



February 2018

Stages

Compliments of Rainmaker & Judge'm All Duncan!

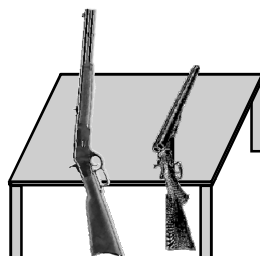
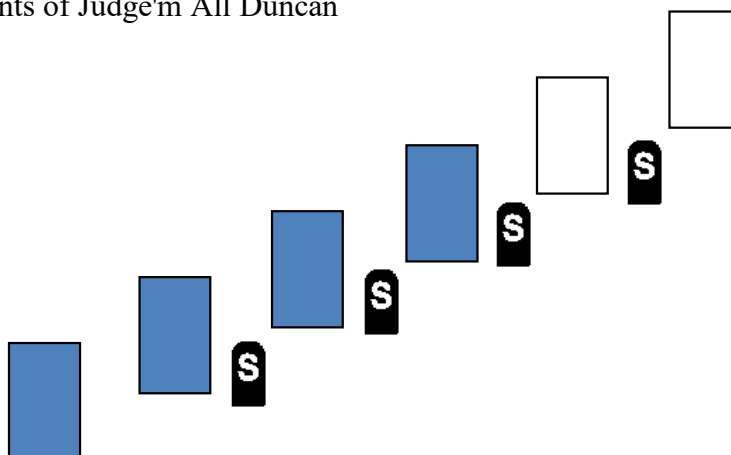
DHI FEBRUARY '18 STAGES

STAGE 1 OUTLAW!

Chili Pepper Jack does everything he does with passion and fervor. He served his country with distinction and honor and now he's all in when it comes to Cowboy shootin'.

But when he shoots Outlaw, he REALLY gets fired up!

Stage, Compliments of Judge'm All Duncan



START

Ammo: Pistols 10, Rifle **10+1**, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on the table

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, staged on the table

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

Procedure: Say “**OUTLAW!**” and wait for the beep.

ATB, with rifle and pistols as needed, engage RP1 -RP6 with a continuous **21 round** Nevada Sweep, starting on either end.

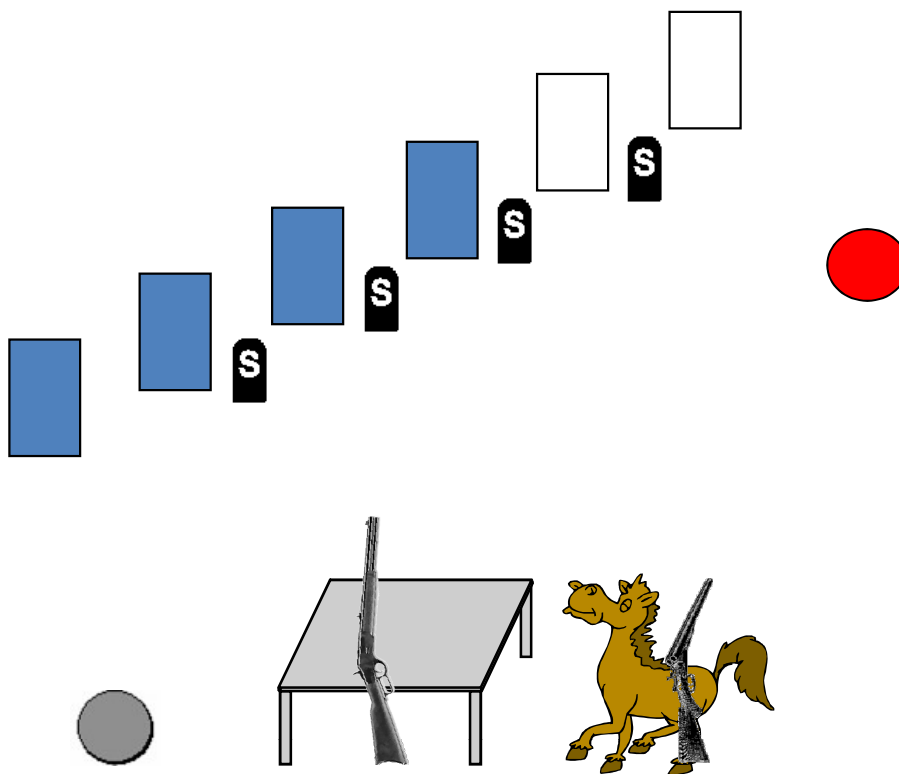
Engage shotgun targets in any order.

