

GCGS Main Match – Saturday, April 6, 2024

Stage 1

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

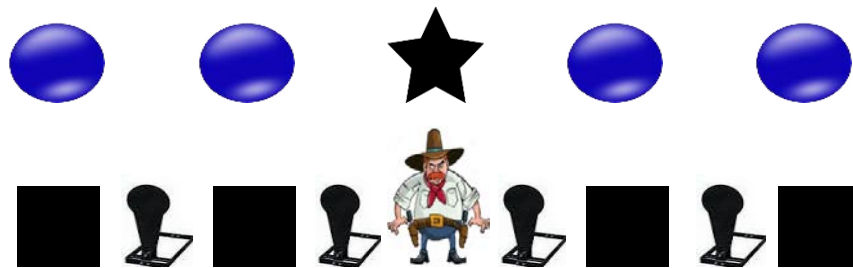
Shooting order: Shooter's choice

Shooter starts behind ammo boxes, hands not touching guns or ammo. The line is, **“Come on out, you're surrounded!”**

Rifle: Engage upper targets with a double tap sweep from either direction. Restage.

Pistols: Engage lower targets per rifle instructions. Holster.

Shotgun: Engage poppers. Slay 'em all.



Stage 2

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

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

Shooter starts with both feet in shooter's box. The line is, **"We murdered 'em."** ATB, move to ammo boxes. With shotgun, slay 'em all.

Rifle: Engage targets with a "Hoot Sweep" - 2,1,1,1, back to target 2, then 1,1,1,2. If second, restage.

Pistols: Engage targets per pistol instructions. Holster.



Stage 3

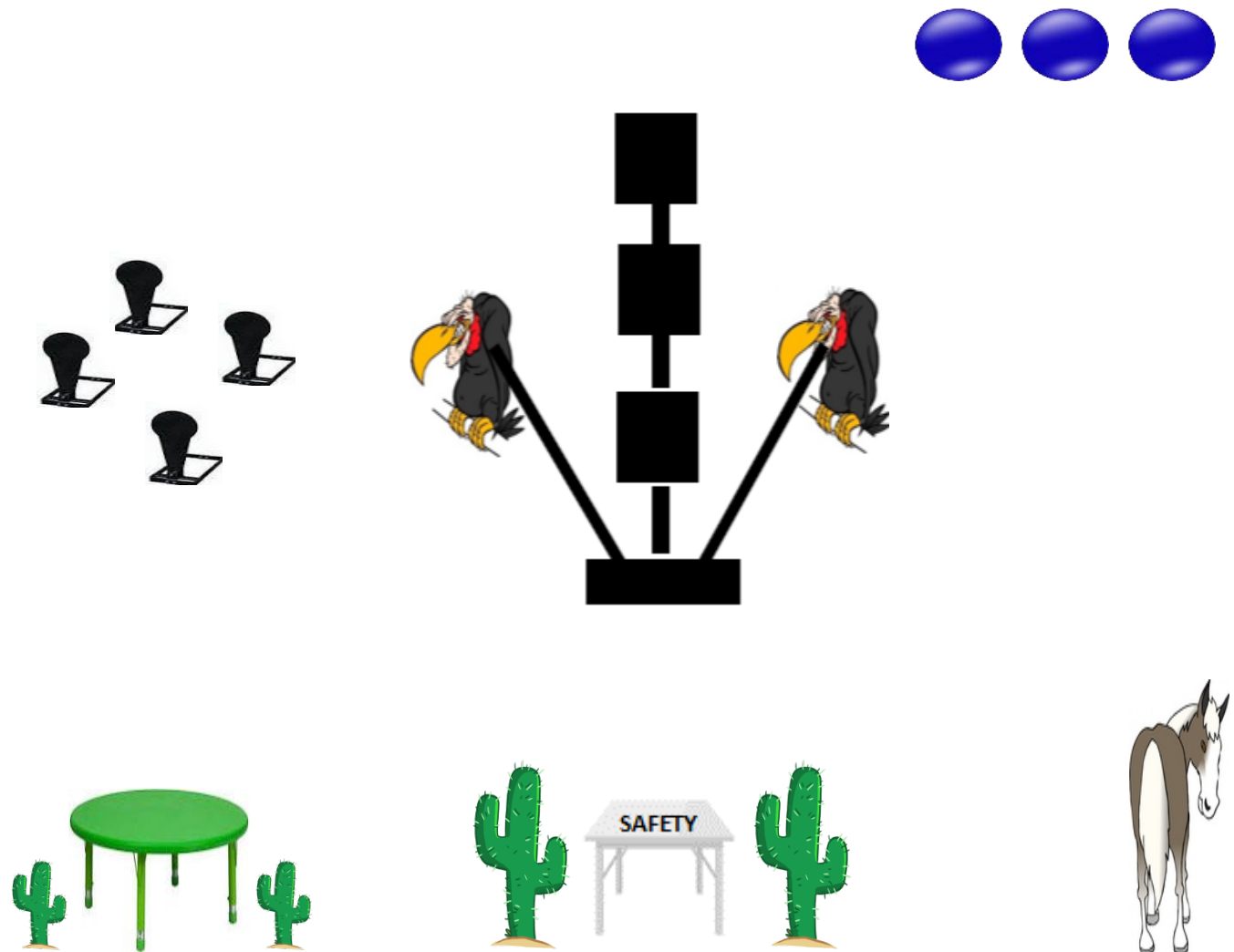
Pistols 10 - rds. holstered Rifle – 10 rds. on horse Shotgun – 4+ rds. on table

