

Stage 1 May 2013

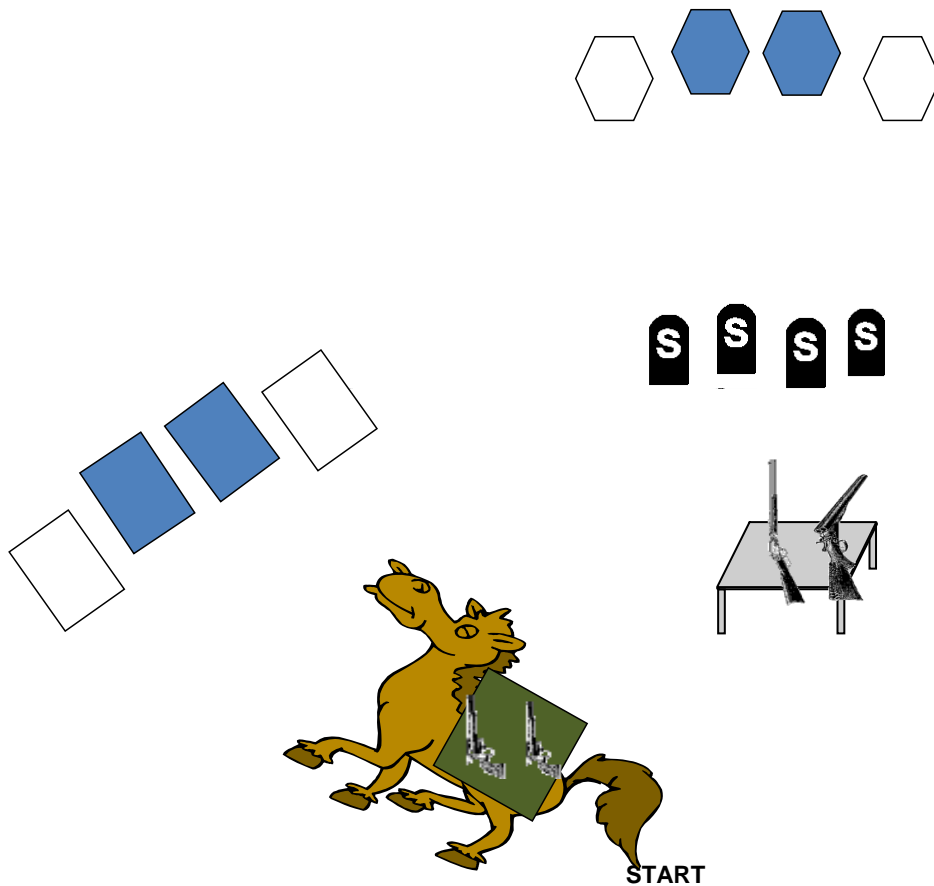
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy stops by the range camp to clean his long guns. After setting the long guns on a table he goes to his horse to get his cleaning materials. When he gets there he spots the Coffin Gang approaching to raid the camp. He takes quick action to stop their attack.

Starting Position: Standing directly behind the horse.

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 "COFFINS FOR YOU" OR indicate ready and wait for the beep. ATB, using pistols as needed engage the pistol targets in a 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 May 2013

