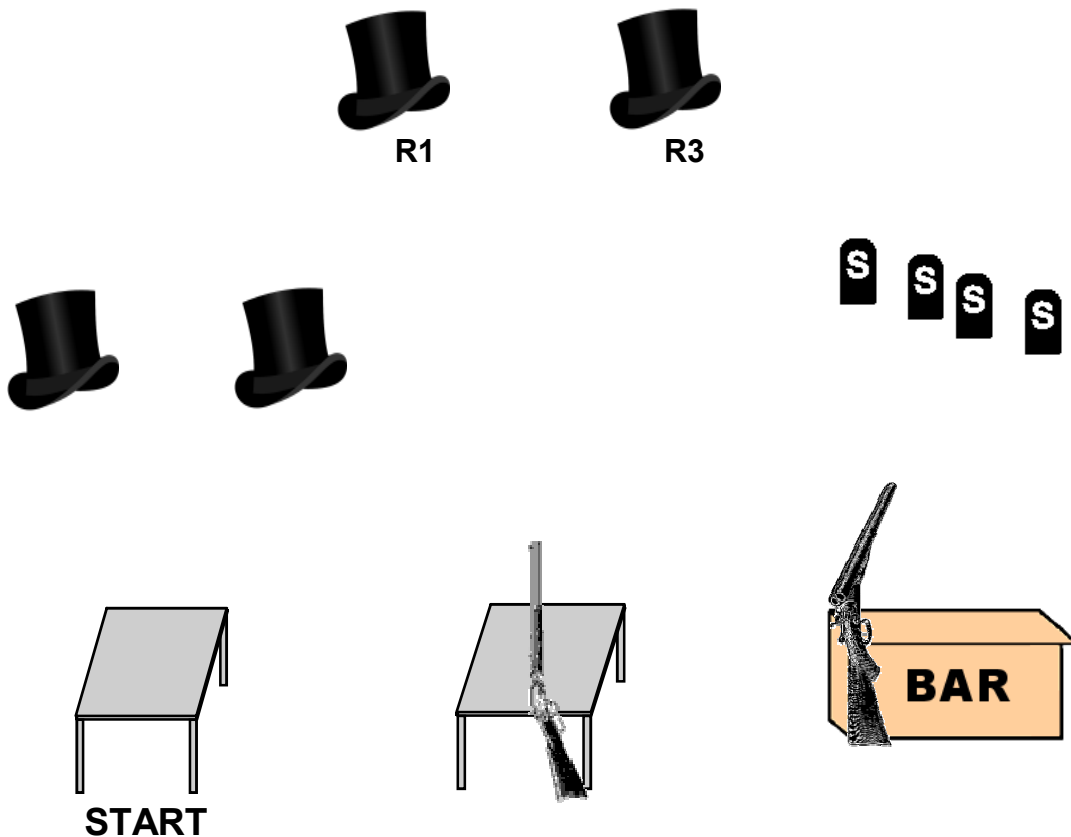




**August 2016  
Monthly Match  
Stages**

*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 rounds each and holstered  
Shotgun open and empty staged on the bar

**Start:** Standing behind the left table, hands at sides.

**Procedure:** Say "Let's Shoot!" and wait for the beep.

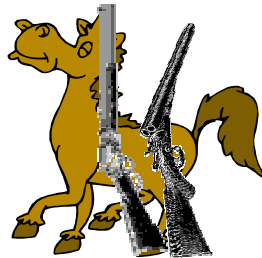
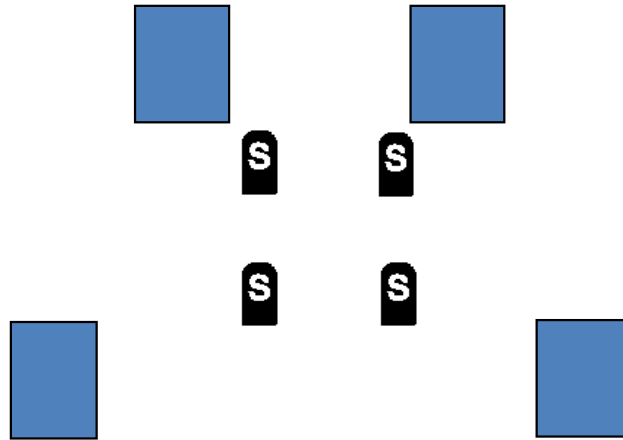
At the beep, engage P1 and P2 with Double-Taps, alternating and starting on either. Move to right table and with rifle engage R1 and R2 with Double-Taps, alternating and starting on either.

