



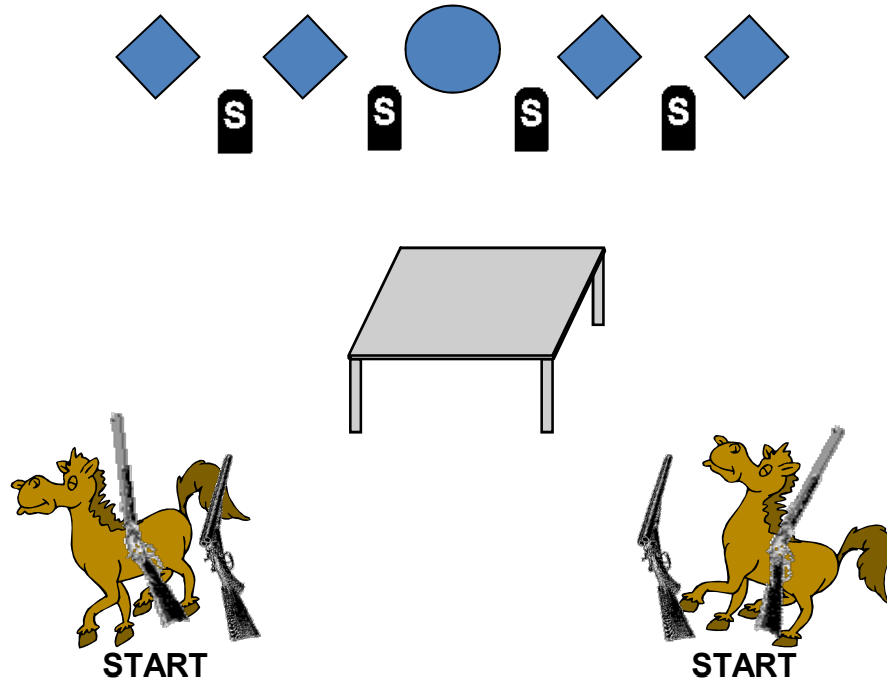
July 2018
Stages

Compliments of Rainmaker

DHI JUL '18 STAGES

STAGE 1 ETHAN EDWARDS - THE SEARCHERS

Shortly after he's returned from the War between the States, Ethan Edwards' two nieces have been taken by Comanches. Ethan and his nephew Martin find Debbie and rather than see her live as a Comanche, Ethan tries to kill her. Martin foils the attempt and Ethan is wounded. While begrudgingly tending to Ethan's wound, he tells him, "I hope you die". Ethan sneers back,



Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

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

Procedure: Say "That'll be the day!" and wait for the beep.

ATB, engage shotgun targets in any order.

With rifle, engage RP1 - RP5 with two (2) on each outside target, then one (1) on the center, two (2) on each inside target, then one (1) on the center.

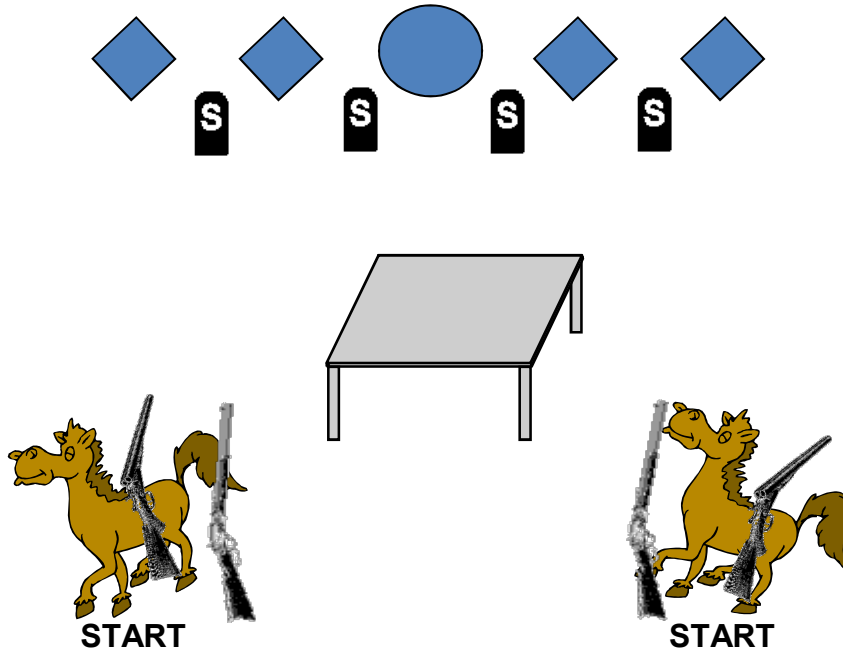
Move behind table and with pistols as needed, repeat rifle instructions.

