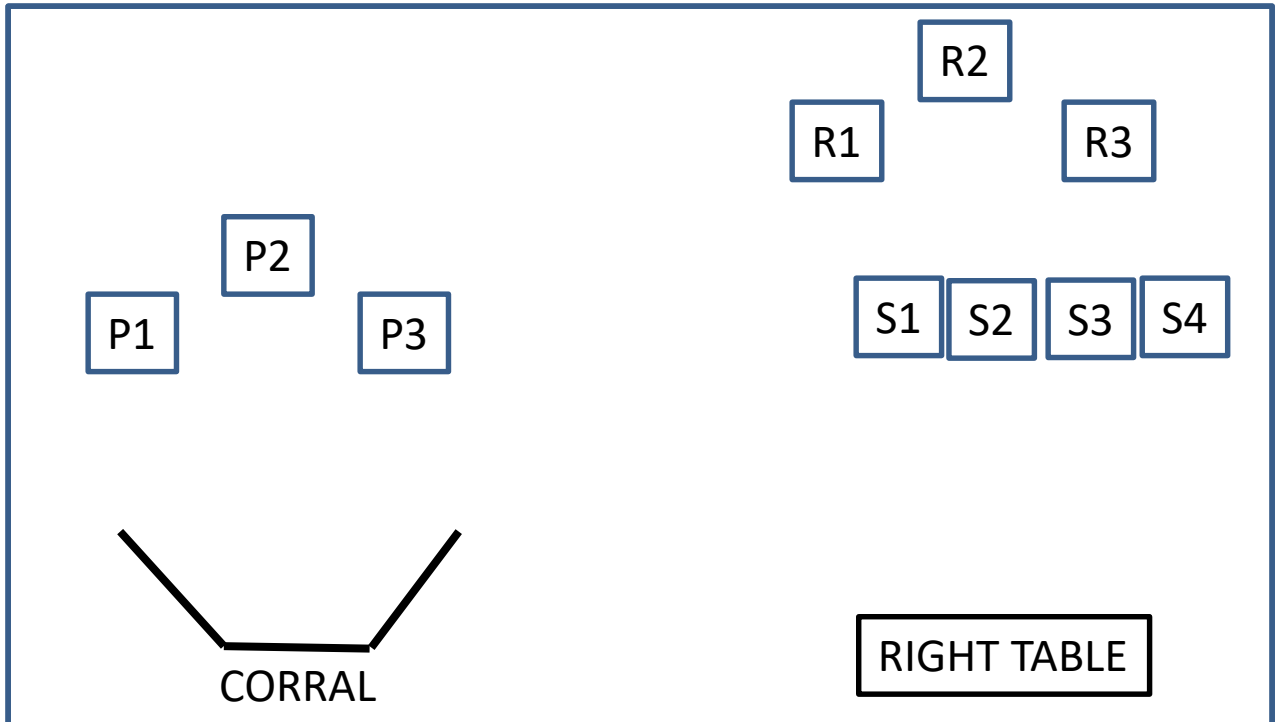


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



“Buffalos and Cowboys”

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 corral with hands on holstered pistols or behind the right table with long gun of choice at port arms. Say the line **“Those are some odd looking targets”**

Shooting Sequence: ? - ? - ? (Rifle Cannot Be Last)

ATB engage targets as follows:

Pistol/Rifle: Engage each outside target 4 times and the center target two times (round count). Make rifle safe on right table.

Shotgun: Engage four knockdown targets from behind right table until down. Make shotgun safe on right table.

