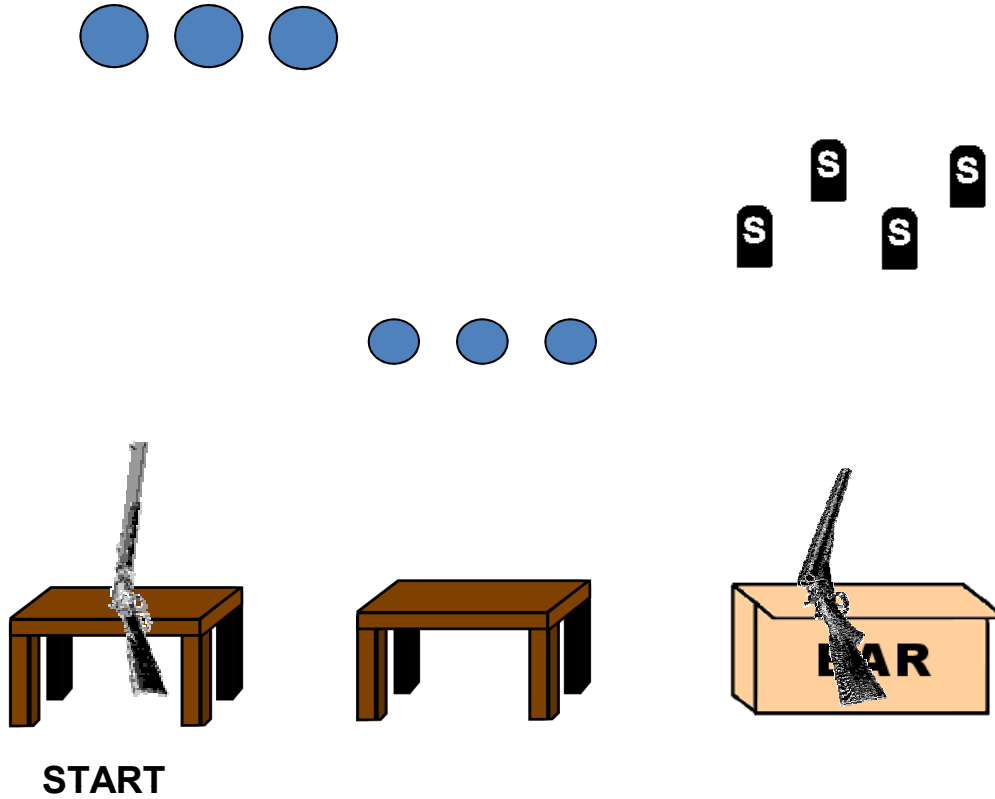


DHI NOV '16 MATCH

WARM UP STAGE



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle loaded with 10 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 the left table, hands at sides.

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

At the beep, with rifle engage R1 - R3 with a Nevada Sweep, from either direction.

