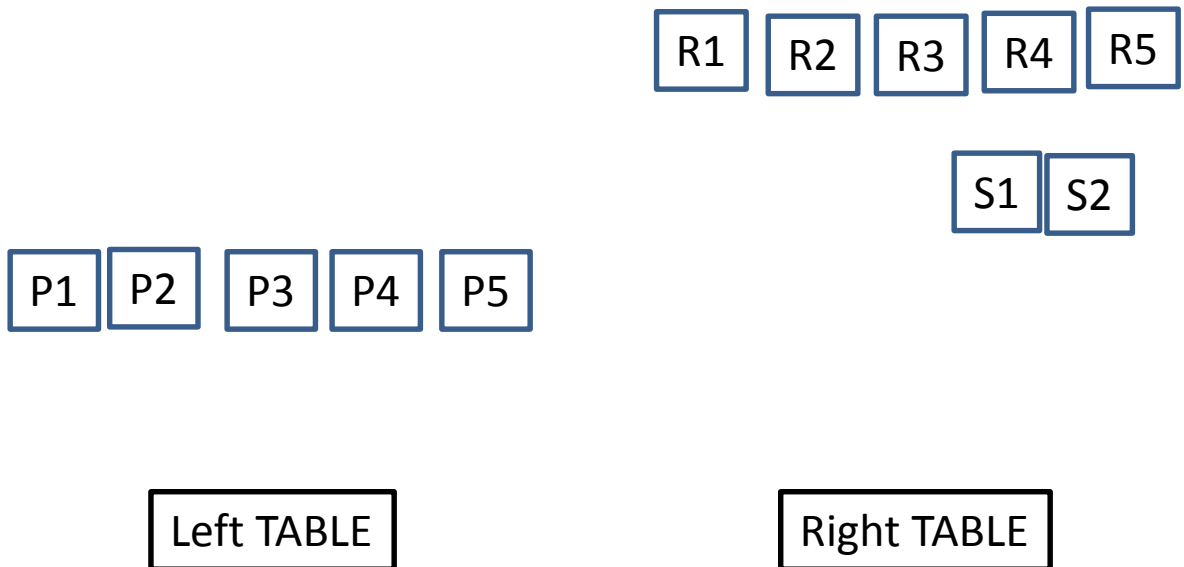


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 1



We don't need no stinking badge!"

10 – Rifle
10- Pistol
2+ - 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. With both hands on the badge. Say the line: ***"We don't need no stinking badge!"***

ATB Double tap the five pistol targets from either side. Holster pistols. Move to right table and double tap the five rifle targets from either side. Restage rifle open and MT on table. Retrieve shotgun and engage targets once each. Proceed to the unloading table.

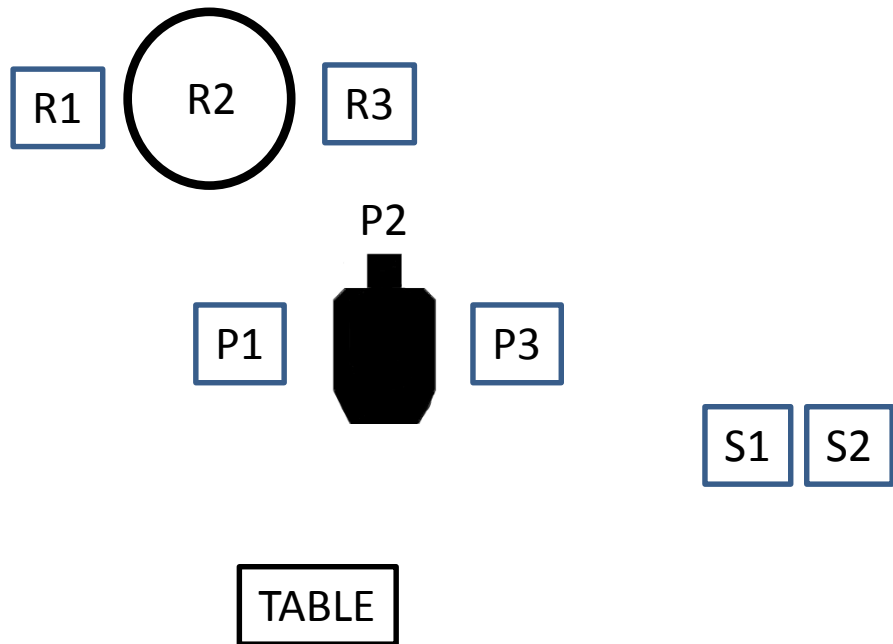


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 2



Them Little Targets Need More Hits

10 + – Rifle
10- Pistol
2+ - 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 the table. Shotgun open and MT staged on the table. Starting Position: One hand on rifle stock the other on shotgun stock. Say the Line: **“Them Little Targets Need More Hits”**

ATB engage pistol targets as follows: 4 rounds on P1, 2 rounds on P2, 4 rounds on P3. Holster pistols. Engage rifle targets as follows: 4 rounds on R1, 2 rounds on R2, 4 rounds on R3. . Restage the rifle open and MT on the table. Retrieve the shotgun and engage the shotgun targets once each in either direction. Proceed to the unloading table.

