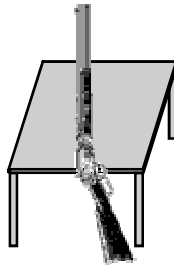
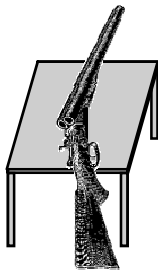
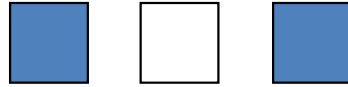


*August 2015*  
*Monthly Match*  
*Stages*

# DHI AUGUST '15 STAGES

## WARM UP STAGE



**START**

**Ammo:** Pistols 10, Rifle 9 Shotgun 2+

**Staging:** Rifle loaded with 9 rounds, staged on the right table; pistols loaded with 5 each and holstered; shotgun open and empty staged on the left table.

**Start:** Standing behind the bar.

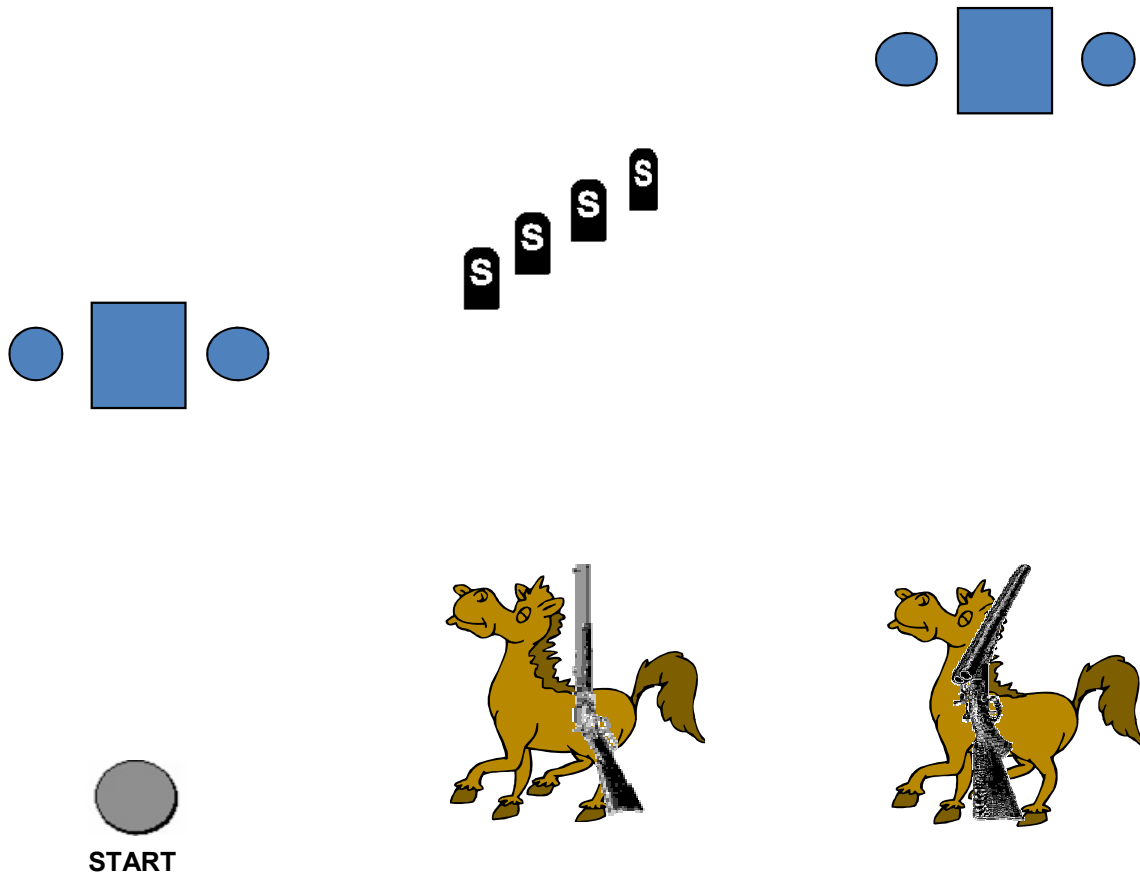
**Procedure:** Say "We're burnin daylight!"

At the beep, With pistols, as needed, engage P1 through P3 with at least 3 on each.

