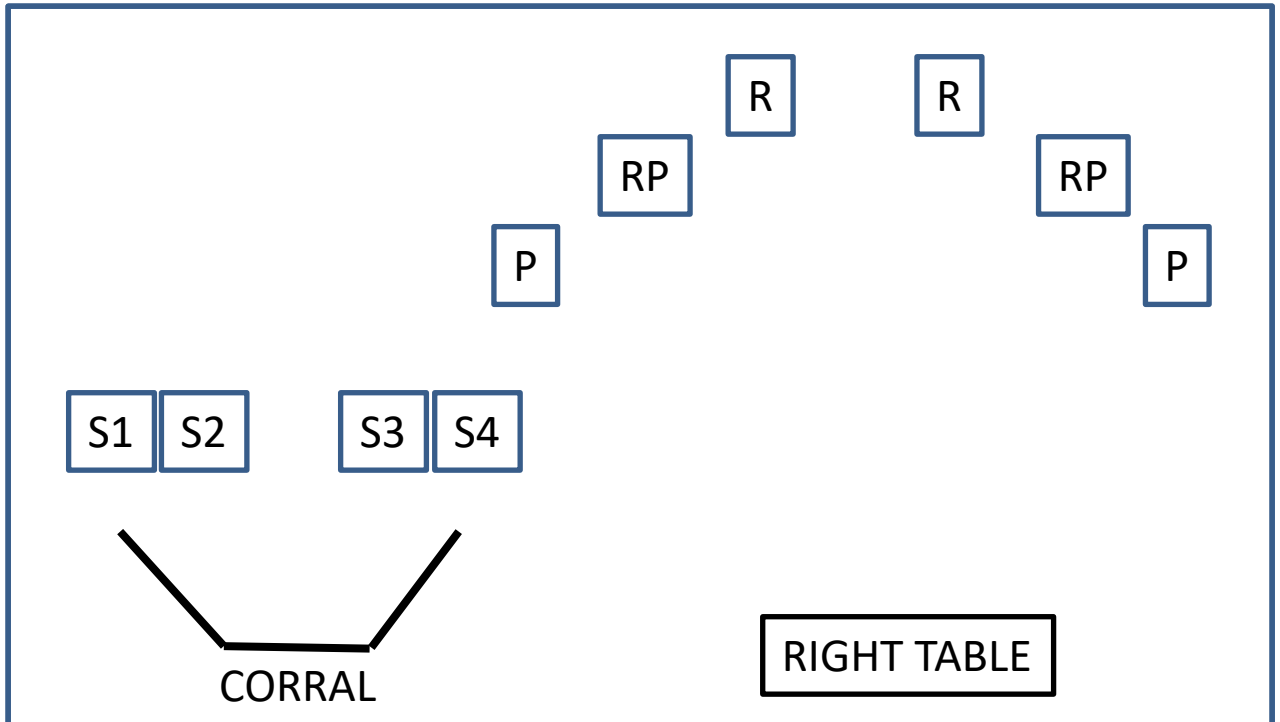


# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



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



## PROCEDURE

Pistols loaded five rounds each holstered. Rifle, ten rounds, hammer down on MT chamber and shotgun open and MT. Rifle and shotgun staged on right table. Starting position with hand(s) on holstered pistols or shotgun/rifle at port arms.

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

ATB engage targets as follows:

