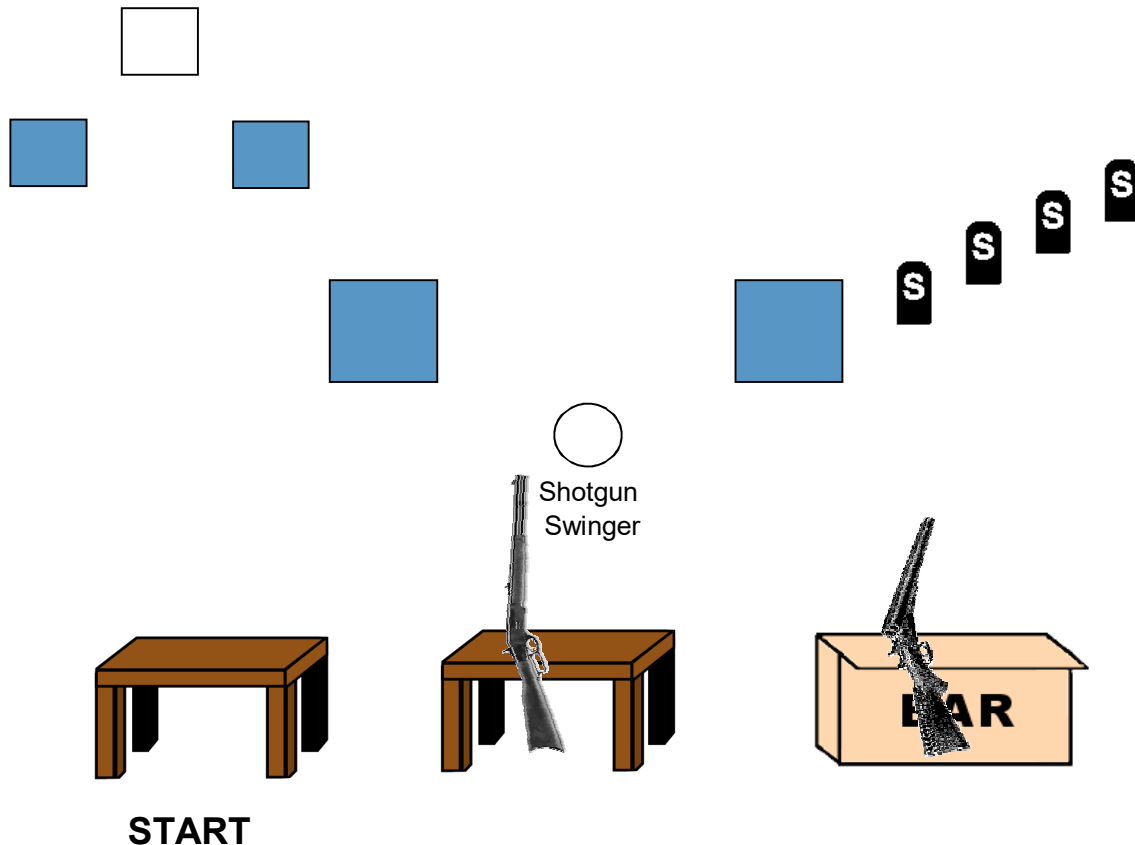


# DHI MARCH '17 STAGES

## 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.

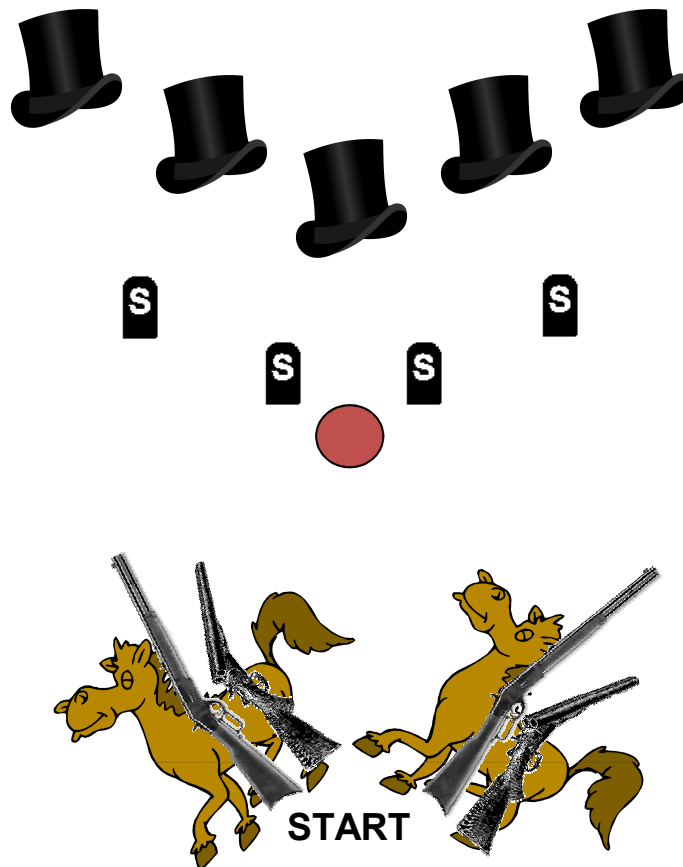
At the beep, engage P1 - P3 with a continuous 3-3-4 Sweep, from either direction.  
Move to right table and with rifle engage R1 - R3 with a 3-3-4 Sweep, from either direction.

