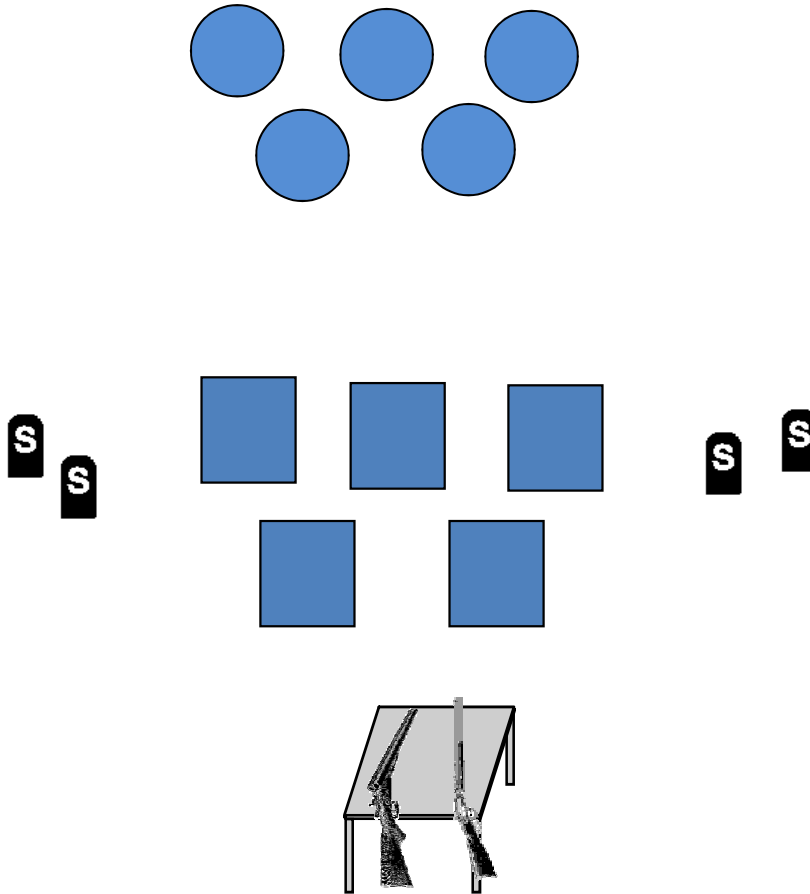


DHI OCTOBER '14 STAGES

STAGE 1 ANYTHING YOU SAY

One day Butch Cassidy's control of the Hole in the Wall Gang is challenged by Harvey Logan. Harvey asks Butch to choose between guns and knives for the fight. Butch says "Neither, I don't want to shoot with you Harvey." Harvey pulls a big knife and says "Anything you say, Butch"



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 knife.

Procedure: Say "Anything you say, Butch" and wait for the beep. At the beep, drop knife.

With rifle, engage R1 through R5 with two rounds each, from either direction.

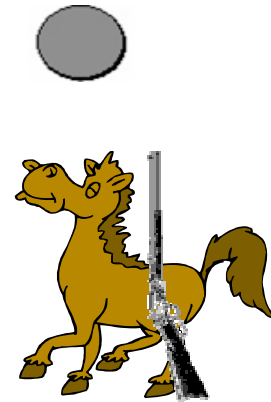
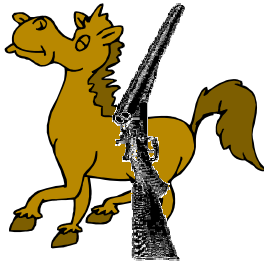
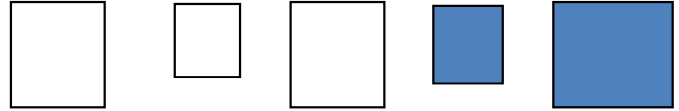
With pistols, engage P1 through P5 with two rounds each from either direction.

With shotgun, engage shotgun targets in any order.