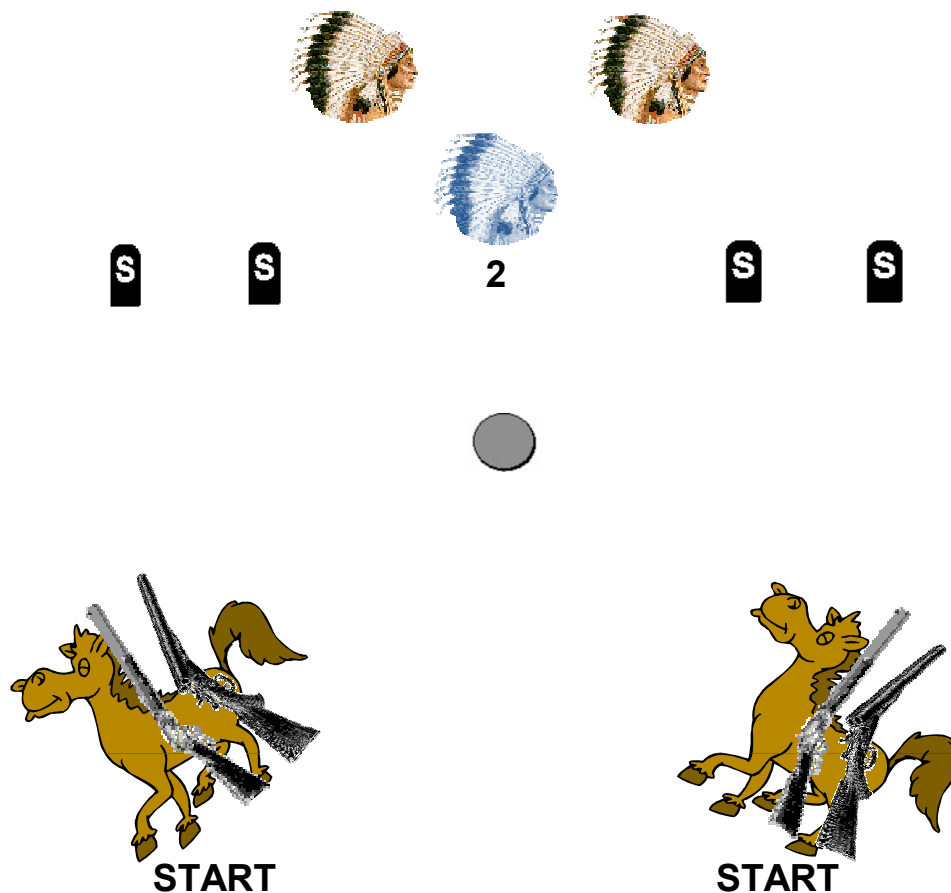
Move to right table and with pistols as needed, engage P1 - P3 with a continuous Nevada Sweep, from either direction.

Engage shotgun targets in any order.

DHI NOV '16 MATCH

STAGE 1 THE NICKELHEADS

The Nickelheads are at it again. That nasty band of renegades have moved into the DHI spread and started to raise a ruckus. Now they're a rowdy bunch and have a habit of leavin a mess everywhere they go. Let's help Capt Bill run em off before they tear up the place.



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 behind either horse, one hand on the shotgun

Procedure: Say “**Hey Nickelhead!**” and wait for the beep.

ATB, Engage shotgun targets in any order.

With rifle, engage R1 - R3 with a Raindrop Loop, starting on either side.

Move to within kicking distance of the stone and with pistols as needed, engage P1 - P3 with a continuous Raindrop Loop.

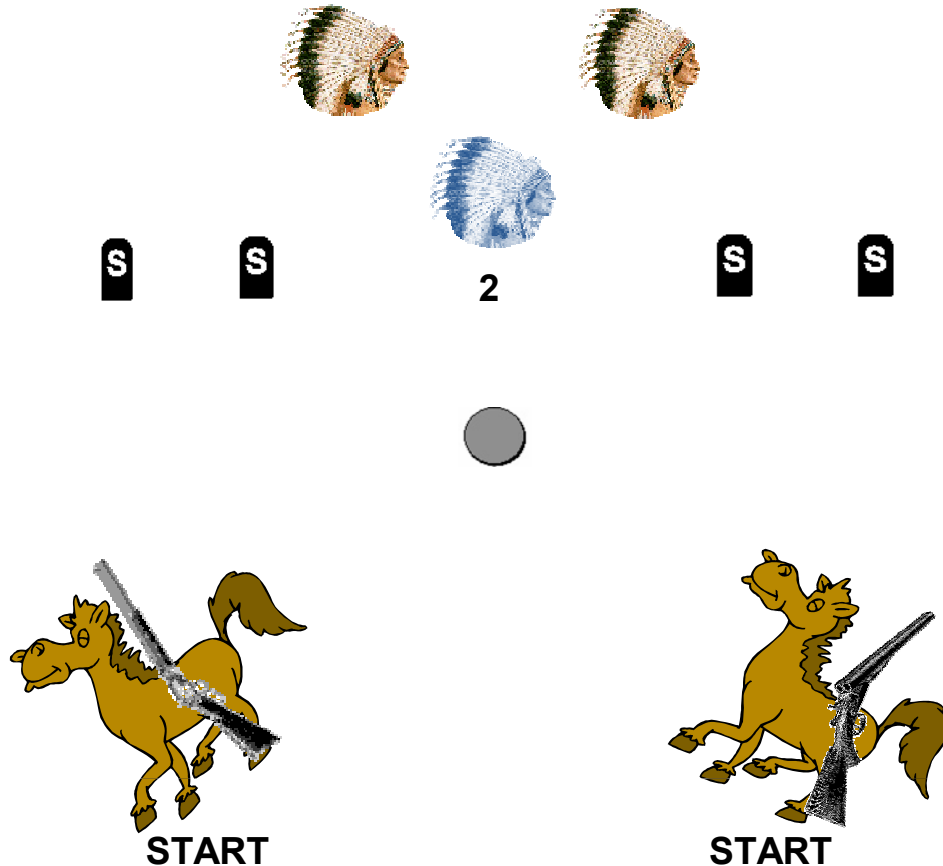
Note: A Raindrop Loop is shot 1-3-2-1-3-2...etc.

