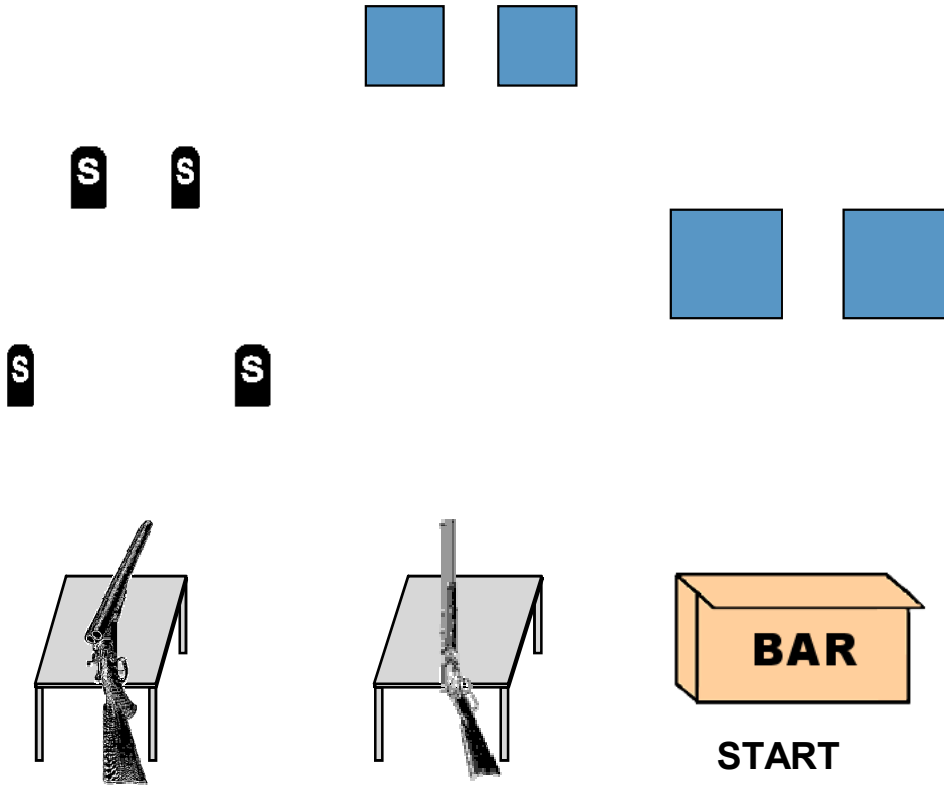


June 2015
Monthly Match
Stages

DHI JUNE '15 STAGES

WARM UP STAGE



Ammo: Pistols 10, Rifle 8 Shotgun 4+

Staging: Rifle loaded with 8 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 "Let's Just Shoot"

At the beep, With pistols, as needed, engage P1 and P2 with Double Taps alternating, from either direction.

With rifle, engage R1 and R2 with Double Taps alternating for **eight** rounds, from either direction.

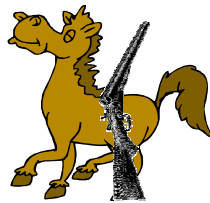
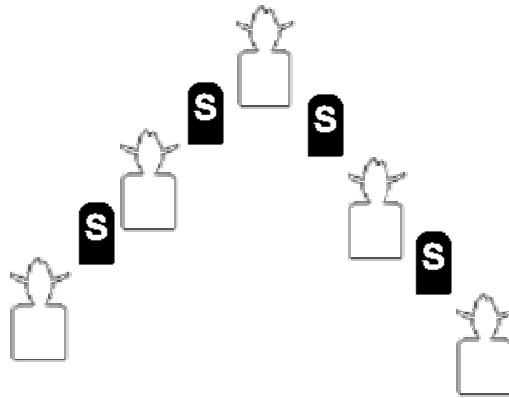
With shotgun, engage shotgun targets in any order.

WARM-UP STAGE

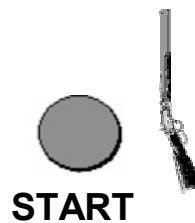
DHI JUNE '15 STAGES

STAGE 1 ROUGHEST, TOUGHEST

Yosemite Sam rolls into Georgia and makes it known he's the roughest, toughest rootenest, tootenest Cowboy in the land and he welcomes anyone to try and prove him wrong.



Setup: Ensure front horse is not in firing line of targets.



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 on the horse.

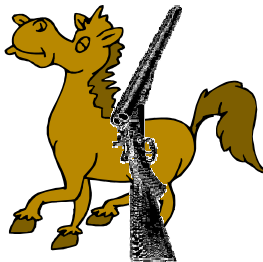
Start: Standing within kicking distance of the Start stone.

