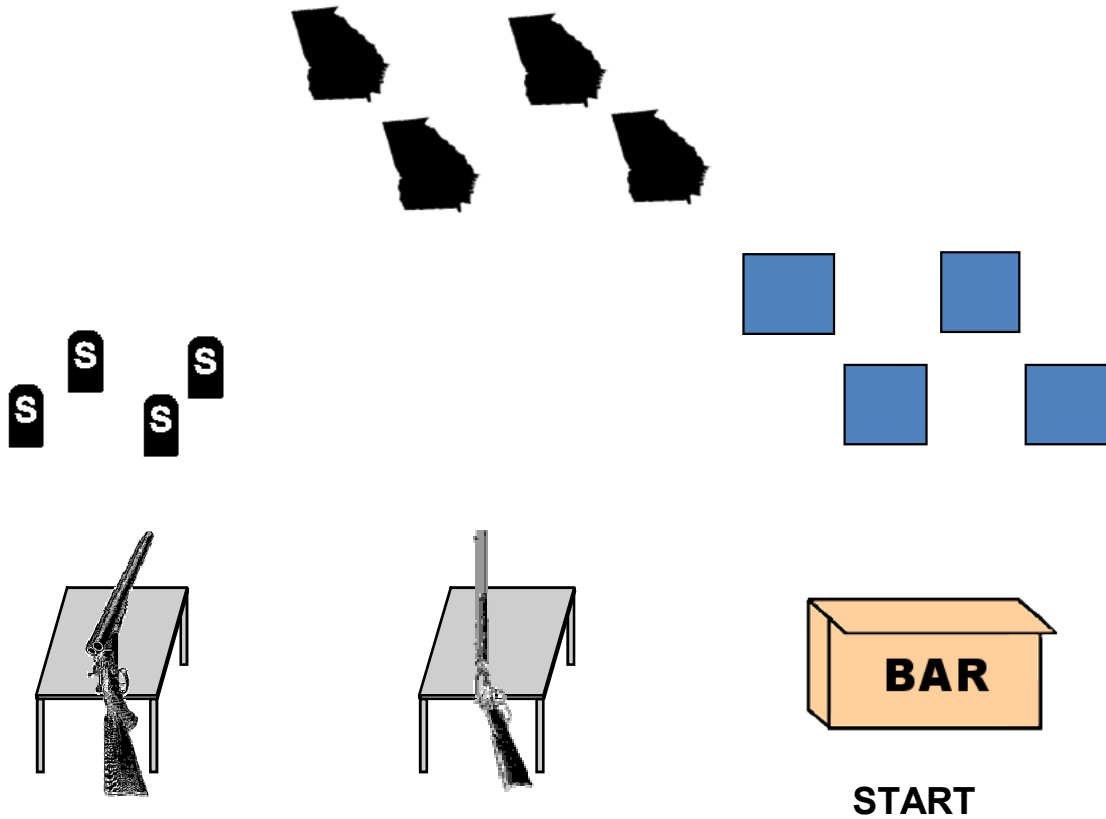


September 2015
Monthly Match
Stages

Compliments of Rainmaker!

DHI SEPTEMBER '15 STAGES

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 left table.

Start: Standing behind the bar.

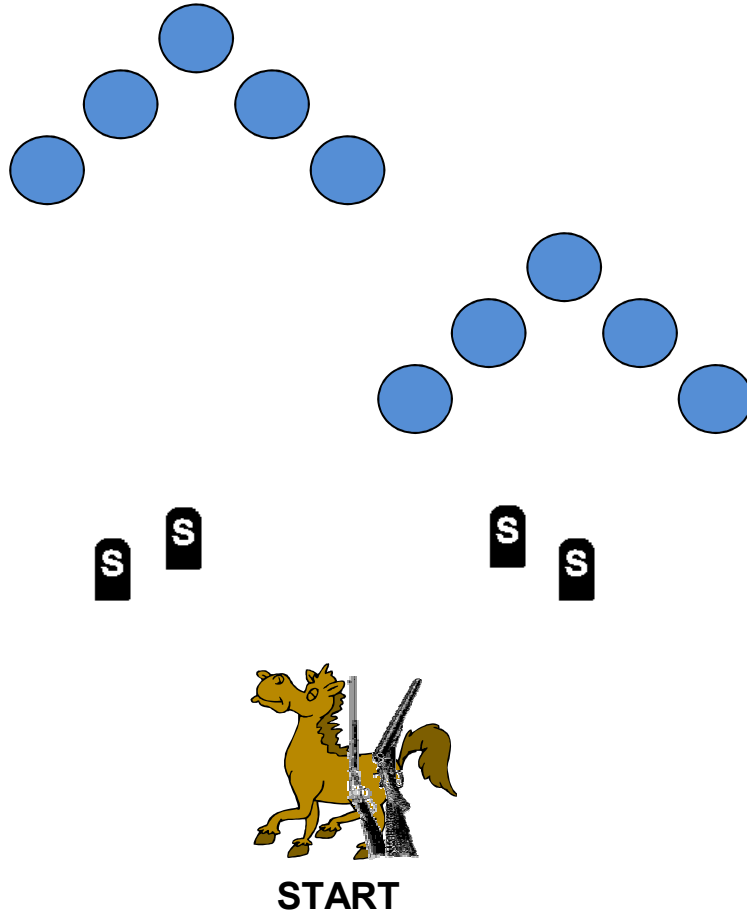
Procedure: Say "Let's Just Shoot"