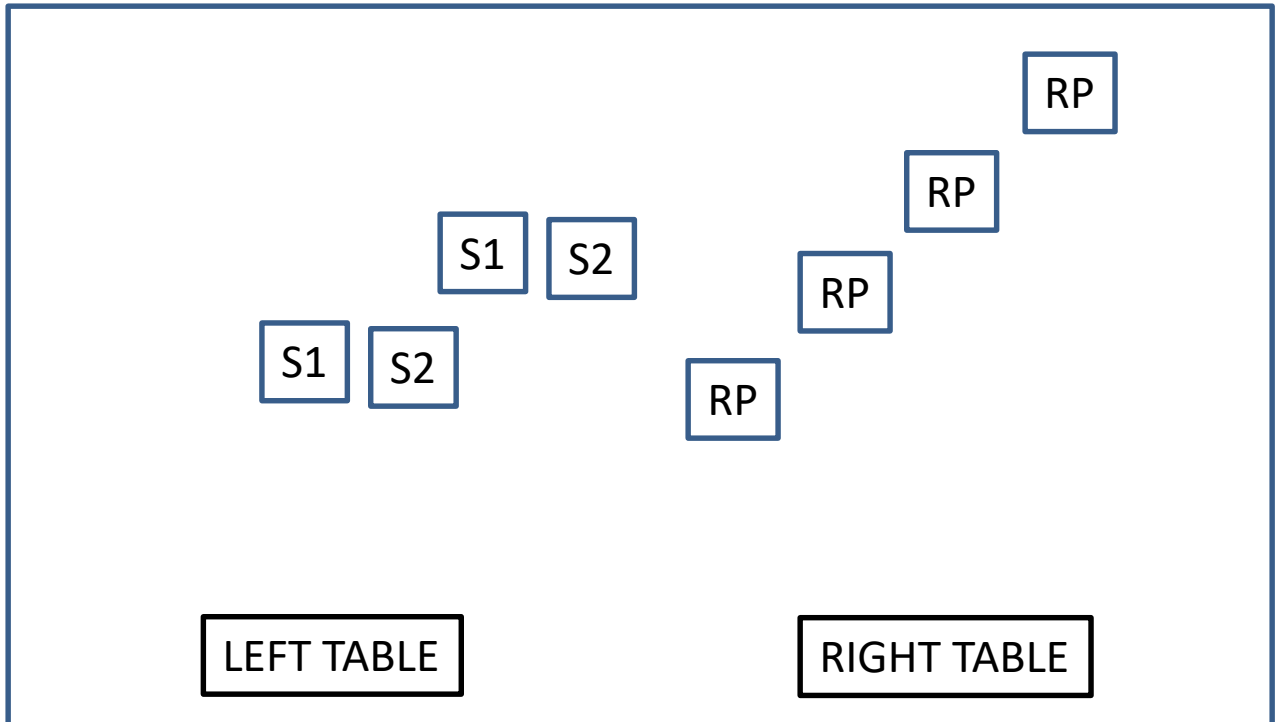
Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



“This looks kind of familiar”

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 any table. Starting position behind table of choice with hands touching long gun. Say the line ***“Didn’t we do something like this before?”***

Shooting Sequence: ? - ? - ? (Rifle Cannot Be Last)

ATB engage targets as follows:

Pistol/Rifle: Engage RP targets in a 2-4-6-8 or 8-6-4-2 sweep from any direction. Make rifle safe.

Shotgun: Engage four knockdown targets until down. Make shotgun safe.

