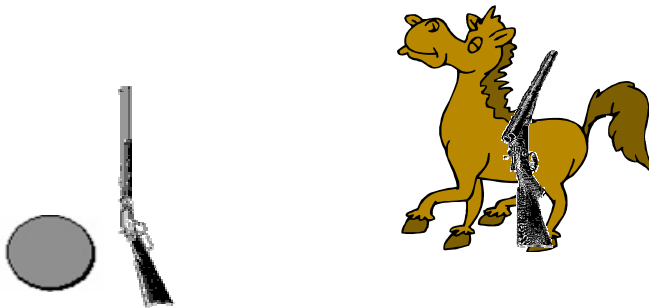
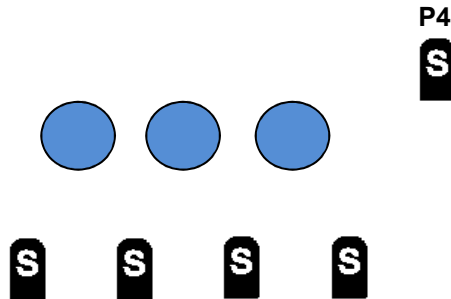


DHI MARCH'15 STAGES

STAGE 1 A LITTLE RUSTY

William Munny has taken a job to seek revenge on some cowboys. He knows it has been a little while since he has used a firearm, so he goes out to do a little practice.



START

Ammo: Pistols 10, Rifle 9, Shotgun 4+

Staging: Rifle loaded with 9 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 start stone, rifle held at Cowboy Port Arms.

Procedure: Say “Ahhhhh!” and wait for the beep. ATB, engage

R1 - R3 in a Progressive Nevada Sweep. Place rifle on the horse and with pistols, as needed, engage P1 -P3 in a Progressive Nevada Sweep. With last round engage P4.

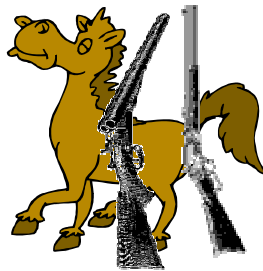
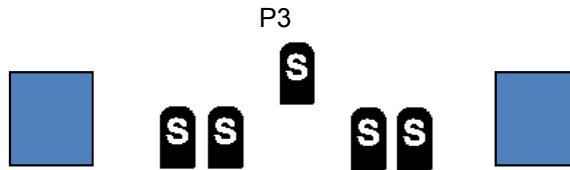
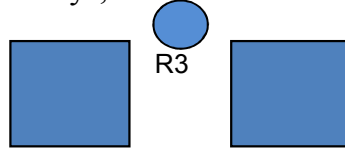
With shotgun, engage shotgun targets in any order. If P4 was missed with the pistol, it can be made up with the shotgun. It will count as a miss if left standing.

Note: A Progressive Nevada Sweep is shot as 1-2-2-3-3-3-2-2-1.

DHI MARCH'15 STAGES

STAGE 2 COWBOYS

William Munny, Ned and The Kid have found the cowboys they were after and now must decide who will do the shooting. The Spencer rifle they brought belongs to Ned, but he can't bring himself to shoot the cowboys, so Will takes the rifle and the task at hand.



START

Ammo: Pistols 10, Rifle 10 Shotgun 4+

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

Start: Standing behind the horse.

