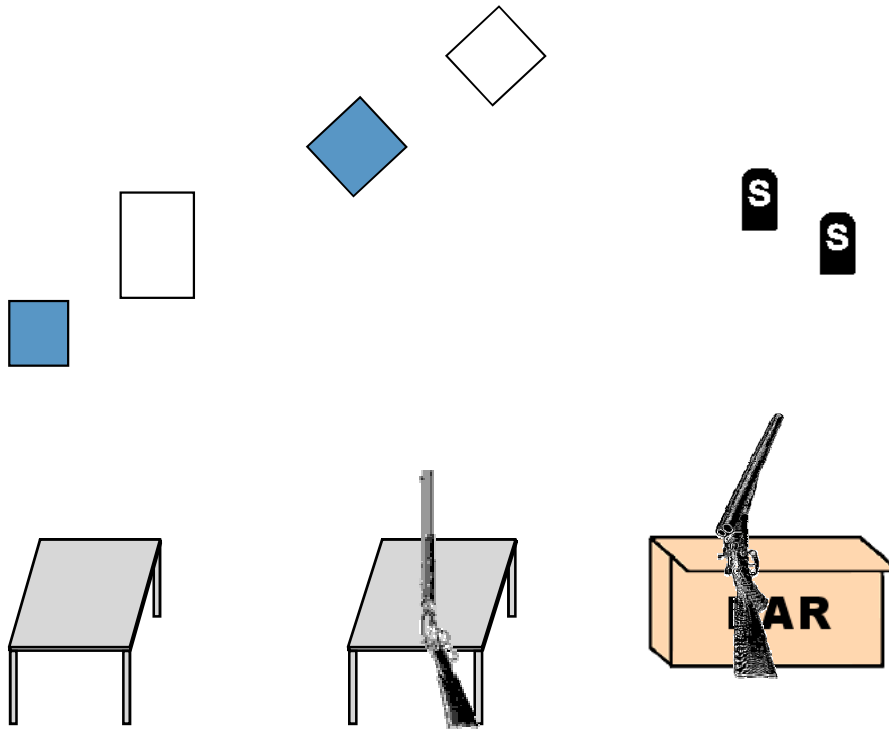


**New Year 2016
Monthly Match
Stages**

Compliments of Rainmaker!

WARM UP STAGE



START

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 the left table.

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

At the beep, With pistols, as needed, engage P1 and P2 with 5 on each.

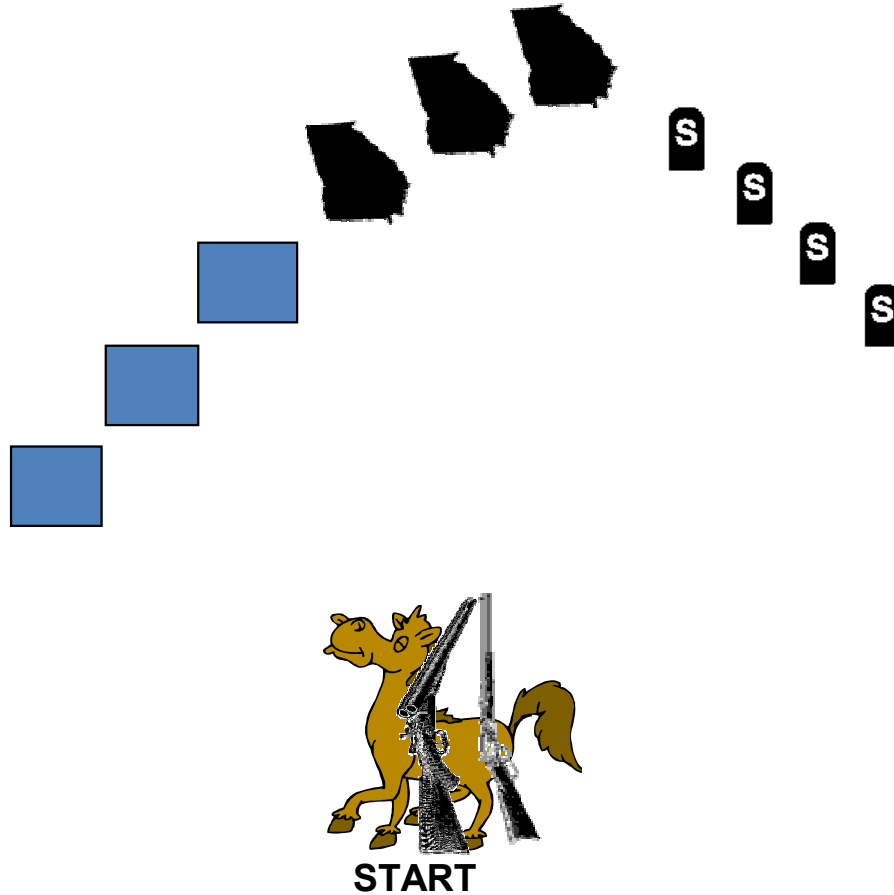
With rifle, repeat pistol sequence.