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

Shooter starts between cacti, hands at Texas Surrender. **“Not today, Cowboy!”**
ATB, with pistols, double tap the pistol targets starting on any target. Holster. Move to either the horse or the table.

Rifle: From beside horse, engage targets double-tapping the center target, then single tap sweeping the targets with the first 5 rds. Repeat with the second 5 rds. If second, restage and move to table.

Shotgun: From behind table , slay ‘em all. If second, restage and move to horse.

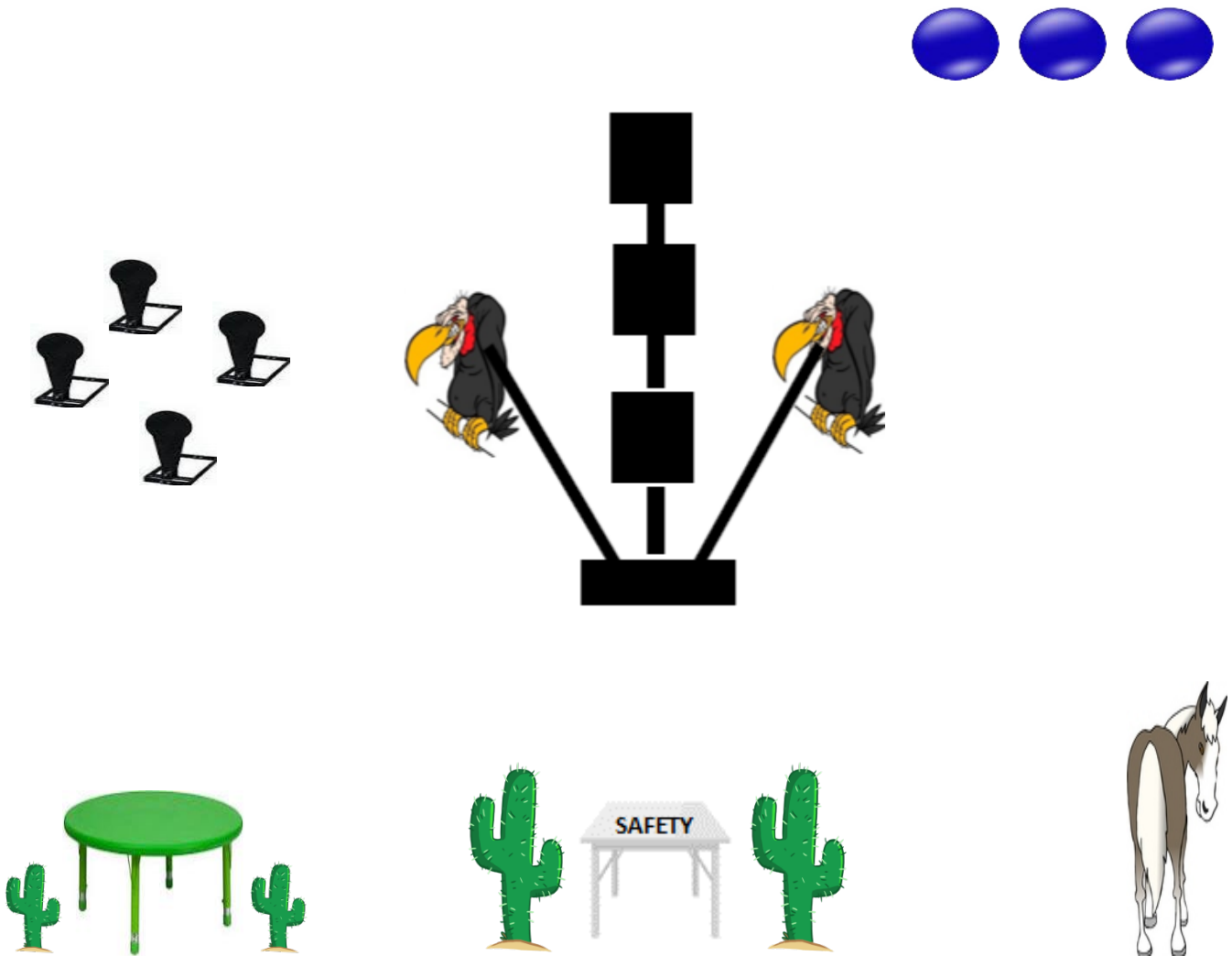


Stage 4

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

Shooting order: shotgun, pistols, rifle

Shooter starts behind table, hands on ammo. The line is, “**Prepare to meet your maker.