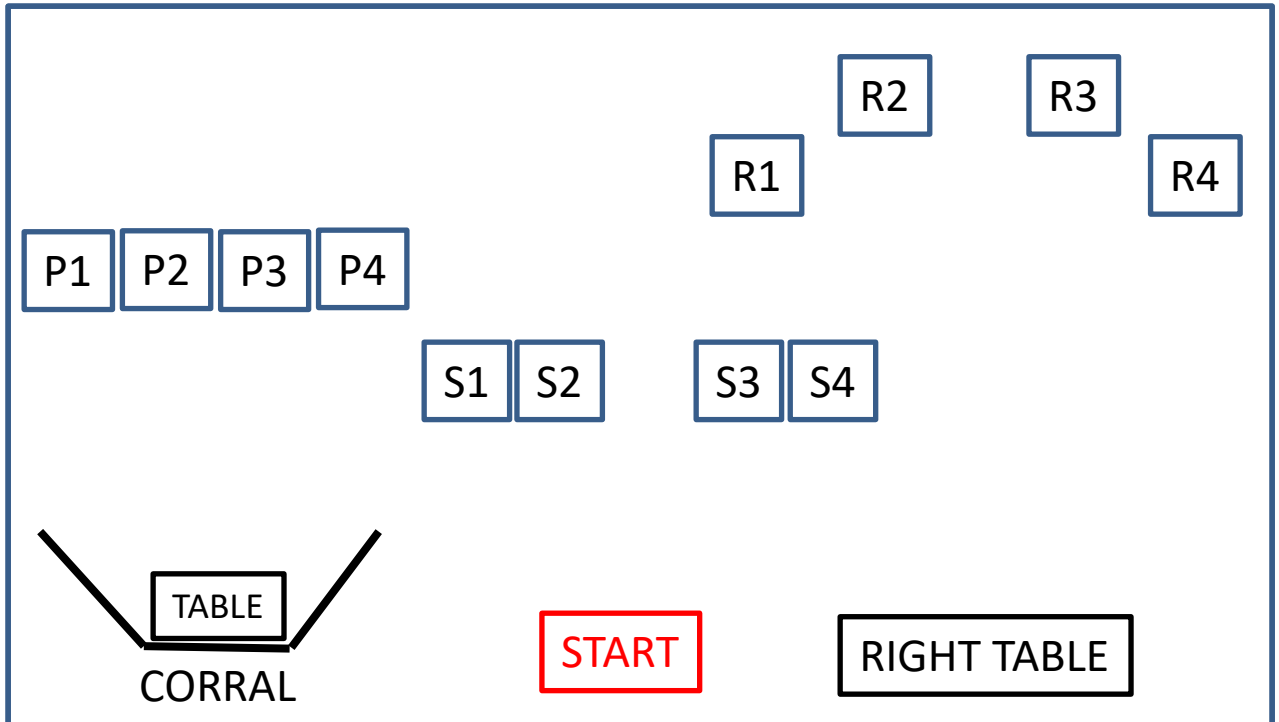


# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



**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 mid-way between the corral and the right table with shotgun held safely in hand.

**Shooting Sequence: S - ? - ?**

ATB engage targets as follows:

**Rifle:** From the right table, sweep the targets twice from the same direction, then single tap the middle targets.

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

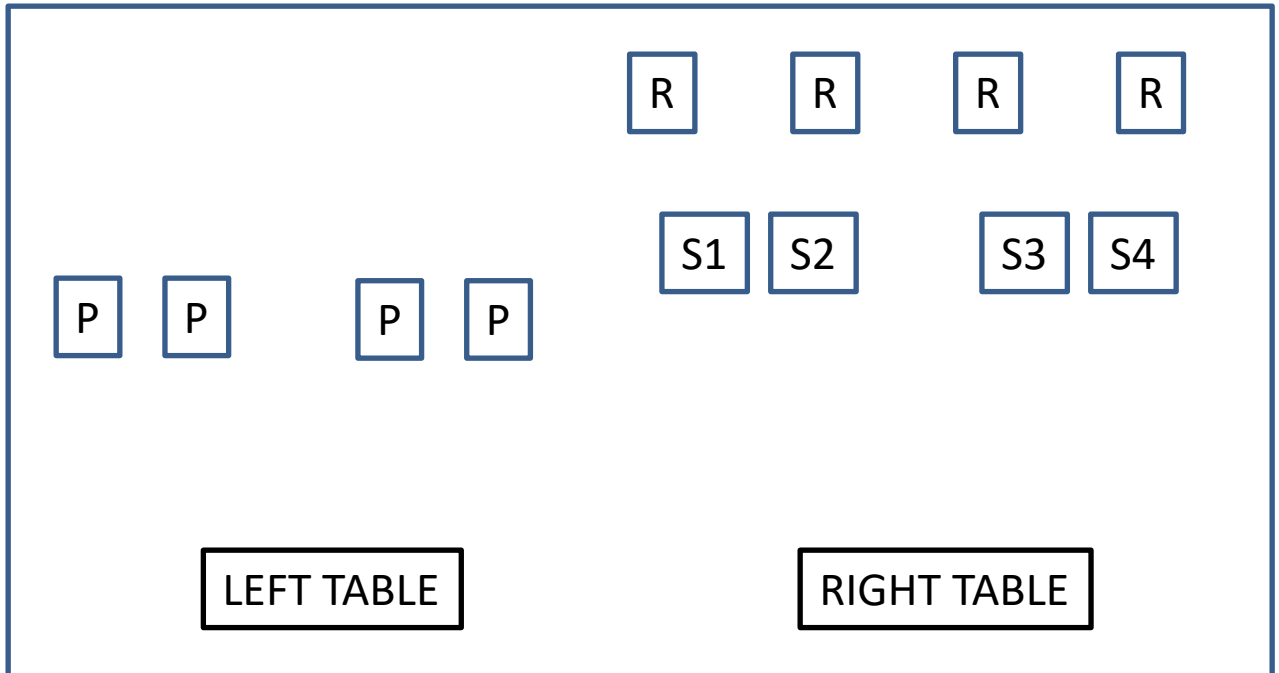
**Pistol:** From the corral, engage pistols same as rifle.

