



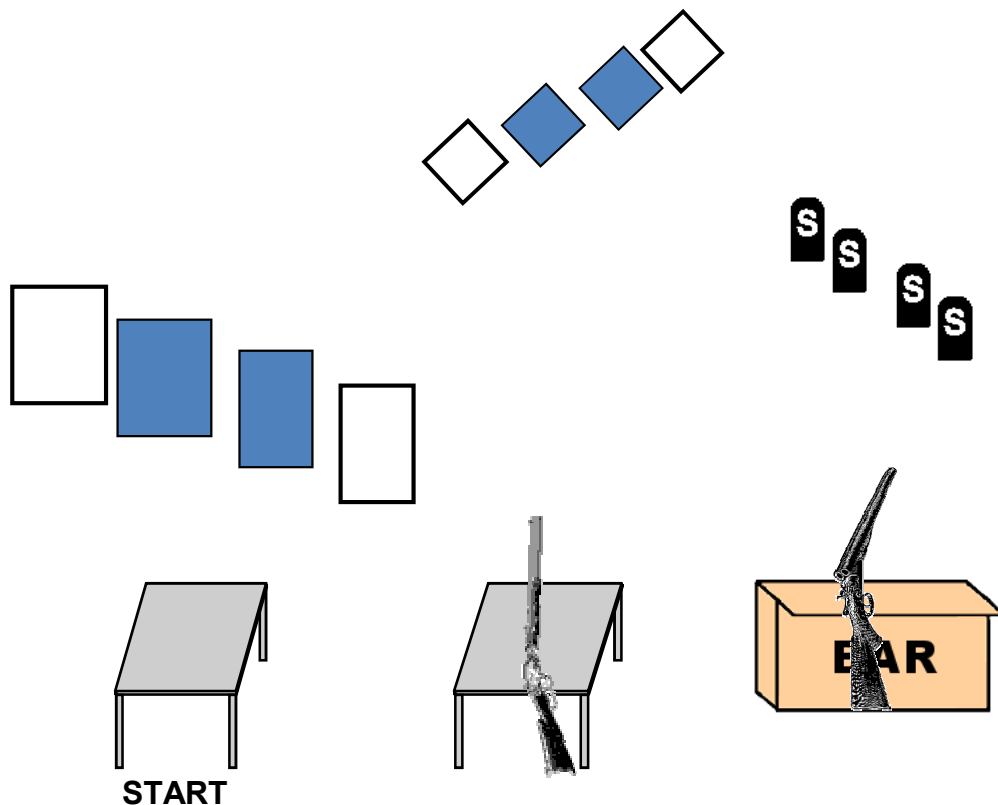
# May 2017

## Stages

*Compliments of Rainmaker!*

## WARM UP STAGE

We have a Warm up stage. But ya gotta make up your OWN story!  
And it better be a Good one!!!



**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, SASS Default).

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

At the beep, with pistols as needed, engage P1 - P4 with a continuous Nevada Sweep, from either direction.

