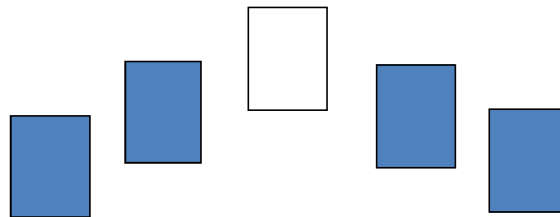
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4+ Shells

A DHI Cowboy is riding out to the round up camp with the crews mail that often contains much needed cash for the cowboys. He stops to rest his horse on the hot ride when he sees the infamous Georgia Gang riding hard at him with guns drawn. He knows he is in a tough fight to save the mail and his hide, so he sets to work stopping the attack.

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 MAIL FOR YOU" OR indicate ready and wait for the beep. ATB, using pistols as necessary and starting on the center (WHITE) target, engage the pistol targets in a 2-1-2 sweep to the left or right, then start on the center target and sweep the pistol targets in a 2-1-2 sweep in the opposite direction. Retrieve rifle and starting on the center (WHITE) target, engage the rifle targets in a 2-1-2 sweep to the left or right, then start on the center target and sweep the rifle targets in a 2-1-2 sweep in the opposite direction. Retrieve Shotgun and engage the shotgun targets in any order.



START

Stage 6 June Annual 2013

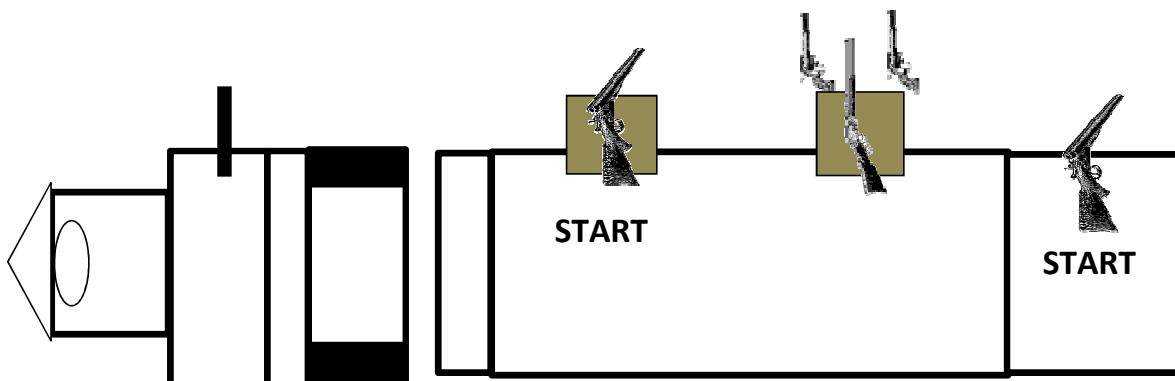
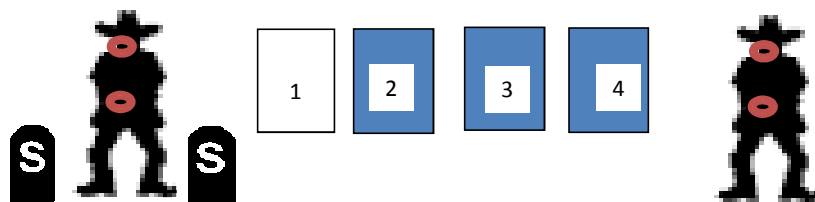
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 6 + Shells

The DHI Ranch Manager is riding the train back to the ranch stop. He's carrying the extra payroll money for the spring round up. As the train nears a water stop, he sees robbers approaching the passenger car with guns at the ready. He can't lose the payroll, so he gets his own guns ready to fight off the robbers.

Starting Position: Standing at the left window or rear platform with Shotgun loaded (with RO approval) and held in both hands.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged in right window. Shotgun, with at least 6 rounds on your person, held in both hands at either left window or rear platform..

Procedure: Say "I'VE GOT TO GO" OR indicate ready and wait for the beep. ATB, engage the shotgun targets and/or clays at the left window or rear platform. Put shotgun on the right tray, then, using pistols or rifle first, engage the rifle/pistol targets in the following order: RP1 4X, RP2 1X, RP3 1X, RP4 1X, RP3 1X, RP2 1X, RP1 1X. Complete the same order of fire with your second choice of firearms. Move with your shotgun to the left window or rear platform and engage the shotgun targets and/or clays.



