

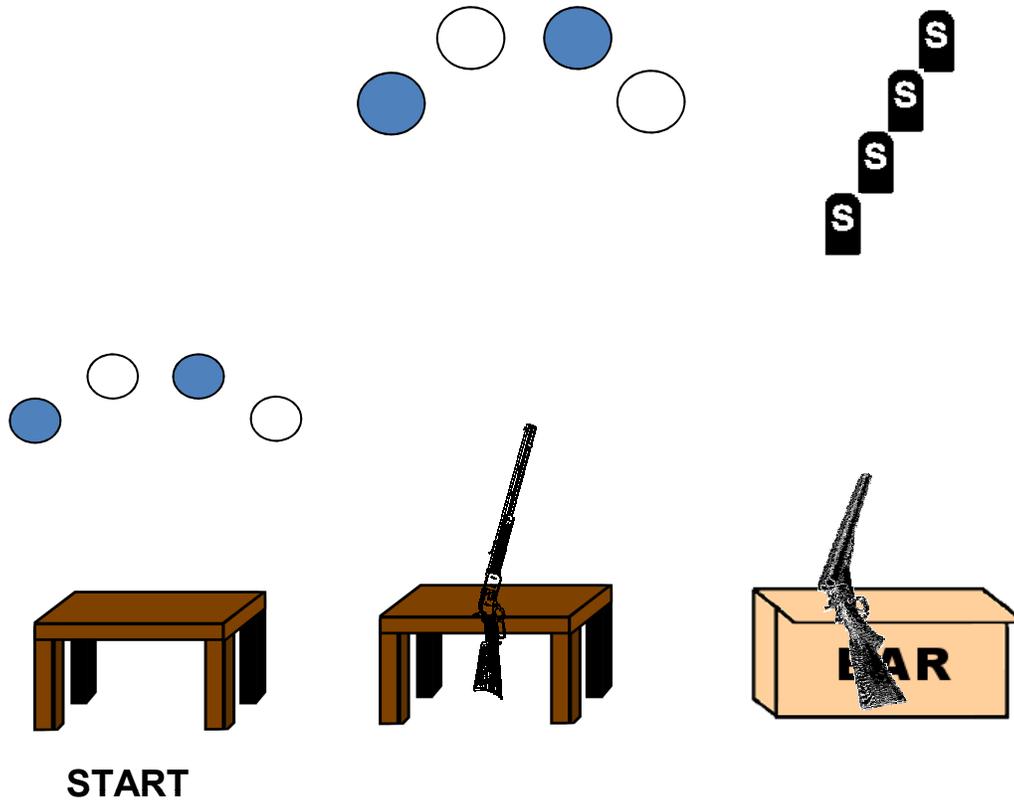


**April 2017
Annual Match
Stages**

Compliments of Rainmaker!

DHI ANNUAL '17 STAGES

WARM UP STAGE



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.

