



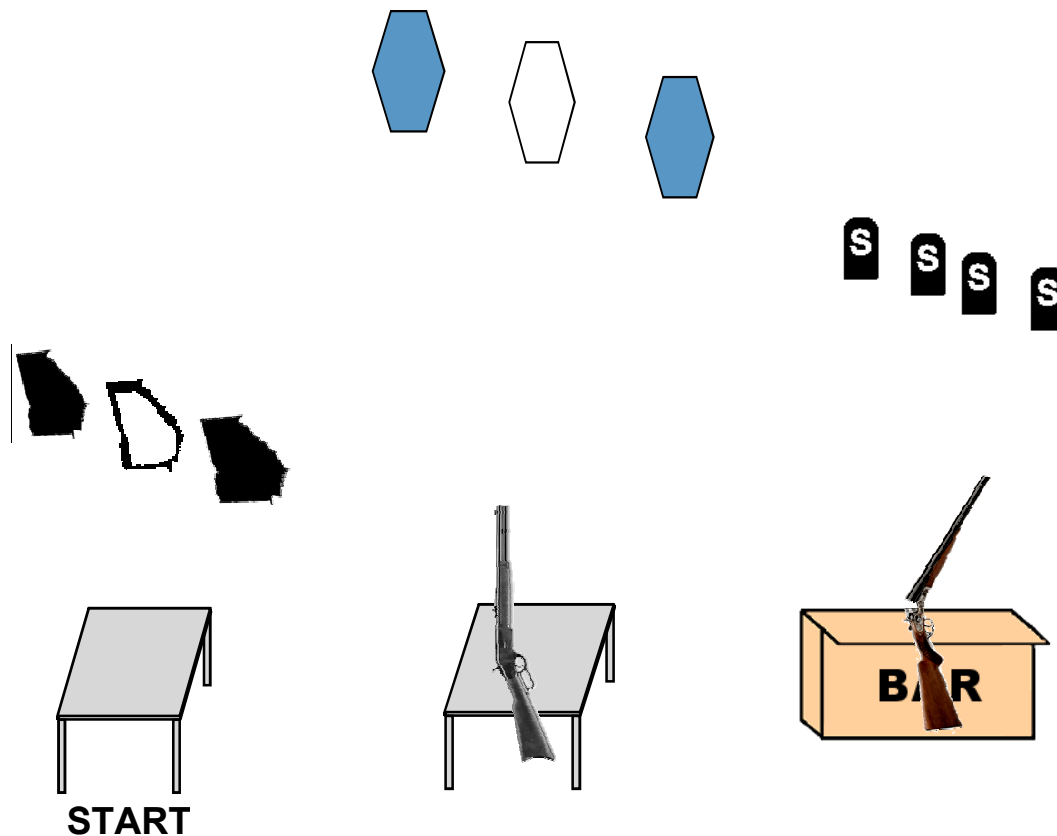
July 2016
Monthly Match
Stages

Compliments of Rainmaker!

DHI JULY '16 MATCH

WARM UP STAGE

For those who need to warm up on this lovely July day!



Ammo: Pistols 10, Rifle 9 Shotgun 4+

Staging: Rifle loaded with 9 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, hand(s) on pistol(s).

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

At the beep, engage P1 - P3 with 5 on 3, repeat.

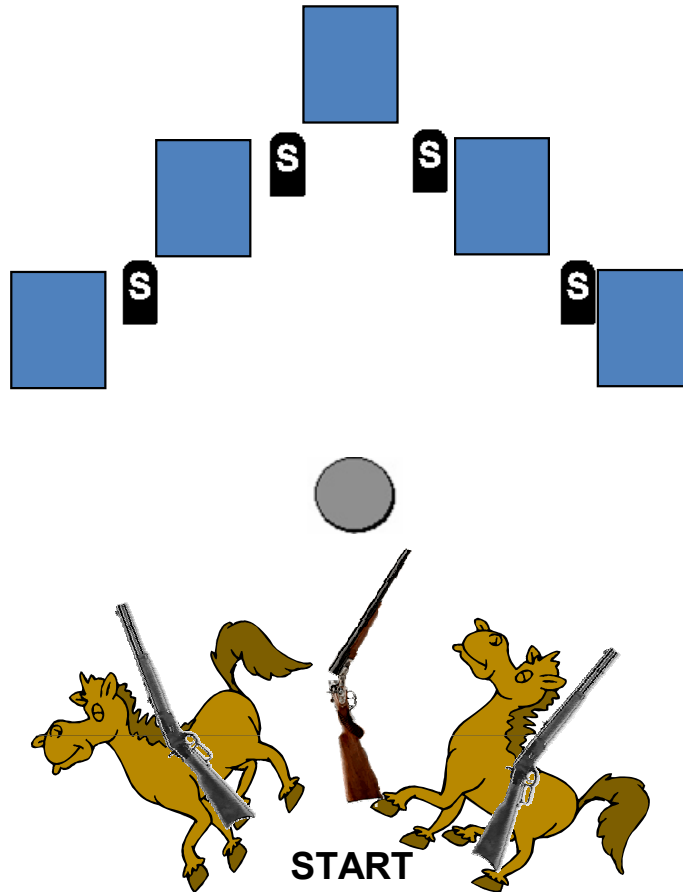
Move to right table and with rifle engage R1 - R3 with 3 on each.

