

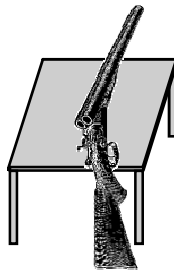
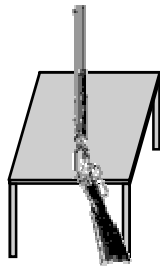


June 2016
Monthly Match
Stages

Compliments of Rainmaker!

DHI JUNE '16 STAGES

WARM UP STAGE



START

Ammo: Pistols 10, Rifle 10 Shotgun 4+

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

Start: Standing behind the left table, hands on rifle.

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

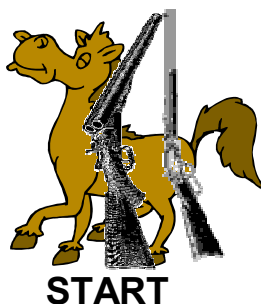
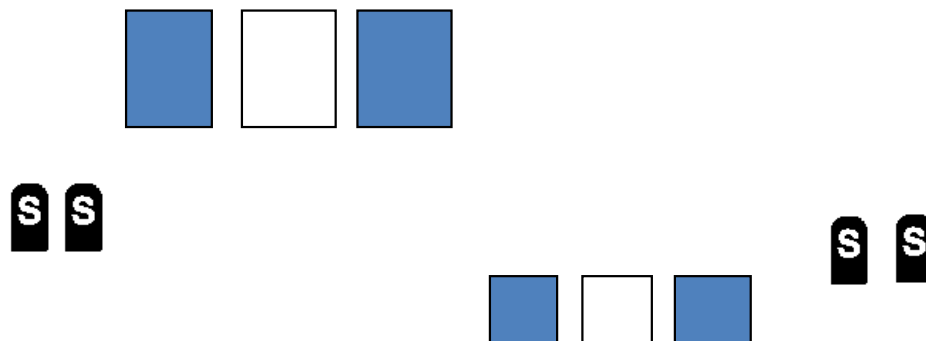
At the beep, Engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction. From right table with pistols as needed, engage P1 - P3 with a continuous Double-Tap Nevada Sweep, from either direction.

Engage shotgun targets in any order.

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STAGE 1 COLE AND HITCH

Virgil Cole and Everett Hitch have just been hired by the good citizens of Appaloosa to restore law and order. Four of Randall Bragg's cutthroats have come into the saloon and aim to pretty much do what they please. Cole and Hitch come in and tell the men they are taking them down to the jail, but the men have other plans.



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 “Put it away or lose it” and wait for the beep.

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

With rifle, engage R1 - R3 with a Biscuit Sweep, from either direction.

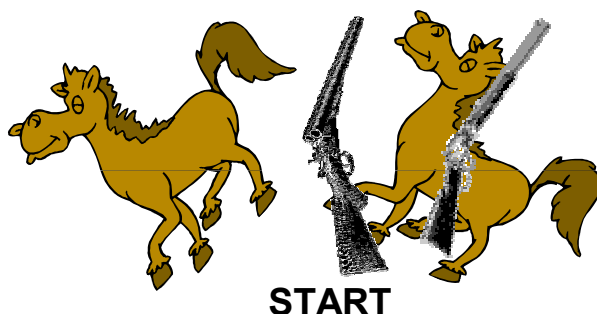
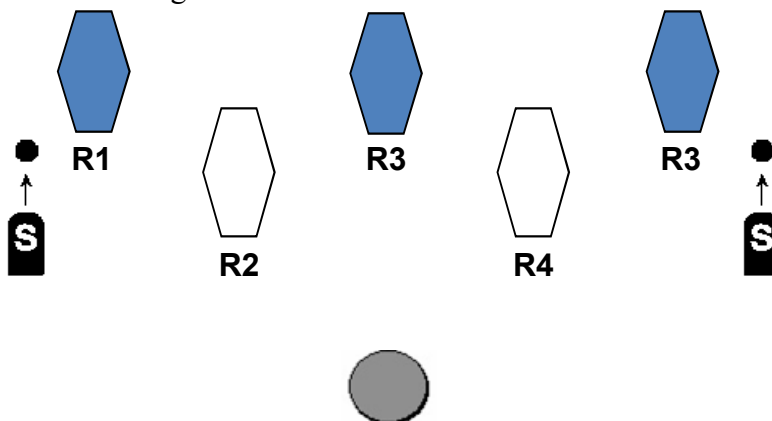
Engage shotgun targets in any order.

