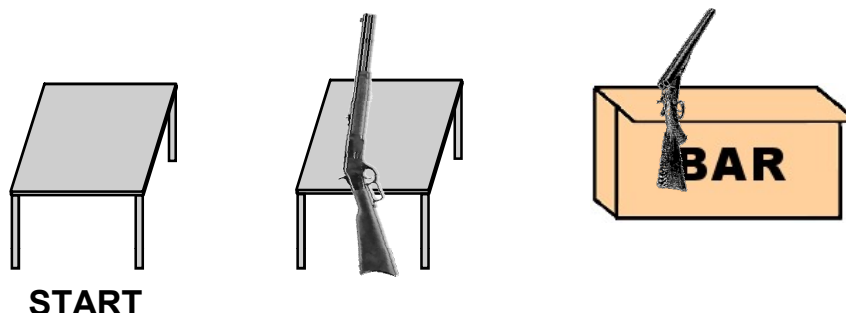
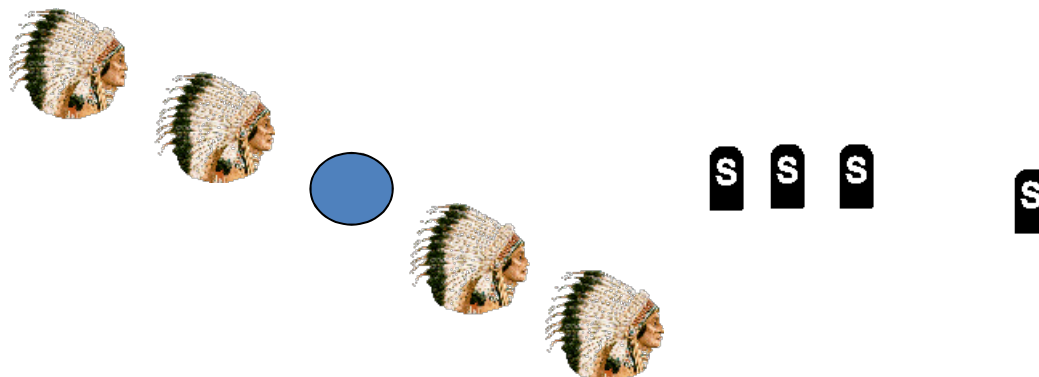


# DHI JANUARY '19 STAGES

## WARM-UP STAGE, BAY 4



**START**

**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 “**Happy New Year!**” and wait for the beep.

ATB, with pistols as needed, engage RP1 - RP5 with two sweeps, from opposite directions.

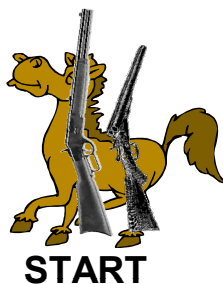
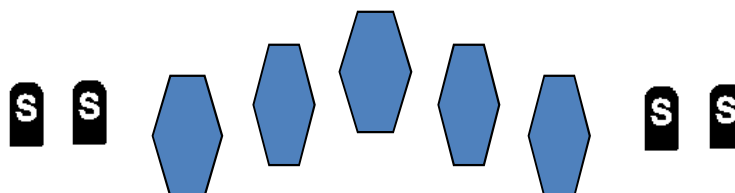
With rifle, engage RP1 - RP5 with same directions as pistols.

Engage shotgun targets in any order.

# DHI JANUARY '19 STAGES

## STAGE 1, BAY 3 FAST EDDIE

Fast Eddie is fast, we all know that. And sometimes the quest for more speed is all consuming. But this year he's vowed to slow down and enjoy himself.



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

**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 horse, hand(s) on pistol(s).

**Procedure:** Say "I think I'll slow down some... yeah, right!" and wait for the beep.

ATB, shooter's choice on firearm order (rifle can't be last).