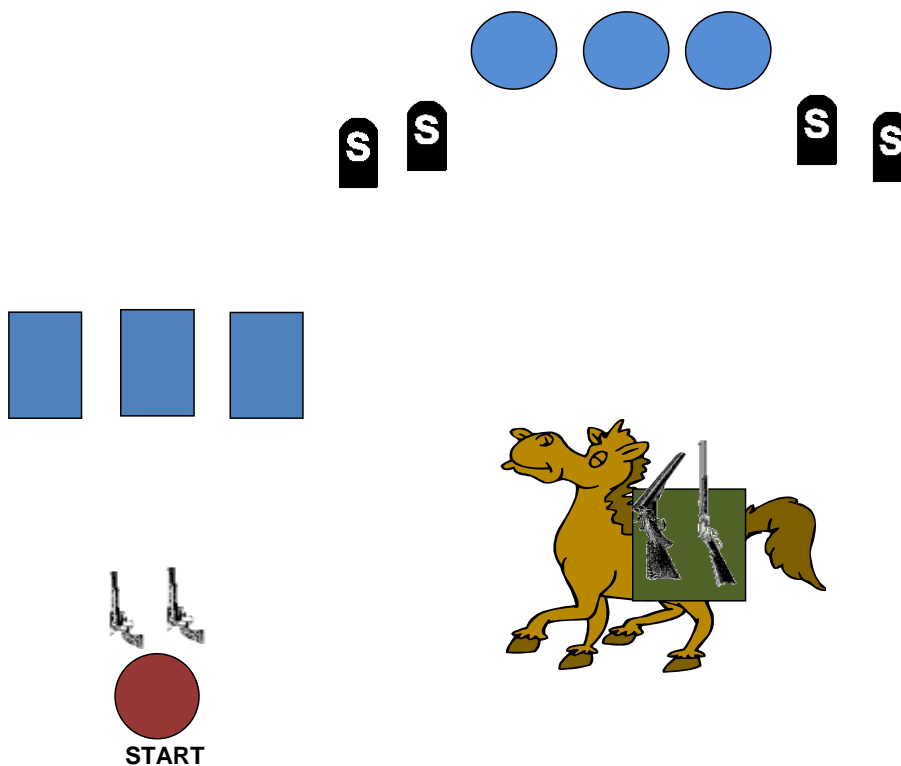
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy is checking a boundary stone when he sees the Circle Gang riding up to steal his horse. To avoid a long walk home he has to stop the Circle Gang.

Starting Position: Standing directly behind the 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 **"I HATE CIRCLES"** 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 shotgun targets in any order.



Stage 3 May 2013

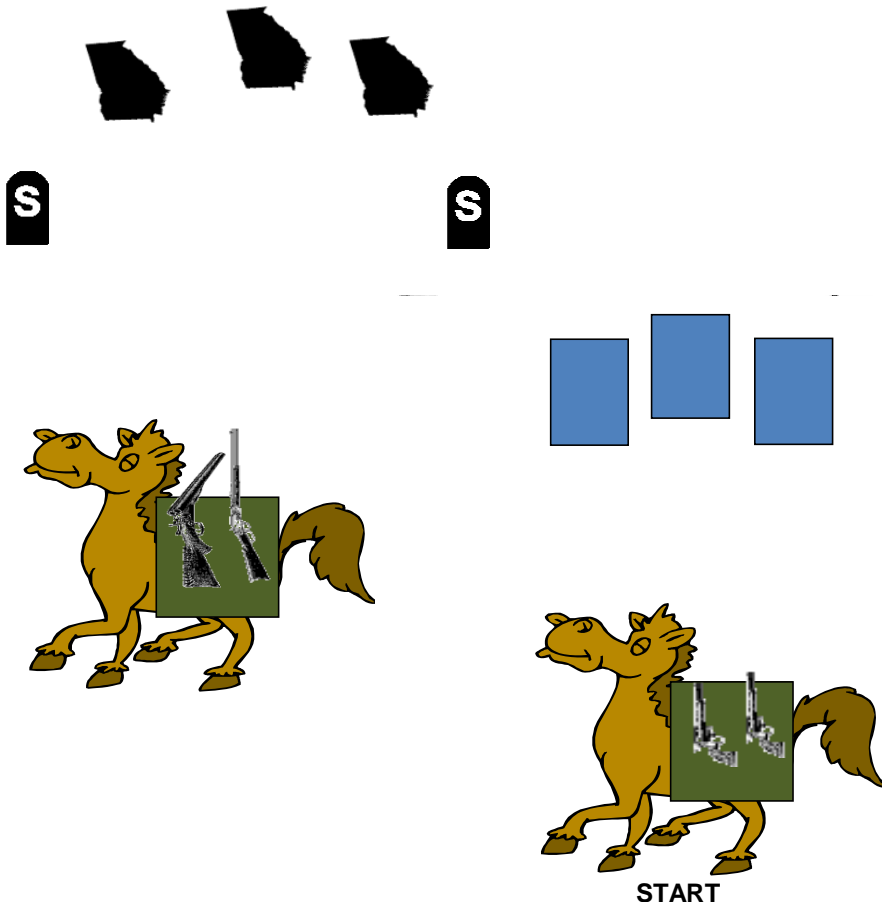
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

A DHI Cowboy spots a saddled stray mount on the range and stops to look for it's rider. As he checks the mount he sees the Georgia Gang approaching fast. Now he knows what happened to the mount's rider, and the same thing could happen to him if he doesn't act fast to stop the gangs attack.