**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 the left table with hands on holstered pistols.

**Shooting Sequence: P – R – S**

ATB engage targets as follows:

**Rifle:** From the right table, engage the targets with a progressive sweep starting on either end.

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

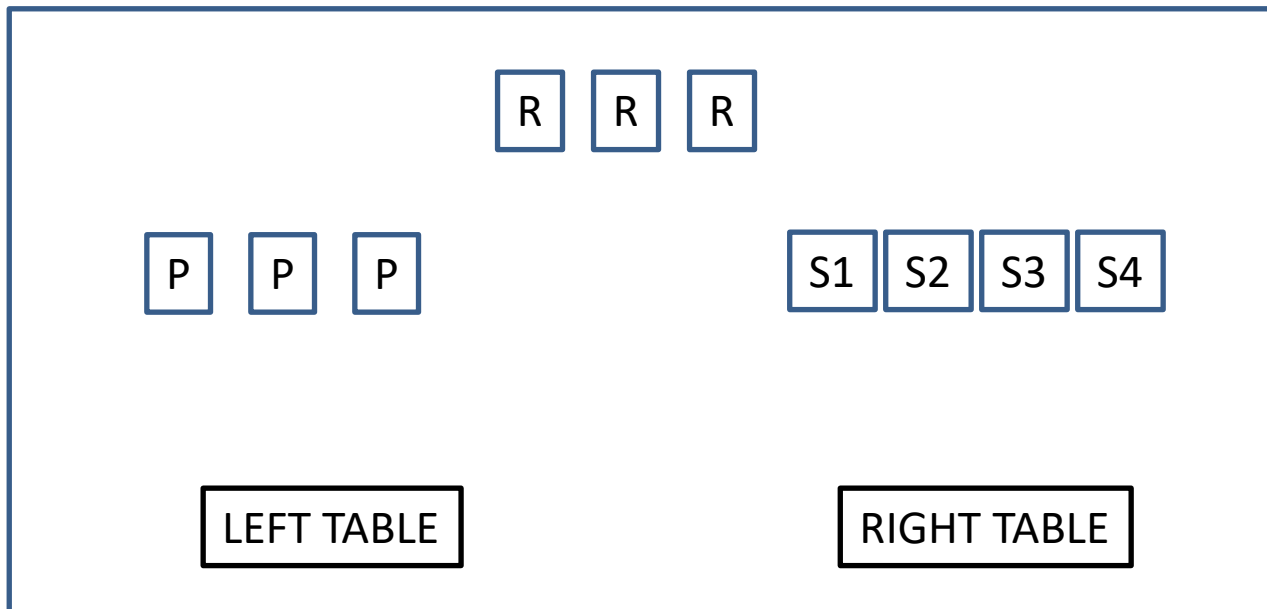
**Pistol:** From the left table, engage the targets, same as rifle.