Note: A Biscuit Sweep is a Nevada Sweep only Double-Tapping the CENTER target.

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STAGE 2 THE COLT PEACEMAKER

Virgil sees a couple men on a ridge overlooking the town and he and Hitch ride up to see what they're up to. One of the men tells Virgil they ride for Mr. Bragg and they're "just keepin an eye on things". Then Virgil smacks him in the mouth with the barrel of his Colt Peacemaker and tells him to go back and tell Bragg that "we ain't too frightened".



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

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

Procedure: Say “**Well, Colt makes a heavy firearm**” and wait for the beep.

ATB, engage the knockdowns and pop-ups.

With rifle, engage R1 - R5 with two Odds and Evens Sweeps, each **from either direction**.

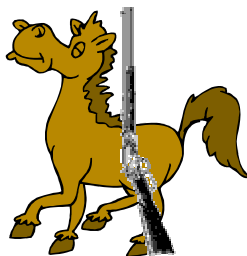
Move to within kicking distance of the stone and with pistols as necessary, engage P1 - P5 with two Odds and Evens Sweeps, each **from either direction**.

Note: An Odds and Evens Sweep is shot 1-3-5-4-2 or 5-3-1-2-4.

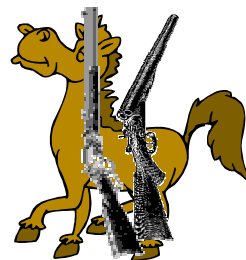
DHI JUNE '16 STAGES

STAGE 3 THE PRIVY

One of Bragg's men has come into town and reported that Bragg was the one who killed Marshal Jack Bell and his two deputies. Cole and Hitch go out to Bragg's ranch to arrest him. They capture him coming out of the privy, but as they make their escape, they're spotted by a lookout who alerts the rest of Bragg's men.



START



START

Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged **on the horse you start behind**

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty staged on the right horse

Start: Standing behind either horse, hand(s) on first firearm.

Procedure: Say “You're under arrest” and wait for the beep.

ATB, **if starting on right**, engage shotgun targets in any order.

Take rifle to within kicking distance of the stone and engage R1 and R2 with two 2-3 Sweeps, **both from the same direction.**

