

November 2013
Monthly Match
Stages

Stage 1 November 2013

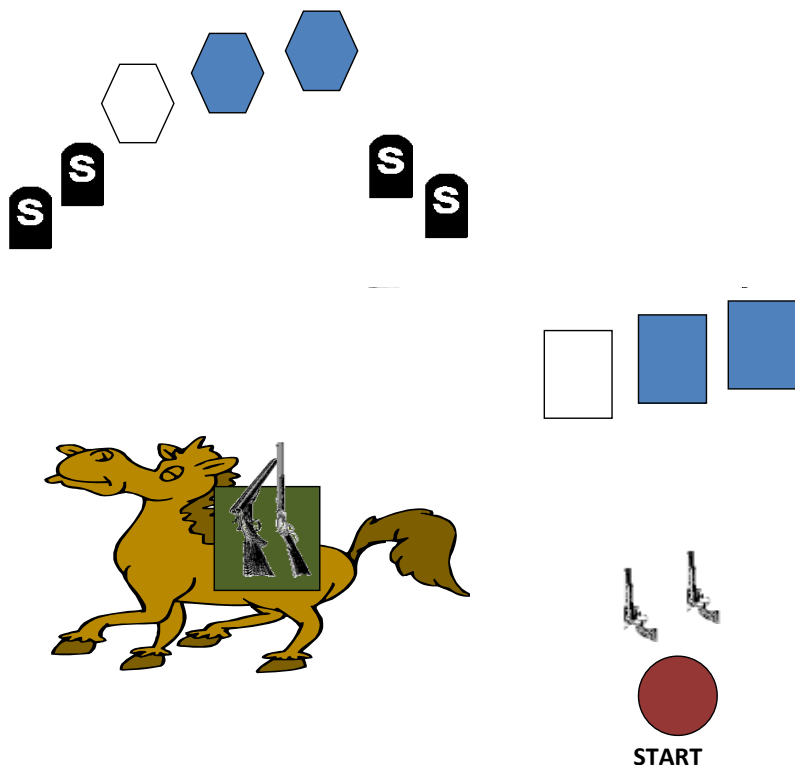
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Tuco Forsyth, the new ranch foreman, has sent DHI Cowboys riding hither and yon looking for turkeys and pumpkins for the ranch gala Thanksgiving dinner. Bushshot Bill, one such cowboy, has stopped near a ridge where he's seen turkeys in the past, but instead of turkeys he finds cattle thieves riding hard at him to get to the DHI herd. Bushshot moves fast to stop their 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 CATTLE FOR YOU" 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 the shotgun targets in any order.



Stage 2 November 2013

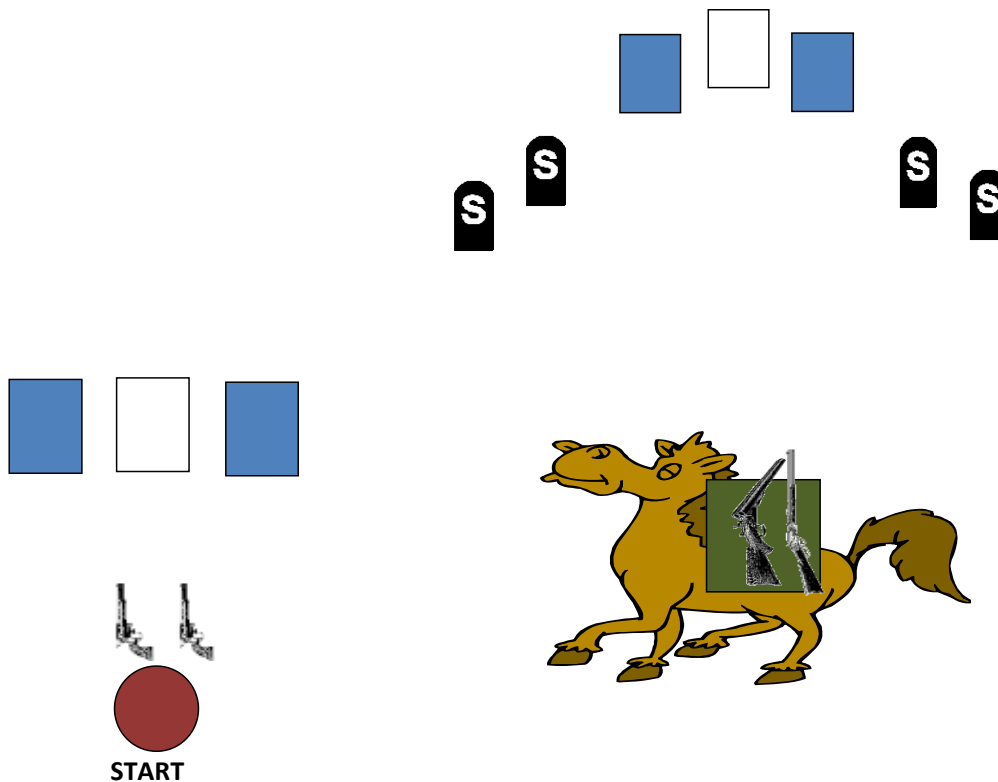
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Ga Slayer, another dependable DHI hand, is also hunting a butte for turkeys. Instead of turkeys, he happens upon yet more rustlers. He acts fast to get them running the other way.