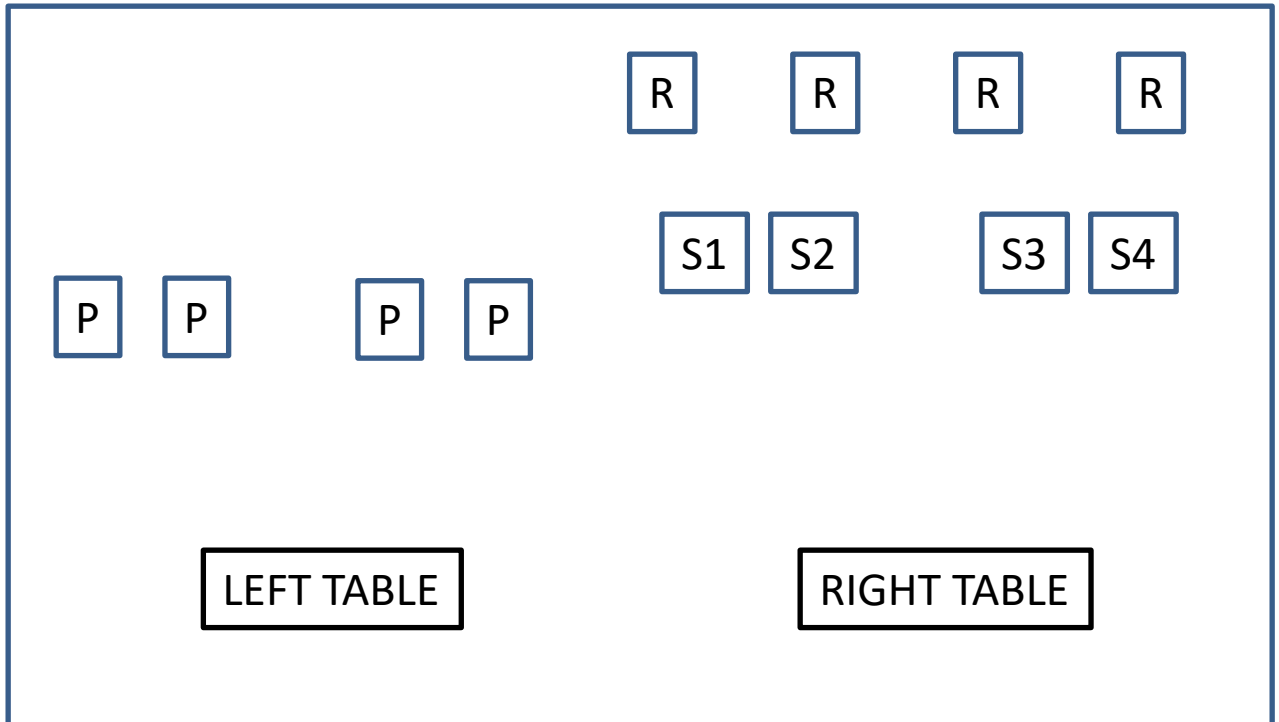
**Pistol/Rifle:** From the right table, engage each outside target 4 times and each inside target 1 time, any order.

**Shotgun:** From the Corral, engage four knockdown until down. Make shotgun safe.

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 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. Shotgun and Rifle staged on right table. Starting position, behind the right table, with hands at low surrender.

Shooting Sequence: R - S - P

ATB engage targets as follows:

**Pistol/Rifle:** Engage targets in a Nevada sweep from any direction, double tapping every other target. Make rifle safe.

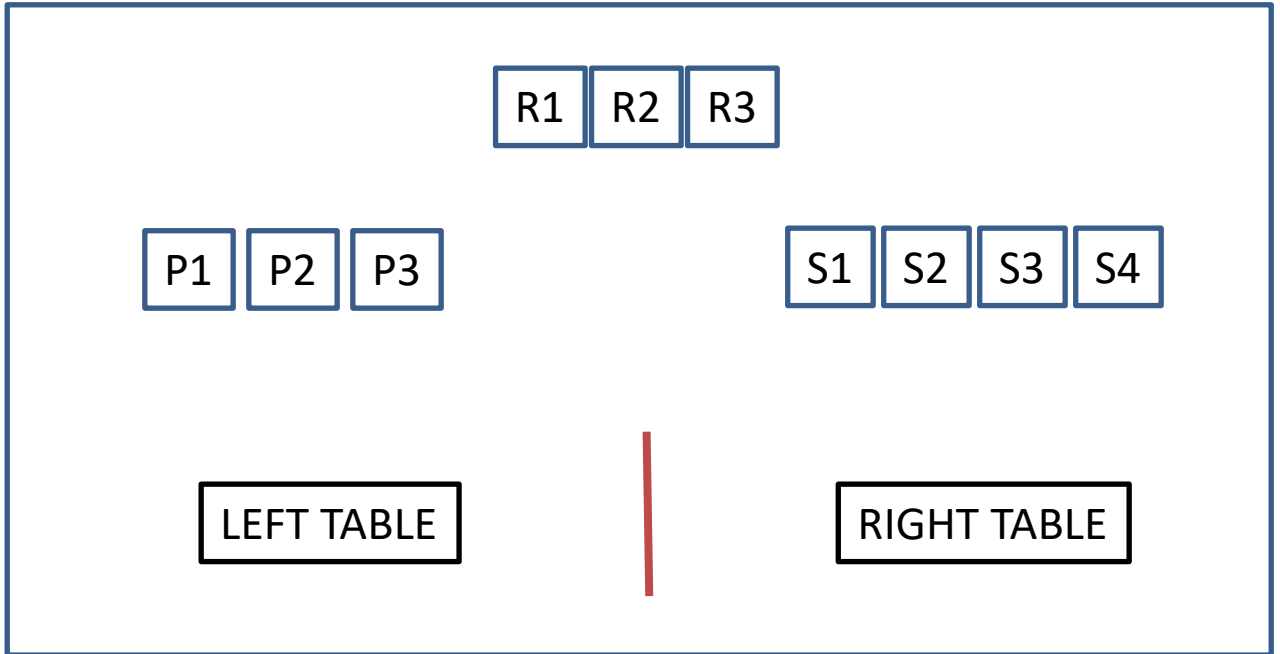
**Shotgun:** Engage knockdown targets until down. Make shotgun safe.

