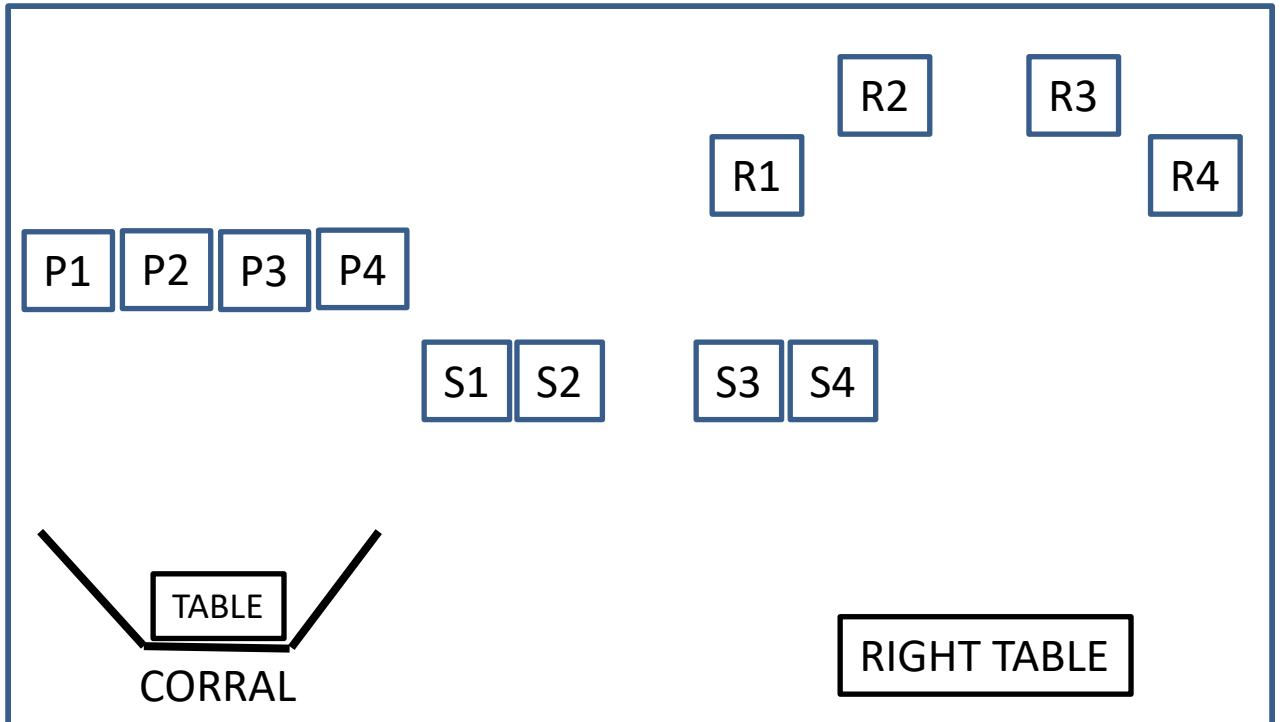


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



10 – Rifle
10 – Pistol
4+ – Shotgun



PROCEDURE

Pistols loaded five rounds each holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle staged on right table. Starting position behind either table with hands at your sides.

Shooting Sequence: ? - ? - ? (Rifle not Last)

ATB engage targets as follows:

Pistol: From the corral, engage pistol targets in a continuous Nevada sweep starting at either end.

Rifle: From the right table, engage rifle targets in a continuous Nevada sweep starting at either end.