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

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STAGE 2 SHANE

Weary gunfighter, Shane sides with homesteaders in Wyoming and is thrust into a feud between them and ruthless cattleman, Rufus Ryker. On meeting one of Ryker's hired guns, Jack Wilson, Shane tells him, "I've heard about you." Wilson asks him what he's heard and Shane tells him, "I've heard that you're a low-down Yankee liar!"



Ammo: Pistols 10, Rifle 9, Shotgun ?

Staging: Rifle loaded with **9 rounds**, held in both hands
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on horse **NOT** in front of you

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

Procedure: Say "I've heard that you're a low-down Yankee liar!" and wait for the beep.

ATB, with rifle engage RP1 - RP5 and the knockdowns with one (1) on each.

If needed, move to other horse and with shotgun, engage any remaining knockdowns.

Move behind table and with pistols as needed, engage RP1 - RP5 with two sweeps, from either direction each time.

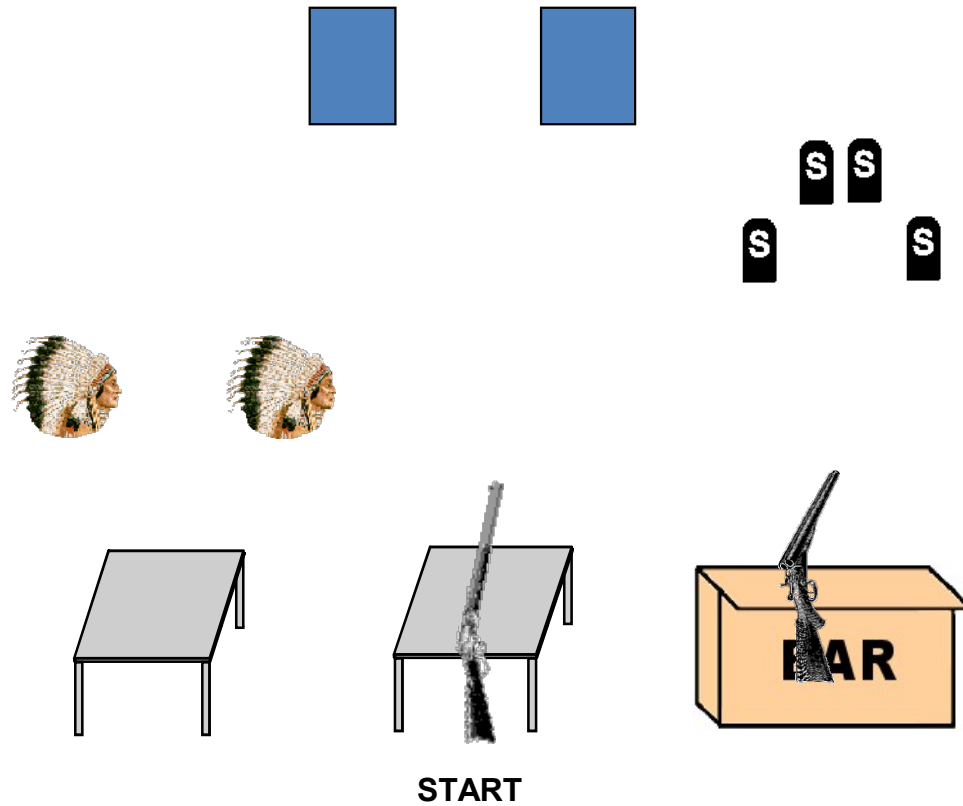
Note: Misses on the knockdowns will only be misses if left up.

Ensure long guns are restaged safely facing the berm.

