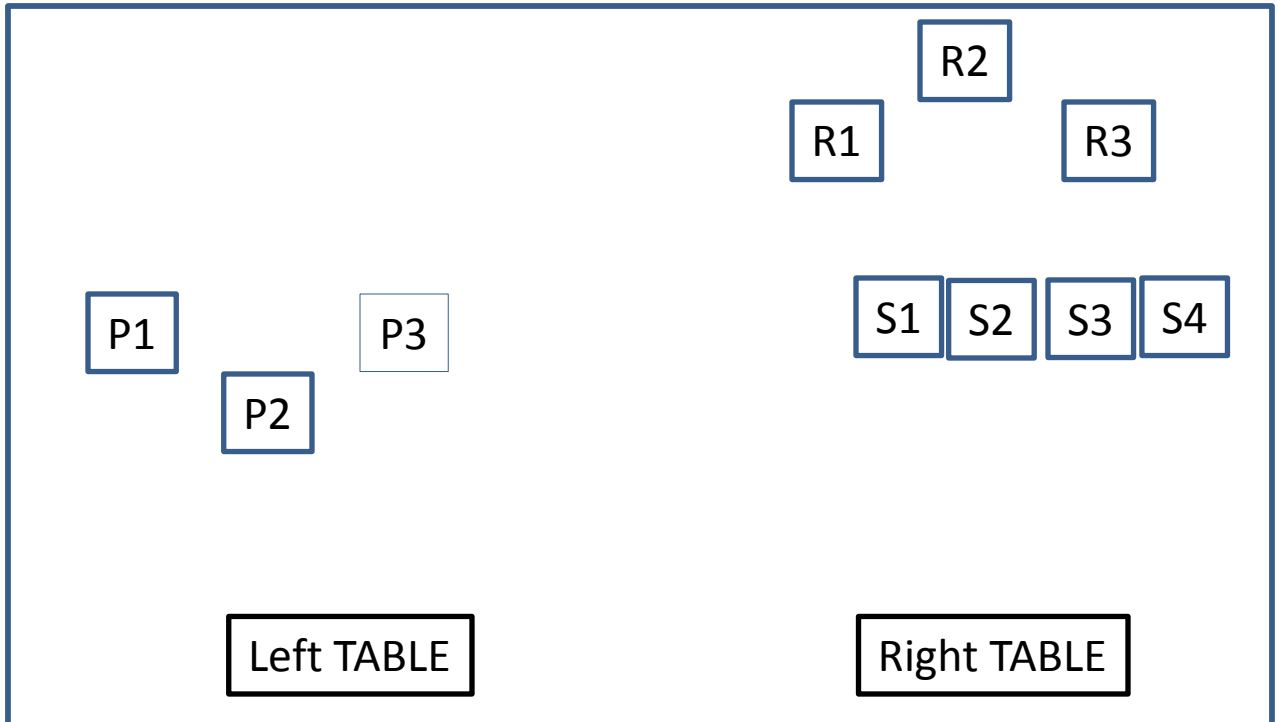


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



“Sound Off “
“Gimme your left, your right ,
your left,right, left, right”!

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. At attention say the line **“SIR , YES SIR”**.

ATB engage pistol targets as follows **P1 P2 P2 P3 P3 P3 P2 P2 P1 P1**. Holster pistols. Move to right table. Engage rifle targets as follows **R3 R2 R2 R1 R1 R1 R2 R2 R3 R3**. Restage rifle open and MT on table. Retrieve shotgun and engage targets as follows **S1 S2 S3 S4**. Proceed to the unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