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

DHI FEBRUARY '18 STAGES

STAGE 2 LOVE THEM DUDDS

Koda Joe is a gunfighter, and quite an accomplished one at that. He has a passion for shooting and not just shooting, but shooting some of the finest firearms available. But his real love is dressin' the part. In fact, if he couldn't wear his fancy duds, he just wouldn't shoot at all!



START

Ammo: Pistols 10, Rifle 10, Shotgun 1+

Staging: Rifle loaded with 10 rounds, staged on the table

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, staged on the horse

Start: Standing with one foot touching the stone, hand(s) on pistol(s).

Procedure: Say “**Check out my woolies!**” and wait for the beep.

ATB, with pistols as needed, engage P1 - P4 (Blue targets) with a continuous Reverse Lawrence Welk Sweep, from either direction.

Move to table and with rifle, engage RP1 - RP6 and the knockdowns once each.

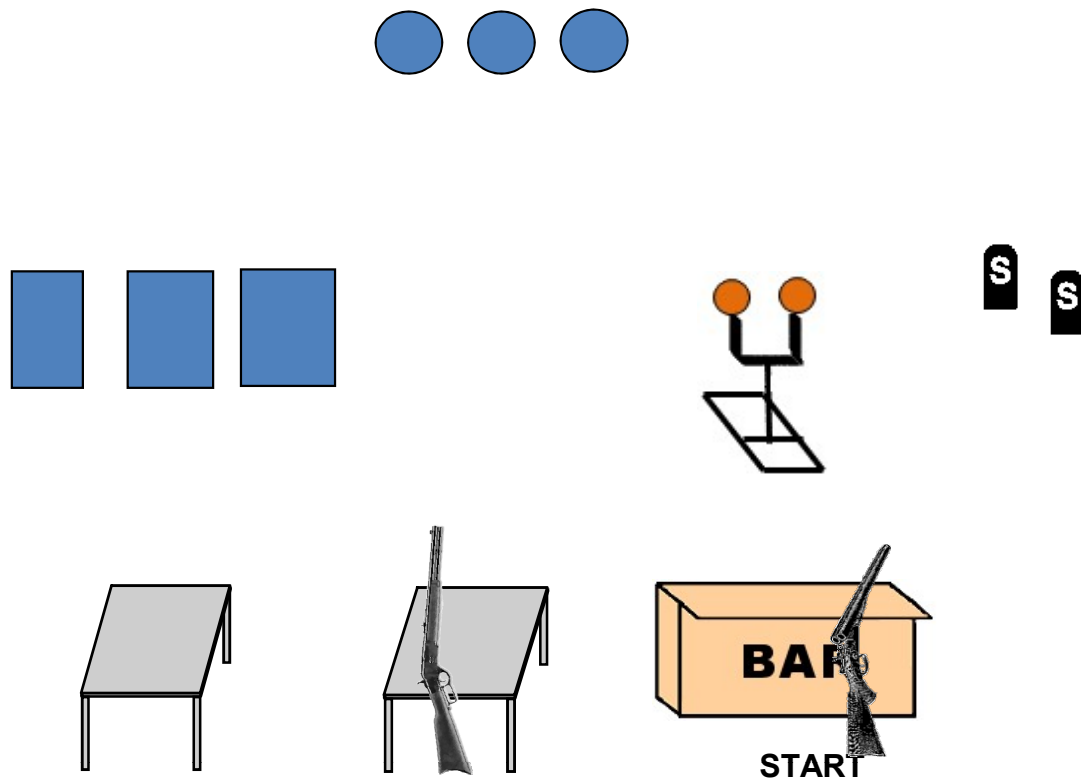
With shotgun engage any remaining knockdowns **THEN** the Stop plate.

Note: Misses on knockdowns will not count as misses unless left up. A hit on the Stop plate is not required.

