

GCGS Main Match – Saturday, December 3, 2022

Stage 1

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

Shooting order: pistol, pistol, rifle, shotgun

Shooter starts between windows, hands at sides. The line is, “**Looks like bull to me.**” ATB, move to either window, With 1st pistol engage 2 lower targets 1,3,1, either direction. Holster. Move to opposite window. With 2nd pistol engage the remaining 2 lower targets 1,3,1, either direction. Holster. Move to the table between the windows. With rifle single tap the 4 lower targets then engage the bull’s butt with 6 rds. Restage. Move to left table. With shotgun engage poppers. Knock ‘em down.

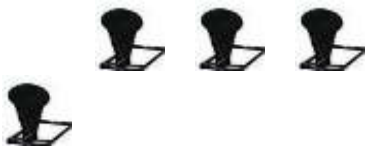


Stage 2

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

Shooting order: rifle, pistol, pistol, shotgun

Shooter starts behind the table between the windows, rifle in hand, barrel resting on table. The line is, “**Great. More bull.**” ATB, with rifle engage the upper target – bull’s butt - with 1 rd. then each of the inner targets with 3 rds. each, then the upper target – bull’s butt - with 3 rds. in that order. Restage. Move to either window. With 1st pistol engage 2 lower targets with a Dang-It Dan sweep, 1,2,1,1, from either direction. Holster. Move to opposite window. With 2nd pistol engage the 2 remaining lower targets per 1st pistol instructions. Holster. Move to left table. Engage poppers. Knock ‘em down.

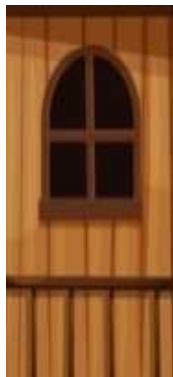
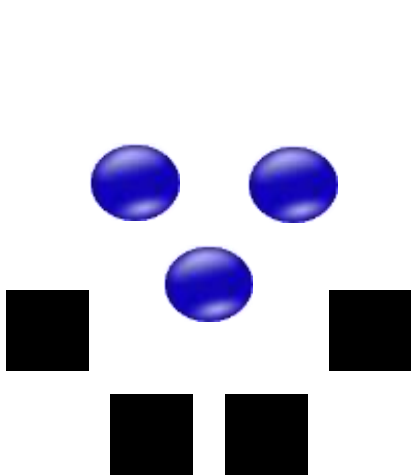


Stage 3

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

Shooting order: pistol, rifle, shotgun

Shooter starts in window, hands on jambs. The line is, “**Smile when you say that**”. ATB, with pistols, starting on the most center target (nose) with 1 rd. then double tap sweep the 4 lower targets (smile), with the last rd. back on the nose. Holster. With rifle engage the 2 upper round targets with 2 rds. each, then single tap sweep the smile, with the last 2 rds. on the center target (the nose). Restage. Move to horse. Engage poppers. Knock ‘em down.



Stage 4

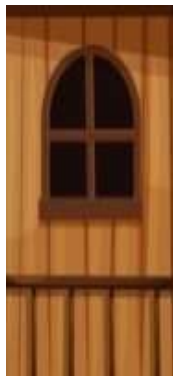
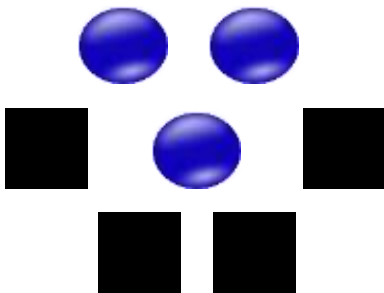
Pistols – 10 rds. holstered Rifle – 10 rds. In window Shotgun – 4+ on horse

Shooting order: shotgun, rifle, pistols

Shooter starts beside horse, hands on ammo. The line is, “**I tried smiling...I didn’t like it.**”. ATB, with shotgun engage poppers. Knock ‘em down. Restage. Move to window.

Rifle – engage eyes and nose 4,3,2,1 starting and ending on the same target.

Pistols – engage smile L – R or R – L, single tapping, 1,2,3,4. Holster.