At the beep, With pistols, as needed, engage P1 through P4 with a Continuous Nevada Sweep, from either direction. With rifle, engage R1 through R4 with a Nevada Sweep, from either direction. With shotgun, engage shotgun targets in any order.

DHI SEPTEMBER '15 STAGES

STAGE 1 BLACKHAWK HENRY'S DUDS

It's Blackhawk Henry's birthday and Dixie Pistols just got him some new B Western duds. Problem is, they're so shiny and sparkling that the spotters can't see if he's hittin or missin. He's in Hog Heaven and just a smilin and a shootin. Maybe he knew all along that they wouldn't be able to see...



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.

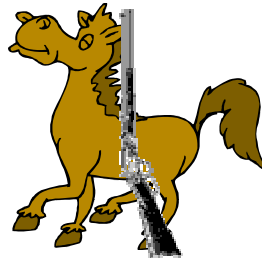
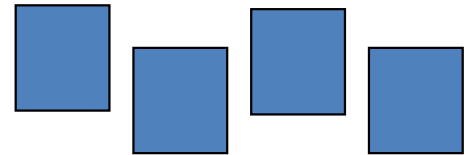
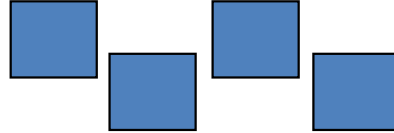
Start: Standing behind the horse.

Procedure: Say “Perty snazzy, huh?” and wait for the beep. At the beep, Shooter's choice to start with rifle or pistols. With pistols as needed, engage P1 and P5 with one round each, P2 and P4 with 2 rounds each, and P3 with four rounds in any order (round count). With rifle, engage rifle targets same as pistols. Engage shotgun targets in any order.

DHI SEPTEMBER '15 STAGES

STAGE 2 PALE ALE FOR ALL

The search is on for the Palest of Ales in the land and Pale Ale Rider leads the charge. The only problem is, the land is full of bloodthirsty and thirsty types that are just plain in the way. Our hero, Mr. Ale, must stop them before all the Ale is gone.



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, held in both hands.

Start: Standing with one foot touching the Start stone on left, holding shotgun in both hands.

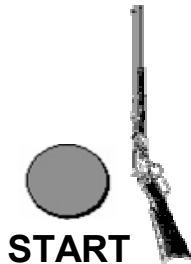
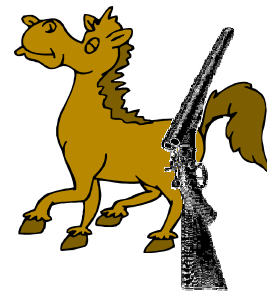
Procedure: Say "Not my Pale Ale, ya don't!" and wait for the beep. At the beep, with with shotgun, engage shotgun targets in any order. Place shotgun on the horse and with rifle, engage R1 through R4 with a Cat Herder's Sweep. Move to within kicking distance of the right stone and with pistols as necessary, engage P1 through P4 with a continuous Cat Herder's Sweep.

Note: A Cat Herder's Sweep is shot the same as Nevada Sweep, except the end targets are double tapped.

DHI SEPTEMBER '15 STAGES

STAGE 3 D.Q. JONES AND THE D.Q. BLUES

D.Q. Jones is a well known pistolero and for good reason; he can shoot proficiently with both hands. He is feared and revered most everywhere he goes. But there's this group of cowboys he shoots with that just give him no end of grief. They keep telling him that his moniker came, not from his profession, but from all of his disqualifications. He's out to prove them all wrong.