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

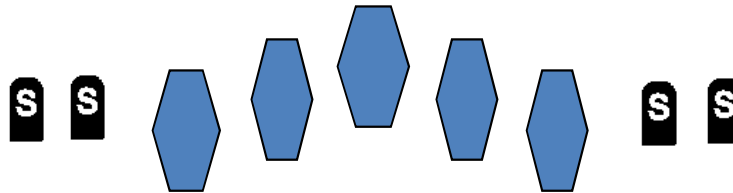
With pistols as needed, repeat rifle instructions.

Engage shotgun targets in any order.

# DHI JANUARY '19 STAGES

## STAGE 2, BAY 3 KODA JOE

Koda Joe has a collection of woolies that would make a flock of sheep jealous. But he's never satisfied. He's resolved to get even more and if ya see something on the range that looks like a red sheep, it's probably Koda.



**START**



**START**

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

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

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, held in both hands

**Start:** Standing with one foot touching either start stone, holding shotgun in both hands.

**Procedure:** Say "Need more woolies!" and wait for the beep.

ATB, engage two near shotgun targets in any order. Move to horse and make shotgun safe.

With pistols as needed, engage targets with one (1) on RP1 and RP5, two (2) on RP2 and RP4 and four (4) on RP3, in any order.

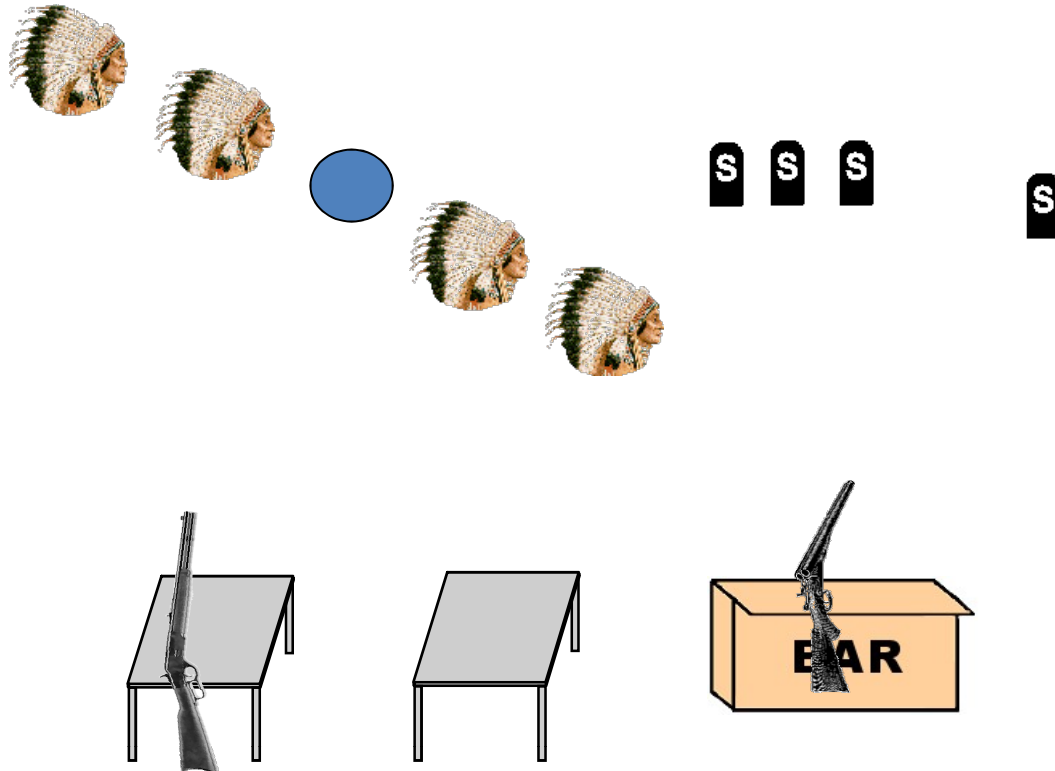
With rifle, engage RP1 - RP5 with same directions as pistols.

With shotgun, engage remaining shotgun targets.

