

Texas Riviera Pistoleros

present



DEC 13-15, 2024

WELCOME

The Texas Riviera Pistoleros are honored that you chose to shoot with us at our annual match. Our goal is to provide a safe and fun cowboy action match that you will want to put on your calendar every year!

We would like to thank each club member, volunteer, shooter, and friend that pitched in to make this match happen!

We hope you enjoy the match!

We have one IMPORTANT request of you...

After the match, via email, each of you will receive a survey about the match. We want your **honest** feedback.

We want to know what we did right and more importantly what we can improve for our future annual matches.

These matches are for YOUR enjoyment and we want to do just that, ensure that you enjoy yourself while you are our guests.

Scan this QR Code to fill out the survey:



Thanks and Have Fun!

President:	Ginger Vitis
Match Director:	Totes Magoats
Side Match Director:	Brushy Creek Bill & Mar-Lynn
Long Range MD:	Hoss & Ranger Tays
Plainsman MD:	Hoss
Wild Bunch MD:	Brushy Creek Bill & Mar-Lynn
Range Safety Officer:	Brushy Creek Bill
Scoring:	El Catorce
Registration:	Tocayo & El Catorce

RANGE SAFETY RULES

1: All SASS rules and stage conventions apply. There are no separate Texas Riviera Pistoleros range rules.

2: Liability Release. A signed liability release is required for all persons on the range, shooters and visitors alike. This must be signed upon arrival. If you do not sign a release of liability, you're trespassing.

3: Eye protection is mandatory for all persons on the range. Hearing protection is highly recommended.

4: This is a cold range. All firearms must remain unloaded at all times except at the load table and while shooting a stage.

5: Load table: Firearms may be loaded only at the proper load table for that stage. Maximum of 3 persons at loading table. No other area may be used. Shooters should check each other while loading. Pistols should remain on the table until you're the next shooter. Never advance to the stage until you've been called up as the next shooter.

6: Unload table: All firearms must be cleared at the unload table after shooting the stage. Clearing them yourself is not good enough. You must have someone verify that they are clear.

7: Shooters who feel it's necessary, may hand off guns to another responsible person to safely enter a stage.

8: Everyone is a safety officer. Keep an eye on each other for safe gun handling. If any unsafe condition is seen, bring it up to your posse marshal or range official. A cease fire should be called if any unsafe condition that could result in immediate harm is observed.

9: Malfunctioning firearms should try to be cleared at the unload table. If for some reason they cannot be cleared there, the posse marshal will direct you the fumble area or another safe place to work on your gun. A Posse Marshal will assign somebody to accompany shooter. Do not go back to your cart with a malfunctioning firearm. Function testing of a firearm can only be done with the approval of a range official.

10: Alcohol consumption is not allowed on the range until all shooting is done for the day and all guns have been stowed away.

2024 Gunfight at Gamble Gulch

Friday, December 13 2024

- 09:00am Registration/Check-in open
- 10:00am Plainsman Side Match 3-stages
- 1:00pm Long Range Side Match
- 1:00pm Mandatory Safety Brief - Wild Bunch
- 1:15pm Wild Bunch Side Match 3-Stages

Saturday, December 14 2024

- 07:30am Registration/Check-In opens
- 08:45am Mandatory Safety Briefing
- 09:00am 5 Main Stages & Costume judging
- 12:00pm Lunch - Included in Match Fee
- 1:30pm 4 Side Matches - Team shoot & Blast From The Past, Rifleman, Fastest Pistols

Sunday, December 15 2024

- 08:00 Cowboy Church on the range
- 08:45am Posse Roll Call
- 09:00am 5 Main Stages
- 12:00pm Lunch and Awards Banquet - Included in Match fee.

Reminders

- All SASS rules apply
- Everyone is a Safety Officer
- Scoring is done electronically using Practiscore.
Paper score sheet will be used only as backup.
- Score keepers will have shooter 'accept' their score at or near the unloading table at completion of shooter's run.
- Ask your PM or the MD if you need to repair or work on a firearm. They will direct you to an empty stage.
- Brass pickers, ensure you give the shooter the entire stage before picking up brass.
- Posse duties: everyone should be doing something on each stage. If you don't have a task, someone else has two.
- Not calling a penalty does not help the shooter, and it hurts every other shooter at the match.
- Please place trash in designated containers.

Plainsman Side Match

3 - Stages

Friday @ 10:00 am

Break out the black powder for a smoky good time with 3 stages of Plainsman. Modern and Traditional categories.

Round Count:

Pistol: 30 rounds

Rifle: 15 rounds

Shotgun: 12+ Rounds

There will be plenty of time if want to shoot the Long Range side match after this side match.