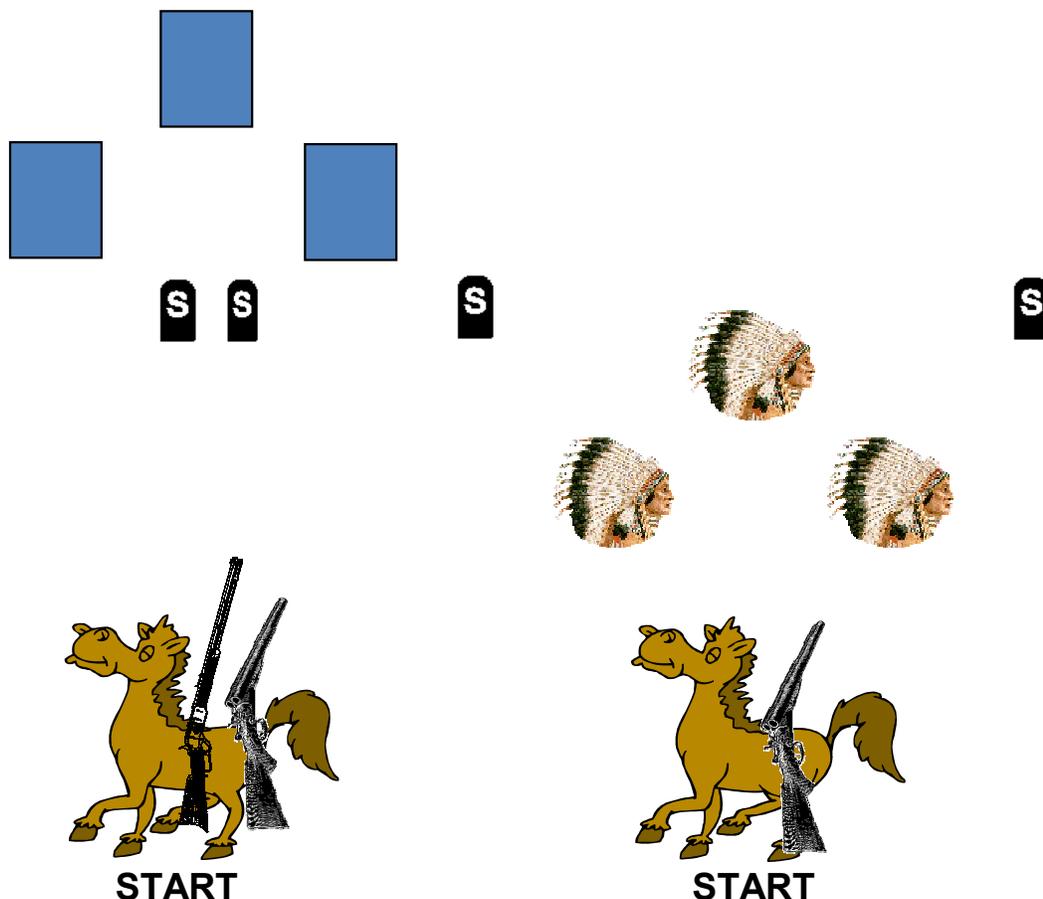
At the beep, engage P1 - P4 with a continuous Nevada Sweep, from either direction.
Move to right table and with rifle engage R1 - R4 with a Nevada Sweep, from either direction.

Engage shotgun targets in any order.

DHI ANNUAL '17 STAGES

STAGE 1 ANGEL EYES

The Bounty Hunter, Angel Eyes is on the hunt for a man with information about a large shipment of stolen Yankee gold. He finds his man, gets the information and makes sure there are no witnesses left to tell the tale.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on left horse
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on either horse

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

Procedure: Say “When I start off to find somebody, I find em!” and wait for the beep.

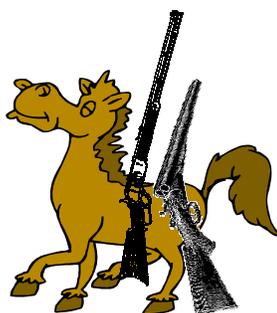
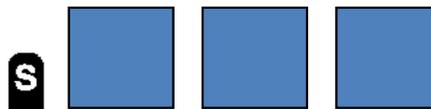
ATB, if starting on **right**, with pistols as needed, engage P1 - P3 with a continuous Raindrop Loop, from either direction. With shotgun, engage two right shotgun targets in any order. Take shotgun to left horse and make safe. With rifle, engage R1 - R3 with a Raindrop Loop, from either direction. Engage left shotgun targets in any order.

Note: If starting on left, firearm order is rifle, shotgun, pistols, shotgun. A Raindrop Loop is shot in a circle, i.e. R1, R2, R3, R1, R2 etc. Start on target of your choice.

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STAGE 2 INGRATITUDE

Blondie and Tuco have had an arrangement for a while. Blondie brings Tuco in for a bounty, then help him escape and they split the bounty. After having a disagreement about who takes the biggest risk, they part ways and as Blondie rides off, he tells Tuco that he doesn't appreciate what he's done for him.



START

Ammo: Pistols 10, Rifle 10, Shotgun 2+

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 “**Such ingratitude**” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with three (3) on each, **then** the pistol knockdown.

With rifle, engage R1 - R3 with three (3) on each, **then** the rifle knockdown.

