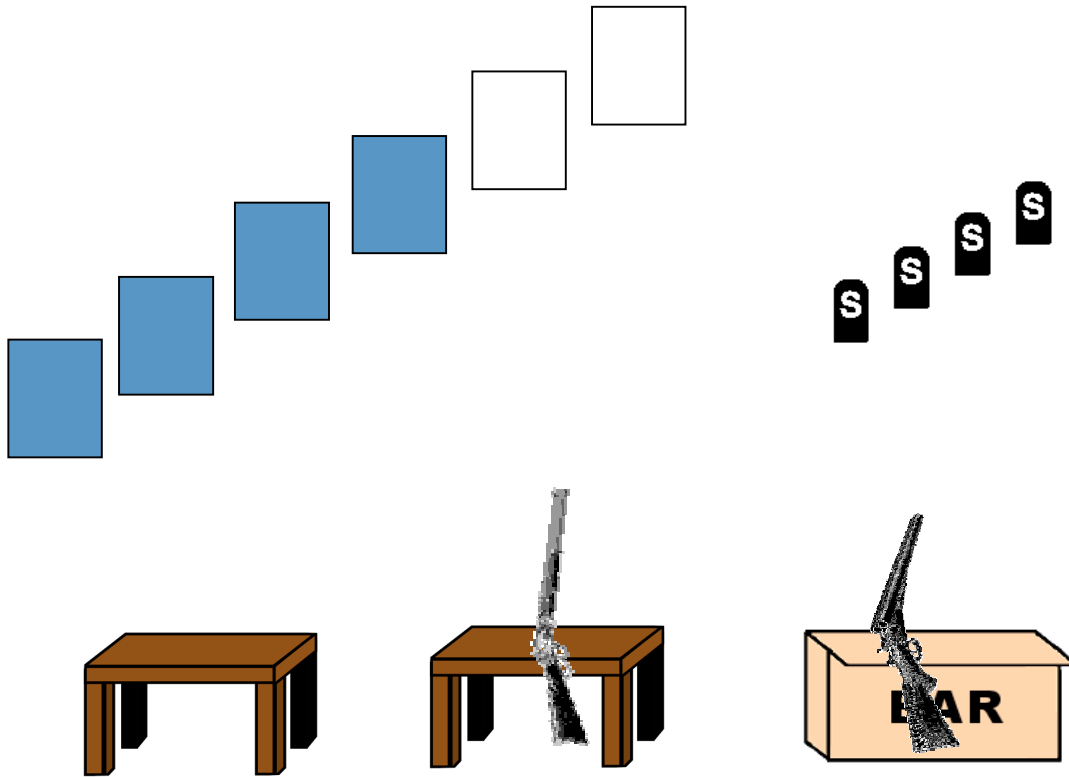


# DHI JAN' 17 STAGES

## 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.

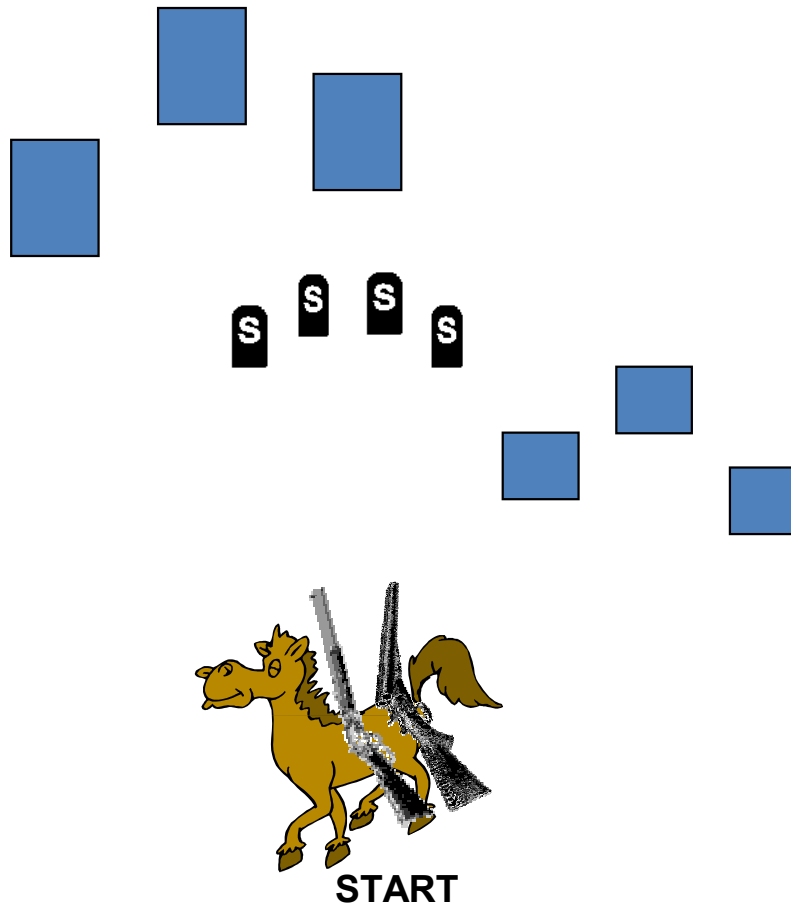
At the beep, engage P1 - P4 with a continuous Nevada Sweep, from either direction.  
Move to right table and with rifle engage R1 and R2 with a Nevada Sweep, from either direction.