**Stages by JC Deadwood**

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



**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 either table, with hands on hat.

Shooting Sequence: ? - R - ?

Pistol – From behind the left table, Engage the targets by triple tapping the center target and then single tapping each outside target. Repeat.

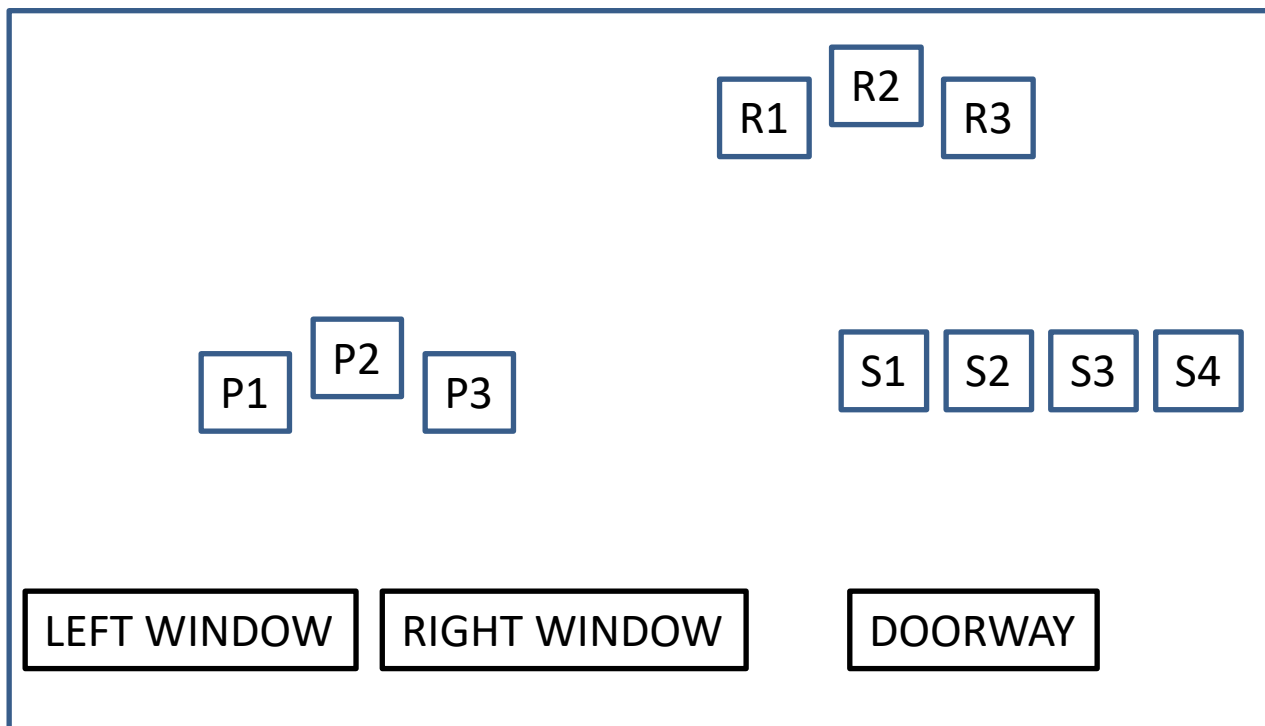
Rifle – From between the tables, one foot past the line. Same instructions as pistols. Make rifle safe.

Shotgun – From behind the right table. Engage knockdowns until down, any order. Make safe.