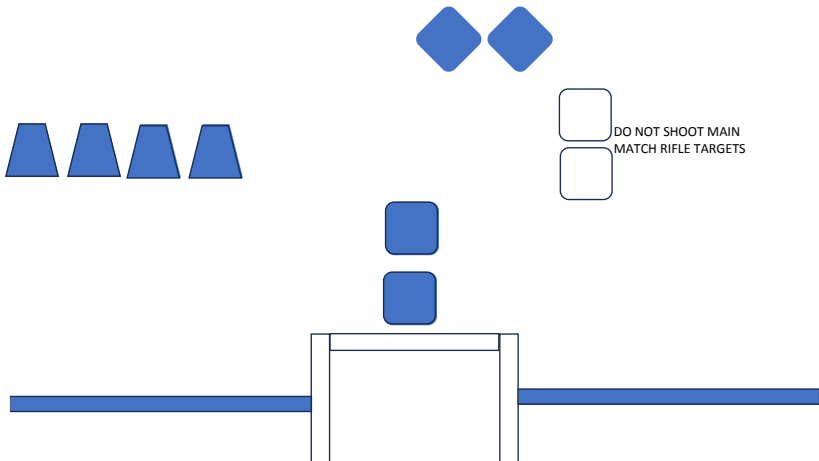
GUNFIGHT AT GAMBLE GULCH 2024 – PLAINSMAN -STAGE 1 - OPEN RANGE

AMMO: 10 PISTOL, 5 RIFLE, 4+ SHOTGUN
PISTOLS: HOLSTERED
RIFLE: STAGED ON RIGHT SHELF
SHOTGUN: IN HANDS

SHOOTER STARTS: SHOTGUN IN HANDS
STARTING LINE: SMOKE 'EM IF YOU GOT 'EM

AT THE BUZZER

- **GUN ORDER: SHOTGUN - RIFLE - PISTOLS**
- **FROM LEFT OF OPENING WITH SHOTGUN, KD ALL SHOTGUN TARGETS**
- **FROM RIGHT OF OPENING WITH RIFLE ENGAGE THE TARGETS BY ALTERNATING BETWEEN THE TWO TARGETS FOR 5 ROUNDS STARTING ON EITHER TARGET.**
- **FROM CENTER OPENING WITH PISTOLS, ENGAGE PISTOL TARGETS BY ALTERNATING BETWEEN THE 2 TARGETS FOR 5 ROUNDS STARTING ON EITHER TARGET, THEN REPEAT.**



GUNFIGHT AT GAMBLE GULCH 2024 – PLAINSMAN - STAGE 2 - BUCKBOARD

AMMO: 10 PISTOL, 5 RIFLE, 4+ SHOTGUN
PISTOLS: HOSLTERED
RIFLE: STAGED ON BUCKBOARD
SHOTGUN: STAGED ON HORSE

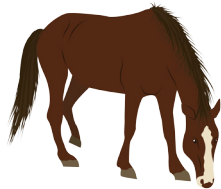
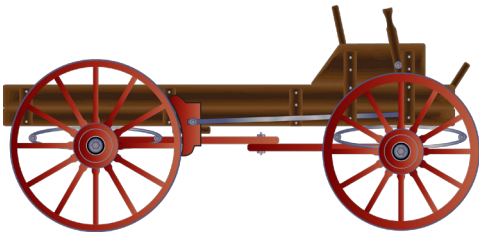
SHOOTER STARTS: BOTH HANDS TOUCHING HAT
STARTING LINE: LET'S MAKE SOME SMOKE

AT THE BUZZER

- SHOOTERS CHOICE OF GUN ORDER, RIFLE CAN BE LAST
- FROM BUCKBOARD WITH EITHER PISTOL, ENGAGE THE OUTSIDE PISTOL TARGETS WITH 3 ROUNDS EACH AND THE INSIDE PISTOL TARGETS WITH 2 ROUNDS EACH (ROUND COUNT STAGE)
- WITH RIFLE ENGAGE RIFLE TARGET WITH 2 ROUNDS ON EACH OUTSIDE TARGET AND 1 ROUND ON THE CENTER TARGET (ROUND COUNT STAGE)
- MOVE TO HORSE AND WITH SHOTGUN, KD ALL SHOTGUN TARGETS



DO NOT SHOOT MAIN
MATCH RIFLE TARGETS



GUNFIGHT AT GAMBLE GULCH 2024 – PLAINSMAN - STAGE 3 - CEMETERY

AMMO: 10 PISTOL, 5 RIFLE, 4+ SHOTGUN

PISTOLS: HOLSTERED

RIFLE: STAGED ON RIGHT SHELF

SHOTGUN: STAGED ON LEFT SHELF

SHOOTER STARTS: TEXAS SURRENDER

STARTING LINE: I WANT ROUND BALLS AND NEW NIPPLES FOR CHRISTMAS!

AT THE BUZZER:

- FROM CENTER OPENING WITH 1ST PISTOL ENGAGE THE PISTOL TARGETS IN A NEVADA SWEEP FROM EITHER END
- WITH 2ND PISTOL FROM RIGHT OF OPENING, ENGAGE THE MAIN MATCH RIFLE TARGETS IN A NEVADA SWEEP FROM EITHER END
- WITH RIFLE ENGAGE FAR RIFLE TARGETS BY ALTERNATING BETWEEN THE TWO TARGET FOR 5 ROUNDS
- FROM LEFT OF OPENING, KNOCK DOWN ALL SHOTGUN TARGETS



Wild Bunch Side Match

3 - Stages

Friday @ 1:00 pm

Lots of action with 3 stages of Wild Bunch.

