



August 2018

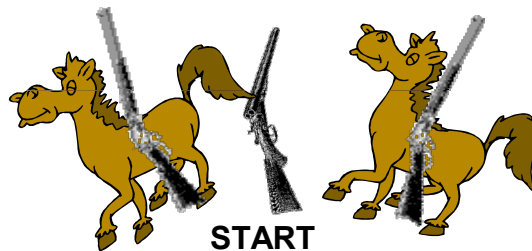
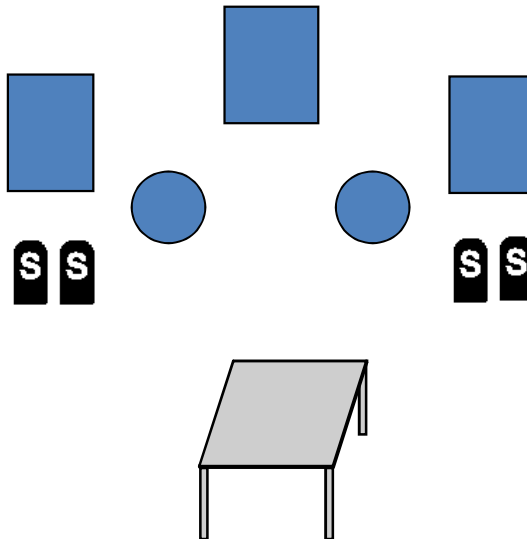
Stages

Compliments of Rainmaker

DHI AUG '18 STAGES

STAGE 1 ANY LIVIN' VARMINT

Yosemite Sam has just come into the Gunshot Saloon and proclaimed he's the "roughest toughest, he-man stuffest hombre is ever crossed the Rio Grandee... and I ain't no mamby pamby. Now be there any livin varmint is aims ta try ta tame me?"
There may be one varmint...



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 "I aims ta!" and wait for the beep.

ATB, engage shotgun targets in any order.

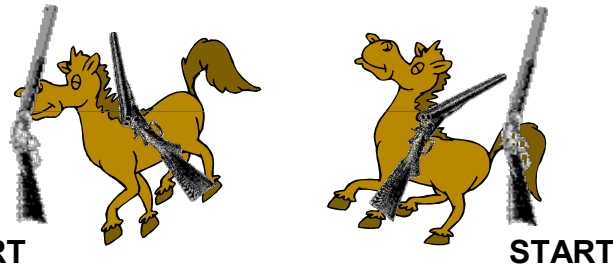
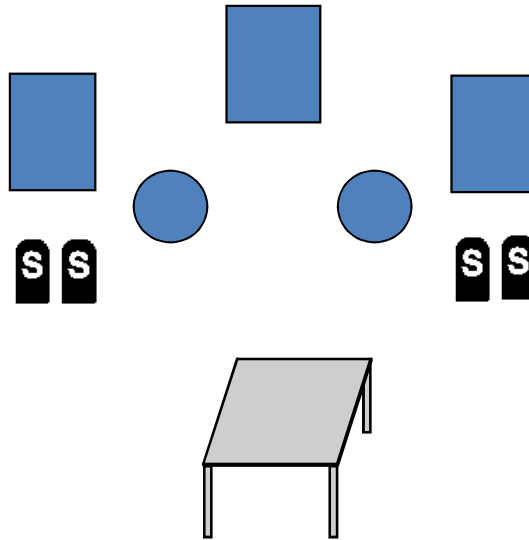
With rifle, engage all targets with one (1) on each, rectangles first, then the circles, repeat.
Move behind table and with pistols as needed, repeat rifle instructions.

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

DHI AUG '18 STAGES

STAGE 2 BIG TOWN

Yosemite Sam faces off with Bugs Bunny and says, "Listen stranger, this town ain't big enough for the two of us!" Bugs builds up the town a bit and hurries back to ask, "NOW is it big enough?"



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 horse **NOT** next to you

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

Procedure: Say "NOW is it big enough?" and wait for the beep.