DHI FEBRUARY '18 STAGES

STAGE 3 OZARK CLEAN AND SMOOTH

We all love a nice clean stage, but nobody loves one as much as Ozark Azz. Clean, smooth and NO shotgun misses! That'd be just wastin ammo!



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, held in both hands

Start: Standing behind bar, shotgun held in both hands.

Procedure: Say “**Hey, you wasted that ammo!**” and wait for the beep.

ATB, with shotgun, engage two right shotgun targets through the window, then the Swingers from the bar.

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

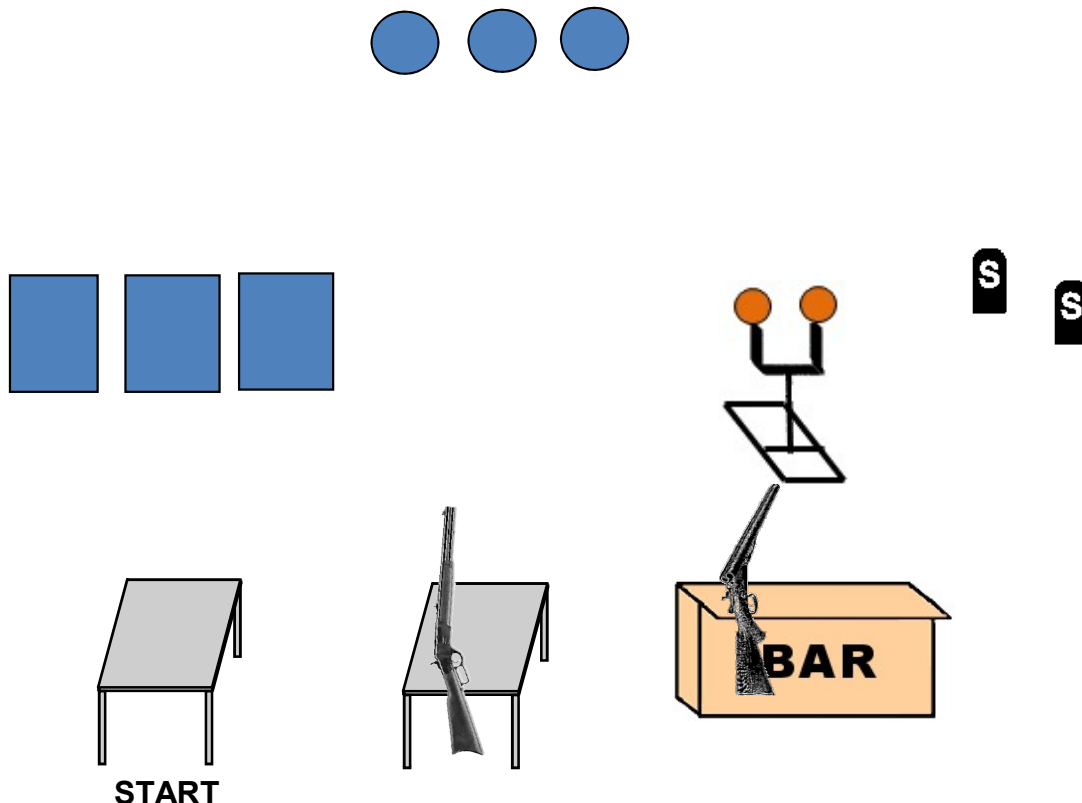
Move behind left table and with pistols as needed, repeat rifle directions

Note: Swinging clays may be engaged as many times as necessary. Unbroken will be misses.

DHI FEBRUARY '18 STAGES

STAGE 4 LOVE THAT DING!

Pig Iron Lane is a metal workin man. And nothing gets him goin like hearin the ring of lead on steel. In fact, when he's runnin through a stage, you might just see him crack a smile.



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 “Sounds good to me!” and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with two (2) on each outside target **then** one (1) on the center target, repeat.