**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.

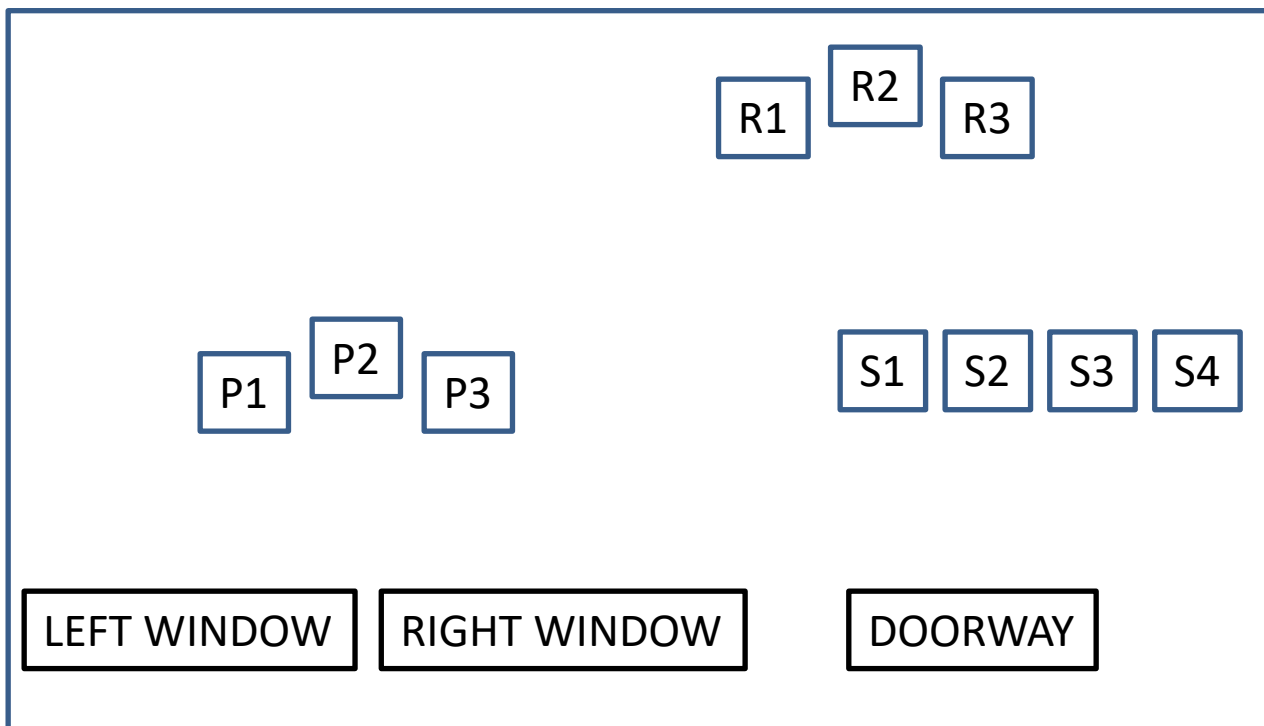
Shotgun – From behind the right table. Engage knockdowns until down, any order. Make safe.

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 left window or the doorway, with hands on hat.

**Shooting Sequence: ? - R - ?**

Pistol: From the left window, engage the targets in a double tap Nevada sweep starting on either end.

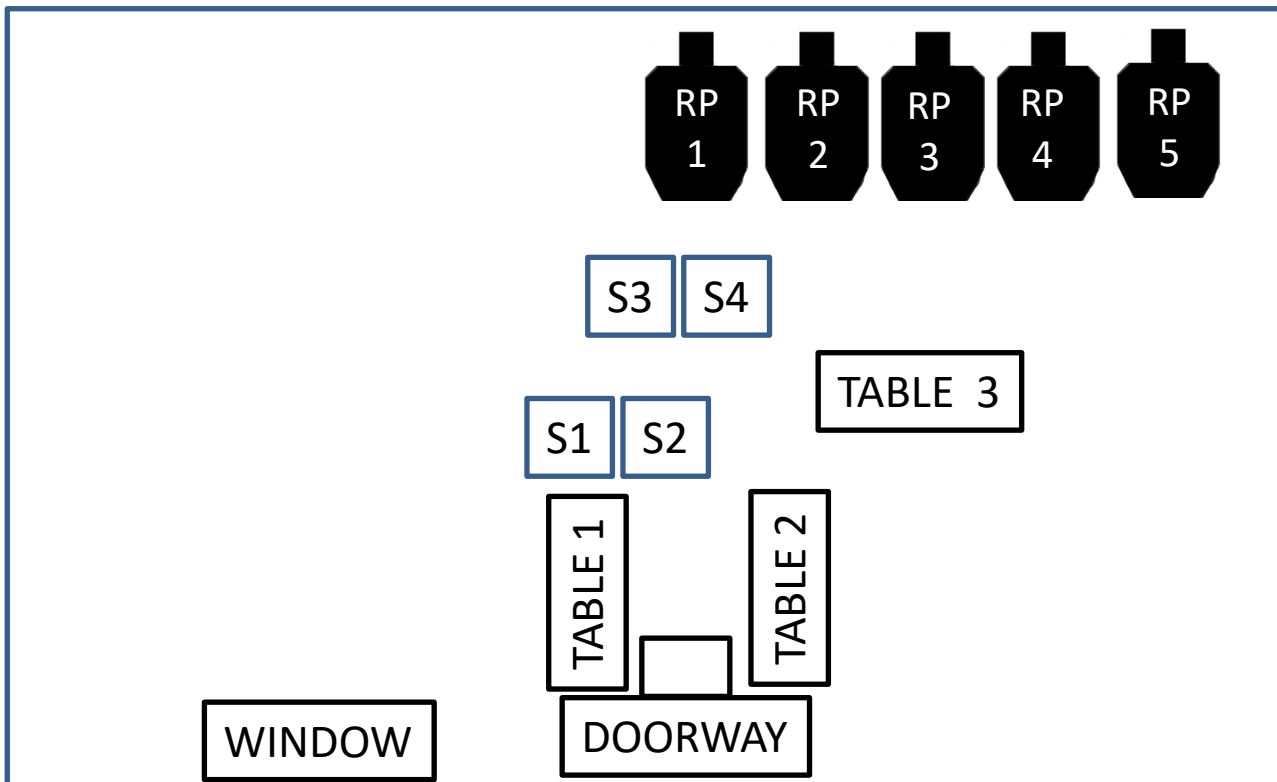
Rifle: From the doorway, engage the targets same as pistol

