



January 2018

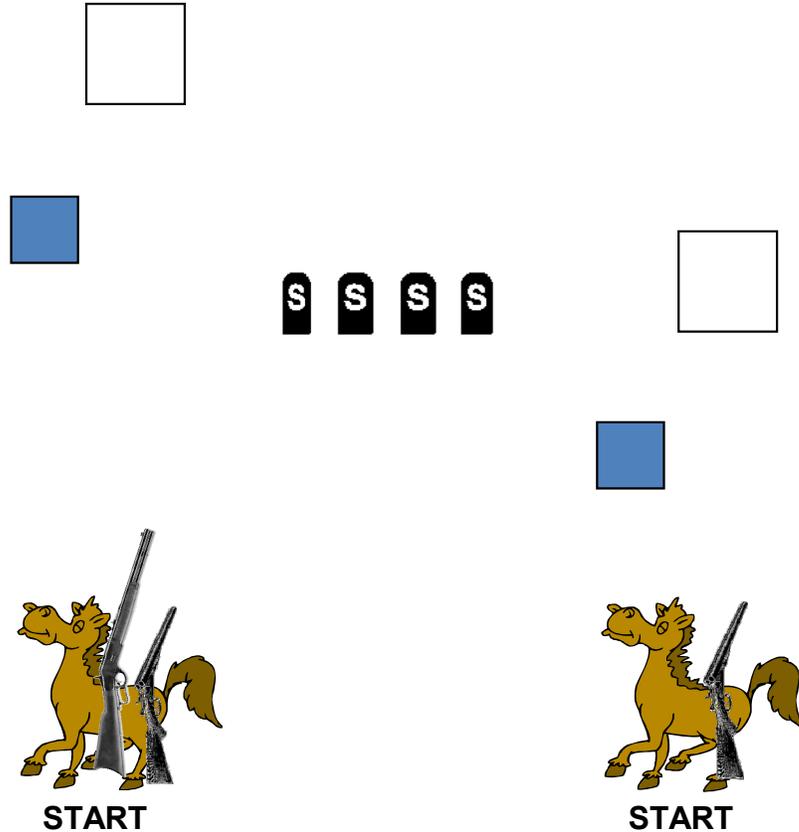
Stages

Compliments of Rainmaker!

DHI JAN '18 STAGES

STAGE 1 JOE BURDETTE

Brother of town big shot, Joe Burdette has just shot a man to death. Sheriff John T. Chance is on the job though and after some problems with his deputy Dude, Chance makes the arrest.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on the left horse

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, staged on either horse.

Start: Standing behind either horse, hand(s) on starting gun(s).

Procedure: Say “Joe, you're under arrest” and wait for the beep.

ATB, if starting on left, with rifle, engage R1 and R2 with one (1) on the small target then four (4) on the large target, repeat.

Engage shotgun targets in any order anywhere between the horses.

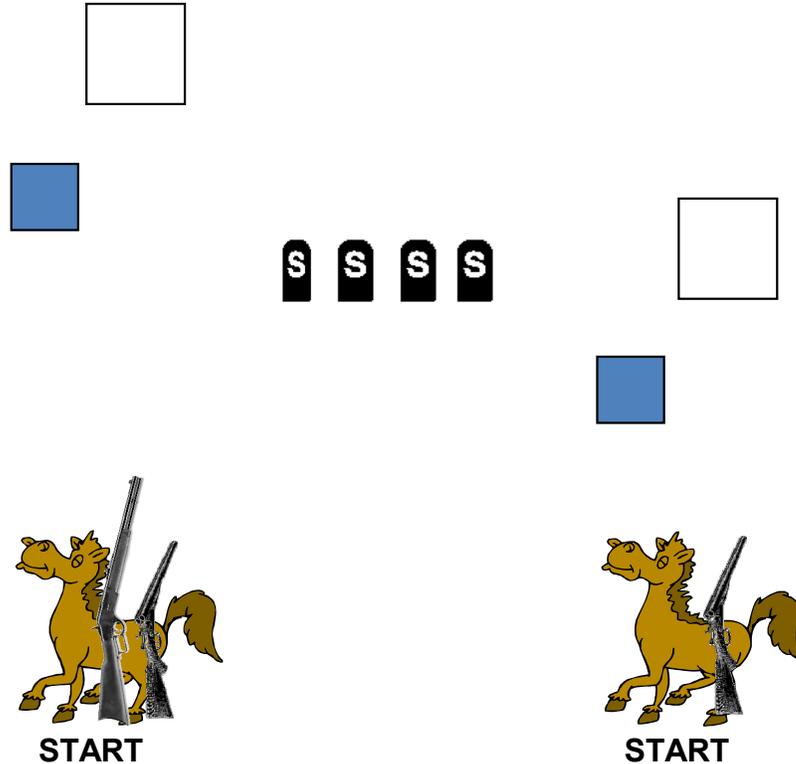
Move to other horse, make shotgun safe and with pistols as needed, engage P1 and P2 with same directions as rifle.