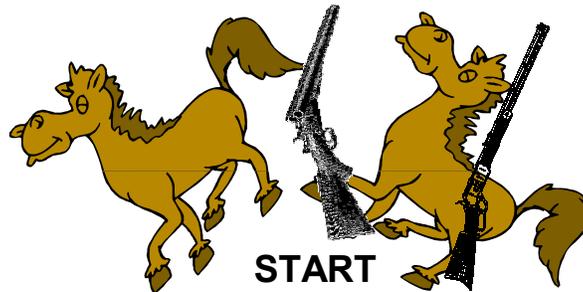
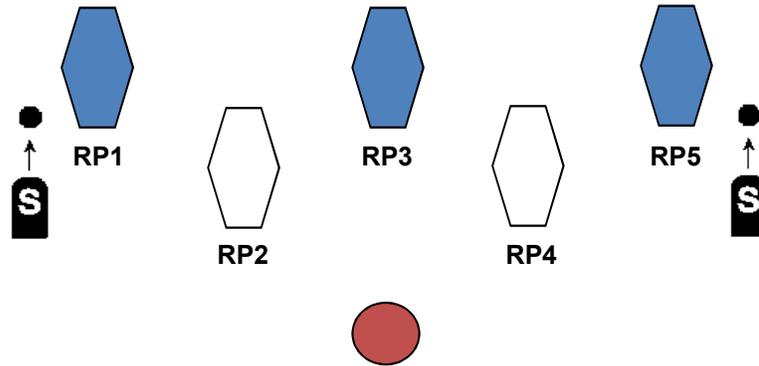
Engage shotgun targets and any remaining knockdowns, in any order.

Note: Misses on knockdowns will not be misses unless left up at the end of the stage.

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STAGE 3 SPURS

Blondie has left Tuco and has come into town. He knows Tuco will be coming for him and listens closely to the hallway. He hears spurs and shoots through the door, killing one of Tuco's men. The next sound he hears is Tuco aiming a gun at him in the window opening. Tuco tells him "there are two kinds of spurs my friend, ones that come in through the door and ones that come in through the window."



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 "There are two kinds of spurs, my friend" and wait for the beep.

ATB, with shotgun, engage knockdowns and pop-ups.

With rifle, engage RP1 - RP5 with two Odds and Evens Sweeps, from either direction.

Move to within kicking distance of the stone and with pistols as needed, engage RP1 - RP5 with same directions as rifle.

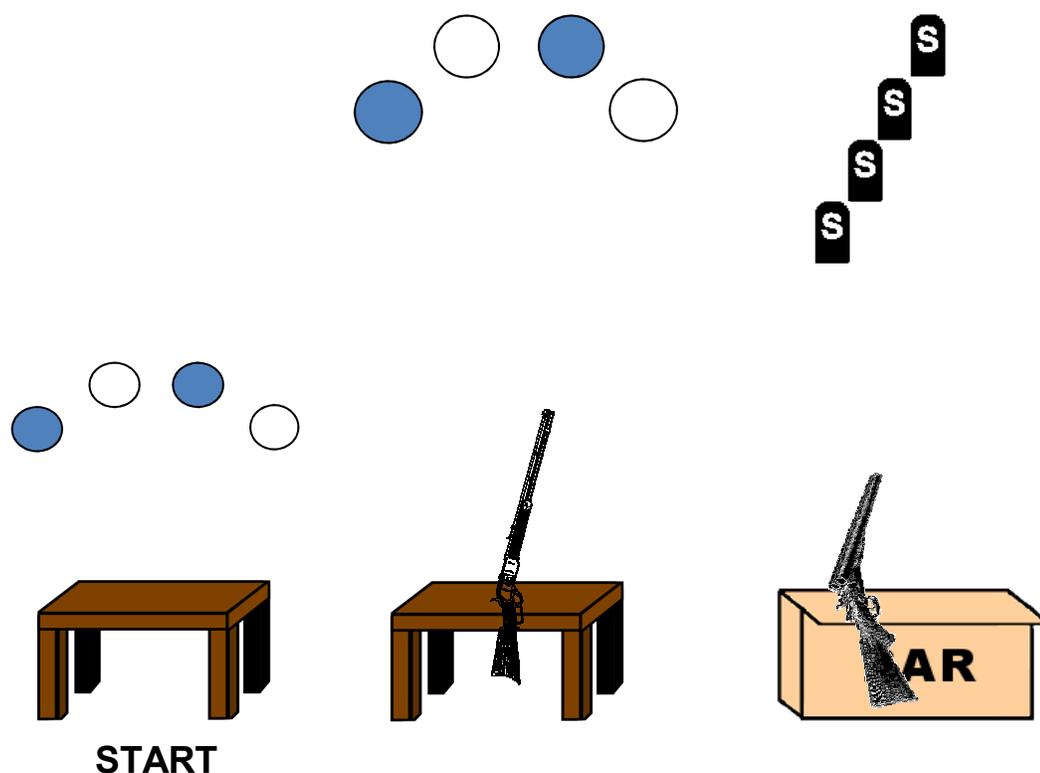
Note: An Odds and Evens Sweep is shot 1, 3, 5, 4, 2 or 5, 3, 1, 2, 4.

