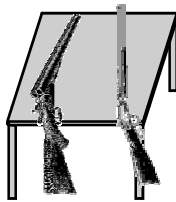
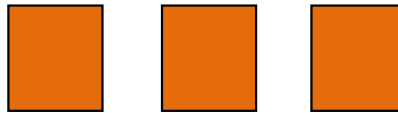
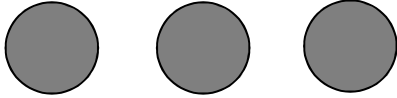


DHI CHRISTMAS '14 STAGES

STAGE 1 JINGLE ALL THE WAY

Christmas is fast approaching and Maggie Darlin has to get out the decorations, no matter what Ozark Azz has to say about it. Maggie gets out the Jingle Bells and rings them loud and clear. Give Maggie a hand in ringing in the holidays.



START

Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on the table; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged on the table.

Start: Standing behind table holding bell.

Procedure: Say “Jing a ling Ozark” and wait for the beep. At the beep, drop bell.

With rifle, engage R1 through R3 with two Nevada sweeps, from either direction each time.

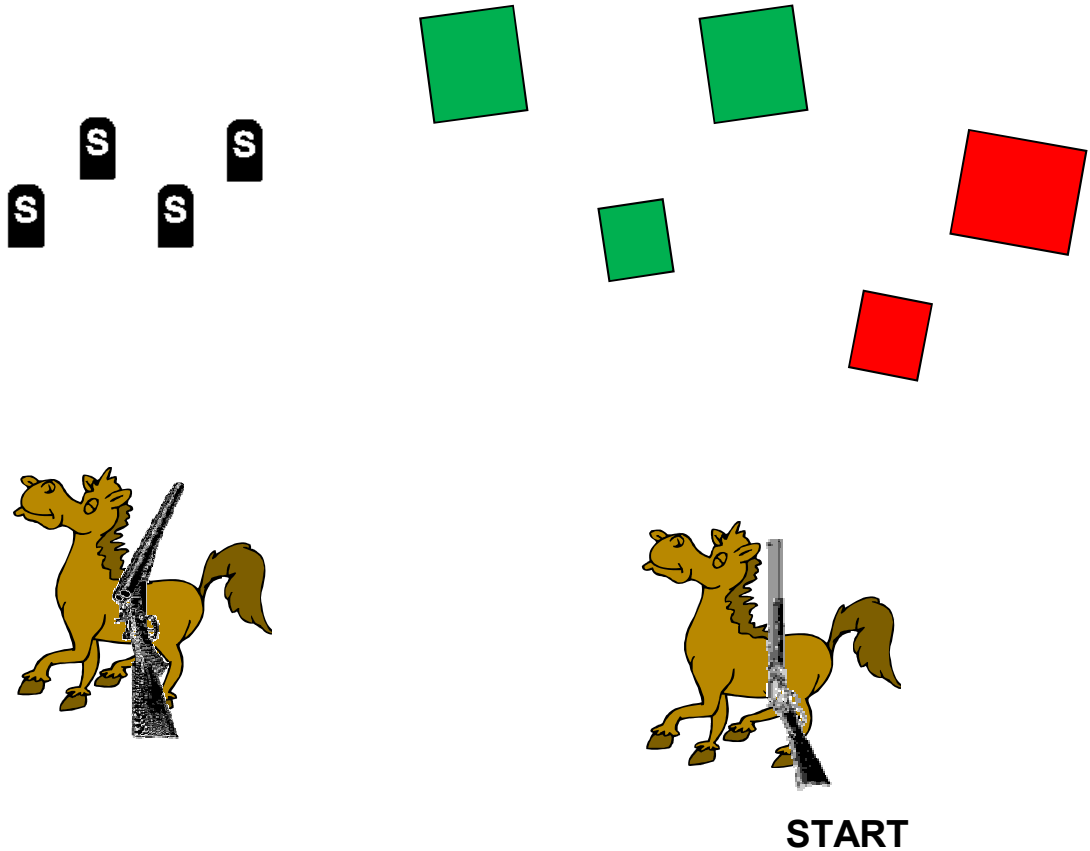
With pistols, engage P1 through P3 with two Nevada sweeps from either direction each time.

With shotgun, engage shotgun targets in any order.