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STAGE 3 MATTHEW QUIGLEY

Sharpshooter, Mathew Quigley has been lured to Australia for a special "hunt". After learning of his really quarry, Quigley gives Martson a good beating and throws him out of his house. Our story ends with a showdown between Marston and Quigley, without his trusty Sharps. Marston draws and in a flash he and two of his henchmen are shot down by Quigley. A surprised Marston looks up at Quigley, who quips, "Said I didn't have much use for 'em, never said I didn't know how to use 'em."



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 bar

Start: Standing in center doorway, hands at sides.

Procedure: Say “**This ain't Dodge City, and you ain't Bill Hickok!**” and wait for the beep.

ATB, if starting behind left table, with pistols as needed, engage P1 with three (3), then P2 with one (1), then P1 with one (1), starting on either. Repeat.

With rifle, engage R1 and R2 with same instructions as pistols.

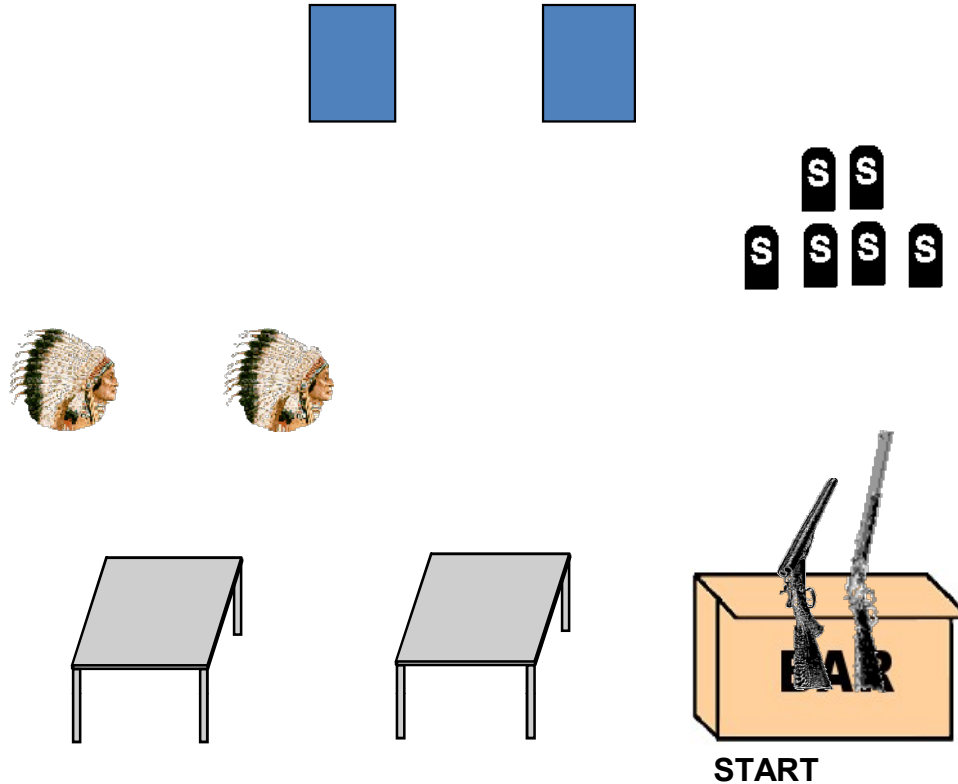
With shotgun, engage shotgun targets in any order.

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

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STAGE 4 RINGO KID - STAGECOACH

Traveling across the desert Southwest in a stagecoach, a very diverse group of passengers is about to have their trip interrupted by a band of Apaches led by Geronimo. Along the way, they take on the recently escaped, infamous outlaw the Ringo Kid. Marshal Curley Wilcox wants to handcuff and arrest Ringo, but knows he needs him to fight the Apaches.



Ammo: Pistols 10, Rifle 10, Shotgun 6+

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

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

Procedure: Say “**You may need me and this Winchester, Curley**” and wait for the beep. ATB, with rifle, engage R1 and R2 with double-taps on each, **then** triple-taps on each, **alternating**.