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

Procedure : Say "**BUSHWACKERS**" OR indicate ready and wait for the beep. ATB, using pistols as needed, shoot each pistol target at least three times. Retrieve rifle and shoot each rifle target three times. Retrieve shotgun and engage the shotgun targets in any order.



Stage 4 May 2013

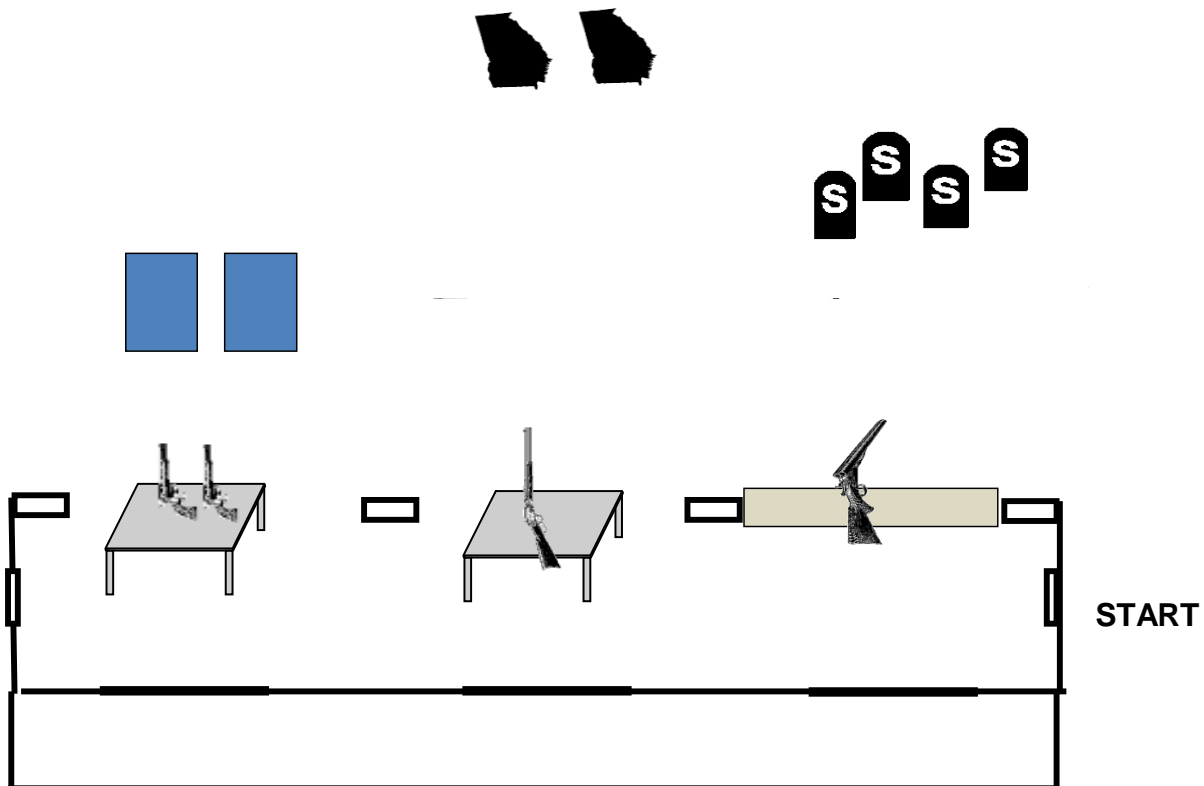
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A prospector stops at the Prairie Store to trade some gold for supplies and refreshments. He's just getting ready to enter and slake his thirst when he spots known outlaws apparently intending to take his gold. He worked dog bone hard to get that gold and is not about to give it up without a fight.

Starting Position: Standing outside the right door.

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

Procedure : Say "THATS MY GOLD" OR indicate ready and wait for the beep. ATB, retrieve shotgun and engage the shotgun targets in any order. Retrieve rifle and engage the rifle targets with alternating double taps. Move to the left table and, using pistols as needed, engage the pistol targets with alternating double taps.