Engage shotgun targets in any order.

# DHI JAN '17 STAGES

## STAGE 1 MARSHAL DILLON

When it comes to wild cowtowns, Dodge City is one of the wildest. Marshal Matt Dillon keeps the peace with a stern word and a fast gun.



**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 “**Hold on there!**” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with a Nevada Sweep, from either direction, for the **first FIVE** rounds, then five on the target where the Nevada Sweep ended.

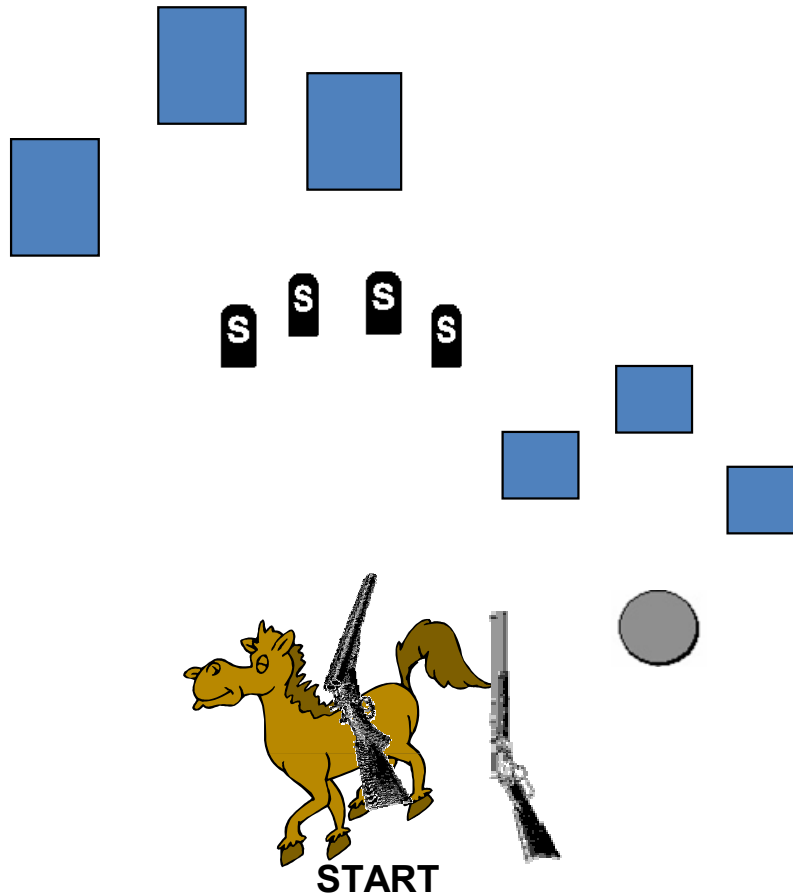
With rifle, engage R1 - R3 with the same sequence as pistols.

With shotgun, engage shotgun targets in any order.

# DHI JAN '17 STAGES

## STAGE 2 OL' FESTUS

Every good marshal needs a good deputy and Festus is one of the best. Sure he has his own way, but when push comes to shove, Festus is there. Whether it's fisticuffs or gunplay, Marshal Dillon can always count on Ol' Festus.



**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 on the horse

**Start:** Standing behind the horse, rifle held in both hands.

**Procedure:** Say “**What in tarnation?**” and wait for the beep.

ATB, with rifle, engage R1 - R3 with three sweeps, alternating directions.