**” ATB, with shotgun, slay ‘em all. Restage. Move between cacti. With pistols engage targets, triple-tapping the outside targets then single tap the vertical targets top to bottom OR bottom to top with the last rd. on the center target. Holster. Move to horse. With rifle engage targets 1,4 starting on the center target then engaging an outside target. With second 5 rds. repeat instructions using the opposite outside target.



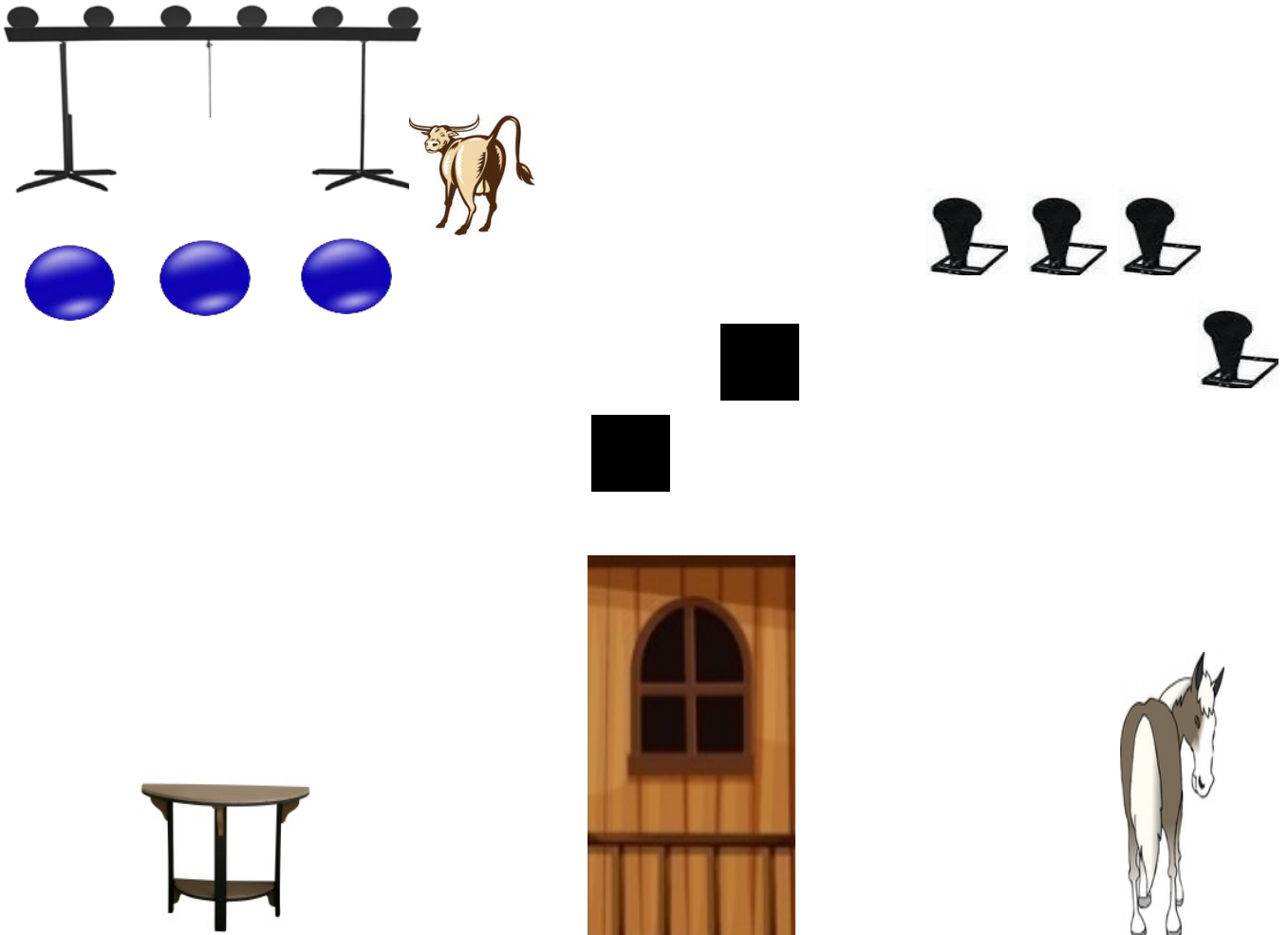
Stage 5

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

Shooting order; rifle, pistols, shotgun

Shooter starts behind table, rifle in hand, barrel resting on the table. The line is, **“We’re gonna have a showdown.”** With rifle engage the plate rack. If any rounds remaining dump on the bull’s butt. Restage. Move to façade. With pistols, engage targets alternating 1 on 1, 2 on 2, 3 on 3, 4 on 4. Holster. Move to horse. With shotgun slay’em all.