Ensure long guns are restaged safely facing the berm.

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STAGE 4 THE BATHTUB

Tuco has come into a bombed out town and found a very inviting bathtub. He makes a nice bath for himself and enjoys getting clean for a change. But Tuco can never let his guard down as he's made many enemies over the years. One of his former associates bursts through the door and proceeds to tell Tuco about how he's waited for this. From the bubbles of the bath, Tuco shoots the one-armed attacker and tells him to shoot when he has to, instead of talking.



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 left table, arms folded across chest.

Procedure: Say “**When you have to shoot... Shoot, don't talk!**” and wait for the beep.

ATB, with pistols as needed, engage P1 - P4 with a continuous Nevada Sweep double-tapping the white targets, **start on the left.**

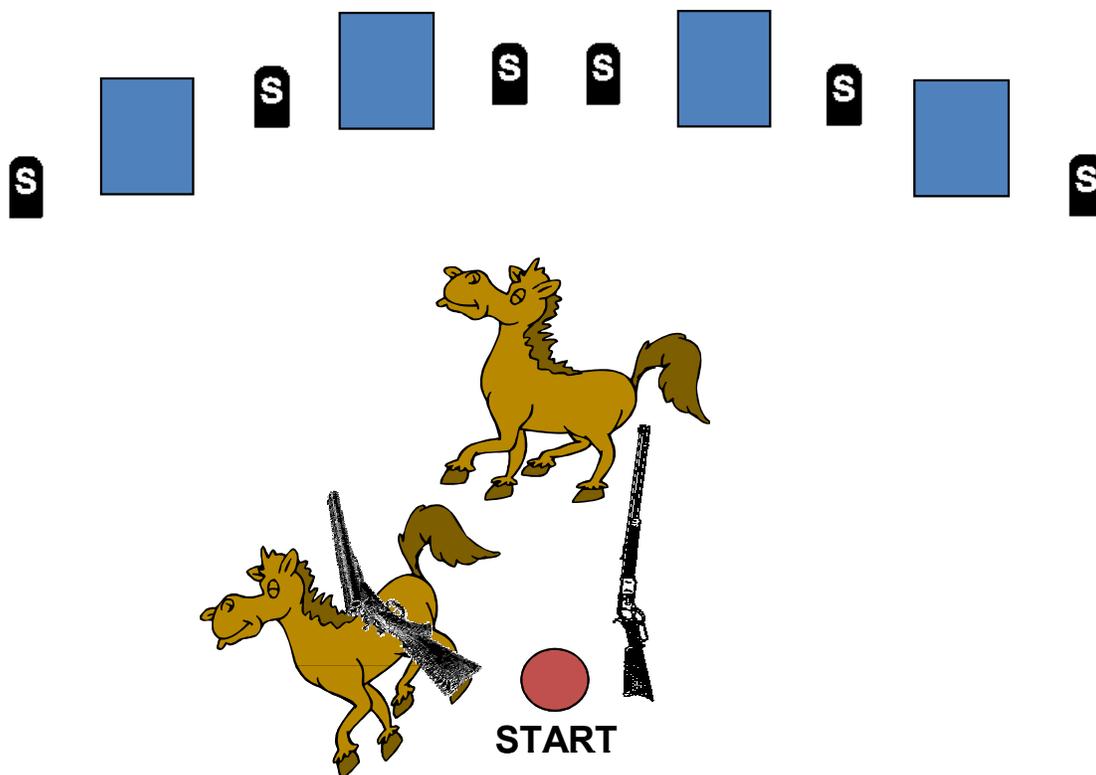
Move to right table and with rifle engage R1 - R4 with a Nevada Sweep double-tapping the white targets, **from the left.**

From bar, engage shotgun targets in any order.

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STAGE 5 THE TUNE OF A GUN

Upon hearing the shots from Tuco's gun, Blondie knows who it is and heads off to find him. Blondie doesn't particularly like Tuco and he definitely doesn't trust him, but he knows that if he's going to find the \$200,000 in stolen gold, he'll have to work together with him.



Ammo: Pistols 10, Rifle 10, Shotgun 2+

Staging: Rifle loaded with 10 rounds, held at Cowboy Port Arms
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on the rear horse

Start: Standing with one foot touching the stone, rifle held at Cowboy Port Arms.

Procedure: Say "Every gun makes it's own tune." and wait for the beep.

ATB, from either direction, engage RP1 - RP4 once each and one knockdown, repeat. Make rifle safe on horse.