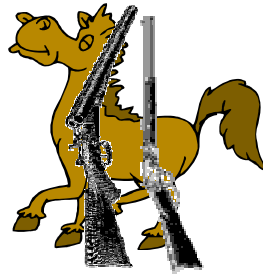
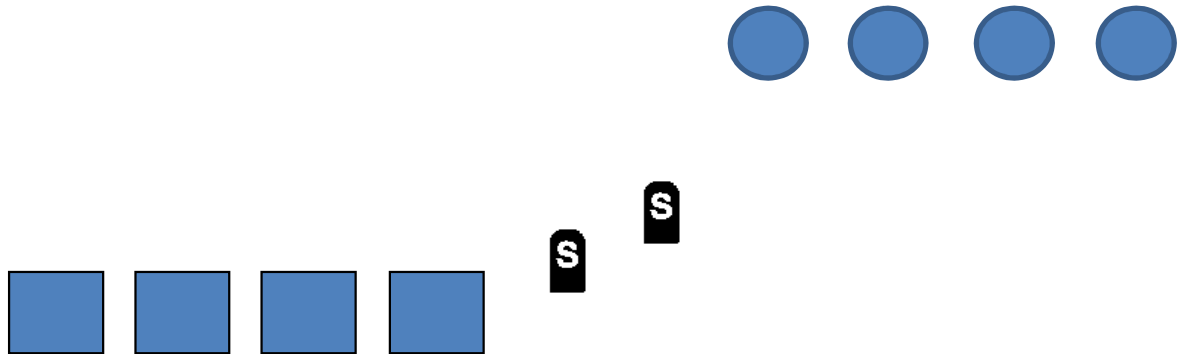
Procedure: Say "I ain't very good with one of these" and wait for the beep. ATB, with rifle engage the R1 and R2 with a Triple Tap Nevada Sweep, from either direction, and with the last round, engage R3. With pistols, as needed, engage P1 and P2 in a Triple Tap Nevada Sweep, from either direction, and engage P3 with the last round. With the shotgun, engage the shotgun targets in any order and P3, if necessary.

Note: P3 will not be scored as a miss unless it is left up at the end of the stage.

DHI MARCH'15 STAGES

STAGE 3 THE DUCK OF DEATH

Famed gunfighter English Bob arrives in Big Whiskey, possibly to collect on the bounty placed on the cowboys. Little Bill will have none of that and proceeds to make fun of English Bob, disarms him and then beats him within an inch of his life.



START

Ammo: Pistols 10, Rifle 10 Shotgun 2+

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.

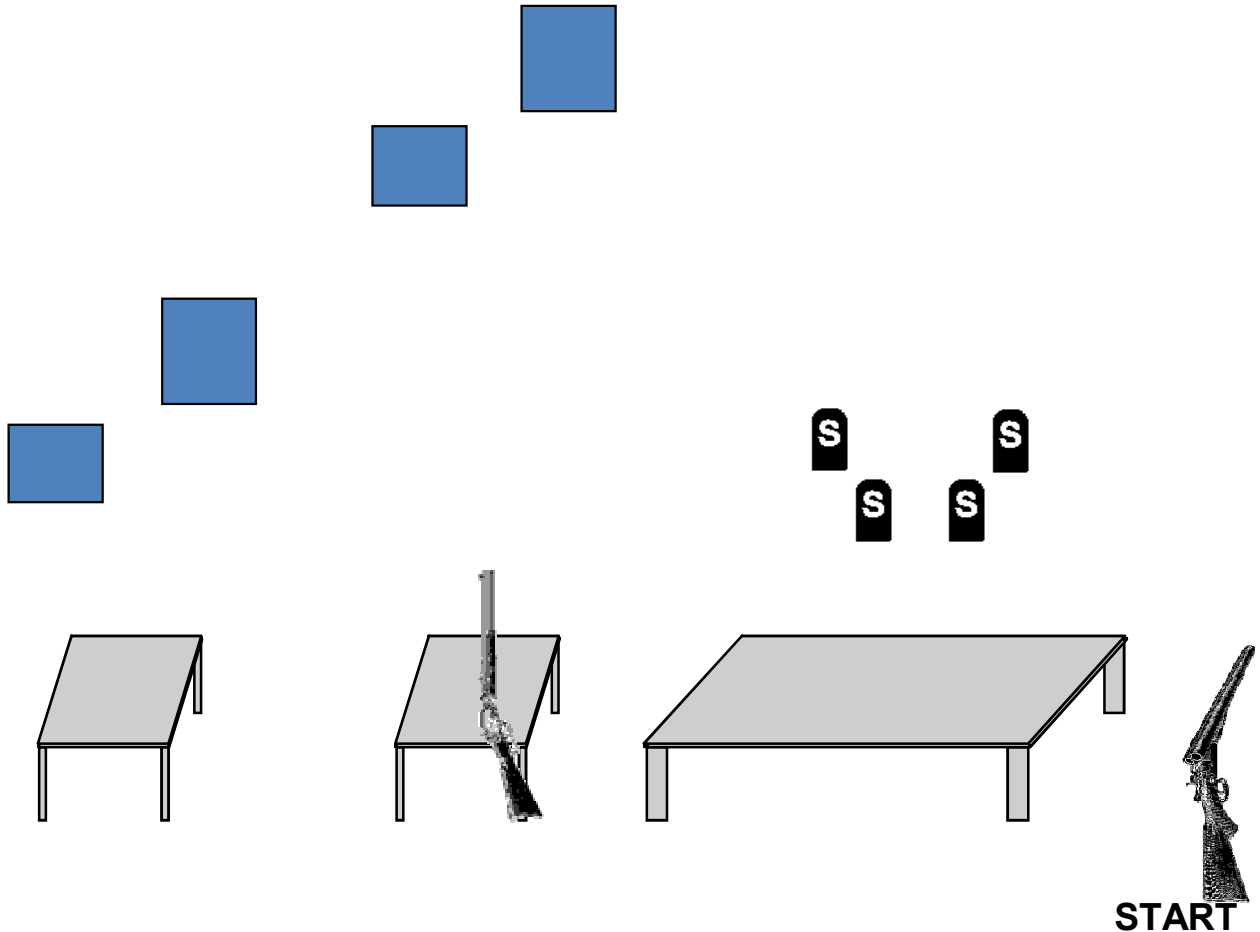
Start: Standing behind the horse, hands on hips.

