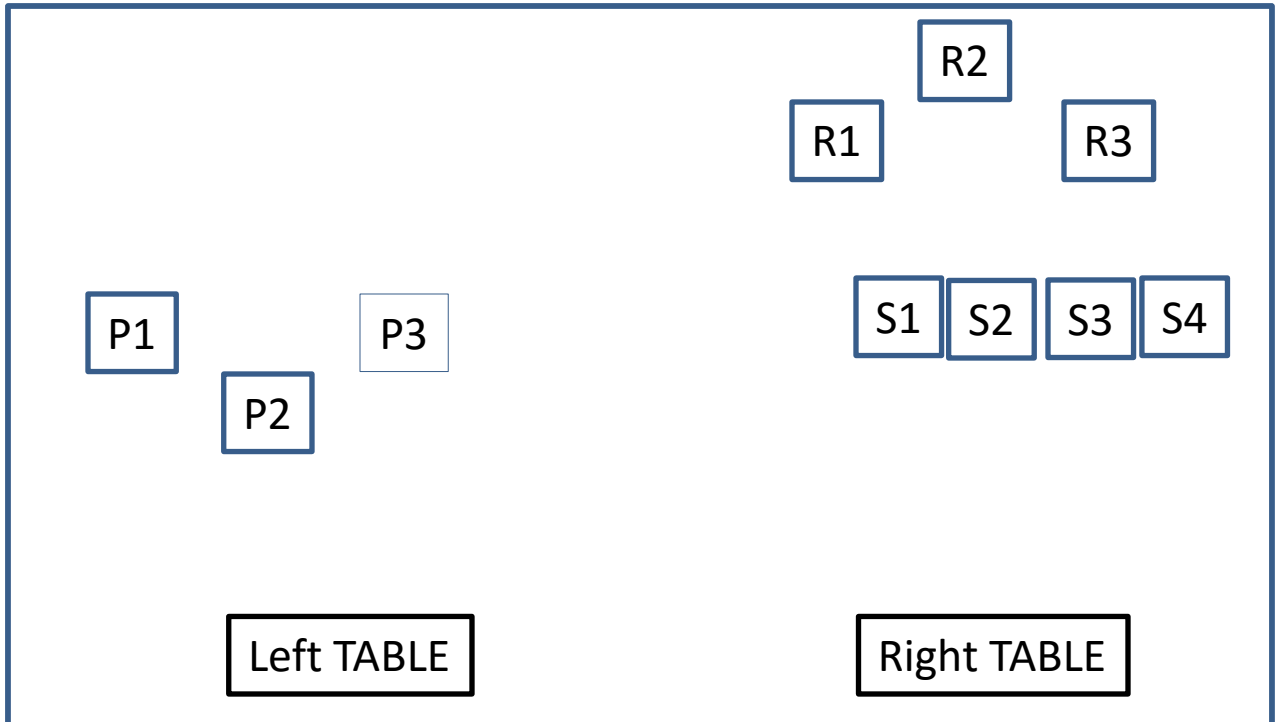


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



**“IDAHO, WHERE’S THE
POTATO?”**

**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 with hands on hat standing behind left or right table. Say the line “**WHERE’S THE POATO?**”

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

ATB engage targets as follows:

Pistol/Rifle: In an **Idaho Shuffle** starting from either direction(1,1,2,3,3 **OR** 3,3,2,1,1). Holster pistols / Make rifle safe.

Shotgun: Engage targets in an **Outside/Inside sweep** until down(1,4,2,3 **OR** 4,1,3,2). Make shotgun safe. .