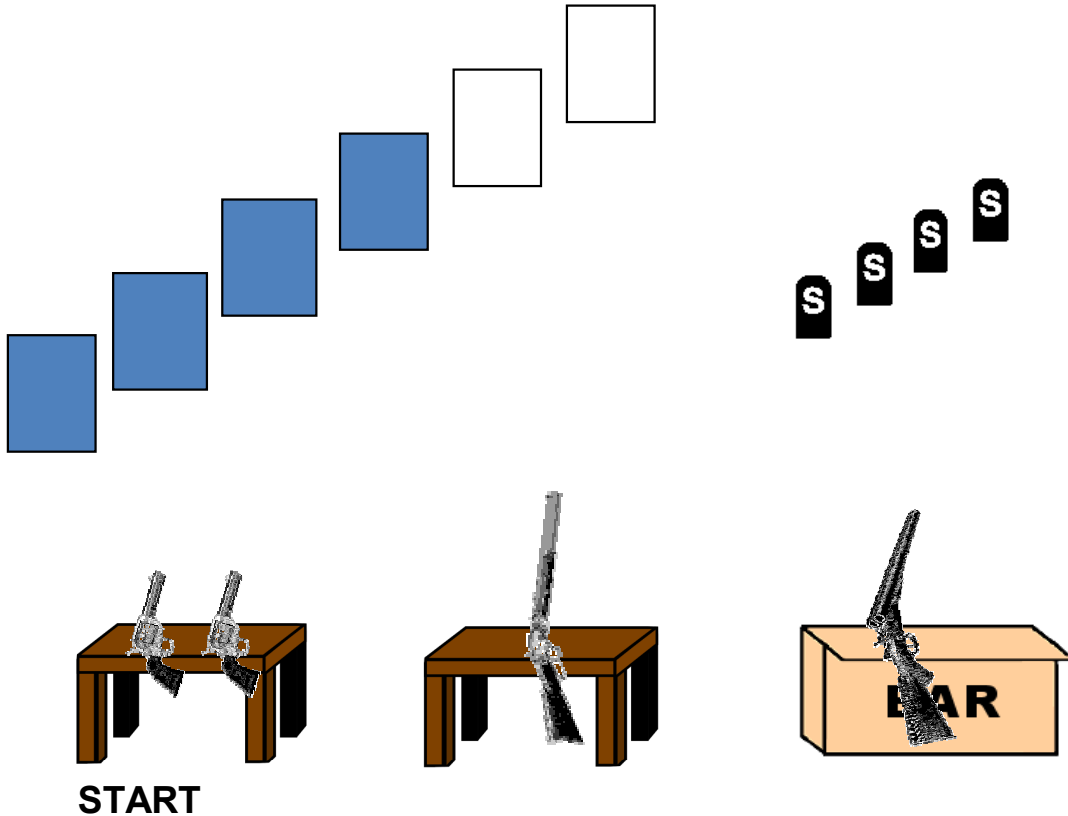
Engage shotgun targets in any order.

Move to within kicking distance of the stone and with pistols as needed, engage P1 - P3 with same directions as rifle, then 10th round in the **CENTER**.

# DHI JAN '17 STAGES

## STAGE 3 NEWLY

Marshal Dillon doesn't work with just one deputy. As Dodge gunsmith, Newly O'Brien knows his way around a gun and has proved trustworthy enough, that Marshal Dillon has chosen him to be a full-time deputy.



**Ammo:** Pistols 10, Rifle 11, Shotgun 4+

**Staging:** Rifle loaded with 10 rounds, staged on right table,

11th round staged on table

Pistols loaded with 5 rounds each and staged on the left table

Shotgun open and empty staged on the bar, at least four shells staged on bar

**Start:** Standing behind left table, hands flat on table.

**Procedure:** Say “It's an eleven shooter!” and wait for the beep.

ATB, with pistols as needed, engage P1 - P4 (Blue targets) with a continuous Lawrence Welk Sweep, starting on the left target.

Move to right table and engage R1 and R2 (White targets) with 5 on R1 and 6 on R2.

Move to bar and engage shotgun targets from the left, loading the first four shells from the bar.

