

# GCGS Main Match – Saturday December 1, 2018

## STAGE 1

Sitting in the jail nice and warm, the door suddenly bursts open. One of the townsfolk is jabbering about a green thing taking all the Christmas decorations and such from the school. You get up and peer out the jailhouse window bars. There he goes.

Pistols – 10 rds. holstered    Rifle – 10 rds. on table    Shotgun – 4+ in right window

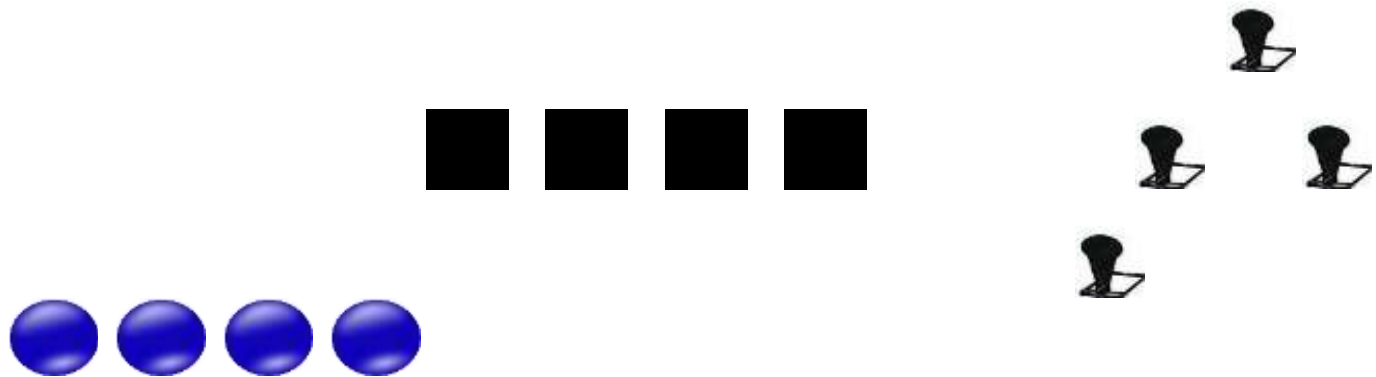
Shooting order: pistols, rifle, shotgun or shotgun, rifle, pistols

Shooter starts at center of either jail bar façade, one hand on a bar the other one pointed through the bars. Shooter may engage either pistols or shotgun first. The line is, **“You’re a mean one, Mr. Grinch!”** ATB, move to shooting station of choice.

Pistols – from the left of the left jail bars, engage targets single tapping from either direction with a reverse San Juan sweep. (1,2,3,4, then 2,3,4, then 3,4, then 4.) Holster.

Rifle – from the table, repeat pistol instructions. Restage.

Shotgun – from the right window, knock’em down. Restage if first.