Take shotgun and make safe on front horse.

With pistols as needed, engage P1 - P4 with the same sequence as rifle.

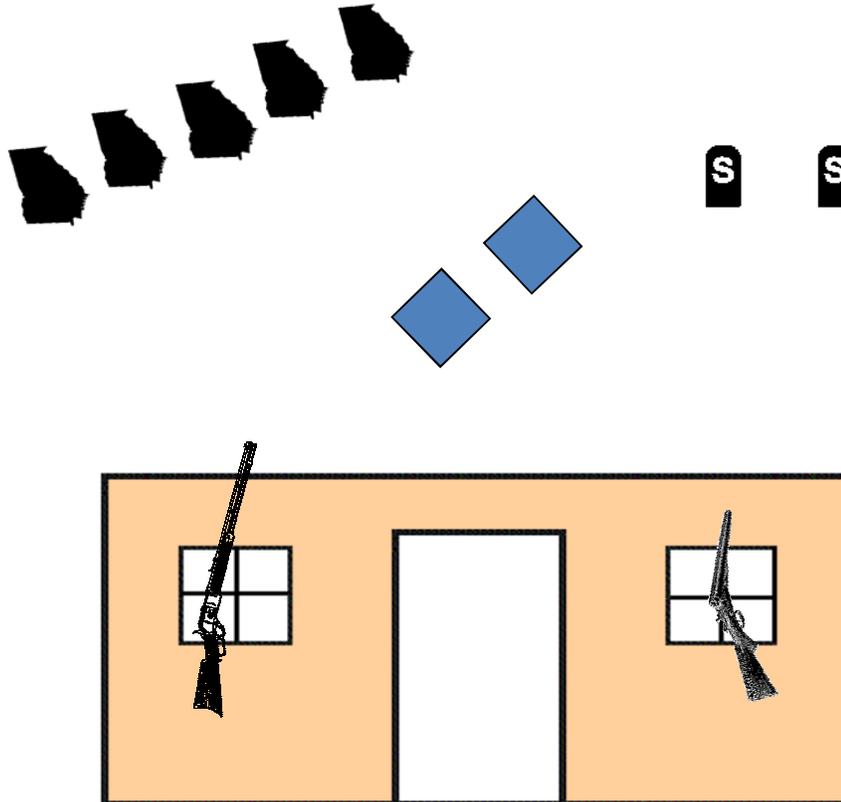
With shotgun, engage remaining knockdowns in any order.

Note: Rifle/Pistol misses on knockdowns will not be misses unless left standing.

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STAGE 6 IDIOTS

After Blondie and Tuco team up again, Angel Eyes and his men attempt to take out Tuco. Tuco and Blondie pick off Angel's men, one at a time and think they have Angel cornered. When they burst into a room, they find a note from Angel Eyes addressed to them...



START

Ammo: Pistols 10, Rifle 10, Shotgun 2+

Staging: Rifle loaded with 10 rounds, staged in the left window tray

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, staged in the right window tray

Start: Standing at left window, holding "note" in both hands.

Procedure: Say "Idiots...it's for you!" and wait for the beep.

ATB, with rifle, engage R1 - R5 with two (2) on each, in any order.

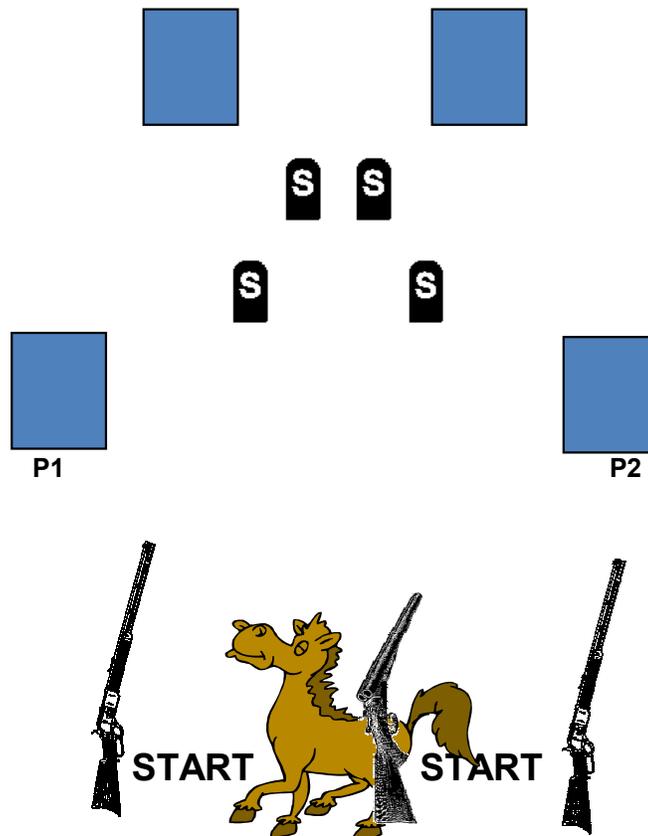
Move to doorway and with pistols as needed, engage P1 and P2 with two 4-1 Sweeps, from opposite directions and starting on either.