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

DHI JAN '18 STAGES

STAGE 2 COLORADO

Sheriff John T. Chance has his hands full with Joe Burdette in his jail and things heating up in town. Friend Pat Wheeler and his wagon train of supplies heads in to town and Chance wants to know about a new hand in Wheeler's crew.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on left horse
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on either horse (**the horse where you finish**).

Start: Standing behind either horse, hands at sides.

Procedure: Say “**Alright buster, what do ya do?**” and wait for the beep.

ATB, **if starting on right**, with pistols as needed, engage P1 and P2 with a continuous Hiccup Nevada Sweep, from either direction.

Move to left horse and with rifle, engage R1 and R2 with a Hiccup Nevada Sweep, from either direction.

Engage shotgun targets in any order.

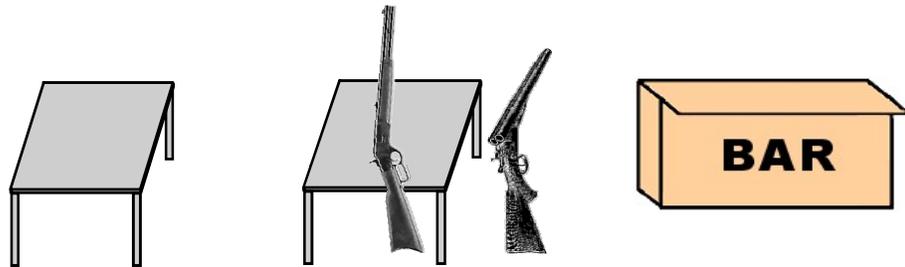
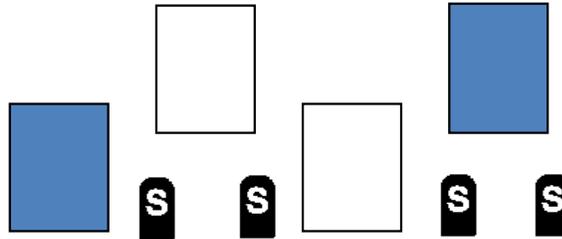
If starting on left, order will be R-P-S, and stage shotgun on right horse.

Note: A Hiccup Nevada Sweep is shot the same as a Nevada Sweep only Double-Tapping the WHITE target.

DHI JAN '18 STAGES

STAGE 3 MAN IN THE CHECKERED VEST

Sheriff Chance has just discovered cards missing from the deck previously used in the local poker game. After confronting a young lady about the missing cards, he and gunfighter Colorado confront the man in the checkered vest.



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 the right table (center stage), shotgun held in both hands.

Procedure: Say “**Alright, keep your hands on the table!**” and wait for the beep.

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

With rifle, engage R/P targets with a 3-2-2-3 Sweep, from either direction.

