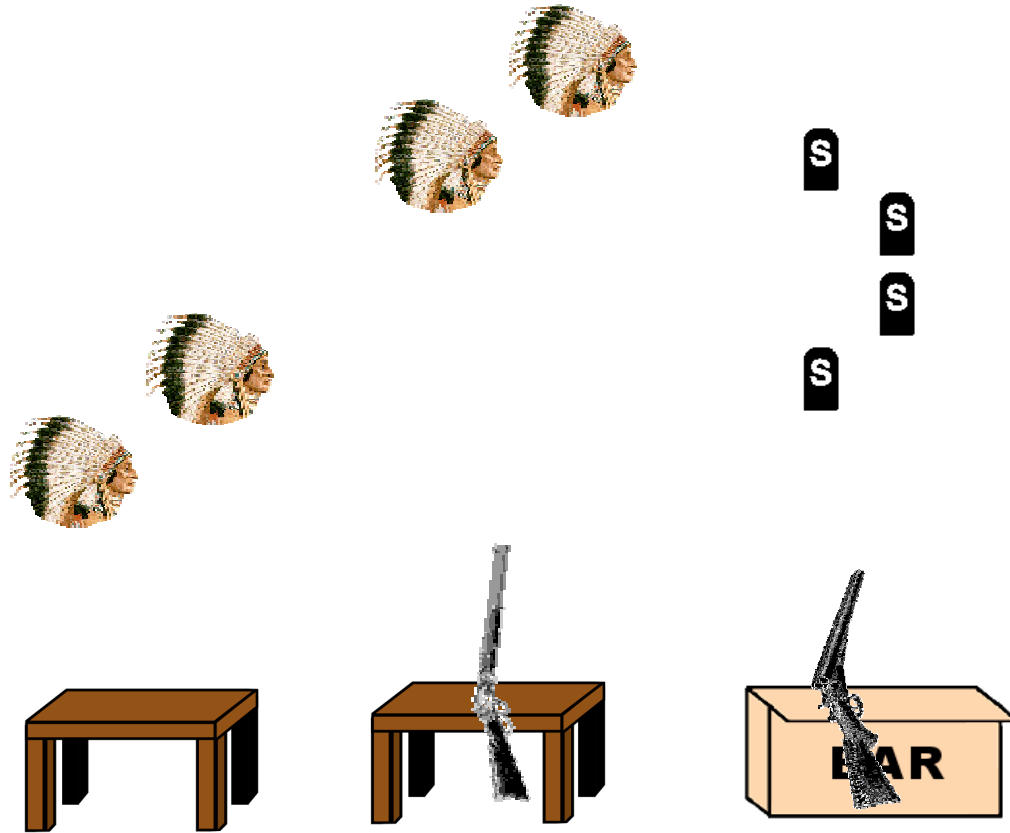


DHI OCT '16 STAGES

WARM UP STAGE



START

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 bar

Start: Standing behind the left table, hands at sides.

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

At the beep, engage P1 and P2 with 5 on each.

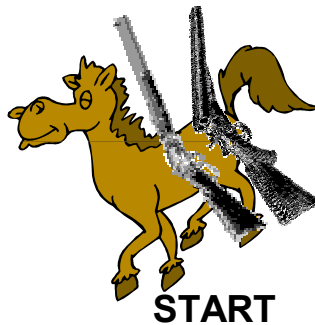
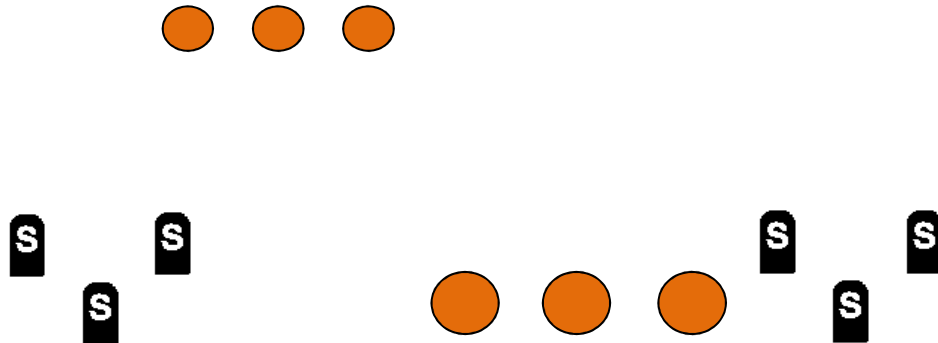
Move to right table and with rifle engage R1 and R2 with 5 on each.