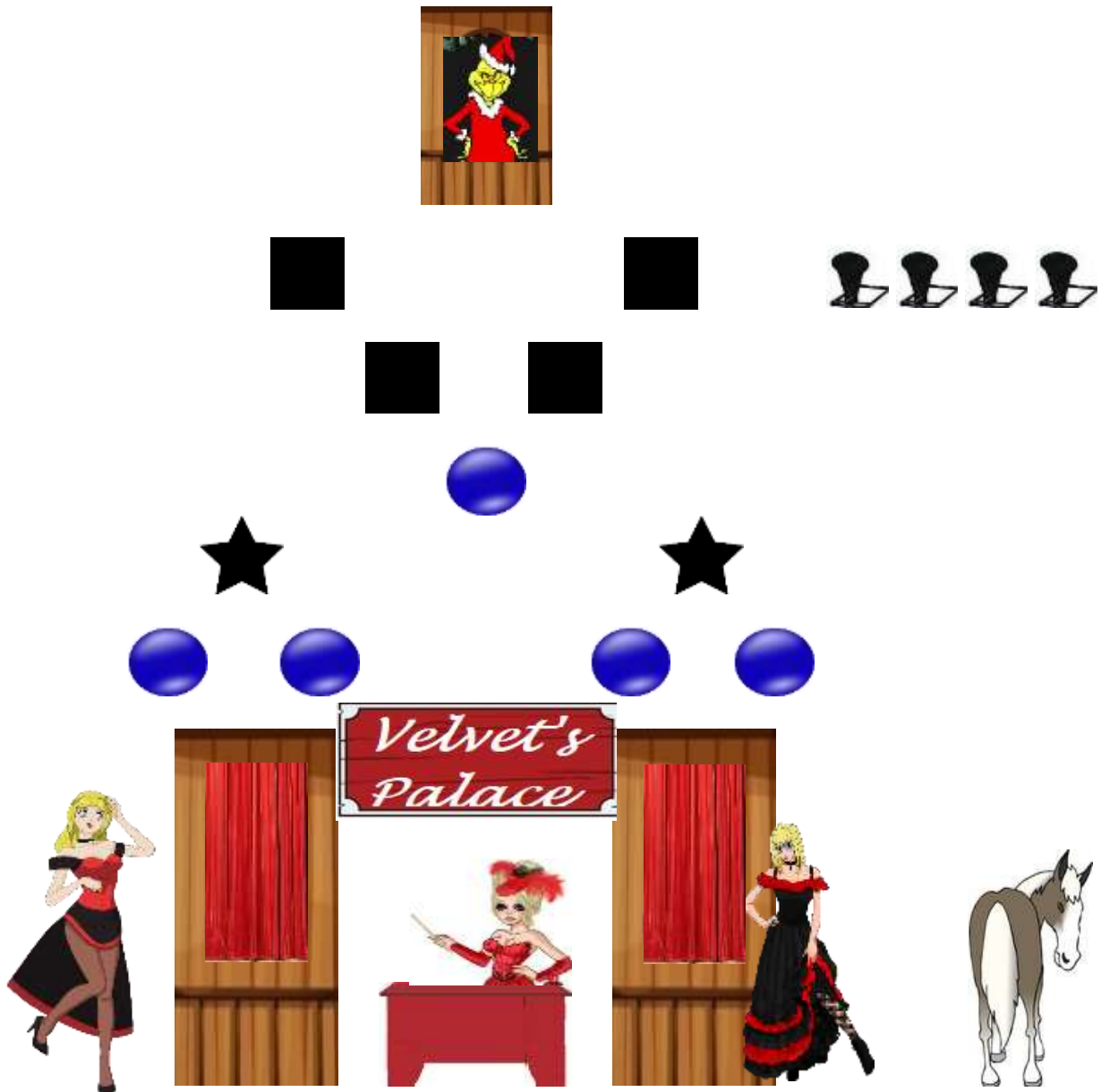
## STAGE 2

As you head down the street after the green goofy varmint, you hear screaming and squealing coming from Velvet's Palace. You rush in, guns drawn. The "ladies" are terrified, all pointing up the stairs. You look up and see the green devil disappearing down the hallway.

Pistols – 10 rds. holstered    Rifle – 10 rds. on table    Shotgun – 4+ on horse

Shooting order: pistol, rifle, pistol, shotgun

Shooter starts in left window, hands on sill. The line is, **"You're a monster, Mr. Grinch!"** ATB, with 1<sup>st</sup> pistol engage targets with one rd. on the center target, one rd. on an outside target, two rds. on the center target, with last rd. on the opposite outside target, in that order. Holster. Move to table. With rifle, double tap the bottom target, single tap each of the two targets to the left or right, double tap "The Grinch" in the window, single tap the other two outside targets, then double tap the bottom target again, in that order. Restage. Move to right window. With 2<sup>nd</sup> pistol repeat 1st pistol sequence. Holster. Move to horse. Engage poppers. PMF.



