



# **June 2017**

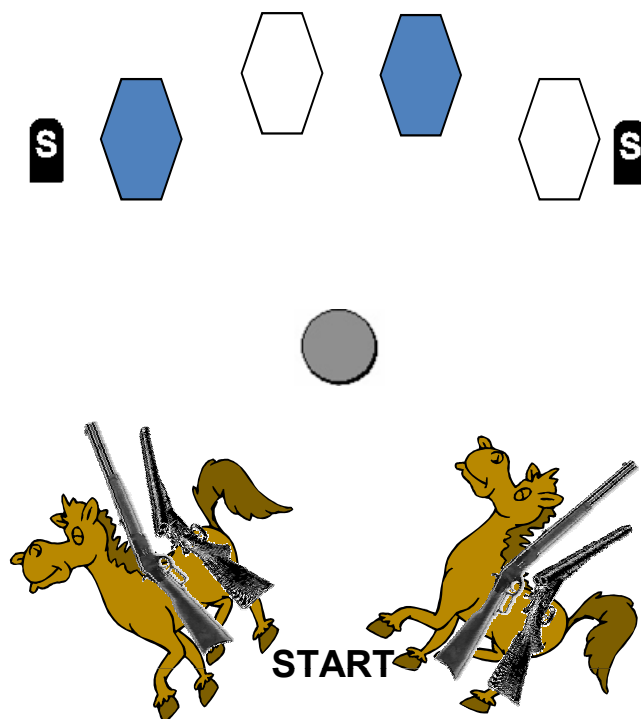
## **Stages**

*Compliments of Rainmaker!*

# DHI JUN '17 STAGES

## STAGE 1, BAY 3 OL' PALE ALE

Pale Ale Rider is at it again. His quest for the palest ale has taken him over hill and dale. Down long and dusty behind a rail stood a mysterious veiled female. From the corner came a hail for a pail of pale ale. Quick as a wink, Quail with the Veil served up that pail of ale. Not too frail, not hardly stale, but the kind of ale to make Ol Pale Ale come home and tell the tale.



**Ammo:** Pistols 10, Rifle 10, Shotgun 2+

**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 horse with the rifle.

**Start:** Standing between the horses, one hand on shotgun and one hand pointing up.

**Procedure:** Say “Gimme a pail of your palest ale!” and wait for the beep.

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

With rifle, engage R1 - R4 with a Nevada Sweep **from the left**, double-tapping the WHITE targets.

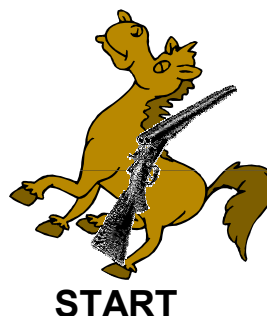
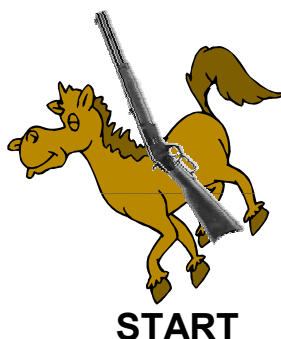
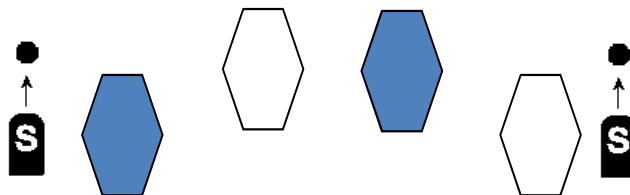
Move to the stone and with pistols as needed, engage RP1 - RP4 with a continuous Nevada Sweep double-tapping the WHITE targets, **from the left**.

**Note:** Ensure long guns are restaged safely facing the berm

# DHI JUN '17 STAGES

## STAGE 2, BAY 3 THE GUNNER

DHI Cowboys have a distinguished member among them. Dungannon Gunner comes from a long line of Irish artillerymen who have been manning the big guns for centuries. Now Dungannon is a proud man, but very humble; he would never brag about his prominent ancestry. In fact, no one knows for sure if this story is even true. Well if it ain't, it oughta be.