Round Count:

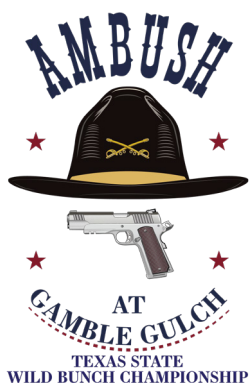
Pistol: 70 rounds

Rifle: 21 rounds - TR/DB - 17

Shotgun: 15 Rounds

There will be plenty of time if shooters want to shoot the Long Range side match after this side match.

If you enjoy Wild Bunch, join us for the SASS Texas State Wild Bunch Championship - Ambush at Gamble Gulch on March 28-30, 2025. Scan the QR code for registration.



WILD BUNCH SIDE MATCH - GUNFIGHT 2024 – STAGE 1 - SALOON

AMMO: 21 PISTOL, 7 RIFLE, 4 SHOTGUN

DB/TR - 5 Rifle

PISTOL: HOLSTERED

RIFLE: STAGED IN WINDOW 3

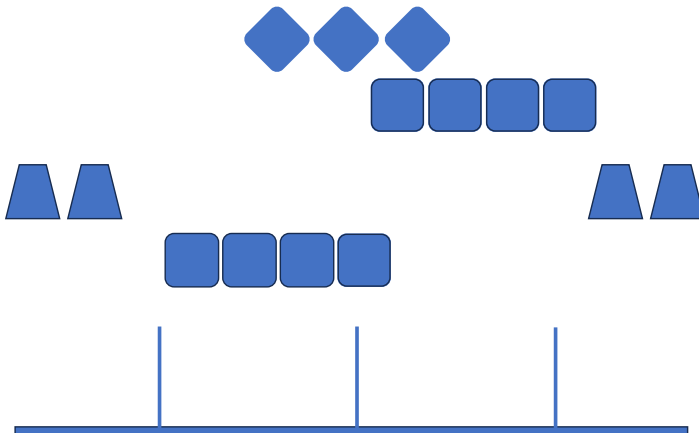
SHOTGUN: STAGED ANYWHERE

SHOOTER STARTS: POSITION OF CHOICE, HANDS TOUCHING BEER MUG

STARTING LINE: I'M IN THE WILD BUNCH SPIRIT

AT THE BUZZER:

- **SHOOTERS CHOICE OF GUN ORDER**
- **PISTOL SHOT FROM WINDOWS 2 & 3, RIFLE FROM WINDOW 3 AND SHOTGUN FROM WINDOWS 1 & 4**
- **PISTOL: AT WINDOW 2, WITH 2 MAGS, SHOOT THE TARGETS IN A HEAVY CONTINOUS NEVADA SWEEP FROM EITHER END. EX: 11-2-3-44-3-2-11-2-3-44**
- **PISTOL & RIFLE: FROM WIN 3, WITH 1 MAG AND 7 RIFLE ROUNDS ENGAGE RIFLE TARGETS USING PISTOL INSTRUCTIONS**
- **SHOTGUN: ENGAGE 2 SG TARGETS FROM WIN 1 & 2 FROM WIN 4**
- **TR/DB: ENGAGE TARGETS IN A 2-1-2 SWEEP FROM EITHER END. EX:11-2-33**



WILD BUNCH SIDE MATCH - GUNFIGHT 2024 – STAGE 2 - BOARDWALK

AMMO: 28 PISTOL, 7 RIFLE, 6 SHOTGUN

TR/DB - 6 Rifle

PISTOLS: HOLSTERED

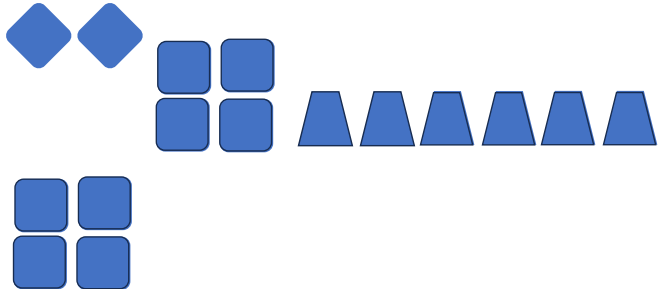
RIFLE: STAGED IN WINDOW 1

SHOTGUN: STAGED ANYWHERE

SHOOTER STARTS: HANDS ON SHELF

**STARTING LINE: IT'S THE BEST WILD BUNCH PRESENT - 6 SHOTGUN!
AT THE BUZZER**

- **STARTING WITH RIFLE OR SHOTGUN - STAGE SHOT L-TO-R OR R-TO-L**
- **RIFLE FROM WINDOW 1, ENGAGE PLATE RACK UNTIL DOWN AND PLACE EXTRA ROUND ON THE DUMP TARGET.**
- **PISTOL FROM DOOR 1, SHOOT 4 PISTOL TARGETS IN A CLOCKWISE 2,3,4,5 PROGRESSIVE SWEEP STARTING ON ANY TARGET. MOVE TO WINDOW 2 AND REPEAT ON RIFLE DISTANCE TARGETS**
- **SHOTGUN: ENGAGE 2 SG TARGETS FROM WIN 3, DOOR 3 AND WIN 4**
- **TR/DB: ENGAGE CD TARGETS IN 6 ROUND PROGRESSIVE SWEEP FROM EITHER END. EX 1-22-111**