Move to bar and engage shotgun targets in any order.

DHI JULY '16 STAGES

STAGE 1 A NICE PIECE OF HICKORY

Hull Barret has just come into town to get some supplies after LaHood's men have wrecked the small mining camp in Carbon Canyon. A few of LaHood's goons start to rough him up when a stranger in town steps in and gives them a taste of their own medicine.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on either horse

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, held in both hands, at waist

Start: Standing between horses, holding shotgun in both hands, at waist, not shouldered.

Procedure: Say “**There's nothin like a nice piece of hickory**” and wait for the beep.

ATB, engage shotgun targets in any order.

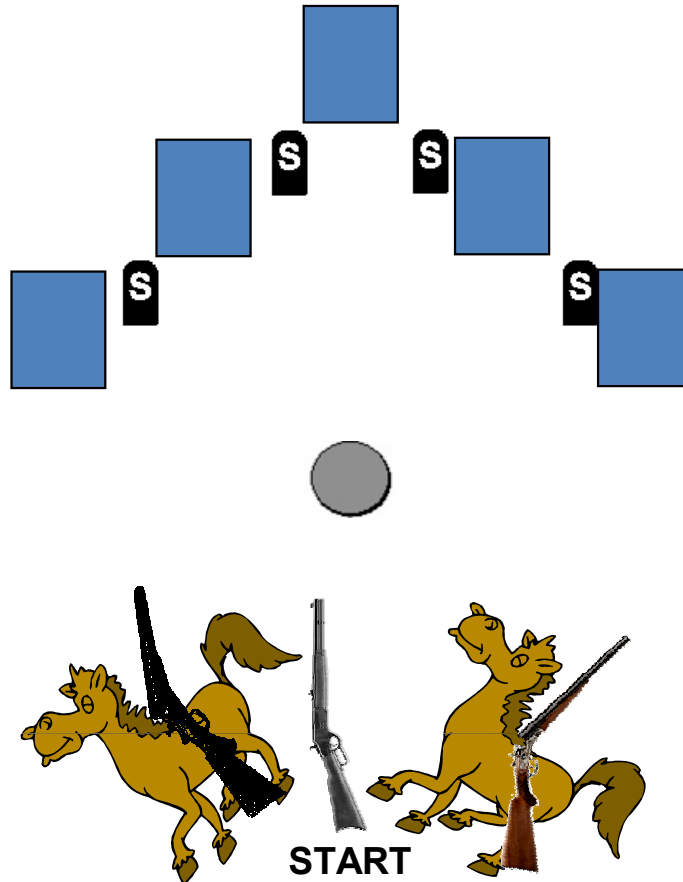
With rifle, engage R/P targets with 2 rounds on each. Make rifle safe on horse, pointing at side berm.

Move to within kicking distance of the stone. With pistols as needed, engage P1 - P5 with 2 rounds on each.

DHI JULY '16 STAGES

STAGE 2 SINNERS

LaHood's son Josh learns of the scrap in town and takes a very big man to go see the stranger. They arrive in Carbon Canyon and Josh tells the stranger, who he sees now is a preacher, that he needs to leave. The Preacher tells him that he's not finished with his work. The big man dismounts his horse over to Barret and the Preacher for a little intimidation, but it doesn't work out quite the way he figured.



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 either horse

Start: Standing between horses, holding rifle in both hands.

Procedure: Say “**There's a lot a sinners hereabouts**” and wait for the beep.

