



# October 2018

## Stages

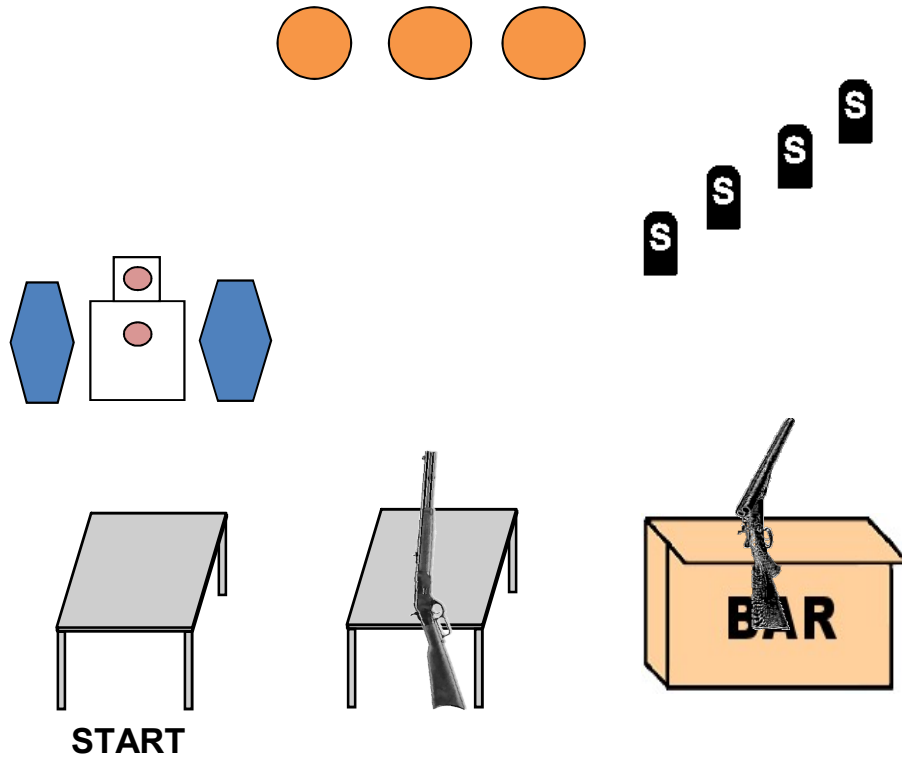
*Compliments of Rainmaker*

*Let Georgia Gypsy know if you will be at Lunch*

[Georgiagypsy17@yahoo.com](mailto:Georgiagypsy17@yahoo.com)

# DHI OCT '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 bar

**Start:** Standing behind left table, hands flat on table.

**Procedure:** Say “Trick or Treat!” and wait for the beep.

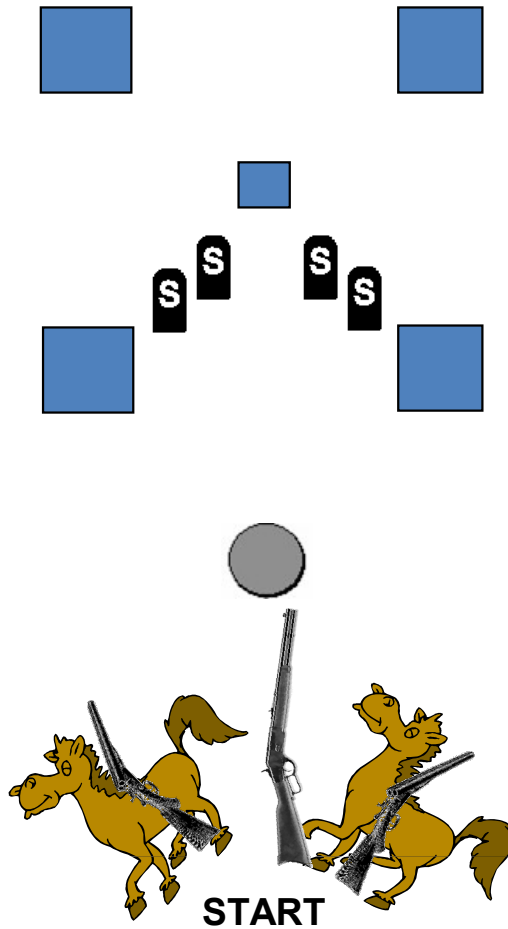
ATB, with pistols as needed, engage P1 - P3 with at least three (3) on each.