With shotgun, engage shotgun targets in any order.

DHI JANUARY '16 STAGES

STAGE 1 RIDERS OF DESTINY

Singin Sandy Saunders is an undercover government agent investigating Kincaid. James Kincaid owns the land with the only water source in the area and he is trying to get the local landowners to sign contracts with over-inflated fees. Will Singin Sandy save the day?



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 behind the horse, holding shotgun in both hands.

Procedure: Say “I’ll take that chance” and wait for the beep.

At the beep, engage shotgun targets in any order.

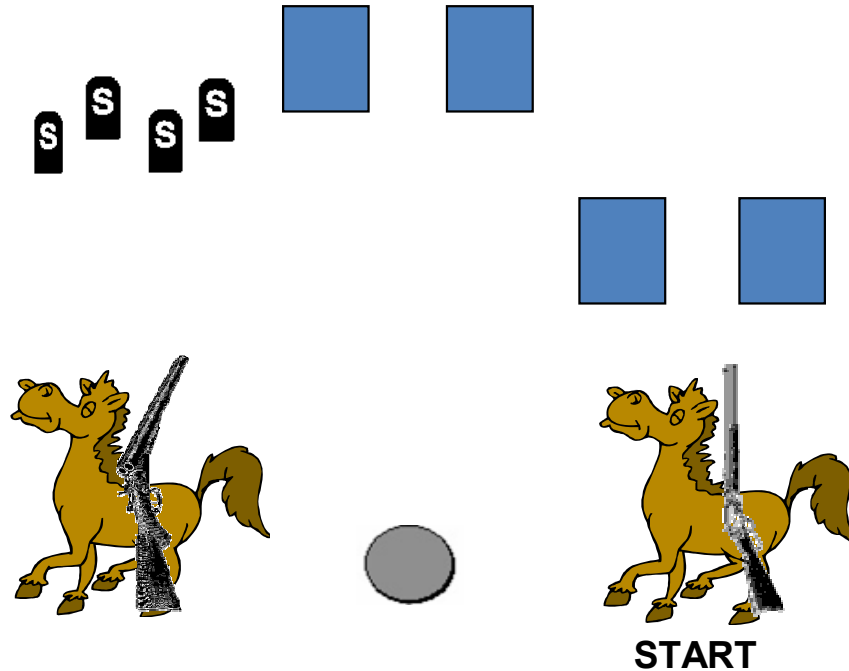
With rifle, engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction.

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

DHI JANUARY '16 STAGES

STAGE 2 SAGEBRUSH TRAIL

Imprisoned for a murder he didn't commit, John Brant escapes and heads West and joins a band of outlaws. Brant soon discovers Jones, one of his fellow outlaws is the man who really committed the murder he was jailed for. Jones soon begins to suspect Brant is not the man he claims to be...