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

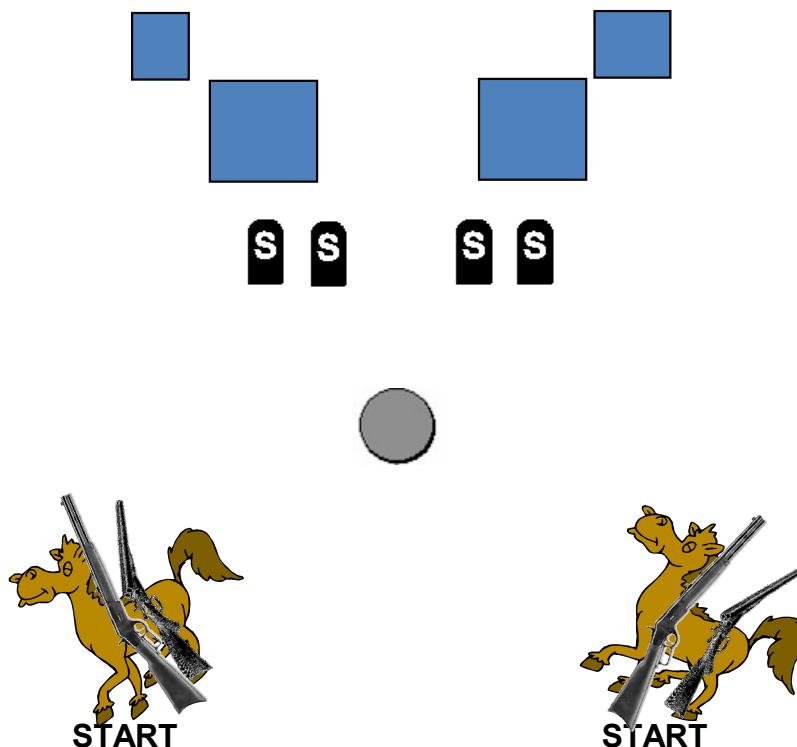
Move to bar and engage shotgun targets in any order.

Note: Clays will be treated as normal shotgun targets and must be broken or they will be misses.

DHI FEBRUARY '18 STAGES

STAGE 5 THE COLLECTOR

Steamboat is a collector. He collects many things, but what he loves most are unique, classic firearms. Just ask him about his Walker Colt and see how he lights up.



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 either horse, hands on corners of horse's "table".

Procedure: Say "Have you seen my new pistol?" and wait for the beep.

ATB, **if** starting with shotgun, engage shotgun targets in any order.

Move to other horse and with rifle engage RP1 - RP4 with one (1) on the small targets and four (4) on the large targets, in any order.

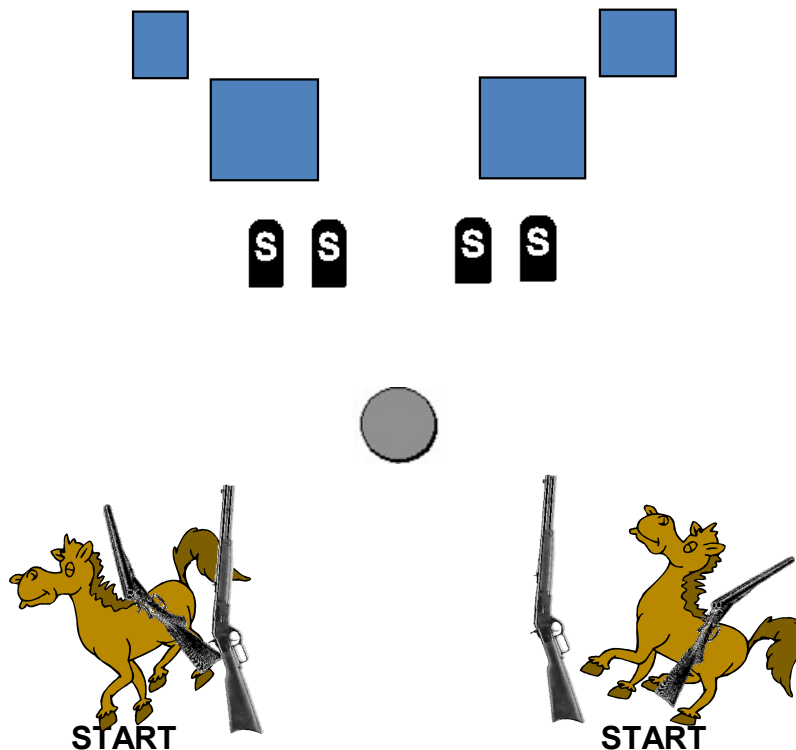
Move to within kicking distance of the stone and with pistols as needed, engage RP1 - RP4 with same instructions as rifle.

