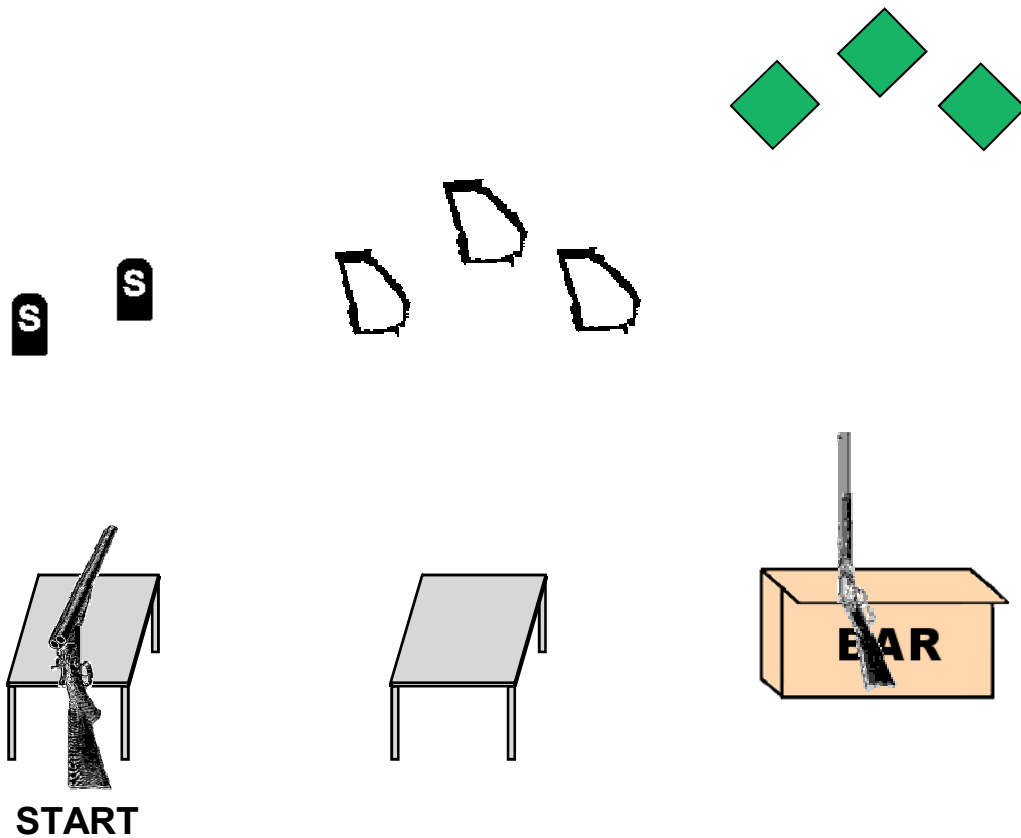


**Christmas 2015
Monthly Match
Stages**

Compliments of Rainmaker!

DHI Christmas '15 Stages

WARM UP STAGE



Ammo: Pistols 10, Rifle 10 Shotgun 2+

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

Start: Standing behind bar, hands on rifle.

Procedure: Say “HO HO HO, let's Shoot” and wait for the beep.

At the beep, with rifle, engage R1 through R3 with a Double Tap Nevada Sweep, from either direction.

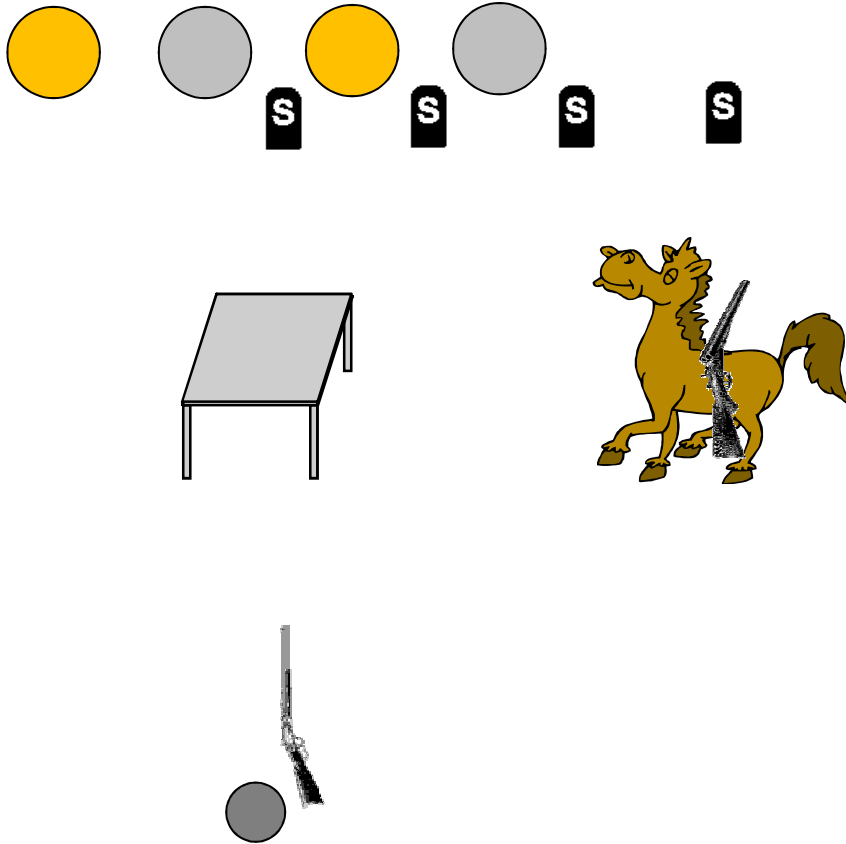
From right table, with pistols as needed, engage pistol target with a continuous Double Tap Nevada Sweep, from either direction.