DHI OCTOBER '14 STAGES

STAGE 2 BOLIVIA

Butch and Sundance are pinned down and taking heavy fire when Butch looks at Sundance and says "Kid, the next time I say, "Let's go someplace like Bolivia, let's GO someplace like Bolivia."



START

Ammo: Pistols 10, Rifle 8 Shotgun 4+

Staging: Rifle loaded with **8 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 rifle

Procedure: Say "Let's go someplace like Bolivia" and wait for the beep. At the beep, with rifle, sweep rifle targets engaging each large target with 2 rounds and each small target with 1 round. Place rifle on horse and move within kicking distance of stone.

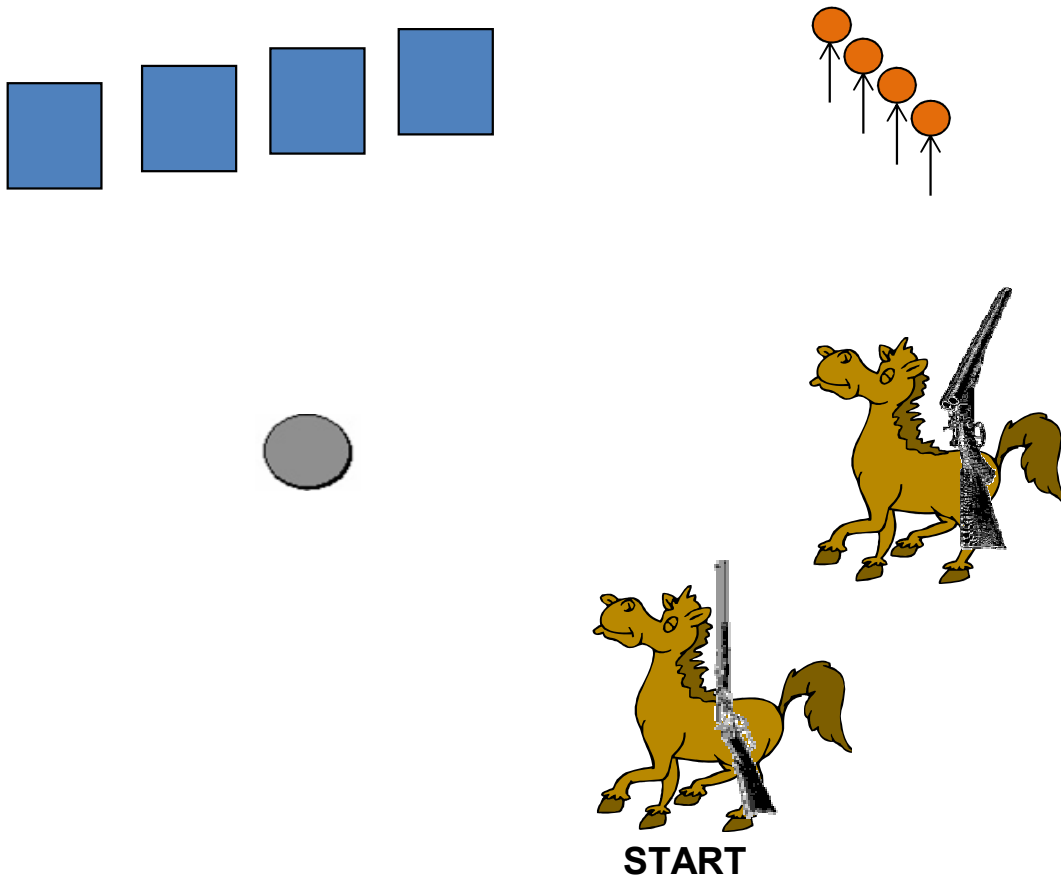
With pistols as needed, engage pistol targets with two sweeps placing 2 rounds on each large white target and one round on the small white target.