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



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

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

LEFT TABLE

RIGHT TABLE

PROCEDURE

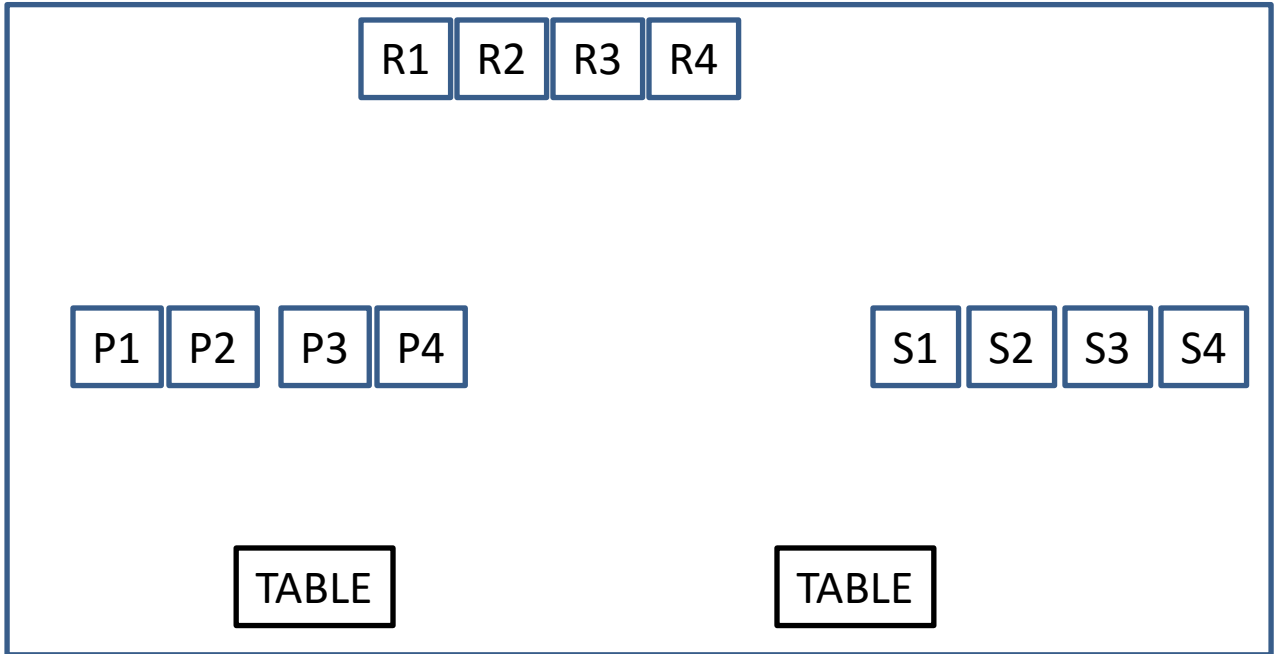
All Shotgun Targets are engaged until down

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



“ODD TO EVEN”

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 with hands flat on right table. Say the line **“WOO HOO”**

ATB engage targets as follows:

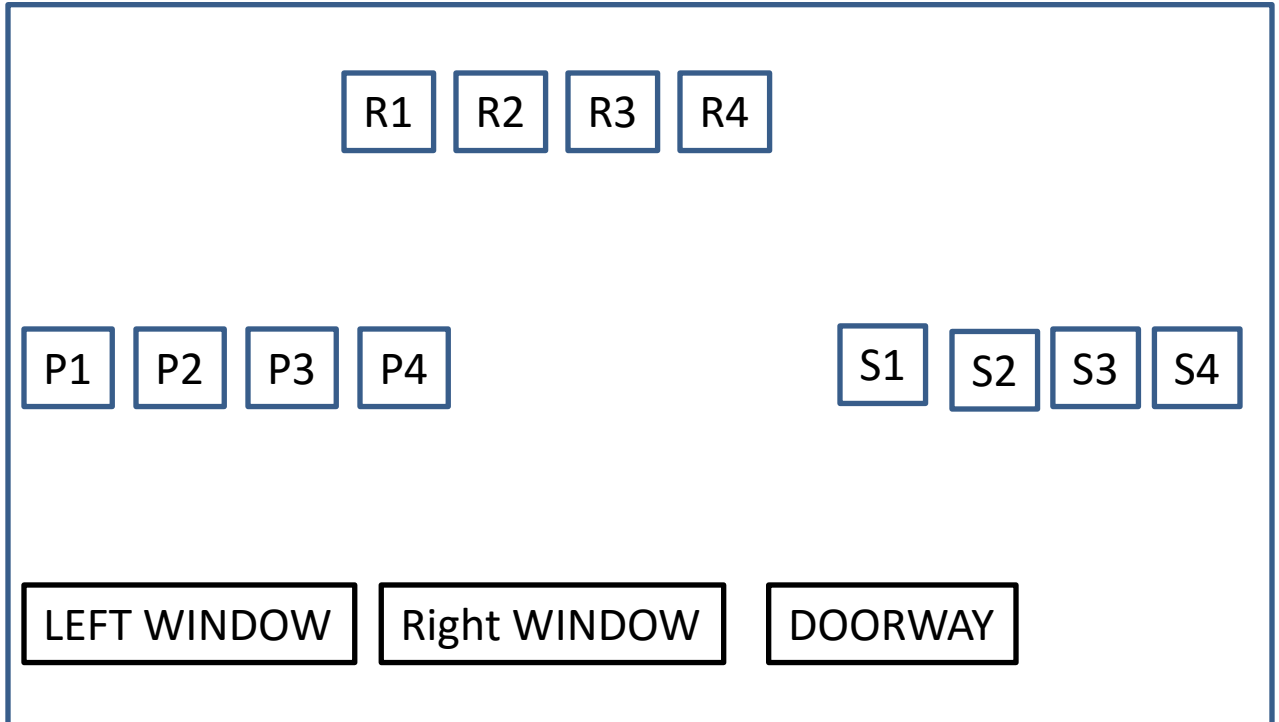
Pick up your rifle and engage targets in an **Odd – Even Sweep**(1-3-2-4-1-3-2-4-1-3 **OR** 3-1-4-2-3-1-4-2-3-1) Make rifle safe. Move to left table engage pistol targets in the same direction as rifle targets. Holster pistols move to right table pick up shotgun and engage targets in the same manner as rifle and pistol until down. Make shotgun safe. Proceed to unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



“This is different!”