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

Engage shotgun targets in any order.

# DHI OCT '18 STAGES

## STAGE 1, BAY 3 - X OUT CANCER



**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 either horse

**Start:** Standing between horses, rifle held in both hands.

**Procedure:** Say “You get the big X!” and wait for the beep.

ATB, with rifle, engage one near target, the center target and the opposite rear target, with one round on each, then the other front target, the center target and the remaining rear target with one round on each, then each corner target, once each.

Engage shotgun targets in any order.

Move to within kicking distance of the stone and with pistols as needed, repeat rifle instructions.

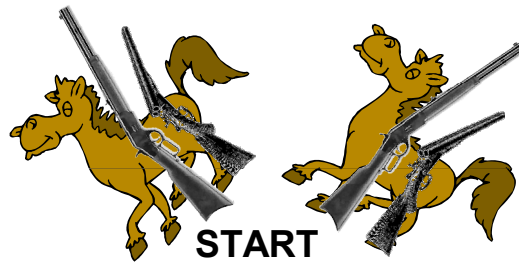
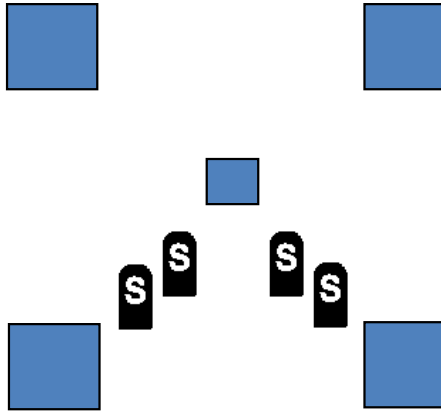
**Note:** NO double-taps! Ensure long guns are restaged facing the berm.

# DHI OCT '18 STAGES

## STAGE 2, BAY 3 - SPOOKY!

After Doc Holliday and Johnny Ringo face off in a battle of Latin words and a show of dexterity, things settle down for the moment.

But Tombstone town Marshal Fred White is not convinced it's over.



**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 either horse

**Start:** Standing between horses, hand(s) on pistol(s).

**Procedure:** Say “Getting kinda spooky around here!” and wait for the beep.

ATB, with pistols as needed engage the two **front** targets with a 4-1 Sweep, from either direction, then a 4-1 Sweep from the **opposite** direction.

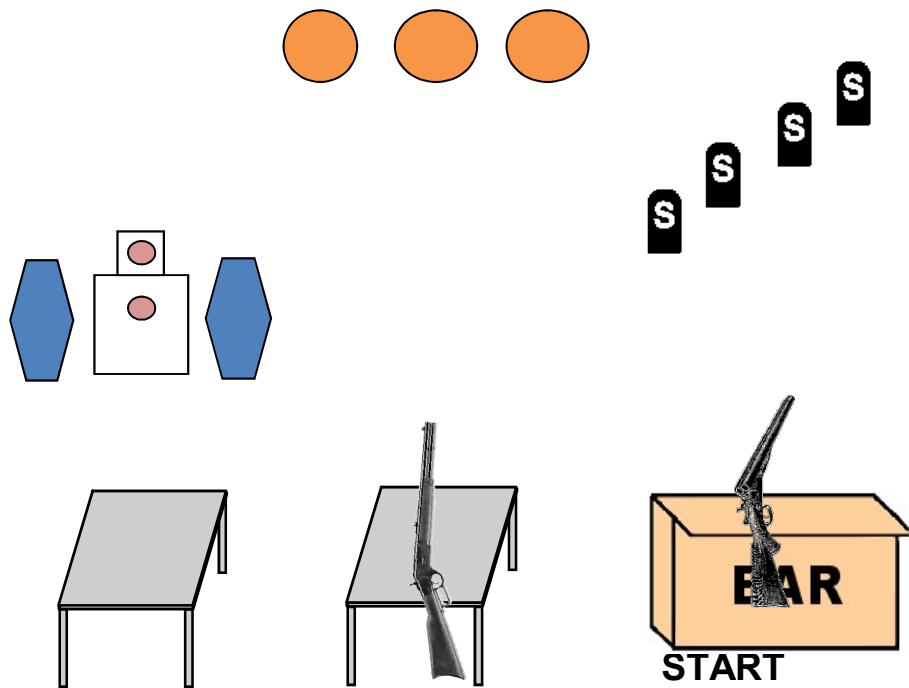
With rifle, engage the two **rear** targets with same instructions as pistols.