WILD BUNCH SIDE MATCH - GUNFIGHT 2024 – STAGE 3 – BLACKSMITH

AMMO: 21 PISTOL, 7 RIFLE, 5 SHOTGUN

Cody Dixon - 6 Rifle

PISTOLS: HOLSTERED

RIFLE: STAGE ON SHELF AT outhouse

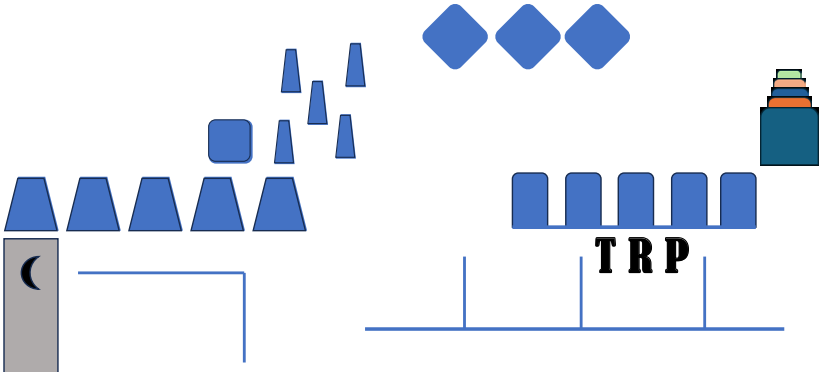
SHOTGUN: STAGED ON SHELF AT outhouse

SHOOTER STARTS: FIRST GUN IN HANDS

STARTING LINE: 5 SHOTGUN IS BETTER THAN 4

AT THE BUZZER:

- **FROM THE outhouse, FIRST GUN IN HANDS**
- **RIFLE: FROM outhouse ENGAGE FLAPPERS AND PLACE ANY REMANING ROUNDSTHE FAR DUMP TARGET. FLAPPERS MUST GO 1/2 WAY AROUND TO COUNT**
- **SHOTGUN: FROM outhouse, ENGAGE 5 SHOTGUN TARGETS**
- **PISTOL: FROM WIN 1 ENGAGE THE BUSHWACKER TARGETS UNTIL DOWN AND PLACE ANY EXTRA ROUNDS ON THE FAR DUMP TARGET. FROM WINDOW 4 ENGAGE PLATE RACK UNTIL DOWN AND PLACE EXTRA ROUNDS ON ANY T R P DUMP TARGET, FROM OUTSIDE SHOP, ENGAGE TOMBSTONE RACK UNTIL DOWN AND PLACE EXTRA ROUNDS ON DUMP TARGET. NOTE: PINK PLATE IN FRONT OF TOMBSTONE RACK IS NOT A DUMP TARGET**
- **TR/DB: NEVADA SWEEP FROM EITHER END**



Long Range Side Match

Friday @ 1:00 pm

LONG RANGE RULES

- All guns unloaded until your turn to shoot. Must show clear at table before returning gun to rack. Store rifles in racks with action open.
- Be aware of livestock, call immediate cease-fire if animals seen on range.
- Do not shoot trees.
- Only all lead bullets to be used.
- Will shoot in order signed up. 3 shooters on the line. One shooting, one on-deck and the third preparing. Far left table will accommodate Left handed shooters.
- A round that bounces off ground and hits the target counts as a hit.

Rifle Caliber Single Shot

COURSE OF FIRE:

- 2 sighters, if needed. 10 rounds for score.
- 3 shots on Ram @ 200 METERS = 2 points each
- 4 shots on Pig @ 300 METERS = 3 points each
- 3 shots on Big Square @ 388 METERS = 4 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand 3 rounds
-

Rifle Caliber Lever Action

Start with magazine loaded, lever closed, hammer down on empty chamber

COURSE OF FIRE:

- 2 sighters, if needed. 10 rounds for score.
- 3 shots on Diamond @ 100 yards = 1 points each
- 4 shots on Turkey @ 150 yards = 4 points each
- 3 shots on Square @ 200 yards = 2 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand 3 rounds.

Long Range Side Match

Friday @ 1:00 pm

Pistol Caliber Lever Action

Start with magazine loaded, lever closed, hammer down on empty chamber

COURSE OF FIRE:

- 2 sighters, if needed. 10 rounds for score.
- 3 shots on Buzzard @ 75 yards = 1 point each
- 3 shots on Diamond @ 100 yards = 2 points each
- 4 shots on Turkey @ 150 yads = 4 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand 3 rounds
-

Long Range Pistol

Any SASS Legal revolver or 1911, staged or holstered. 2 revolvers or 2 five round mags in 1911. 1911 will start with magazine inserted.

Loaded at table, shot standing, one or two handed. No support.