# DHI JANUARY '19 STAGES

## STAGE 3, BAY 4 CAPT BILL BURT

Capt Bill's got a whole passel a kids and he's tryin his best to get em all shootin. Now, is it that he's family oriented or is it just another excuse to buy more guns? HmMMM



**START**

**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 facing out left window, hands on window sill.

**Procedure:** Say “Gotta get all them young’uns shootin!” and wait for the beep.

ATB, with rifle engage two **left** Indian Heads and Circle with a Double-Tap Nevada Sweep, from either direction.

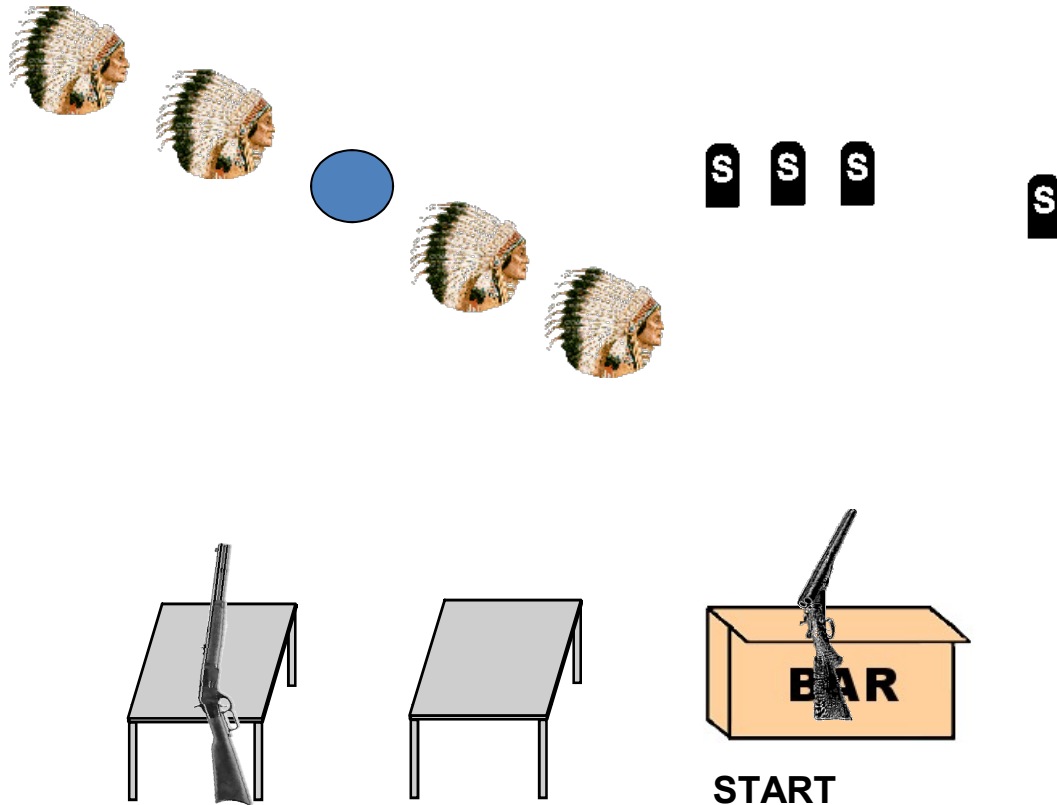
From right table (center stage) with pistols as needed, engage two **right** Indian Heads and Circle with a continuous Double-Tap Nevada Sweep, from either direction.

Engage shotgun targets in any order

# DHI JANUARY '19 STAGES

## STAGE 4, BAY 4 MAX PAYNE

Poor Max Payne's been a little put out. Ya see, Ophelia Payne is a reigning Southeast Regional champ and is pretty famous around these parts. Ol' Max has vowed this year to be even famouser than Miss Ophelia.



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

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

**Start:** Standing behind bar, holding mug in one hand, other hand giving a "thumbs up".

**Procedure:** Say "I wanna be famous!" and wait for the beep.

ATB, engage shotgun targets in any order.

With rifle, engage the **left** Indian Heads with two (2) on each, **THEN** one (1) on the Circle, repeat.