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

DHI OCTOBER '14 STAGES

STAGE 3 COVER ME

Butch has to run out into the line of fire and tells Sundance “cover me”. After getting back to Sundance and having dodged hundreds of bullets, he questions his friend’s efforts.



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on the rear horse; pistols loaded with 5 rounds each and holstered. Shotgun open and empty, staged on the front horse.

Start: Standing behind the rear horse, hands on hips

Procedure: Say “Is that what you call giving cover?” - wait for the beep. ATB, with rifle engage rifle targets with a Reverse Lawrence Welk Sweep. Place rifle on horse.

Shooter’s choice which targets to engage next.

With pistols, move to within kicking distance of the stone and engage pistol targets with a reverse Lawrence Welk Sweep.

OR, with shotgun, engage shotgun clays in any order. Return shotgun to horse.

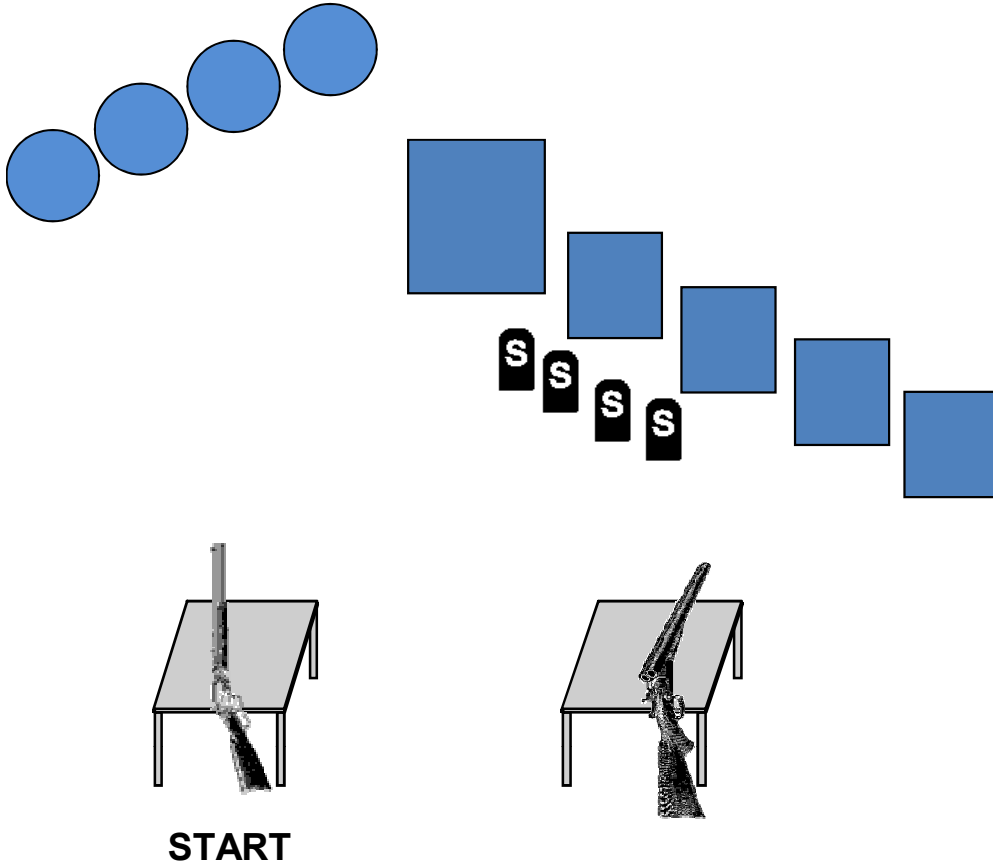
Engage remaining targets (**Shotgun or Pistol**)

Note: A Reverse Lawrence Welk Sweep is 4 rounds on T1, 3 rounds on T2, 2 rounds on T3 and 1 round on T4.

