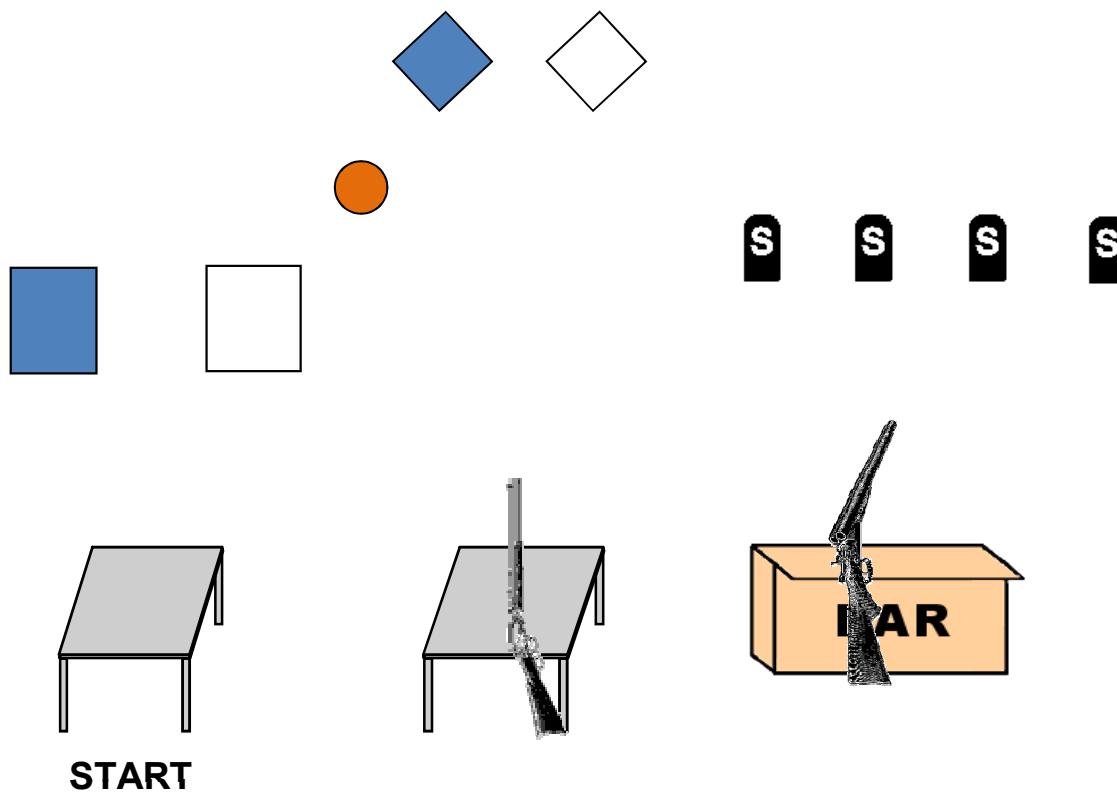


*October 2015
Monthly Match
Stages*

Compliments of Rainmaker!

WARM UP STAGE



Ammo: Pistols 10, Rifle 10 Shotgun 4+

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

Start: Standing behind the bar.

Procedure: Say "Trick or Treat!" and wait for the beep.

At the beep, With pistols, as needed, engage P1 and P2 with two 3-2 sweeps.

With rifle, repeat pistol sequence.

With shotgun, engage shotgun targets in any order.

DHI HALLOWEEN '15 STAGES

STAGE 1 THE GOOD, THE BAD AND THE SCARY

Squarin' off in the DHI Annual Championship are three of DHI's best. We have the very good Fast Eddie, the bad-to-the-bone Blackhawk Henry and the scary fast Ozark Azz. Who will it be that thrills and excites the crowd to an overall victory?



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 with one or more feet behind the horse, hands on hips.

ATB, move as needed to see pistol targets.

Procedure: Say “I’m faster than all of ya” and wait for the beep.

At the beep, with pistols as needed, engage P1 through P3 with three on each, then the Pumpkin target.