**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 the horse where rifle is staged, hands on pistols.

**Procedure:** Say “Stand by to fire!” and wait for the beep.

ATB, with rifle engage RP1 - RP4 with a 3-2-3-2 Sweep, from either direction.

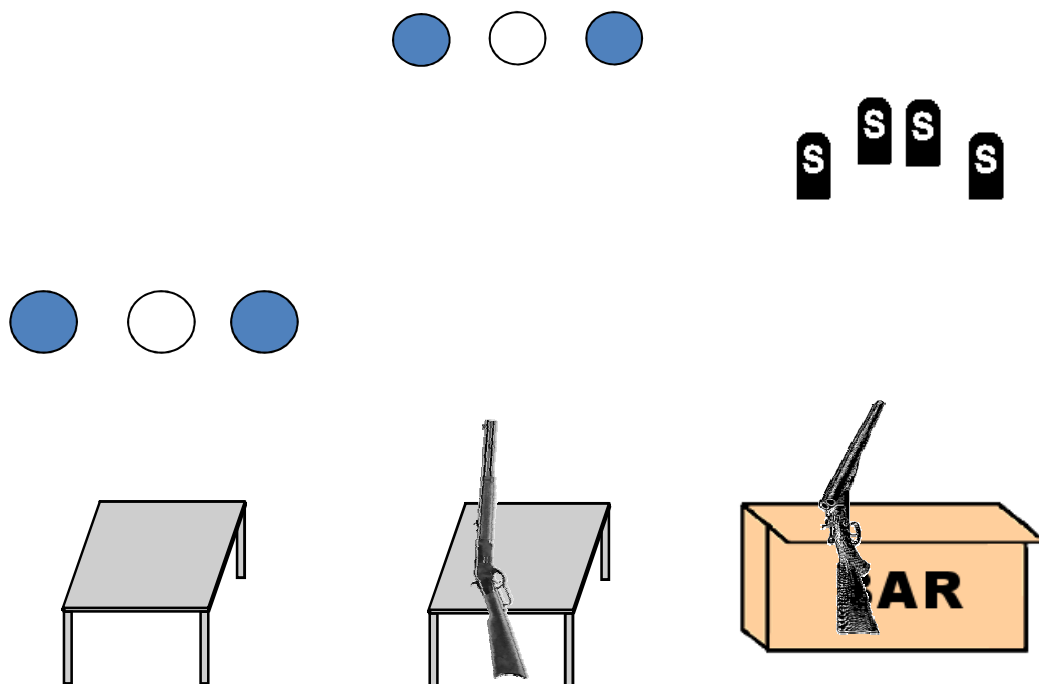
With pistols as needed, engage RP1 - RP4 with a continuous 3-2-3-2 Sweep, from either direction. Engage shotgun targets and pop-ups in any order.

**Note:** Misses on the clays are not misses but breaking them will be 5 second bonuses each.

# DHI JUN '17 STAGES

## STAGE 3, BAY 4 STING RAY?

Koda Joe just may be the most duded up member of Doc Holliday's Immortals. From his fancy sting ray leather to his woolly chaps to his jingle-bob spurs, his sure is a sight. What the heck is sting ray anyway? I thought it was a Corvette...or was that a ship? Who knows?



### 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 in left doorway, hands **NOT** touching pistols.

**Procedure:** Say "Ain't he perty!" and wait for the beep.

ATB, with pistols as needed, from behind **left** table engage P1 - P3 with a continuous Nevada Sweep double-tapping the CENTER (white) target, from either direction.