With shotgun, engage shotgun targets in any order.

# DHI OCT '18 STAGES

## STAGE 3, BAY 4

### HAPPY HALLOWEEN!



**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 bar, both hands touching post.

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

ATB, engage shotgun targets in any order.

With rifle, engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction.

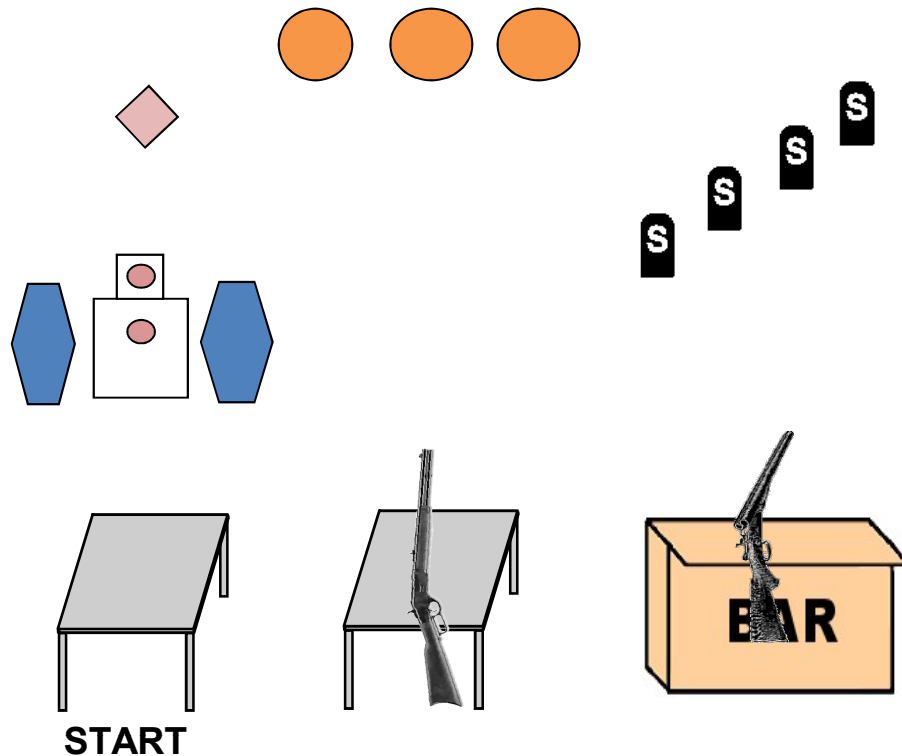
Move to left table and with pistols as needed, repeat rifle directions.