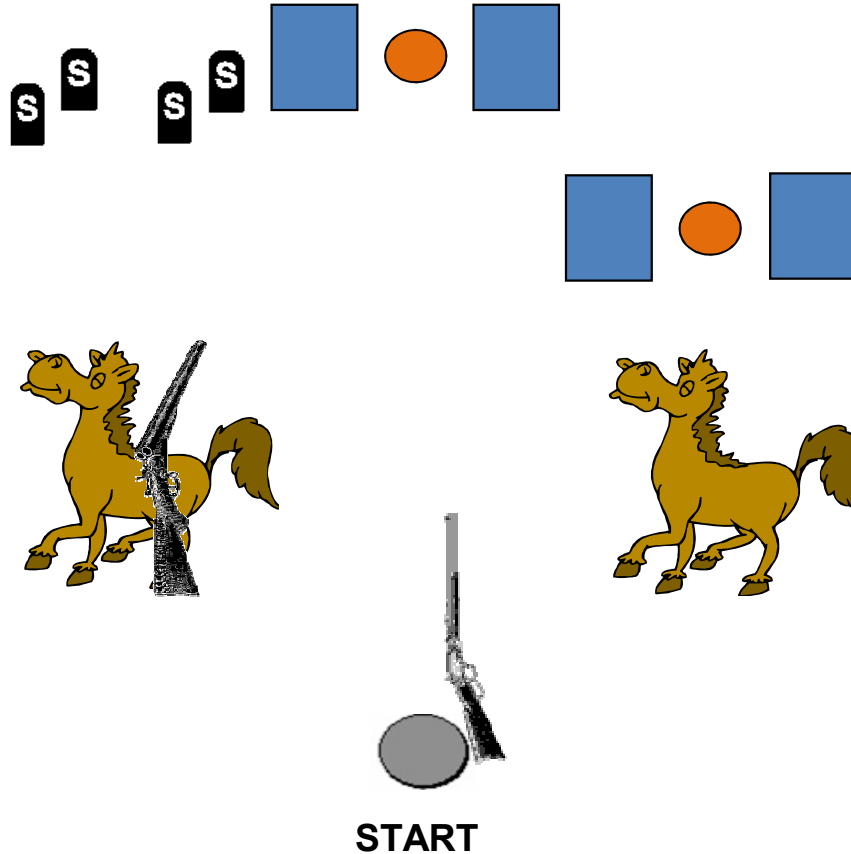
With rifle, engage R1 through R3 with three on each, then the Pumpkin target.

Engage shotgun targets in any order.

DHI HALLOWEEN '15 STAGES

STAGE 2 THE TREASURE OF BISCUIT'S MADRE

Mrs. Biscuit was always proud of her little Punkin head, as she called him. She loved that little boy so much, but he was always comin home with black, sooty hands. She couldn't figure out where he was goin and what he was doin that left him so grimy. Then, one day she followed him and found that he was makin his own caps for his capguns with blackpowder. And that's where it all began...



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 left horse.

Start: Standing within kicking distance of the Start stone, holding rifle at low ready position.

Procedure: Say “**Look ma, black hands!**” and wait for the beep. At the beep, with rifle engage R1 through R3 with a Double Tap Nevada Sweep, from either direction.

Shooter's choice which position is next.

From left horse engage, shotgun targets in any order.

From right horse, with pistols as needed, engage P1 through P3 with a continuous Double Tap Nevada Sweep, from either direction. Move to remaining horse and engage as required.

DHI HALLOWEEN '15 STAGES

STAGE 3 HIGH MOON

When he was a youngster, Shorty Butte always heard the older kids talking about "shooting the moon". He wondered what they were talking about, as surely you can't actually "shoot" the moon. He thought maybe they were shooting "at" the moon. In all his social awkwardness, they never actually told him and he always wondered...



START

Ammo: Pistols 10, Rifle 10, Shotgun 2+

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

Start: Standing behind the cow, one hand touching the shotgun.

Procedure: Say "Shoot the Moon!" and wait for the beep. At the beep, engage shotgun targets in any order.

With rifle, with 9 rounds, engage R1 through R3 in a Nevada sweep, from either direction. With 10th round shoot the Moon target. **Return rifle to horse, pointed at side berm.**

Move to within kicking distance of the stone and with pistols as needed, engage P1 through P3 with a continuous Nevada sweep from either direction.

With 10th round, shoot the moon target.