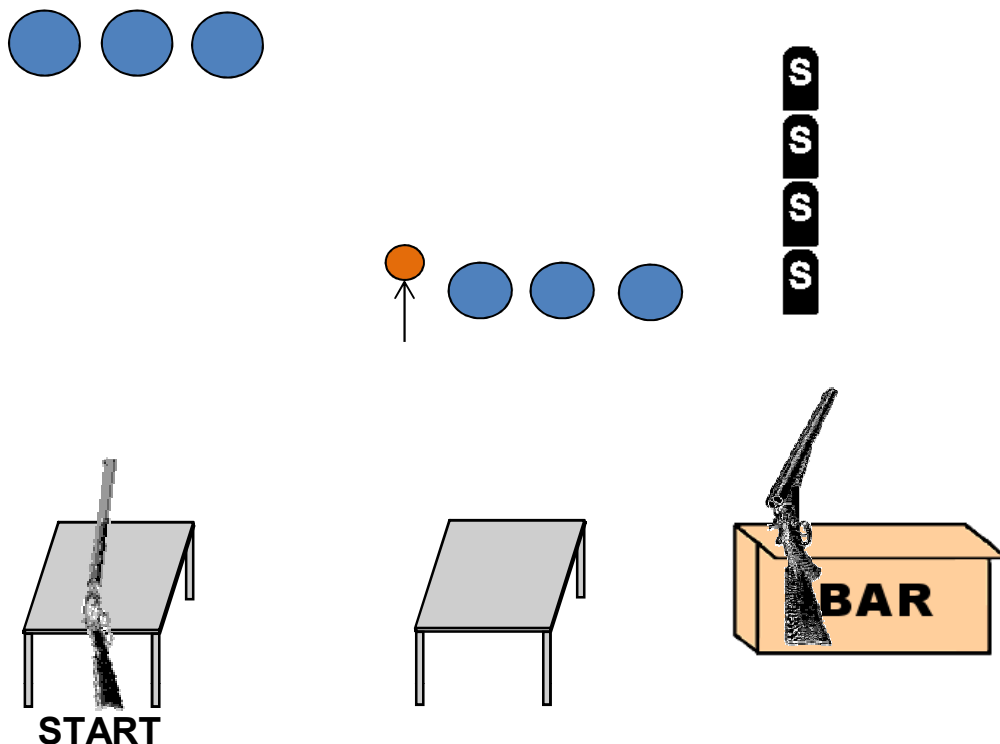
Make rifle safe on a horse. At left horse and with pistols as needed, engage P1 and P2 with two 2-3 Sweeps, **both from the same direction.**

If starting on left, order will be pistol-pistol-rifle-shotgun. Sequences remain the same.

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STAGE 4 NEVER AIN'T HERE YET

Bragg has been found guilty of murder and is on the train headed to be hanged. The train stops for water and the Shelton Brothers ride out from cover holding Alli hostage and demand Bragg's release. Bragg is turned loose and he tells Virgil "I told you you'd never hang me Cole!". Cole replies "Never ain't here



Ammo: Pistols 10, Rifle 9, Shotgun ?

Staging: Rifle loaded with 9 rounds, staged on the left table
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty staged on the bar

Start: Standing behind left table, arms crossed.

Procedure: Say "Never ain't here yet!" and wait for the beep.

ATB, with rifle engage R1 - R3 with 3 on each.

From right table (Center stage) with pistols as needed, engage P1 - P3 with 3 on each, **then** the standing clay.

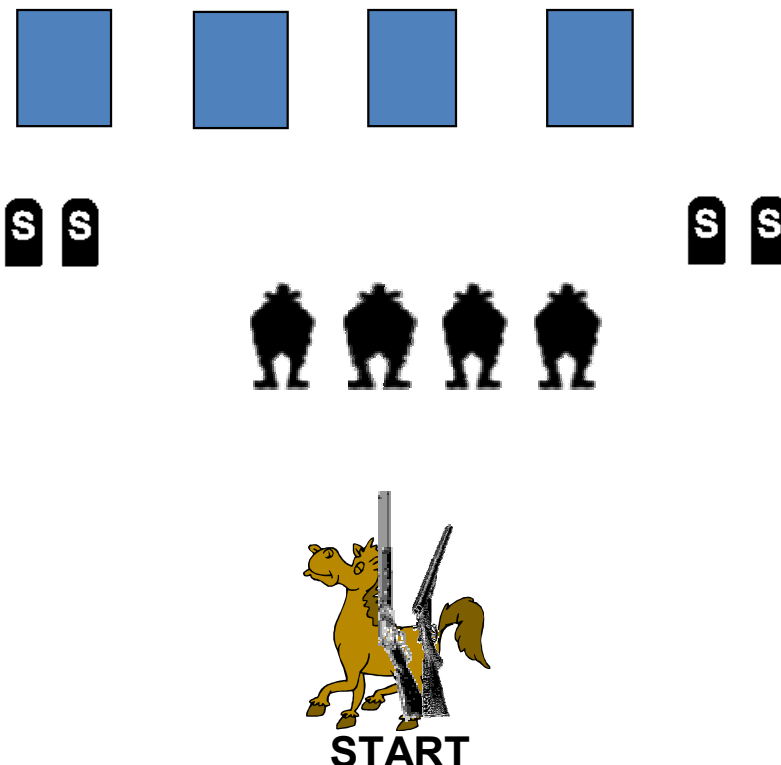
Engage Shotgun targets in any order.