Retrieve Shotgun and engage shotgun targets in any order.

DHI CHRISTMAS '15 STAGES

STAGE 1 DECORATING THE IRON COWBOY WAY

Capt Bill Burt and Shootin Sharyn have brought all the decorations out and are ready to gussy up the yard when Capt Bill hears a bang and a giggle coming from behind the bushes. He finds Iron Cowboy has other ideas for the ornaments as he is tossin em up in the air and blastin em to bits!



START

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 horse.

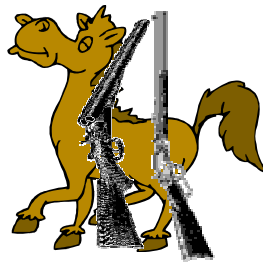
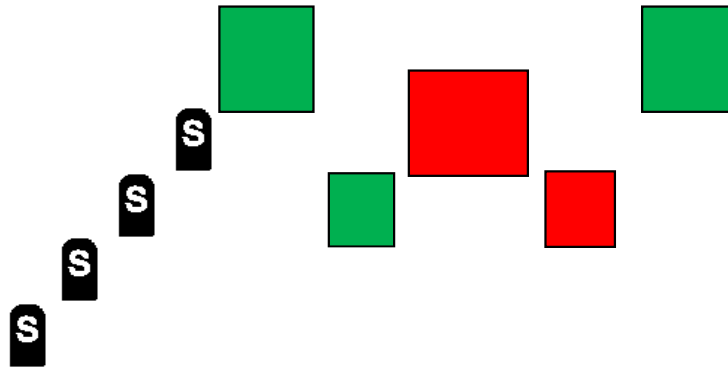
Start: Standing within kicking distance of the stone, holding rifle at Cowboy Port Arms.

Procedure: Say “Hey, that looks like fun!” and wait for the beep. At the beep, With rifle, engage R1 through R4 with a 3-2-3-2 sweep, from either direction. Shooter's choice which targets to engage next. From table, with pistols as necessary, engage P1 through P4 with a 3-2-3-2 sweep, from either direction. OR from behind horse with shotgun, engage shotgun targets in any order. Engage remaining targets.

DHI CHRISTMAS '15 STAGES

STAGE 2 GETTING PUNCHY

The big DHI Christmas Shindig is finally here and all partygoers are bringing festive food and drink to the party. Gunby and Jimmie Gunn are on their way when they realize that each expected the other to get the special DHI punch.



START

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 the horse, hands at shoulder level and palms up.

Procedure: Say “**I thought YOU were gettin the punch!**” and wait for the beep. At the beep, beep, All R-P targets will be engaged twice each with the rifle and twice each with the pistols. The shotgun targets will be engaged with the shotgun until down.

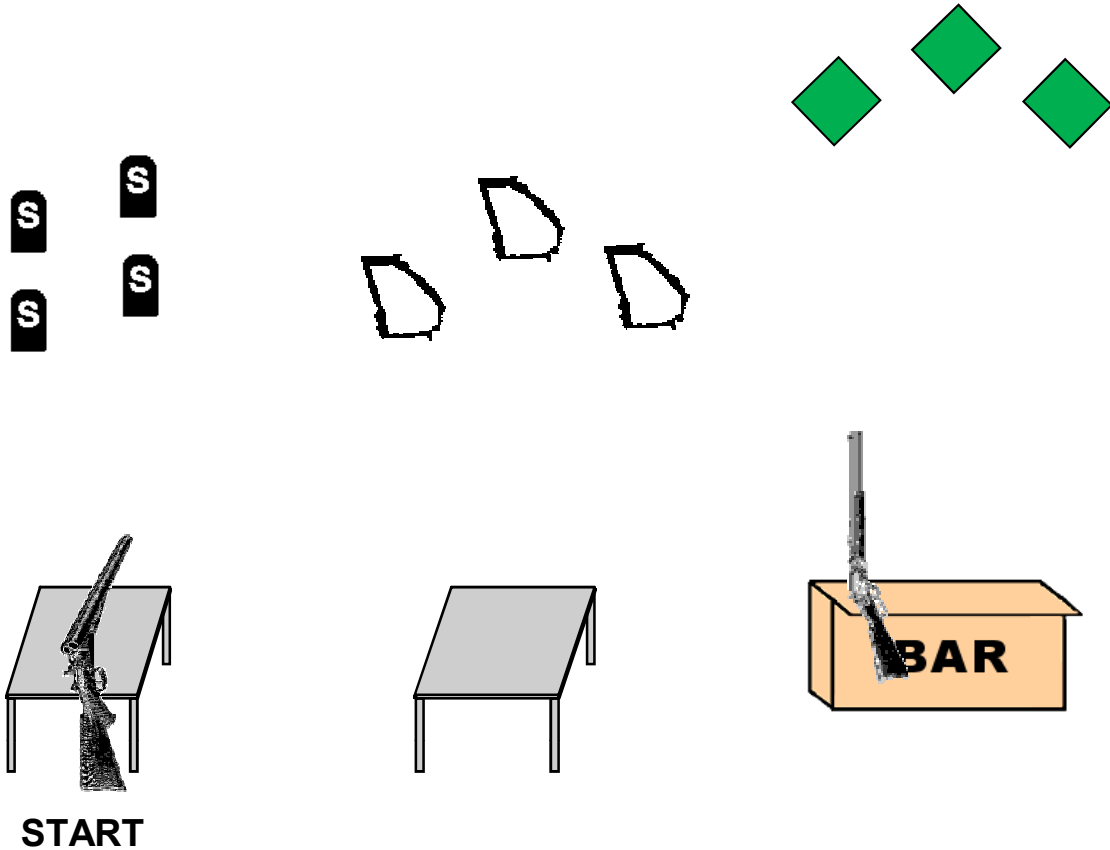
Shooter's Choice on the order, rifle cannot be last.