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 staged on table 2. Shotgun open and MT staged safely on table 1 or 2. Starting position in the doorway with rifle in hand.

### Shooting Sequence: R – S – P

From inside the doorway, on the boardwalk, with the rifle in hand, engage the rifle/pistol targets by double tapping the center target, then double tap each inside target, then double tap each outside target.

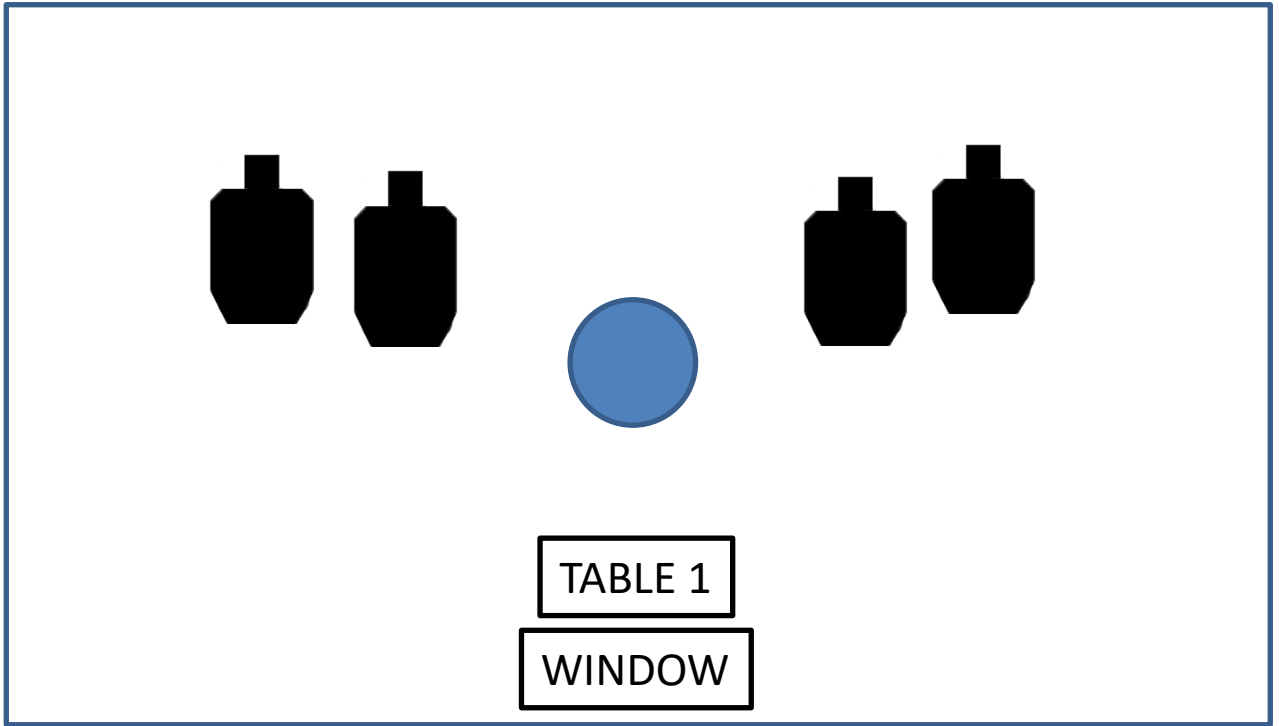
From anywhere between table 1 and 2, engage the shotgun targets until down, make shotgun safe on any table.

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.