DHI OCTOBER '14 STAGES

STAGE 4 STAND AT THE CANTINA

Butch and Sundance are holed up in the cantina with Bolivian Federales outside waiting to “arrest” them. With all odds against them, they must take quick action to avoid their end of the road.



Ammo: Pistols 10, Rifle 10 Shotgun ?

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

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

Procedure: Say “For a moment there, I thought we were in trouble.”

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

Move to right table and with pistols as needed, engage pistol targets in a sweep from either direction.

Then engage shotgun targets and left (large) pistol target with one round each.

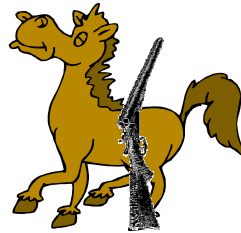
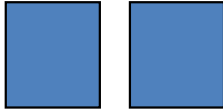
Any pistol misses on the shotgun targets will not be scored as misses and can be made up with shotgun.

Any shotgun targets left standing will be scored as misses.

DHI OCTOBER '14 STAGES

STAGE 5 VISION

One day Butch tells Sundance the secret to his success and lays out his "vision" for the future.



Ammo: Pistols 10, Rifle 10 Shotgun ?

Staging: Rifle loaded with 10 rounds, held at cowboy port arms; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged on the horse.

Start: One foot touching the starting stone, rifle held at cowboy port arms.

Procedure: Say **"I got vision and the rest of the world wears bifocals"** wait for the beep. At the beep, with rifle, engage rifle targets alternating for 10 rounds. Place rifle on horse.

With first pistol, engage pistol targets alternating for 4 rounds, with the 5th round, engage one of the stationary clays. Repeat procedure with second pistol.

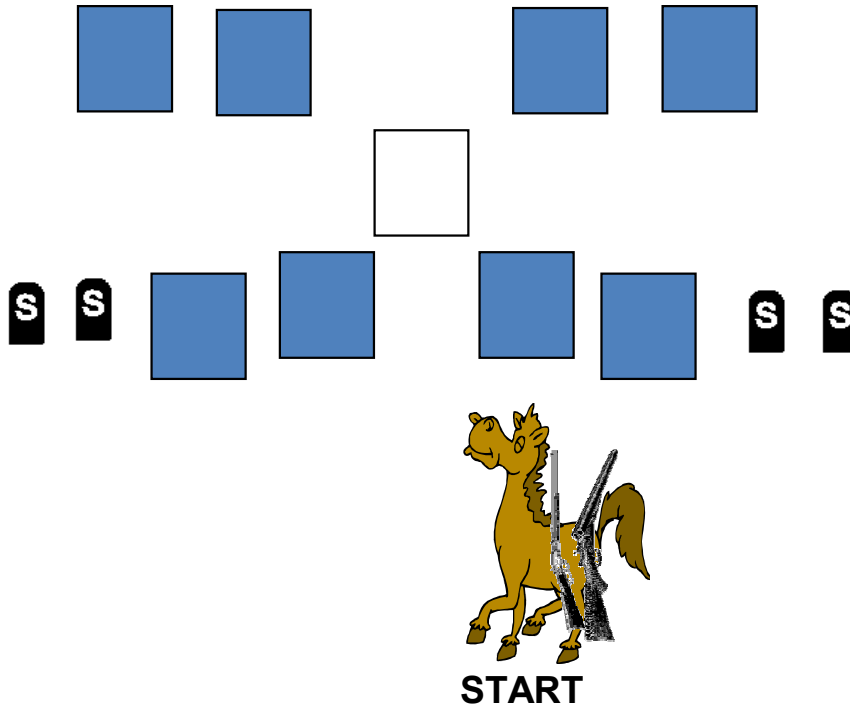
With Shotgun, engage shotgun targets in any order. Note: misses on clays will not be scored as misses.

If both clays are hit, a 5 second bonus will be deducted from shooter's time.