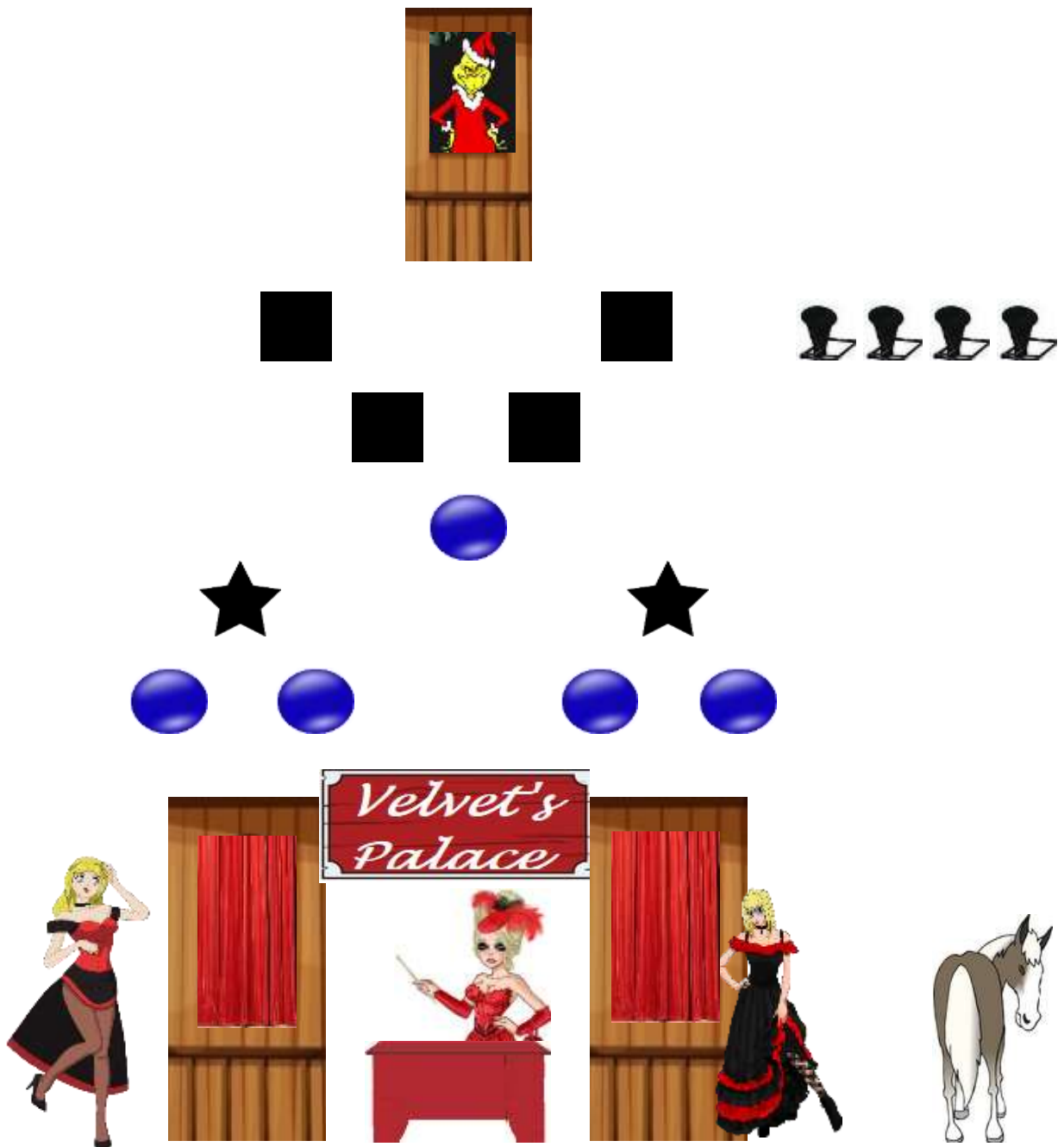
### STAGE 3

The green turd is running amuck in "The Palace". Time to put a stop to this. You give chase up the stairs.