ATB, with rifle engage RP1 - RP5 with a Double-Tap Sweep, from either direction.

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

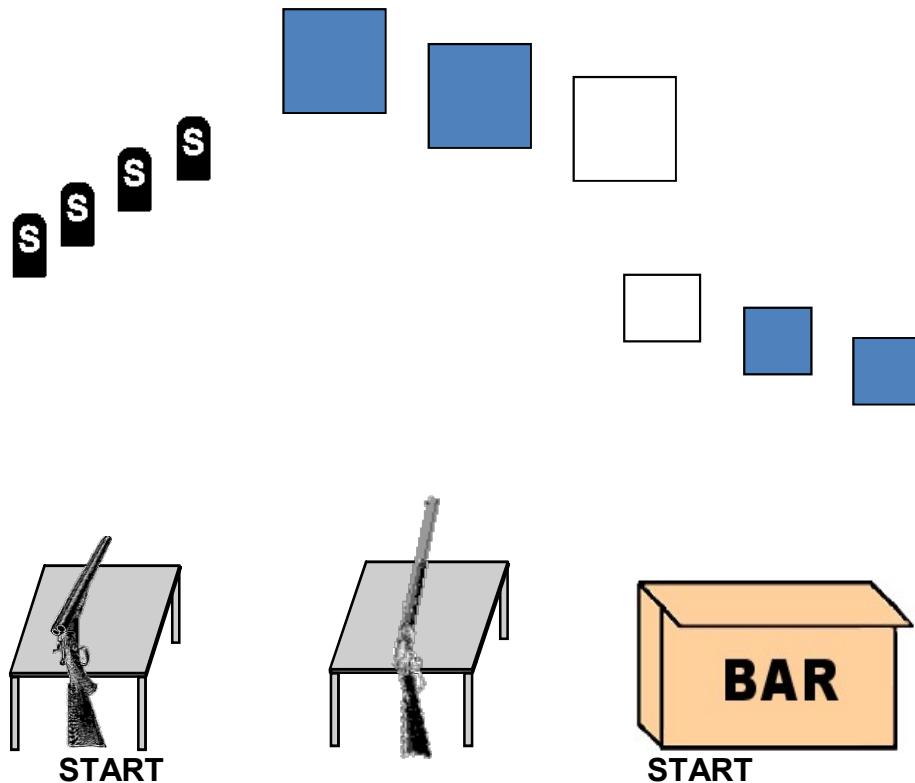
Move behind table and with pistols as needed, engage RP1 - RP5 with a continuous Double-Tap Sweep, from either direction.

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

DHI AUG '18 STAGES

STAGE 3 TEN SHOOTER

Yosemite Sam tells Bugs the town still ain't big enough and proclaims, "and now YORE a getting outta town!" and pulls a six-shooter on Bugs. Bugs retorts, "OHHH, no I ain't!" and pulls a seven-shooter! They keep one-upping each other until Sam pulls a ten-shooter. Bugs responds by proclaiming once again, OHHH, no I ain't!" and shoots Sam in the nose with a pea shooter.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on right table (center stage)

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, staged on the left table

Start: Standing either behind bar or left table, hands at sides.

Procedure: Say "OHHH, no I ain't!" and wait for the beep.

ATB, if starting on the right, with pistols as needed, engage P1 - P3 and R3 (white target) with a Nevada Sweep, double-tapping the WHITE targets and starting on the RIGHT.

With rifle, engage R1 - R3 and P3 (yes, the white target) with same instructions as pistols, BUT start on the LEFT.

