

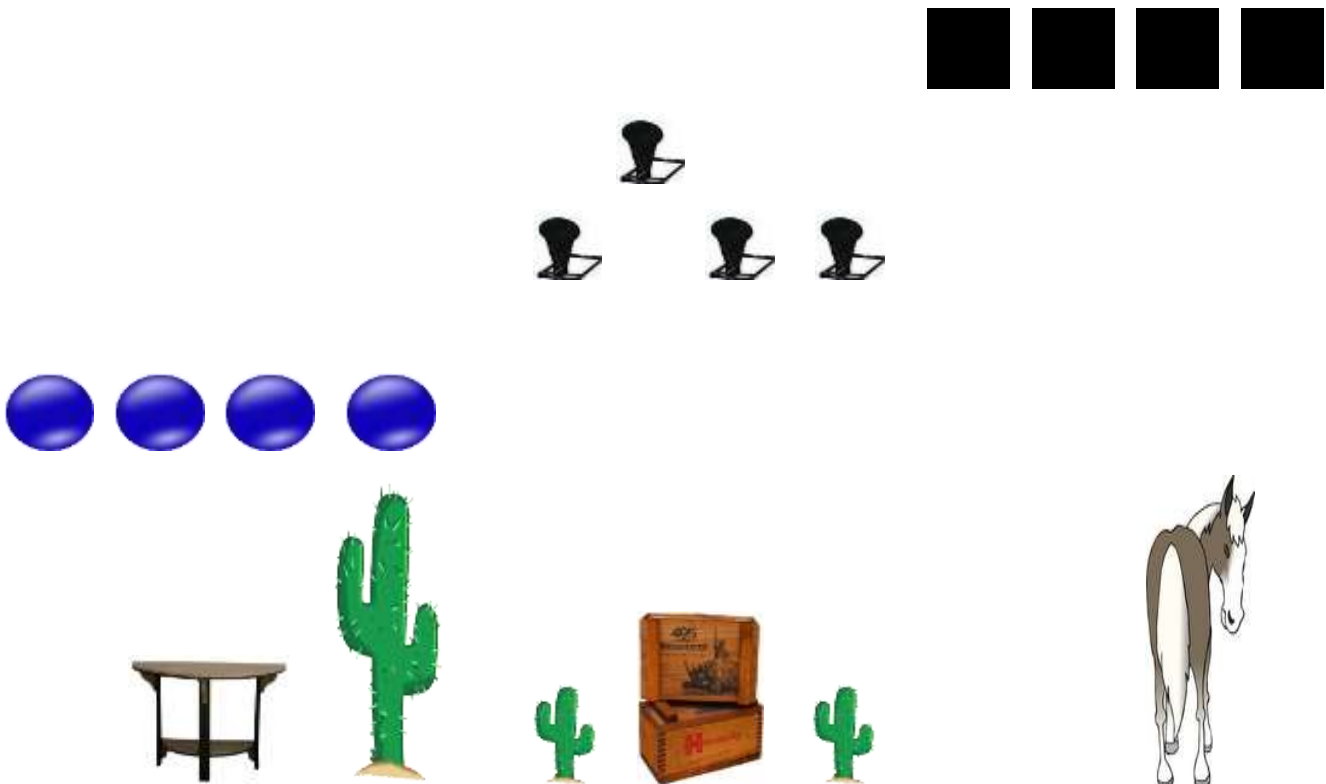
GCGS Mid-Month Match – Sunday, November 17, 2019

Stage 1

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

Shooting order: pistols, rifle, shotgun

Shooter starts behind table, hands on butt. The line is, **“I don’t give a hoot!”** ATB with pistols engage targets, starting on either end, with a “Hoot” sweep. 2,1,1,1, back to #1, then 1,1,1,2. Restage pistols on table. Move to horse. With rifle, repeat pistol instructions. Restage. Move to ammo boxes. Engage poppers. Knock’em down.