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 "YOU AIN'T TURKEYS" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with two separate 2-1-2 Sweeps. Retrieve Rifle and engage the rifle targets with two separate 2-1-2 Sweeps. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 3 November 2013

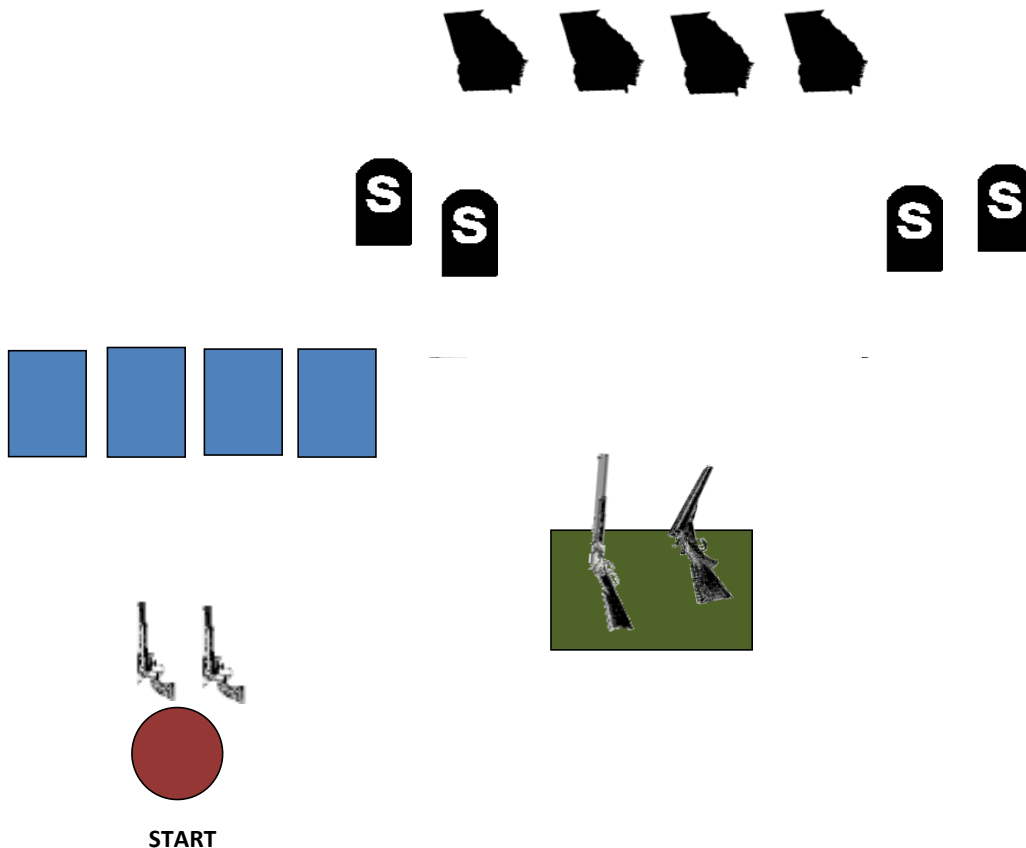
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

The intrepid DHI Cook has set up a table on the range to start preparing lunch for the hard working DHI Cowboys. He sees riders approaching, but they're not DHI Cowboys. Instead the infamous Georgia Gang apparently intends to raid the camp. Cookie grabs some guns and proves he can shoot as well as cook.

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

Staging: Pistols loaded with five rounds each and holstered. Rifle, loaded with 8 rounds, and Shotgun, with at least four rounds on your person, both staged on the table.