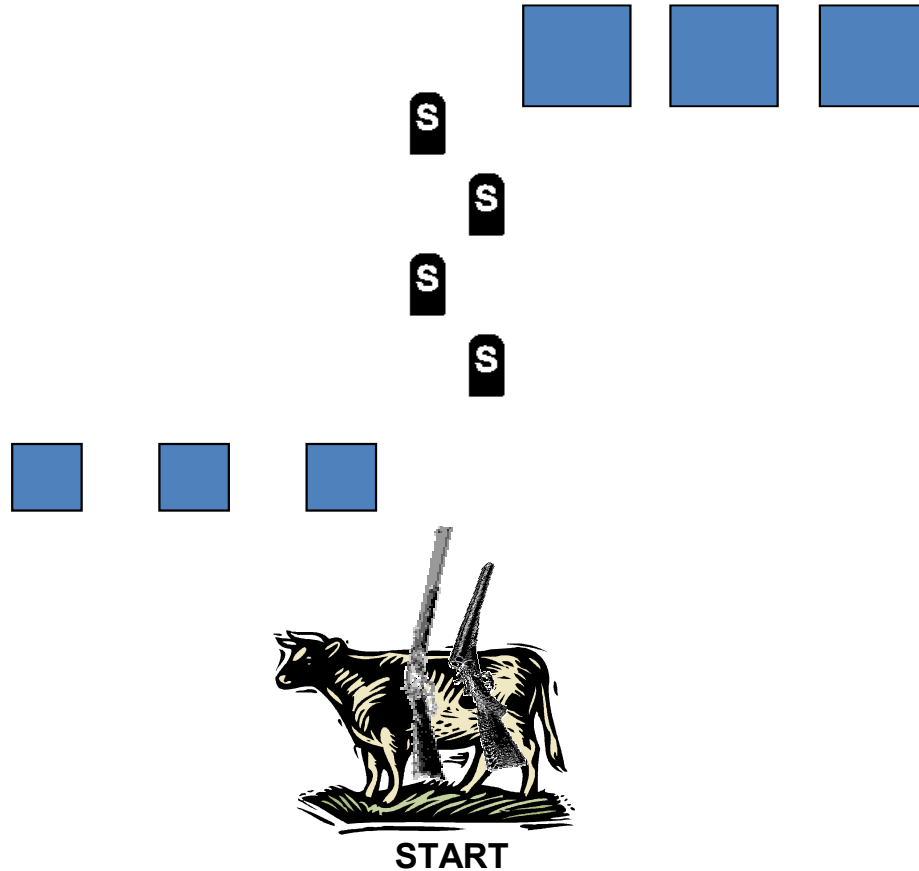
With rifle, engage R1 - R4 with a Nevada Sweep, from either direction.

Engage shotgun targets in any order.

# DHI MAY '17 STAGES

## STAGE 1, BAY 3 TROUBLE IN A LEATHER BAG

Due to a recent gold strike, Wil Andersen has lost all of his cattle drivers and is reluctantly considering a group of young boys to help him get his cattle to market. As he is getting to know the boys' abilities, he tells them how it is to work with cattle.



**Ammo:** Pistols 10, **Rifle 9**, Shotgun 4+

**Staging:** Rifle loaded with **9** 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 horse, pointing up with one hand.

**Procedure:** Say "...trouble tied up in a leather bag!" and wait for the beep.

ATB, Shooter's choice on firearm order, rifle can't be last.

With pistols as needed, engage P1 - P3 with a continuous Progressive/Regressive Sweep, from either direction (Fire last pistol round at any pistol target).

With rifle, engage R1 - R3 with same sequence as pistols. (Except **9 rounds** only.)

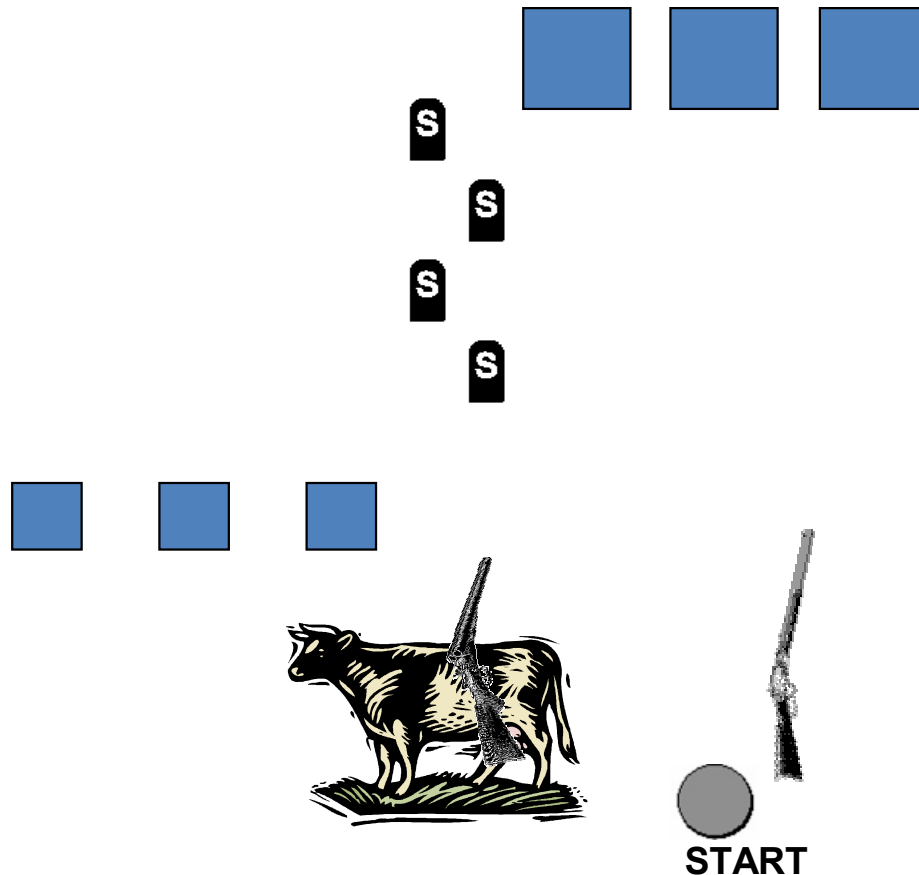
With shotgun, engage shotgun targets in any order.