**Note:** Hits in the P2 bonus zones will be 2 second bonuses.

# DHI OCT '18 STAGES

## STAGE 4, BAY 4

### FOR THE LADIES



**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 behind left table, hands at sides.

**Procedure:** Say "This is for the Ladies!" and wait for the beep.

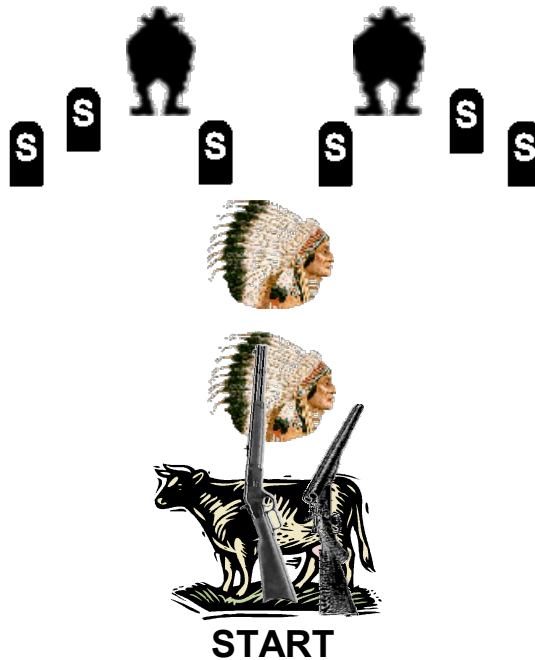
ATB, with pistols as needed, engage P1 - P3 with a Triple-Tap Sweep, from either direction, THEN one (1) on the Diamond. With rifle, engage R1 - R3 with same directions as pistols. Engage shotgun targets in any order.

**Note:** Misses on the Diamond will not be misses, but if hit will be 2 second bonuses. Hits on the bonus zones of P2 will also be 2 second bonuses.

# DHI OCT '18 STAGES

## STAGE 5, BAY 5 - SPOOKS!

Boss Spearman and Charlie Waite have tracked down the hooded men intent on stealing their herd. Boss intends to show them he means business.



**Ammo:** Pistols 10, Rifle 10, Shotgun 2+

**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 staged rifle.

**Procedure:** Say “Put your spook hats on!” and wait for the beep.

ATB, with rifle, on one side, engage two **outside** knockdowns and Triple-Tap the Cowboy, repeat for other side.

With shotgun, engage the two shotgun targets (center) and any remaining knockdowns, in any order.

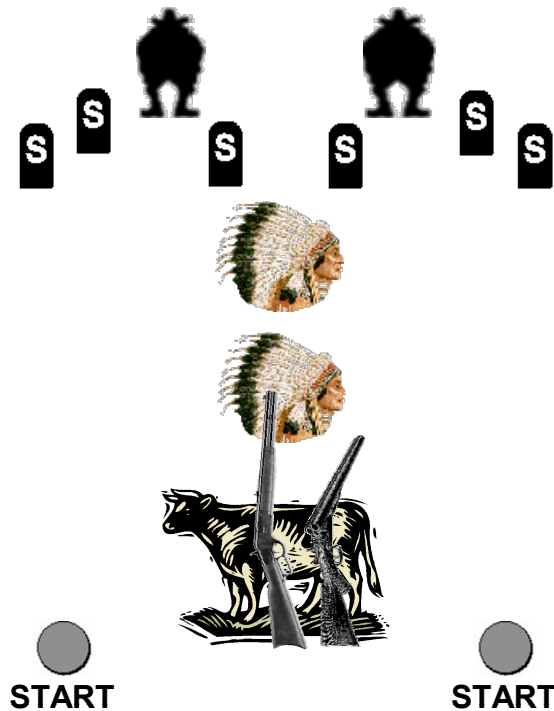
With pistols as needed, engage P1 and P2 with five (5) on each.

**Note:** Rifle misses on the knockdowns will not be misses, but each knockdown left up will be scored as a miss each.

# DHI OCT '18 STAGES

## STAGE 6, BAY 5 - BOOGERMAN!

Mattie Ross wants Rooster Cogburn to walk her back to the boarding house, but he's too drunk. He asks her if she's afraid of the dark and she says she never has been. He tells her he would'nt be afraid of no boogerman if he had a big horse pistol like hers'.



**Ammo:** Pistols 10, Rifle 10 Shotgun 6+

**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 with one foot touching either start stone, hands at sides.

**Procedure:** Say "I'm not scared of no boogerman!" and wait for the beep.

At the beep, with pistols as needed, engage P1 and P2 with a continuous Lawrence Welk Sweep, starting on either.

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

Engage shotgun targets in any order.

**Note:** A Lawrence Welk Sweep is one on R1, two on R2, three on R1 and four on R2.  
(A one and a two anda three and four! Wonerful, Wonerful!)