ATB, engage R1 -R5 with two sweeps, from either direction each time. Make rifle safe on horse, pointing at side berm.

With shotgun, engage shotgun targets with **A SWEEP**, from either direction.

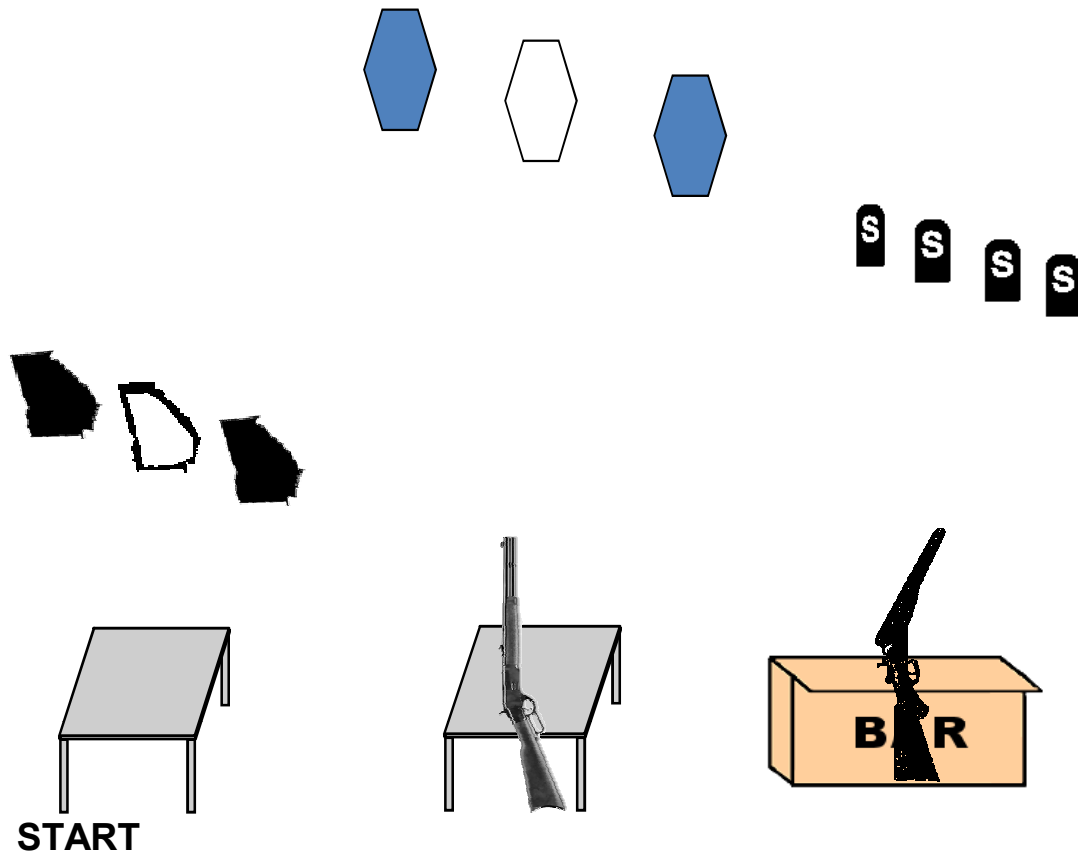
Move to within kicking distance of the stone and with pistols as needed, engage P1 - P5 with two sweeps from either direction each time.

Note: Yes, you may double-tap the end target.

DHI JULY '16 STAGES

STAGE 3 SPIDER'S GOLD

Spider Conway used to work for LaHood, but has since taken up with the miners in Carbon Canyon. He He hoped to find just one big nugget, so he could shove it in LaHood's...face. Well, he found his nugget and came into town to celebrate. But he got drunk, shot off his mouth and had the misfortune of meeting LaHood's hired "lawmen", Marshal Stockburn and his deputies. They wanted to see him dance.



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 “I don’t know how to dance” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with at least 3 on each.