# DHI AUGUST '15 STAGES

## STAGE 1 BIG JAKE

Jacob McCandles is on the trail of the no-good scoundrels who kidnapped his grandson. He and kidnapper John Fain discuss the terms of the ransom exchange and Big Jake makes sure that Fain knows that if anything happens to the boy, no matter whose fault it is, he'll take it out on the kidnapper.



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

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

**Start:** Standing behind the Start stone, hand(s) on pistol(s).

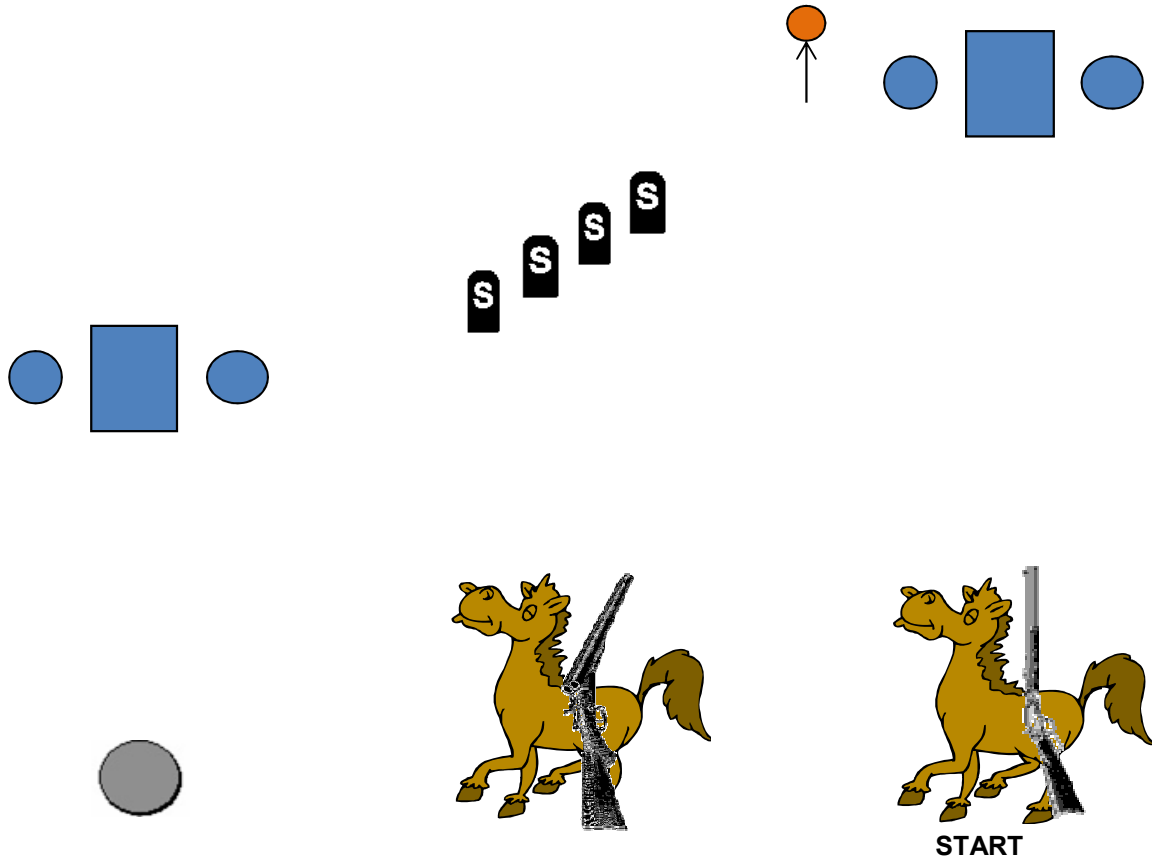
**Procedure:** Say “You're fault, my fault, nobody's fault” and wait for the beep. At the beep, with pistols as necessary, engage P2 for five rounds, then alternate between P1 and P3.

With rifle, engage R2 for five rounds then alternate between R1 and R3. Engage outside shotgun targets first, THEN inner shotgun targets.

# DHI AUGUST '15 STAGES

## STAGE 2 THE MAN WHO SHOT LIBERTY VALANCE

Budding lawyer and newcomer to Shinbone, Ransom Stoddard bursts into the room and declares he's found a legal precedent under which dreaded outlaw Liberty Valance can be convicted. Local hero, Tom Doniphan reminds Stoddard that they are on the frontier and law books matter little where justice is found with a gun.



