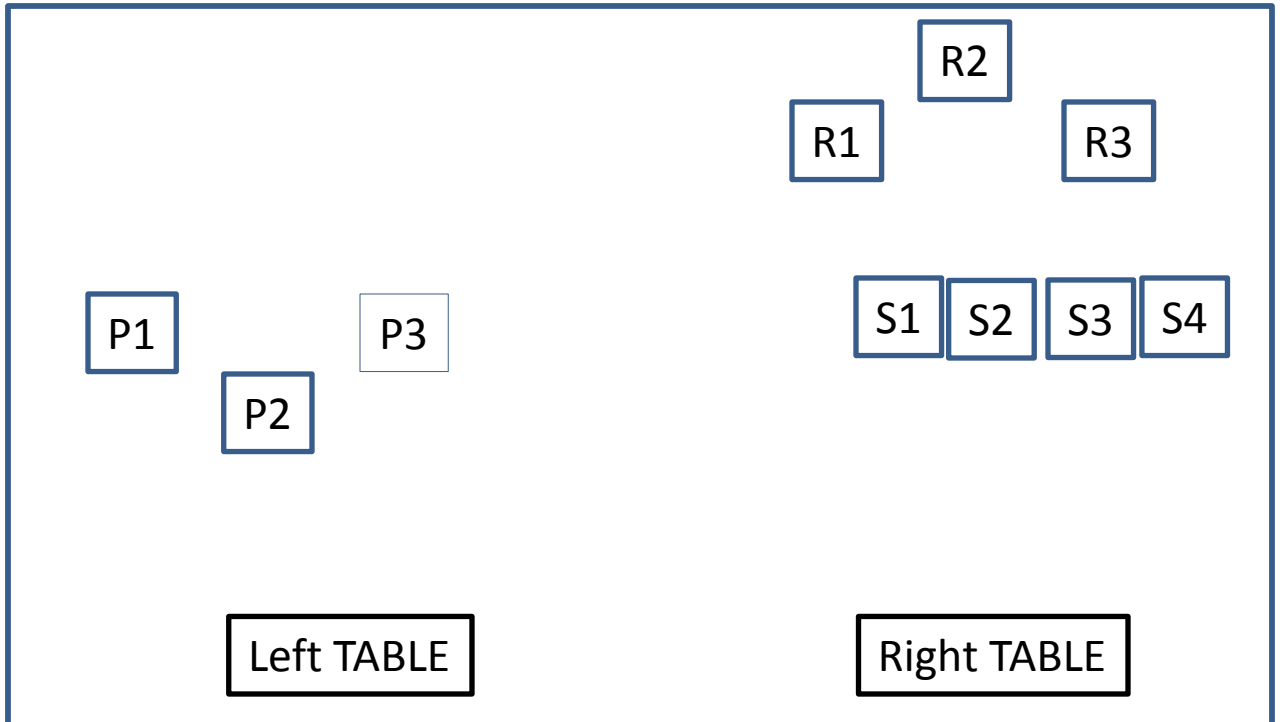


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



“Yippie!”

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 behind left or right table. Say the line ***“Yippie!”***

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

ATB engage targets as follows:

Pistol/Rifle: Continuous Nevada sweep, double tapping the middle target, starting from either direction. Holster pistols / Make rifle safe.

