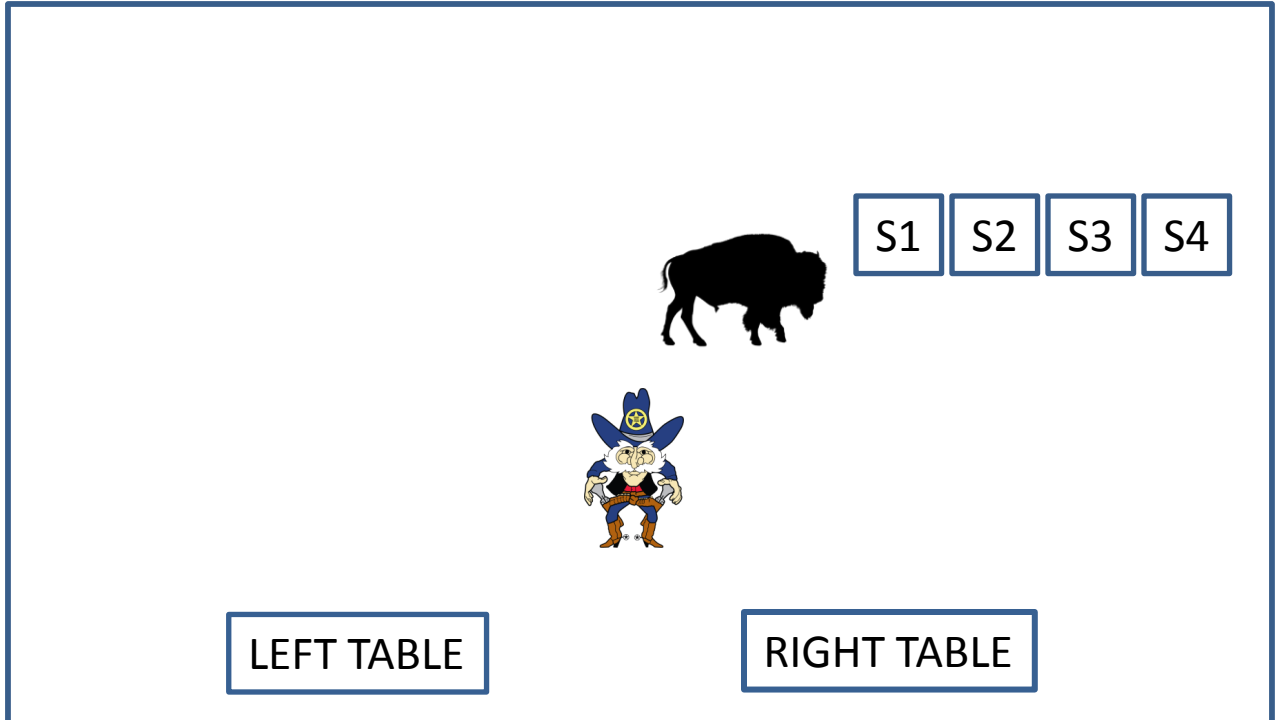


# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



## *“Dastardly Dipwad and His Demon Buffalo”*

**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 with hands on your hat standing at the right table Say the line **“YOU’RE BOTH GOIN’ DOWN”**

ATB engage targets as follows:

Engage Dipwad with 10 rounds from your pistols Holster pistols. Pick up rifle and engage the Demon Buffalo with ten rounds. Restage rifle on table open and MT.

Engage shotgun targets until down. Make shotgun safe.

Proceed to unloading table.