Engage shotgun targets in any order.

# DHI MARCH '17 STAGES

## STAGE 1 WHAT'S THE COUNT?

Antelope Junction, Wyoming is no booming metropolis. In fact it's so small that about the only thing Monte Walsh can find exciting is the tally of flies old Bob from the General Store has managed to swat today.



**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 same horse

**Start:** Standing behind the horse, hands on rifle

**Procedure:** Say “Hey Killer, what's the count now?” and wait for the beep.

ATB, with rifle, engage R1 - R5 with two Odds-n-Evens Sweeps, from either direction each time.

Engage shotgun targets in any order.

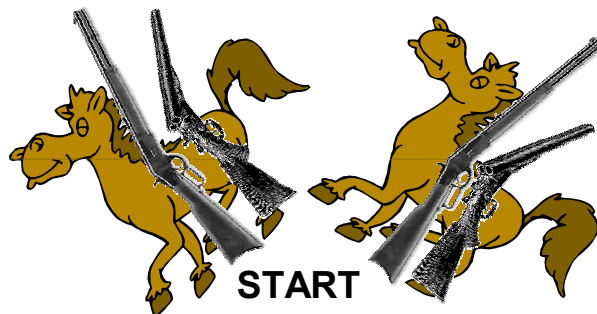
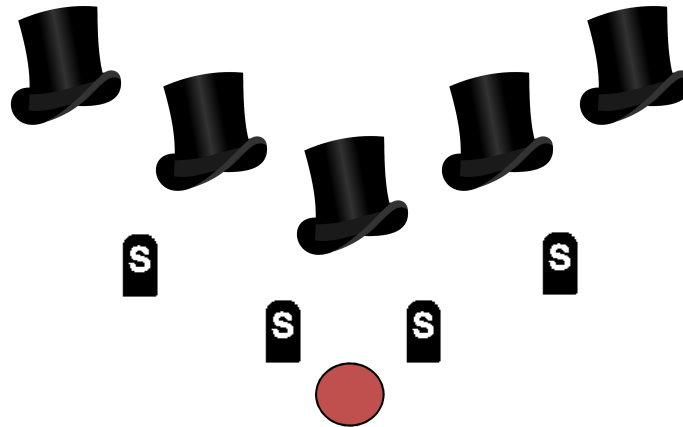
Move to within kicking distance of the stone and with pistols as needed, engage P1 - P5 with two Odds-n-Evens Sweep, from either direction each time.

**Note:** An Odds-n-Evens Sweep is shot 1-3-5-4-2.

# DHI MARCH '17 STAGES

## STAGE 2 THE DOOR

After seeing the town lawyer dress down a couple youngsters, Monte Walsh has had about all he can stand and decides the barrister needs to be taught a lesson. Monte hires an out-of-work cowboy to paint the door on "his" building, which actually belongs to the lawyer. After the door is partially painted bright yellow, the lawyer discovers the job and a tussle ensues.



**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 between horses, hands on hips.

**Procedure:** Say “**This is yer doin, ain't it?**” and wait for the beep.

ATB, engage shotgun targets in any order.

With rifle, engage R1 - R5 with a 1-2-4-2-1 Sweep, from either direction.