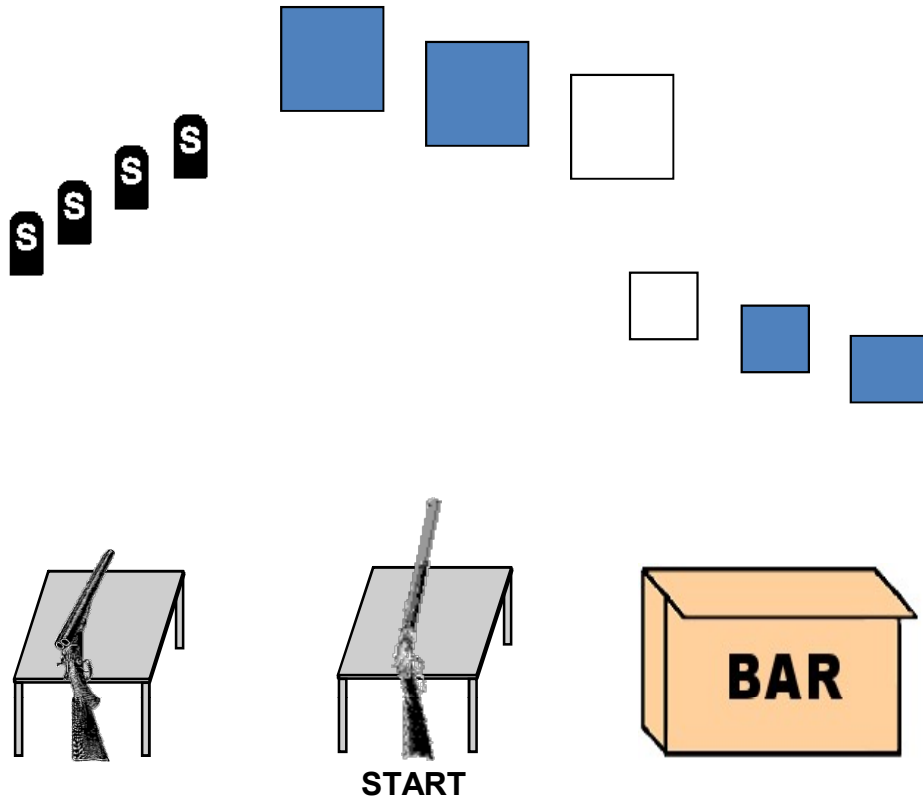
With shotgun, engage shotgun targets in any order.

Note: If starting on left, order is shotgun, rifle, pistols.

DHI AUG '18 STAGES

STAGE 4 LONG-EARED GALOOT

After falling down a mineshaft, Yosemite Sam regains his composure and pulls a six-shooter on Bugs Bunny and tells him, "Start walkin' ya dog gone long-eared galoot!" Bugs responds, "Just a minute pardner, you can't talk to me like that. Dems fightin' woyds!"



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 left table

Start: Standing behind right table, hands flat on table .

Procedure: Say “Dems fightin' woyds!” and wait for the beep.

ATB, with rifle, engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction. Move to bar OR left table.

At left, engage shotgun targets in any order from left table.

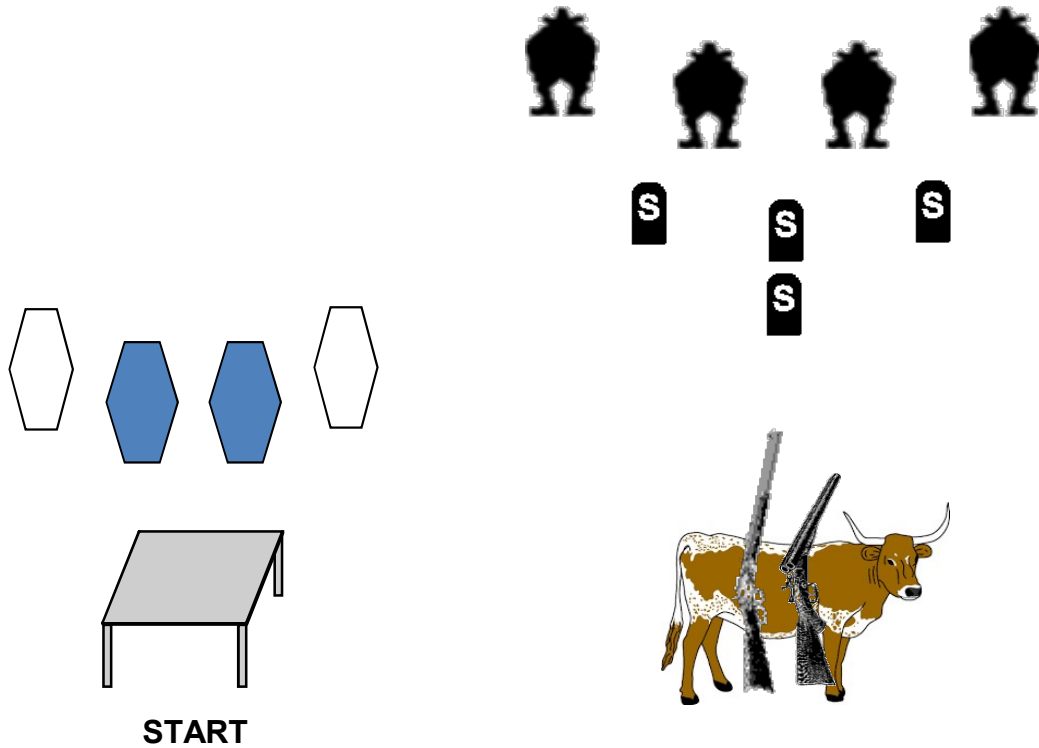
From the bar, with pistols as needed, engage P1 - P3 with a continuous Double-Tap Nevada Sweep, from either direction.