**Note:** A Progressive/Regressive Sweep is one on 1, two on 2, three on 3, two on 2 and one on 1.

# DHI MAY '17 STAGES

## STAGE 2, BAY 3 COWBOYS

Mr. Andersen is in a bad way and after thinking it over, decides to give the boys a chance at helping him get his cattle to market. First though, he reminds them that they are not cowmen, but cow BOYS.



**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 cow

**Start:** Standing with one foot touching the stone

**Procedure:** Say "...nothin but cowBOYS, just like the word says!" and wait for the beep.

ATB, with Rifle, engage R1 - R3 with two 2-1-2 Sweeps, both from the **same** direction.  
Safely place rifle on cow.

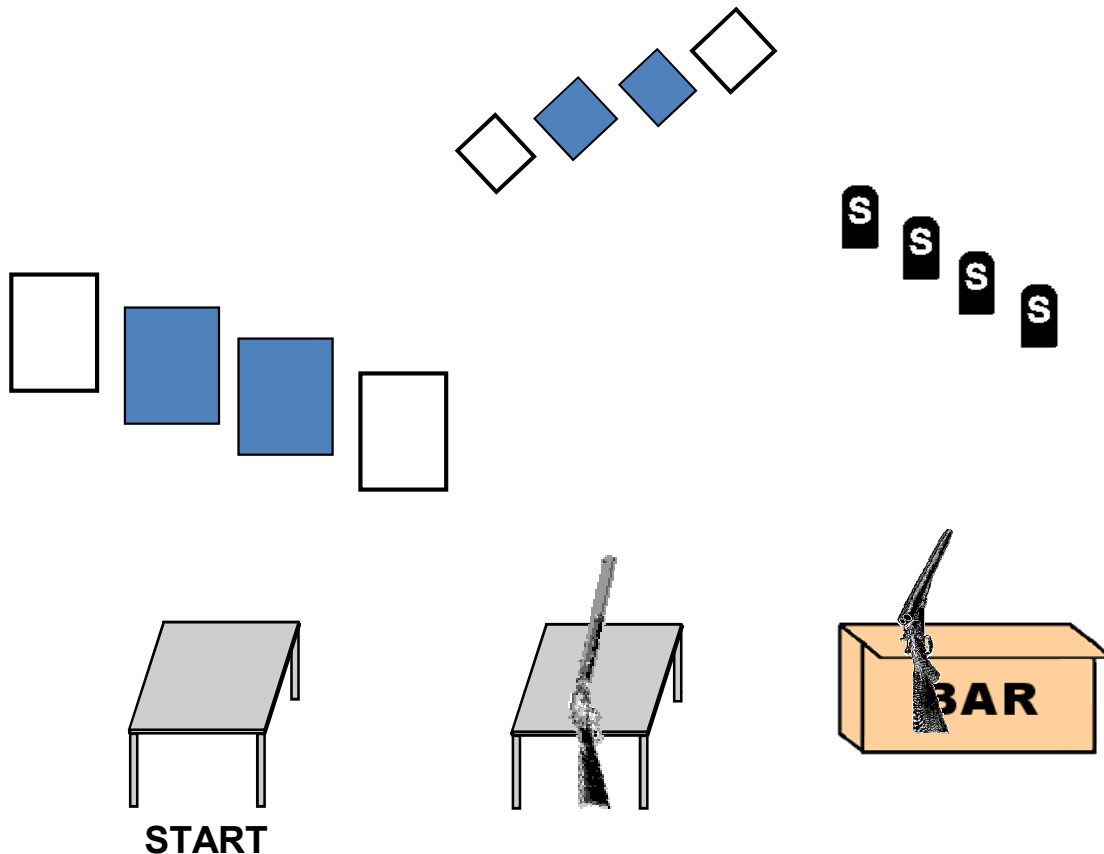
With shotgun, engage shotgun targets in any order.

