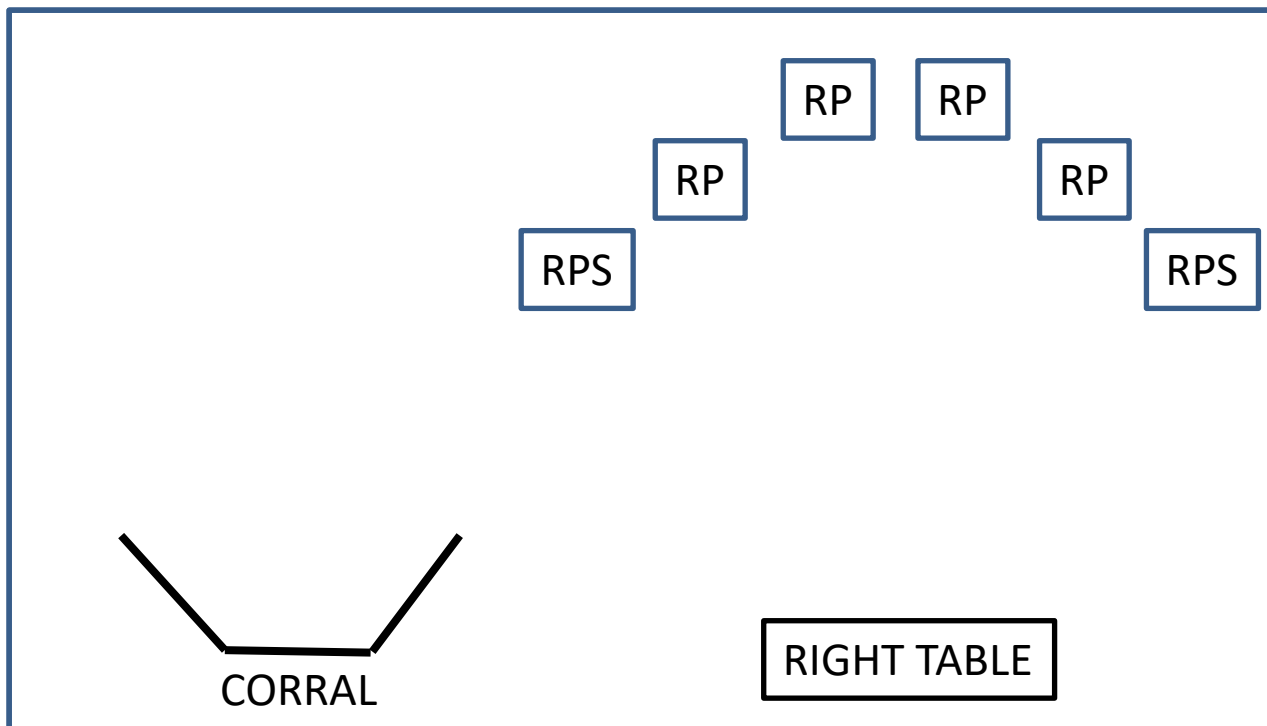


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



10 – Rifle
10 – Pistol
4 - Shotgun



PROCEDURE

Pistols loaded five rounds each holstered or on table. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle and/or shotgun staged on right table. Starting position behind the right table with hand(s) on tabled/holstered pistol(s) or rifle/shotgun at port arms.

Shooting Sequence: ? - ? - S

ATB engage targets as follows:

Pistol/Rifle: Using pistol and rifle, engage each buffalo 4 times and each square 3 times (round count). Make rifle safe. After shooting pistols they can be re-holstered or made safe on table.