Stage 2

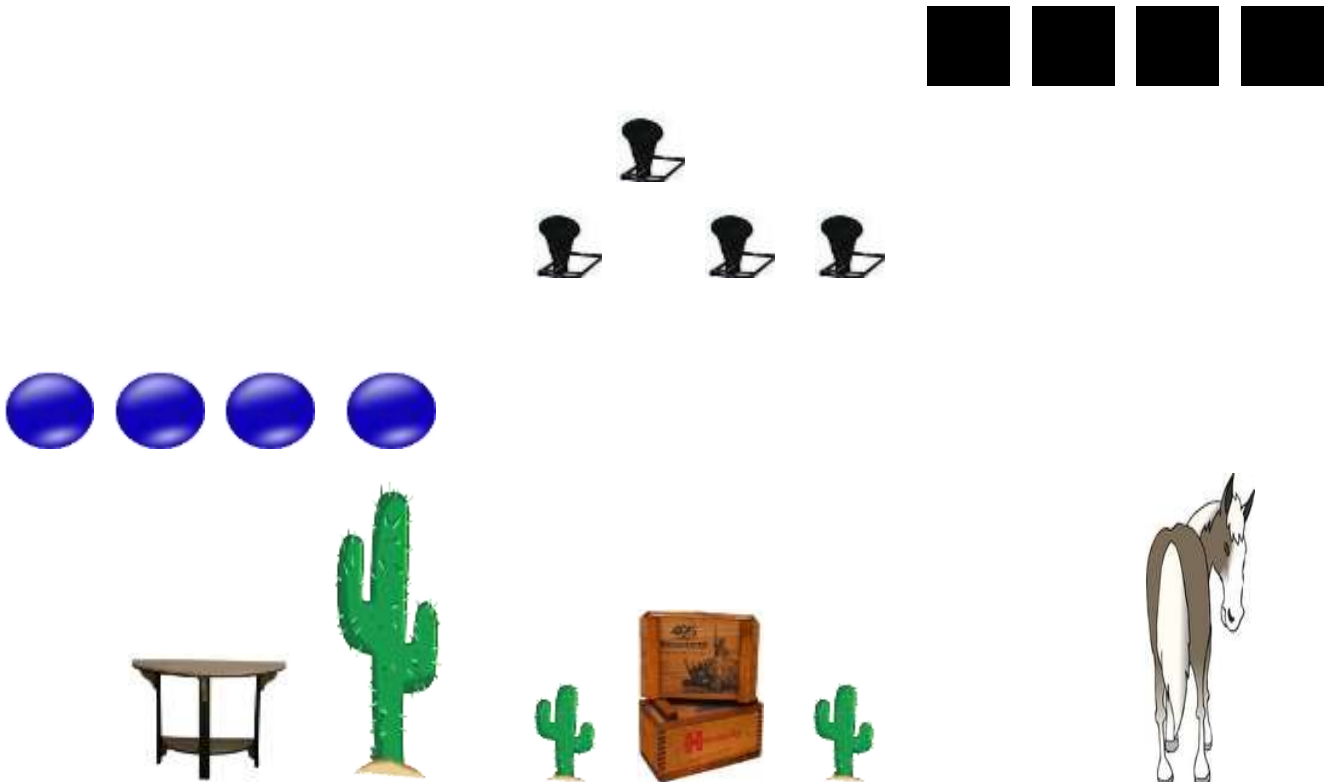
Pistols – 10 rds. holstered Rifle – 10 rds. on horse Shotgun – 4+ rds. on ammo boxes

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

Shooter starts behind ammo boxes, hands on ammo. The line is, “**Inside, inside, outside, outside.**” ATB, with shotgun engage poppers inside, inside, outside, outside. Restage. Move to either the table or the horse.

Pistols – from behind table, engage targets triple tapping the inside targets then double tapping the outside targets. Holster

Rifle – from beside horse repeat pistol Instructions. Restage if necessary.