DHI CHRISTMAS '14 STAGES

STAGE 2 HUMBUG

Hikes Point Hank is tasked with getting presents together for the kids and he doesn't even like kids. He decides that he will have a little fun and pulls his shiny gunfighter pistols and decides to "open" a few of the presents.



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on right horse; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged on the left horse.

Start: Standing behind right horse, hands on pistols

Procedure: Say “Bah Humbug” and wait for the beep.

At the beep, with pistols, engage P1 and P2 alternating for 10 rounds.

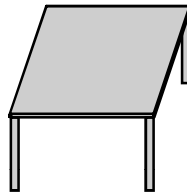
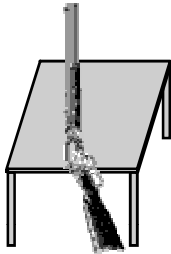
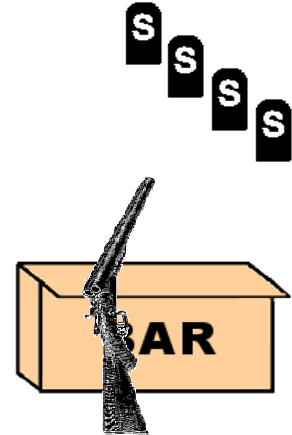
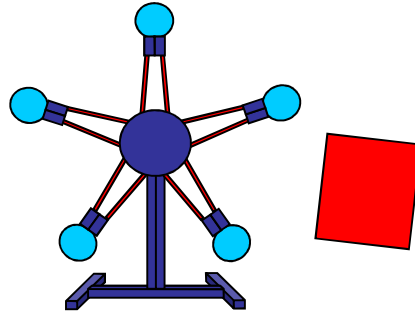
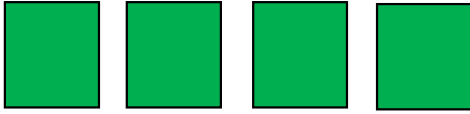
With rifle engage R1 through R3 in a Double Tap Nevada sweep, from either direction.

Move to left horse and engage shotgun targets in any order.

DHI CHRISTMAS '14 STAGES

STAGE 3 TREE TOP STAR

Shorty Butte has to pick out the Christmas Tree and get it decorated. He goes out to the woods and finds just the right tree. Back at the clubhouse, Raindrop Renegade is choosing which decorations will be best. Shorty returns with the tree and sees that Raindrop has chosen a particular star to place atop the tree. He is not excited.



START

Ammo: Pistols 10, **Rifle 8** Shotgun 4+

Staging: Rifle loaded with **8 rounds**, staged on the left table; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged on the bar.

Start: Standing behind left table, hands flat on table.

Procedure: Say “Oh No, not THAT star!.”

At the beep, with rifle, engage R1 through R4 with two rounds on each in any order.

Move to right table and with pistols as needed, engage the Christmas Star targets.

If all targets are off the star, remaining pistols rounds will be shot at the dump plate.

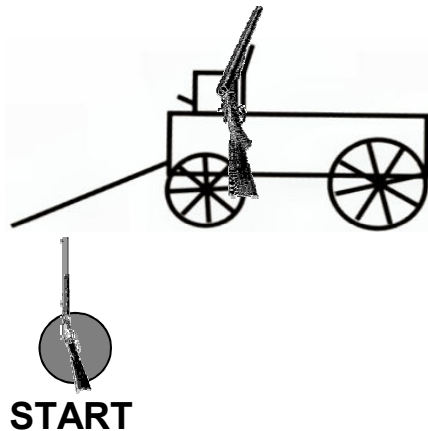
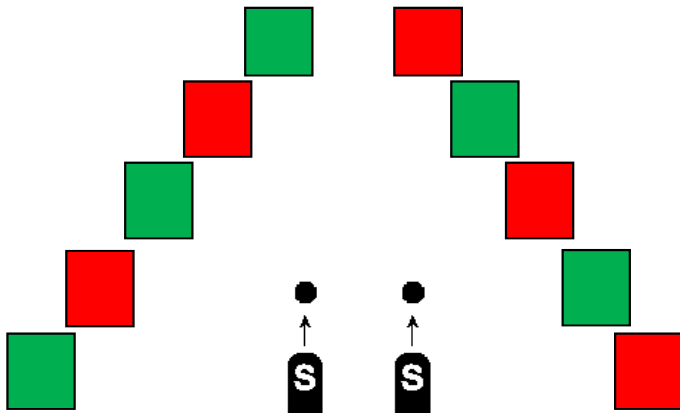
Move to the bar and engage the shotgun targets, in any order.