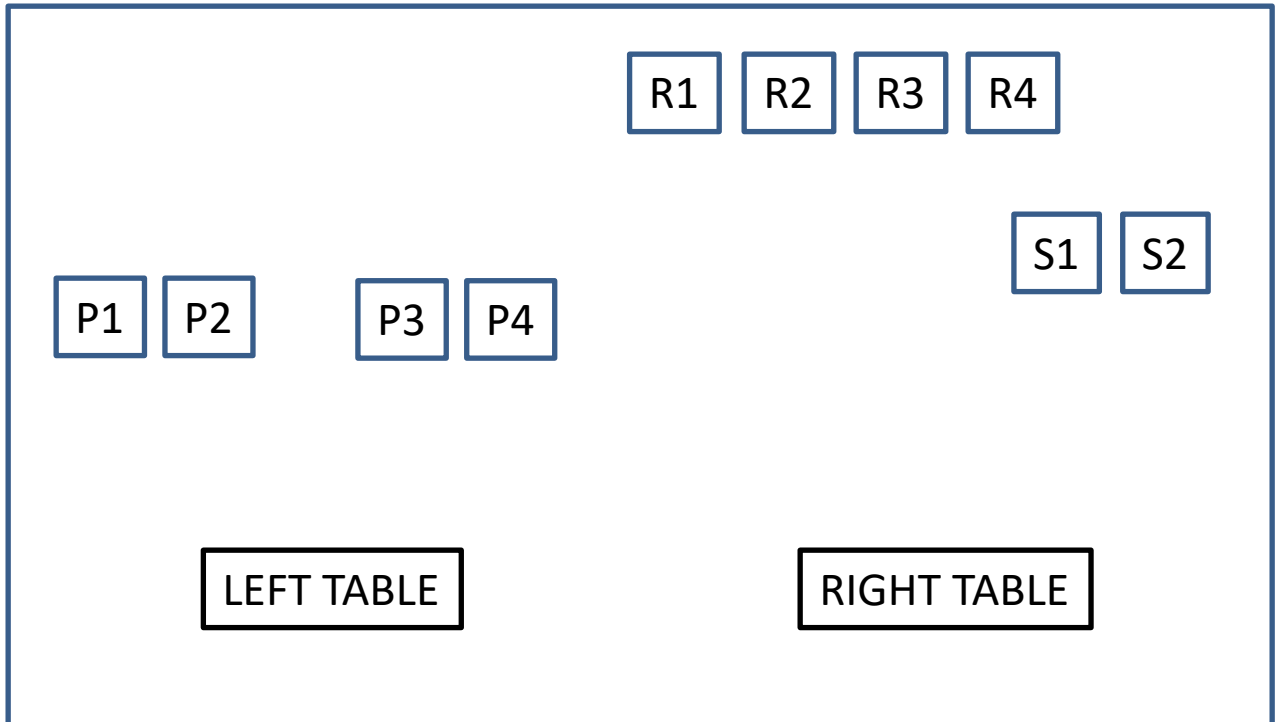
Shotgun: Engage each buffalo twice, no double taps

Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



10 – Rifle
10- Pistol
2 - 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 right table, with hands flat on table.

Shooting Sequence: R - S - P

ATB engage targets as follows:

Pistol/Rifle: Engage targets in a Nevada sweep from any direction, double tapping the outside targets. Make rifle safe.

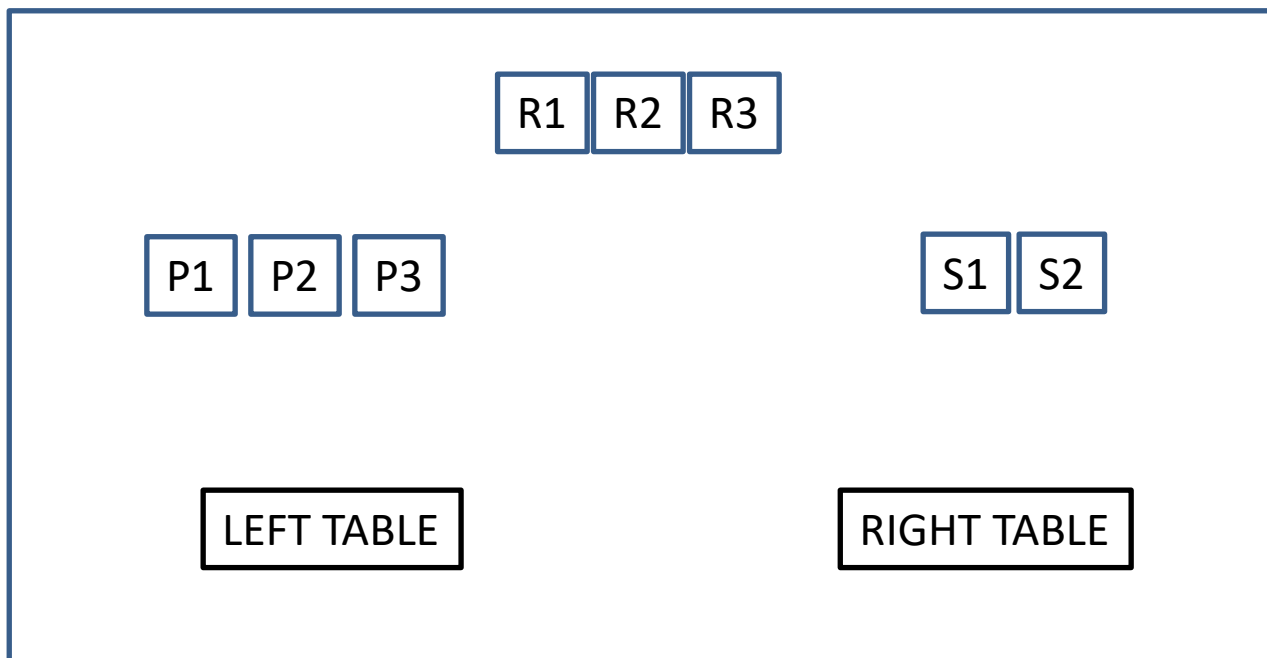
Shotgun: Engage each shotgun target once, make safe