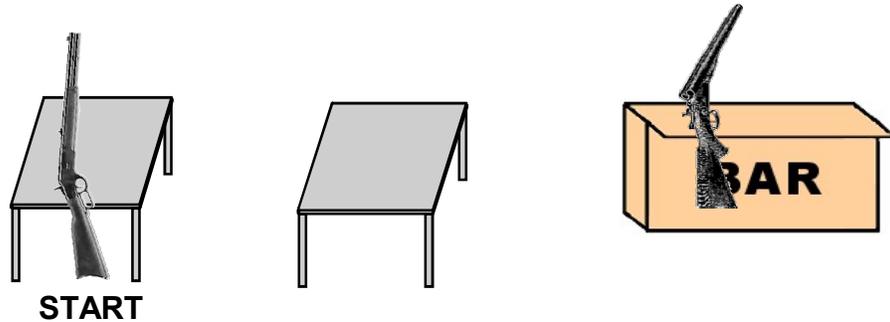
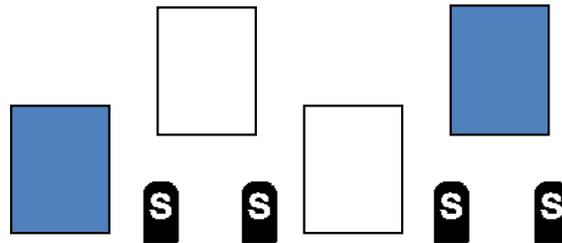
With pistols as needed, engage R/P targets with a continuous 3-2-2-3 Sweep, from either direction.

Note: All targets will be engaged from the Start position.

DHI JAN '18 STAGES

STAGE 4 PICK IT UP

Chance and Dude have followed the man who gunned down Pat Wheeler into Burdette's saloon. Dude get's the drop on the man and shoots him down. Suddenly, one of Burdette's men reaches for a gun and Chance tells him that if he really wants it, to go ahead and pick it up.



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 left table, hands at low surrender.

Procedure: Say “**You want that gun? Pick it up!**” and wait for the beep.

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

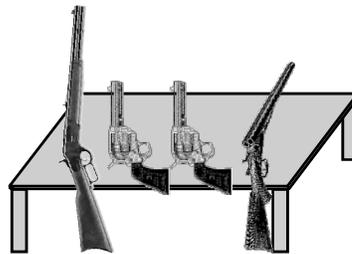
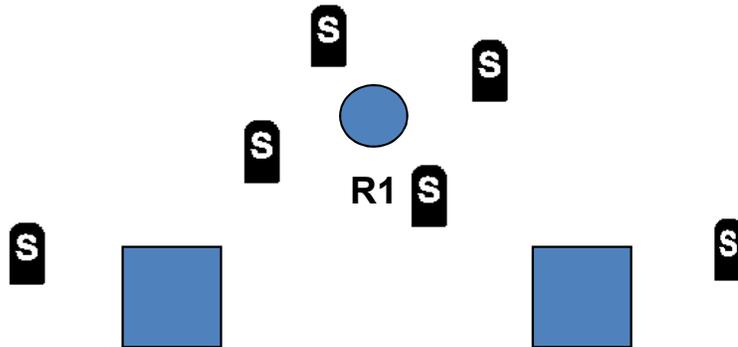
Move to right table and with pistols as needed, engage RP1 - RP4 with a continuous Nevada Sweep, from either direction.

Move to bar and engage shotgun targets in any order.

DHI JAN '18 STAGES

STAGE 5 SORRY DON'T GET IT DONE

After some words are exchanged about Dude's drunkenness, Dude backhands Chance, then apologizes. Chance tells him "Sorry don't get it done, Dude. That's the second time you've hit me, don't ever do it again".



START

Ammo: Pistols 10, Rifle 9, Shotgun 4+

Staging: Rifle loaded with 9 rounds, staged on the table
Pistols loaded with 5 rounds each and **staged on the table**
Shotgun open and empty staged on the table

Start: Standing behind table, hands touching hat.

Procedure: Say "Sorry don't get it done, Dude" and wait for the beep.

ATB, with pistols as needed, engage P1 and P2 with 5 on each.

With rifle, engage R1 and center four knockdowns alternating, starting and ending on R1.

