

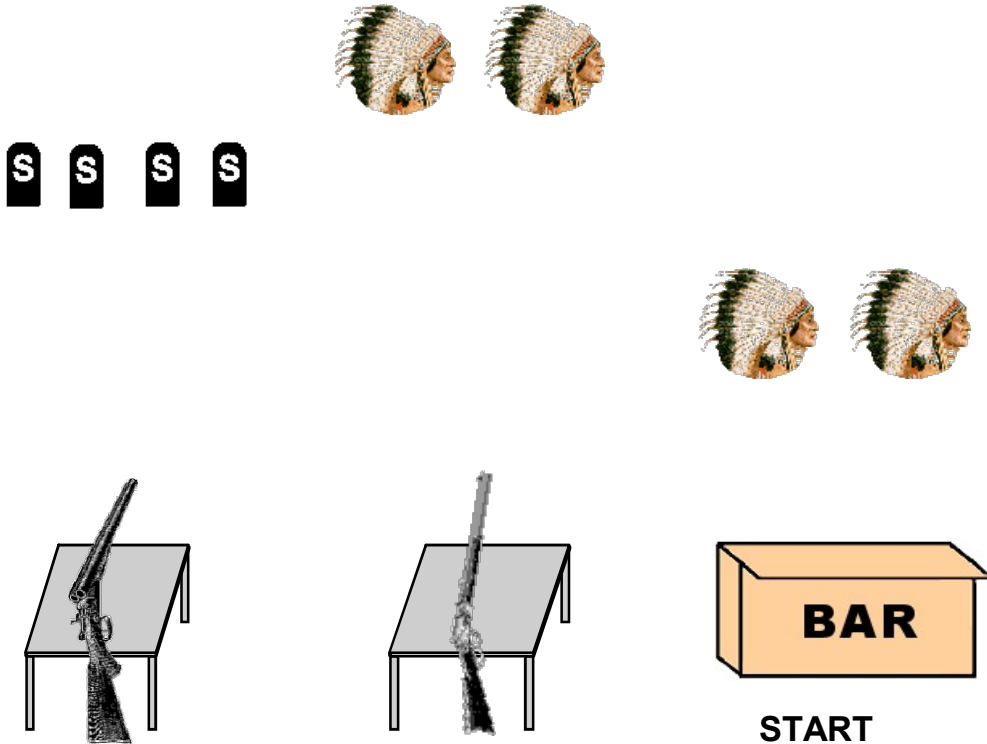


May 2018
Stages

Compliments of Rainmaker

DHI MAY '18 STAGES

WARM-UP STAGE, BAY 4



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 behind the bar, hands at sides.

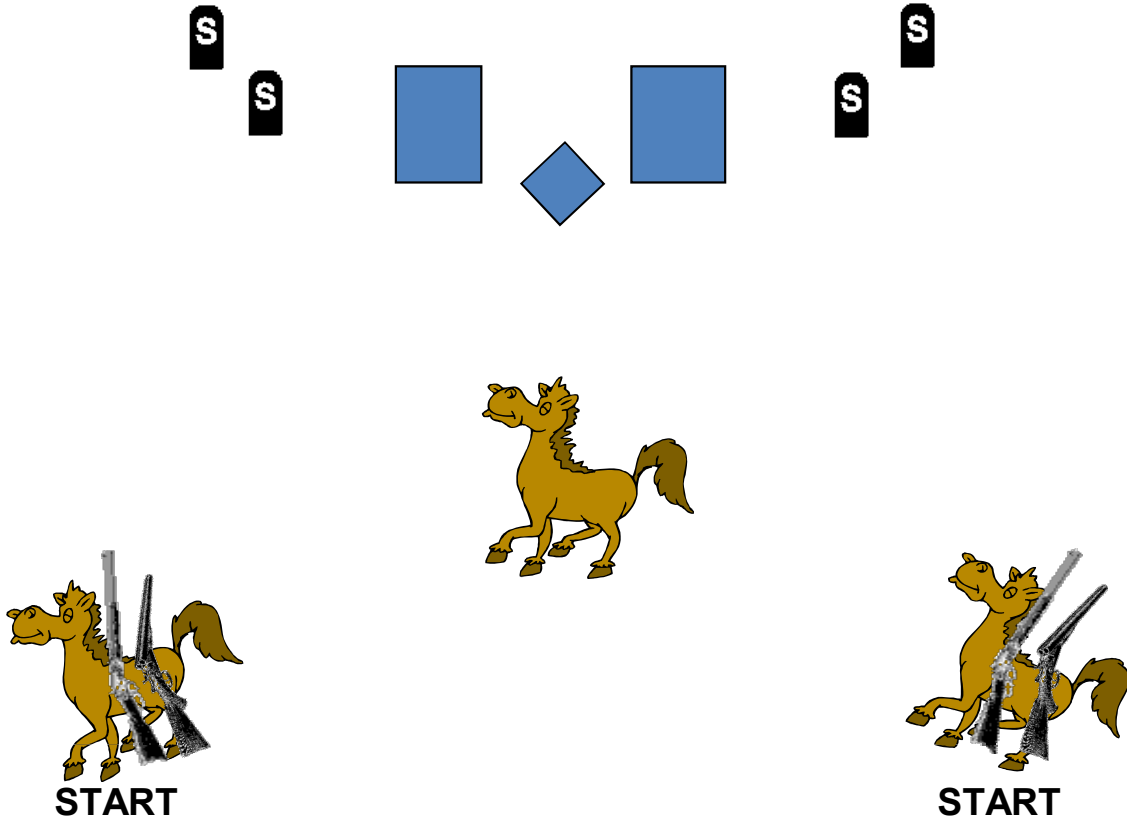
Procedure: Say "I'm Yosemite Sam!" and wait for the beep.

