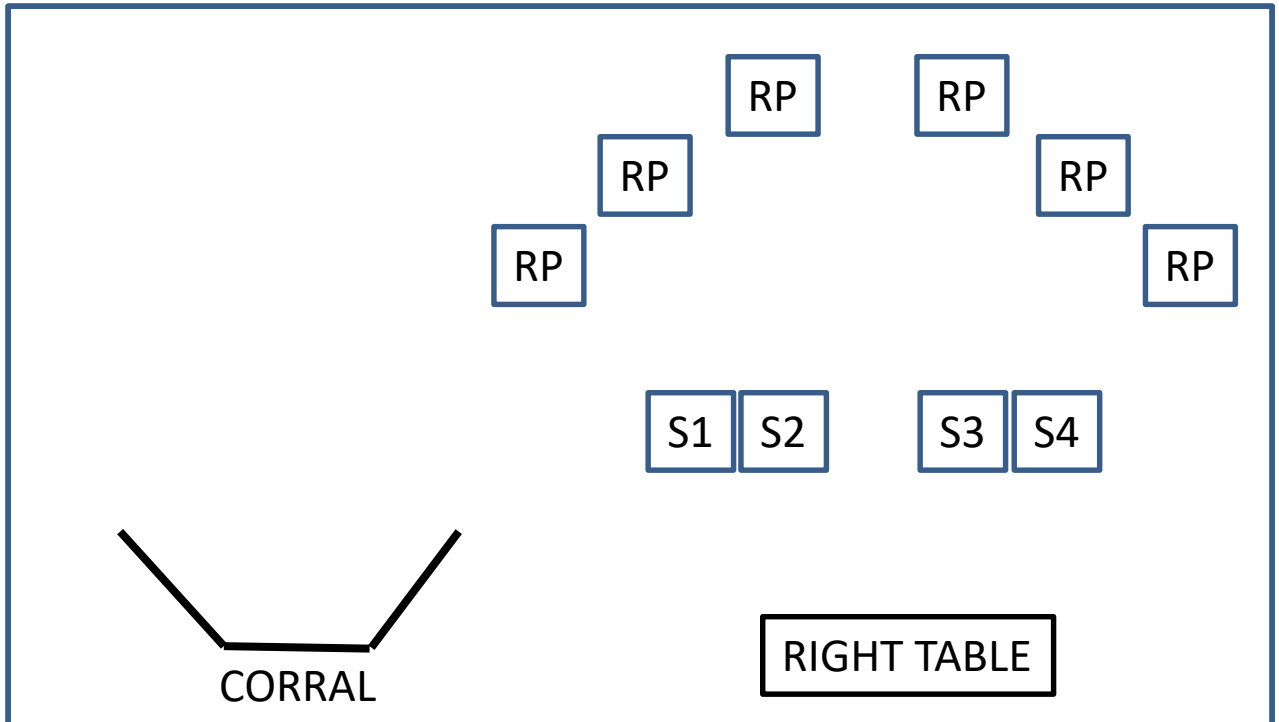


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



"Buffalos"

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 holstered pistols or rifle/shotgun at port arms.

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

ATB engage targets as follows:

Pistol/Rifle: Engage targets in a 3 – 1 – 1 – 1 – 1 – 3 sweep from any direction. Make rifle safe. After shooting pistols they can be re-holstered or made safe on table.