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

**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 left horse.

**Start:** Standing behind the right horse, holding rifle at Cowboy Port Arms.

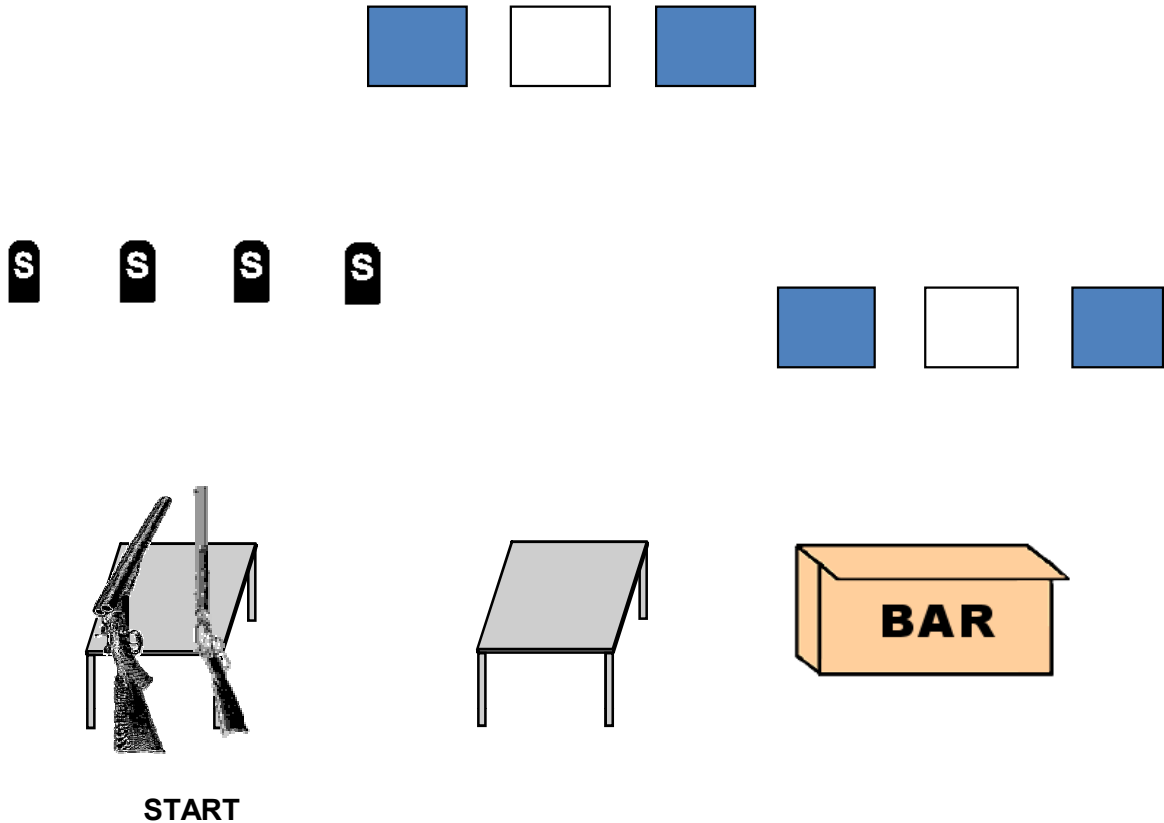
**Procedure:** Say “take 'er easy there, Pilgrim!” and wait for the beep. At the beep, with rifle engage R1 through R3 with a Nevada Sweep, from either direction. With 10th round, engage target. Move to left horse and engage shotgun targets in any order. Move within kicking of the Stone and with pistols as needed, engage P1 through P3 with a continuous Nevada from either direction.

**Note:** A miss on the clay target will not count as a miss, but if hit, will count as a 5 second

# DHI AUGUST '15 STAGES

## STAGE 3 SONS OF KATIE ELDER

John Elder and his three brothers are determined to get to the bottom of who killed their father and swindled their mother out of the family ranch. Bud, the youngest, tells John that they should all go together and be famous, like the Daltons. John tells Bud "They're famous -- but they're just a little bit dead. They were



**START**

**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 left table.

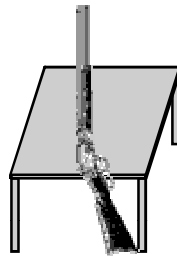
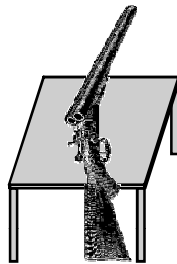
**Start:** Standing behind the left table, pointing downrange.