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

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



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

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

TABLE

TABLE

PROCEDURE

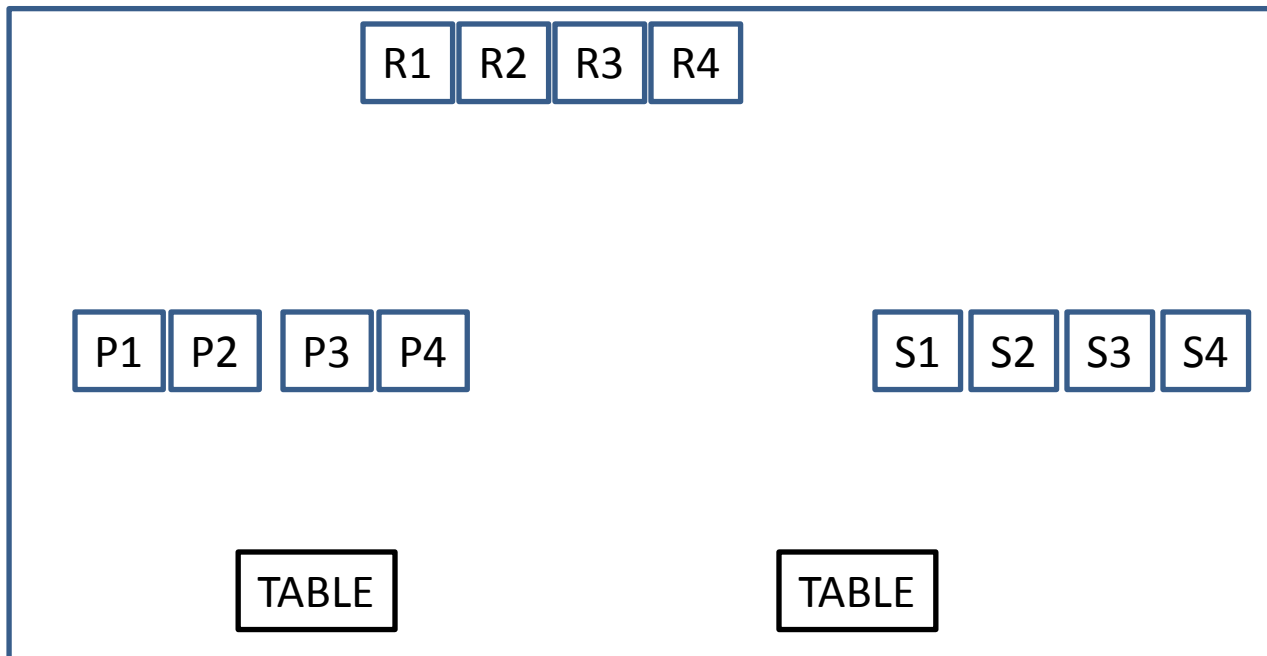
All Shotgun Targets are engaged until down

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



“Yippie!”

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 flat on left or right table. Say the line **“Yippie!”**

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

ATB engage targets as follows:

Pistol/Rifle: 2-1-1-1 sweep, starting from either direction. Repeat (yes you can).

Holster pistols / Make rifle safe.

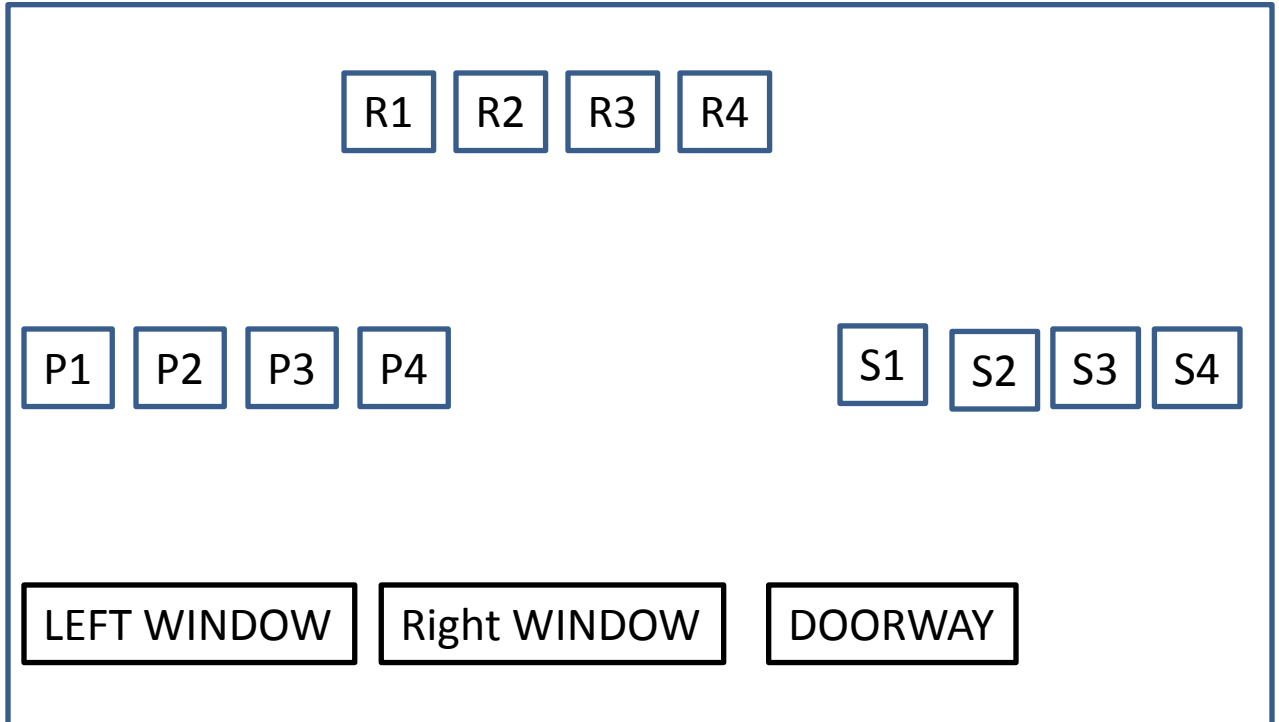
Shotgun: Engage targets until down. Make shotgun safe.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“How about them BADGERS!”