Ammo: Pistols 10, Rifle 10, Shotgun ?+

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 starting stone, rifle held in hands

Procedure: Say "I'll give you a D.Q.!" and wait for the beep. At the beep, with rifle engage R1 through R3 with a continuous Double tap Nevada Sweep, from either direction. Make rifle safe on horse.

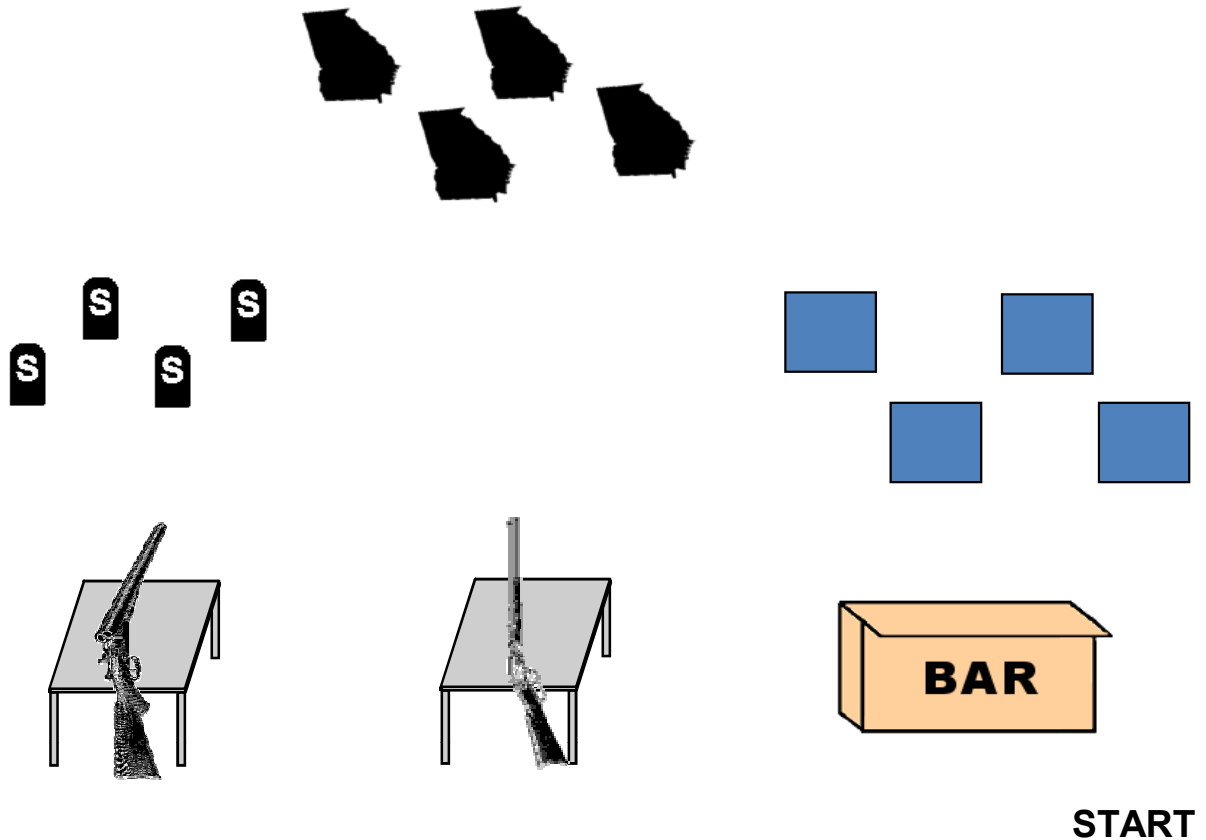
With pistols as needed engage P1 through P3 with a Double tap Nevada Sweep, from either direction. Engage shotgun targets in any order.

Note: There is no minimum number of shotgun rounds.

DHI SEPTEMBER '15 STAGES

STAGE 4 HE REALLY IS FAST

Fast Eddie is fast. In fact, he's so fast, that sometimes the bad hombres he meets up with don't even know they've been shot...and he has to shoot em again! You had better watch close and listen carefully as you just might miss some of his amazing shooting demonstration.



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 in the right doorway.

Procedure: Say “Aw, I ain't THAT fast.” and wait for the beep.

At the beep, with pistols as needed, from the bar, engage P1 through P4 with a Lawrence Welk Sweep, from either direction.