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 your hat say the line ***“Well, okay then”***

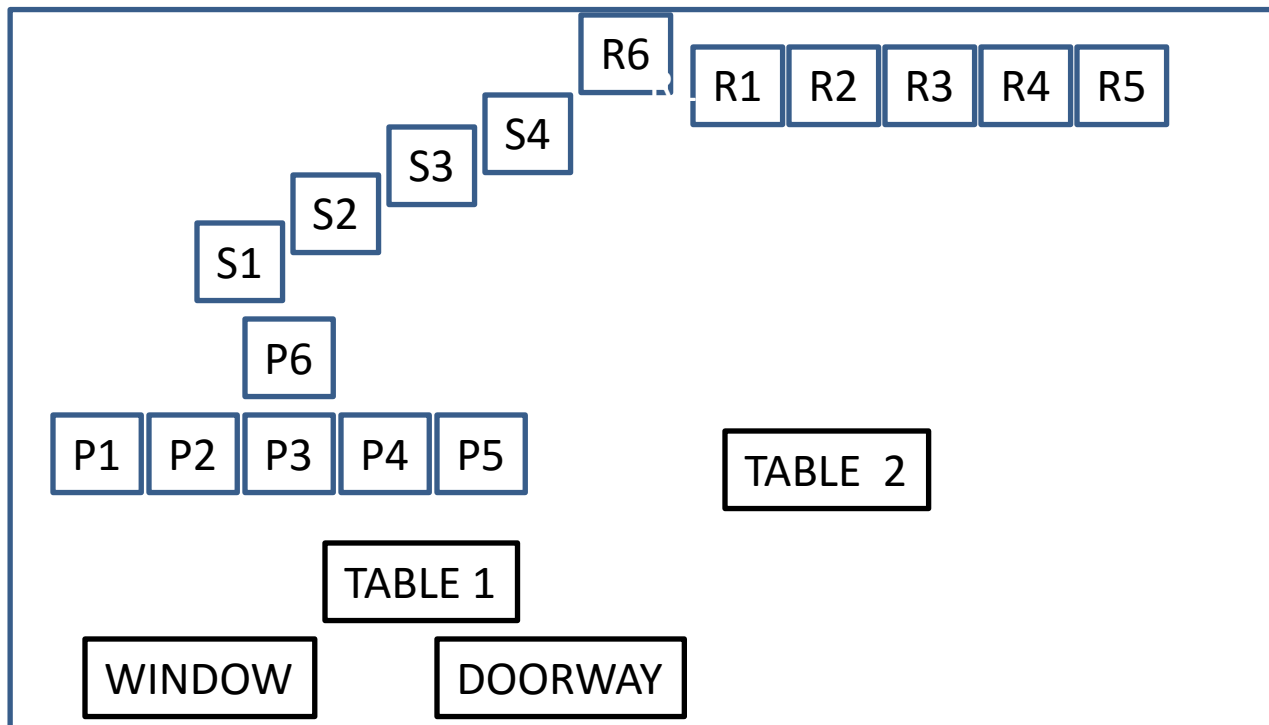
ATB: Engage pistols targets from either direction in a what I’m calling the **Old Coot Sweep**(1-1-2-2-2-3-3-3-4-4 **OR** 4-4-3-3-3-2-2-2-1-1) Holster pistols and move to right window. Engage rifle targets in same direction as your pistols. Restage rifle open and MT on table. Pick up shotgun and engage targets in either direction until down. Proceed to the unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



"IT'S BONUS TIME"

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 1 and shotgun open and MT staged on Table 2. Starting position at window with hands on hat say the line **"What the bleep is this?"**

Bonus targets are worth 10 seconds each and must be engaged. Reloads must be taken from your body.

ATB Engage pistol targets in a **DOUBLE TAP SWEEP** from either direction **reload one pistol and engage bonus target**. Holster pistols. Move to table 1 pick up rifle and engage targets in a **DOUBLE TAP SWEEP** in the same **direction as your pistols reload with one shot and engage bonus target**.

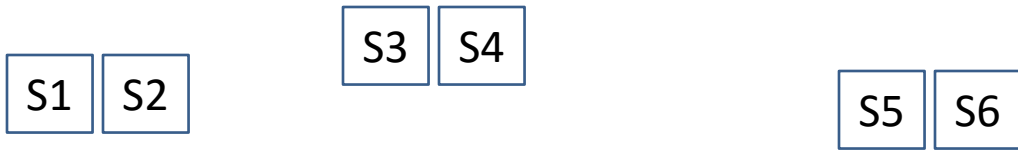
Restage rifle on table open and MT. Retrieve shotgun and engage targets from either direction. Proceed to unloading table.

Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



“Varmint Time”

0 – Rifle
0- Pistol
6+ - Shotgun



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: **“You Varmints are goin’ down!”**

ATB: Starting from either left or right window shoot two targets from each position. 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.