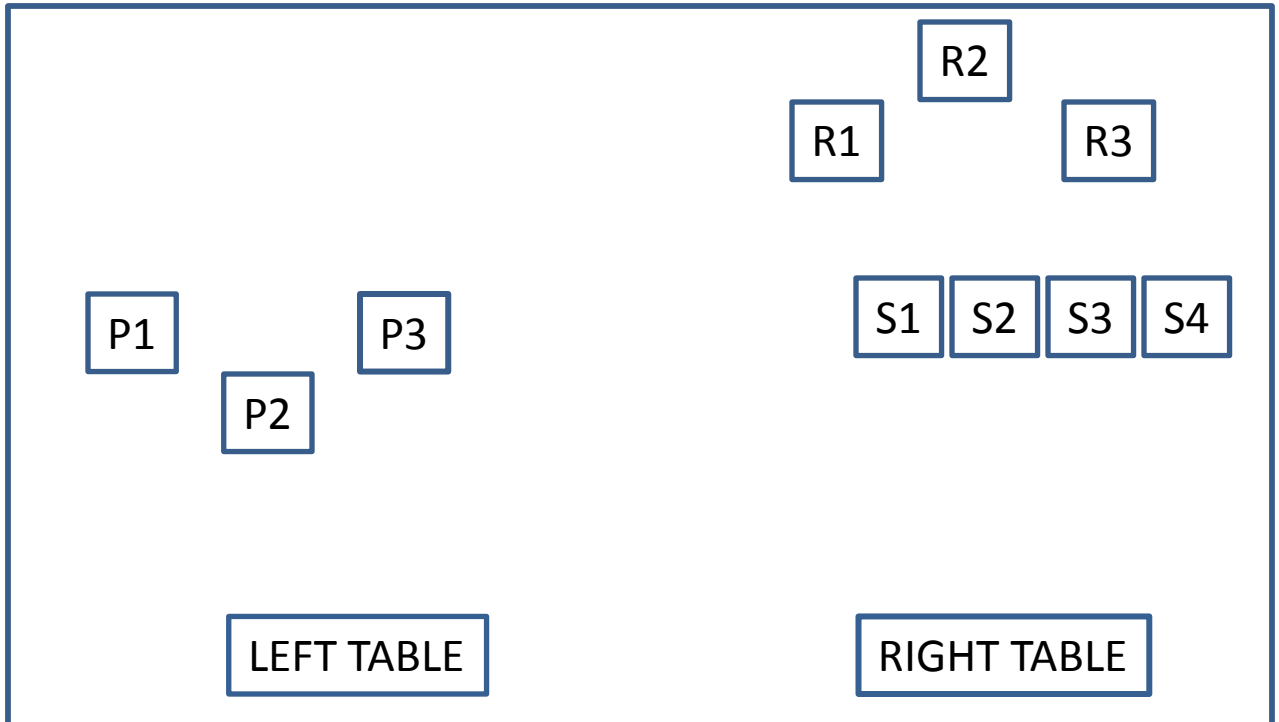


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



“Indiana Jones and the Stages of Doom”

10 – Rifle
10- Pistol
4+ - Shotgun



PROCEDURE

All Shotgun Targets are engaged until down

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 with hands on hat standing at the left table. Say the line **“ HE CHOOSE..... POORLY.”**

ATB engage targets as follows:

Engage Pistol targets in an **Indiana Sweep** (2,2,1,2,3) **OR** (2,2,3,2,1)**REPEAT.**

Holster pistols. Move to right table pick up rifle and engage targets in the same order as pistols. Restage rifle on table open and MT.

Engage shotgun targets until down. Make shotgun safe.