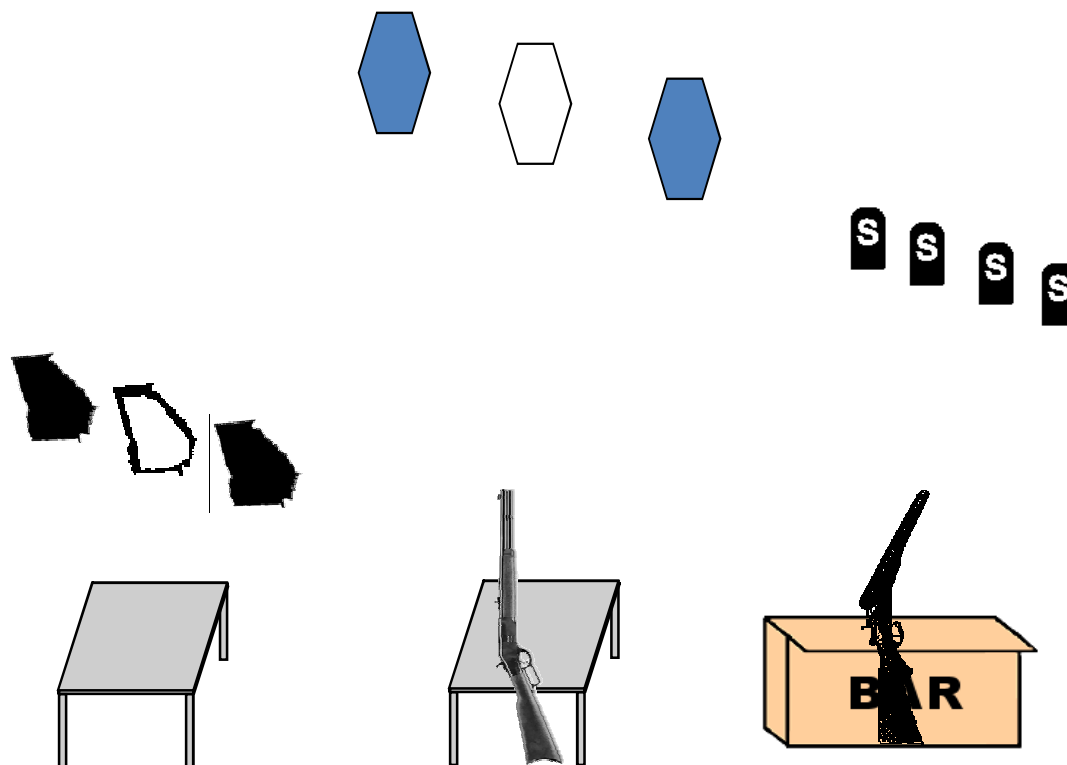
From right table (center stage) with rifle, engage R1 - R3 with at least 3 on each.

Move to bar and with shotgun, engage shotgun targets in any order.

DHI JULY '16 STAGES

STAGE 4 DYNAMITE

After Stockburn and his deputies killed Spider, The Preacher knew he had to settle an old score. Before he could get to that, he needed to get LaHood's attention, so he and Barret dynamited LaHood's mining operation.



START

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 in center doorway, **pointing in the direction** you're going to move.

Procedure: Say “**You're a good man, Barret**” and wait for the beep

ATB, shooter's choice to start on right or left. **If starting on left**, with pistols as needed, engage P1 - P3 with a continuous Biscuit Sweep, from either direction.

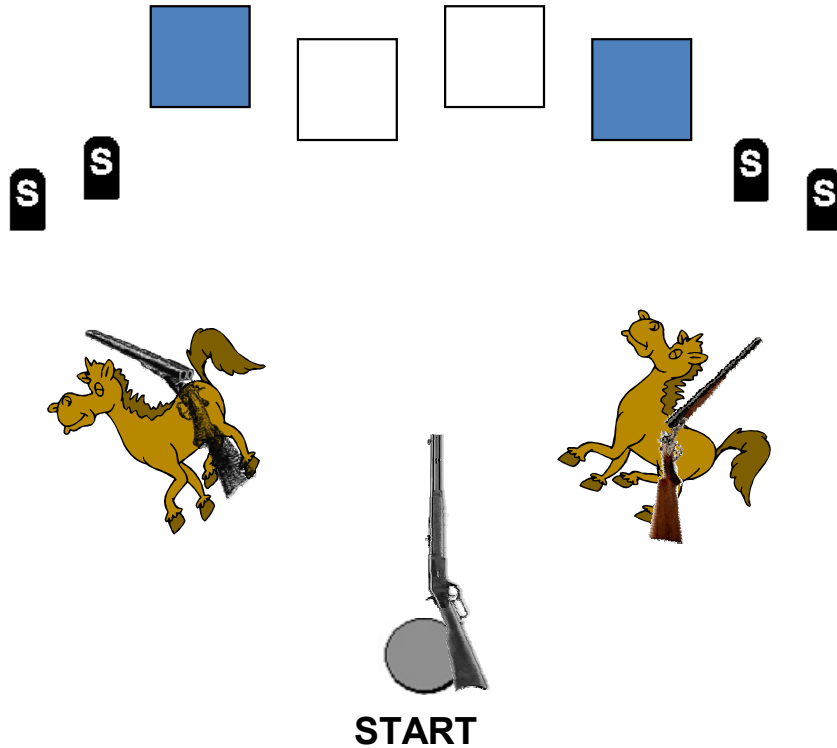
Move to right table and with rifle, engage R1 - R3 with a Biscuit Sweep, from either direction. Engage shotgun targets in any order.