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



**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 left window with hands shoulder high flat on the wall.

Shooting Sequence: P - R - S

Pistol: From the left window, sweep the targets three times and then put the last round on the target you started with (no you can't)

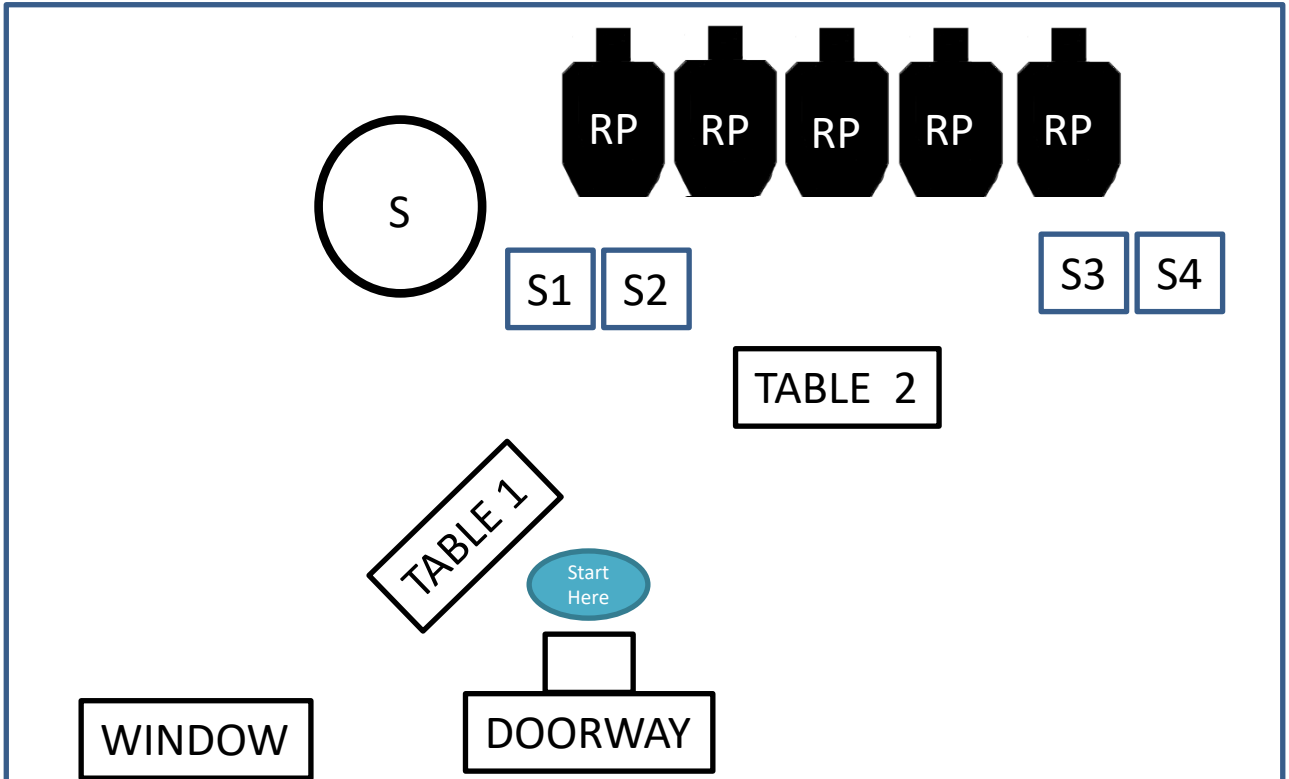
Rifle: From the doorway, sweep the targets three times and then put the last round on the target you started with (no you can't)

Shotgun: Engage targets until down. Make shotgun safe.

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



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



## PROCEDURE

Pistols loaded five rounds each and holstered. Rifle, ten rounds, hammer down on MT chamber and Shotgun open and MT staged on table 1. Starting position on the grass at the end of the boardwalk.

### Shooting Sequence: R – S – P

At the buzzer, with the rifle engage the RP targets in a 2 – 1 – 4 – 1 – 2 sweep from either directions. (2 on 1, 1 on 2, 4 on 3, 1 on 4, 2 on 5)

With the shotgun and engage the circle once, then the four knockdowns, then the circle again. Make shotgun safe. (Shotgun can be shot from anywhere....remember plant and poke)

From table 2, with your pistols engage the RP targets, same as rifle.

**Stages by JC Deadwood**