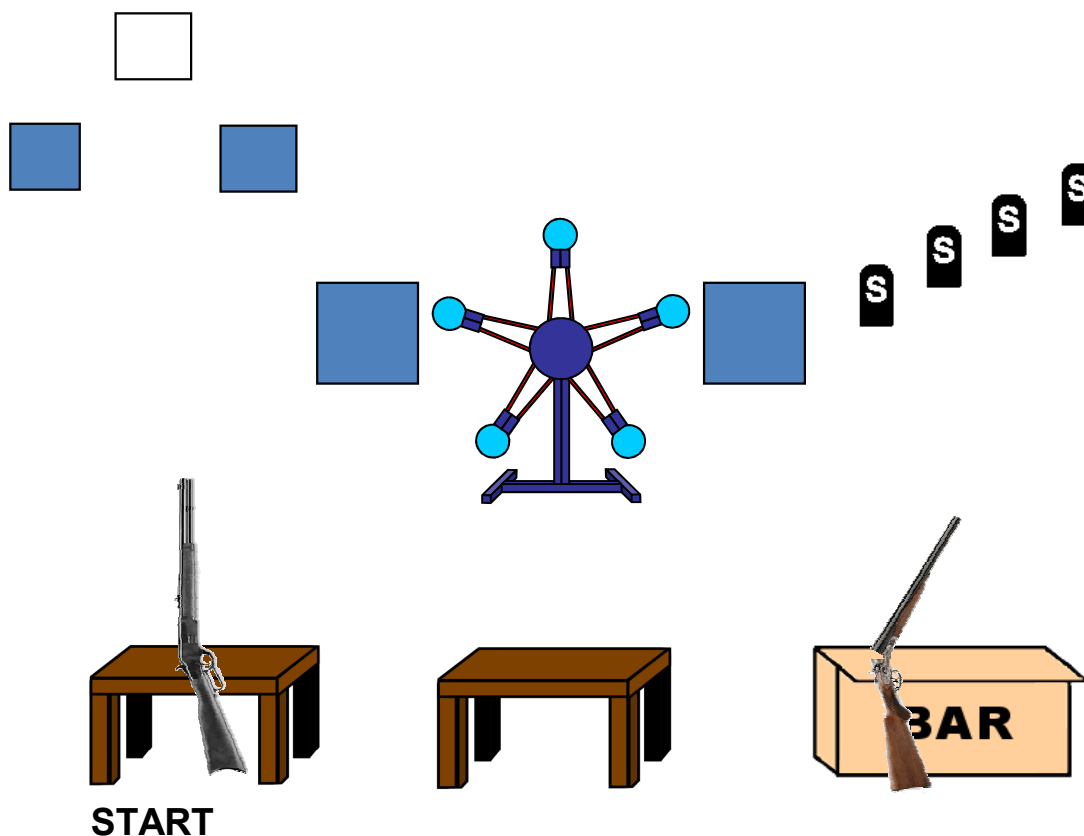
(1 on R1, 2 on R2, 4 on R3, 2 on R4 and 1 on R5)

Move to within kicking distance of stone and with pistols as needed, engage P1 - P5 with continuous 1-2-4-2-1 Sweep, from either direction.

# DHI MARCH '17 STAGES

## STAGE 3 NEEDLIN'

Monte has just insulted his friend Shorty Austin, who has stormed out of the saloon. Monte's best friend Chet asks Monte why he keeps needlin' people. Monte simply responds, "Needlin' people's what I do."



**START**

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

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

**Start:** Standing behind left table, hands touching hat.

**Procedure:** Say "Needlin' people's what I do!" and wait for the beep.

ATB, with rifle engage R1 - R3 with a continuous Nevada Sweep, double-tapping the center target, from either direction.

Move to right table and engage P1, The Star and P2 with with a **continuous** Nevada Sweep, using the Star plates as the center target.