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

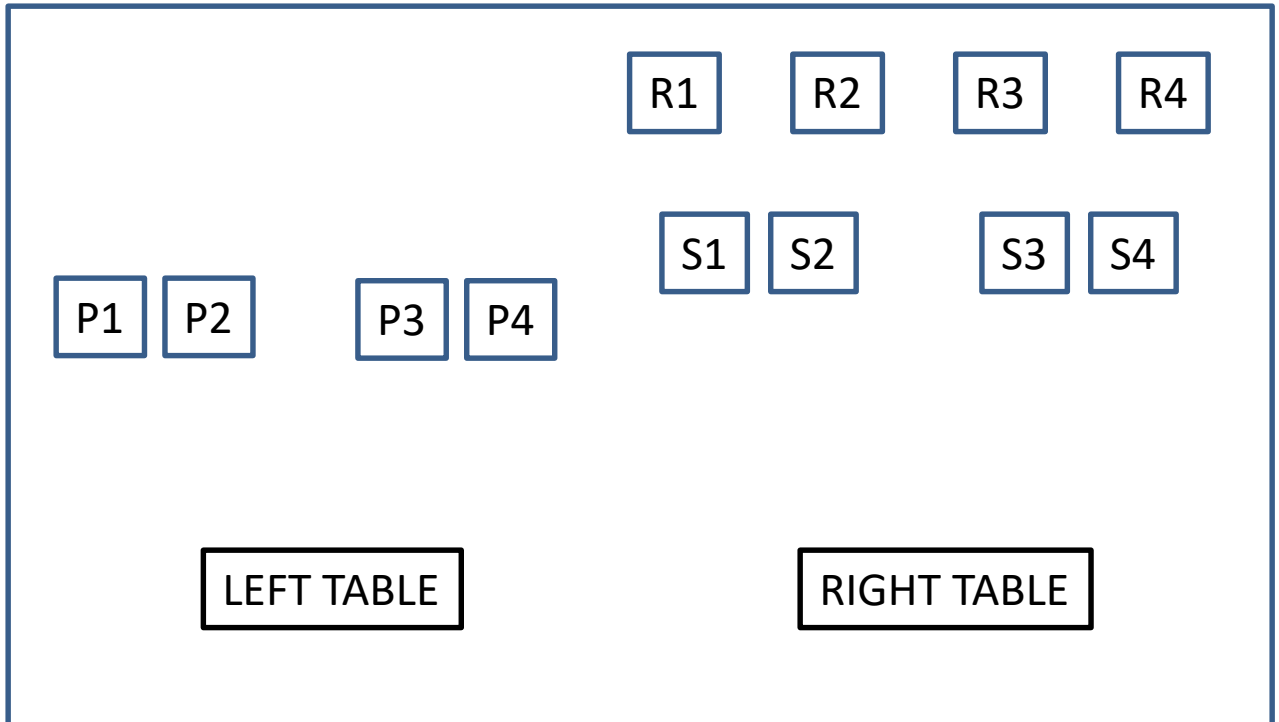
Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



“Lets do this”

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 and Rifle staged on right table. Starting position, behind the right table, with hands flat on table. Say the line *“Let’s do this”*

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 knockdown targets until down. Make shotgun safe.