Procedure: Say “You been talkin about the Queen again?” and wait for the beep. ATB, shooter's choice to start with rifle or pistol. With rifle, engage R1 through R4 with a Nevada sweep, from either direction. With pistols, as needed, engage P1 through P4 in a continuous Nevada sweep, from either direction. Engage shotgun targets in any order.

DHI MARCH'15 STAGES

STAGE 4 SHOOTOUT AT GREELEY'S

William Munny is bent on vengeance for Ned's killing and the displaying of his body outside of Greeley's Saloon. He enters the saloon and takes care of business.



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, held in both hands.

Start: Standing at bar holding shotgun in both hands.

Procedure: Say “Who owns this place?.”

ATB, with shotgun, engage shotgun targets in any order. Place shotgun on the bar.

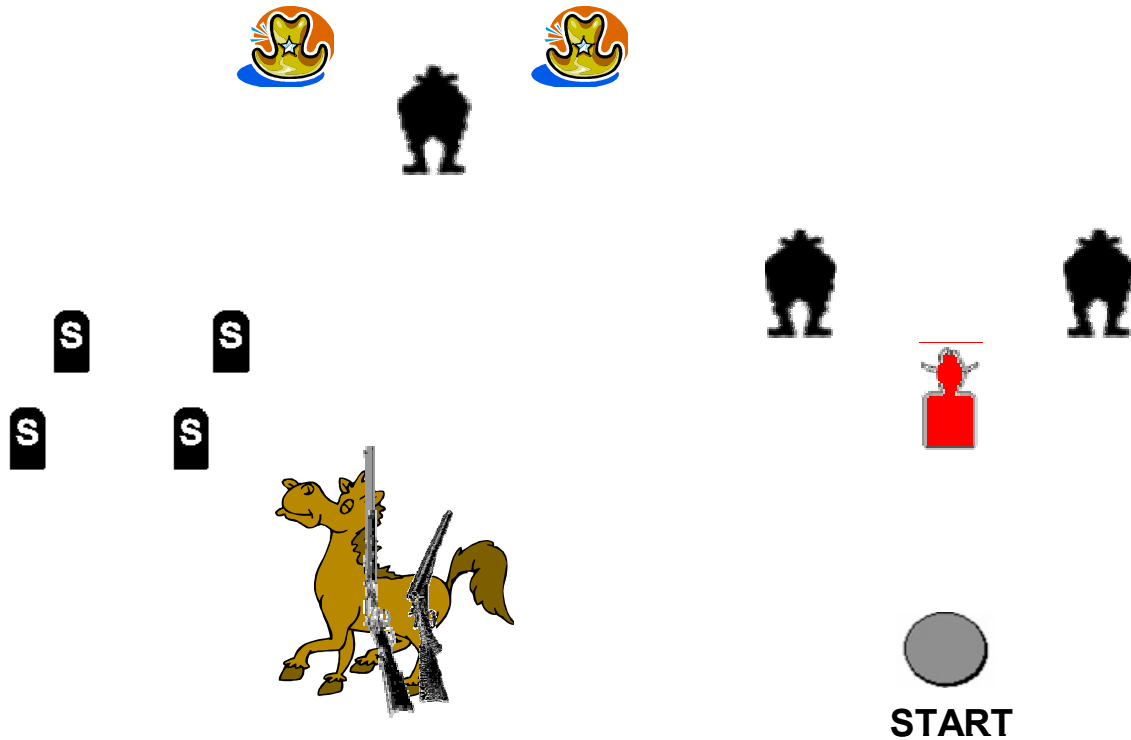
With rifle, engage R1 and R2 with two 2-3 sweeps. Place rifle back on right table.