Move to last firing position and engage as necessary.

DHI AUG '18 STAGES

STAGE 5 GIN RUMMY

Bugs and Sam decide to "make like the Western pictures" and play cards to see who gets out of town. They sit down at a poker table in the saloon and Bugs spouts, "Gin Rummy's ma game, Sam!"



Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

Start: Standing behind table, hand(s) on pistol(s).

Procedure: Say "Gin Rummy's ma game, Sam" and wait for the beep.

ATB, with pistols as needed, engage P1 - P4 with four (4) on each inside target and one (1) on each outside target.

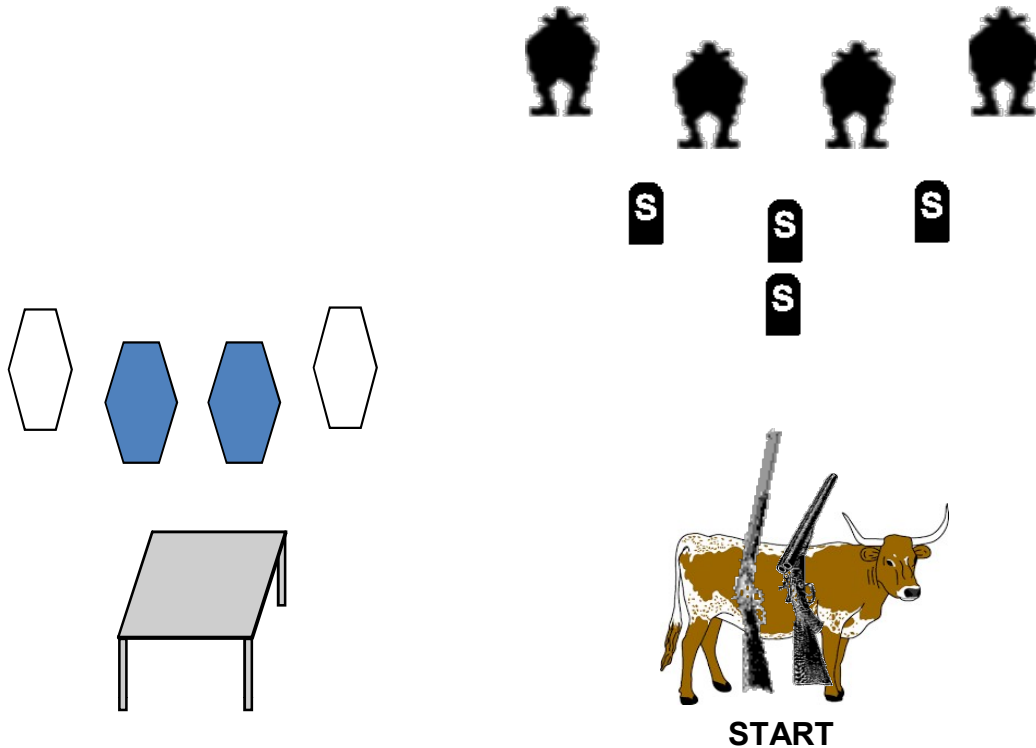
With rifle engage R1 - R4 with same sequence as pistols.

