

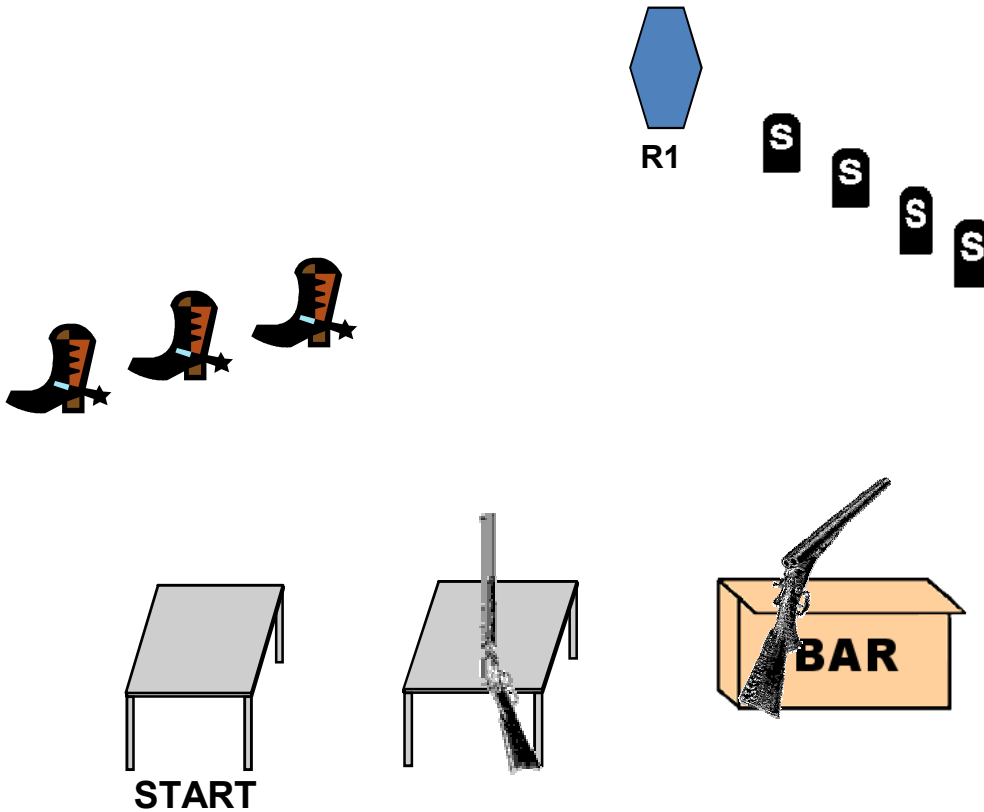


March 2016
Monthly Match
Stages

Compliments of Rainmaker!

DHI MARCH '16 STAGES

WARM UP STAGE



Ammo: Pistols 10, Rifle 8 Shotgun 4+

Staging: Rifle loaded with **8 rounds**, staged on the right table; pistols loaded with 5 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 - P3 with a continuous Double-Tap Nevada Sweep, from either direction.

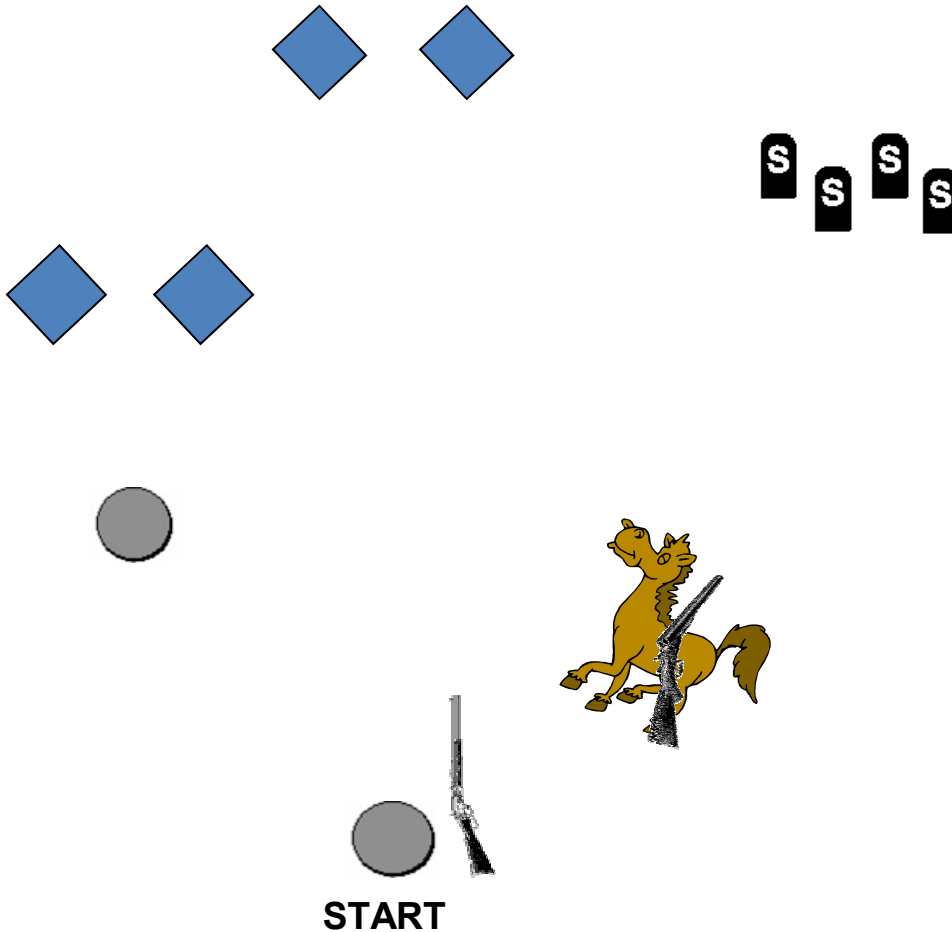
With rifle, engage R1 with Double Taps for 8 rounds.