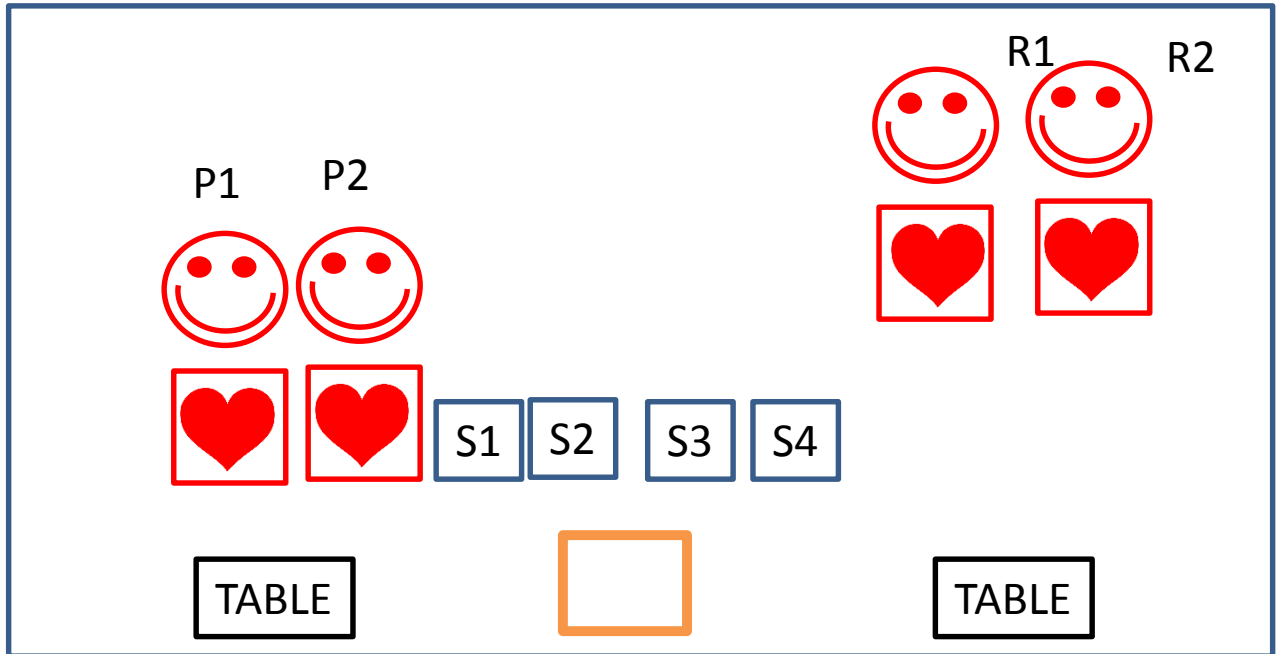


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 3



*The Dickweed Brothers
are still in town*

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. Shotgun staged on right table. Rifle staged at right table. Starting position at left table with hands on hat.

Say the Line: ***“Let’s git it on. Draw you worthless Dickweed ”***

ATB Draw one or both pistols and engage pistol target P-1 and P-2 with Triple Tap to the head and Double Tap to the heart. Holster pistols. Move to right table. Pick up rifle and engage Rifle target R-1 & R-2 with Triple Tap to the head and Double Tap to the heart. Pick up shotgun and move to Orange Square. No ammunition in receiver until in position at orange square. Shoot shotgun targets once each in any order. Proceed to the unloading table.