Procedure: Say “I’m Yosemite Sam!” and wait for the beep. At the beep, with rifle, engage R1 and R5 with one round each, then R2 and R4 with two rounds each, then R3 with 4 rounds. Move to horse and make rifle safe. With pistols as needed, engage P1 and P5 with same sequence as rifle. Engage shotgun targets in any order.

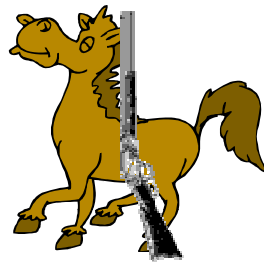
DHI JUNE '15 STAGES

STAGE 2 QUICK DRAW MCGRAW

Quick Draw McGraw and his faithful sidekick Baba Looney have their hands full keepin all the bandidos out of the territory. Baba Looney has an idea and shares it with Quick Draw who promptly tells him "I'll do the thinnin around here, and don't you for-get it!".



START



START

Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

Start: Standing either behind the left horse or within kicking distance of the stone, pointing downrange.

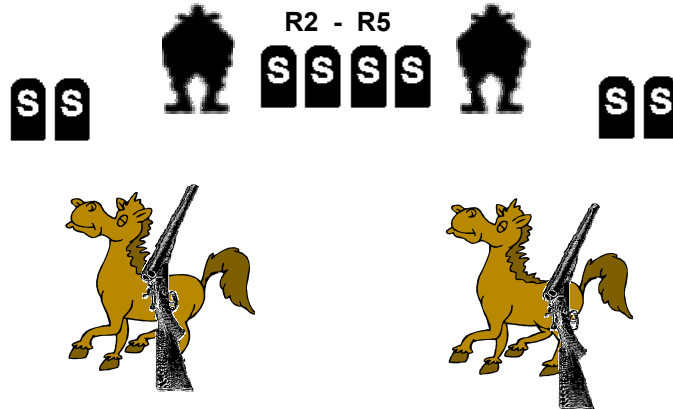
Procedure: Say "I'll do the thinnin around here" and wait for the beep. At the beep, choice to start with shotgun or pistols. With shotgun, engage shotgun targets in any order. With rifle, engage R1 through R3 with two 1-3-1 sweeps. Move to within kicking distance of stone and with pistols as needed, engage P1 through P3 with same sequence as rifle.

Note: Reverse order if starting with pistols.

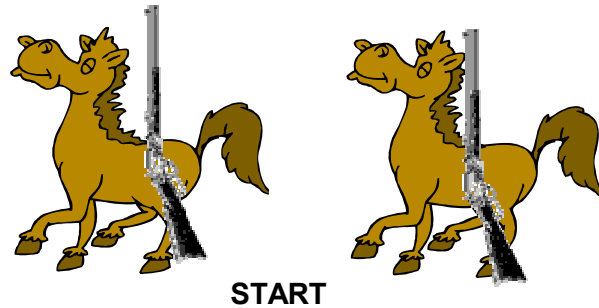
DHI JUNE '15 STAGES

STAGE 3 THE MASKED MARAUDER

Our hero, Red Hot Ryder, always finds himself half a step behind the mysterious Masked Marauder who has terrorized the countryside preying on innocent Frontiersmen. They have a devil of a time keeping their powder dry and they just know that The Masked Marauder is to blame.



Setup: Ensure front horses are not in firing line of targets.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

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

Procedure: Say “It's The Masked Marauder!” and wait for the beep. At the beep, with rifle engage rifle knockdowns until down; any remaining rounds, alternate between cowboys.

Move to front horses and make rifle safe. Shooter's choice to shoot pistols or shotgun next. With pistols as needed, Engage cowboys alternating for ten rounds.