COURSE OF FIRE:

- 2 sighters, if needed. 10 rounds for score.
- 5 shots on Square @ 25 yards = 1 point each
- 5 shots on Diamond @ 50 yards = 2 points each
- Must hit each target prescribed number of times before moving on to next target.
- Tie-Breaker - Shoot Buffalo offhand 3 rounds

4 Side Matches

Saturday - Following Lunch

BLAST FROM THE PAST

- This will be an 'Old School' stage with some fun on-the-clock activities.
- Round Count: 10 Pistol, 11 Rifle , 4+ Shotgun, Skill and maybe even a little luck.
- SIGN UP AT REGISTRATION OR AT LUNCH PRIOR TO THE EVENT

TEAM SHOOT

- Teams of 4 will compete against other teams in a classic stage
- There will be 1 Pistoleros with 10 rounds each, 2 Rifleman with 10 rounds and 1 shotgunner with 4 rounds per team
- Round Count: 20 rifle, 10 pistol and 4 shotgun per team
- Teams will be randomly drawn
- SIGN UP AT REGISTRATION OR AT LUNCH PRIOR TO THE EVENT

FASTEST RIFLEMAN

- 10 rounds from pistol caliber SASS legal match rifle.
- Shot from the HIP!
- Round Count: 10 rifle
- Best of 3 tries
- SIGN UP AT AT THE SIDE MATCH STAGE

FASTEST PISTOLS

- 10 rounds from SASS legal match pistols
- Shot on falling plate rack.
- Round Count: 10 pistol
- Best of 3 tries
- SIGN UP AT AT THE SIDE MATCH STAGE

GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 1 - OPEN RANGE

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

Cody Dixon - 6 Rifle

PISTOLS: HOLSTERED

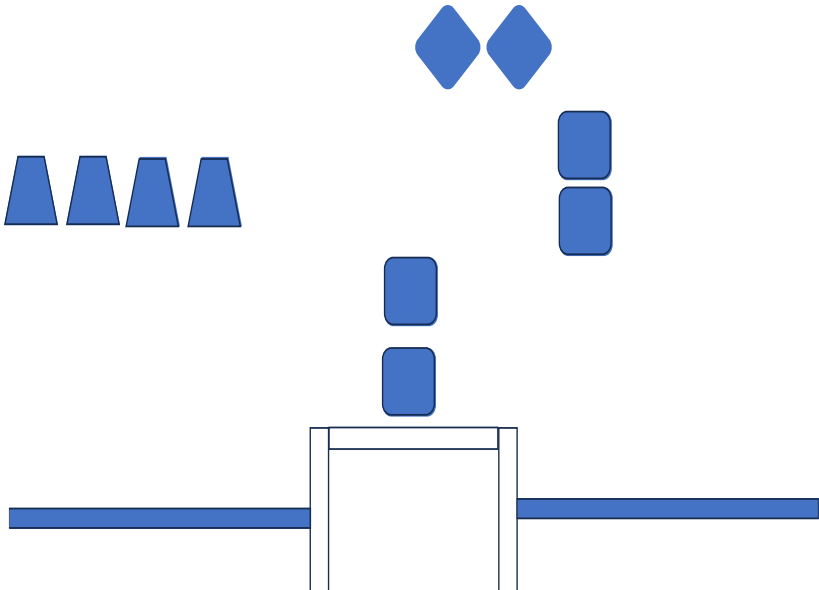
RIFLE: STAGED ON RIGHT SHELF

SHOTGUN: STAGED ON LEFT SHELF

**SHOOTER STARTS: RIFLE IN HANDS
STARTING LINE: I'M GETTING SADDLE SORES**

AT THE BUZZER

- **SHOOTER STARTS RIFLE IN HANDS**
- **FROM RIGHT OF OPENING WITH RIFLE ENGAGE THE TARGETS IN AN ALTERNATING PROGRESSIVE SWEEP STARTING ON EITHER TARGET.**
- **FROM CENTER OPENING WITH PISTOLS, ENGAGE PISTOL TARGETS PER RIFLE INSTRUCTIONS**
- **FROM LEFT OF OPENING, WITH SHOTGUN, KNOCK DOWN ALL SHOTGUN TARGETS.**
- **CODY DIXON: ENGAGE TARGETS IN A 6 ROUND PROGRESSIVE SWEEP FROM EITHER END**