With shotgun, engage shotgun targets in any order.

DHI MARCH '16 STAGES

STAGE 1 FREEGRAZERS

Mose has been thrown in jail after he busted up some of Denton Baxter's cowboys. Baxter is the town's wealthiest landowner and he hates freegrazers. Boss Spearman and Charlie Waite have come to find Mose and discover he's not only been jailed, but beaten as well. Upon meeting Baxter and the sheriff, Baxter tells them of a freegrazing outfit that came through earlier and one of their men was shot.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, held at port arms; pistols loaded with 5 rounds each and holstered; shotgun open and empty staged on the horse.

Start: Standing with one foot touching the Start stone, rifle held at port arms.

Procedure: Say “**Shot in the back, was he?**” and wait for the beep.

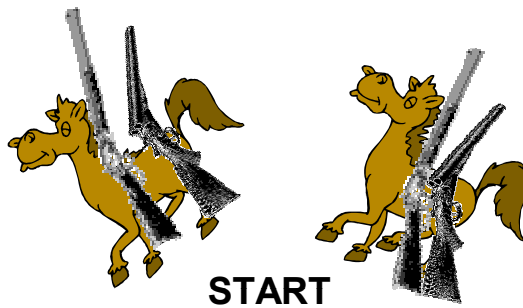
ATB, with rifle, engage R1 and R2 with Double-Taps alternating, from either direction. Make rifle safe on horse. Engage shotgun targets in any order.

Move to within kicking distance of the front stone and with pistols as needed, engage P1 and P2 with continuous Double-Taps, alternating, from either direction.

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STAGE 2 RIDERS

Boss and Charlie have taken a badly beaten Mose back to camp and Button tells them that three men were watching the herd from a distance. Now they see four hooded men and know they are Baxter's men and they mean to take the herd.



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, staged on the same horse.

Start: Standing between horses, one hand on shotgun.

Procedure: Say “Country's fillin up” and wait for the beep.

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

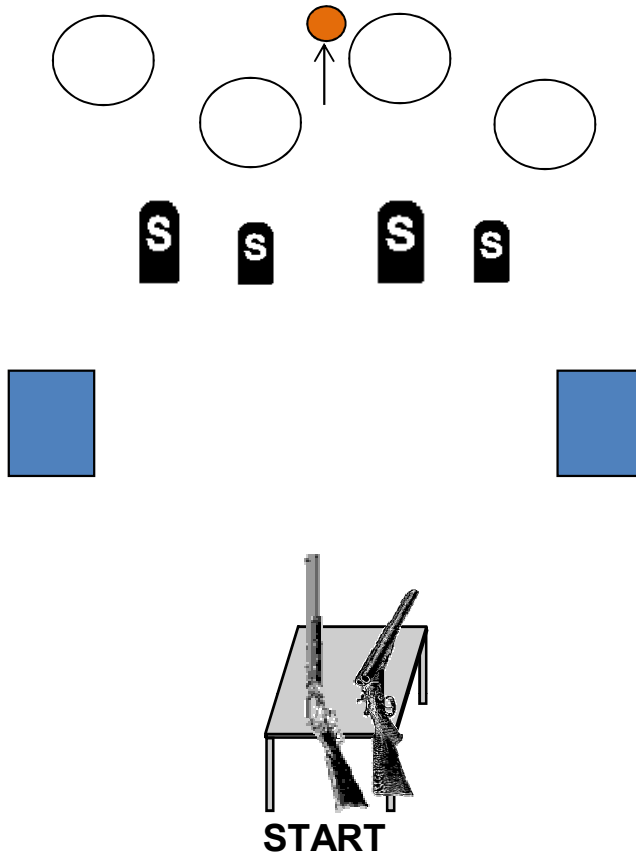
Move to within kicking distance of the stone and with pistols as needed, engage P1 - P4 with a continuous Lawrence Welk Sweep, from either direction.