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

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

TABLE

PROCEDURE

All Shotgun Targets are engaged until down

**You knew what it was going to be each
time last year.**

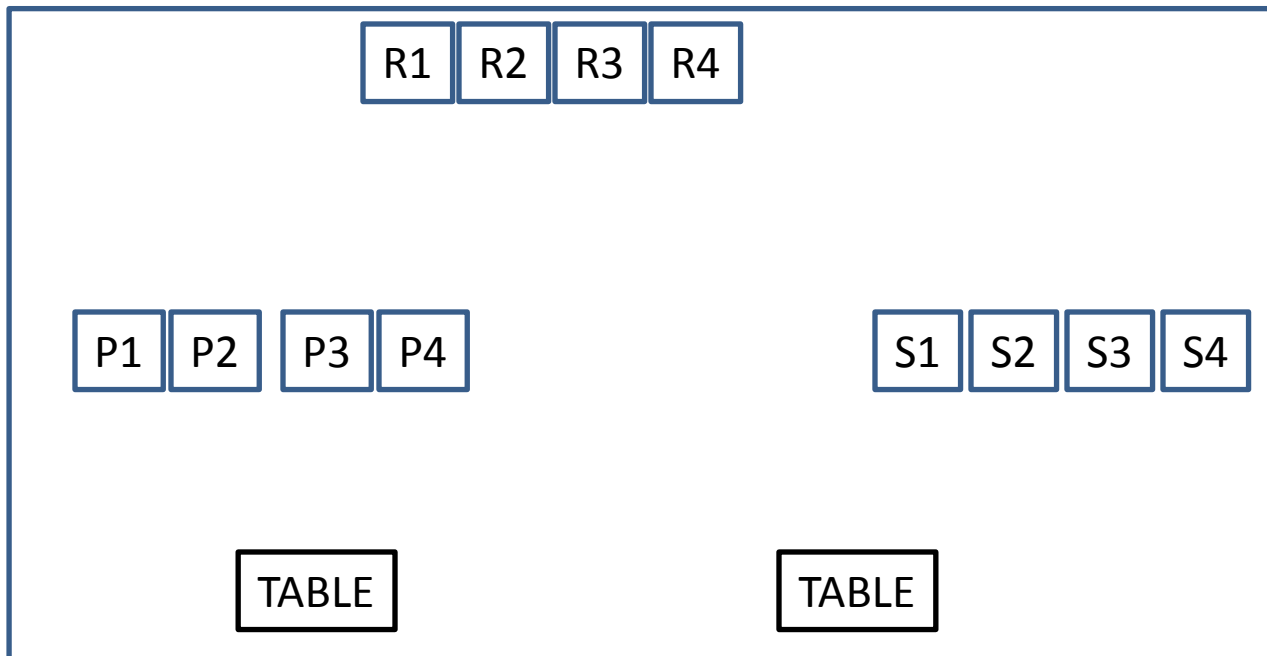
This year it will be a surprise each month!

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



“Inside out?”

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 and shotgun staged at right table. Starting position at left table. With hands flat on the table say the line ***“I think Coot’s lost his mind”***

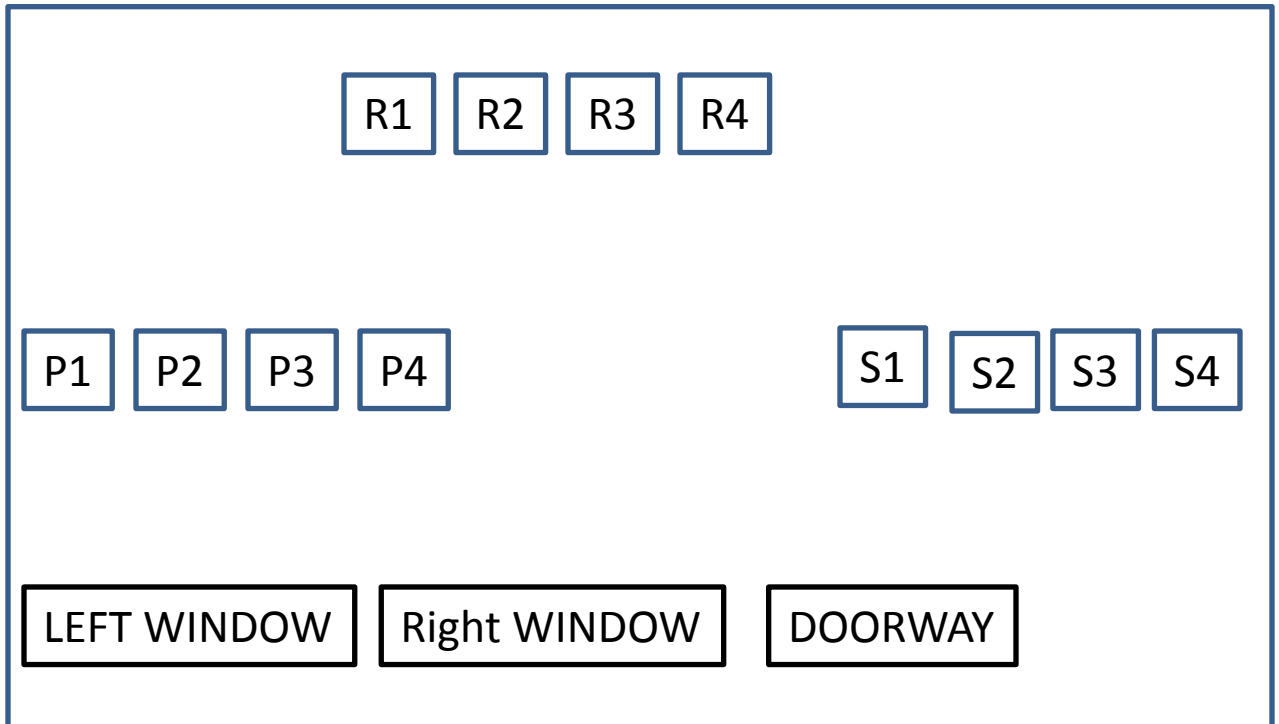
ATB engage pistol targets as follows **P2 P3 P3 P1 P1 P1 P4 P4 P4 P4**. Holster pistols. Move to right table retrieve rifle engage targets as follows **R2 R3 R3 R1 R1 R1 R4 R4 R4 R4**. Restage rifle open and MT on the table. Retrieve shotgun and engage targets as follows **S2 S3 S1 S4**. Proceed to the unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“Outside in?”