Ensure long guns are restaged pointed at berm.

DHI NOV '16 MATCH

STAGE 2 HICCUPS

Marshal Ruger and Shorty Butte went out to chase off some hostiles that got a little too close to the herd. Only problem is, Marshal Ruger has the hiccups and keeps givin away their position. Shorty decides some shootin is in order to try and scare off the hostiles... and the hiccups!



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 **OTHER** horse.

Start: Standing behind horse with rifle, hands at sides.

Procedure: Say “**Would you pipe down!**” and wait for the beep.

ATB, with rifle, engage R1 - R3 with a Hiccup Nevada Sweep, from either direction.

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

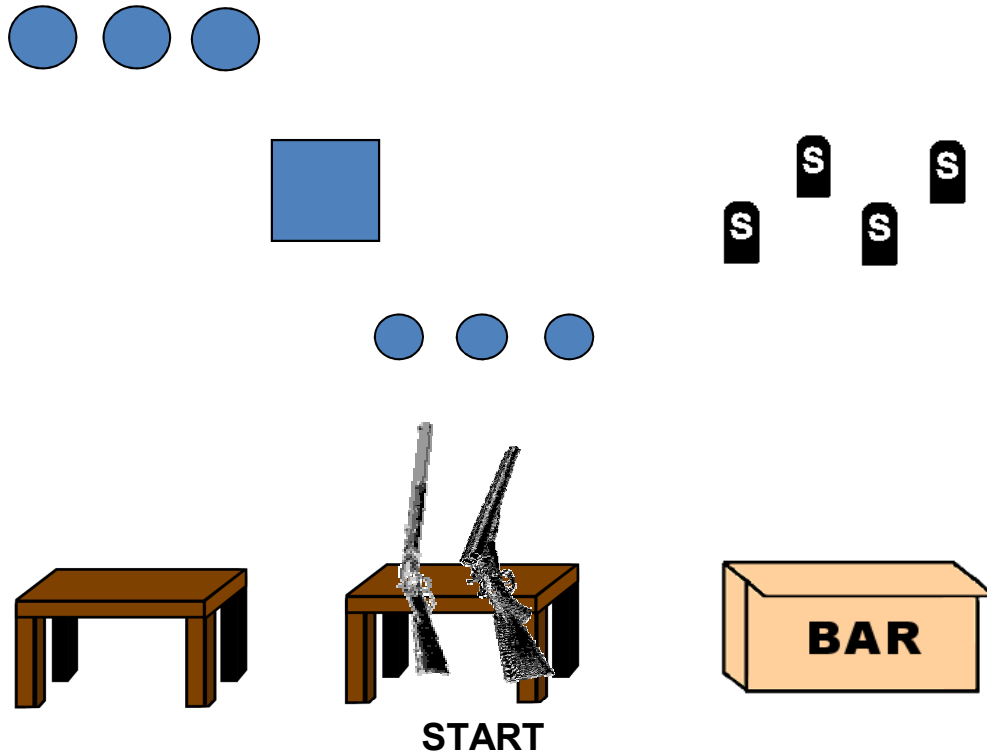
Move to within kicking distance of the stone and with pistols as needed, engage P1 - P3 with a continuous Hiccup Nevada Sweep, from either direction.