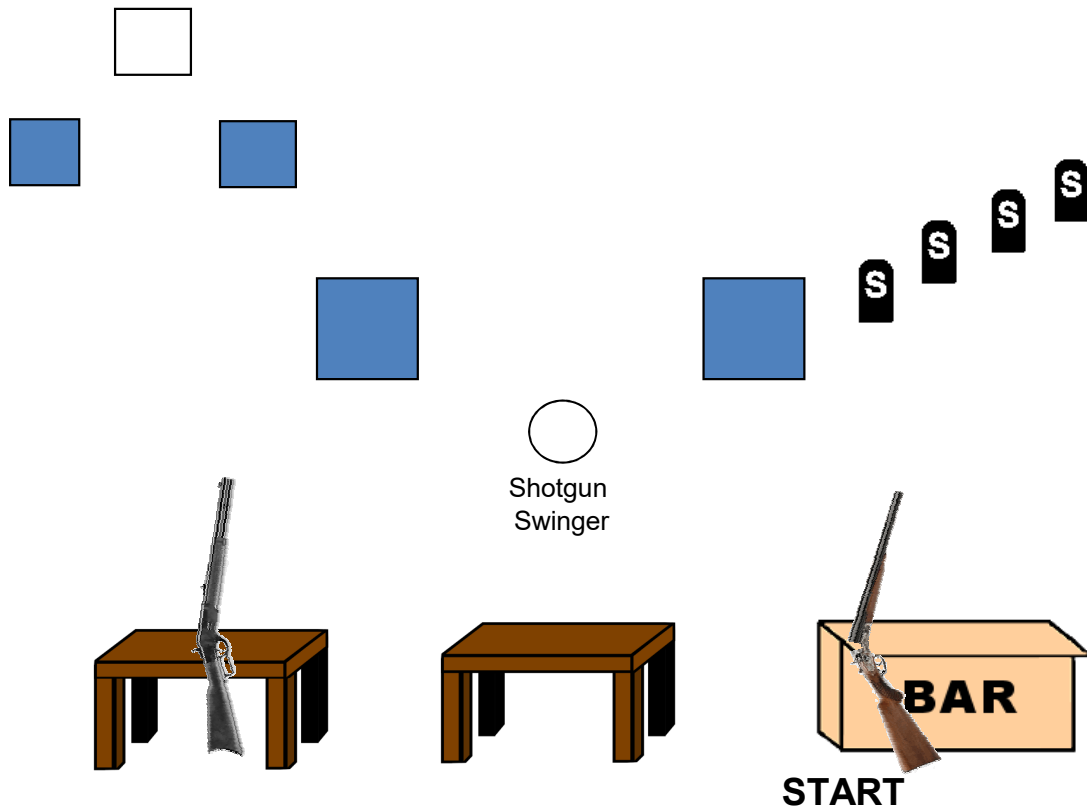
Move to bar and engage shotgun targets in any order.

**Note:** Misses on the Star plates will not count as misses, but each plate off the Star will count as a two second bonus.

# DHI MARCH '17 STAGES

## STAGE 4 MONTELIUS

After Fightin' Joe Hooker's death, the cowboys are sittin around the bunkhouse learning each other's real first names. Dally asks Monte what his real name is. Monte walks over to Dally and says his real name is Montelius, and then punches him, knocking him over the bed. Dally comes around and says "what was that for?" Monte says "to prevent smilin'."



**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 bar, hands on both sides of left post.

**Procedure:** Say "To prevent smilin!" and wait for the beep.

ATB, engage shotgun targets in a **SWEEP**, from either direction.

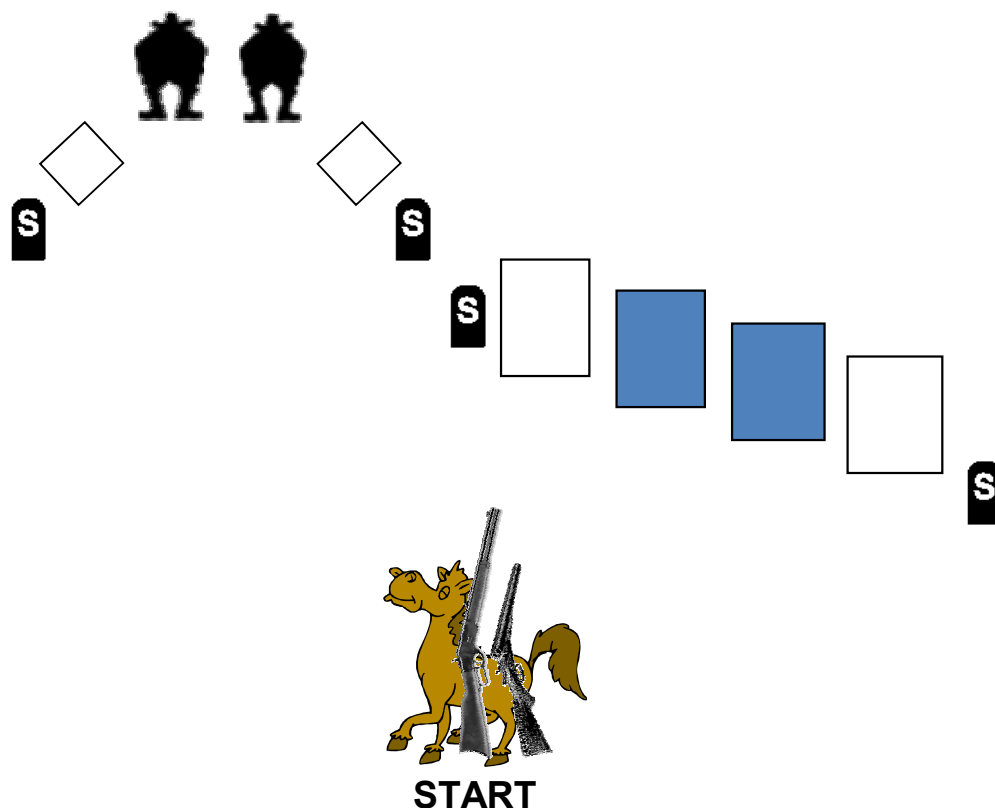
Move to **LEFT** table and with rifle engage R1 - R3 with two 2-1-2 Sweeps, from either direction each time.