Proceed to unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



**As Gomer says,
“Surprise! Surprise!
Surprise”**

**10 – Rifle
10- Pistol
4+ - Shotgun**

LEFT TABLE

RIGHT TABLE

PROCEDURE

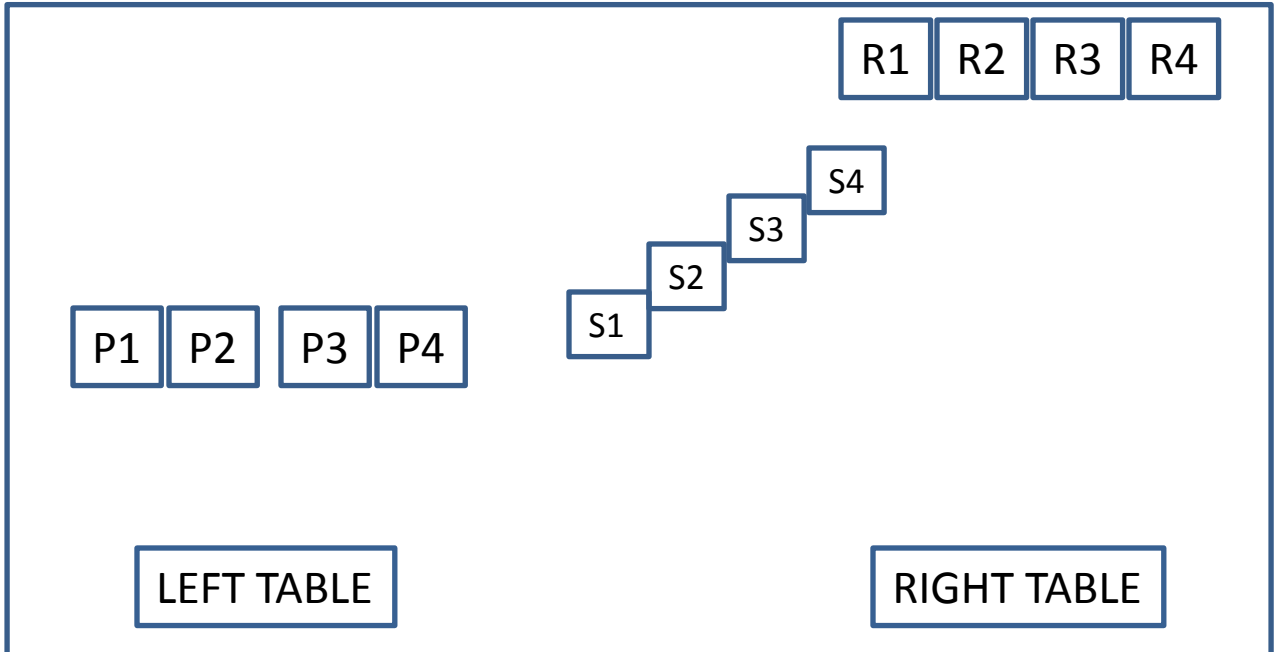
All Shotgun Targets are engaged until down

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



"It's BADGER TIME"

10 – Rifle
10 - Pistol
4+ - Shotgun



PROCEDURE

All Shotgun Targets are engaged until down

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 at left table with hands on your hat . Say the line ***"GO BUCKY!"***

ATB engage targets as follows:

Draw one or both pistols and engage targets from left to right in a

Badger Sweep(1-2-3-4-1-2-3-1-2-1). Holster pistols. Move to the right table engage rifle targets in the same direction as pistol targets. Restage rifle open and MT. Pick up shotgun and engage targets in any order until down. Make shotgun safe. Proceed to unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“VEGAS BABY”

10 – Rifle
10- Pistol
4+ - Shotgun

R1

R2

R3

R4

P1

P2

P3

P4

S1

S2

S3

S4

LEFT WINDOW

RIGHT WINDOW

DOORWAY

PROCEDURE

All Shotgun Targets are engaged until down.

Pistols loaded five rounds each holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle staged in the right window and shotgun staged on table at the doorway. Starting position at the left window. With hands on either side of the window say the line **“I’LL BET ON THAT”**

