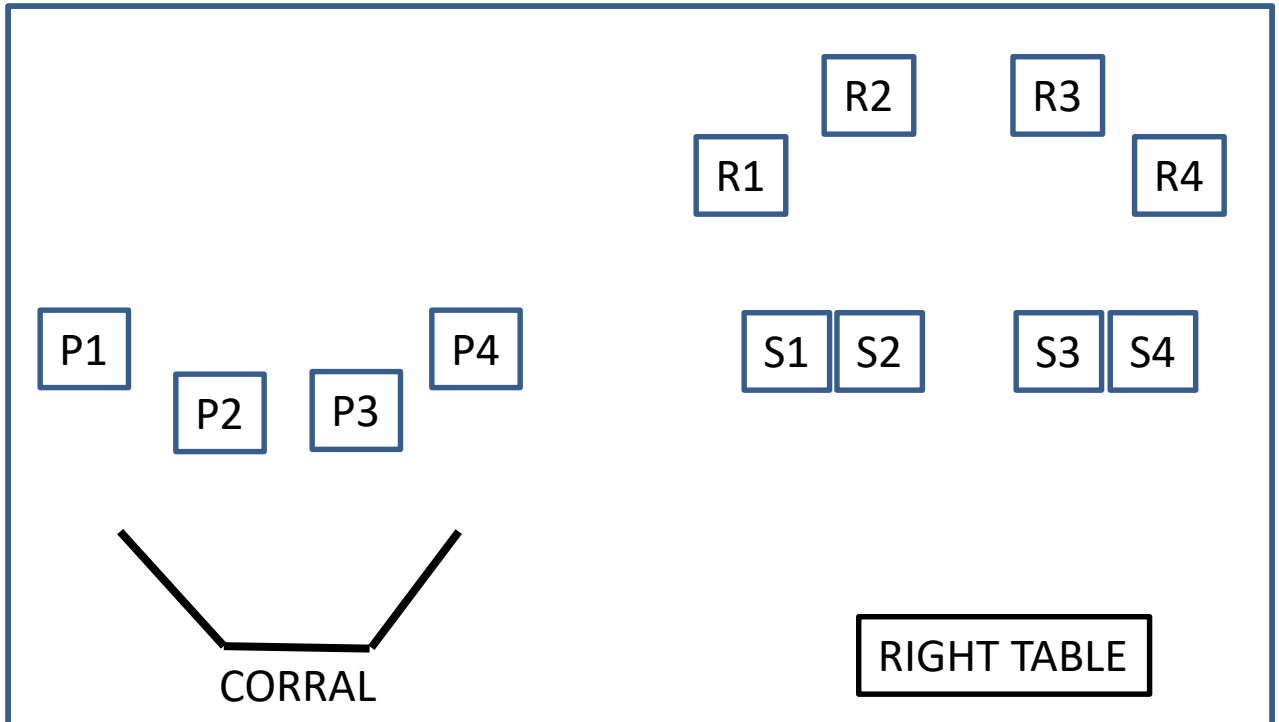


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



“Buffalos”

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 top rail or behind the right table with hands on table. Say the line *“Let’s go”*

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

ATB engage targets as follows:

Pistol/Rifle: Engage targets in a 2 – 2 – 2 – 4 sweep from any direction. Make rifle safe on right table.