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

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STAGE 7 DIGGIN

Blondie and Tuco are shed of Angel Eyes and are now at the right grave and need to dig up the gold. Tuco wants Blondie to help dig, but Blondie has a loaded gun and Tuco doesn't. Blondie tells Tuco "there are two kinds of people, those with loaded guns and those who dig...you dig!"



Ammo: Pistols 10, Rifle 10, Shotgun ?

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 horse

Start: Standing on either side of the horse, rifle held in both hands.

Procedure: Say "Those with loaded guns and those who dig...you dig!" and wait for the beep.

ATB, with rifle, engage **ALL** targets by rows, front to back, i.e. the front two rectangles, the near knockdowns, the far knockdowns, the rear rectangles and then the front two rectangles again, once each.

With pistols as needed, engage P1 and P2 with five (5) on each, starting on either.

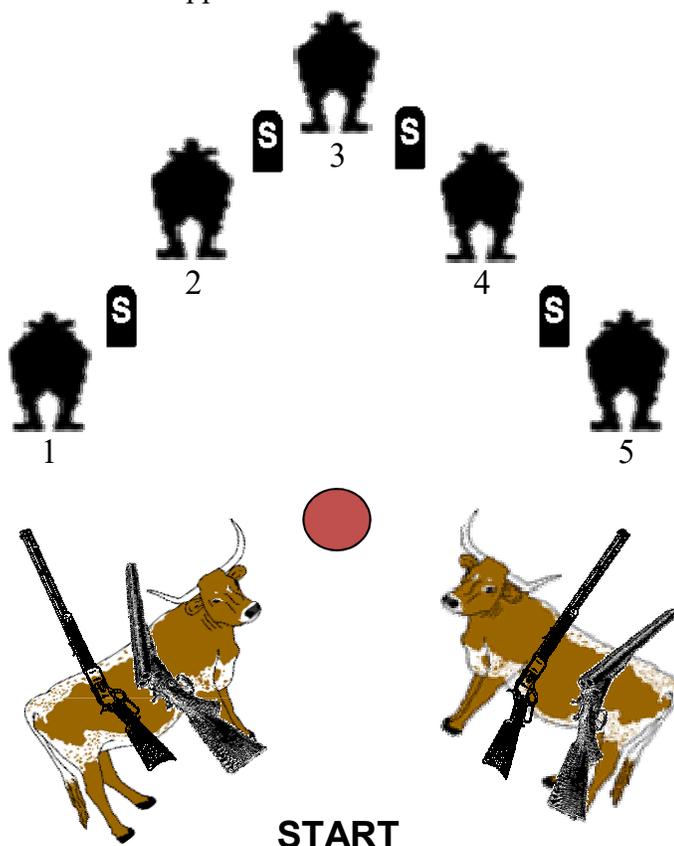
If necessary, with shotgun, engage any knockdowns still standing.

Note: Rifle knockdown misses will not be misses, but knockdowns left up will be misses.

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STAGE 8 IT'S NOT A JOKE

Blondie and Tuco have dug up the gold and have split it 50/50. Tuco looks up and sees a noose hanging above a grave. He asks Blondie if this is a joke. Blondie says " it's not a joke, it's a rope." Blondie makes Tuco stand on the grave marker and put his head through the noose. He ties Tuco's hands and rides off leaving Tuco perilously balancing on top of the marker. Tuco struggles for a while and loses sight of Blondie. Blondie reappears and shoots Tuco free from his torment.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on either cow
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on the same cow

Start: Standing between cows, both hands touching shotgun.

Procedure: Say "It's not a joke...it's a rope!" and wait for the beep.

ATB, engage shotgun targets in any order.

With rifle, engage R/P targets with one (1) on R1 and R5, two (2) on R2 and R4 and four (4) on R3, in any order.

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

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