Engage shotgun targets in any order.

DHI OCT '16 STAGES

STAGE 1 PUMPKIN PIE

Witch Doctor had her heart set on makin a nice big pumpkin pie for all the hungry cowpokes, she just didn't have time to cut up all the pumpkins she would need. She had this idea that if she set the pumpkins out at the range, them crazy shooters would get around to shootin em up and all she'd have to do was slap em in a pie.



Ammo: Pistols 10, Rifle 10, Shotgun 6+

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)

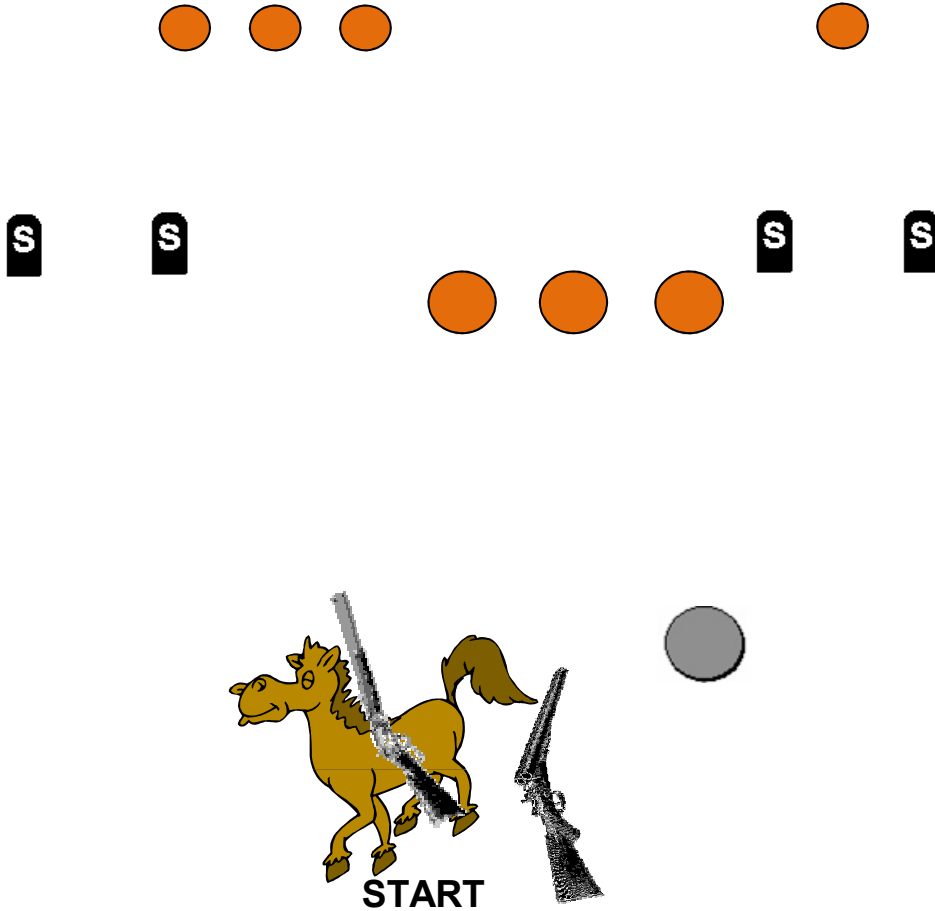
Procedure: Say “How 'bout a nice pie?” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with a continuous 3-4-3 Sweep, from either direction. With rifle, engage R1 - R3 with a 3-4-3 Sweep, from either direction. Engage shotgun targets in any order.

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STAGE 2 THE LITTLE PUMPKIN THAT COULD

Once there was a little pumpkin that wanted more than anything to grow up to be a big pumpkin so he could be carved in to a big, scary Jack O'Lantern. The only problem was, these crazy cowboys kept shootin at him and he was always runnin for his life.