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 behind right horse, hands on pistols.

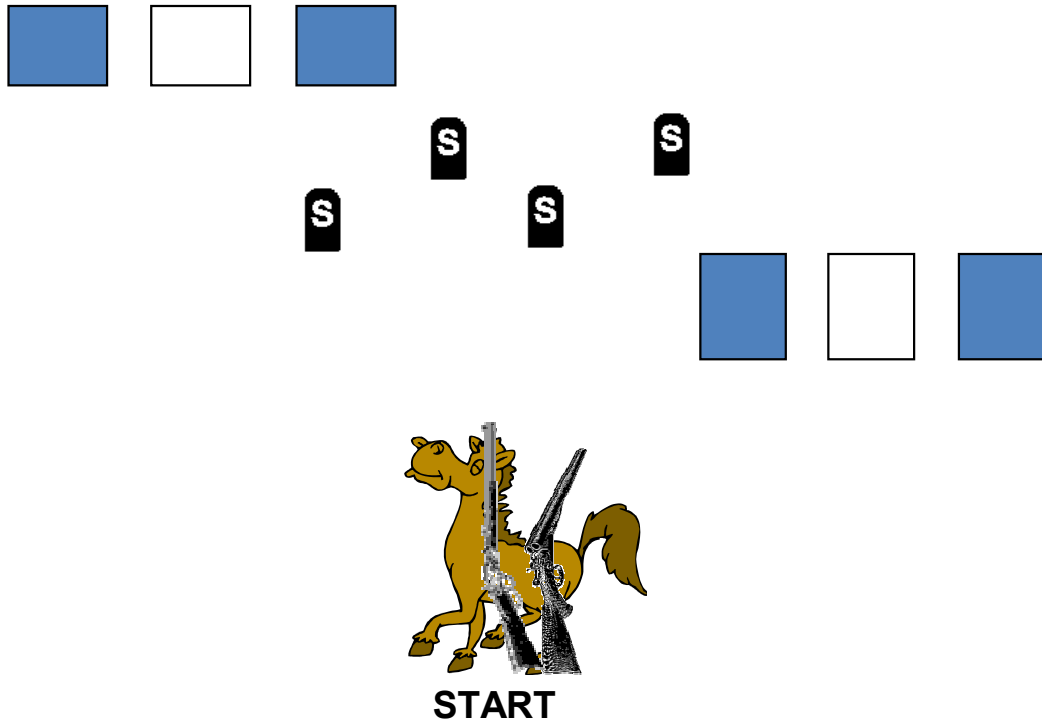
Procedure: Say “**Stop right there!**” and wait for the beep. At the beep, with pistols as needed, engage P1 and P2 with a continuous Lawrence Welk Sweep, from either direction. Take rifle to within kicking distance of stone and engage R1 and R2 with a Lawrence Welk Sweep, from either direction.

Move to left horse and engage shotgun targets in any order.

DHI JANUARY '16 STAGES

STAGE 3 THE LUCKY TEXAN

Young Texan, Jerry Mason and his partner, Jake Benson strike it rich in their gold mine. When Benson takes gold to the assayer's office, crooked officials follow him back to the mine and shoot him, leaving him for dead. Mason is arrested for murder but tough old Jake is still alive and plans quite the surprise for Mason's accusers.



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, one hand on the rifle.

Procedure: Say "I ain't dead, you crooks!" and wait for the beep.

At the beep, with rifle engage R1 - R3 with two 2-1-2 Sweeps, from either direction*.

Engage shotgun targets in any order.