DHI CHRISTMAS '15 STAGES

STAGE 3 SANTA BISCUIT

All the DHI Cowboys and Cowgirls have been real good this year and eagerly await the arrival of Santa. The jingle of sleigh bells and a hearty Ho Ho Ho, is heard outside.

The door bursts open to...aw, it's just Biscuit...or is it?



Ammo: Pistols 10, **Rifle 9** Shotgun 4+

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

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

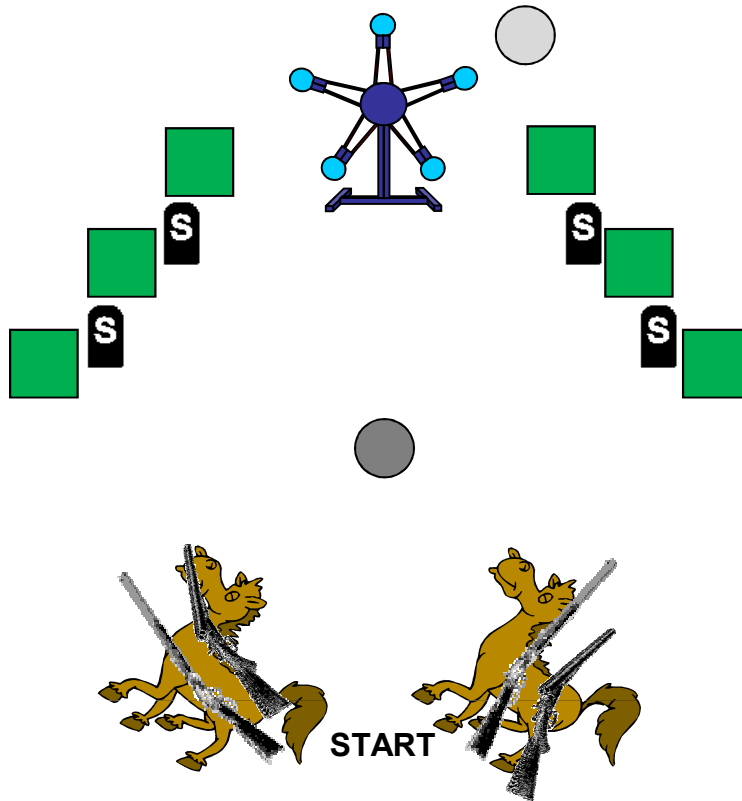
Procedure: Say “**HO, HO, HO ya cowpokes!**” and wait for the beep. At the beep, with shotgun, engage shotgun targets in any order. Move to table in center and with pistols as needed, engage P1 through P3 with at least 3 on each. Move to the bar and with rifle engage R1 through R3 with 3 on each.

Note: **Timers, watch timer closely with rifle.**

DHI CHRISTMAS '15 STAGES

STAGE 4 RAINDROOP'S CHRISTMAS STAR

Shorty Butte and Raindrop Renegade are decorating the DHI Christmas tree when Raindroop gets out the special star...again.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

Start: Standing between the horses, one hand on the rifle.

Procedure: Say “**There she goes with that star again**” and wait for the beep.

At the beep, with rifle engage R1 - R6 alternating sides (Left & Right) going front to back then back to the front. (You must alternate sides)

With shotgun, engage shotgun targets in any order.

Move to within kicking distance of the stone and with pistols as needed, engage The Christmas Star until all plates are off. Any remaining pistol rounds will be shot at the dump target

Note: Plates left on the Star and misses on the dump target will be scored as misses