With shotgun, engage shotgun targets in any order.

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STAGE 6 SO LONG SAMMY

Bugs wins the card game and rushes Yosemite Sam out to a taxi and then to the train. Bugs tries to stuff Sam into the train car, but as soon as they see the train is full of beautiful girls, Bugs throws Sam out of the way and takes his place on the train. As the train pulls from the station, Bugs yells out the window, "So long Sammy, see ya in Miami!"



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 cow, hands touching hat.

Procedure: Say "So long Sammy, see ya in Miami!" and wait for the beep.

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

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

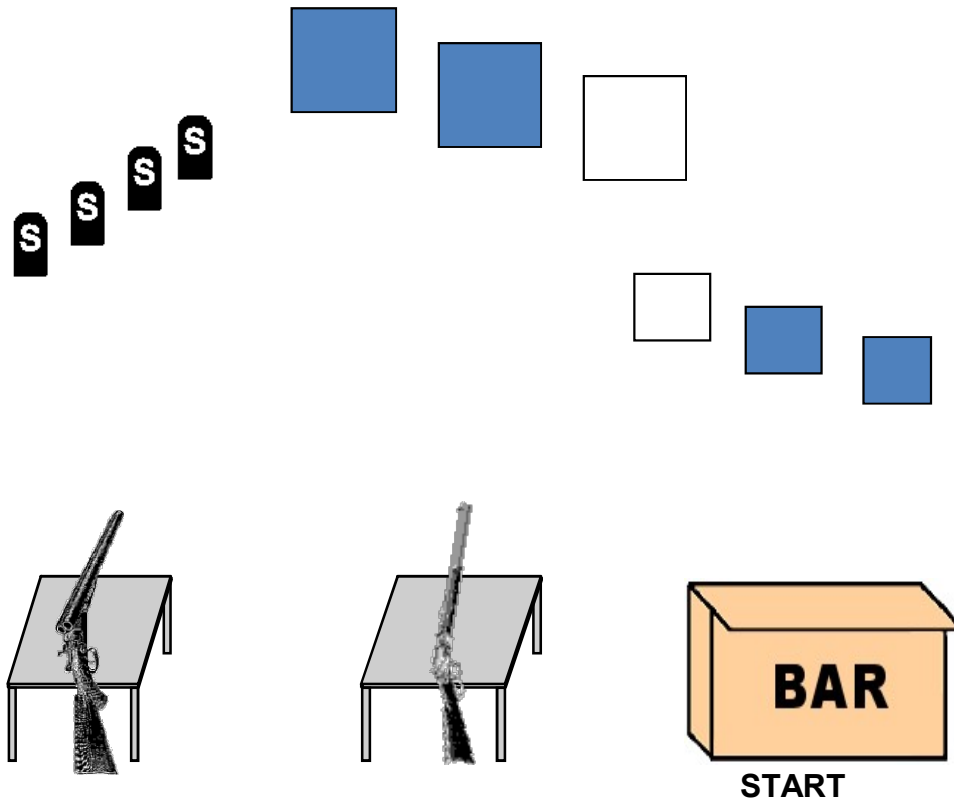
Move behind table and with pistols as needed, engage P1 - P4 with a continuous Cat Herder's Sweep, from either direction.

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

1,1,2,3,4,4,3,2,1,1

DHI AUG '18 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 left table

Start: Standing behind bar, hands at sides.

Procedure: Say "Just like Gary Cooper, huh?" and wait for the beep.

At the beep, with pistols as needed, engage P1 - P3 with a continuous 3-4-3 Sweep, from either direction.

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

Engage shotgun targets in any order.