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. Shotgun staged on right table. Rifle staged on either table. Starting position behind the left table, with hands on hat.

Shooting Sequence: P - R - S

Pistol – From behind the table (both feet behind table). Engage the targets in a 1 – 3 – 1 sweep from either direction. Repeat (no you can't)

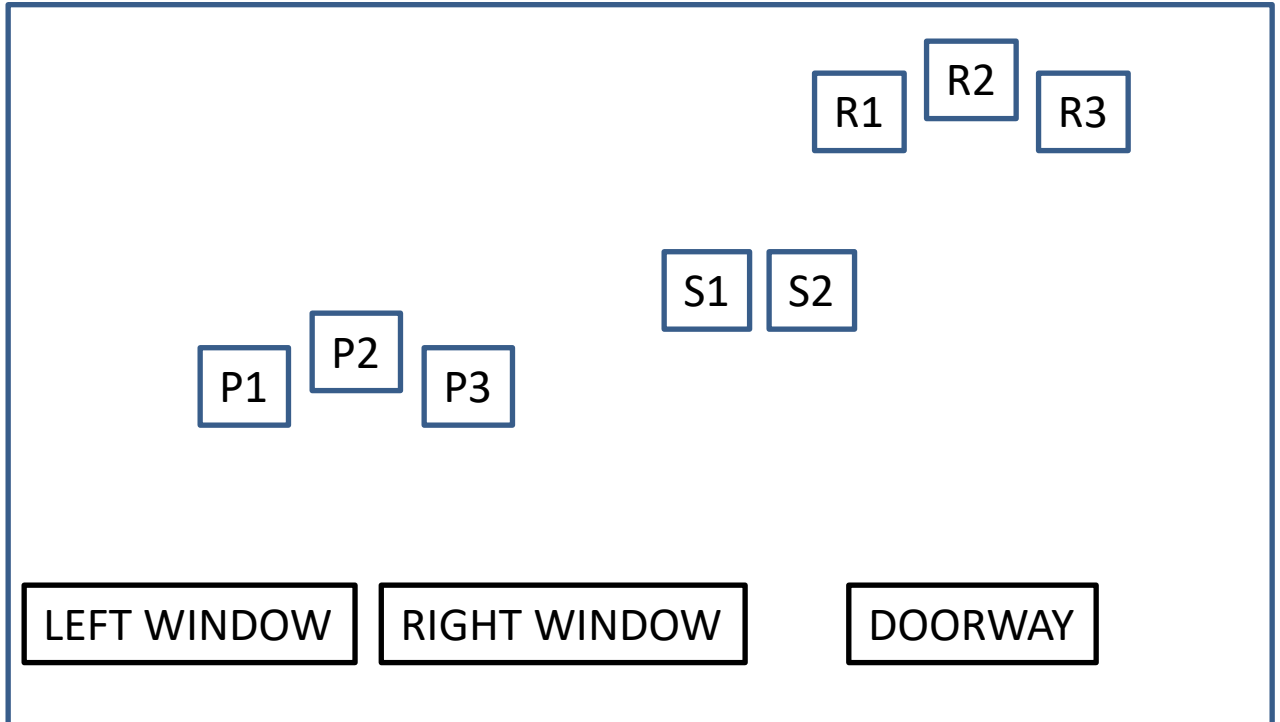
Rifle – Same instructions as pistols. Make rifle safe.

