

GCGS Main Match – Saturday January 2, 2021

Stage 1

Pistols – 10 rds. holstered Rifle – 9 rds. in window Shotgun – 4+ rds. on horse

Shooting order: rifle, shotgun, pistols

Shooter starts in window, hands on hat. Say a Line. ATB, with rifle engage targets with 2 rds. on an inner target, (NOT the center target), then single tap sweep the targets from either end, then engage the opposite inner target with 2 rds. Restage. Move to horse. With shotgun engage poppers. Knock 'em down. Move back to window. With pistols single tap sweep the three inner targets from the same direction, then engage the two outside targets with 2 rds. each. Holster.



Stage 2

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

Shooting order: pistols, rifle, shotgun

Shooter starts directly in front of cowboy, hands on cowboy's shoulders. Say a line. ATB, with pistols engage the buzzard with 1 rd. then engage the remaining targets with an Abilene sweep from either direction. 1,2,3,2,1. Holster. Move to red table. With rifle repeat pistol instructions. Restage. Move to window. With shotgun, knock 'em down.



Stage 3

Pistols – 10 rds. holstered Rifle – 10 rds. Port Arms Shotgun – 4 + in window.

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

Shooter starts behind right table rifle at Port Arms. Say a line. ATB, engage targets with a reverse Lawrence Welk sweep, starting on either upper end target. 4,3,2,1. Buzzard must be last. Restage. Move to either the fence, past the cactus, or the window.

Pistols – from behind the fence, to the right of the cactus. Repeat rifle instructions. Holster. If second move to window.

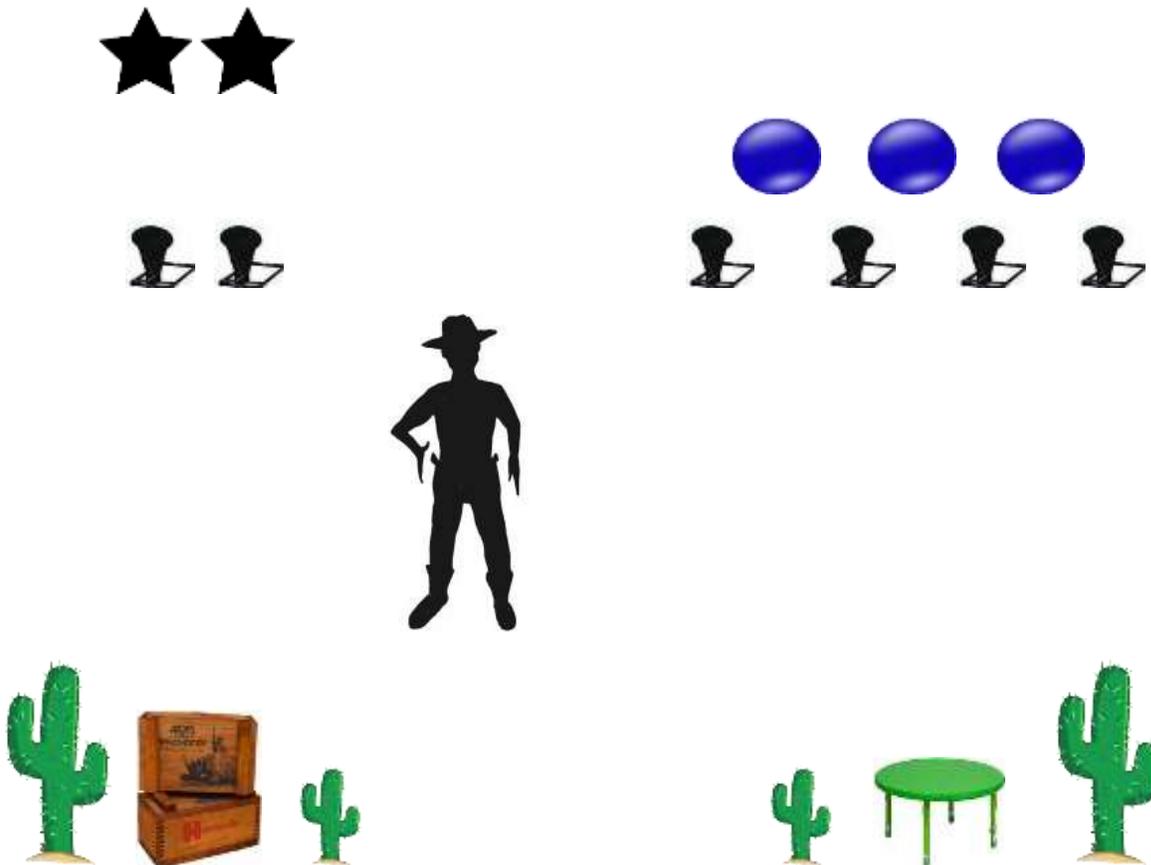
Shotgun – from window, engage poppers. Knock 'em down. If second, restage then move to fence.