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, shotgun held in both hands.

Procedure: Say “Got ya now!” and wait for the beep.

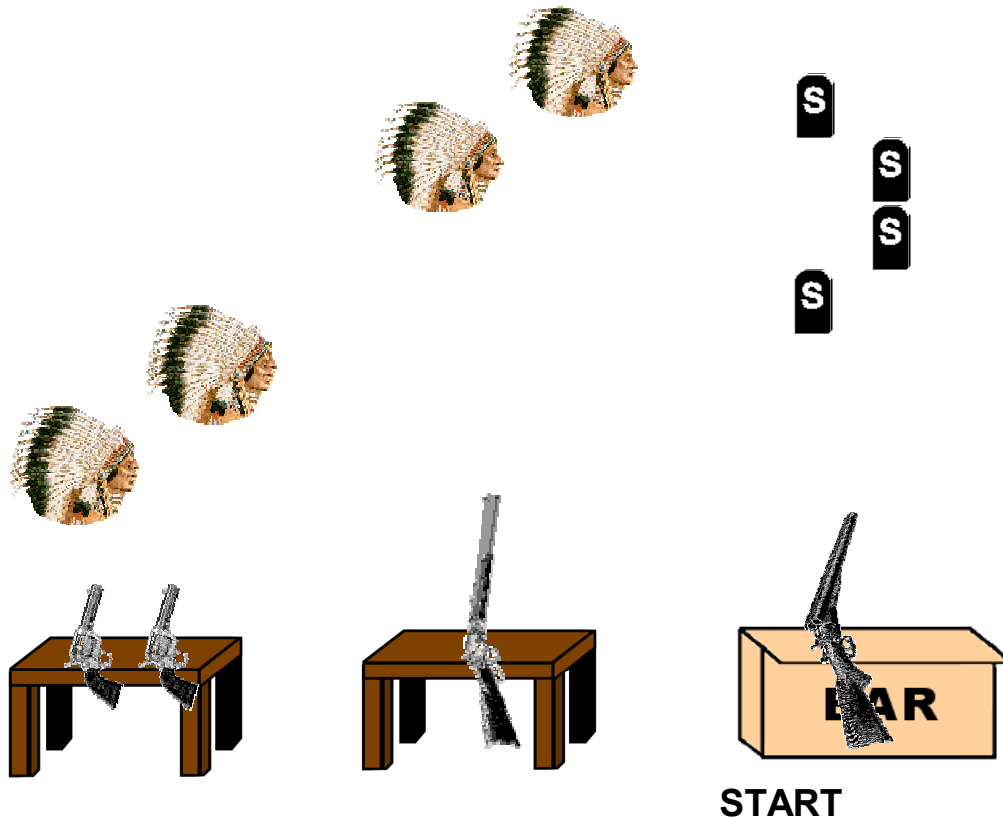
ATB, engage shotgun targets in any order. With rifle, engage R1 - R3 with three on each, **then** the Pumpkin. Move to within kicking distance of the stone and with pistols as needed, engage P1 - P3 with three on each, **then** the Pumpkin.

Note: A pistol miss on the Pumpkin is not a miss, but a hit is a 3 sec bonus.

DHI OCT '16 STAGES

STAGE 3 THE GREAT BISCUIT INJUN RAID

Biscuit was sittin on the porch one evening, just a rockin in his chair when he saw something out th corner of his eye. Injuns! He was bein attacked! He ran inside, grabbed his trusty shootin irons and tore into them renegades. He was so fast and so accurate, they never even got off a shot or an arrow. Next mornin', Mrs. Biscuit went out to her pumpkin patch to see how they were doin and she found what all the commotion was about from the night before. She found his injuns alrigh



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 staged on the left table
Shotgun open and empty staged on the bar

Start: Seated behind left table, hand(s) on pistol(s).

Procedure: Say “You punkin head!” and wait for the beep.

ATB, with pistols as needed, engage P1 and P2 with two 2-3 Sweeps, from the same direction each time.