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

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STAGE 3 SPOOKS

Boss and Charlie have gone after the riders out into the night and have caught them in their camp, as they talk of the fight with Mose. Boss disarms them and after some "interrogation", tells them to put their spook hats on and drop their pants. Then Boss and Charlie hurry back to camp.



Ammo: Pistols 10, Rifle 10 + 1, 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 the table.

Start: Standing behind the table, with rifle in both hands.

Procedure: Say “**Put your spook hats on**” and wait for the beep.

ATB, with rifle engage R1 - R4 with a 3-2, 3-2 Sweep, from either direction. Reload ONE round and engage the standing clay. (The 11th round may be loaded at any time after the beep.)

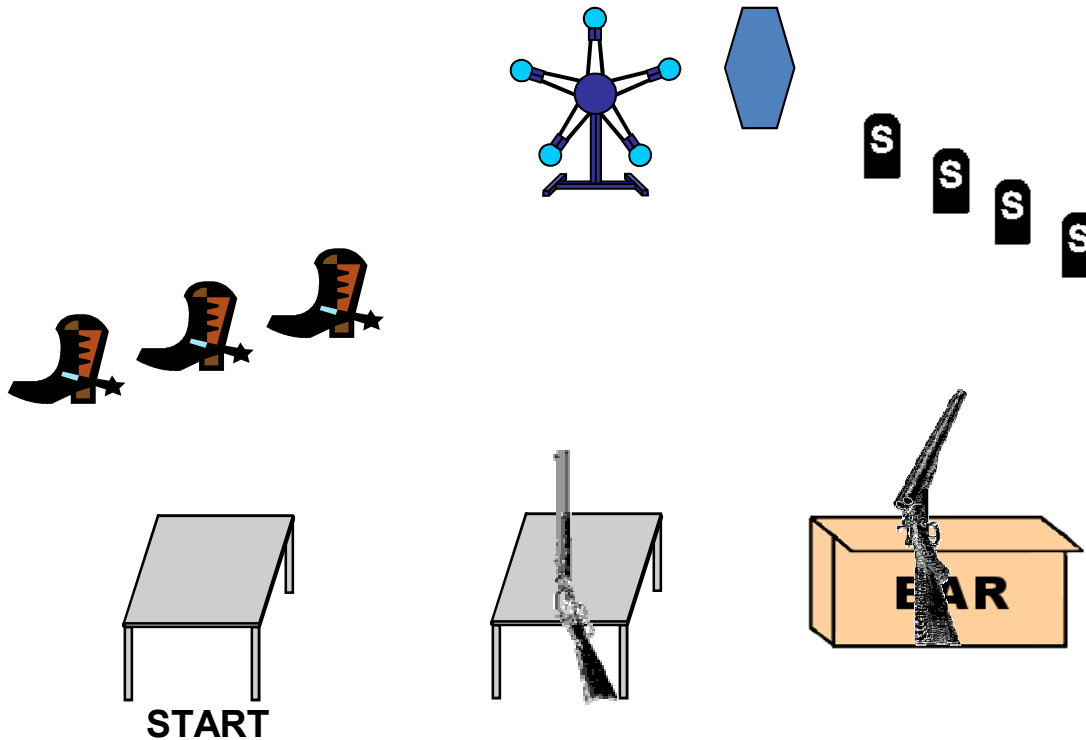
With pistols as needed, engage **P1 and P2** with two 3-2 Sweeps, from either direction each time. Engage shotgun targets in any order.

Note: A miss on the clay will not count as a miss, but a hit is a 3 second bonus.