With pistols as needed, engage P1 - P3 with two 2-1-2 Sweeps, from the **same** direction.

# DHI MAY '17 STAGES

## STAGE 3, BAY 4 BOB WILSON

The herd is making a rough river crossing when Slim's horse rears and Slim is fighting for his life in the swift current. Bob sees him but due to his stuttering, can't get the warning out to Mr. Andersen. After Slim is rescued, Mr. Andersen lays into Bob about his stuttering and not wanting to yell out the warning enough to overcome his stutter. Bob has a few choice words for Mr. Andersen and doesn't stutter once.



**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 flat on the table.

**Procedure:** Say “I wouldn't make a habit of callin me that, son” and wait for the beep.

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

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

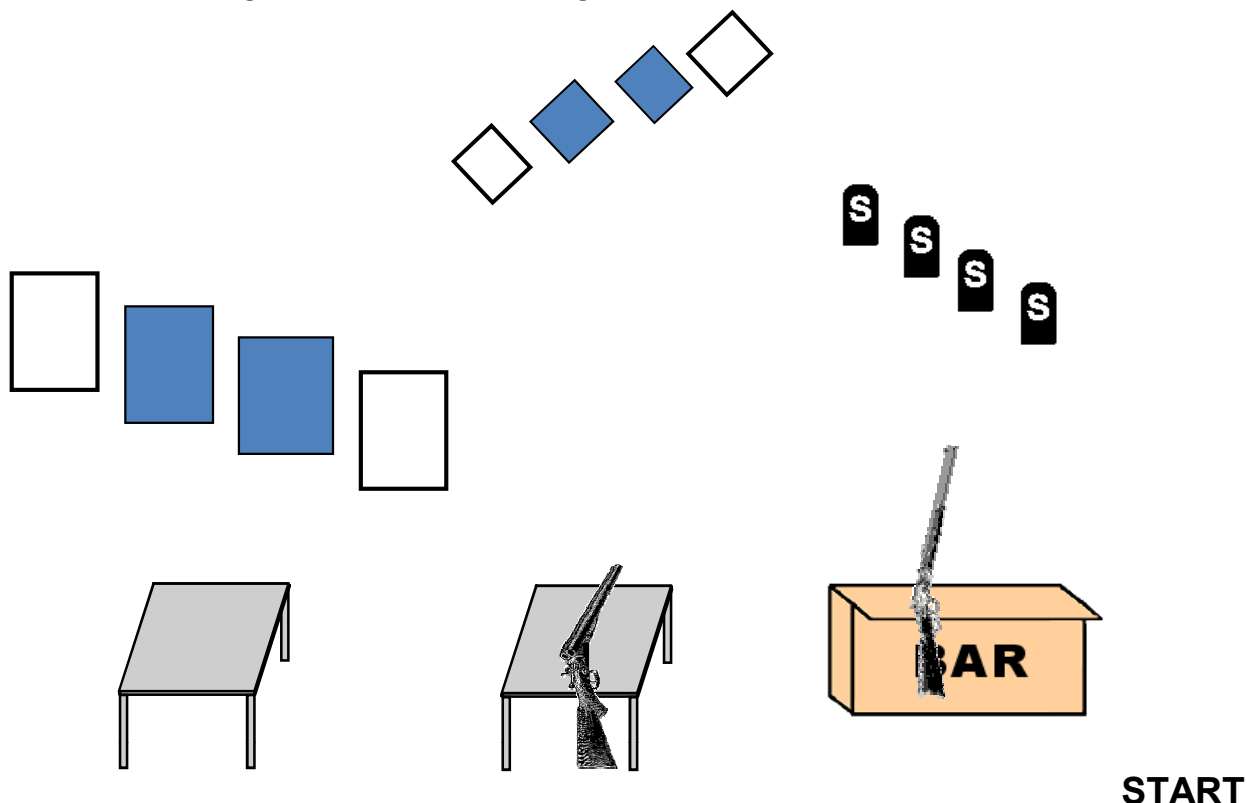
Engage shotgun targets in any order.