Pistols – 10 rds. holstered    Rifle – 10 rds. on table    Shotgun – 4+ on horse

Shooting order: shotgun, pistol, pistol, rifle

Shooter starts beside horse hands on ammo. The line is, **"You're a foul one, Mr. Grinch!"** ATB, engage poppers. PMF. Restage. Move to right window. With 1<sup>st</sup> pistol engage targets with a 1,3,1 sweep from either direction. Holster. Move to the left window. With 2<sup>nd</sup> pistol repeat 1<sup>st</sup> pistol instructions. Holster. Move to table. With rifle single tap sweep the V targets from either end with the last 5 rds. on "The Grinch" in the window.

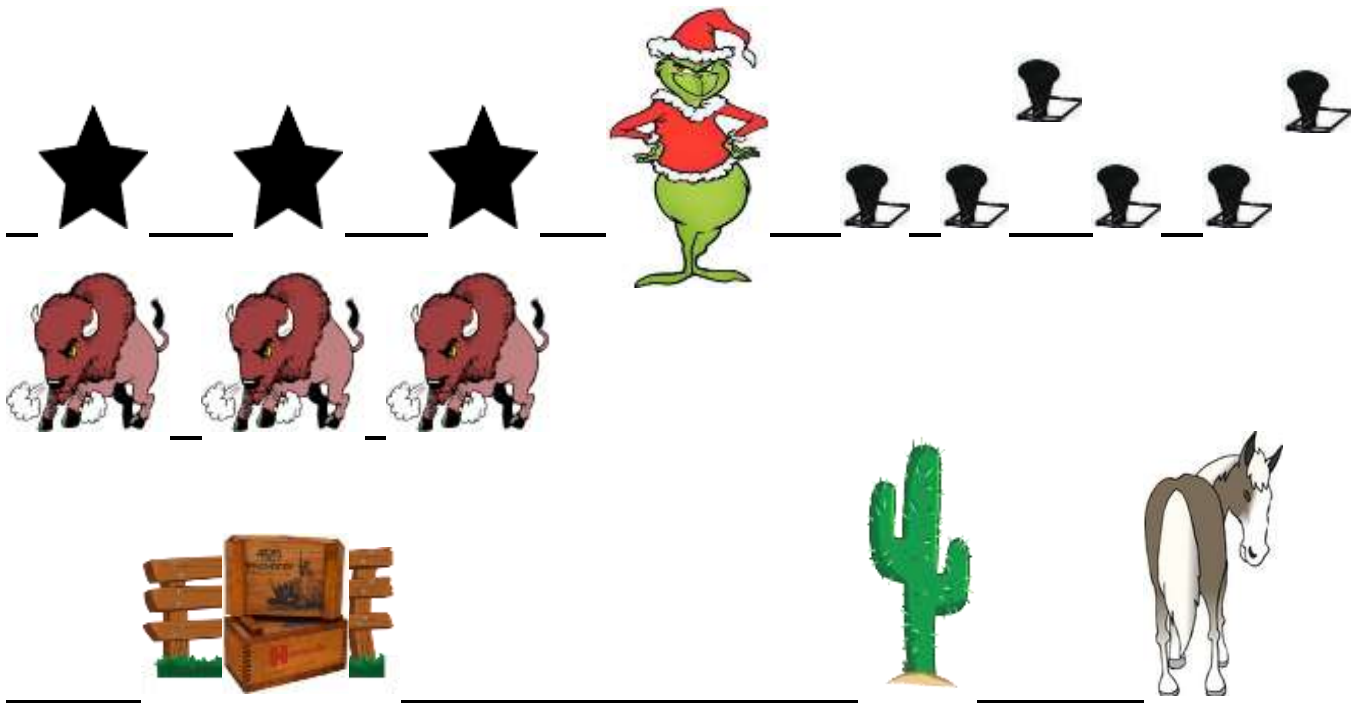


## STAGE 4

The "Grinch", as the townsfolk are now calling him, has fled the scene at Velvet's. He frightened the "ladies" enough so that they could not spread their Christmas "cheer". "Grinch" lit out through an open window. You high tail it down to the rear of the building. You see Mr. Green on the other side of the corral.