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

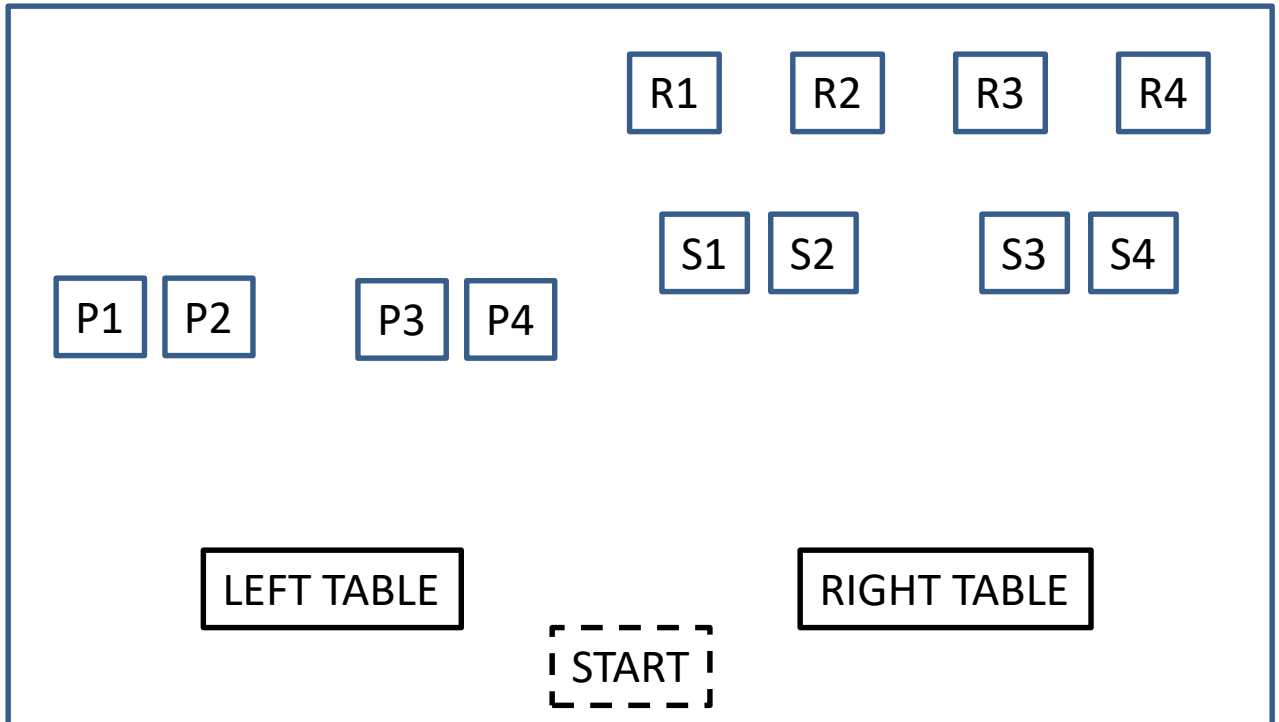
Stages by JC Deadwood

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



“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 staged on right table. Starting position centered between the tables with rifle at port arms. Say the line *“Let’s do this”*

Shooting Sequence: R - ? - ?

ATB engage targets as follows:

Pistol/Rifle: Engage RP targets in a Lawrence Welk (1,2,2,3,3,3,4,4,4,4) sweep from any direction. Make rifle safe.