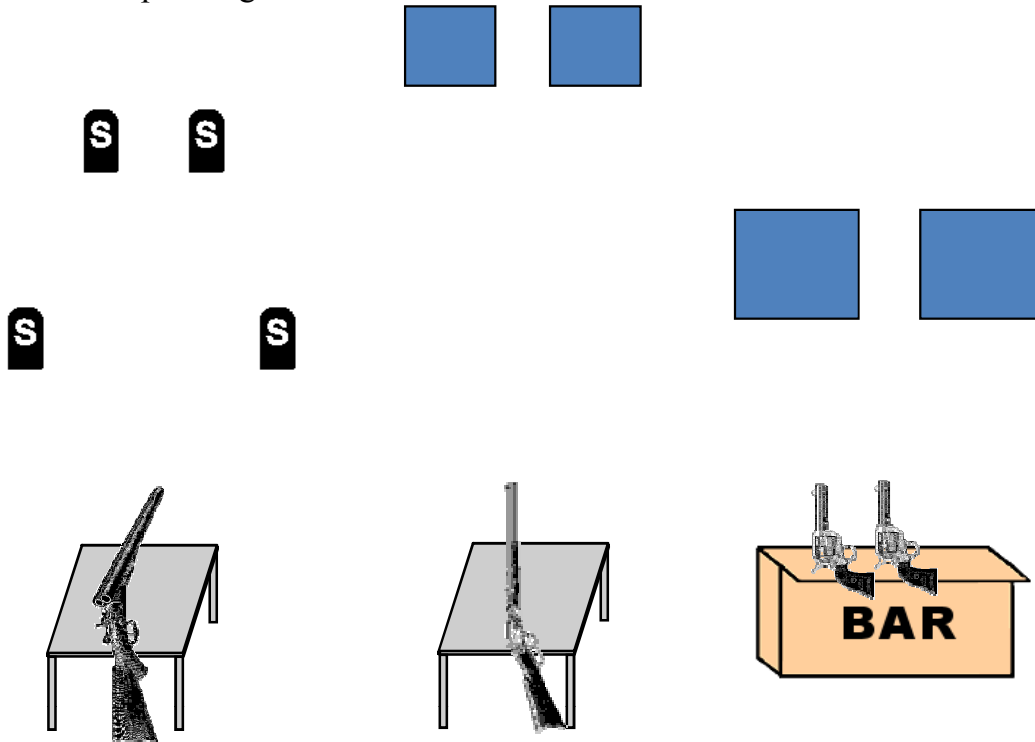
Engage shotgun targets in any order and you may make up any rifle knockdowns still standing.

Note: Any rifle knockdowns still standing will count as misses.

DHI JUNE '15 STAGES

STAGE 4 SPEEDY GONZALES

Speedy Gonzales is at it again. The fastest mouse in all of Mexico is drivin the DHI Gunfighters crazy. He's constantly racing around, moving targets and yelling "Andale, Andale!" and they have had enough. They are bound and determined to stop him once and for all. But they had better beware of Speedy's cousin, Slowpoke Rodriguez, the slowest mouse in all of Mexico..."he pack a gun".



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 staged on the bar; shotgun open and empty staged on the left table.

Start: Standing in the center doorway.

Procedure: Say “**Arriba, arriba!**” and wait for the beep. Shooter's choice to start with pistols or shotgun. At the beep, with pistols as needed, engage P1 and P2 with a Lawrence Welk Sweep, from either direction.

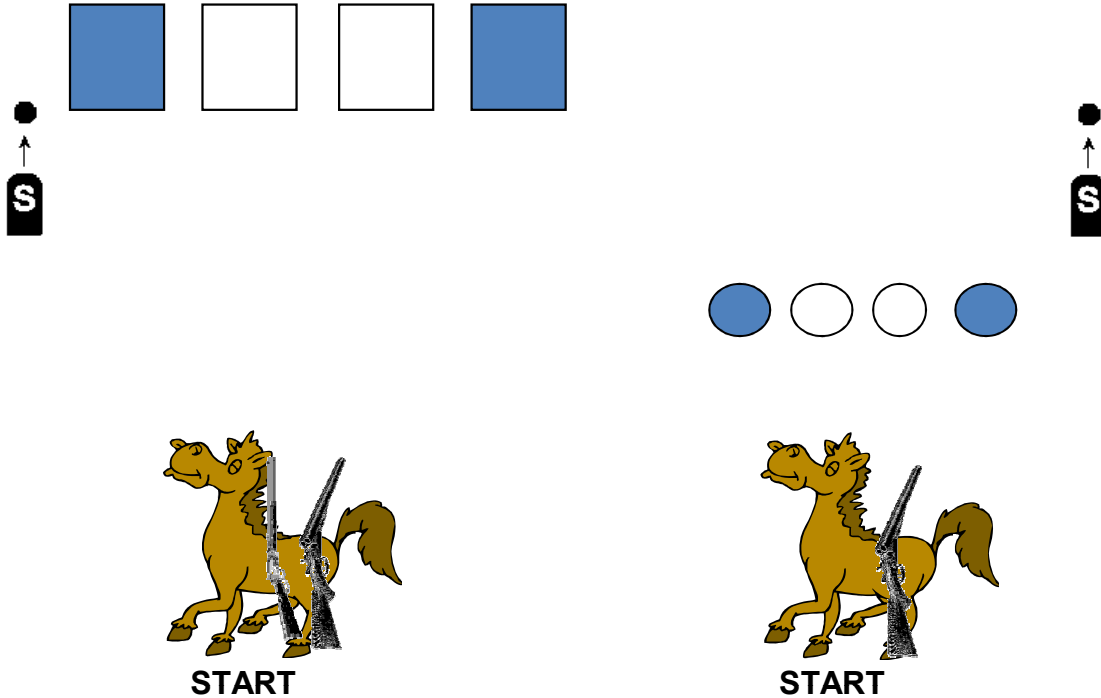
With rifle, engage R1 and R2 with a Lawrence Welk Sweep, from either direction.
Engage the shotgun targets in any order.