Stage 5

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

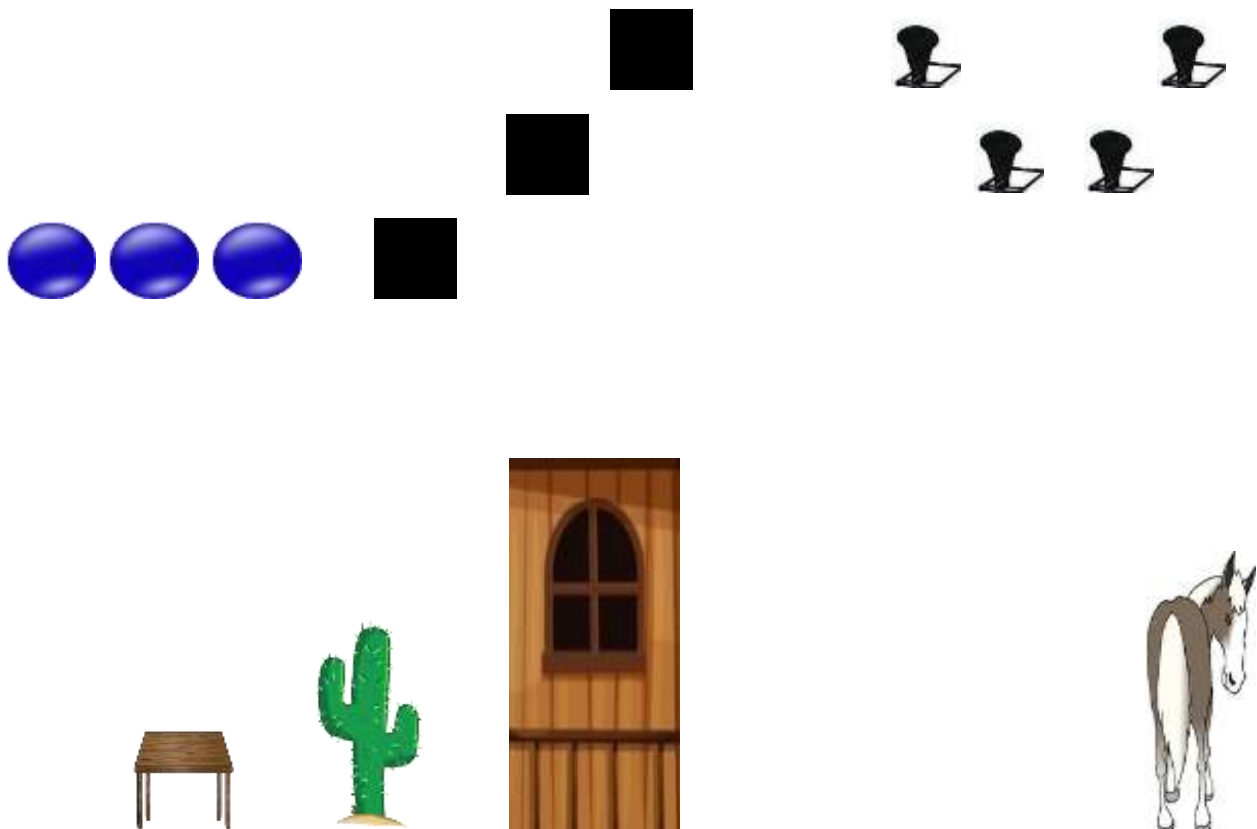
Shooting order: rifle, pistols, shotgun

Shooter starts in window, hands not touching guns. The line is, **“When you gotta shoot, shoot. Don’t talk.”**. ATB...

Rifle – engage targets 2,3,5 from either direction. Restage. Move to left of cactus.

Pistols – engage targets per rifle instructions. Holster. Move to horse.

Shotgun – from beside horse engage poppers. PMF.