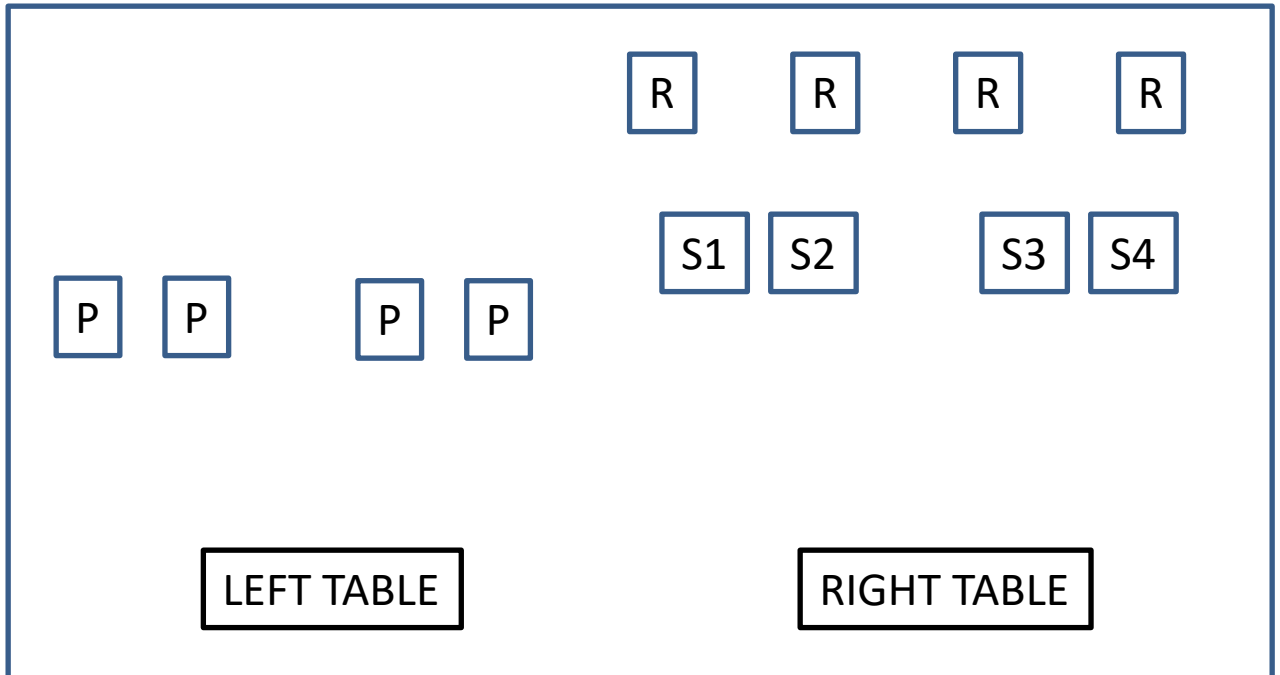
Shotgun: From the right table, engage shotgun targets until down. Make Safe on either table.

Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



10 – Rifle
10- Pistol
4+ - Shotgun



PROCEDURE

Pistols loaded five rounds each and holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Shotgun and Rifle staged on right table. Starting position, behind either table with hands at your sides.

Shooting Sequence: ? – ? – ? (Rifle not last)

ATB engage targets as follows:

Pistol: From the left table, engage the pistol targets as follows: P1, P1, P1, P3, P4 / P4, P4, P4, P2, P1 – All targets numbered from either end.

Rifle: From the right table, engage the rifle targets as follows: R1, R1, R1, R3, R4 / R4, R4, R4, R2, R1 – All targets numbered from either end.

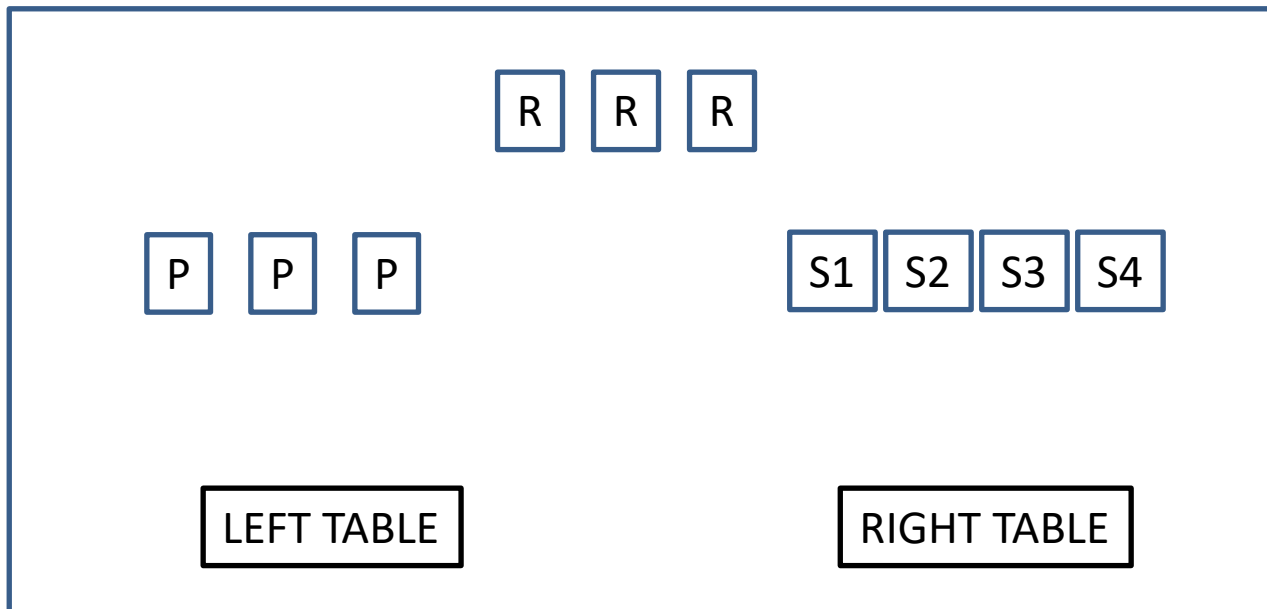
Shotgun: From the right table, engage knockdown targets until down.

Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



10 – Rifle
10 - Pistol
4+ - Shotgun



PROCEDURE

Pistols loaded five rounds each and holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle and Shotgun staged on right table. Starting position behind the right table, with hands flat on table.

Shooting Sequence: S – R – P

Rifle – From behind the right table, engage the center target 3 times, each outside target twice, then the center target 3 times again.

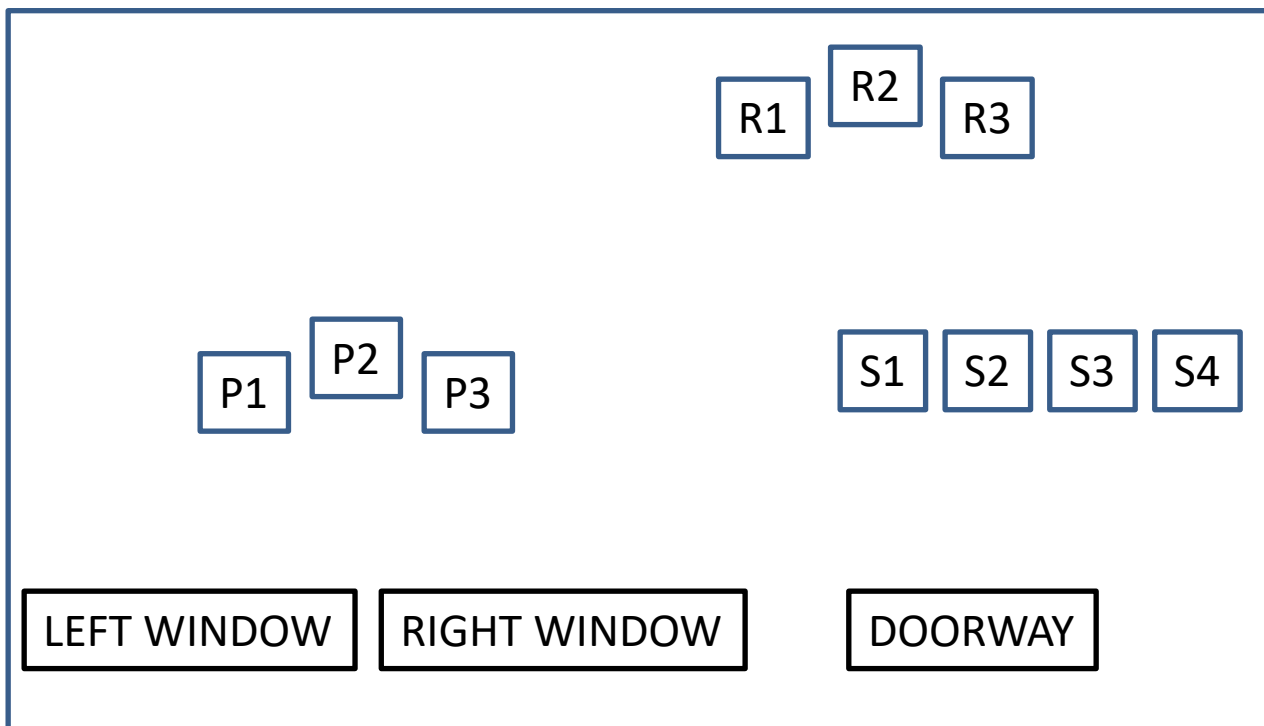
Shotgun – From behind the right table. Engage knockdowns until down, any order. Make safe.