Reverse order if starting with shotgun.

DHI JUNE '15 STAGES

STAGE 5 DEPUTY DAWG

Deputy Dawg is fed up with all the varmints tearin up the range. He has his hands full tryin to run them critters off while he takes care of the DHI spread. He takes to his trusty scattergun to dispatch them for good. Now these varmints are known to be a little jumpy, so he must be extra careful.



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 either horse.

Start: Standing behind either horse, hands on shotgun.

Procedure: Say “**Dagnabbit!**” and wait for the beep.

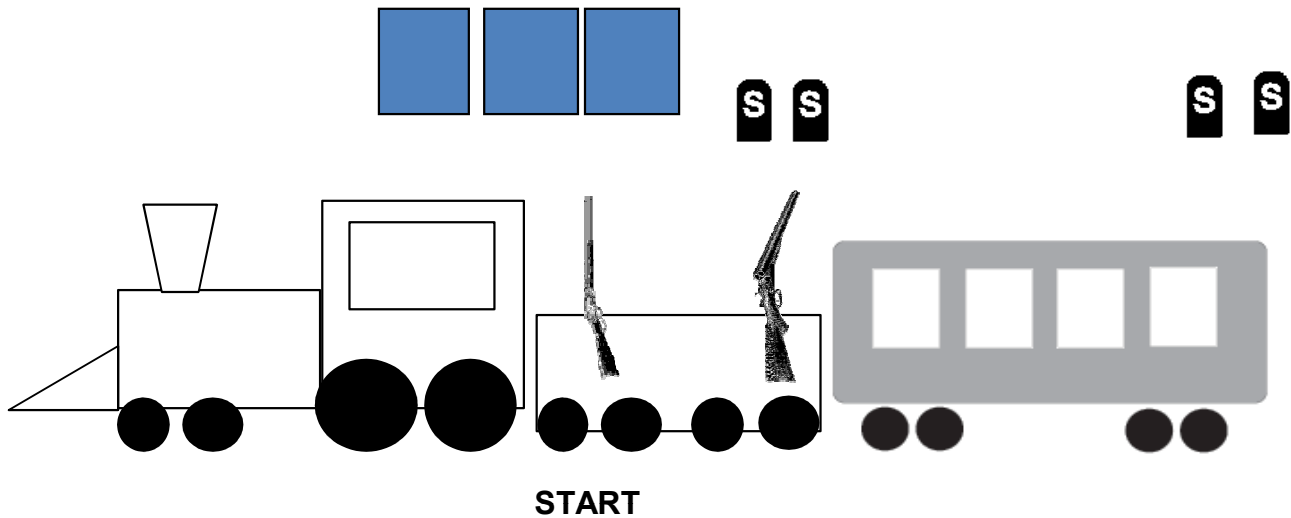
If starting on left, at the beep, engage shotgun vomit target. With rifle, engage R1 through R4 with a 3-2-2-3 Sweep, from either direction. **Take shotgun** to right horse and make safe. With pistols as needed, engage P1 through P4 with a continuous 3-2-2-3 Sweep, from either direction. With shotgun, engage remaining vomit target.

Note: If starting on right, reverse the rifle/pistol order.

DHI JUNE '15 STAGES

STAGE 6 GREAT HORNY TOADS

Yosemite Sam has taken the Griffin Flyer and is fast making his getaway. He is just getting her up to speed when he looks out the window and sees he's being chased by lawmen he swears look exactly like rabbits. He just has to shake the Fur Bearin Varmints that are on his trail, and he'll be home free.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged in the left end of "tender", pistols loaded with 5 rounds each and holstered; shotgun open and empty staged at right end of the "tender".

Start: Standing behind rifle.

Procedure: Say "Great Horny Toads!" 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 side of "tender", engage two left shotgun targets in any order.

With pistols as needed, engage P1 through P3 with a continuous Double Tap Nevada Sweep, from either direction.

Move to rear of "passenger car" and engage remaining shotgun targets in any order.