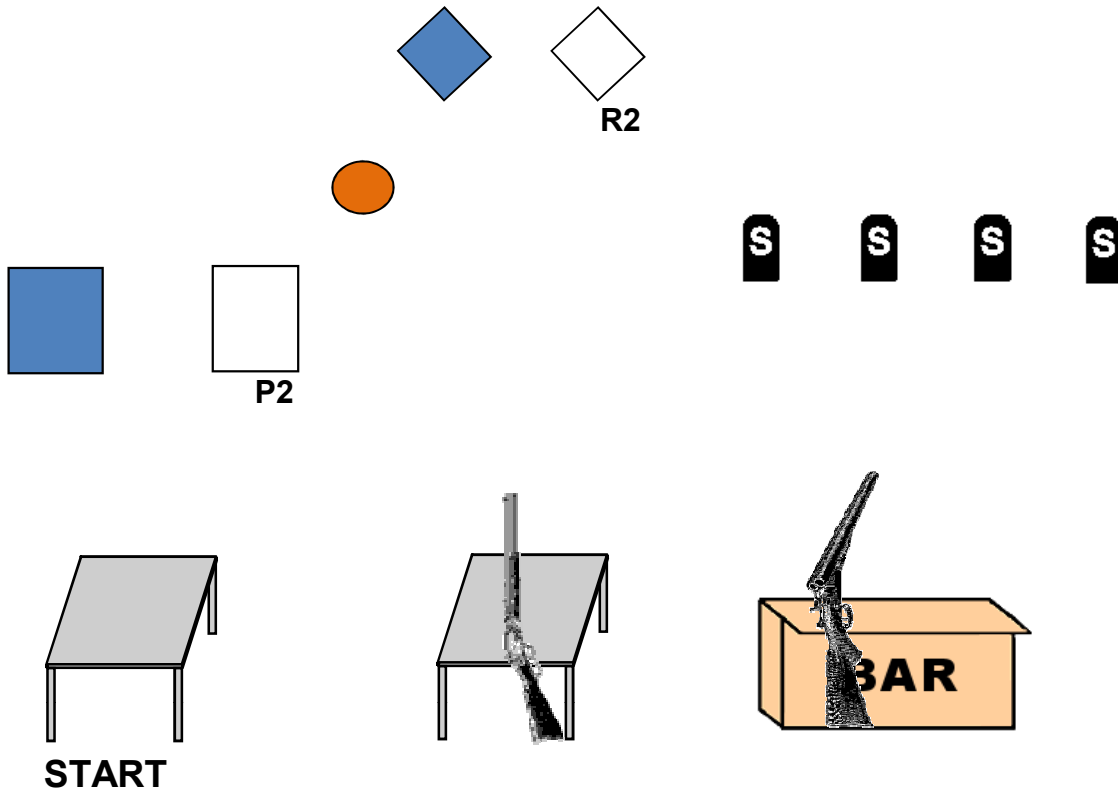
DHI HALLOWEEN '15 STAGES

STAGE 4 DANCES WITH WEREWOLVES

Dances with Pitbulls has had some fine canine companions. But lately he's been getting the feeling that the canine community has become even more entwined with the human race.

Yep, we're talkin Werewolves and next full moon, we may just find out for sure.

Dances has been stockin up on silver bullets just in case...



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 bar.

Start: Standing behind the left table, holding the shot glass in one hand.

Procedure: Say “I just need a silver bullet!” and wait for the beep.

At the Beep, with pistols as needed engage P1 and P2 beginning on either end, alternating AND double-tapping P2. With 10th round shoot the pumpkin target.

With rifle, engage R1 and R2 beginning on either end alternating AND double-tapping R2.

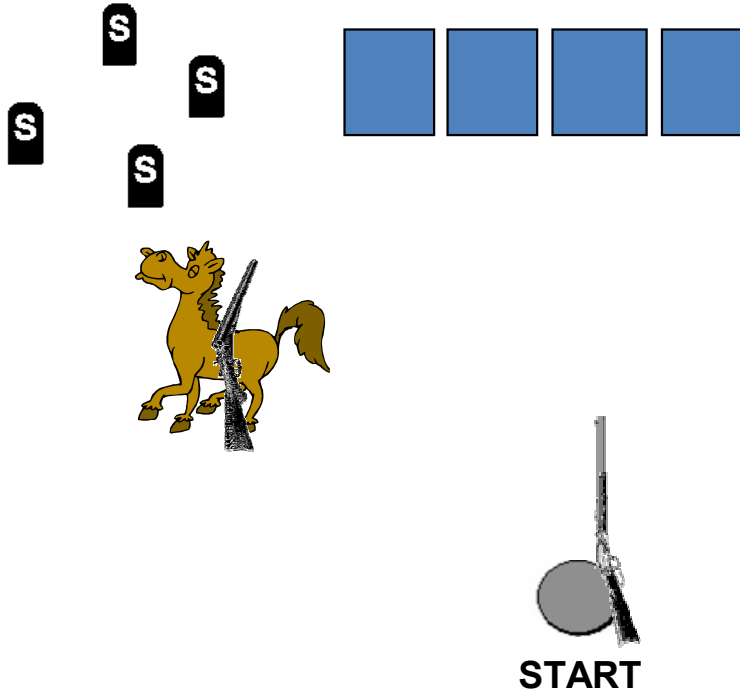
With last round, shoot the pumpkin target.