Stage 5 May 2013

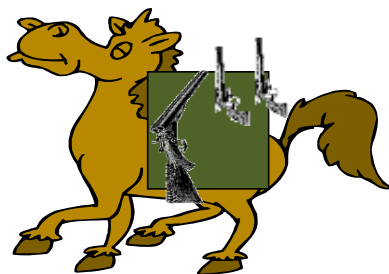
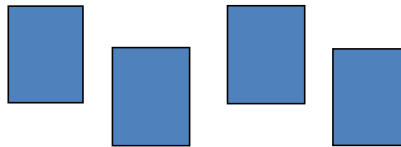
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2+ Shells

A DHI Cowboy is hunting for some fresh camp meat when he spots some bandits approaching to steal his horse and probably cause him harm. He has his rifle in hand so he acts fast to stop the bandits and get them running.

Starting Position: Standing directly behind the stone 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 two rounds on your person, staged on the horse.

Procedure: Say "GET RUNNING" OR indicate ready and wait for the beep. ATB, engage the rifle/pistol targets in a Lawrence Welk Sweep. Restage the rifle on the horse and, using pistols as needed, engage the pistol/rifle targets in a Lawrence Welk Sweep. Retrieve shotgun and engage the shotgun targets in any order. **NOTE: A LAWRENCE WELK SWEEP IS ONE SHOT ON FIRST TARGET, TWO SHOTS ON SECOND TARGET, THREE SHOTS ON THIRD TARGET AND FOUR SHOTS ON FOURTH TARGET.**



Stage 6 May 2013

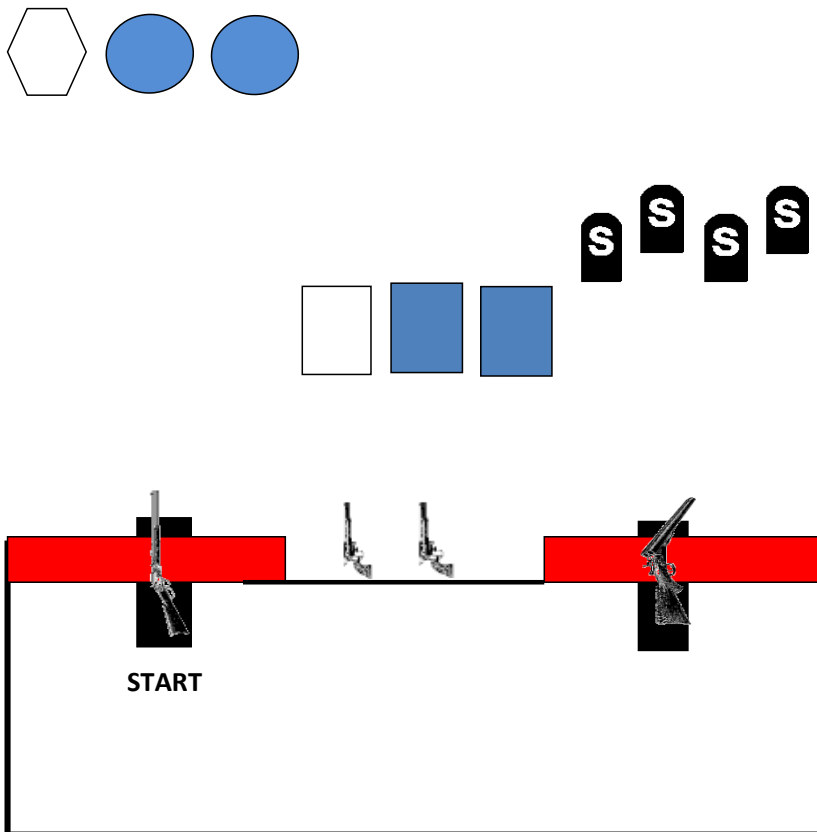
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

A DHI Cowboy working out of a line shack is getting ready to start his day's work. He looks out the window to check the weather and sees armed bandits approaching to attack him. He has to move from place to place and use all his weapons to halt their attack.

Starting Position: Standing at the left window.

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

Procedure: Say "**I HATE BANDITS**" **OR** indicate ready and wait for the beep. ATB, starting on the white target, engage the rifle targets in a 3-1-1 sweep and repeat the instructions with the remaining five rounds. Move to the doorway and, with first pistol, starting on the white target, engage the pistol targets in a 3-1-1 sweep. Repeat instructions with second pistol. Retrieve the shotgun and engage the shotgun targets in any order.



Sidematch Stage May 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 the center 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, using pistols as needed, shoot each pistol target five times. Retrieve rifle and shoot each rifle target five times. Retrieve shotgun and engage the shotgun targets in any order.