Note: Targets below the plate rack are no-shoot targets in this scenario. Also, as always, misses on the dump target count, misses on the plate rack do not unless left standing.



Stage 6

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

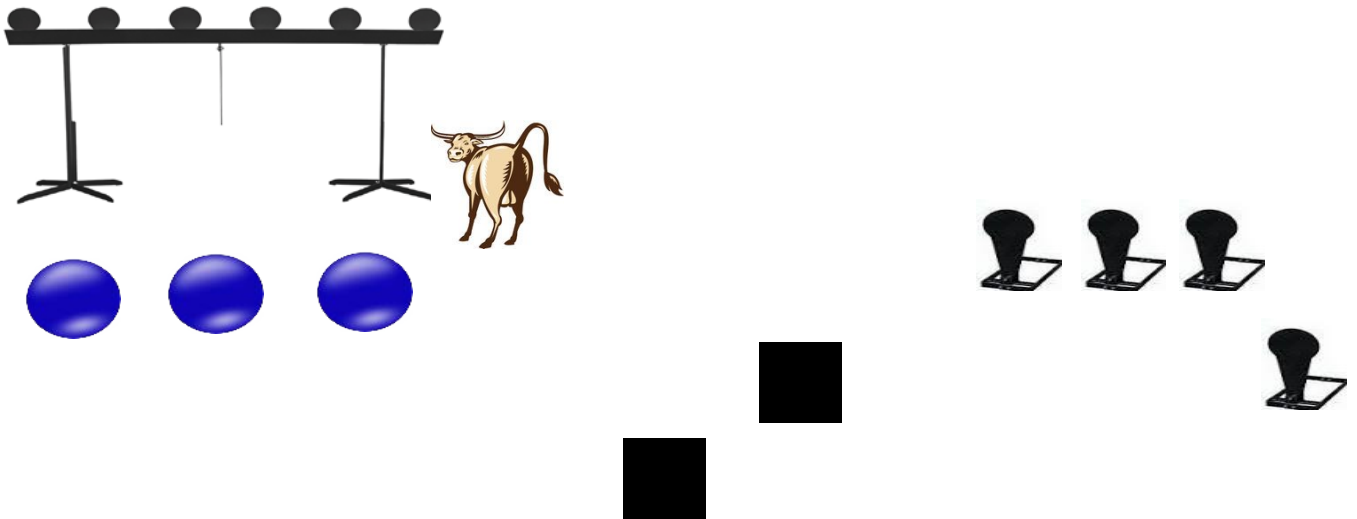
Shooting order: pistols, rifle, shotgun or pistols, shotgun, rifle

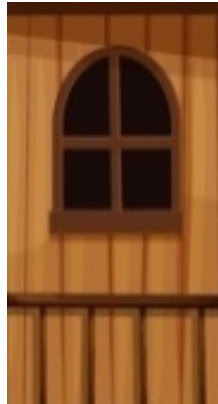
Shooter starts in window, barrel(s) of pistol(s) resting on shelf. The line is, “**Let ‘em have it, boys!**”

ATB, with 1st pistol, engage targets 2, 3 in either direction. Holster. With 2nd pistol, repeat 1st pistol instructions in the same direction. Move to either the table or the horse.

Rifle – Engage the 3 lower targets and the bull’s butt, alternating, starting on the bull’s butt with 1 rd. then 2 rds. on each of the of the other three targets. 1,2,1,2,1,2,1.

Note: The plate rack is a no-shoot target in this scenario.





Stages 1 & 2

Steel – 5 blue uprights
5 red uprights
1 star
4 large squares
1 cowboy
4 large circles
4 poppers
12 bases

Props – 1 small ammo box
1 large ammo box
2 large cacti

Stages 3 & 4

Steel – 3 white uprights
3 large squares
3 large circles
2 buzzards
4 poppers
7 bases

Props – 1 green table
1 horse
2 small cacti
2 large cacti
1 new prop tree
1 small white table (safety)

Stages 5 & 6

Steel – 4 short red uprights
2 white uprights

Props – 1 half-moon table
1 façade

1 plate rack

1 horse

3 large circles

2 large squares

1 bull's butt

4 poppers

6 bases