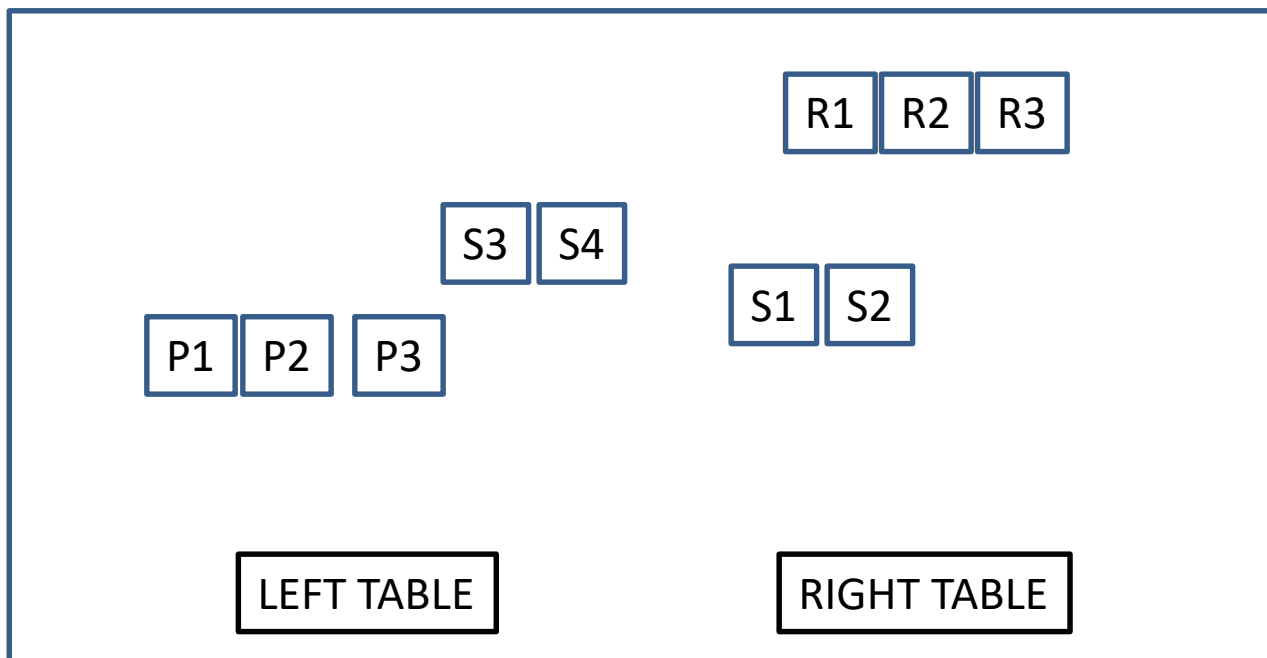
Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



“What do I do first?”

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 safely on table(s) of choice. Starting position, behind either table, with hands on hat. Say the line **“So many choices, so little time.”**

Shooting Sequence: S - ? - ? - S

Rifle – From the right table, engage the rifle targets from either direction in a Nevada sweep, double tapping the center target each time.

Pistol – From the left table, engage the pistol targets from either direction in a Nevada sweep, double tapping the center target each time.

Shotgun – Engage two knockdowns until down from behind each table.

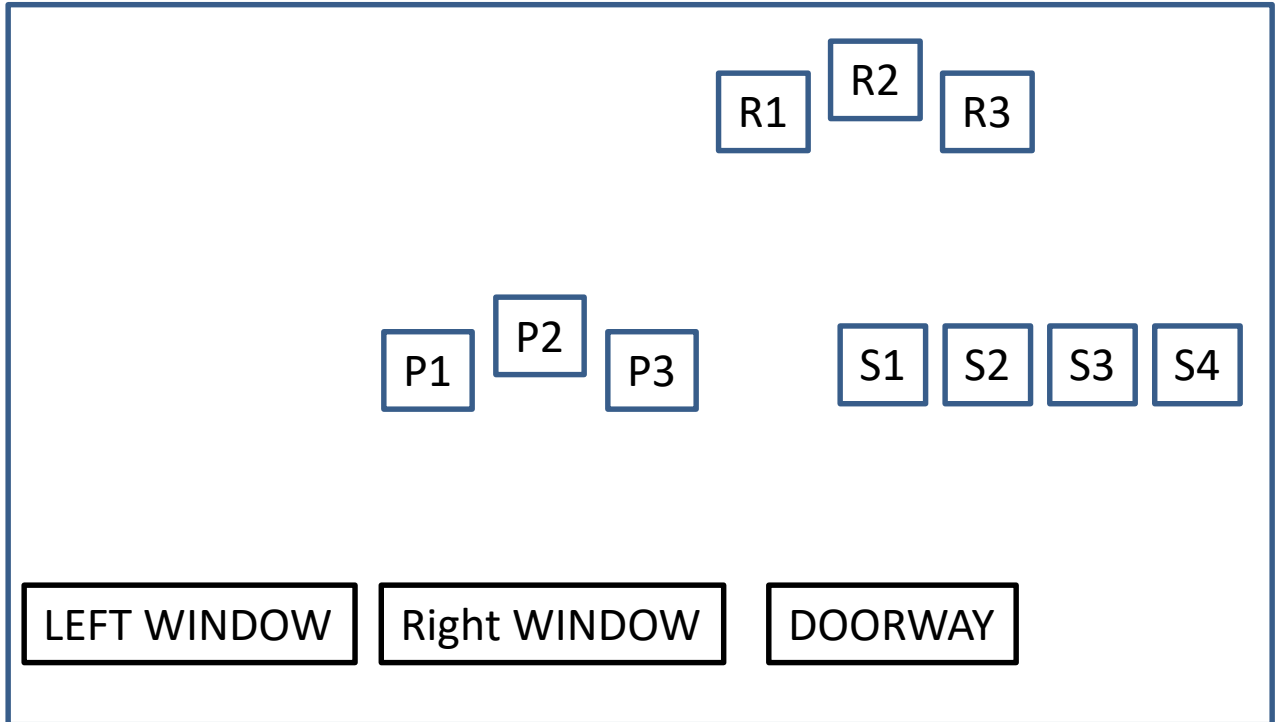
Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“Shooters Choice”