From left table with pistols as needed, engage P1 and P2 with two 2-3 sweeps.

DHI MARCH'15 STAGES

STAGE 5 QUICK MIKE

William and The Kid go out to the Bar T Ranch, where Quick Mike is holed up and plot to shoot him when he comes out to use the privy. It's time for the Schofield Kid to show what he's made of.



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 within kicking distance of the start stone, hands on pistols.

Procedure: Say “I got him, Will!” and wait for the beep.

ATB, with pistols as needed, engage P2 with 3 rounds, then P1 and P3 with 1 round each, repeat.

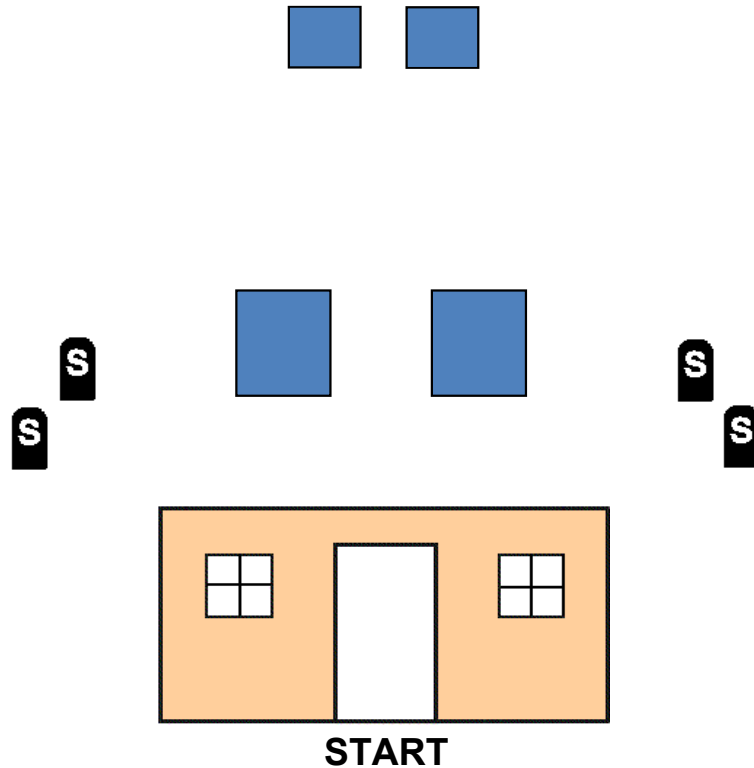
With rifle, engage R2 with 3 rounds, then R1 and R3 with one round each, repeat.

With shotgun, engage shotgun targets in any order.

DHI MARCH'15 STAGES

STAGE 6 LEAVIN BIG WHISKEY FOR GOOD

William Munny has just taken revenge for the killing of his friend Ned. He shot up Greeley's Saloon and now he's leavin Big Whiskey for good. When he comes out of Greeley's, he yells out that if he sees anyone outside, he'll shoot them... then he'll shoot their wife... and all his friends...then he'll burn down his house.



Ammo: Pistols 10, Rifle 10, Shotgun 2+

Staging: Rifle loaded with 10 rounds, held in both hands; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged in either window tray.

Start: Standing in center of porch, between posts, holding rifle in both hands.