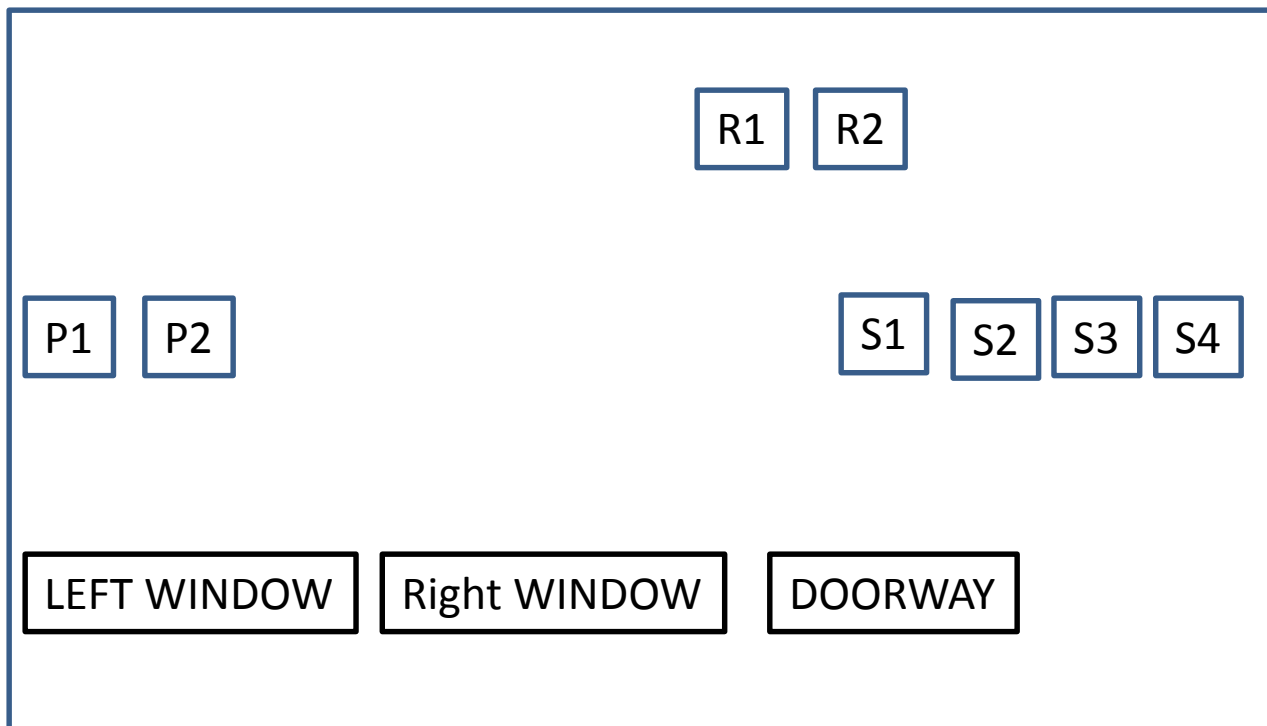


Good Guys Posse Gunfight at Dry Gulch Ranch Stage 4



Two Targets-Ten Rounds

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 and shotgun staged on table in the doorway. Starting position at the left window. Say the line- ***"Two Targets-Ten Rounds!"***

ATB Knock down the barrier and draw one or both pistols and engage pistols targets alternating L-R or R-L for ten rounds. Move to doorway and engage rifle targets alternating L-R or R-L for ten rounds Restage rifle open and MT. Pickup shotgun and engage shotgun targets in a sweep from either direction. Proceed to the unloading table.



Good Guys Posse Gunfight at Dry Gulch Ranch Stage 5



"Rawhide"

10 – Rifle
10- Pistol
4+ - Shotgun



R1 R2 R3 R4 R5

S1 S2 S3 S4

P1 P2 P3 P4 P5

WINDOW

DOORWAY

TABLE

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 on table in the doorway. Shotgun staged at far right table. Starting position at the doorway. Hands on shotgun shells. Sing the first verse of Rawhide: ***Rollin' Rollin' Rollin' Though the streams are swollen Keep them doggies rollin', Rawhide***

ATB Engage the rifle targets in a single tap sweep from left or right. Repeat. No double taps. Restage rifle on table open and MT. Move to window and engage the pistol targets in a single tap sweep from left or right. Repeat. No double taps. Holster pistols. Move to far right table and engage shotgun targets in sweep from either direction. Proceed to unloading table



Good Guys Posse Gunfight at Dry Gulch Ranch Stage 6



Don't block the door!

0 – Rifle
0- Pistol
8+ - Shotgun

S1 S2 S3 S4

S5 S6 S7 S8

WINDOW

DOORWAY

WINDOW

PROCEDURE

All Shotgun Targets are engaged until down

Shotgun open and empty held at cowboy port arms standing at door. Shells must be taken from the body and all shots must be fired from the boardwalk. Say the Line: **Don't block the door!**

ATB: Starting either window engage four targets from either direction. Move to opposite window engage four targets from either direction. Shotguns shall remain unloaded with an empty carrier until the buzzer goes off. Show open and empty shotgun to timer operator.