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

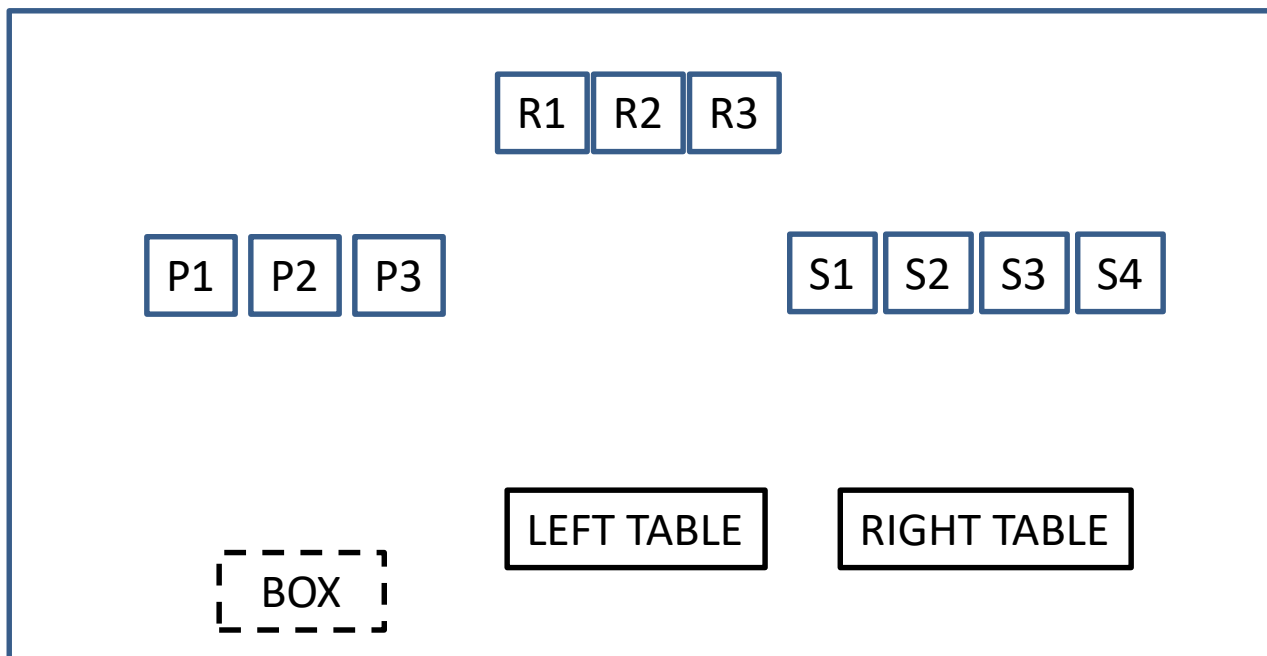
Stages by JC Deadwood

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 left table. Starting position, behind either table, with hands on hat. Say the line **“So many choices, so little time.”**

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

Rifle – From the left table, engage the rifle targets at least 3 times each. Make rifle safe.

Pistol – With at least one foot in the box, engage the pistol targets at least 3 times each.

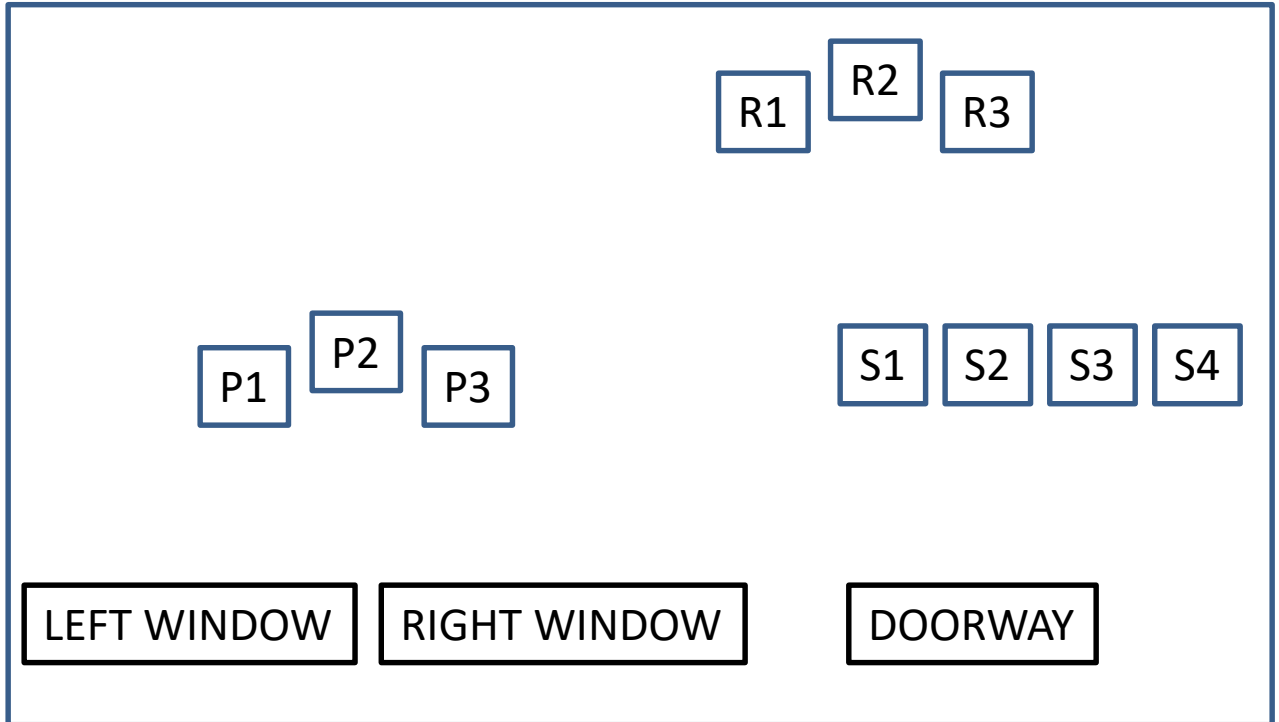
Shotgun – Engage knockdowns until down, any order. Make safe.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“2 – 1 – 2 – 2 – 1 – 2”