Move to bar and engage shotgun targets in any order.

# DHI AUG '16 STAGES

## STAGE 1 D.Q. JONES

D.Q. Jones is an intense competitor. So intense, in fact, that when he steps up to the firing line, he gets in the "Zone". He's so focused on the stage, he's ready to go and if you're timin', you better make sure you're ready.



**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, hand(s) on pistol(s).

**Procedure:** Say "Are you ready?" and wait for the beep.

ATB, with pistols as needed, starting on either side, engage P1 and P2 with two 3-2 Sweeps, both from the SAME direction.

With rifle, engage R1 and R2 with the same sequence as pistols.

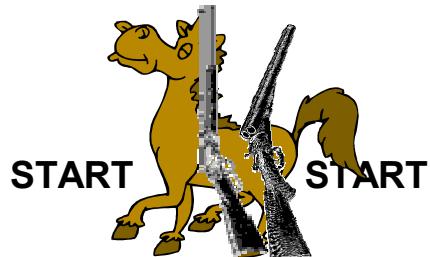
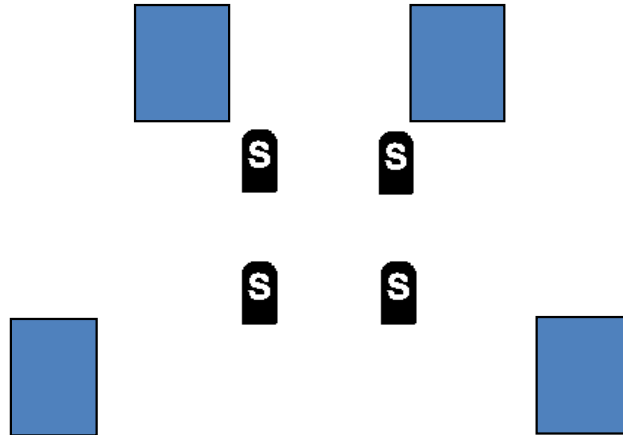
Engage shotgun targets in front/back, front/back order.

**Note:** Pistol targets are the front two targets, Rifle targets are the two in back.

# DHI AUG '16 STAGES

## STAGE 2 MARAUDER

Marauder is a quiet, unassuming man that isn't one for the spotlight. He gets the job done behind the scenes without much notoriety. But don't put a gun in his hands, cuz he changes into a fierce cowboy shooter looking to win it all.



**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 on either side of horse, holding rifle in both hands.

**Procedure:** Say “Let me at em!” and wait for the beep.

ATB, with rifle, engage **ALL** targets, once each from front to back, then the front two again, once each. (Note there are 4 rows of targets)

With pistols as needed, engage P1 and P2 with 5 on each, starting on either.