At the beep, with pistols as needed, engage P1 and P2 with Double-Taps alternating.
Engage R1 and R2 with same directions as pistols .
Move to left table and engage shotgun targets in any order.

DHI MAY '18 STAGES

STAGE 1, BAY 3 EATIN' LEAD

After Yosemite Sam comes into the local saloon and introduces himself, he gets up close and personal on Bugs Bunny. Bugs tells him he's been eatin onions and Sam responds "and yore gonna be eatin lead!"



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on left or right horse
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on the same horse

Start: Standing behind either left or right horse, hands at sides.

Procedure: Say “and yore gonna be eatin lead!” and wait for the beep.

ATB, with rifle engage RP1 -RP3 alternating between the rectangles for the first four (4), then the diamond once, repeat.

Take shotgun to center horse and make safe.

With pistols as needed, repeat rifle sequence.

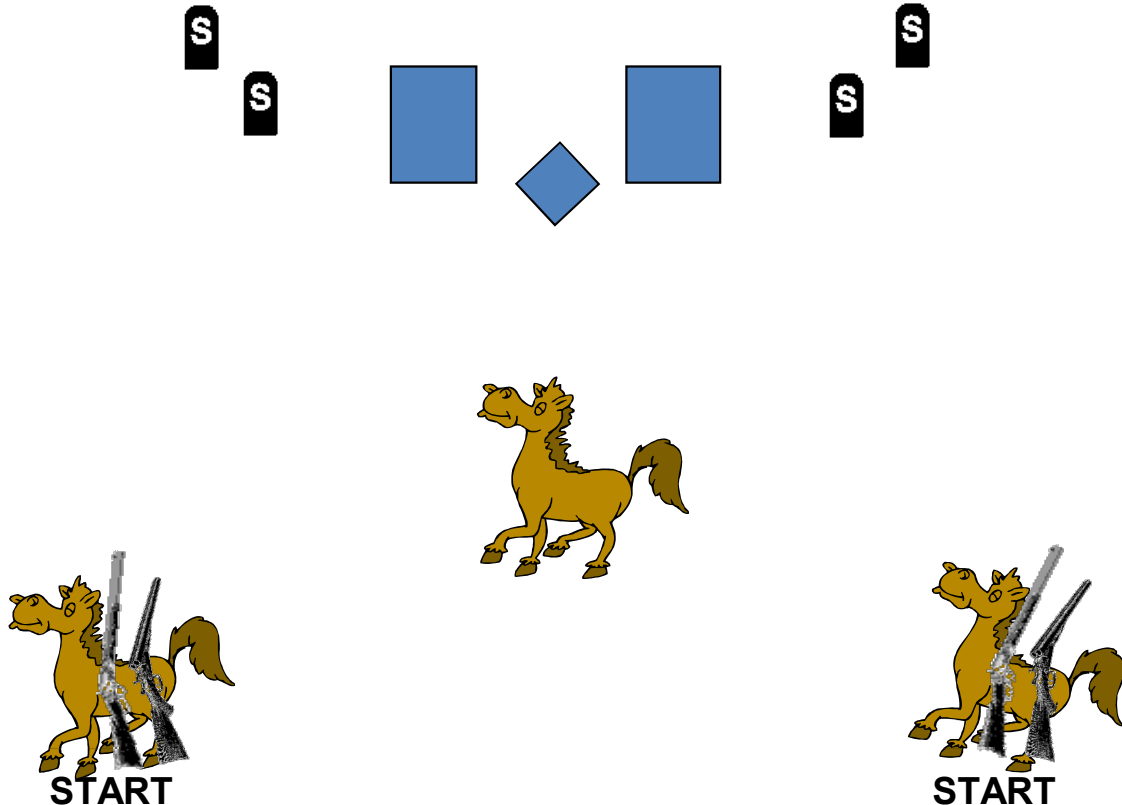
Engage shotgun targets in any order.