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 between the windows with both hands flat on the wall. Say the line ***“I think I’ve got this...”***

Shooting Sequence: P - R - S

Pistol: From each window, engage the targets in a 2 – 1 – 2 sweep from any direction.

Rifle: Engage targets in a 2 – 1 – 2 sweep from any direction. Repeat. (Yep)

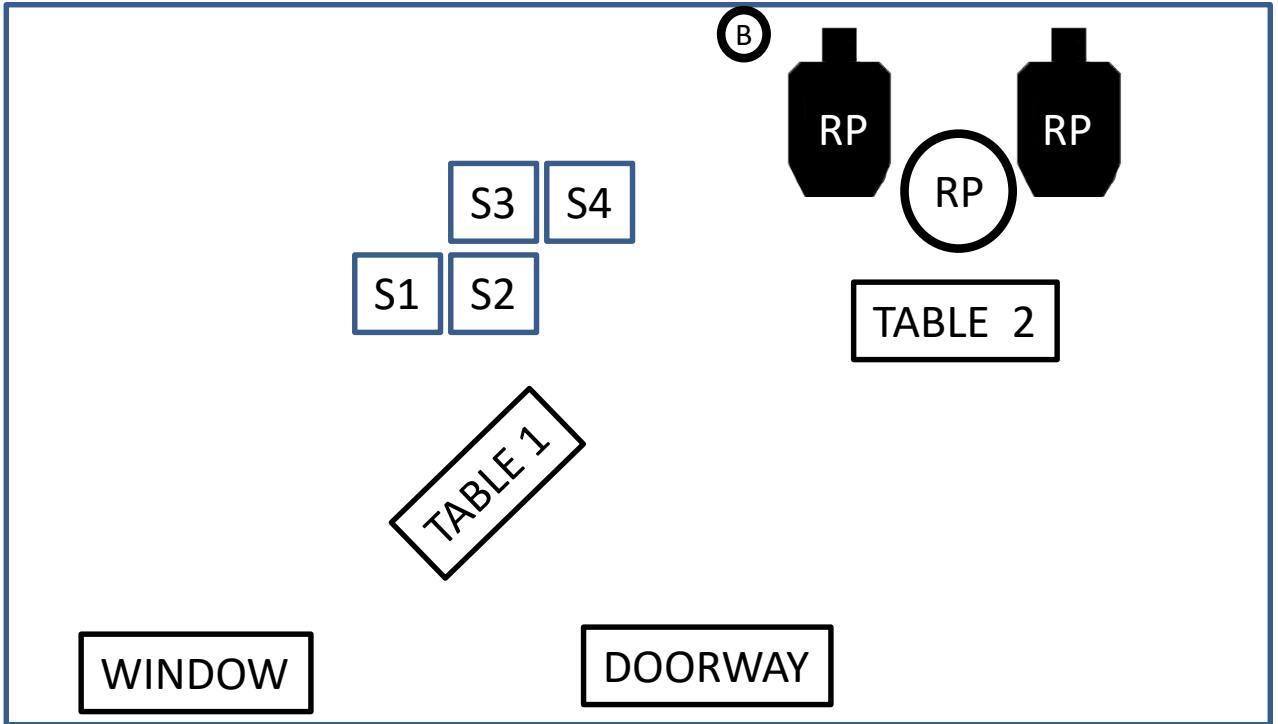
Shotgun: Engage targets until down. Make shotgun safe.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



“They are still coming out of the ground!”