Stage 7 June Annual 2013

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

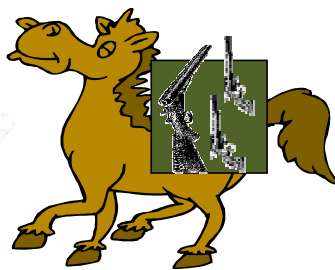
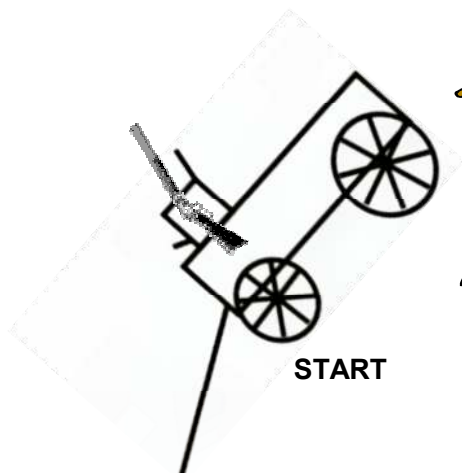
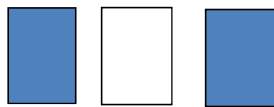
The DHI cook is heading back to the round up camp after stopping in town for last minute supplies. About half way back he spots a small herd of buffalo and a loose saddled horse. He believes the horse bucked off it's rider and ran off. He knows the cowboys like fresh buffalo meat so he decides to take some of them before getting the horse. He gets off the wagon, grabs his rifle and shoots three buffalo. Just then hijackers come upon him and now he's in a fight for his life. It's a good thing he noticed a shotgun in the scabbard on that horse.

Starting Position: Standing beside the wagon seat with rifle held in one hand.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in one hand. Shotgun, with at least 4 rounds on your person, staged on the horse.

Procedure: Say "WELL I'LL BE" OR indicate ready and wait for the beep. ATB, engage the rifle buffalos in a 2-6-2 sweep. Return rifle to wagon. Move to the horse and, using pistols as needed, engage the pistol targets in a 2-6-2 sweep. Retrieve shotgun and engage the vomit target and flying clay and stationary knockdowns in any order.

NOTE: A miss on the flying clay will not count as a miss, but a 5 second bonus will be awarded if it's hit.



Stage 8 June Annual 2013

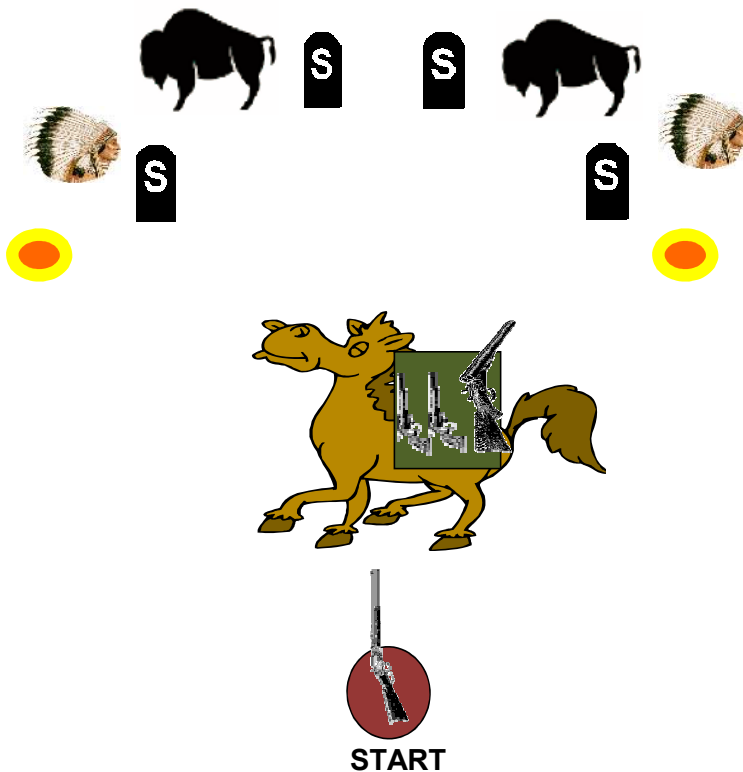
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Another hard working DHI is looking for strays from the herd when he spots some tracks near a ridge. He dismounts, grabs his rifle and goes to check them out. He hears a ruckus, turns around and sees armed hostiles chasing buffalo to break up the herd below. He has to act fast to eliminate this threat to the herd.

Starting Position: Standing directly behind the starting stone.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in both hands. Shotgun, with at least four rounds on your person, staged on the horse.

Procedure: Say "HOSTILES" OR indicate ready and wait for the beep. ATB, engage the standing clays with one round each and the buffalos with four rounds each, in any order. Move to the horse and, using pistols as needed, engage the Hostiles with one round each and the buffalos with four rounds each in any order. Retrieve Shotgun and engage the shotgun targets and any remaining standing clays in any order. **NOTE: Misses on the standing clays with the rifle will not be counted as misses unless they are still standing after the shotgun has been used.**



Sidematch June Annual 2013

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

Starting Position: Standing behind the left table.

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on left table. Shotgun, with at least four rounds on your person, staged on the bar.

Procedure : Say "LET'S SHOOT" OR indicate ready and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep. Move behind the bathtub and, using pistol as needed, engage the pistol targets in a double tap Nevada Sweep. Retrieve Shotgun and engage the shotgun targets in any order.