Note: Ensure rifle is restaged facing the berm.

DHI MAY '18 STAGES

STAGE 2, BAY 3 YOU CALL THAT SHOOTIN'

Bugs Bunny makes a ricochet trick shot and parts Yosemite Sam's hair. Sam tells him "You call THAT shootin'?"



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 the horse where you start

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

Procedure: Say "You call THAT shootin'?" and wait for the beep.

ATB, with rifle engage RP1 - RP3 with a 3-4-3 Sweep, from either direction.

With shotgun, engage two (2) shotgun targets anywhere between where you start and the center horse.

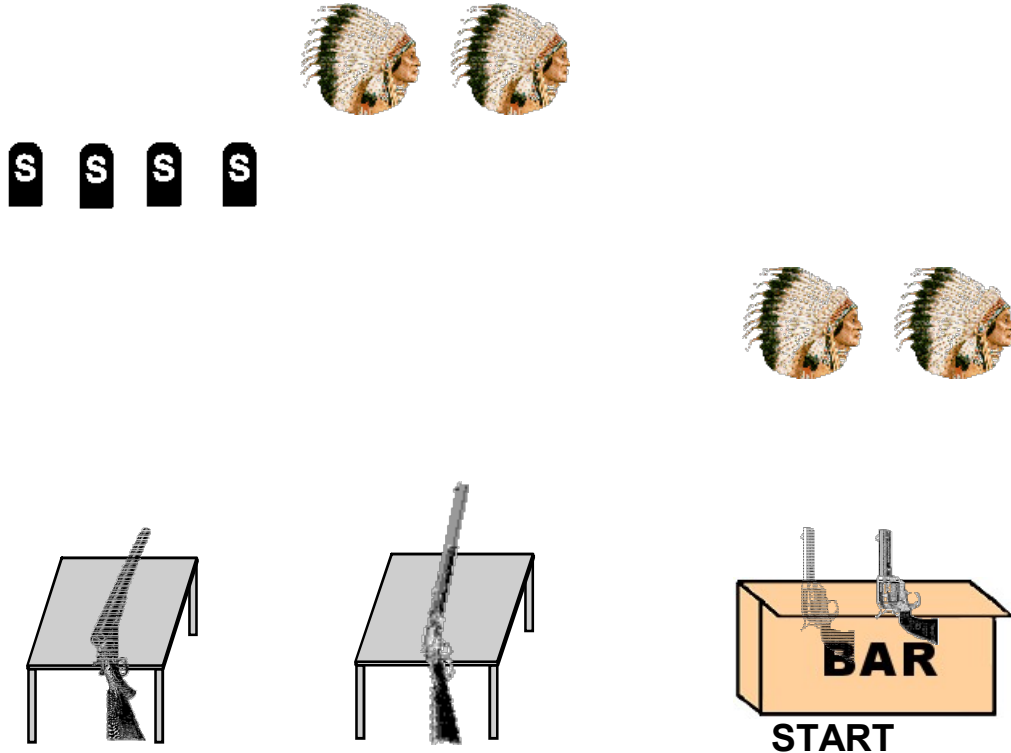
From behind center horse, with pistols as needed, engage RP1 - RP3 with a continuous 3-4-3 Sweep, from either direction.

Note: Ensure rifle is restaged safely facing the berm.