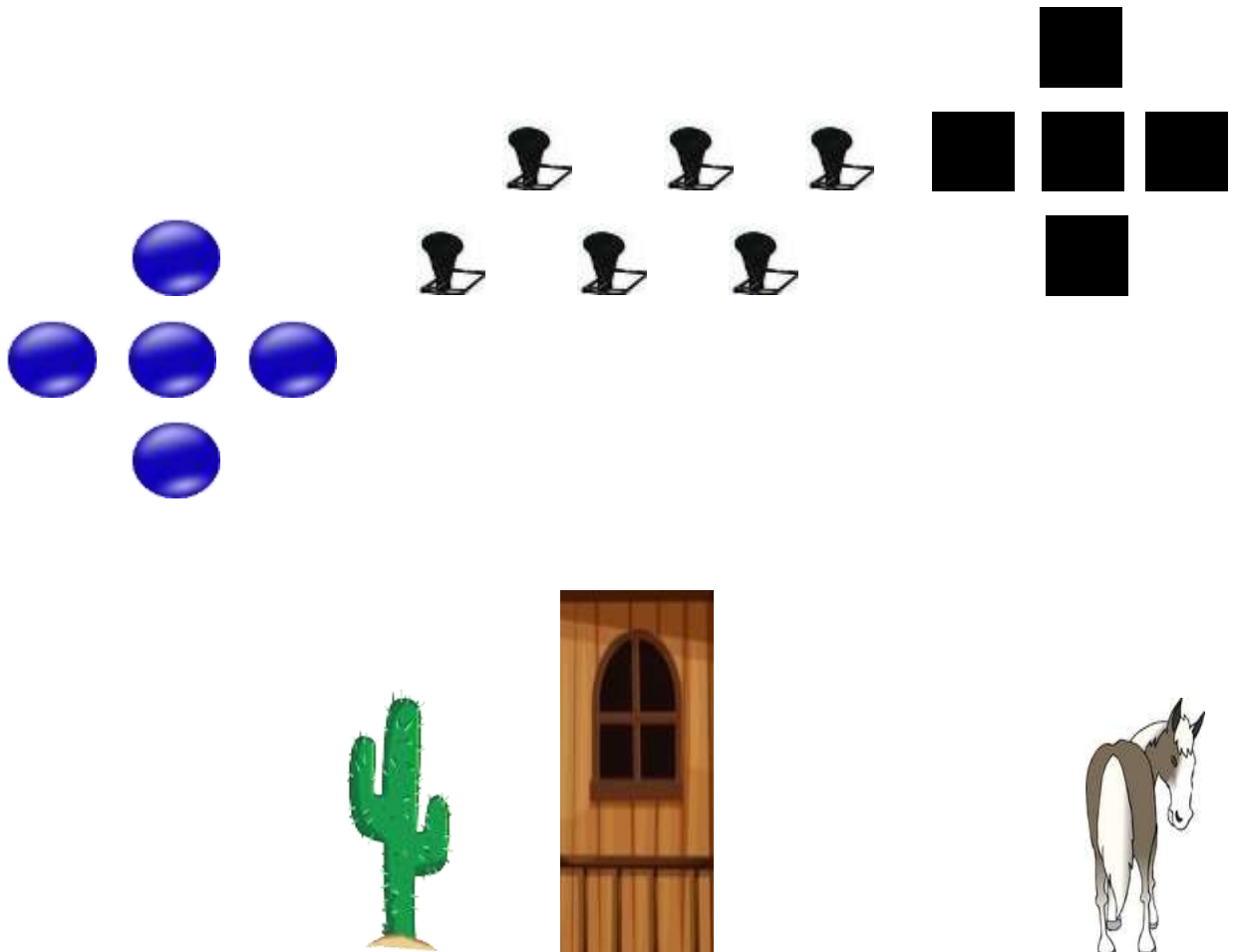


Stage 3

Pistols – 10 rds. holstered Rifle – 10 rds. on horse Shotgun – 6+ rds. In window

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

Shooter starts in window, both hands and arms extended, no T- Rex arms. **“Which way do I go?”** ATB, with shotgun engage 2 poppers only. Restage. Move to either the horse or to the left of the large cactus. From either position, with rifle or pistols, engage targets with two single tap “Nevada” sweeps starting on any target. Holster pistols or restage rifle. Move back to window. With shotgun engage two more poppers. Restage. Move to remaining shooting location. Repeat previous rifle pistol/instructions. Holster pistols, restage rifle. Move back to window and engage the last two poppers. NOTE: Any shotgun misses can be made up on the last pass.



Stage 4

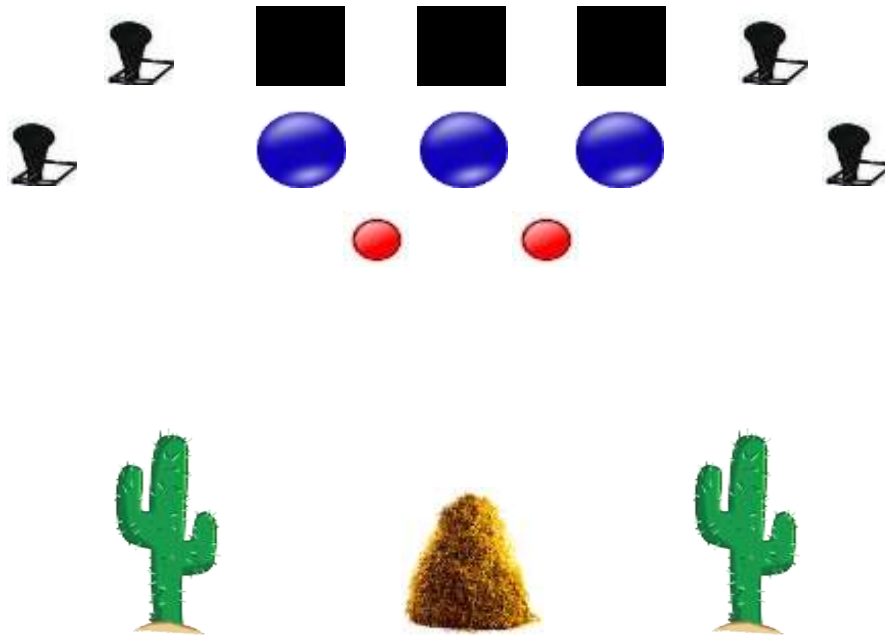
Pistols – 10 rds. holstered Rifle – 10 rds. on table Shotgun – 4+ rds. on table

Shooting order: shooter's choice

Shooter starts with both feet in shooters box. The line is, **“Don't shoot the messenger.”** ATB, move to the table.