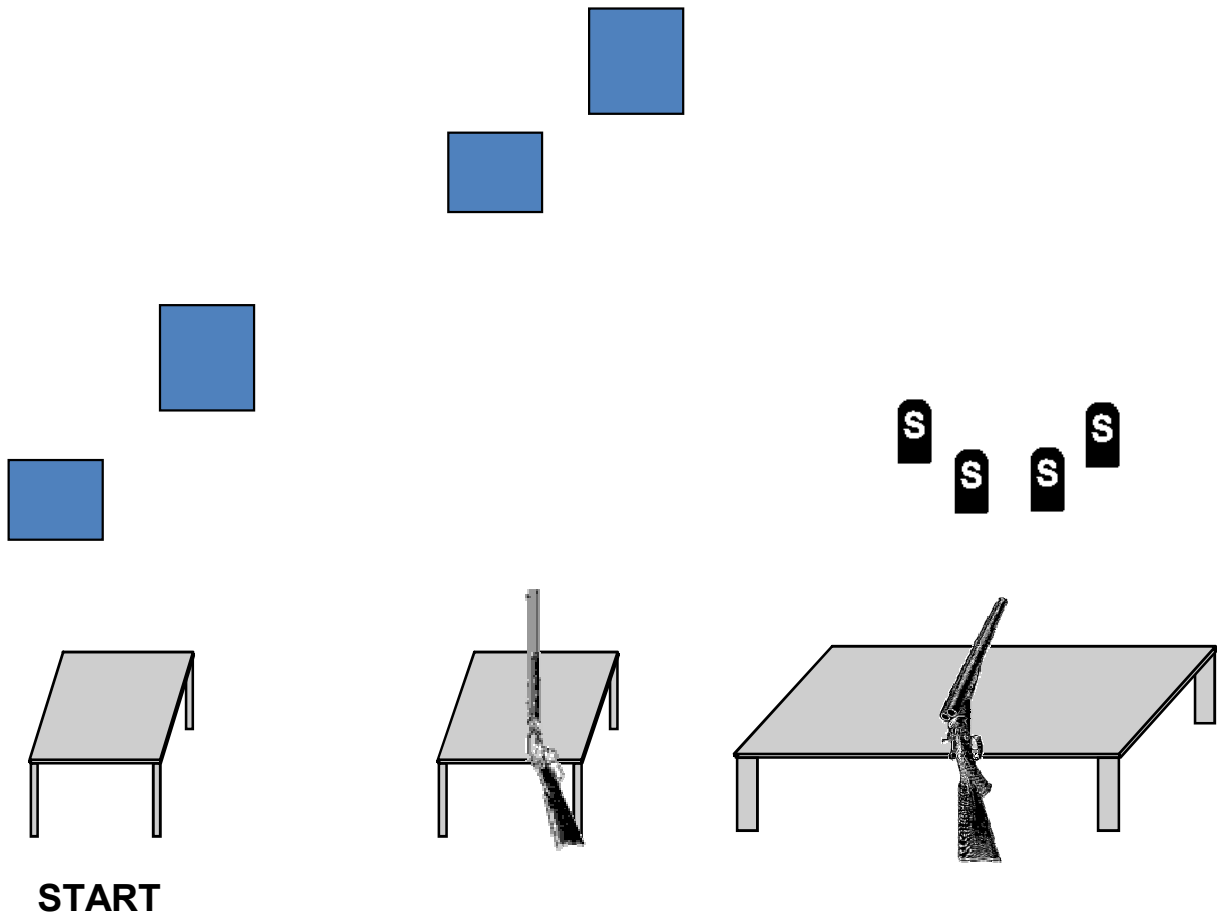
Procedure: Say “**Alright, I’m comin out**” and wait for the beep.

ATB, With rifle engage R1 and R2 with a Lawrence Welk Sweep, from either direction. Place rifle on table in doorway. With pistols as needed, engage P1 and P2 with a continuous Lawrence Welk Nevada Sweep, from either direction. Engage only TWO shotgun targets from either end of the porch, in any order.

Note: A Lawrence Welk Nevada Sweep is shot 1-2-2-1-1-1-2-2-2-2.

DHI MARCH'15 STAGES

WARM UP STAGE



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 left table.

Procedure: Say "Let's Just Shoot"

At the beep, with pistols as needed, engage P1 and P2 with double taps, alternating.

Move to right table and with rifle, engage R1 and R2 with double taps, alternating. Engage shotgun targets in any order.