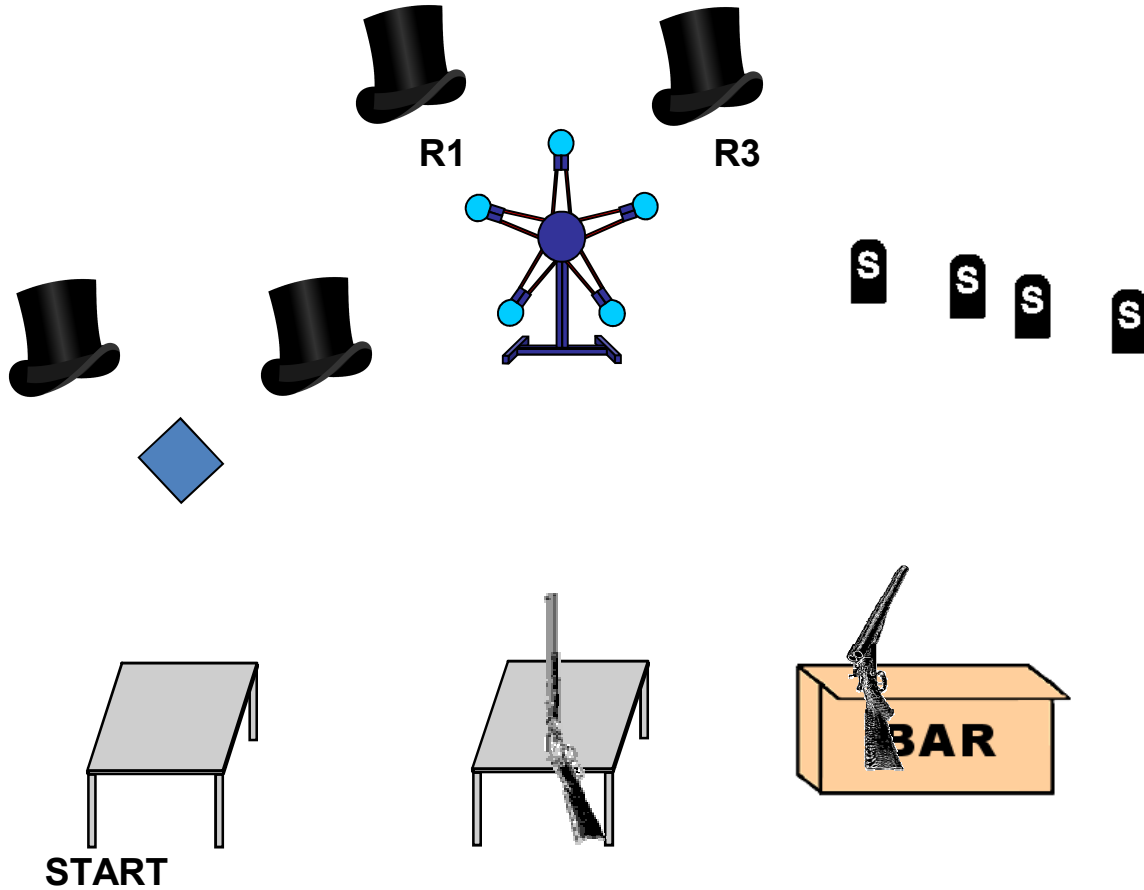
With shotgun, engage any knockdowns still standing.

**Note:** Misses on rifle knockdowns will not count as misses, but knockdowns left up at the end of the stage, will count as misses.

# DHI AUG '16 STAGES

## STAGE 3 WHITE BUFFALO

White Buffalo is quite the gamblin man. He loves casinos and his favorite game is roulette. He could watch that black and red wheel spin all day. But since he started shootin' with the DHI bunch, he may have found a wheel he likes even more.



**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 left table, hands at sides.

**Procedure:** Say “Watch me spin that wheel!” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with a continuous Nevada Sweep, from either direction.

With rifle, engage R1, the Texas Star and R3 with a Nevada Sweep, from either direction. Move to bar and with shotgun, engage shotgun targets in any order.