Pistols 10- rds. holstered    Rifle – 10 rds. on ammo boxes    Shotgun – 6+ rds. on horse

Shooter starts behind ammo boxes, pistol or pistols in hand, barrels aimed downward not at target. The line is, "**You're a vile one, Mr. Grinch!**" ATB, triple tap the three lower targets with the last round on the "Grinch". Holster. Move to the horse. With shotgun engage poppers. PMF. Restage. Move back to the ammo boxes. With rifle repeat pistol instructions. Misses on "Grinch" do not count.



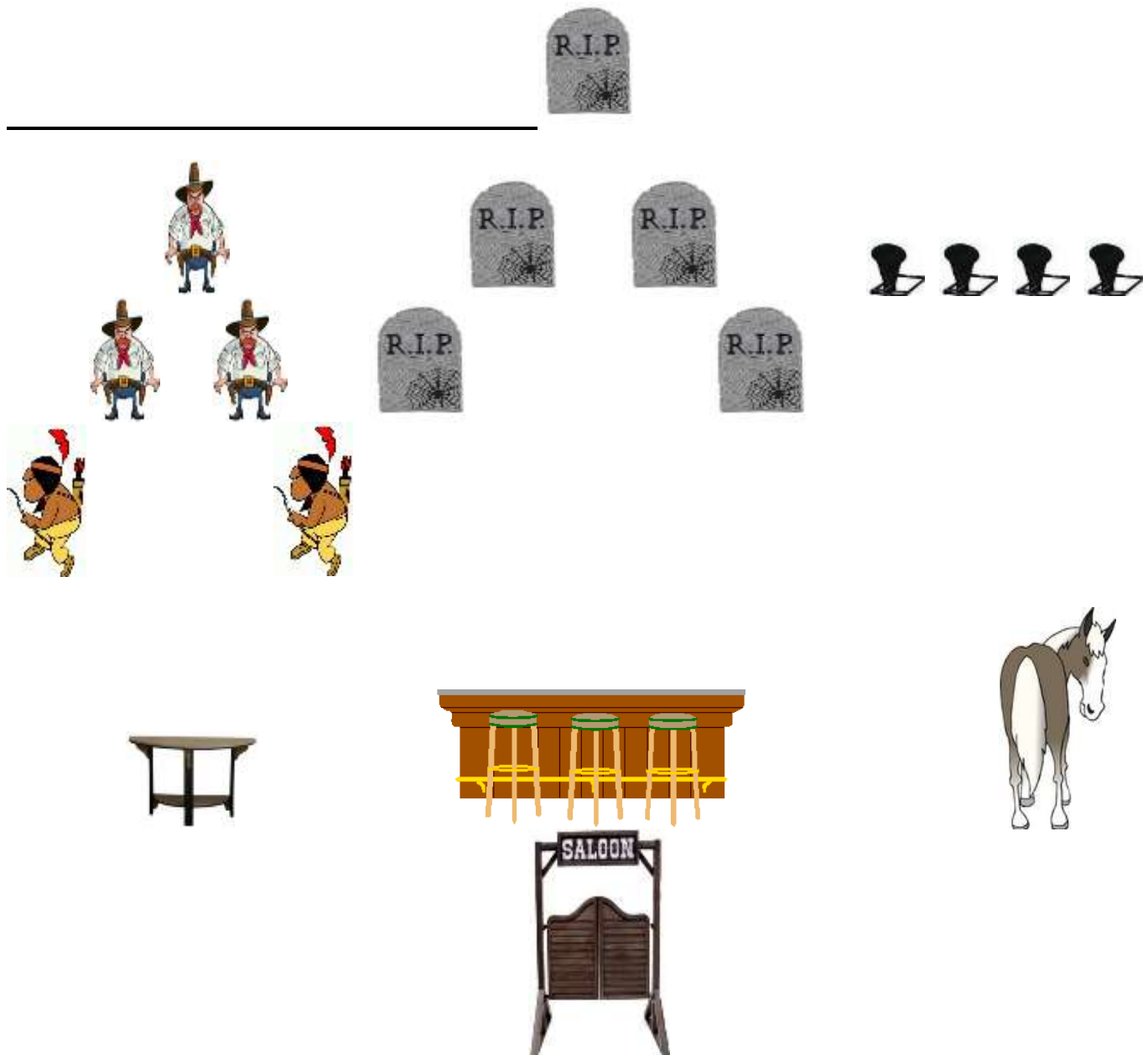
## STAGE 5

“Grinch” made another miraculous escape. Soon you hear howling and cussing coming from your favorite establishment, the Saloon. It seems the green fur ball is stealing all the whiskey from the bar.