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

# DHI MAY '17 STAGES

## STAGE 4, BAY 4 BIG MOUTH

As the herd approaches the Little Big Horn, Wil Andersen decides he should go into Fort Smith and see if there's been any Sioux activity up ahead. He tells Cimarron to tell Mr. Nightlinger he's in charge. When Cimarron protests and wants to know why he can't be in charge, Mr. Andersen tells him "Big mouth don't make a big man."



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

**Staging:** Rifle loaded with 10 rounds, staged on bar  
Pistols loaded with 5 rounds each and holstered  
Shotgun open and empty staged on the right table (center stage)

**Start:** Standing in right doorway, hands on doorposts.

**Procedure:** Say “**Big mouth don't make a big man**” and wait for the beep.

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

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

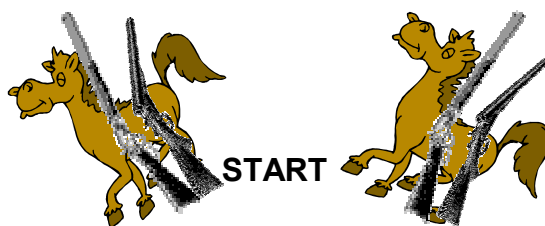
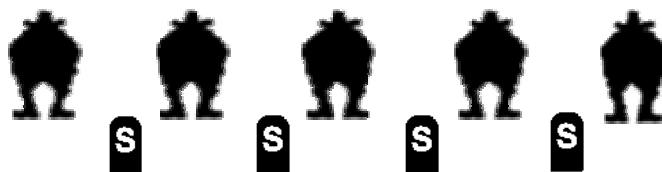
Move to left table and with pistols as needed, engage P1 - P4 with a continuous Lawrence Welk Sweep, from either direction.

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

# DHI MAY '17 STAGES

## STAGE 5, BAY 5 BIGGER

Recent parolee Asa Watts and his men have come into the Andersen camp and made it clear that THEY are in charge now. Watts starts to bully Dan and Mr. Andersen tells him to pick on someone his own size.



**Ammo:** Pistols 10, Rifle 9, 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, hands at sides.

**Procedure:** Say "How are you when they come a little bigger?" and wait for the beep.

ATB, with rifle, engage RP1 - RP5 and the knockdowns with a sweep alternating between the cowboys and knockdowns, from either direction. If necessary, make up any remaining knockdowns with shotgun. (Knockdowns are miss Only IF left standing)

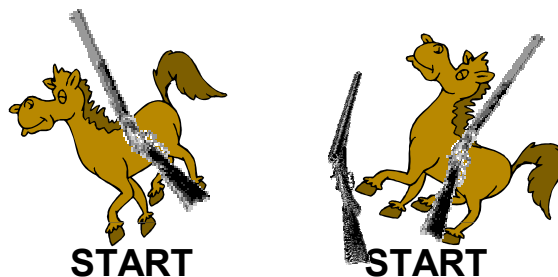
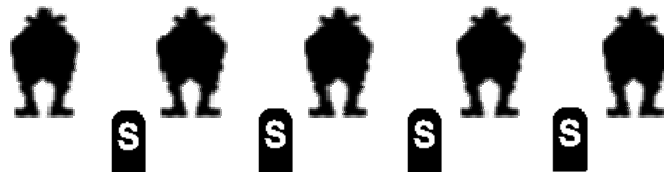
Anywhere between the Start position and the Stone, with pistols as needed, engage RP1 - RP5 with a continuous Double-Tap Sweep, from either direction.

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

# DHI MAY '17 STAGES

## STAGE 6, BAY 5 BURNIN' DAYLIGHT

The Cowboys have reclaimed the herd and finished the drive to Belle Fourche. They've had a marker made for Wil Andersen's prairie grave and after having a hard time finding the gravesite, they decide they are close enough. Slim urges them to get to it as they're "burnin' daylight."



**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 holding shotgun in both hands. Stand behind horse that holds your rifle.

**Procedure:** Say "We're burnin daylight!" and wait for the beep.

ATB, with shotgun, engage shotgun targets in any order, place shotgun on horse.

With rifle, engage RP1 - RP5 with two Sweeps from either direction each time.

Move to within kicking distance of the stone and with pistols as needed, engage RP1 - RP5 with two sweeps, from either direction each time.

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