Note: A Hiccup Nevada Sweep is shot the same as a Nevada Sweep only Double-Tapping the center (WHITE) target. **Ensure long guns are restaged pointed at berm.**

DHI NOV '16 MATCH

STAGE 3 SLINGIN CLAY

The DHI Ranch is in jeopardy of bein overrun! The Clay Slingers have moved in and are stakin claims faster than a gunfighter in a tornado. The DHI hands have to act fast or all will be lost. Led by fearless Capt Bill Burt, the DHI cowboys valiantly fend off the interlopers.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on the right table (center stage)
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty staged on the right table (center stage)

Start: Standing behind right table, pointing downrange.

Procedure: Say “**Not my range, ya don't!**” and wait for the beep.

ATB, with rifle engage R1 - R3 with three sweeps, from opposite directions, **THEN** the square target.

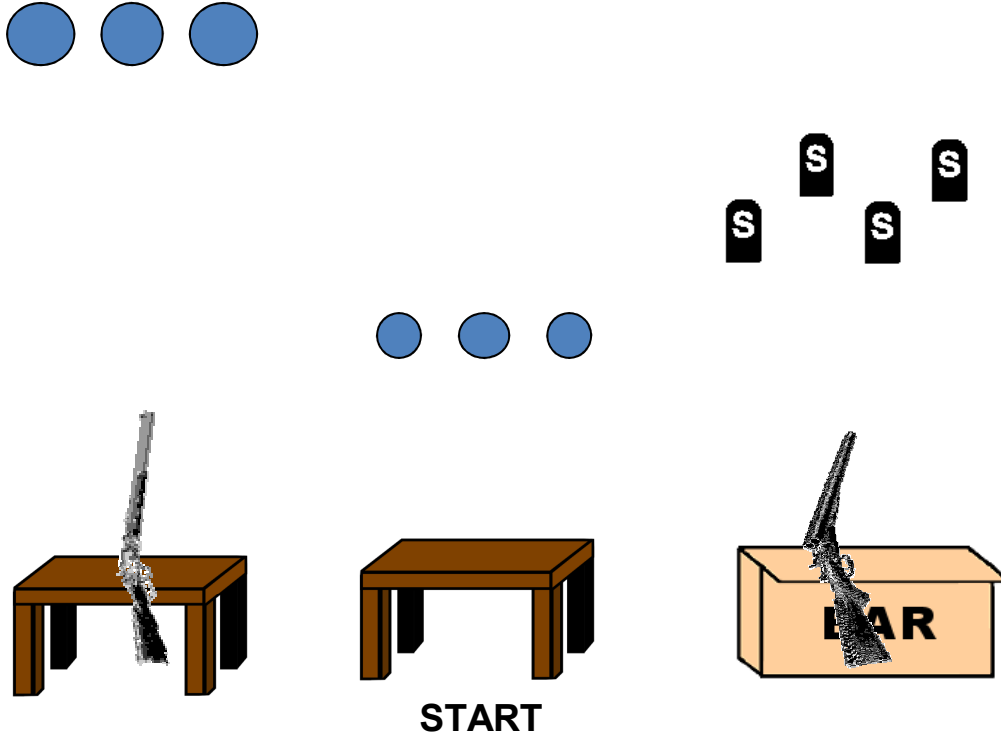
With pistols as needed, engage P1 - P3 with three continuous sweeps, from opposite directions, **THEN** the square target.

Engage shotgun targets in any order.

DHI NOV '16 MATCH

STAGE 4 WARTOWN RUCKUS

Down in Wartown, there's one heck of a ruckus brewin! Ya see, Lily The Kid said she's the best. Raindrop Renegade swears she's the best and the Rainmaker thinks he's got em both beat. Raindrop lays claim to her string of clean shoots, Lily spouts off that she went clean for over a year and Rainmaker claims it's all about speed. Who really is the best? I guess we'll see...



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 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 right table (center stage), hand(s) on pistol(s).

Procedure: Say “I say I'm the best!” and wait for the beep.