Pistols – 10 rds. holstered    Rifle – 10 rds. on bar    Shotgun – 4+ on horse

Shooting order: rifle, shotgun, pistols

Shooter starts behind saloon doors. The line is, **“You’re a rotter, Mr. Grinch!”** ATB, move through the saloon doors to the bar. With rifle double tap the 4 outside targets before double tapping the center target. Restage. Move to the horse. With shotgun engage poppers. Knock’em down. Restage. Move to table. With pistols, repeat rifle instructions. Holster.



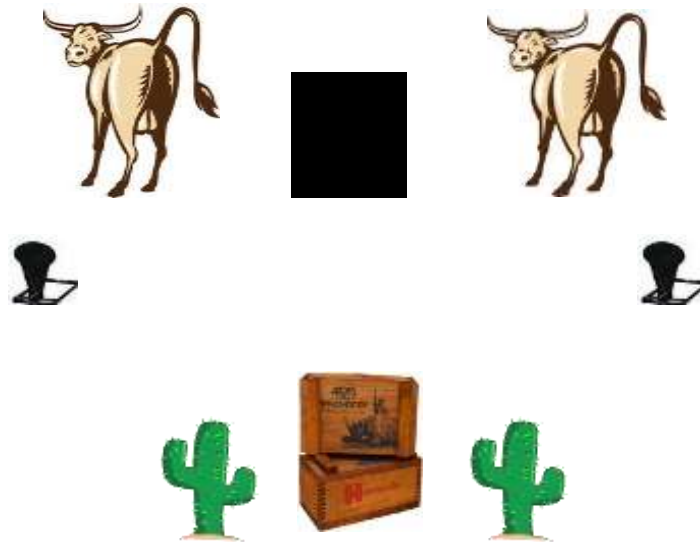
## STAGE 6

He evades your gunfire again. You turn around and through the saloon window you see "Grinch" escaping with all that is "Christmas" in town.

Pistols – 10 rds. holstered    Rifle – 10 rds. on ammo boxes    Shotgun – 4+ on ammo boxes

Shooting order: pistols, rifle, shotgun

Shooter starts in window hands at Texas surrender. The line is, "**You nauseate me, Mr. Grinch!**" ATB, with pistols engage targets with a 3,4,3 sweep from either direction. Holster. With rifle repeat pistol sequence. Restage. With shotgun engage poppers. PMF.



## **Stage 1**

Steel – 4 blue uprights  
4 red uprights  
4 large squares  
4 large circles  
8 bases  
4 poppers

Props - 2 jail bar facades  
1 window façade  
1 white table (white trailer)

## **Stages – 2 & 3**

Steel – 1 double black upright  
2 blue uprights  
4 white uprights  
4 red uprights  
5 large squares  
5 large circles  
2 stars  
12 bases  
4 poppers

Props - 2 facades  
1 wooden façade with short window  
1 red table  
1 horse

## **Stage 4**

Steel – 3 double black uprights  
3 short red uprights  
3 buffalo  
3 stars  
8 bases  
6 poppers

Props - 1 corral fence  
1 small ammo box  
1 large ammo box  
1 large cactus  
1 horse  
1 “Grinch”

## **Stage 5**

Steel – 1 blue upright  
3 white uprights  
4 red uprights  
2 short red uprights  
3 cowboys  
2 Indians  
5 tombstones  
10 bases  
4 poppers

Props - 1 half moon table  
1 bar  
saloon doors  
1 horse

## **Stage 6**

Steel – 3 white uprights  
2 bulls butts  
1 large square  
5 bases  
2 poppers

Props - 2 small cacti  
1 façade