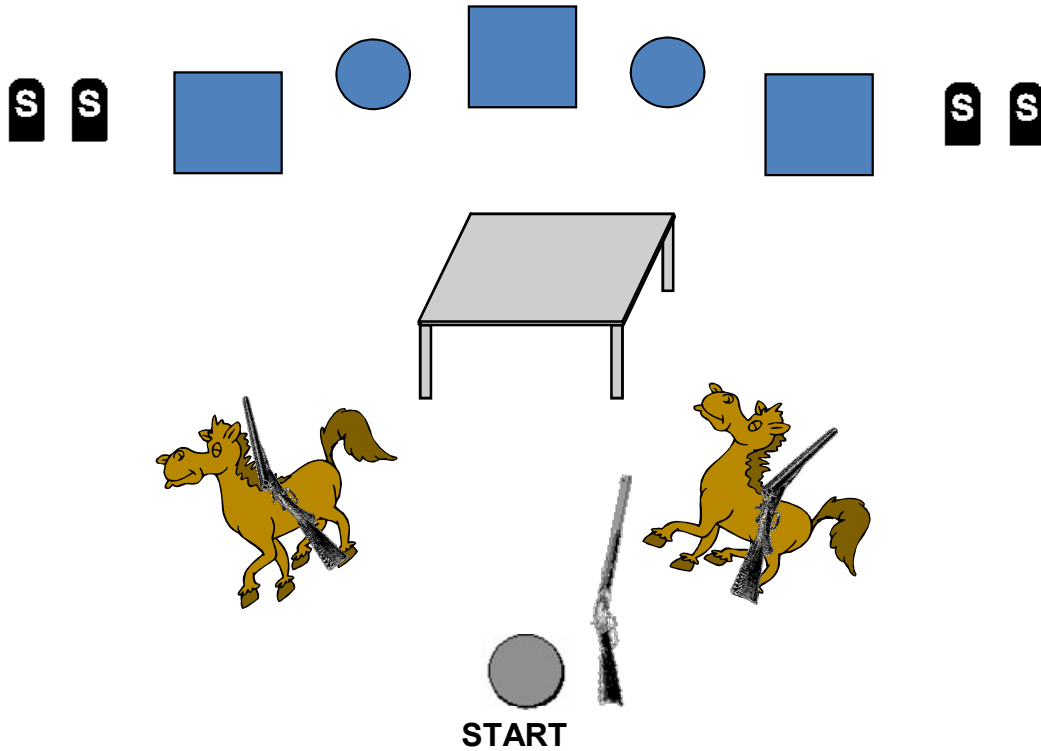
Engage shotgun targets in any order.

Move behind left table and with pistols as needed, engage P1 and P2 with same directions as rifle.

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STAGE 5 THE OUTLAW JOSEY WALES

On the run from Union forces he refused to surrender to, Josey Wales runs headlong into a group of stunned troopers. Even though his arms are full of supplies, Wales asks them, "Are you gonna pull those pistols or whistle Dixie?"



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 with one foot touching the stone, holding rifle in both hands.

Procedure: Say "Are you gonna pull those pistols or whistle Dixie?" and wait for the beep.

ATB, with rifle engage RP1 - RP5 with a 1-2-4-2-1 Sweep, from either direction.

Move to either horse and with shotgun, engage two (2) shotgun targets in any order.

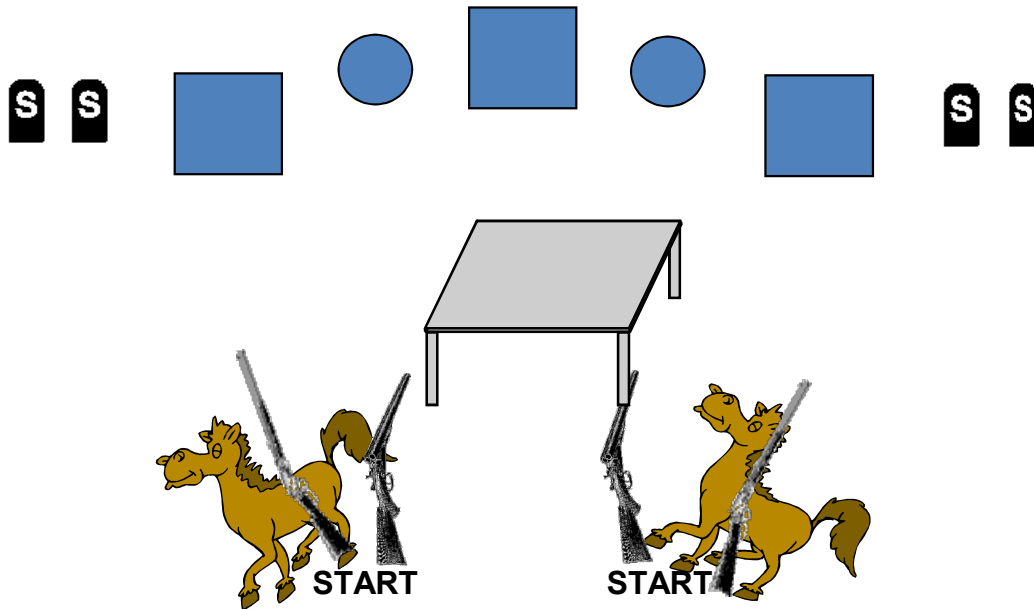
Move to table and with pistols as needed, engage RP1 - RP5 with a continuous 1-2-4-2-1 Sweep, from either direction.