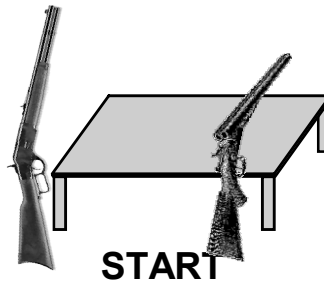
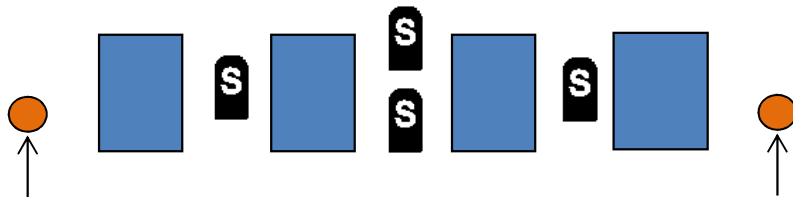
From right table (center stage) with pistols as needed repeat rifle instructions using **right** Indian Heads.

**Note:** for the rifle, the Right targets are the wrong targets. :)

# DHI JANUARY '19 STAGES

## STAGE 5, BAY 5 CHILI PEPPER JACK

Chili Pepper Jack is an Outlaw. And as an Outlaw, he's always after another Outlaw challenge. He's pretty sure an all knockdown stage, shot Josey Wales Outlaw style will do it. Maybe we could add a Texas Star...



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

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

**Start:** Standing behind table, holding rifle in both hands.

**Procedure:** Say "I'm an OUTLAW!" and wait for the beep.

ATB, with rifle, engage the Rectangles with two (2) on each OUTSIDE target and one (1) on each Inside target and each knockdown, in any order.

With pistols as needed, engage Rectangles with two (2) on each OUTSIDE target and one (1) on each INSIDE target, THEN two (2) on each OUTSIDE target. (**No Quad taps**)

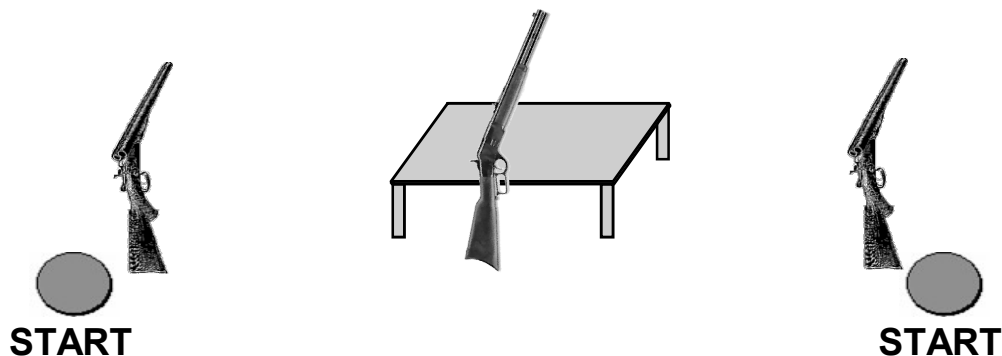
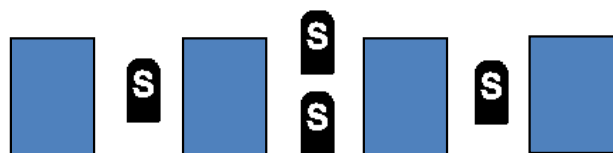
With shotgun, engage any remaining knockdowns **then** each standing clay.

**Note:** You may not engage Pistol targets with more than two at a time. Rifle misses on knockdowns will not be misses unless left up at end of stage.

# DHI JANUARY '19 STAGES

## STAGE 6, BAY 5 RAINDROP RENEGADE

Raindrop Renegade hates misses, she hates em! Her resolution is to see that them dang misses stay away from her shootin. And if she happens to beat the Rainmaker, all the better.



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

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

**Start:** Standing with one foot touching the stone, holding shotgun in both hands.

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

At the beep, engage two (2) shotgun targets, move to table and engage two (2) remaining shotgun targets.

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

With pistols as needed, engage RP1 - RP4 with a continuous Nevada Sweep, from either direction.

**Note:** Knockdowns may be made up at either location.