Move to right table and with pistols as needed, engage P1 - P3 with same directions as rifle.

# DHI MARCH '17 STAGES

## STAGE 5 THE BAY

Shorty, not Monte had been chosen as the Slash Y bronc stomper. But he never could ride down that wild Bay. Shorty's gone and the Bay is on his way to a Wild West show, then Monte decides it's time to show the Bay some manners.



**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, hands at sides (SASS Default).

**Procedure:** Say "I'm gonna teach you some manners" and wait for the beep.

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

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

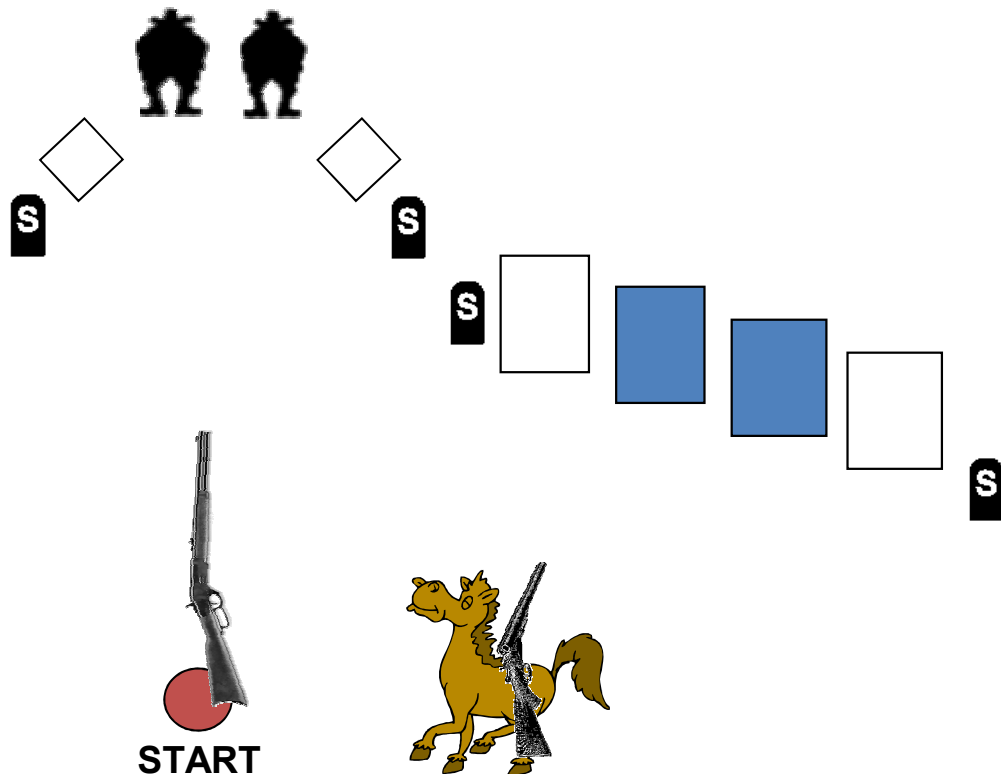
Engage shotgun targets in any order.

**Note:** A Cat Herder's Sweep is the same as a Nevada Sweep, double-tapping the end targets.

# DHI MARCH '17 STAGES

## STAGE 6 NO IDEA

Ridin into town, Monte comes across a very stuck-in-the-mud Robert with his horseless carriage. Robert appeals to Monte to help him get free of his sticky mess. After having having insulted Monte earlier on, Monte retorts, "You can't have no idea how little I care."



**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 the horse

**Start:** Standing with one foot touching the stone, rifle held on both hands.

**Procedure:** Say "You can't have no idea how little I care" and wait for the beep.

ATB, with rifle, engage R1 - R4 with a Reverse Lawrence Welk Sweep, from either direction.

Move to horse and with shotgun, engage shotgun targets in any order.

With pistols as needed, engage P1 - P4 with a continuous Reverse Lawrence Welk Sweep, from either direction.

**Note:** A Reverse Lawrence Welk Sweep is shot 4 on T1, 3 on T2, 2 on T3 and 1 on T4.