DHI OCTOBER '14 STAGES

STAGE 6 DYNAMITE

Butch is about to rob the train and his chosen method is to blow the safe open with dynamite. The last time he used dynamite, he didn't use enough and the safe didn't open. This time, he uses a little more and blows up the whole train car.



Ammo: Pistols 10, Rifle 10 Shotgun 4+

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

Start: Standing behind horse, holding the dynamite.

Procedure: Say “**Think ya used enough dynamite there, Butch?** ” and wait for the beep.

ATB, throw the dynamite and with pistols as needed engage P1 – P5 with 1 round each, then engage P3 with 5 rounds.

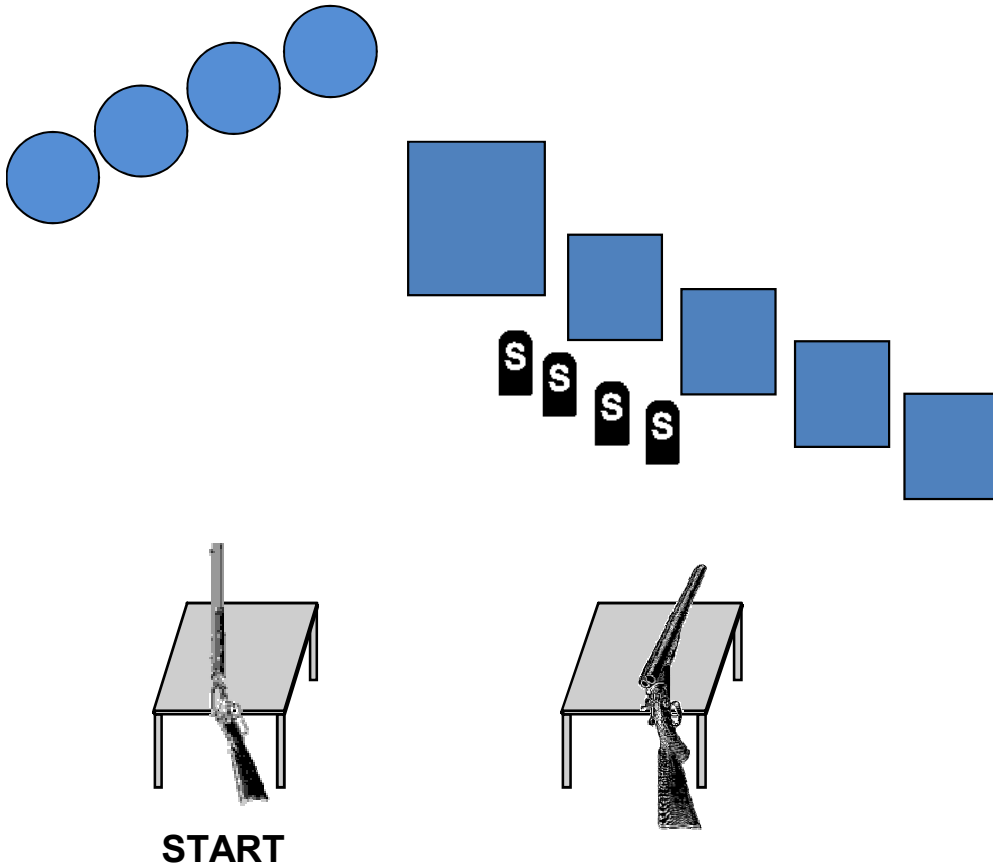
With rifle, engage R1 through R5 with 1 round on each, then 5 rounds on R3.

Return rifle to horse.

Engage shotgun targets in any order.

DHI OCTOBER '14 STAGES

WARM UP STAGE



Ammo: Pistols 10, Rifle 10 Shotgun 4+

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

Start: Standing behind left table.

Procedure: Say "Let's wait for the beep and Shoot"

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

Move to right table and with pistols as needed, engage pistol targets in a sweep from either direction. Repeat.

Retrieve Shotgun and engage shotgun targets in any order.