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



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

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

LEFT TABLE

RIGHT TABLE

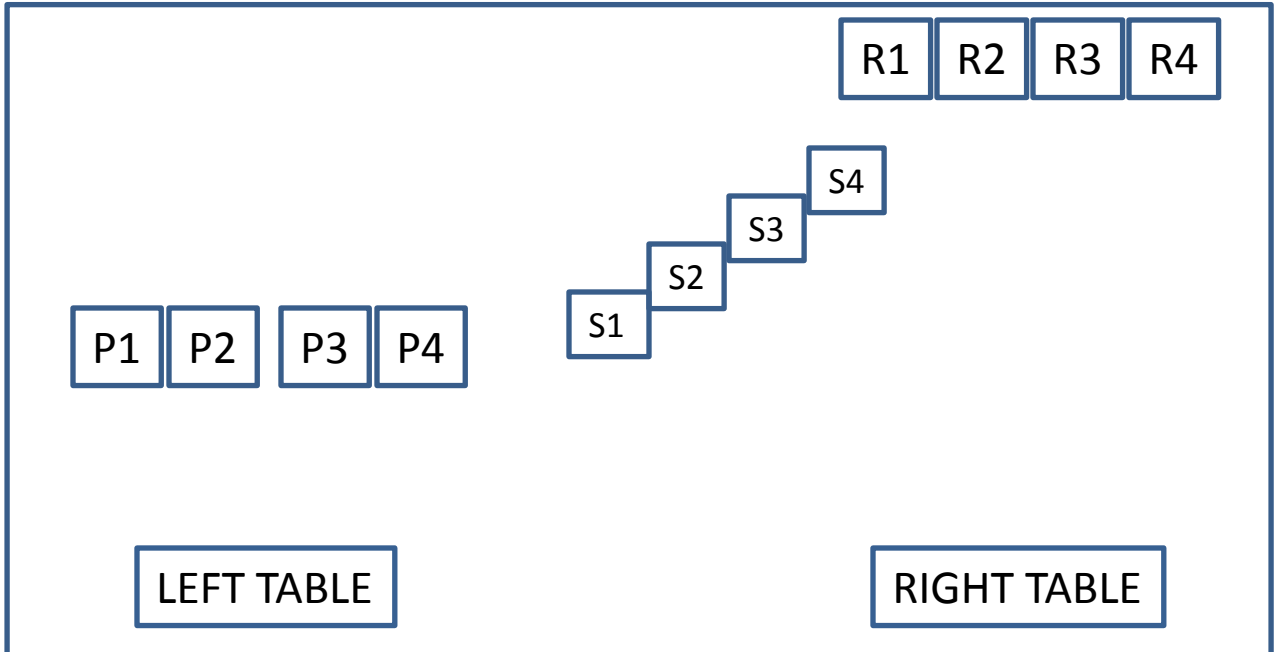
**PROCEDURE**

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



## ***"It's BADGER TIME"***

**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. Say the line ***"GO BUCKY!"***

ATB engage targets as follows:

Draw one or both pistols and engage targets from EITHER DIRECTION in a **Badger Sweep**(1-2-3-4-1-2-3-1-2-1). Holster pistols. Move to the right table engage rifle targets in the same direction as pistol targets. Restage rifle open and MT. Pick up shotgun and engage targets in any order until down. Make shotgun safe. Proceed to unloading table.

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



## "BOOT HILL"

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 at the left window. With hands on your belt buckle say the line **"I'M NOT WHISTLIN' PAST THIS GRAVEYARD"**