Any targets left on the Star will be scored as misses as well as misses on the dump plate.

DHI CHRISTMAS '14 STAGES

STAGE 4 SANTA'S SLEIGH

Biscuit has been given the duty, as Santa can't make his deliveries this year. He hitches up his trusty sleigh and heads out on a long, cold night of package deliveries. Of course his sleigh is an old buckboard, his beard isn't quite as full and his HO HO HO has a distinct twang, not to mention all the "obstacles" he has to fly through. He brought extra black powder!



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle loaded with 10 rounds; pistols loaded with 5 rounds each and holstered. Shotgun open and empty staged on the sleigh seat.

Start: One foot on start stone holding rifle.

Procedure: Say "I'll give you a **HO HO HO**" and wait for the beep.

ATB, with shotgun engage shotgun targets and pop-ups. Start with both knowdowns for DOUBLE bonus points.

With rifle, engage rifle/pistol targets with 1 round on each.

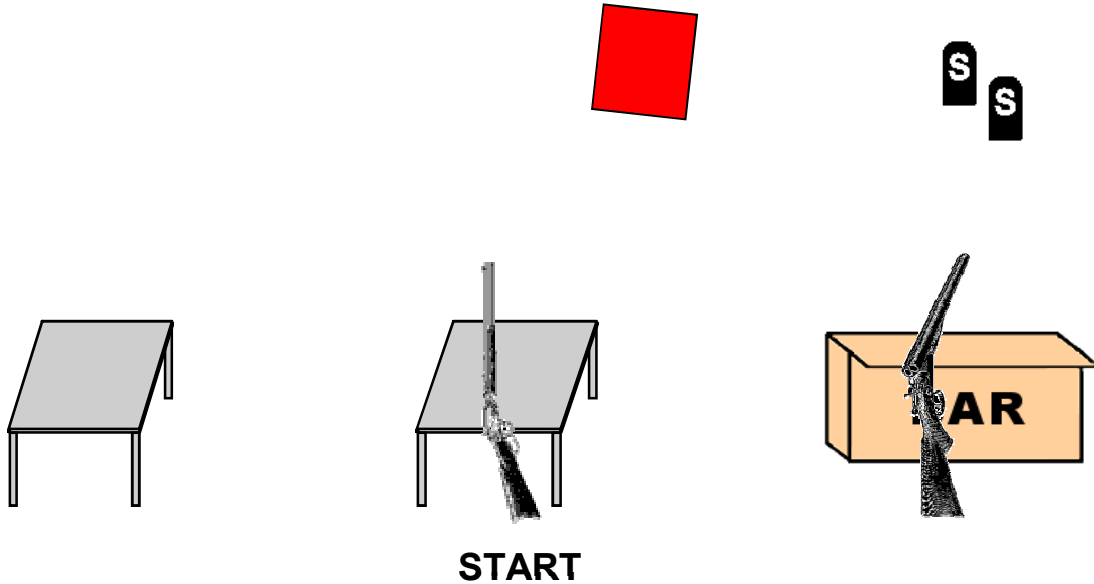
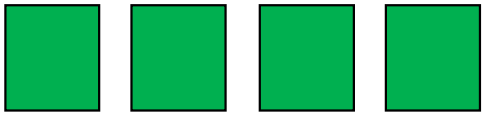
With pistols as needed, engage rifle/pistol targets with one round on each.

Note: misses on clays will not be scored as misses. For each clay are hit, a 2 1/2 second bonus will be deducted from shooter's time. If both knockdowns first, double bonus(s)

DHI CHRISTMAS '14 STAGES

WARM UP STAGE

Since it's a mite chilly, let's warm up!



Ammo: Pistols 10, Rifle 10 Shotgun 2+

Staging: Rifle loaded with 10 rounds, staged on the right table; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged on the bar.

Start: Standing behind right table.

Procedure: Say "HO HO HO, let's Shoot"

At the beep, with rifle, engage R1 through R4 with a Nevada Sweep, from either direction.

With pistols as needed, engage pistol target with ten rounds.

Retrieve Shotgun and engage shotgun targets in any order.

Note: the star is not used in the warm up stage.