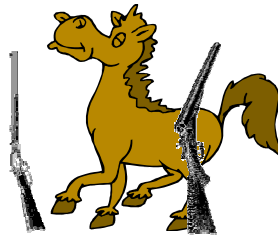
With rifle, engage R1 through R4 with a Lawrence Welk Sweep, from either direction.

Engage the shotgun targets in any order.

DHI SEPTEMBER '15 STAGES

STAGE 5 ROWDY RANGER RICK

Rowdy Ranger Rick lives by the motto "Walk Softly and Carry A Big Stick", in fact he carries two big sticks, his two trusty Gunfighter pistols. He's a quiet man, but he sure likes to make them pistols roar!



START

Ammo: Pistols 10, Rifle 10 Shotgun 2+

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 behind the horse (and slightly to the side), rifle held at Cowboy Port Arms.

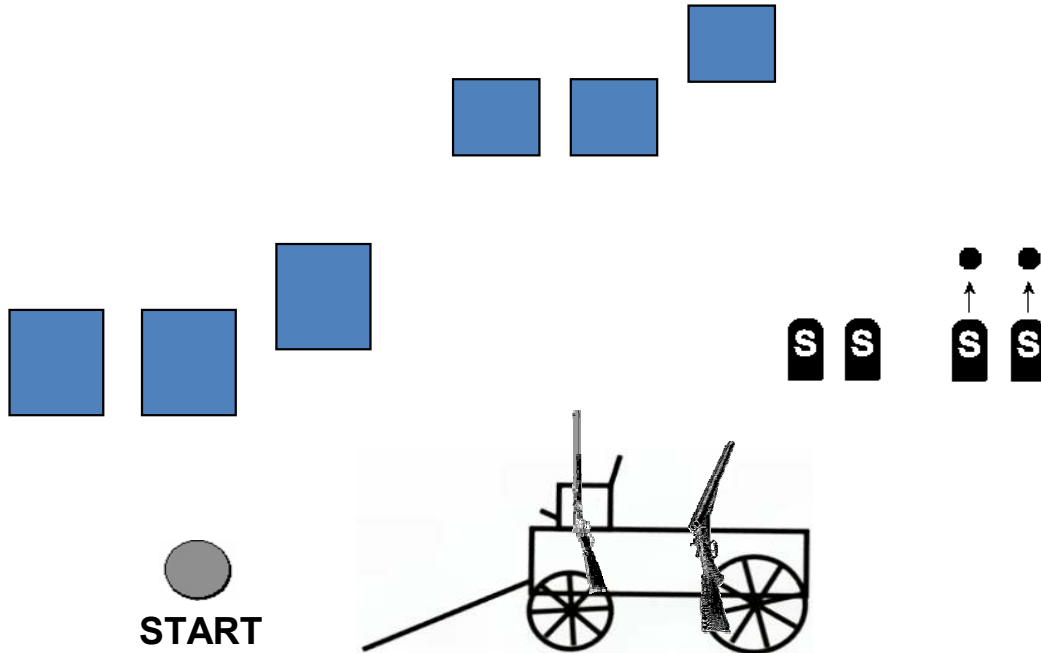
Procedure: Say "Gunfighters Rule!" and wait for the beep.

At the beep, with rifle, engage R1 through R3 with double taps in order of R1, R2, R1, R3, R1. With pistols as necessary, engage P1 through P3 with double taps on P1, P2, P1, P3, P1. Engage shotgun targets in any order.

DHI SEPTEMBER '15 STAGES

STAGE 6 SKEET SINGLE ACTION

Skeet Single Action has a problem. Although he loves shooting his rifle and pistols, he just can't get enough shotgun. In fact, he once said we should have an all shotgun match. Yep, he loves his scattergun and when he gets to shoot flyers, he's in Heaven. That's why he's the Skeet.



Ammo: Pistols 10, Rifle 10 Shotgun 6+

Staging: Rifle loaded with 10 rounds, staged on the buckboard seat, pistols loaded with 5 rounds each and holstered; shotgun open and empty staged in the back of the buckboard.

Start: Standing within kicking distance of the start stone.

Procedure: Say “**I love me some shotgun!**” and wait for the beep. At the beep, with pistols as needed, engage P1 through P3 with at least 3 rounds on each. With rifle engage R1 through R3 with at least 3 rounds on each. Engage shotgun targets and vomit targets in any order.

Note: Misses on clays will not count as misses, but hits will be 2 second bonuses.