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

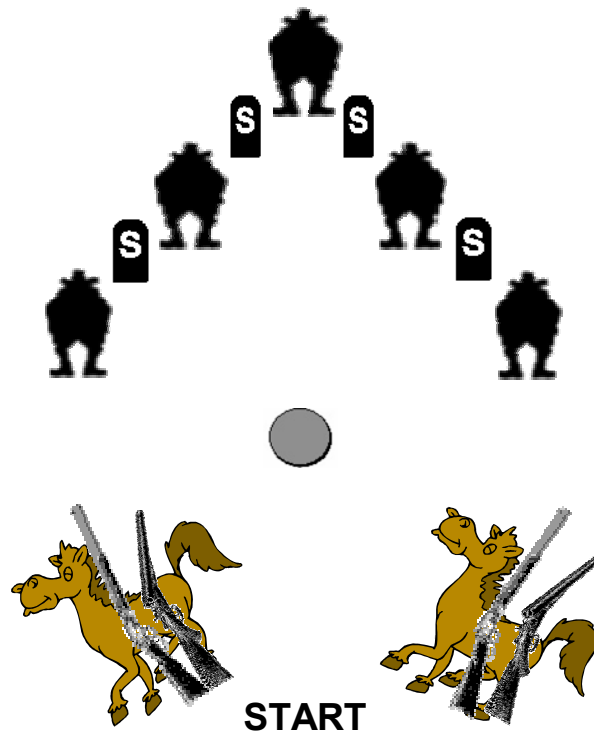
Move to left table and engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction.

Move to bar and engage shotgun targets in any order.

DHI NOV '16 MATCH

STAGE 5 MY WAY IS BETTER

Koda Joe and Capt Bill are having an argument. Joe says it's faster to shoot this stage alternating from side to side, Capt Bill is sure it's faster to go up one side and down the other. Who's right? Who knows. Let's shoot it up and see.



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, hands on the shotgun.

Procedure: Say "No, like this!" and wait for the beep.

ATB, engage shotgun targets in any order.

With rifle, engage R/P targets with one on R1 and R5, two on R2 and R4 and four on R3 **in any order**.

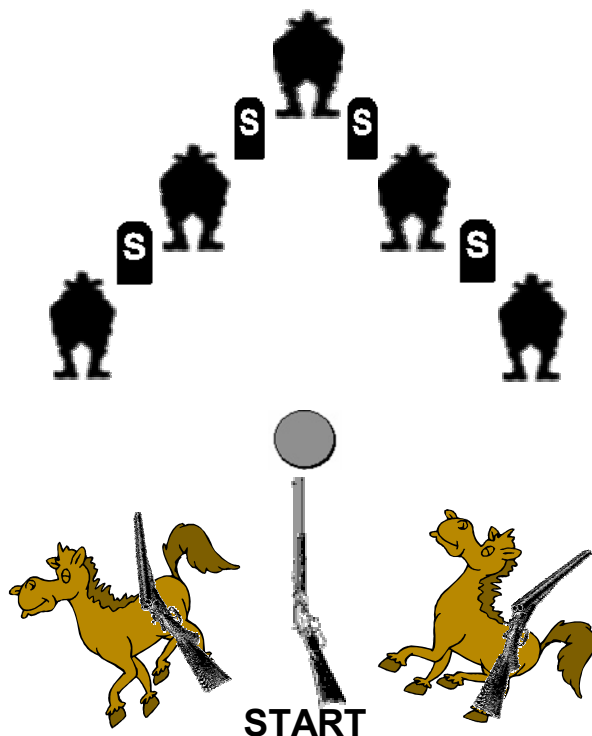
Move to within kicking distance of stone and with pistols as needed, same directions as for rifle.

Note: Make sure long guns are restaged safely facing the berm.

DHI NOV '16 MATCH

STAGE 6 CONFUSION

There's a few in the DHI Cowboys that have a little bit of a problem following directions. You read stage instructions and they still have no idea how to shoot the stage. They either ask a bunch of questions or they get up to the stage, the timer goes off and they freeze.
Are you one of these no-accounts? PAY ATTENTION!



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, rifle held in both hands.

Procedure: Say “Now, how do we shoot this?” and wait for the beep.

ATB, with rifle engage R1 - R5 with two sweeps, from opposite directions.

Engage shotgun targets in any order.

Move to within kicking distance of the stone and with pistols as needed, engage P1 - P5 with two sweeps, from opposite directions.

Note: Make sure long guns are restaged safely facing the berm.