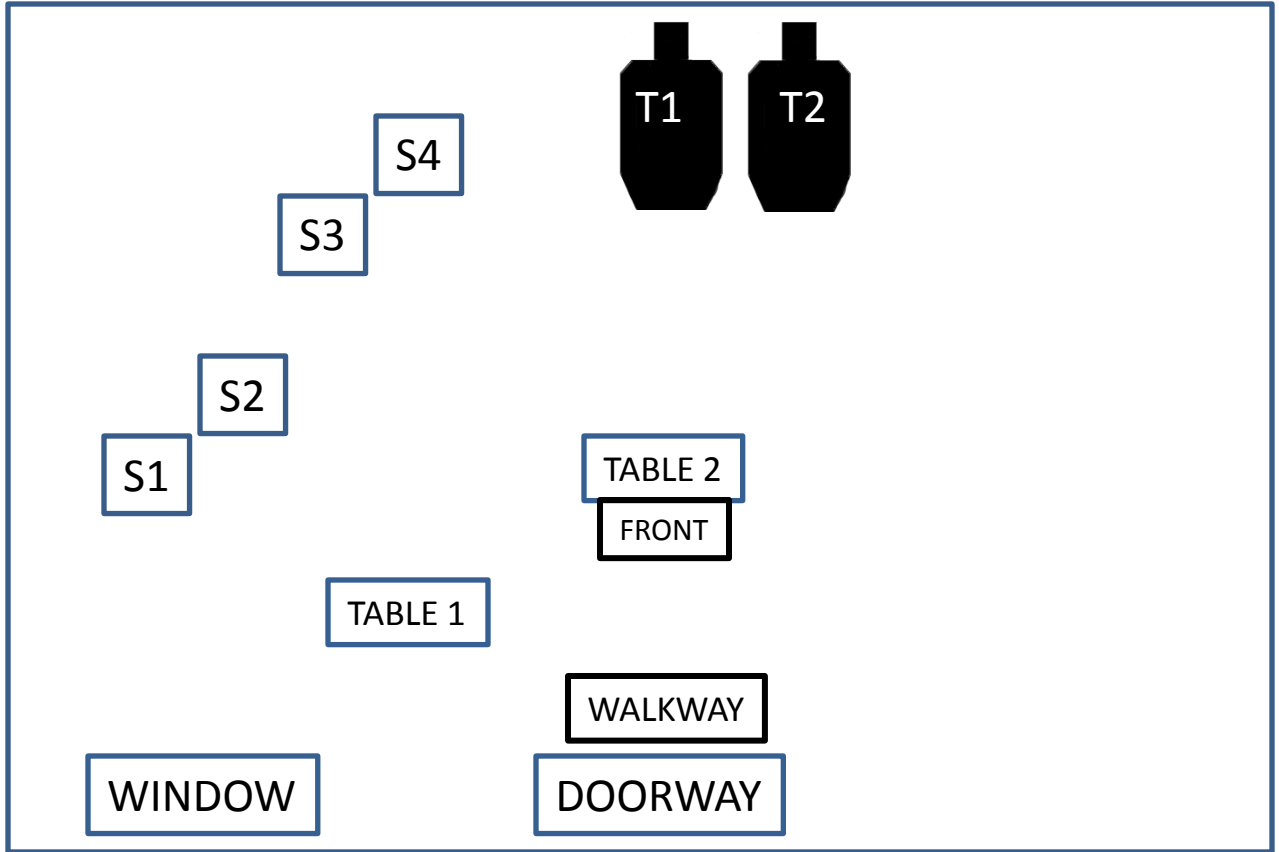
ATB: Engage pistols targets from **EITHER DIRECTION FIVE SHOTS EACH NO DOUBLE TAPS** Holster pistols and move to right window. Engage rifle targets in **OPPOSITE DIRECTION FIVE SHOTS EACH NO DOUBLE TAPS**. Restage rifle open and MT on table. Move to doorway pick up shotgun and engage targets in either direction until down. Proceed to the unloading table.

# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



**“THIS IS EASY”**

**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. Shotgun open and MT staged on Table 1. Starting position on walkway with rifle at the ready. Say the line **“This is easy”**

ATB engage targets with rifle in a **DOUBLE TAP SWEEP** from either direction.

Move to table 1 and place rifle on table pick up shotgun and engage S1 and S2

then move to table 2, you may move with shotgun closed on **SPENT ROUNDS**,

and engage S3 and S4 from the front of the table. Restage shotgun open and MT

on table 2 and engage targets with pistols in a **DOUBLE TAP SWEEP** from either direction. Proceed to unloading table.

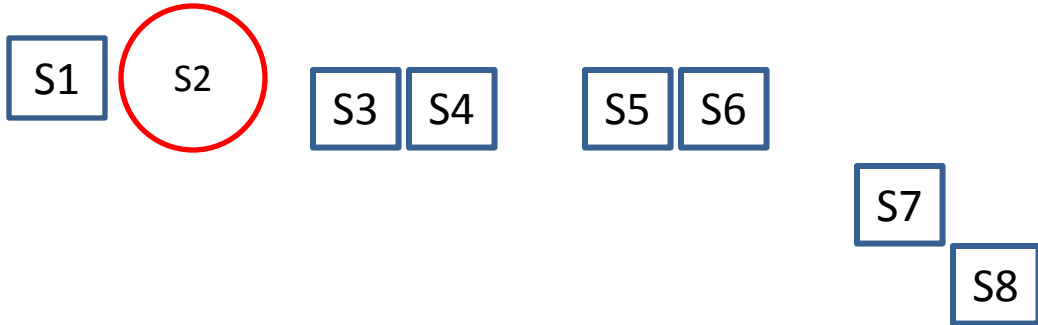
# Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



## ***“Withdrawal”***

S1 is a knockdown  
S2 is a swinger

**0 – Rifle**  
**0- Pistol**  
**8+ - Shotgun**



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: ***“I’m closing out your accounts”***

ATB: Starting from either left or right window shoot two targets from each window and the center four targets from the door . 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.