Shotgun – Engage each shotgun target twice, no double taps, make safe.

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 the right window, or at the doorway with hands at your sides.

Shooting Sequence: ? - ? - ? (Rifle cannot be last)

Pistol: From the right window, engage the targets in a double tap Nevada sweep from any direction.

Rifle: Engage targets in a double tap Nevada sweep from any direction. Make rifle safe.

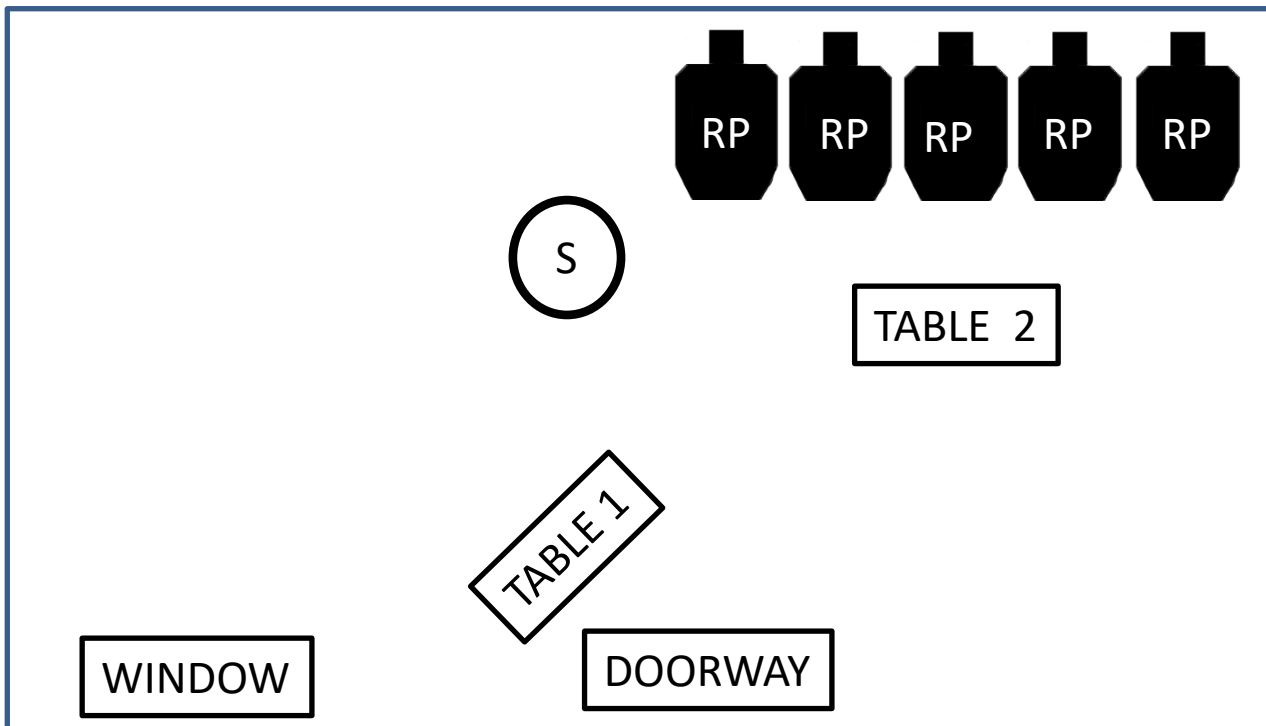
Shotgun: Engage targets either L, R, R, L or R, L, L, R. Make shotgun safe.

Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



10 – Rifle
10 – Pistol
3 – Shotgun



PROCEDURE

Pistols loaded five rounds each and holstered. Rifle, ten rounds, hammer down on MT chamber. Shotgun open and MT staged on table 1. Starting position at doorway, with rifle at port arms.

Shooting Sequence: R – S – P

At the buzzer, with the rifle, sweep the RP targets twice, yes you can.
Make rifle safe on table 1.

With the shotgun, from anywhere between table 1 and table 2, engage 3 times. Make shotgun safe.

From table 2, with your pistols engage the RP targets same as rifle.

ALTERNATE – For a 10 second bonus, engage all from the doorway. *Misses count.*