Stage 4

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

Shooter starts behind ammo boxes, hands not touching guns. Say a line. ATB, with rifle engage the two targets to the left of the cowboy alternating for 5 rds. Engage a target to the right of the cowboy with 5 rds. Restage. With shotgun engage the two poppers to the left of the cowboy. PMF. With safe shotgun move to the table. Shooter may engage poppers as they come into view. Knock 'em down. Restage. With pistols alternate single tap two targets for 5rds, and engage the other target for 5 rds. Holster.

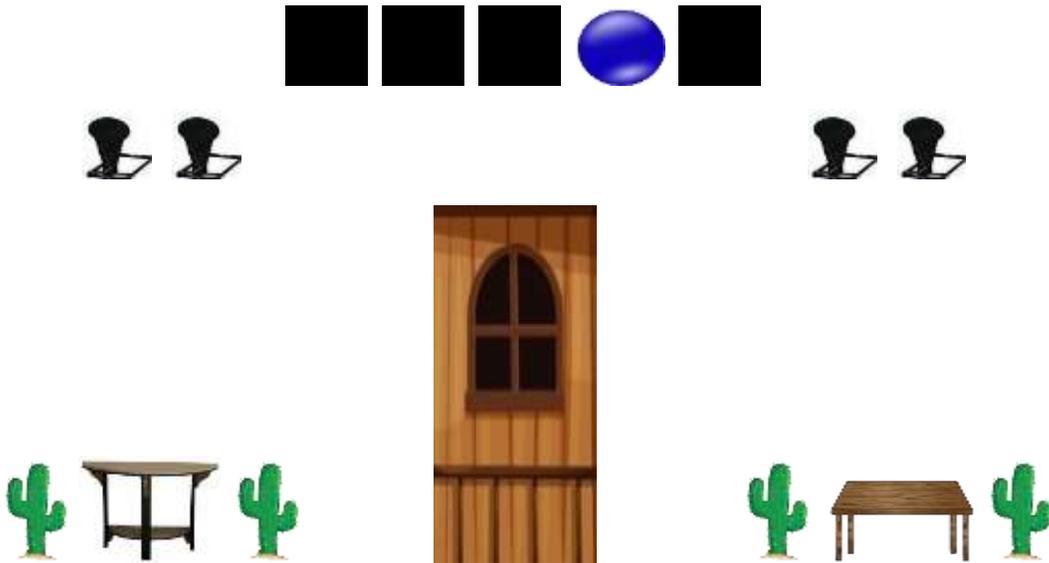


Stage 5

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

Shooting order: shotgun, shotgun, rifle, pistols

Shooter starts behind table where shotgun is staged. Say a line. ATB, with shotgun engage poppers. PMF. Move to opposite table. Engage poppers. PMF. Restage. Move to window. With rifle single tap sweep targets from L – R, then engage target #4 with 5 rds. Restage. With 1st pistol engage target #1 with 1 rd. then engage target #4 with 4 rds. Holster. With 2nd pistol single tap sweep all five targets. Holster.