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 at window or doorway with hands on holstered pistols or shotgun shells on body. Say the line **“I’ve got this”**

Shooting Sequence: ? - ? - ? (Rifle Cannot Be Last)

ATB engage targets as follows:

Pistol/Rifle: Engage each target with at least 3 rounds each for a total of 10 rounds. (Round count)

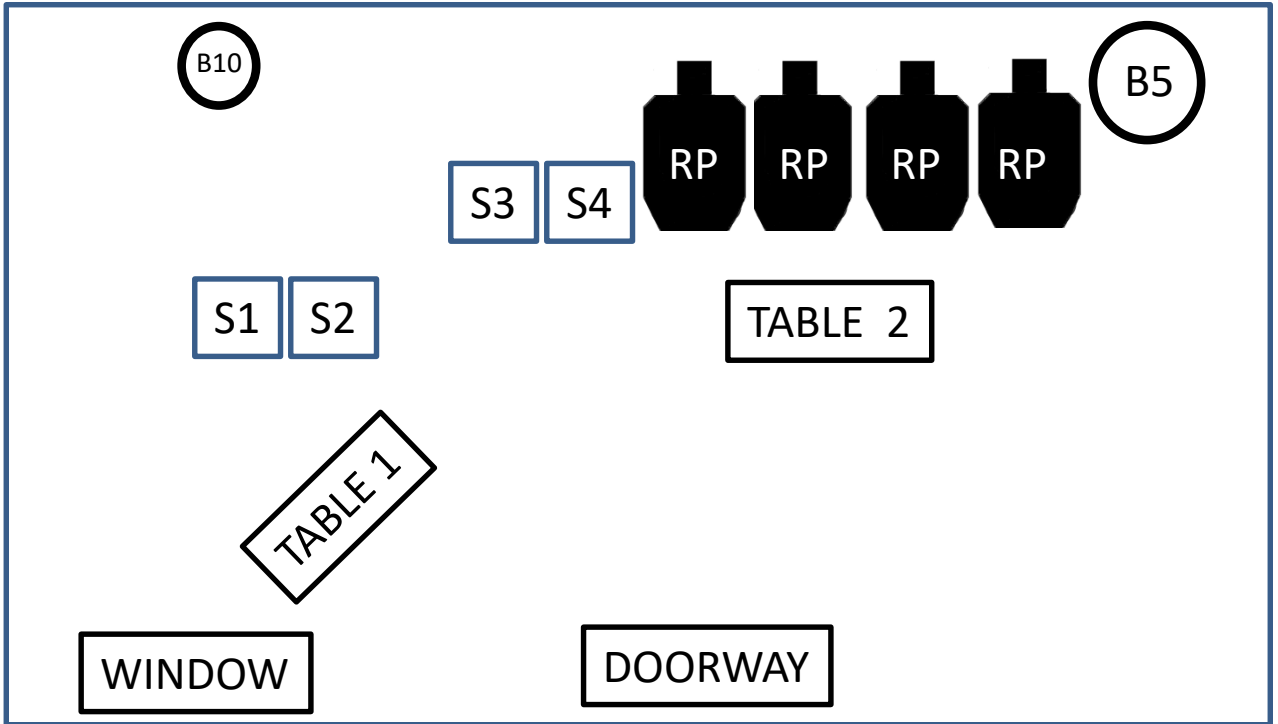
Shotgun: Engage targets until down. Make shotgun safe.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



“Two Bonuses?”