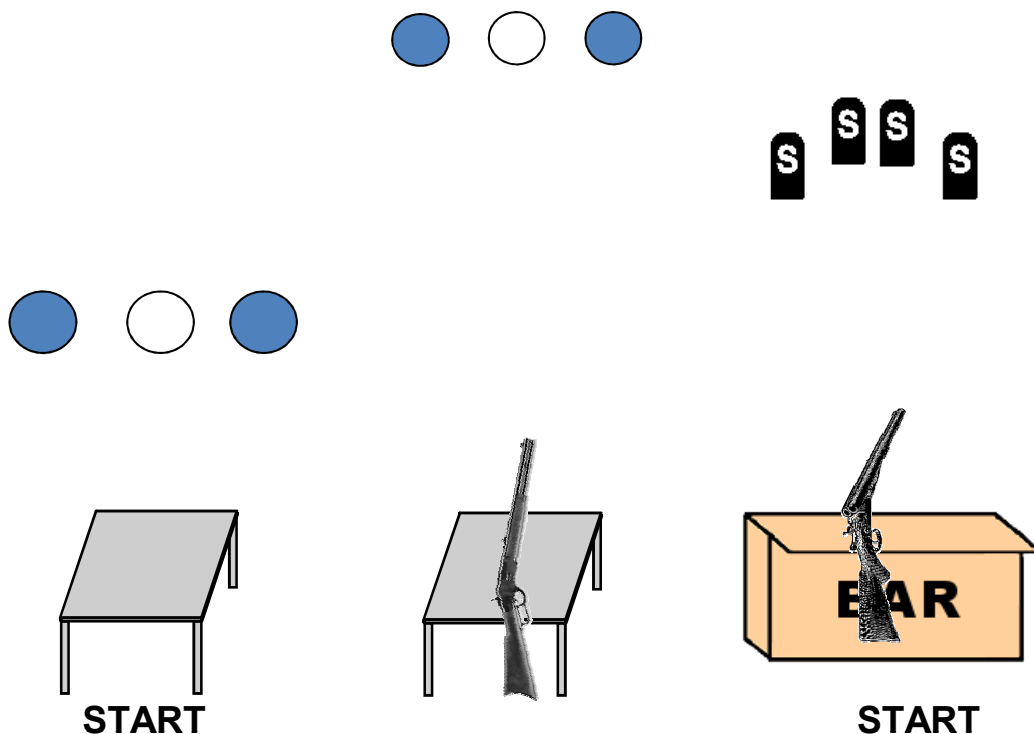
With rifle, engage R1 - R3 with same directions as pistols.

Engage shotgun targets in any order.

# DHI JUN '17 STAGES

## STAGE 4, BAY 4 NEW MARSHALL

There's a new marshall on the DHI spread. Marshall Ruger has a zeal for his work that you can hear in his voice and see in the way he keeps his gear. He's a lawman to be reckoned with.



**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 either behind left table or bar, pointing at self with thumb.

**Procedure:** Say “I’m the new marshall around here!” and wait for the beep.

ATB, if starting at bar, engage shotgun targets in any order.

With rifle, engage R1 - R3 with at least three (3) on each.

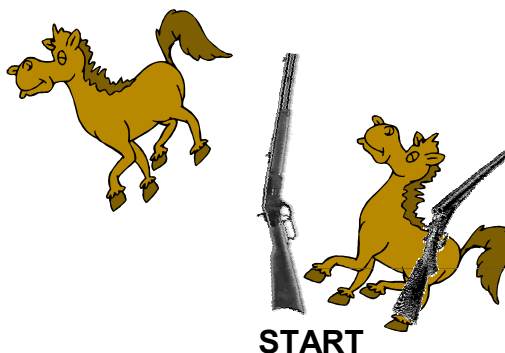
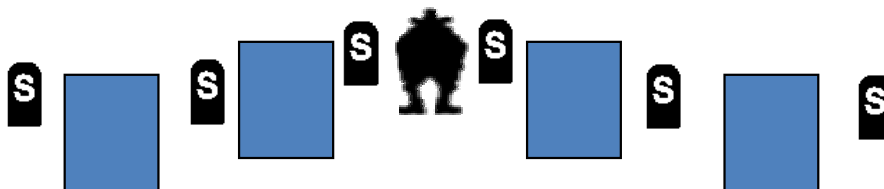
Move to left table and with pistols as needed, engage P1 - P3 with at least three (3) on each.

If starting on left, sequence is pistols, rifle, shotgun.

# DHI JUN '17 STAGES

## STAGE 5, BAY 5 TEACHERS

Teachers are interesting folks. We have some teachers in the DHI family and they are fierce competitors. Capt Bill Burt is no exception. Sure Gunby has gotten blindingly fast and Potshot Parker is a former Duelist world champion, but teacher Capt Bill is now a Shootist! How crazy is that?