Pistols and rifle – from behind table engage the 10 targets with 3 rds. each on the 2 upper rows of targets, single tapping the two bottom targets with the first and last rounds of the pistol/rifle sequence. NOTE: If shooter uses pistols first he must not pull pistols before getting to the table. SDQ.

Shotgun – engage poppers, knock'em down.



Stage 5

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

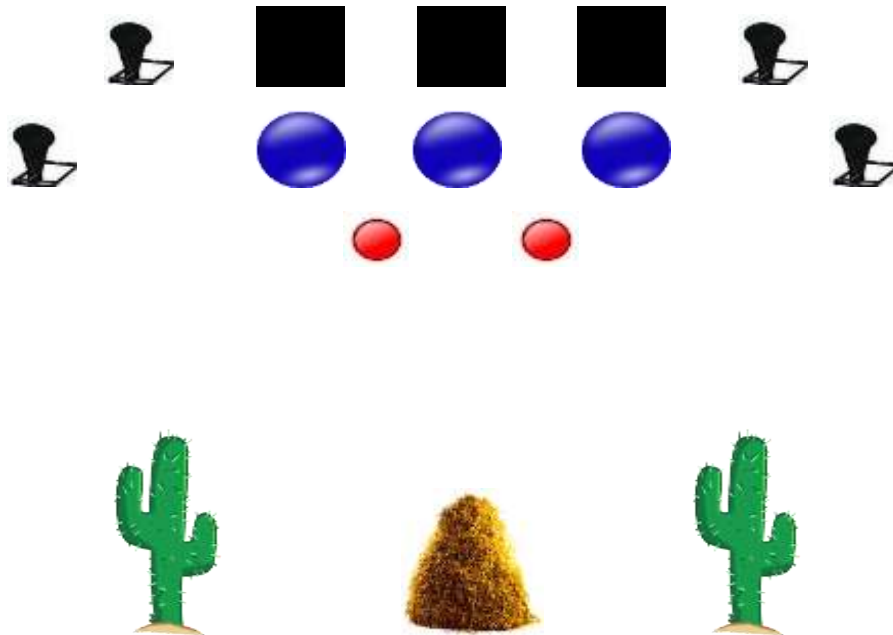
Shooting order: shooters choice

Shooter starts behind table, hands on hat. The line is, **“Bring your guns, you’re gonna need’em!”** ATB,

Pistols – engage the 5 lower targets, double tapping, starting and ending on the 2 bottom targets. Holster.

Rifle – engage the 3 upper targets with 4 rds. on the center target and 1 rd. on an outside target. With second 5 rds. repeat using the opposite end target.

Shotgun – engage poppers. Knock’em down.



Stage 6

Pistols – 10 rds. holstered Rifle – 10 rds. on ammo box Shotgun – 4+ on left table

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

Shooter starts behind ammo boxes, rifle at the low ready. (both hands on rifle, level, waist high) The line is, **“Come meet your maker!”** ATB, with rifle engage targets with a modified “Nevada” sweep from either end 2,1,1,2,1,1,2. (double-tap an end target sweep to the other end 1,1,2, then back 1,1,2) Restage. Move to the left or right table.

Pistols – from behind right table repeat rifle Instructions. Holster.

Shotgun – from behind left table. Knock'em down.



Stages 1 & 2

Steel – 4 white uprights
4 red uprights
4 large circles
4 large squares
4 poppers
11 bases

Props – 1 half-moon table
1 small ammo box
1 large ammo box
1 large cactus
2 small cacti
1 horse

Stage 3

Steel – 2 double black uprights
4 white uprights
2 short red uprights
4 large squares
4 large circles
6 poppers
9 bases

Props – 1 large cactus
1 façade
1 horse
2 wooden bases (back trailer)

Stages 4 & 5

Steel – 3 black double uprights
3 red uprights
2 short red uprights
3 large squares
3 large circles
2 small circles
4 poppers
10 bases

Props – 1 haystack table
2 large cacti

Stage 6

Steel – 2 blue uprights
2 white uprights
2 red uprights
2 short red uprights
4 tombstones
4 large circles
4 poppers
10 bases

Props – 2 small cacti
1 large cactus
1 red table
1 white table (white trailer)