Procedure : Say "**NO LUNCH FOR YOU**" OR indicate ready and wait for the beep. ATB, using pistols as needed, shoot each pistol target at least twice. Retrieve rifle and shoot each rifle target twice. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 4 November 2013

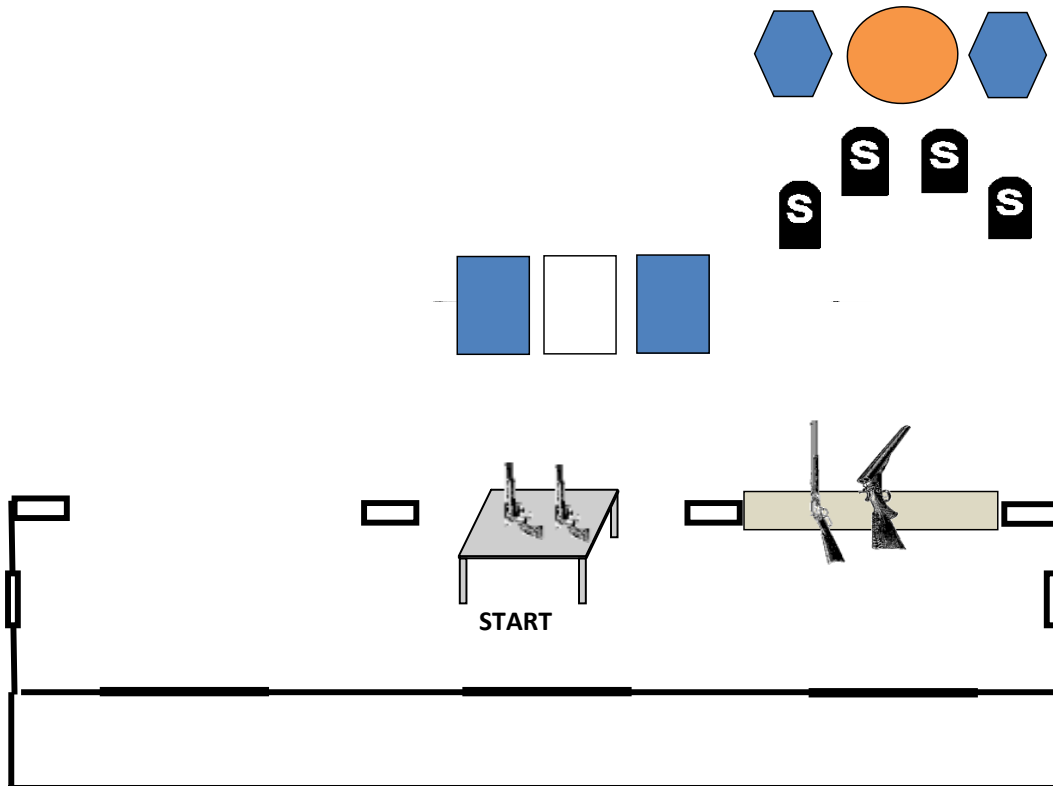
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Another DHI Cowboy stops at the Prairie Store in hopes of finding a pumpkin for the dinner. The clerk says he has one big one left, but members of the coffin gang are stealing it. The DHI Cowboy wastes no time in stopping the pumpkin theft, even though he had to shoot the pumpkin as well.

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

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 "**THAT'S MY PUMPKIN**" **OR** indicate ready and wait for the beep. ATB, with first pistol alternate single shots on the outside (BLUE) pistol targets. With second pistol shoot the center (WHITE) pistol target five times. Retrieve rifle and alternate five single shots on the outside (BLUE) rifle targets then shoot the center (PUMPKIN) rifle target five times. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 5 November 2013