Engage the shotgun targets in any order.

DHI HALLOWEEN '15 STAGES

STAGE 5 A FISTFUL OF CANDY

Raindrop Renegade always looks forward to Halloween. She has quite the sweet tooth. But she never eats her candy up right away. She stashes it and has a little here and a little there. She'll share if you ask her really nice, but don't ever try to take it without askin'...that girl can shoot!



Ammo: Pistols 10, Rifle 9, Shotgun ?

Staging: Rifle loaded with 9 rounds, held in both hands at waist; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged in the horse.

Start: Standing with one foot touching the start stone, rifle held in both hands at waist.

Procedure: Say "Not my candy ya don't!" and wait for the beep. At the beep, with rifle shoot as follows: R1, a knockdown R2, a knockdown, R3, a knockdown, R4, a knockdown and end on R1. Make rifle safe on horse.

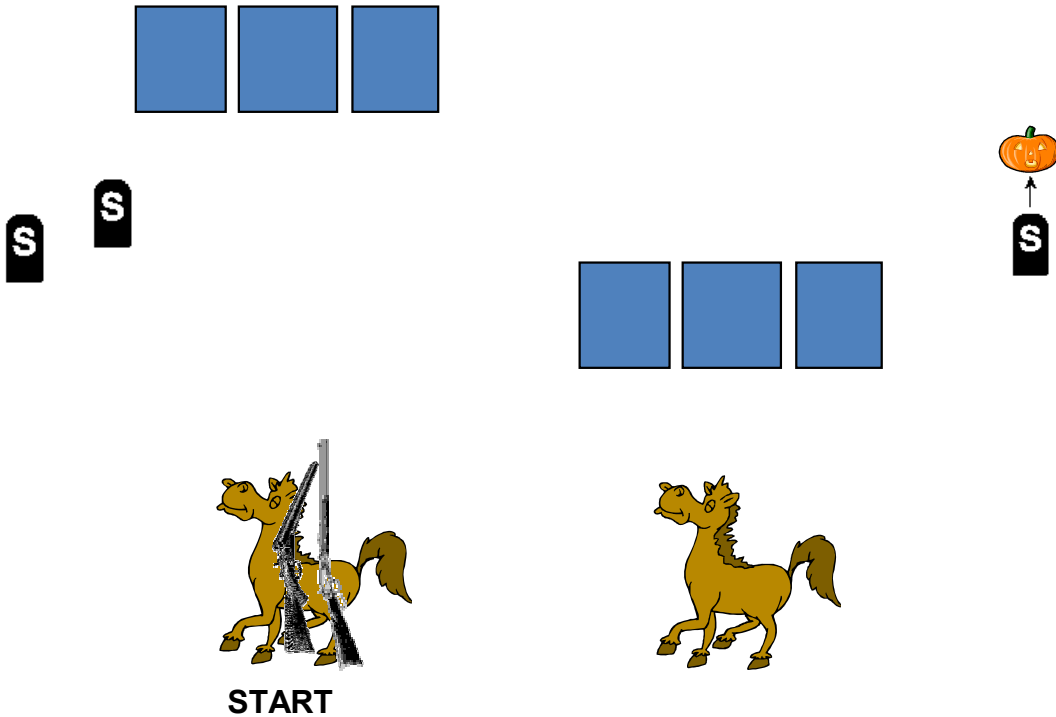
With pistols as needed, engage P1 through P4 with a continuous Nevada Sweep, from either direction. Any knockdowns still standing may be made up with the shotgun.

Note: Rifle misses **on Knockdowns** will not be misses. Knockdowns left standing will be scored as misses.

DHI HALLOWEEN '15 STAGES

STAGE 6 BLAZING PUMPKINS

Pumpkins are amazing! You can carve em into Jack-O-Lanterns, you can make em into a tasty pie, you can bake and salt the seeds for a yummy snack, you can even "chunk" em from a catapult. But have you ever tried shootin em? Give it a shot, you just might like it.



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, held in both hands.

Start: Standing behind left horse, shotgun held in both hands.

Procedure: Say “Trick or Treat!” and wait for the beep.

At the beep, with shotgun engage shotgun targets in any order.

With rifle, engage R1 through R3 with a Double-Tap Nevada Sweep, from either direction.

Take shotgun to right horse and make safe. With pistols as needed, engage P1 through P3 with a continuous Double-Tap Nevada Sweep, from either direction.

Then engage the shotgun and pumpkin targets.

Note: A miss on the pumpkin will not be a miss, but if hit, will be scored as a **5 second bonus**.