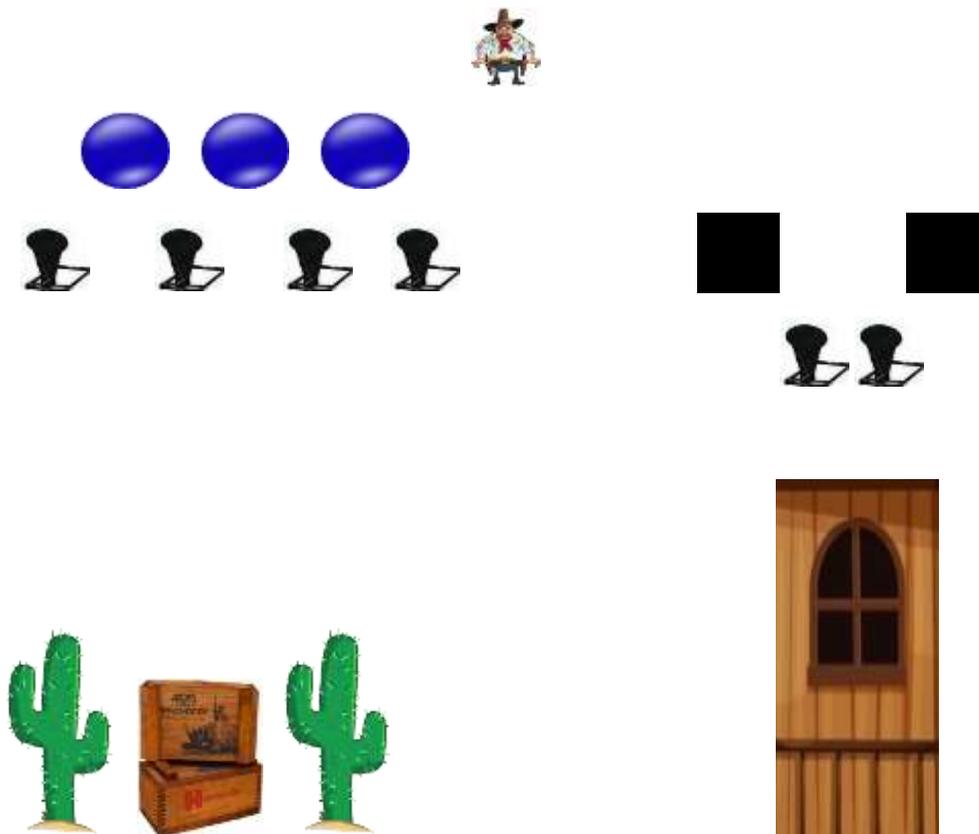


Stage 6

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

Shooting order: pistols, rifle, shotgun

Shooter starts with one foot on start plate. Say a line. ATB, with 1st pistol engage a knockdown then double-tap the remaining targets. Holster. With 2nd pistol repeat 1st pistol instructions using the other knockdown target. Holster. Move to ammo boxes. With rifle, with 1st 5 rds. engage targets with 1 rd. on the center target then double-tap the two outside targets. With 2nd 5 rds. repeat instructions. Restage. With shotgun engage poppers. Knock 'em down. Shooter may pick up any pistol knockdowns left standing by engaging the small cowboy for 1 or 2 rds. if necessary.



Stage 1

Steel – 2 white uprights
3 red uprights
2 bull's butts
3 tombstones
4 poppers
6 bases

Props – 1 façade
1 horse

Stages 2 & 3

Steel – 3 blue uprights
3 white uprights
1 red upright
1 short red upright
3 large squares
3 cowboys
2 buzzards
4 poppers

Props – 1 stand-up cowboy
1 fence
1 red table
1 façade
1 large cactus

Stage 4

Steel – 2 white uprights
3 red uprights
2 stars
3 large circles
6 poppers

Props – 1 small ammo box
1 large ammo box
2 large cacti
1 small cactus
1 green table
1 stand-up cowboy

Stage 5

Steel – 5 white uprights
4 large squares
1 large circle
4 poppers
9 bases

Props – 1 half-moon table
1 façade
1 white table
4 small cacti

Stage 6

Steel – 3 white uprights
1 blue upright
2 red uprights
2 large squares
3 large circles
1 small cowboy
6 poppers
7 bases

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