DHI MAY '18 STAGES

STAGE 3, BAY 4 BLASTIN'

Yosemite Sam shows off with some trick shootin' and Bugs shows him up. Sam says "that does it, I'm a blastin' ya!"



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 **staged on the bar**

Shotgun open and empty, staged on the left table

Start: Standing behind bar, hands flat on bar.

Procedure: Say "I'm a blastin' ya!" and wait for the beep.

ATB, with pistols as needed, engage P1 and P2 with a continuous Lawrence Welk Sweep, starting on either side.

With rifle, engage R1 and R2 with a Lawrence Welk Sweep, starting on either side.

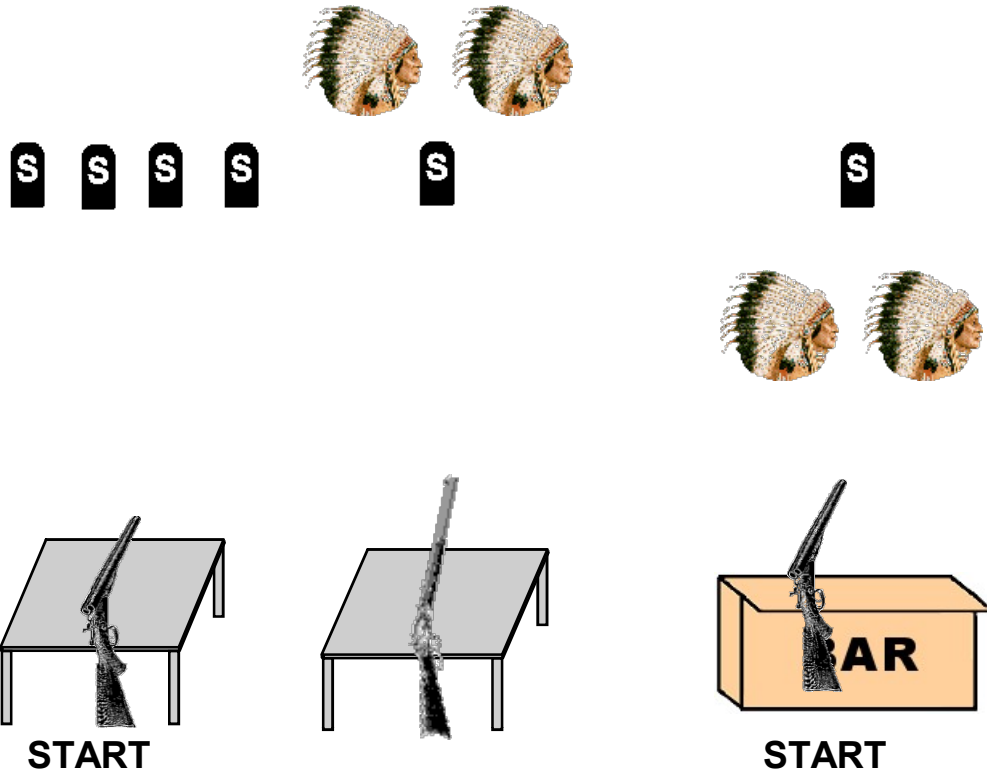
With shotgun, engage shotgun targets in any order.

Note: After firing, pistols may be holstered or returned to the bar.

DHI MAY '18 STAGES

STAGE 4, BAY 4 GENTLEMEN?

After being threatened, Bugs tells Sam "I kinda figured you'd like to settle this in a gentlemen-like manner". Sam responds "Gentlemen? Well, that's against my principles, but it's a deal!"



Ammo: Pistols 10, Rifle 10, Shotgun 6+

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, held in both hands

Start: Standing behind either the left table or the bar, holding shotgun in both hands.

Procedure: Say "Gentlemen? Well, that's against my principles!"

ATB, guns in any order (rifle not last), engage both the rifle and pistol targets with two 3-2 Sweeps, ALL from the same direction.

Pistols are shot from the bar, rifle shot from the right table (center).

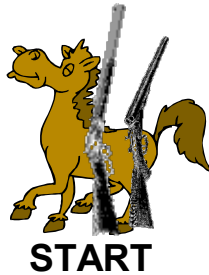
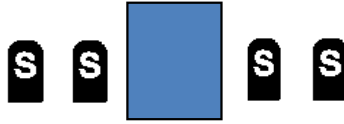
At least one shotgun target must be engaged from each firing position.