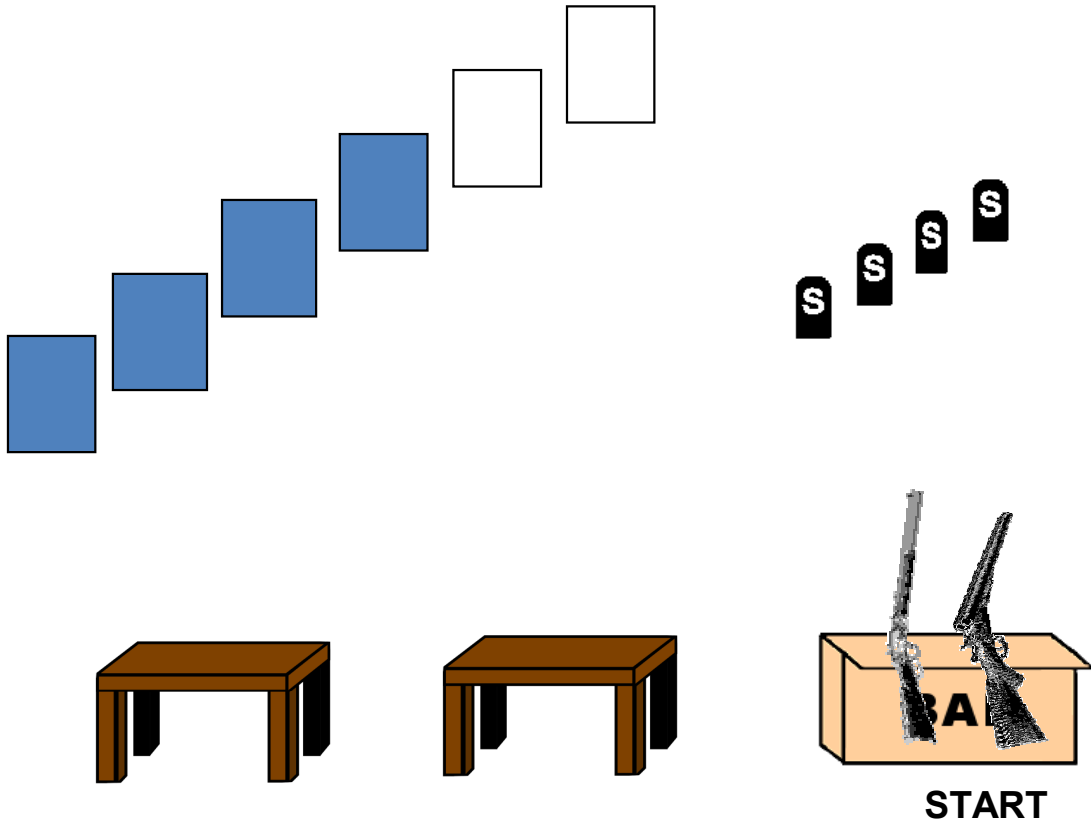
**Note:** You may load the 11th round in the rifle at any time after the beep.

You may holster the pistols or return to the table.

# DHI JAN '17 STAGES

## STAGE 4 MISS KITTY

Miss Kitty runs Dodge City's Long Branch saloon. The place gets plenty crazy, but she's a tough woman in a tough town that always stands by her man.



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

**Staging:** Rifle loaded with 10 rounds, staged on the bar  
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 “**What’ll ya have?**” and wait for the beep.

ATB, engage shotgun targets in any order.

With rifle engage R1 and R2 with a Reverse Lawrence Welk Sweep (4-3-2-1), starting on either end.

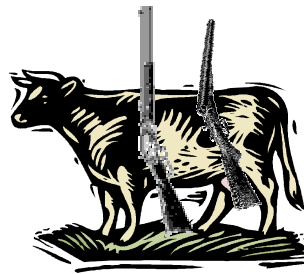
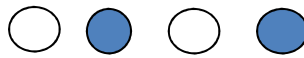
Move to left table and with pistols as needed, engage P1 - P4 with a continuous Reverse Lawrence Welk Sweep, from either direction.

**Note:** A Reverse Lawrence Welk Sweep is four on 1, three on 2, two on 3 and one on 4.

# DHI JAN '17 STAGES

## STAGE 5 DOC ADAMS

What frontier town would be complete without a cranky old doctor? Doc Adams patches up Marshal Dillon, Festus and whoever else has managed to get themselves shot this week. He also does his best to keep Festus on his toes.



**START**

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

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

**Start:** Standing behind the cow, hands touching rifle.

**Procedure:** Say "Now, will ya listen to me?" and wait for the beep.

ATB, engage R1 - R4 with a Nevada Sweep from either direction, double-tapping the 2nd and 4th targets.

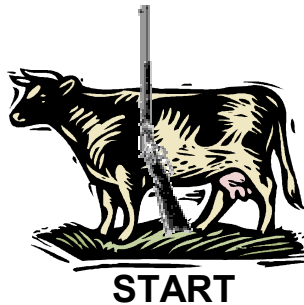
With pistols as needed, engage P1 - P4 with the same sequence as rifle.

With shotgun, engage shotgun targets in any order.

# DHI JAN '17 STAGES

## STAGE 6 BAD GUYS

Every lawman has bad guys to deal with and when the show opens, Marshal Dillon faces off one of the fastest guns ever. It's none other than Arvo Ojala, one of the best of the quick-draw shooters. Is Marshal Dillon faster? You'll have to watch and see.



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

**Staging:** Rifle loaded with 10 rounds, staged on the cow  
Pistols loaded with 5 rounds each and holstered  
Shotgun open and empty, held in both hands

**Start:** Standing with one foot touching stone of choice, shotgun in both hands.

**Procedure:** Say “Don't do it!” and wait for the beep.

ATB, engage near shotgun targets in any order. Make shotgun safe on the cow.

With rifle, engage R1 - R4 with a Cat Herder's Sweep, from either direction.

With pistols as needed, engage P1 - P4 a continuous Cat Herder's Sweep, from either direction.

Take Shotgun to within kicking distance of remaining stone and engage remaining shotgun targets.

**Note:** A Cat Herder's Sweep is the same as a Nevada Sweep only double-tapping the ends.