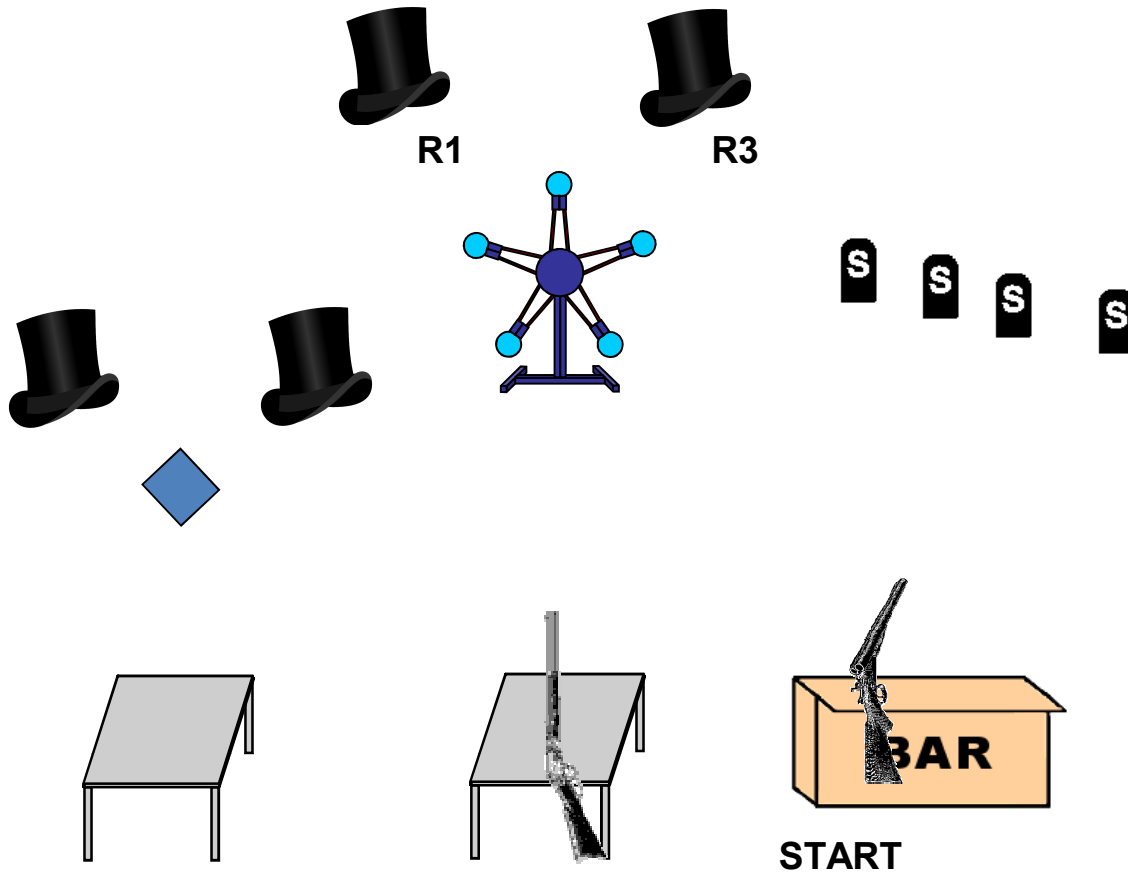
Any plates remaining on the Star may be made up at this time.

**Note:** Misses on the Star will not count as misses, but plates left on the Star will be misses.

# DHI AUG '16 STAGES

## STAGE 4 PALE ALE RIDER

The law's been after Pale Ale Rider for a long time now. Oh, he keeps givin' em the slip, but one a these days, a badge is gonna come around and Ol' Pale Ale's number is gonna be up. Ya see, after what happened south of the Pecos, he's been mighty wary of anyone wearin' a star.



**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 bar, hands touching shotgun.

**Procedure:** Say “Don't trust no star!” and wait for the beep.

ATB, engage shotgun targets in any order. Move to right table (center stage) and with rifle, engage Texas Star until all plates are off, with any remaining rounds alternating between R1 and R3, starting on either.

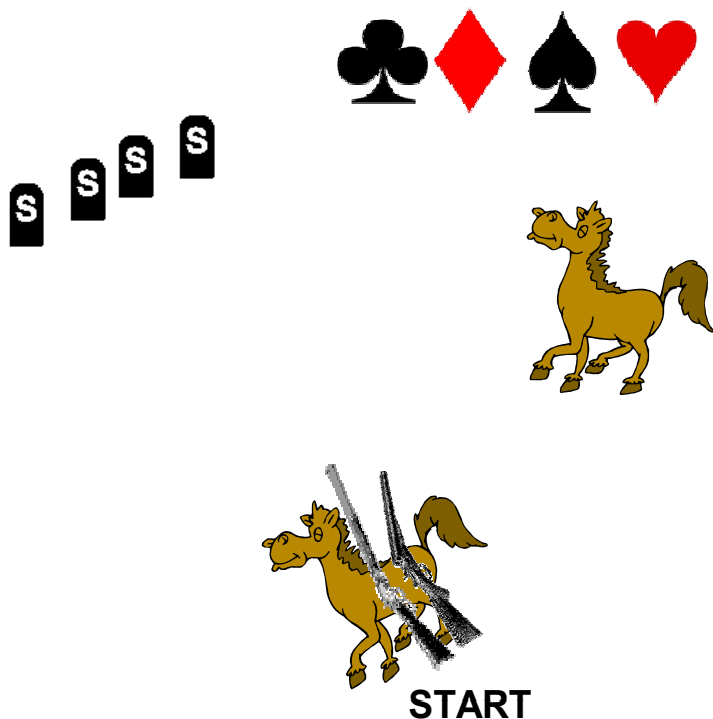
From left table, with pistols as needed, engage P1 - P3 with at least 3 on each.