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

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STAGE 6 YOUR FAVORITE LINE

Begin the stage by stating your favorite Cowboy movie line.



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 behind **empty** horse, holding shotgun in both hands.

Procedure: Say “your favorite line” and wait for the beep.

ATB, with shotgun, engage two (2) shotgun targets in any order, move behind other horse and engage remaining shotgun targets.

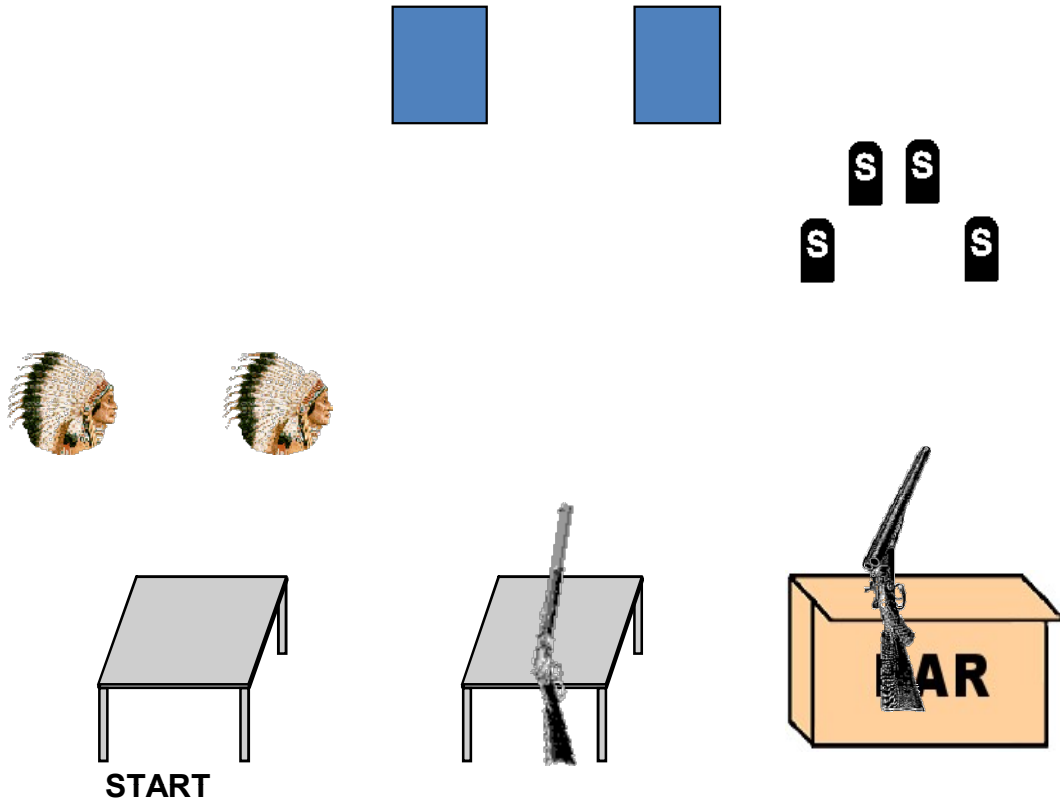
With rifle engage RP1 - RP5 with a Double-Tap Sweep, from either direction.

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

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

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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 left table, hands at sides.

Procedure: Say "Come on already!" and wait for the beep.

At the beep, with pistols as needed, engage P1 and P2 with five (5) on each.

With rifle, engage R1 and R2 with five (5) on each.

Engage shotgun targets in any order.