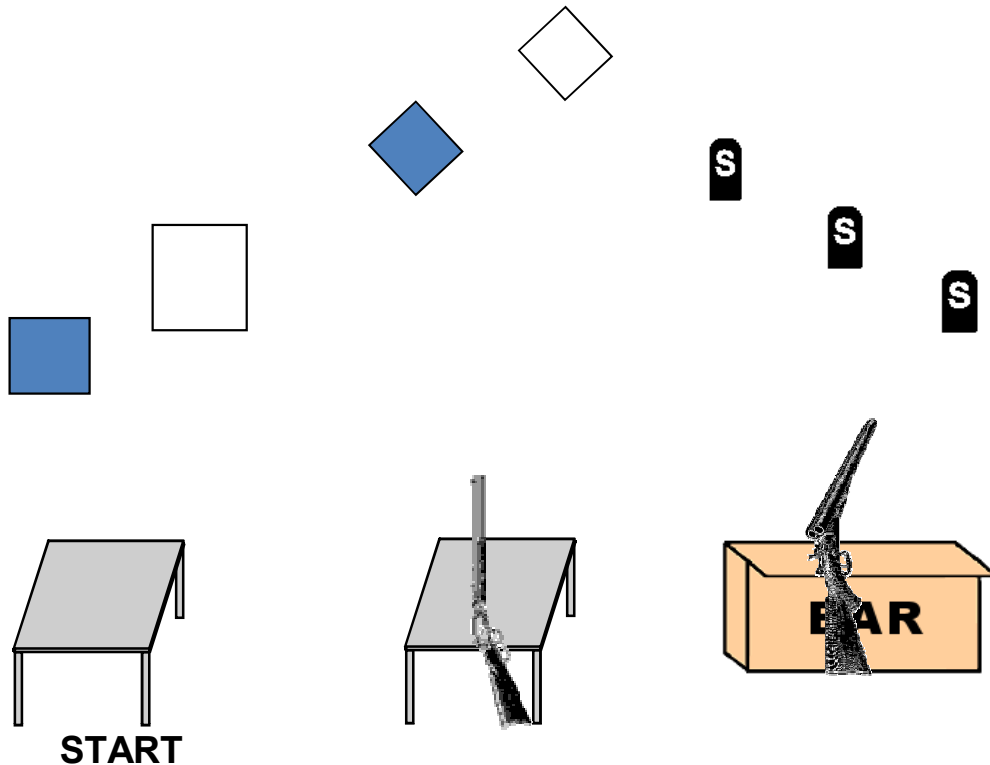
With pistols as needed, engage P1 - P3 with two 2-1-2 Sweeps, from either direction.

*Yes you can.

DHI JANUARY '16 STAGES

STAGE 4 WEST OF THE DIVIDE

Ted Hayden assumes the identity of dying outlaw Gat Ganns in order to work for Mr. Gentry. He found out from Ganns that Gentry was behind the death of his father and kidnapping of his kid brother Spud, years earlier.



Ammo: Pistols 10, Rifle 10, Shotgun 3+

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 flat on table.

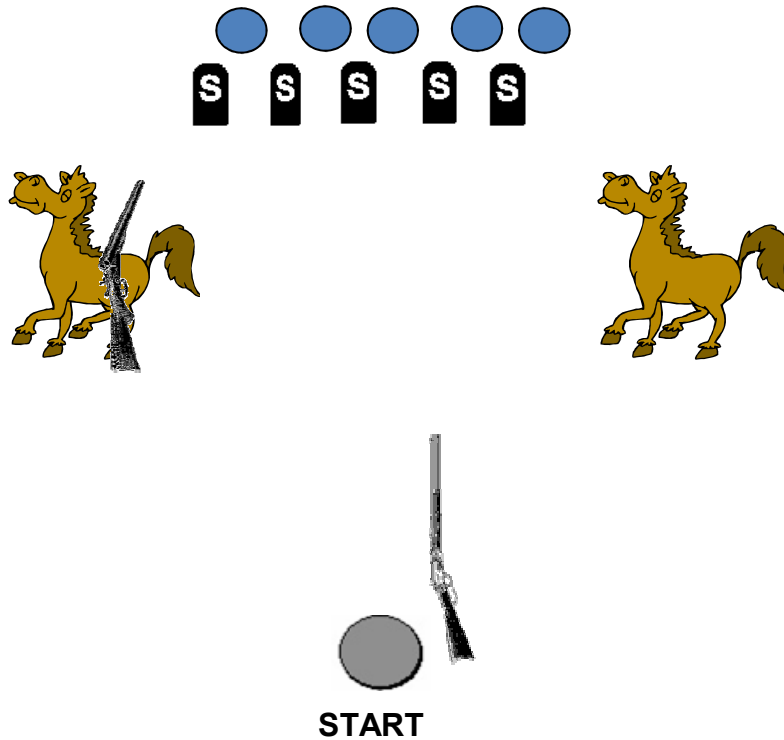
Procedure: Say “Spud, is that you?” and wait for the beep. At the beep, with pistols as needed engage P1 and P2, with two 3-2 Sweeps, from either direction.