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 and shotgun open and MT. Rifle staged in the right window and shotgun staged on table at the doorway. Starting position standing at the left window. With hands on either side of the window say the line **“Go Bucky!”**

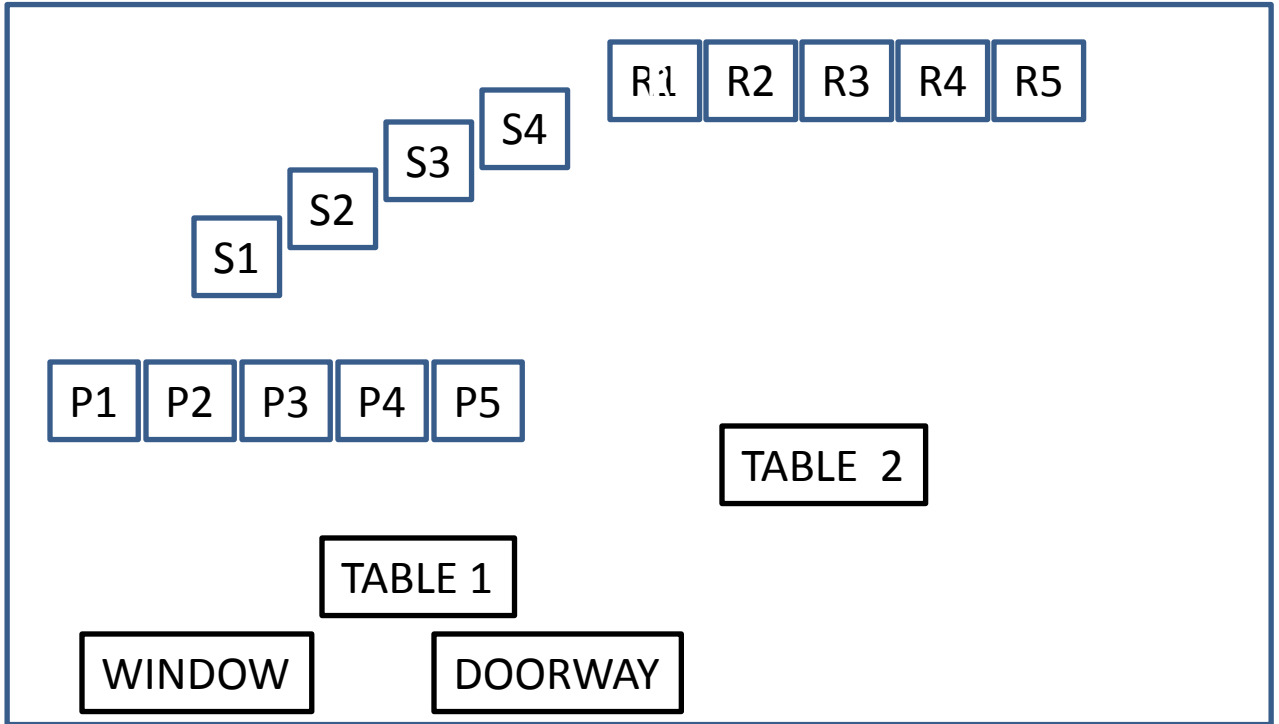
ATB: Engage pistols targets from either direction in a Badger Sweep 1-2-3-4-1-2-3-1-2-1. Holster pistols and move to right window. Engage rifle targets in opposite direction of pistols in a Badger Sweep. Restage rifle open and MT on table. Pick up shotgun and engage targets in either direction. Proceed to the unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



“DOUBLE TROUBLE”

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 staged on Table 2 and shotgun open and MT staged on Table 2. Starting position at window with hands on hat say the line “I’ll double down on this one”

ATB Engage pistol targets in a **DOUBLE TAP SWEEP** from either direction.

Holster pistols. Move to table 2 pick up rifle and engage targets in a **DOUBLE TAP SWEEP** in the same direction as your pistols. Restage rifle on table open and MT. Retrieve shotgun and engage targets from either direction. Proceed to unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



Well it's about time!

0 – Rifle
0- Pistol
6+ - Shotgun

S1 S2

S3 S4

S5 S6

WINDOW

DOORWAY

WINDOW

PROCEDURE

All Shotgun Targets are engaged until down

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: **“Well it's about time”**

ATB: Starting from either left or right window shoot two targets from each position. 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.