Pistol – From behind the left table, engage the targets same as rifle.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



10 – Rifle
10- Pistol
4+ - Shotgun



PROCEDURE

Pistols loaded five rounds each and holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle and shotgun staged on right table in doorway. Starting position at either the right window or the doorway, with hands on hat.

Shooting Sequence: ? - ? - ? (Rifle not Last)

Pistol: From the right window, engage the center target 4 times, then alternate on the outside targets for the remaining 6 shots starting on either end.

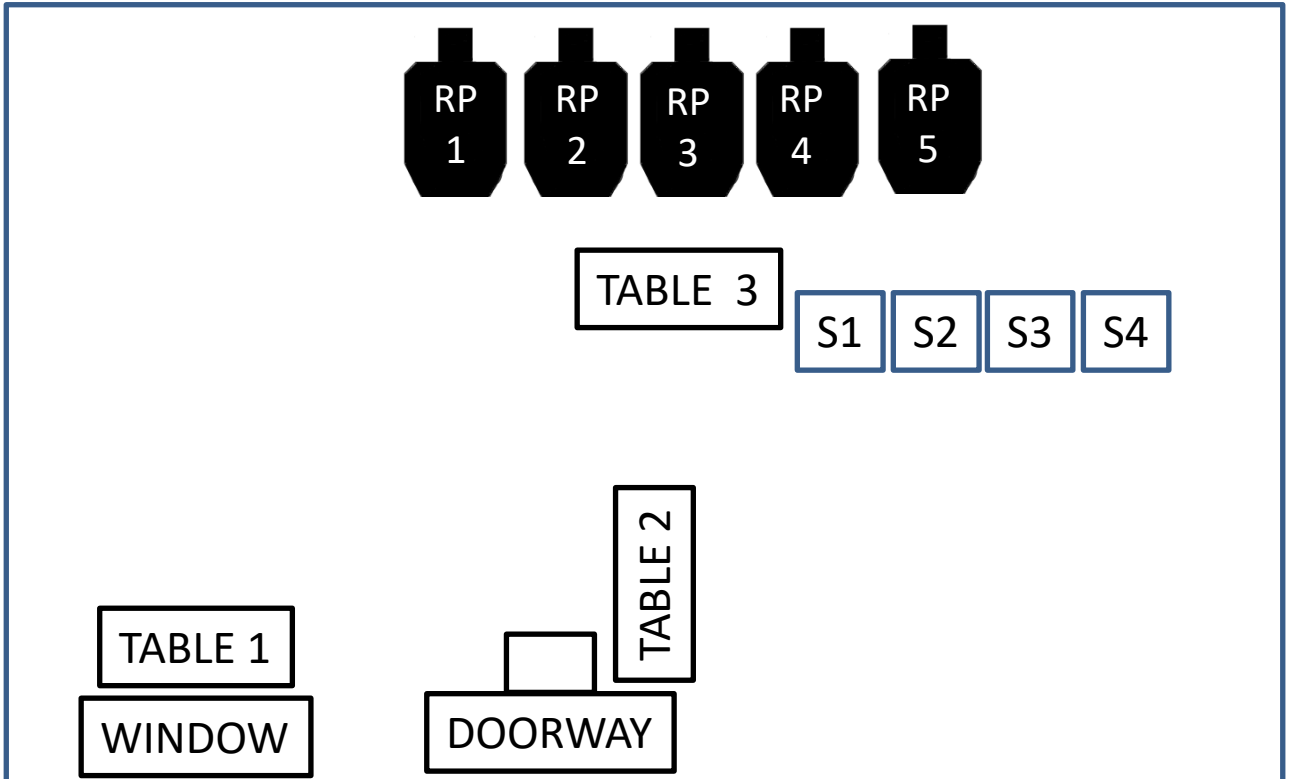
Rifle: From the doorway, engage the center target 4 times, then alternate on the outside targets for the remaining 6 shots starting on either end.