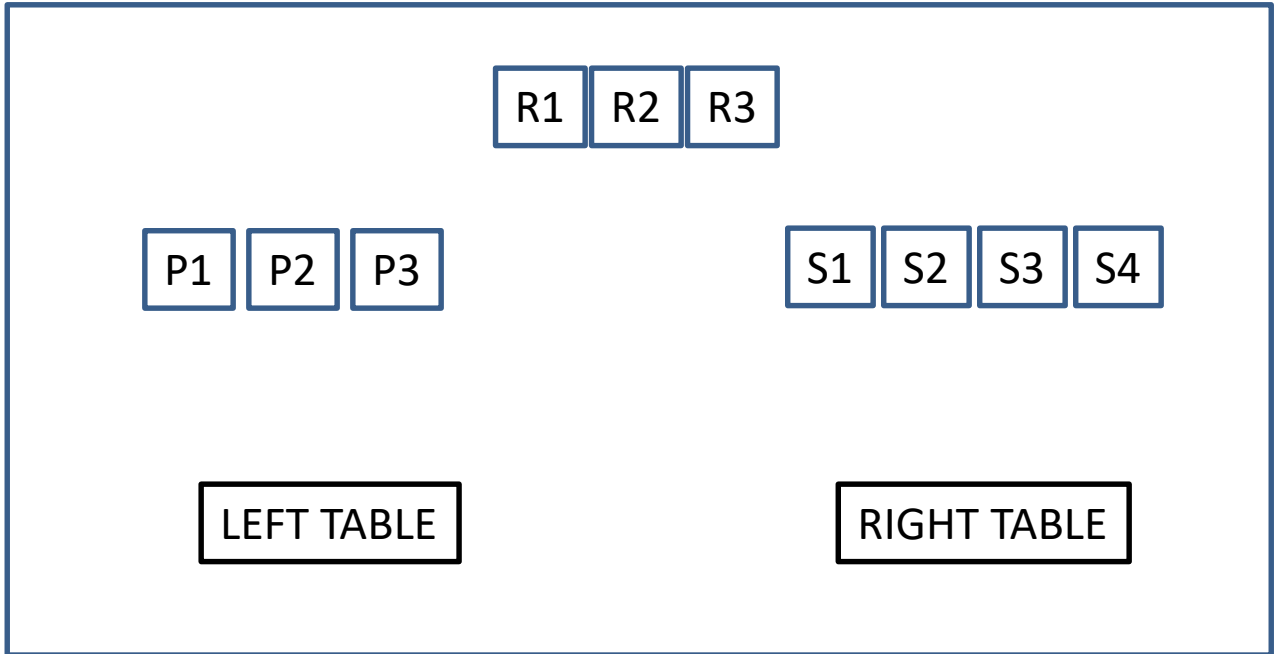
Stages by JC Deadwood

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. Shotgun staged on right table. Rifle staged on either table. Starting position behind the left table, with hands on hat. Say the line **“Not many choices here.”**

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.

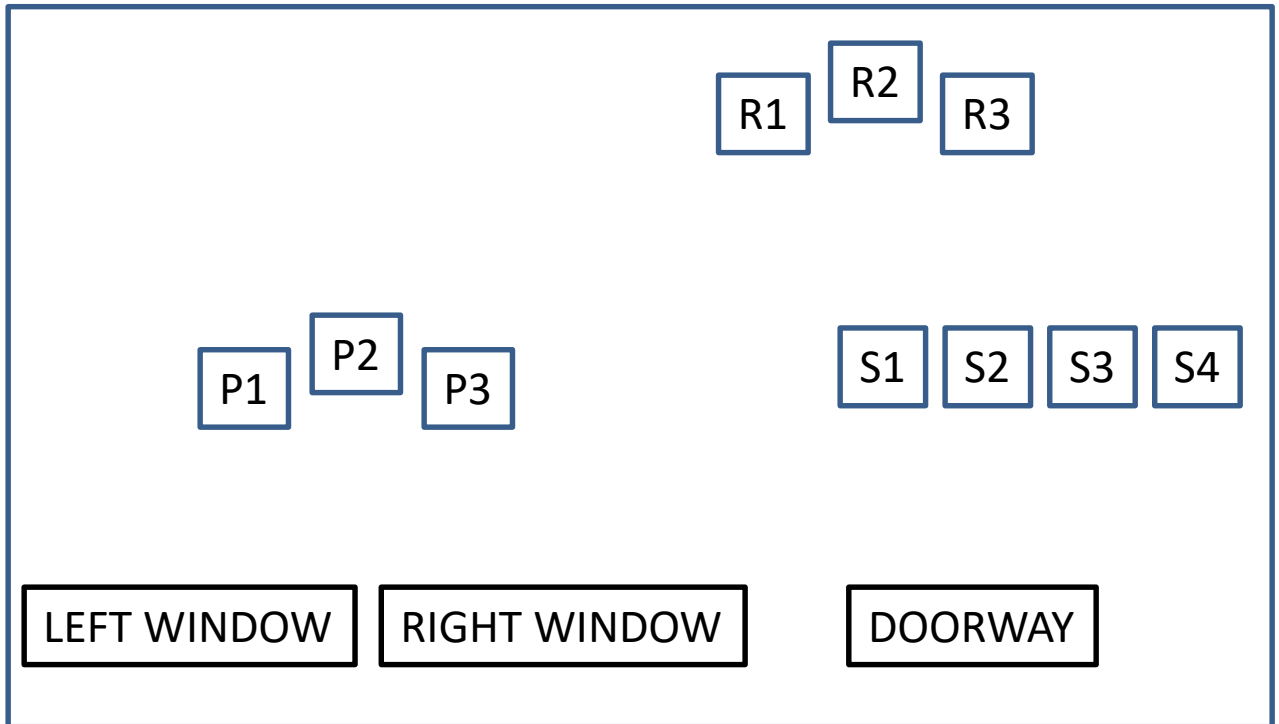
Shotgun – Engage knockdowns until down, any order. Make safe.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“Rifle cannot be last”