10 – Rifle
10- Pistol
4+ - Shotgun



PROCEDURE

All Shotgun Targets are engaged until down.

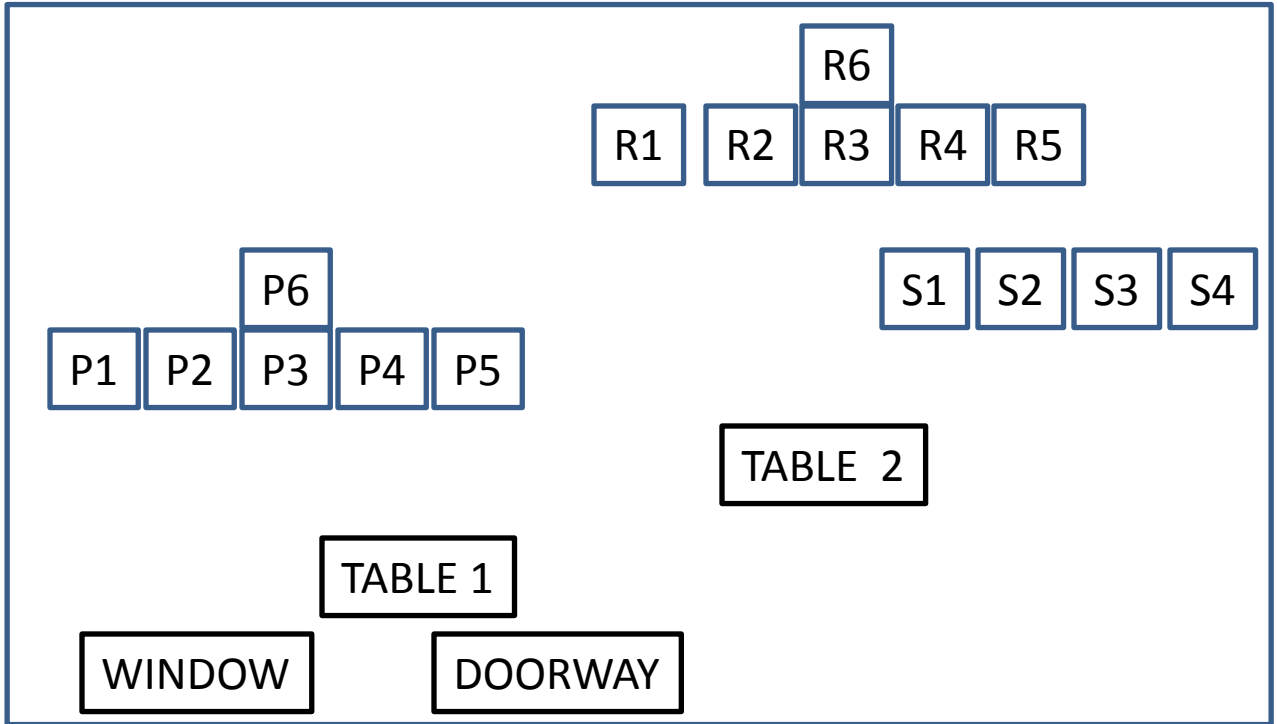
Pistols loaded five rounds each holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle staged in the right window and shotgun staged on table at the doorway. Starting position standing at the left window. With hands on either side of the window say the line ***“Yep Coot has lost his mind!”***

ATB: Engage pistols target as follows **P1 P4 P4 P2 P2 P2 P3 P3 P3 P3**. Holster pistols and move to right window. Engage rifle targets as follows **R1 R4 R4 R2 R2 R2 R3 R3 R3 R3**. Restage rifle open and MT on table. Pick up shotgun and engage targets as follows **S1 S4 S2 S3**. Proceed to the unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



11 – Rifle
11- 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 1. Starting position at window with arms folded. Say the line ***"I knew I should have bought that Walch Navy!"***

ATB Engage pistol targets **P1 to P5** in a **DOUBLE TAP SWEEP LEFT TO RIGHT RELOAD ONE BULLET AND ENGAGE P6**. Holster pistols. Retrieve shotgun and move to table 2 restage shotgun on table 2 pick up rifle and engage targets **R1 to R5** in a **DOUBLE TAP SWEEP LEFT TO RIGHT RELOAD ONE BULLET AND ENGAGE R6**. Restage rifle on table 2 open and MT. Retrieve shotgun and engage targets in a left to right sweep. Proceed to unloading table.