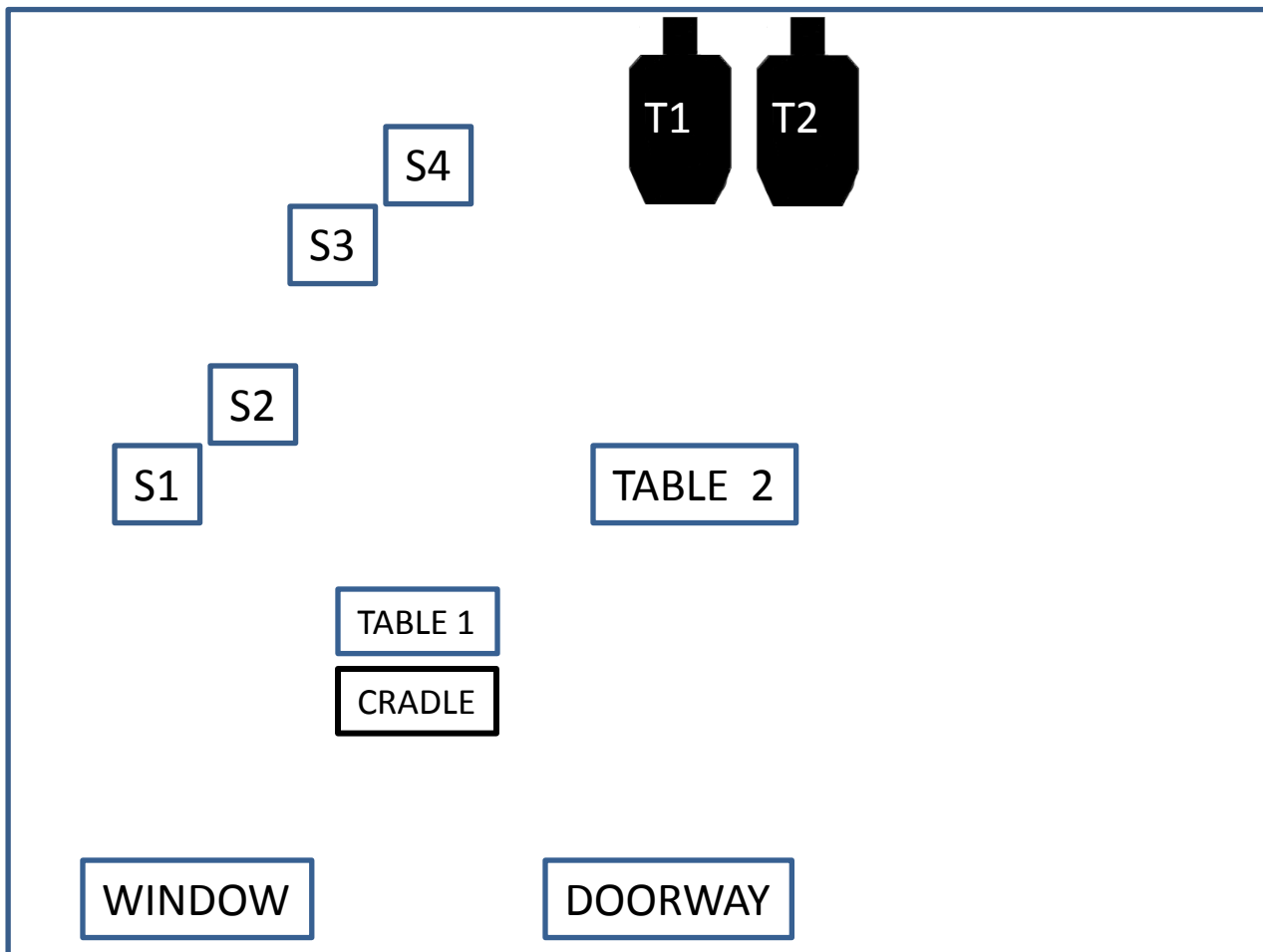
ATB: Engage pistols targets from **RIGHT TO LEFT** in a **CONTINUOUS NEVADA SWEEP** (4-3-2-1-2-3-4-3-2-1) Holster pistols and move to right window. Engage rifle targets in same direction as your pistols. Restage rifle open and MT on table. Pick up shotgun and engage targets in either direction until down. Proceed to the unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



“THIS IS EASY”

10 – Rifle
10 - Pistol
4+ - Shotgun



PROCEDURE

All Shotgun Targets are engaged until down

Pistols loaded five rounds each holstered. Rifle, ten rounds, hammer down on MT chamber held at cowboy port arms. Shotgun open and MT staged on Table 1. Starting position at window. Say the line **“This is easy”**
ATB engage targets with rifle in a **DOUBLE TAP SWEEP from either direction**
.Move to table 1 and place rifle in cradle pick up shotgun and engage S1 and S2 then move to table 2 and engage S3 and S4 from the front of the table. Restage shotgun open and MT on table 2 and engage targets with pistols in a **DOUBLE TAP SWEEP from either direction**. Proceed to unloading table.

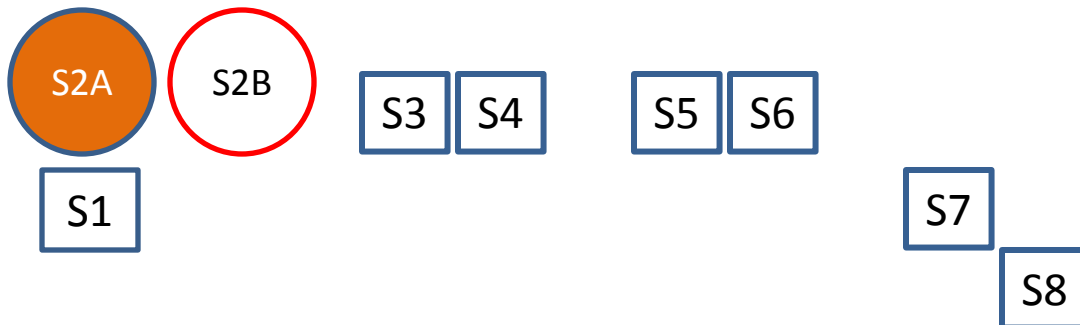
Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



“Varmint Time”

S1 is a knockdown
S2A is an aerial target
S2B is a swinger

0 – Rifle
0- Pistol
8+ - Shotgun



WINDOW

DOORWAY

WINDOW

PROCEDURE

All Shotgun Targets are engaged until down. You have the option of shooting S2A for a bonus if hit or S2B for no bonus. You must declare your intentions before you begin.

Shotgun open and empty held at cowboy port arms standing at either window. Shells must be taken from the body and all shots must be fired from the boardwalk. No ammunition in receiver until in position. Say the Line: **“You Varmints are goin’ down!”**

ATB: Starting from either left or right window shoot two targets from each window and the center four targets from the door. Shotguns shall remain unloaded with an empty carrier until the shooter is stationary at the shooting position. Show open and empty shotgun to timer operator. **The aerial will count as a 5 second bonus but not a miss.**