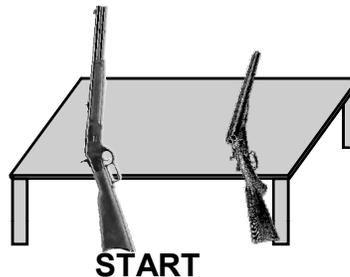
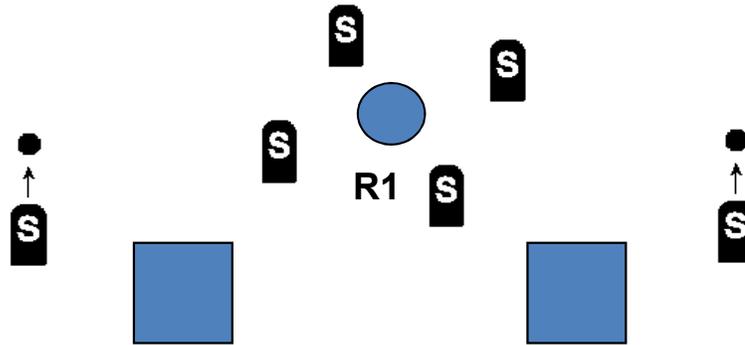
Engage shotgun targets in any order. Any standing knockdowns may be made up at this time.

Note: Misses on the knockdowns will not be scored as misses unless they are left up.

DHI JAN '18 STAGES

STAGE 6 DYNEEMITE

Chance has his trusty deputy, Stumpy throwing sticks of dynamite at Nathan Burdette's house so he can shoot them and blow up the house. He keeps telling Stumpy to throw them farther and Stumpy, aggravated by Chance's demands, asks "what would you do if I wasn't here?" Chance tells him, "I'd throw em myself!"



Ammo: Pistols 10, Rifle 10, 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 table, hands touching shotgun.

Procedure: Say "I'd throw em myself!" and wait for the beep.

ATB, with shotgun, engage outside knockdowns and pop-ups in any order.

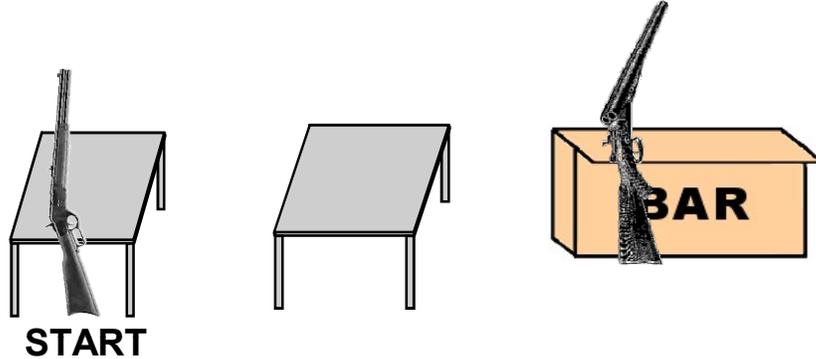
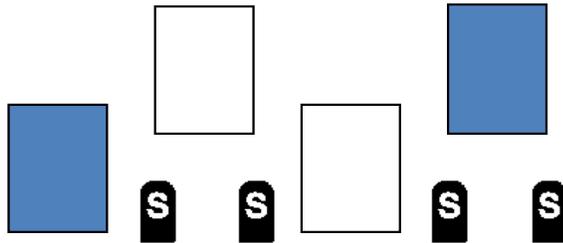
With rifle, engage R1, P1 and P2 once each, **then** the knockdowns, **then** R1, P1 and P2 again once each.

With pistols as needed, engage P1 and P2 with two 4-1 Sweeps, starting on either side each time. Any standing knockdown may be made up at this time.

Note: Misses on the pop-ups will not count as misses, but if hit, will be 5 second bonuses each. Misses on knockdowns will not be counted as misses unless they are left up.

DHI JAN '18 STAGES

WARM UP STAGE



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 the left table, hands flat on table.

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

At the beep, engage RP1 - RP4 with a Cat Herder's Sweep, from either direction.

From right table, with pistols as needed, engage RP1 - RP4 with a continuous Cat Herder's Sweep, from either direction.

Move to bar and engage shotgun targets in any order.

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