With rifle, engage R1 and R2 with two 3-2 Sweeps from either direction each time. Engage the shotgun targets in any order.

DHI JANUARY '16 STAGES

STAGE 5 BLUE STEEL

U.S. Marshal, John Caruthers goes undercover to capture the Polka Dot Bandit. Unaware of Caruthers' real identity, local sheriff Jake takes him for the thief. Instead of arresting him, Sheriff Jake joins the marshal's search. They soon find that the rich Malgrove is behind all the mischief, as he knows of a gold vein under the locals' property and he is determined to cut off supplies and starve them out.



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 EITHER horse.

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

Procedure: Say "Alright you scoundrel!" and wait for the beep. At the beep, With rifle, engage R1 - R5 and each knockdown with one round each. Make rifle safe on EITHER horse.

With pistols as needed, engage P1 - P5 with two rounds on each.

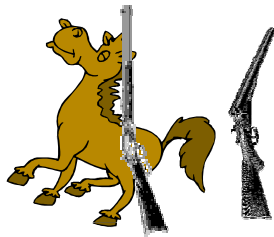
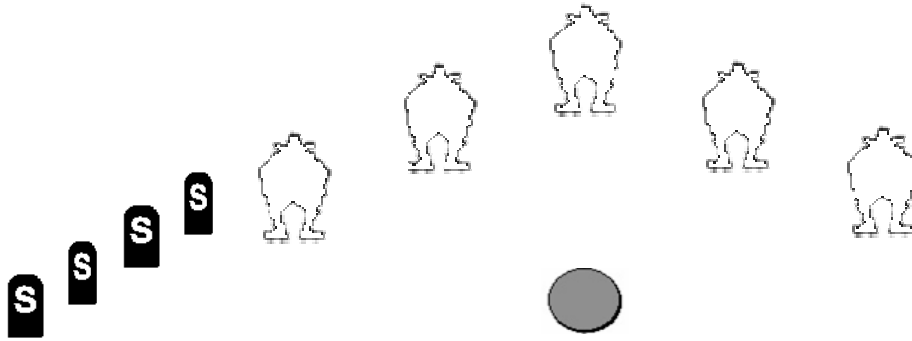
Any knockdowns still standing may be made up with the shotgun.

Note: Rifle misses on the knockdowns will not count as misses, but knockdowns left standing will be scored as misses.

DHI JANUARY '16 STAGES

STAGE 6 THE STAR PACKER

A gang working for The Shadow is terrorizing the town. John Travers decides to take on the job of sheriff and do something about it. Catching two gang members, he learns of the room where the gang gets their orders, from behind a fake wall safe, and he makes plans to trap the Shadow.



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, held in one hand.

Start: Standing behind horse, shotgun held in one hand.

Procedure: Say “That's one way to look at it” and wait for the beep.

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

With rifle, engage R1 - R5 with Two Sweeps, from either direction each time.

Move to within kicking distance of stone and with pistols as necessary, engage P1 - P5 same as rifle.