Note: A miss on the clay will not be scored a miss, but if hit, will be a 3 second bonus.

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STAGE 5 APACHES

Virgil and Everett have tracked and caught up to the Sheltons, Bragg and Alli but so have some renegade Apaches. The hostiles get there first and try to take Alli and run off, but Virgil and Everett fend off the attack, saving Alli and recapturing Bragg.



Ammo: Pistols 10, Rifle 10, Shotgun ?

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, hands at sides.

Procedure: Say "Shoot the pack horse!" and wait for the beep.

ATB, with rifle, engage R1 - R4 with a Sweep, from either direction, **then** one of the knockdowns; repeat.

With pistols as needed, engage P1 - P4 with a Sweep, from either direction, **then** one of the knockdowns; repeat.

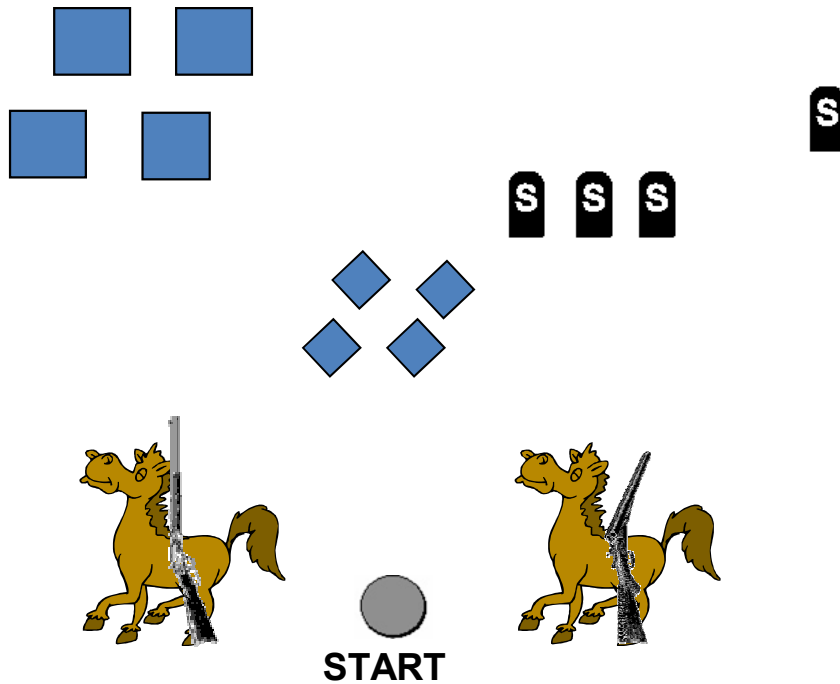
If necessary, with shotgun, engage any knockdowns still standing.

Note: A miss on the knockdowns will not be a miss, but any still standing will be misses.

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STAGE 6 COUSIN RUSSELL

Stopping in the border town of Beauville, Cole has the local sheriff lock Bragg up in his jail. Cole and Shelton agree to settle their differences and when Cole and Hitch come back to the jail, the Sheltons have freed Bragg, as he was being kept in their cousin's jail. Virgil isn't about to give up his prisoner again so easily.



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, staged on the right horse

Start: Standing behind the stone, pointing downrange.

Procedure: Say "I'll take Ring, you take Mackie" and wait for the beep.

ATB, with pistols as needed, engage P1 - P4 with a continuous loop (clockwise or counter-clockwise), starting on any target.

Move to left horse and with rifle, engage R1 - R4 using the pistol instructions.

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

Set-up Crew - R2, R4, P2 and P4 are mounted higher. Thank you