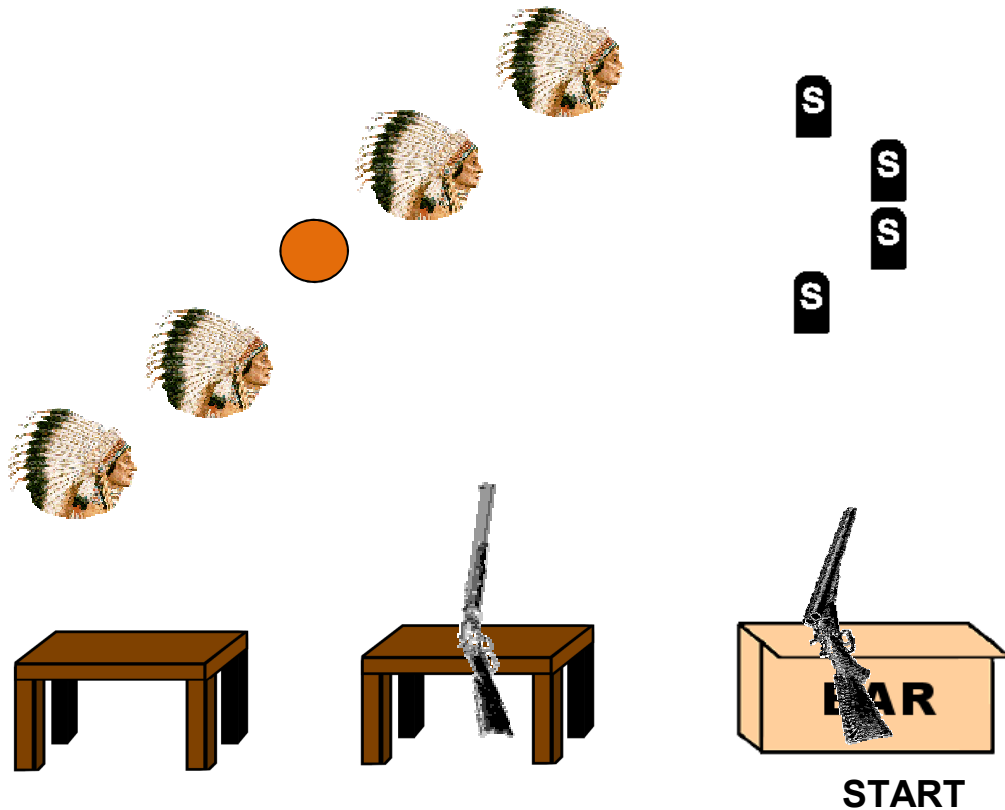
With rifle, engage R1 and R2 with two 2-3 Sweeps, from the same direction each time.
Engage shotgun targets in any order.

Note: You may holster the pistols or return to the table. Pistols may be shot seated or standing.

DHI OCT '16 STAGES

STAGE 4 THE SCARECROW

Scarecrows are known to be kept in farmer's fields to scare off birds that would eat the farmer's bounty. Well, some folks are kinda uneasy havin a scarecrow around. They just feel kinda creeped out by havin somethin hangin around watchin em all the time. Now is the time for them to take their revenge on the Scarecrow.



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 bar

Start: Standing behind bar, hands flat on the bar.

Procedure: Say “You creepy scarecrow!” and wait for the beep.

ATB, with shotgun, engage shotgun targets in any order.