11 – 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 next to table 1, with rifle in hands. Say the line ***“They are still coming out of the ground!”***

Shooting Sequence: R – S – P

At the buzzer, with the rifle engage the center target 3 times, then each outside target 2 times, then the center target 3 times. Reload one and engage the small rifle target on the left for a 10 second bonus if hit. A miss on the bonus doesn't count as a miss. Make rifle safe.

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

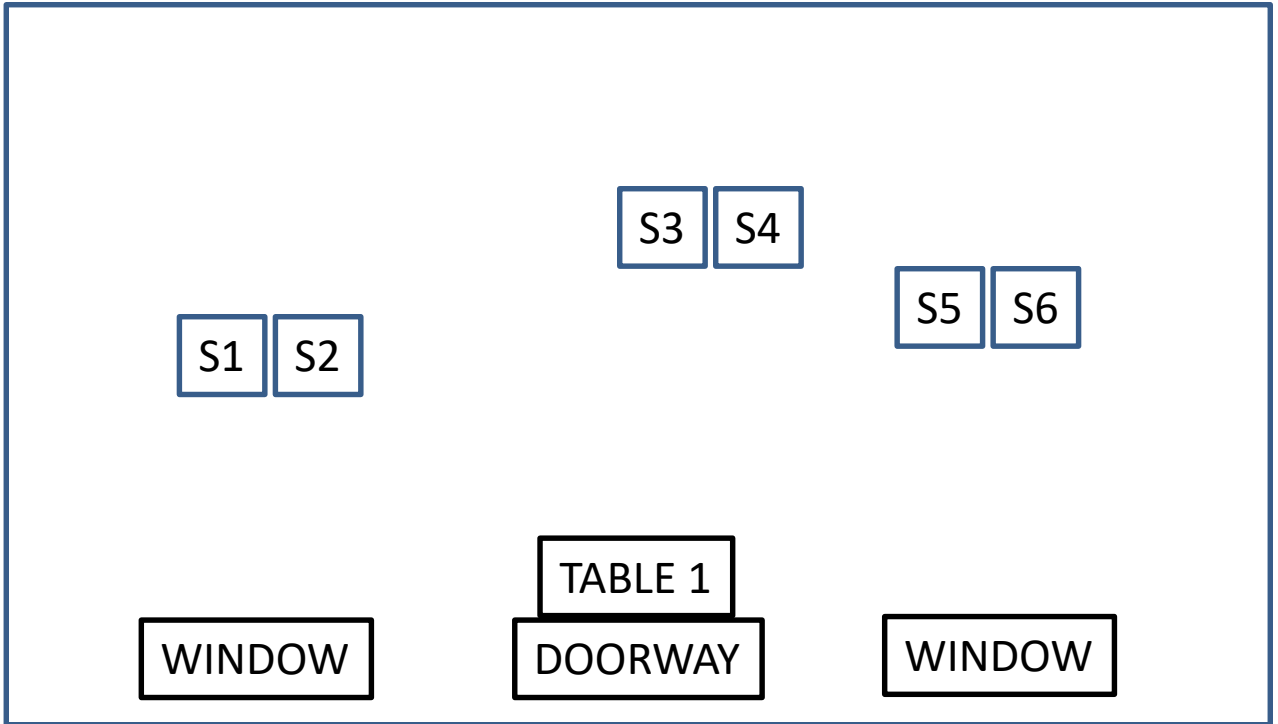
From table 2, with your pistols engage the center target 3 times, then each outside target 2 times, then the center target 3 times.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



“Nice and easy”

0 – Rifle
0 – Pistol
6+ - Shotgun



PROCEDURE

Shotgun open and empty staged on table in doorway. Starting in doorway with one hand on each side of the door frame. Say the line “Nice and easy”

ATB engage 2 knockdowns until down from doorway, then engage 2 knockdowns until down from one window, then engage 2 knockdowns until down from the opposite window.

Knockdowns must be down before moving to the next shooting position.