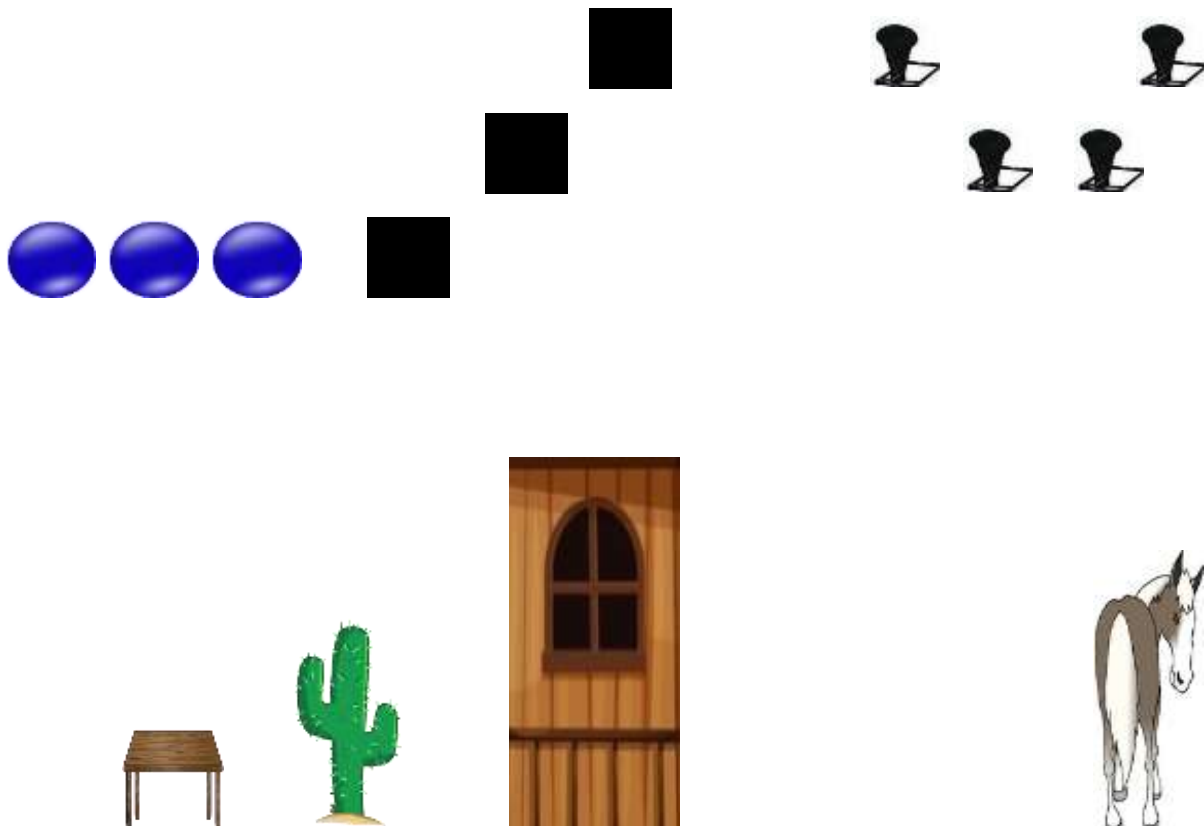


Stage 6

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

Shooting order: pistols, rifle, shotgun

Shooter starts to left of cactus, hands at Texas Surrender. The line is, “**Let’s finish this**”. ATB, with pistols engage targets with a Bristol Kid Sweep from either direction.... 1,2,3, then double tap #1 and #3 OR 3,2,1, then double tap #3 and #1. Holster. Move to window. With rifle engage targets per pistol instructions. Restage. Move to horse. Engage poppers. Knock’em down.



Stage 1 & 2

Steel – 1 double black upright
4 red uprights
4 large squares
1 bull's butt
4 poppers
7 bases

Props – 2 facades
1 white table
1 green table
2 small cacti

Stages 3 & 4

Steel – 2 blue uprights
1 white upright
2 red uprights
2 short red uprights
4 large squares
3 large circles
4 poppers
7 bases

Props – 1 façade
1 horse

Stages 5 & 6

Steel – 1 blue upright
1 white upright
4 red uprights
3 large circles
3 large squares
4 poppers
7 bases

Props – 1 large cactus
1 façade
1 horse
1 small white table