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 Table 1. Starting position in the doorway, with rifle in hands. Say the line **“5 Second Bonus, I choose you” OR “10 Second Bonus, I choose you”**

Shooting Sequence: R – S – P – S

At the buzzer, with the rifle engage ONE of the bonus targets, the small circle on the left is a 10 second bonus, the larger circle target is a 5 second bonus. Then engage the four rifle targets at least 2 times each (round count).

Move to table 1, make rifle safe, pick up shotgun and engage 2 shotgun targets until down.

Move to table 2, make shotgun safe and engage the four pistol targets at least two times each (round count).

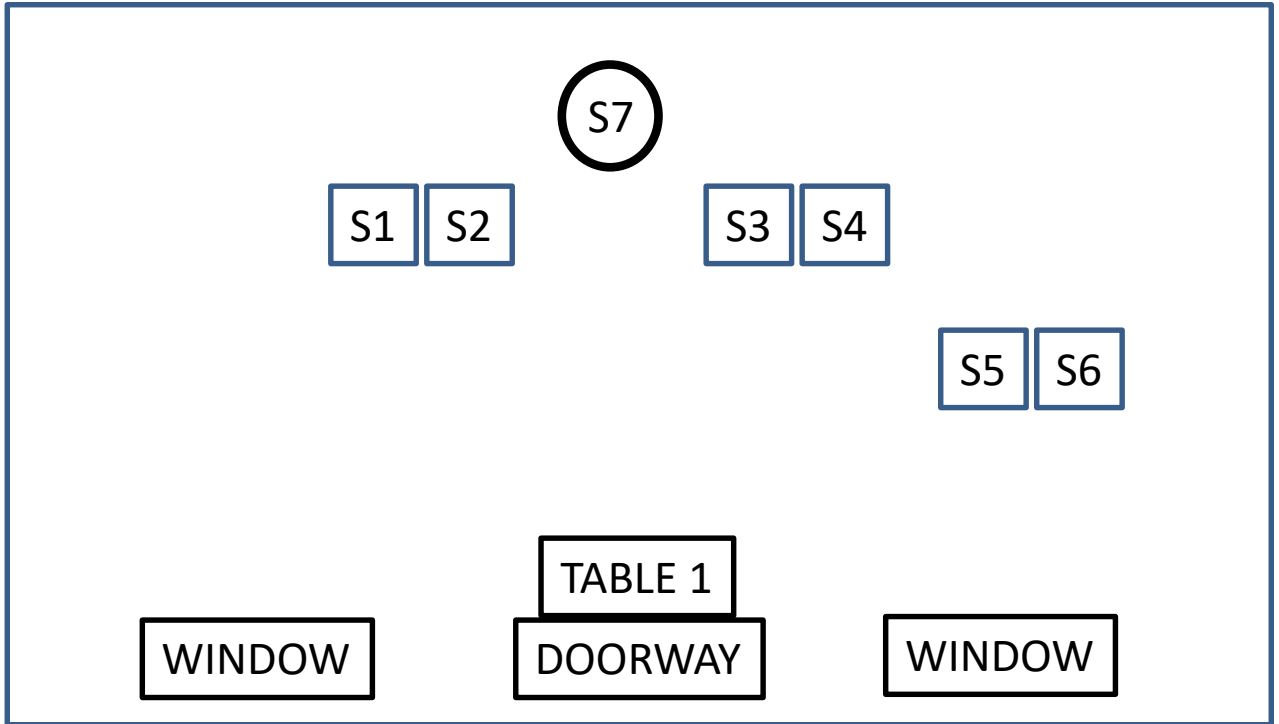
Pick up shotgun and engage remaining shotgun 2 targets until down.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



“Feeling Lucky?”

0 – Rifle
0 – Pistol
7 - Shotgun



PROCEDURE

Shotgun open and empty staged on table in doorway. Starting with hands on opposite sides of the door frame say the line “There are seven of you and I have seven shells left...seems fair to me.”

ATB engage shotgun targets in any order. KNOCKDOWNS CAN NOT BE MADE UP.