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STAGE 4 WARRANTS

After Mose has been killed and Button is clinging to life, Charlie and Boss run into Marshal Poole at the town café. The marshal tells them he has a warrant for their arrest and they tell him they have a warrant for the murder of Mose and the attempted murder of Button. A warrant not sworn by a tin star, bought and paid for, but by them and they mean to enforce it.



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 flat on table.

Procedure: Say “It's writ by us, and we aim to enforce it” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with 5 on 3, repeat.

With rifle, engage the Tin Star until all plates are off, then any remaining rounds are to be placed on the dump target.

Engage shotgun targets in any order.

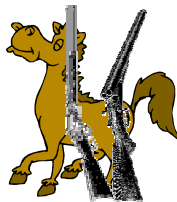
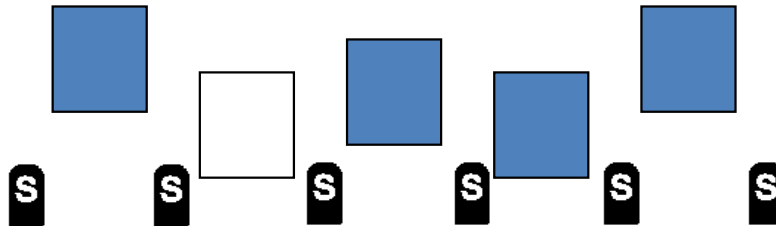
Note: Misses on the Star will not be misses but any plates left on the Star after the rifle are misses.

Misses on the dump will be scored as misses.

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STAGE 5 ONE-ARMED BUTLER

Charlie Waite and Boss Spearman have come to the time where they must confront Baxter and his men. Charlie has laid out his plan to Boss and knows the best way is to start with the hired gun first and then hope the rest are taken off guard.



START

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, hand(s) on pistol(s).

Procedure: Say "You the one killed our friend?" and wait for the beep.

ATB, with pistols as needed, engage P1 - P5 starting on P2 (the WHITE target) with 1 shot on each target, repeat.

Engage the rifle knockdowns and the **BLUE** targets with one round each. A hit on the white is scored as a miss.

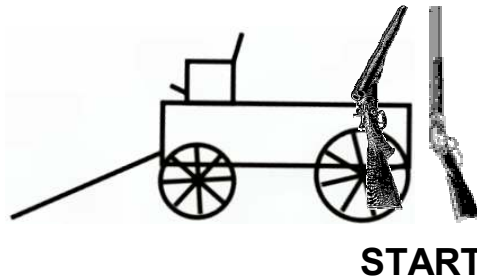
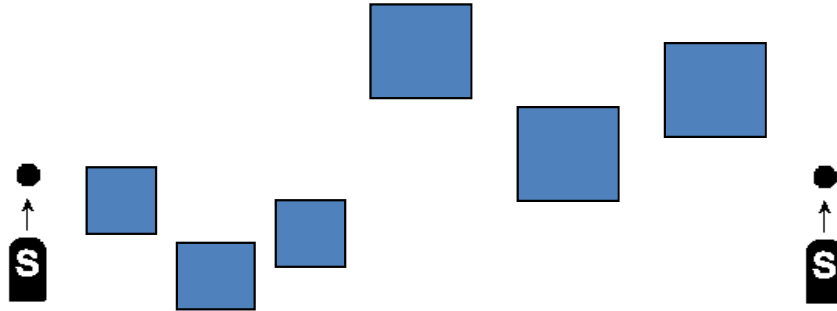
Engage any remaining knockdowns at this time with the shotgun.

Note: Any knockdowns left standing will be scored as misses.

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STAGE 6 STANDOFF IN THE STREET

It's come down to Baxter and what's left of his men and Marshal Poole against Boss, Charlie and the townspeople who have had enough and joined the fight. Baxter's men have gun's on a wounded Button & Sue out in the street. Boss and Charlie come out to end it for good. Button takes the first shot and it's on.



Ammo: Pistols 10, **Rifle 9**, Shotgun 4+

Staging: Rifle loaded with **9 rounds**, held in both hands, pistols loaded with 5 rounds each and holstered; shotgun open and empty, staged in the back of the buckboard.

Start: Standing behind the rear of the buckboard, holding rifle in both hands.

Procedure: Say “**You're losin your army, Marshal!**” and wait for the beep.

ATB, engage R1 - R3 with three on each, in any order. With shotgun, engage the right shotgun target and pop-up. Move with shotgun to front of buckboard and engage remaining shotgun target and pop-up.

With pistols as needed, engage P1 - P3 with at least three on each, in any order.

Note: Misses on the pop-ups will not count as misses, but if both are hit, it will be a 5 sec. bonus.