**Ammo:** Pistols 10, Rifle 10, Shotgun 6+

**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 right horse

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

**Procedure:** Say "I'll teach ya a thing or two!" and wait for the beep.

ATB, with rifle, engage RP1 - RP4 with one (1) on each outside target, **THEN** four (4) on each inner target.

With shotgun, move behind left horse and engage shotgun targets in any order.

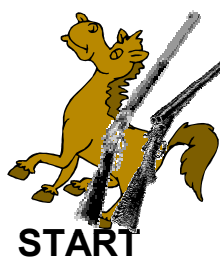
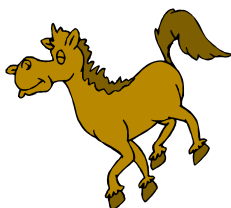
With pistols as needed, engage RP1 - RP4 with same directions as rifle.

**Note:** The Cowboy is a No-Shoot!

# DHI JUN '17 STAGES

## STAGE 6, BAY 5 NEW RIVER KID

New River Kid is a man to be watched. He always has a smile on his face, works harder than most and has an encouraging word for all his pards. He may not be a young buck, but all shooters could learn the Cowboy way from a man who lives it every day.



**Ammo:** Pistols 10, Rifle 10, Shotgun 2+

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

**Start:** Standing behind right horse, **hands on shotgun.**

**Procedure:** Say “Where's the New River anyway?” and wait for the beep.

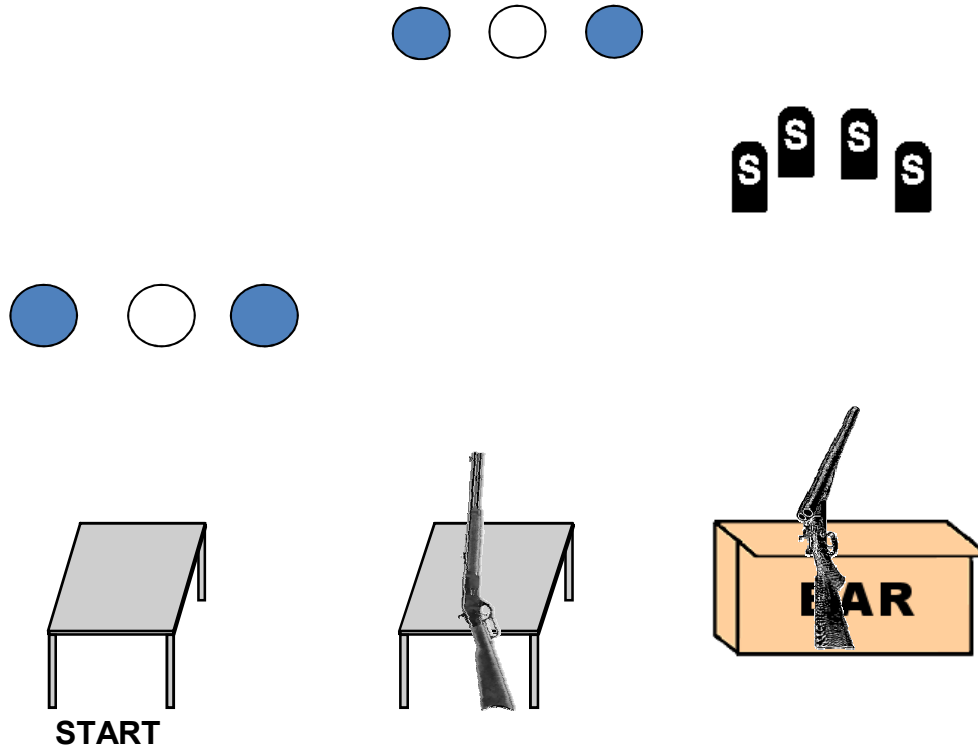
ATB, with **rifle** engage RP1 - RP5 with two sweeps, from either direction each time. Take shotgun and place on left horse. With pistols as needed, engage the rectangles, cowboy and knockdowns with one (1) on each rectangle, two (2) on the Cowboy, and one (1) each on any four (4) knockdowns **in any order.**

Engage remaining knockdowns with Shotgun.

**Note:** Misses on knockdowns will not be misses, but left up will be scored as misses.

# DHI JUN '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 left table, hands at sides.

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

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

With rifle, engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction.

Engage shotgun targets in any order.