Note: You may start with rifle or shotgun.

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STAGE 6 DHI LOVE

DHI has several couples that shoot together and even go head to head once in a while. Nothing says “I Love You” like whoopin your partner’s tail on a stage.



Ammo: Pistols 10, Rifle 10, Shotgun 2+

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

Start: Standing behind either horse, holding rifle in both hands.

Procedure: Say “I love you, Honey” and wait for the beep.

ATB, with rifle engage a knockdown then the two targets on that side with double-taps, repeat for other side.

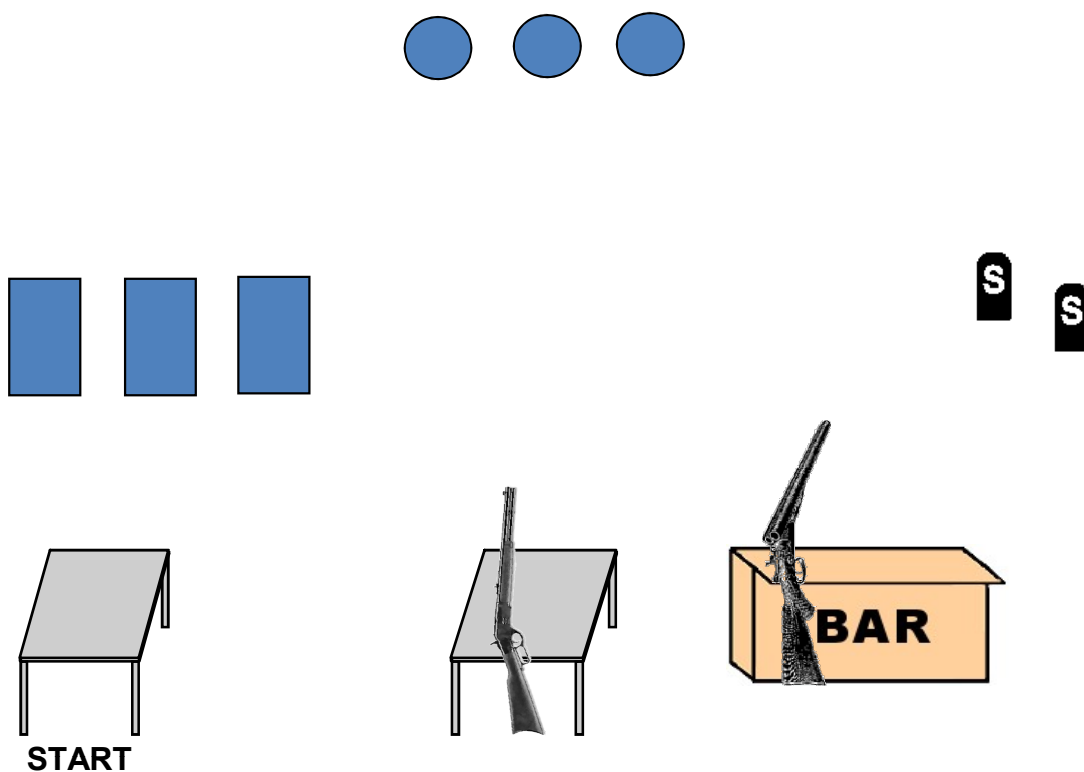
With shotgun, engage any knockdowns still remaining.

Move to within kicking distance of stone and with pistols as needed, engage targets with at least two (2) on each.

Note: Misses on knockdowns will not count as misses unless left up.

DHI FEBRUARY '18 STAGES

WARM UP STAGE



Ammo: Pistols 10, Rifle 10 Shotgun 2+

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 "Happy Valentines Day!" and wait for the beep.

At the beep, with pistols as needed, engage P1 - P3 with a sweep, then the end targets, then another sweep, then the end targets.

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

Move to bar and engage shotgun targets in any order.