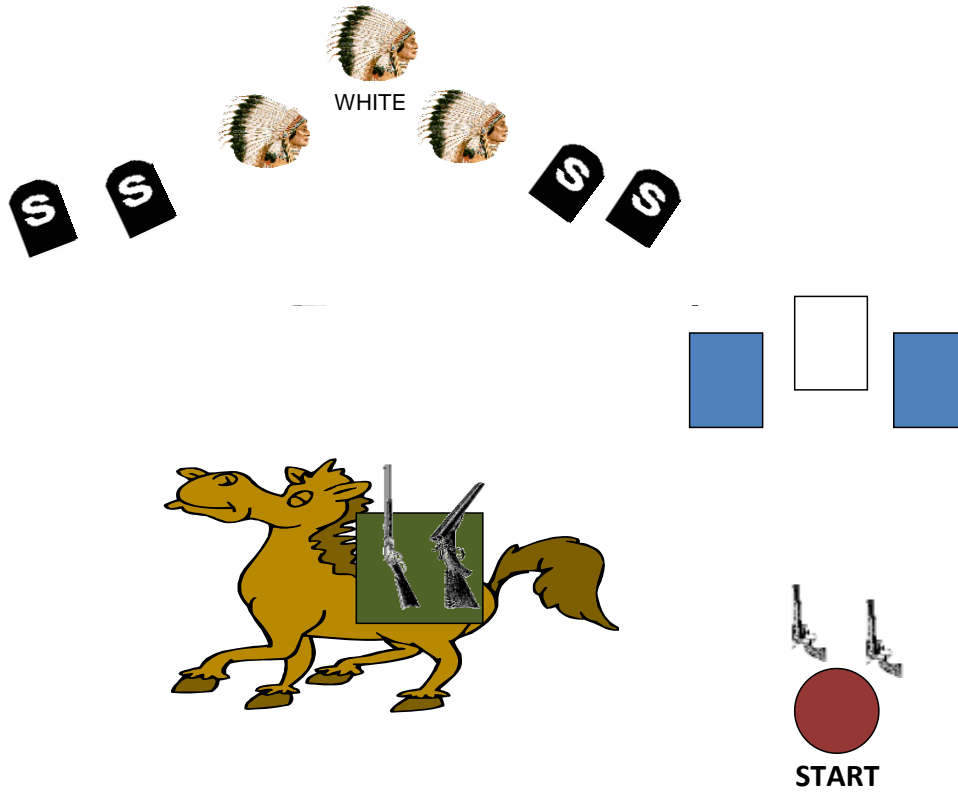
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Shorty Butte believes he has seen a flock of turkeys nearby. However, as he gets closer he finds they were hostile Indians and not turkeys. He has to move and shoot fast to save his 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 "GET GONE" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 3-4-3 Sweep. Retrieve Rifle and engage the rifle targets in a 3-4-3 Sweep. Retrieve Shotgun and engage the shotguns targets in any order.



Stage 6 November 2013

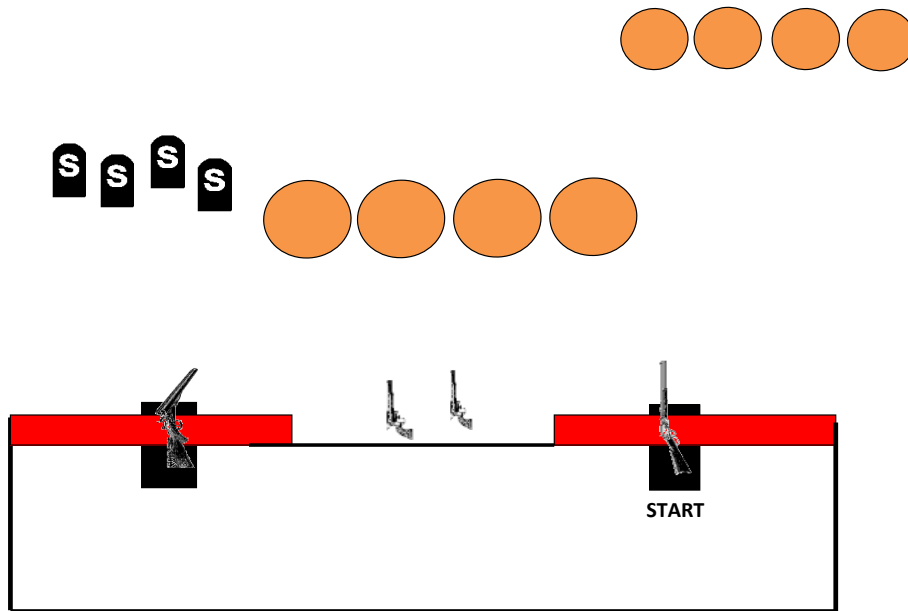
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Rainmaker wakes up in his line shack, looks out and sees pumpkins preparing to attack. Though he had been drinking a bit during the night, he knows he has to stop these sinister pumpkins.

Starting Position: Standing at the right 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 left window tray.

Procedure: Say "I'M GOING TO SHOOT" OR indicate ready and wait for the beep. ATB, engage the rifle targets in a Nevada Sweep. Move to the doorway and using pistols as needed, engage the pistol targets in a Nevada Sweep. Retrieve Shotgun and engage the shotgun targets in any order.



Sidematch Stage November 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 necessary, 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.