**Procedure:** Say "They're just a little bit dead!" and wait for the beep. At the beep, engage shotgun targets in any order. With rifle, engage R1 through R3 with two 2-1-2 sweeps, from direction each time. With pistols as needed, engage P1 through P3 with two 2-1-2 sweeps, from either direction each time.

# DHI AUGUST '15 STAGES

## STAGE 4 THE SHOOTIST

J.B. Books has just found out he has cancer and has gone to the Paladium to have a drink for his birthday. He has also invited three of the deadliest men in Carson City to the bar. After the ghastly description of his impending death, Books chooses to die in a shootout rather than succumb to the ravages of cancer. If he takes some of these ruffians with him, all the better.



**START**

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

**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 left table.

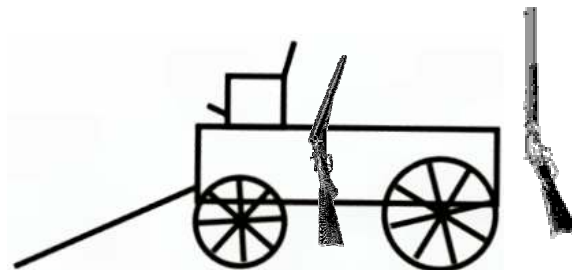
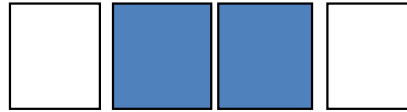
**Start:** Standing behind the bar, holding the shot glass in one hand.

**Procedure:** Say “It’s my birthday!” and wait for the beep. At the beep, with pistols as needed engage P1 through P3 with a continuous Double-Tap Nevada Sweep, from either direction. With rifle, engage R1 thru R3 with a Double-Tap Nevada Sweep, from either direction. Engage the shotgun targets in any order.

# DHI AUGUST '15 STAGES

## STAGE 5 CAHILL, U.S. MARSHALL

Marshall J.D. Cahill has just come upon five outlaws at their campsite. He can't see all of them, but he knows where they all are and he even knows *who* they are. He means to take any that are wanted, off to jail. He knows they may put up a fight, but is prepared for that and asks them "Any of you want to surrender?"



**START**

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

**Staging:** Rifle loaded with 10 rounds, held in both hands; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged in the back of the wagon.

**Start:** Standing at the back of the wagon, rifle held in both hands.

**Procedure:** Say "Any of you want to surrender?" and wait for the beep.

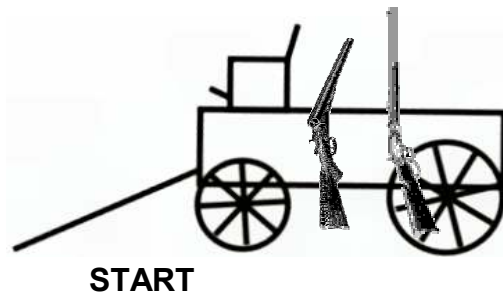
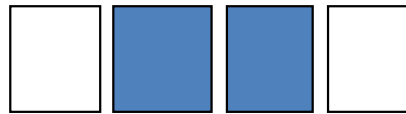
With rifle, engage R1 through R4 with a Lawrence Welk Sweep, from either direction. Engage shotgun targets in any order. With pistols as needed, engage P1 through P4 with a continuous Lawrence Welk Sweep, from either direction.

Note: A Lawrence Welk Sweep is shot 1 on 1, 2 on 2, 3 on 3, 4 on 4.

# DHI AUGUST '15 STAGES

## STAGE 6 THE WAR WAGON

Lomax bursts into the saloon and heads straight for Taw Jackson. He tells Jackson he wants his cut War Wagon heist. Jackson tells him it wouldn't be smart to start flashin gold dust around right after the r Lomax asks what he's supposed to do in the meantime. Jackson tells him "Well, for one thing, you better sure I stay alive." Lomax says "that's a 24 hour-a-day job." Taw tells him "That's your problem...partner."



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

**Staging:** Rifle loaded with 10 rounds, staged in back of the War Wagon, pistols loaded with 5 rounds each and holstered; shotgun open and empty staged in the back of the War Wagon.

**Start:** Standing to left of War Wagon seat, hands on pistols.

**Procedure:** Say “**That's your problem...partner**” and wait for the beep. At the beep, with pistols as needed, engage P1 through P4 with a continuous Cat Herder's Sweep, from either direction. With rifle, engage R1 through R4 with a Cat Herder's Sweep, from either direction. Engage shotgun targets in any order.

Note: A Cat Herder's Sweep is shot the same as a Nevada Sweep, double-tapping the end