Note: A Biscuit Sweep is shot the same as a Nevada Sweep but Double-tapping the center target. Reverse shooting order if starting on right.

DHI JULY '16 STAGES

STAGE 5 COFFEE

The Preacher rides into town, all eyes on him. He goes into Blankenship's General Store and sits down for a cup of coffee. LaHood's men see him in there, with his back to the door and figure they can handle matters without Stockburn and his deputies. They were wrong.



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 either horse

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

Procedure: Say "You through?" and wait for the beep.

ATB, engage R1 - R4 with a Nevada Sweep, from either direction.

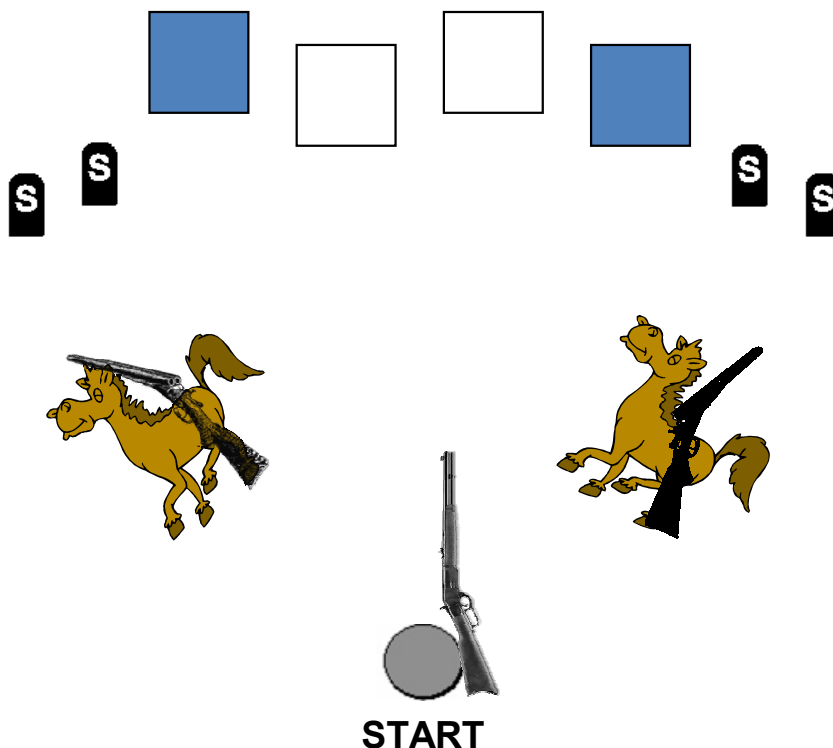
Move to horse of choice and with shotgun, engage shotgun targets in any order.

With pistols as needed, engage P1 - P4 with a continuous Nevada Sweep, from either direction.

DHI JULY '16 STAGES

STAGE 6 MARSHAL STOCKBURN

After dispatching the six deputies one by one, the Preacher faces down Marshal Stockburn. As he approaches, Stockburn sees who it is. He is quite surprised as he thought he had killed the Preacher long ago.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, held in both hands, at waist level
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on either horse

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

Procedure: Say "You!" and wait for the beep.

ATB, engage R1 - R4 with a 3-2-2-3 Sweep, from either direction.

Move to horse of choice and stage rifle on horse.

With pistols as needed, engage P1 - P4 with a continuous 3-2-2-3 Sweep, from either direction.

Engage near shotgun targets in any order. Move with shotgun to other horse and engage remaining shotgun targets, in any order.

Note: "To other horse" means close enough to place your shotgun on it.