Note: Rifle cannot be the last gun.

DHI MAY '18 STAGES

STAGE 5, BAY 5 TEN PACES

Bugs Bunny challenges Yosemite Sam to a duel. "Ten paces, turn and fire" are Bugs' instructions, but Sam has other ideas.



Ammo: Pistols 10, Rifle 10, Shotgun ?

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

Start: Standing behind the horse, hands above shoulders.

Procedure: Say "One, two, three, four, five, TEN!" and wait for the beep.

ATB, with rifle engage RP1 For five (5) rounds **then**, sweep ALL of the targets once.

With pistols as needed, engage RP1 for five (5) rounds, then five more.

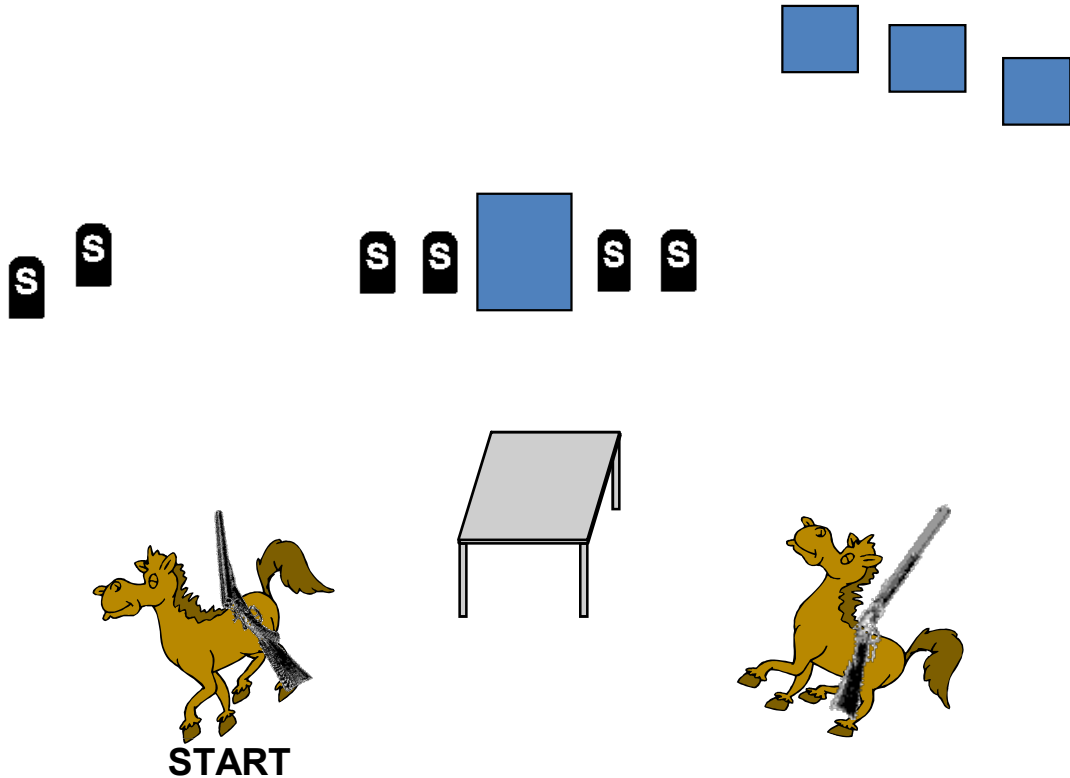
If necessary, engage remaining knockdowns with shotgun.

Note: Rifle misses on the knockdowns will not be misses unless left up.

DHI MAY '18 STAGES

STAGE 6, BAY 5 FIGHTIN' DIRTY

Yosemite Sam tried to cheat on the duel, but Bugs had him figured out. Sam fumes "No more gentlemen stuff, from now ya fights my way... DIRTY!"



Ammo: Pistols 10, Rifle 10 Shotgun 2+

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

Start: Standing behind left horse, hands flat on top of shotgun.

Procedure: Say "From now on ya fights my way... DIRTY!" and wait for the beep.

ATB, engage shotgun targets (two on left) in any order. (You may take the shotgun with you to the other 2 tables.)

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

Move behind the table and with first pistol, sweep all 5 targets. With second pistol, engage P1 with 5 rounds.

You may use the shotgun to make up any misses on the knockdowns.

Note: Pistol misses on the Knockdowns will not be misses unless left up.