Shotgun: From the doorway, engage targets until down. Make shotgun safe.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



10 – Rifle
10 – Pistol
4+ - Shotgun



PROCEDURE

Pistols loaded five rounds each and holstered. Rifle, ten rounds, hammer down on MT chamber. Shotgun open and MT staged safely on table 2. Starting position in the doorway with rifle at port arms.

Shooting Sequence: R – S – P

From inside the doorway, on the boardwalk, with the rifle in hand, engage the rifle/pistol targets as follows: outside, outside, inside, inside, center, repeat.

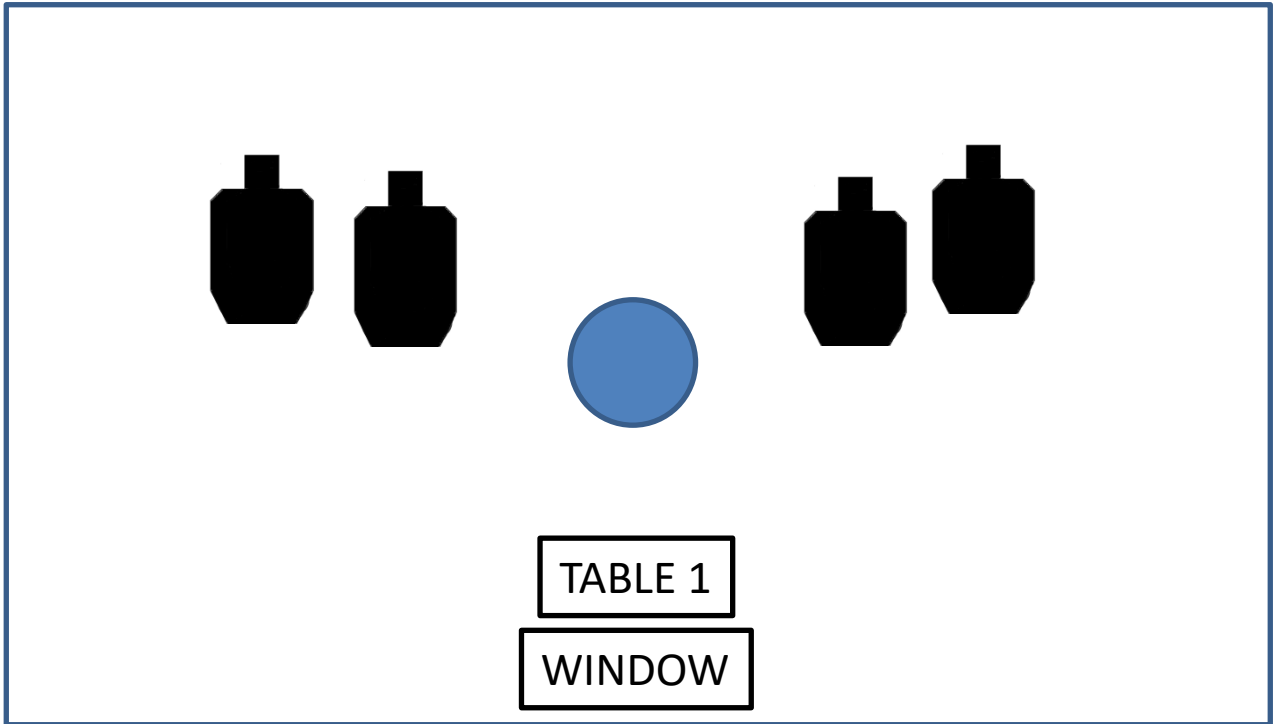
From anywhere between table 2 and 3, engage the shotgun targets until down, make shotgun safe on any table.

From table 3, with your pistols engage the rifle/pistol targets same as rifle.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



0 – Rifle
5+ – Pistol
0 – Shotgun



PROCEDURE

THIS IS A PISTOL ONLY STAGE, SHOT FROM THE WINDOW AT STAGE 5

This is a cowboy take on a steel challenge stage. Starting with pistols holstered, hands at your sides.

At the buzzer, engage and hit each outside target in any order, then end on the circle in the center.

You can use one or both pistols for a maximum of 10 shots to hit the 5 targets. Misses are only counted for a target that was never hit.

You may shoot this stage any shooting style.