**Note:** Misses on Star will not count as misses, but plates left on the Star will be scored as misses. If all plates are shot off the star with first shots, shooter receives a 3 second bonus.

# DHI AUG '16 STAGES

## STAGE 5 YER BLUFFIN!

Griffin Georgia is a hotbed of high-stakes poker games and Bluff's been on one heck of a run. So much of a run, that some folks think he may not be playin' em straight. But no one will challenge him cuz he's also known as a blazin' gunfighter and they don't want a taste of them pistols.



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

**Staging:** Rifle loaded with 10 rounds, staged on left horse  
Pistols loaded with 5 rounds each and holstered  
Shotgun open and empty staged on left horse

**Start:** Standing behind left horse, hands on rifle.

**Procedure:** Say "Yer Bluffin'!" and wait for the beep.

ATB, engage R1 - R4 with a Lawrence Welk Sweep, from either direction. Stage rifle pointed at side berm. With shotgun, engage shotgun targets in any order.

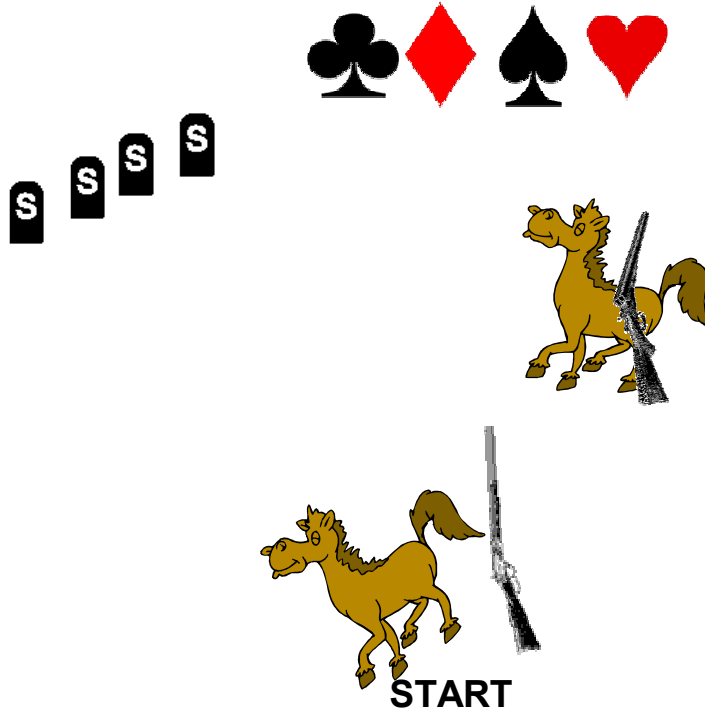
Move behind front horse and with pistols as needed, engage P1 - P4 with a continuous Lawrence Welk Sweep, from either direction.

**Note:** A Lawrence Welk Sweep is shot 1 round on 1st target, 2 on 2nd, 3 on 3rd and 4 on the 4th.

# DHI AUG '16 STAGES

## STAGE 6 PIG IRON LANE

When he rolls into town, the only game Pig Iron Lane wants to play is Blackjack! And he's mighty good at it too. So good in fact, that some folks started callin him Blackjack Lane. Now Pig Iron's kinda touchy about what folks call him... cuz he's kinda attached to them pigs.



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

**Staging:** Rifle loaded with 10 rounds, held in both hands, not shouldered  
Pistols loaded with 5 rounds each and holstered  
Shotgun open and empty, staged on the right horse

**Start:** Standing behind left horse, rifle held in both hands, not shouldered.

**Procedure:** Say “Call me Pig Iron!” and wait for the beep.

ATB, engage R1 - R4 with a Reverse Lawrence Welk Sweep, from either direction. Make rifle safe on left horse.

Move to right horse and with pistols as needed, engage P1 - P4 with a continuous Reverse Lawrence Welk Sweep, from either direction.

Engage shotgun targets in any order.

**Note:** A Reverse Lawrence Welk Sweep is shot 4 rds on 1st target, 3 on 2nd, 2 on 3rd, 4 on 4th.