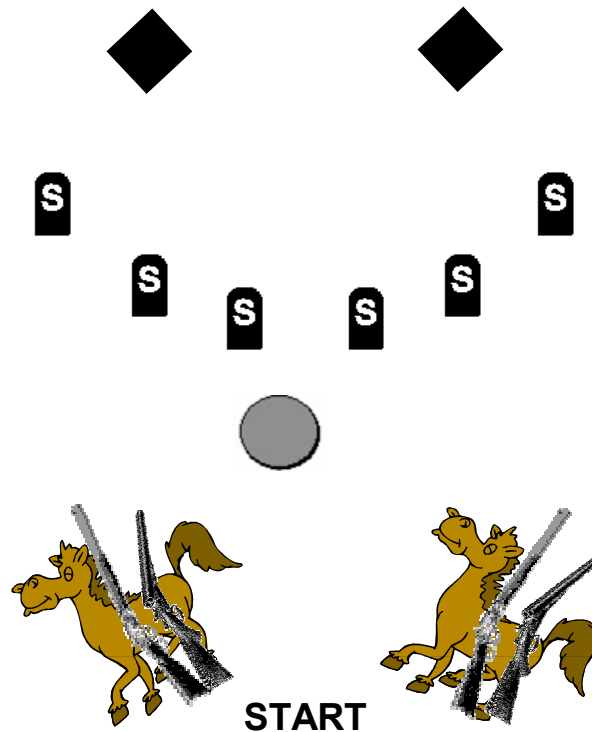
Move to right table and with rifle, engage R1, R2 and the Scarecrow with ONE on the right, TWO on the left, FOUR on the Scarecrow, TWO on the left and ONE on the right.

Move to left table and with pistols as needed, Engage P1, P2 and Scarecrow with ONE on the left, TWO on the right, FOUR on the Scarecrow, TWO on the right and ONE on the left.

DHI OCT '16 STAGES

STAGE 5 MR O'LANTERN

Many stories abound as to where Jack O'Lanterns started. One story tells of a thief named Jack who tricked the Devil and made him promise to never take his soul. Well, when Jack died, he had been too wicked to go to Heaven and with his deal with the Devil, he couldn't go to Hell either, so he wandered the Earth with a lantern made from a hollowed out gourd.



Ammo: Pistols 10, Rifle 10, Shotgun ?

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, holding the Jack O'Lantern in one hand.

Procedure: Say "Hey Jack!" and wait for the beep.

ATB, with rifle, engage R1 and R2 once each **then** THREE (3) of the knockdowns, repeat.
If any knockdowns remain up, engage with shotgun.

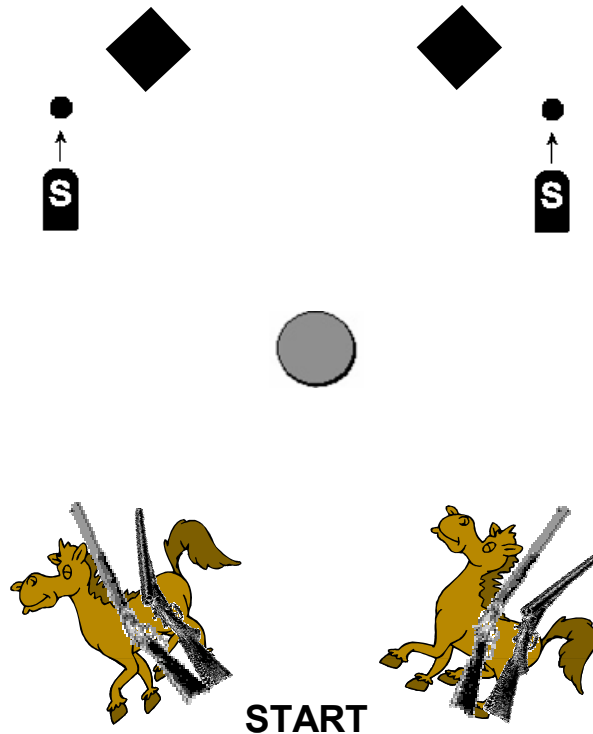
Move to within kicking distance of the stone and with pistols as needed, engage P1 and P2 with a continuous double-tap Nevada Sweep, from either direction.

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

DHI OCT '16 STAGES

STAGE 6 PUNKINS

Ok, so it's time to carve the punkins. Should we do a scary face or a funny face? Maybe we should try one of those intricate carvings. Nah, let's just toss em in the air and shoot em!



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 “Ah, the heck with it!” and wait for the beep.

ATB, with rifle, engage R1 and R2 with a Lawrence Welk Sweep, from either direction.

Engage shotgun knockdowns and pop-ups in any order.

Move to within kicking distance of the stone and with pistols as needed, engage P1 and P2 with a continuous Lawrence Welk Sweep, from either direction.

Note: A miss on the pop-ups will not be a miss, but hits on **both** will be a 5 second bonus. Make sure long guns are restaged safely facing the berm.