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. Say the line *“I think I’ve got this...”*

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.

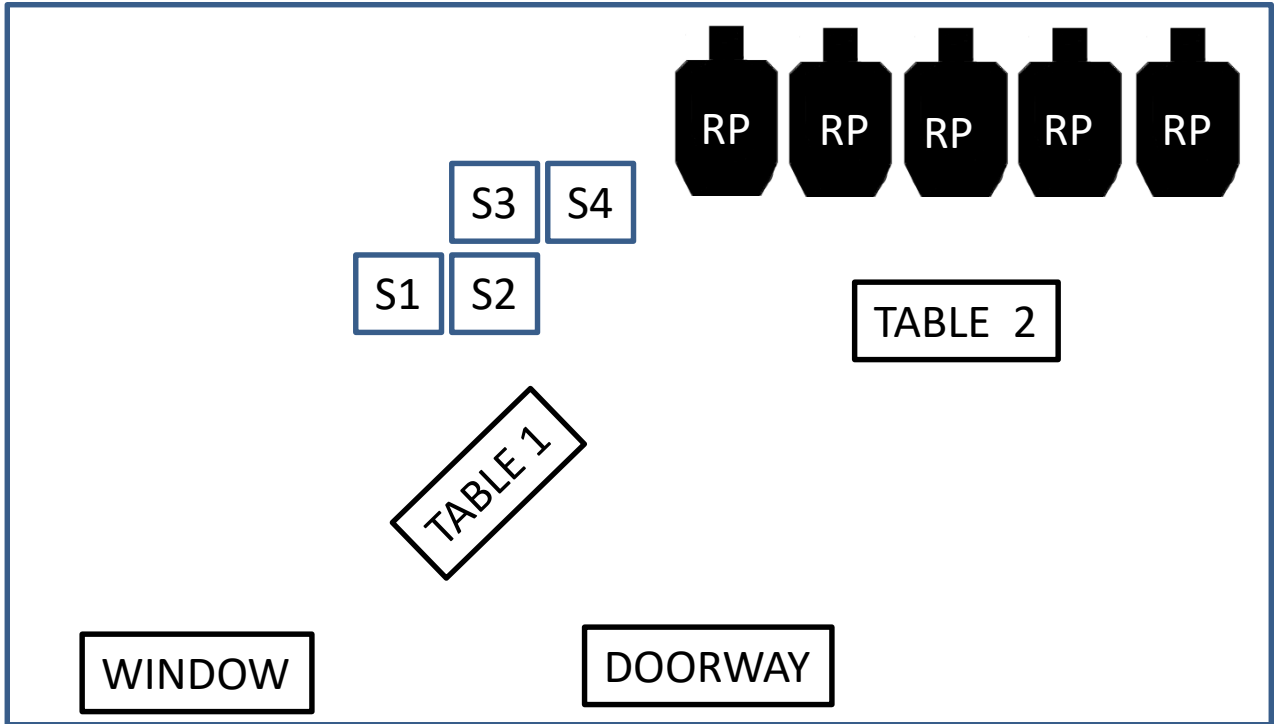
Shotgun: Engage targets until down. Make shotgun safe.

Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



10 – Rifle
10 – Pistol
4+ - 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 on doorway, with rifle at port arms. Say the line *“This one has 5!”*

Shooting Sequence: R – S – P

At the buzzer, with the rifle engage the RP target as follows: R1, R1, R1, R2, R3, R5, R5, R5, R4, R3. Make rifle safe on table 1.

With the shotgun and engage knockdowns until down. Make shotgun safe.

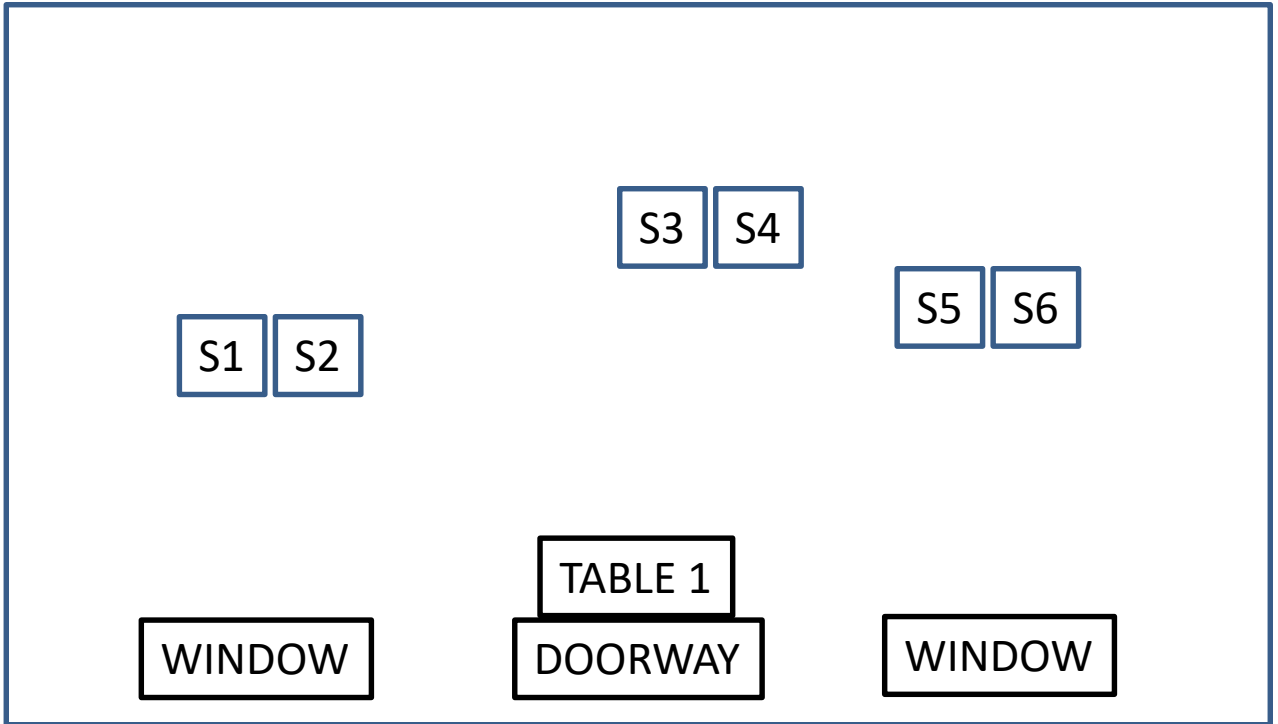
From table 2, with your pistols engage the RP target as follows: R1, R1, R1, R2, R3, R5, R5, R5, R4, R3

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



“Four out of six?”

0 – Rifle
0 – Pistol
4+ - Shotgun



PROCEDURE

Starting behind shooting position of choice with shotgun open and empty at port arms. Say the line “Four out of six?”

ATB engage 2 knockdowns from two shooting positions until down for a total of 4 knockdowns. Knockdown makeups must be made from the shooting position originally engaged.

All shots must be taken from the boardwalk.