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 2 - BUCKBOARD

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

Cody Dixon - 5 Rifle

PISTOLS: HOSLTERED

RIFLE: STAGED ON BUCKBOARD

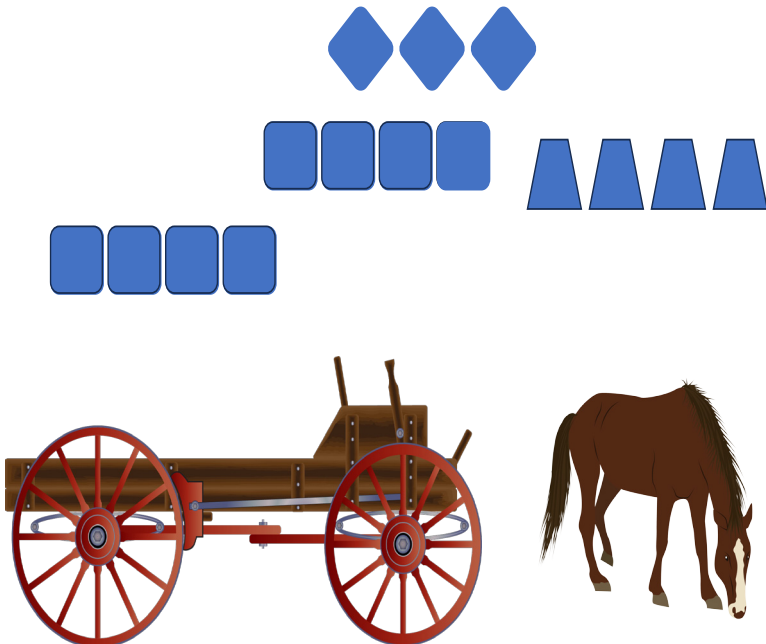
SHOTGUN: STAGED ON HORSE

SHOOTER STARTS: BOTH HANDS TOUCHING A WHEEL

STARTING LINE: WE BROKE A SPOKE

AT THE BUZZER

- SHOOTERS CHOICE OF GUN ORDER, SHOTGUN SHOT LAST
- FROM BUCKBOARD WITH EITHER RIFLE OR PISTOLS, ENGAGE APPROPRIATE TARGETS BY SINGLE TAP SWEEPING ALL 4 TARGETS THEN TRIPLE TAP BOTH INSIDE TARGETS. EX: 1-2-3-4-333-222
- ENGAGE OTHER SET OF TARGETS WITH OTHER GUN(S) WITH SAME INSTRUCTIONS
- MOVE TO HORSE AND WITH SHOTGUN, KD ALL SHOTGUN TARGETS
- CODY DIXON: SINGLE TAP SWEEP THE TARGETS THEN DOUBLE TAP THE CENTER TARGET. EX 1-2-3-22



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 3 - CEMETERY

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

Cody Dixon - 5 Rifle

PISTOLS: HOLSTERED

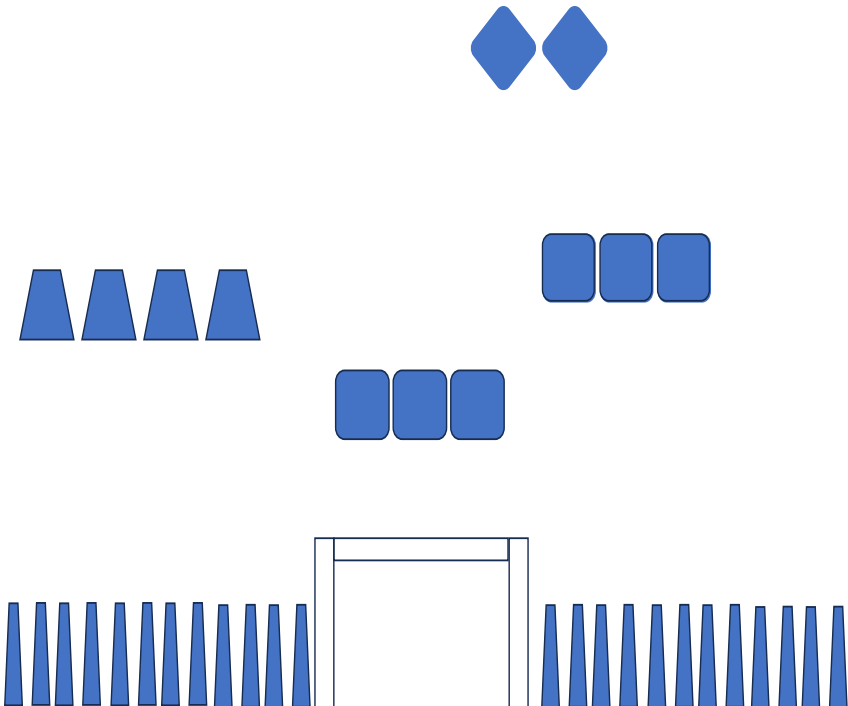
RIFLE: STAGED ON RIGHT SHELF

SHOTGUN: STAGED ON LEFT SHELF

**SHOOTER STARTS: POSITION OF CHOICE - HANDS ON HAT
STARTING LINE: HE DIED IN THE OUTHOUSE**

AT THE BUZZER:

- **WITH RIFLE NOT LAST**
- **FROM CENTER OPENING, ENGAGE PISTOL IN A 3-4-3 SWEEP FROM EITHER END**
- **FROM RIGHT OF OPENING, ENAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS**
- **FROM LEFT OF OPENING, KNOCK DOWN ALL SHOTGUN TARGETS**
- **CODY DIXON: ENGAGE CD TARGETS IN A 3-2 SWEEP FROM EITHER END**



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 4 - GALLOWS

AMMO: 10 PISTOL, 10 RIFLE 4+ SHOTGUN

Cody Dixon - 6 Rifle

PISTOLS: HOLSTERED OR STAGED

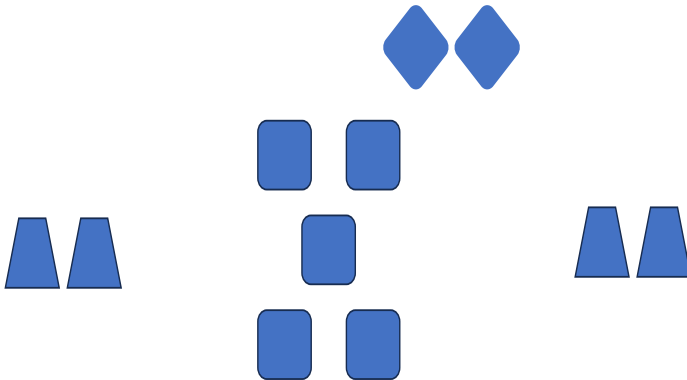
RIFLE: STAGED ON SHELF

SHOTGUN: STAGED ON SHELF

**SHOOTER STARTS: BOTH HANDS TOUCHING ROPE
STARTING LINE: I'M NOT HANGING TODAY!**

AT THE BUZZER:

- SHOOTERS CHOICE OF GUN ORDER RIFLE NOT LAST
- WITH RIFLE AND PISTOLS, ENGAGE APPROPRIATE TARGETS WITH 4 ROUNDS EACH, CENTER TARGET IS SHARED RIFLE/PISTOL TARGET. ROUND COUNT STAGE
- WITH SHOTGUN, KNOCK DOWN SHOTGUN TARGETS
- NOTE: PISTOLS CAN BE STAGED OR RETURNED TO LEATHER
- CODY DIXON: ENGAGE TARGETS WITH 3 ROUNDS EACH



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 5 - JAIL

AMMO: 10 PISTOL, 10 RIFLE AND 4+ SHOTGUN

Cody Dixon - 5 Rifle

PISTOLS: HOLSTERED

RIFLE: STAGED IN WINDOW 1

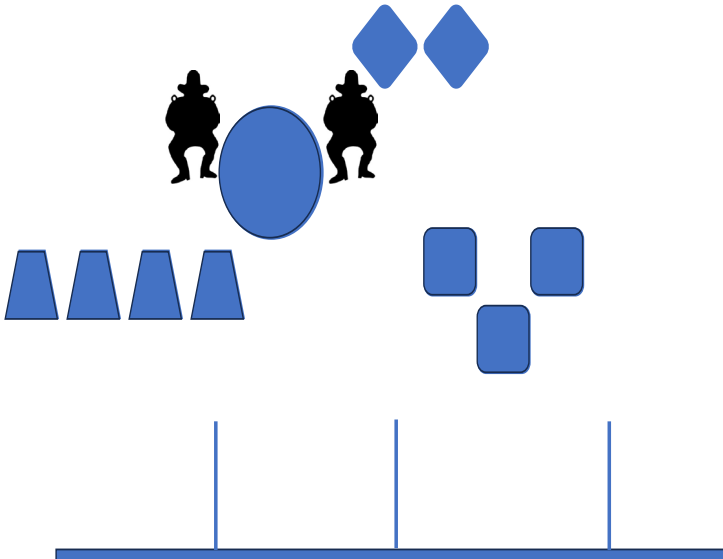
SHOTGUN: STAGE ON SHELF IN JAIL CELL

SHOOTER STARTS: BOTH HANDS TOUCHING KEYS

STARTING LINE: THE JURY WAS RIGGED

AT THE BUZZER:

- FROM JAIL CELL, WITH SHOTGUN, KNOCK DOWN ALL SHOTGUN TARGETS
- FROM WINDOW 1, WITH RIFLE ENGAGE TARGETS BY SINGLE TAP ALTERNATING BETWEEN THE 2 OUTSIDE TARGETS FOR 5 ROUNDS, THEN PLACE 5 ROUNDS ON THE CENTER TARGET.
- FROM MIDDLE OPENING, ENGAGE PISTOL TARGETS PER RIFLE INSTRUCTIONS
- CODY DIXON: ENGAGE CD TARGETS BY SINGLE TAP ALTERNATE THE TARGETS FOR 5 ROUNDS
- NOTE: SWINGER IS NOT SWINGING



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 6 – GENERAL STORE

AMMO: 10 PISTOL, 10 RIFLE AND 4+ SHOTGUN

Cody Dixon - 6 Rifle

PISTOLS: HOLSTERED

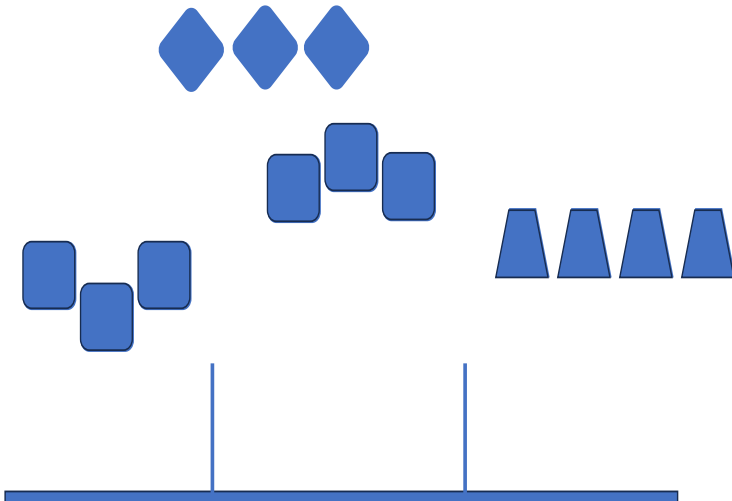
RIFLE: STAGED IN MIDDLE OPENING

SHOTGUN: STAGED ANYWHERE

**SHOOTER STARTS: HANDS ON GOAT
STARTING LINE: THE GOAT SMELLS FUNNY**

AT THE BUZZER:

- SHOOTERS CHOICE OF GUN ORDER, RIFLE NOT LAST
- FROM LEFT OPENING, ENGAGE PISTOL TARGETS IN A GAMBLE GULCH
- GUNFIGHTER SWEEP. DOUBLE TAP THE CENTER TARGET, THEN SINGLE TAP EACH OUTSIDE TARGET, REPEAT FOR 10 ROUNDS. EX: 2-2-1-3-2-2-1-3-2-2
- FROM MIDDLE OPENING, ENAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS
- FROM RIGHT OPENING, KNOCK DOWN ALL SHOTGUN TARGETS
- CODY DIXON: DOUBLE TAP CENTER TARGET, THEN SINGLE TAP EACH OUTSIDE THEN DOUBLE TAP THE CENTER TARGET. EX: 22-1-3-22



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 7 - SALOON

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

Cody Dixon - 7 Rifle

PISTOLS: HOLSTERED

RIFLE: STAGED IN OPENING 3

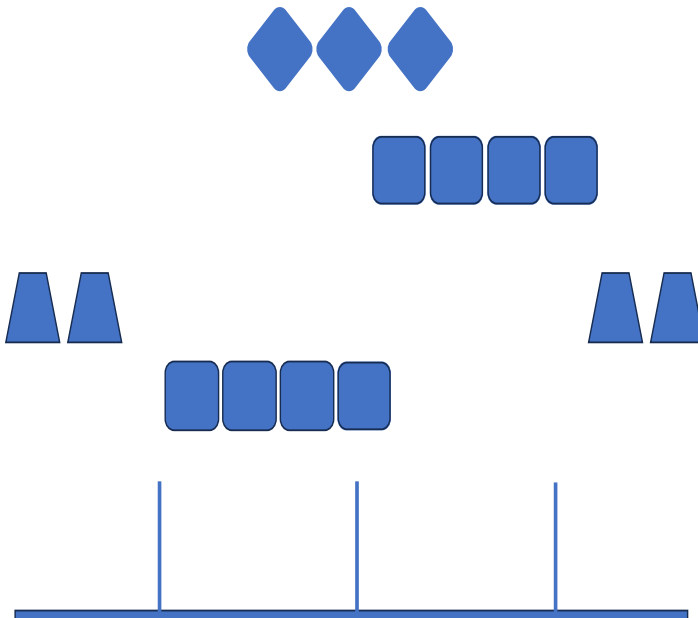
SHOTGUN: STAGED ANYWHERE

SHOOTER STARTS: POSITION OF CHOICE, GUN(S) IN HAND

STARTING LINE: SHE'S A MEAN DRUNK

AT THE BUZZER:

- SHOOTERS CHOICE OF GUN ORDER, RIFLE NOT LAST
- KNOCK DOWN 2 SHOTGUN TARGETS FROM OPENINGS 1 AND 4. MAKEUPS FROM WHERE ENGAGED
- RIFLE FROM OPENING 3, ENGAGE TARGETS IN A 2-3-3-2 SWEEP FROM EITHER END. EX: 11-222-333-44
- PISTOLS FROM OPENING 2, ENGAGE TARGETS PER RIFLE INSTRUCTIONS
- CODY DIXON: 2-3-2 SWEEP FROM EITHER END



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 8 - BOARDWALK

AMMO: 10 PISTOL, 10 RIFLE, 6+ SHOTGUN

Cody Dixon - 6 Rifle

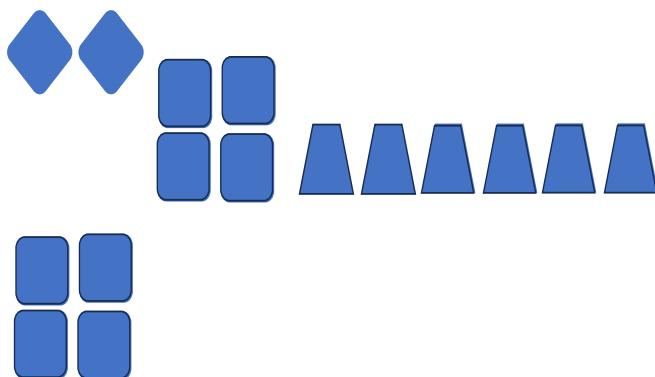
PISTOLS: HOLSTERED

RIFLE: STAGED IN WINDOW 2

SHOTGUN: STAGED ANYWHERE

**SHOOTER STARTS: TEXAS SURRENDER
STARTING LINE: LET ME CHEW ON IT A BIT
AT THE BUZZER**

- **STARTING FROM DOORWAY ONE, DOUBLE TAP BOTH LOWER TARGETS THEN SINGLE TAP AN UPPER TARGET, THEN DOUBLE TAP BOTH LOWER TARGETS THEN SINGLE TAP THE OTHER UPPER TARGET**
- **WITH RIFLE FROM WINDOW 2 , ENGAGE RIFLE TARGETS USING PISTOL INSTRUCTIONS.**
- **WITH SHOTGUN KNOCK DOWN 2 SHOTGUN TARGETS EACH FROM WINDOW 3, DOOR 3 AND WINDOW 4. MAKEUPS FROM ANYWHERE**
- **CODY DIXON: ENGAGE CD TARGETS IN A 2-1-1-2 SWEEP FROM EITHER END. EX 11-2-1-22**



GUNFIGHT AT GAMBLE GULCH 2024 – STAGE 9 – BLACKSMITH

AMMO: 10 PISTOL, 10 RIFLE, 5+ SHOTGUN

Cody Dixon - 5 Rifle

PISTOLS: HOLSTERED

RIFLE: STAGE IN OPENING 1

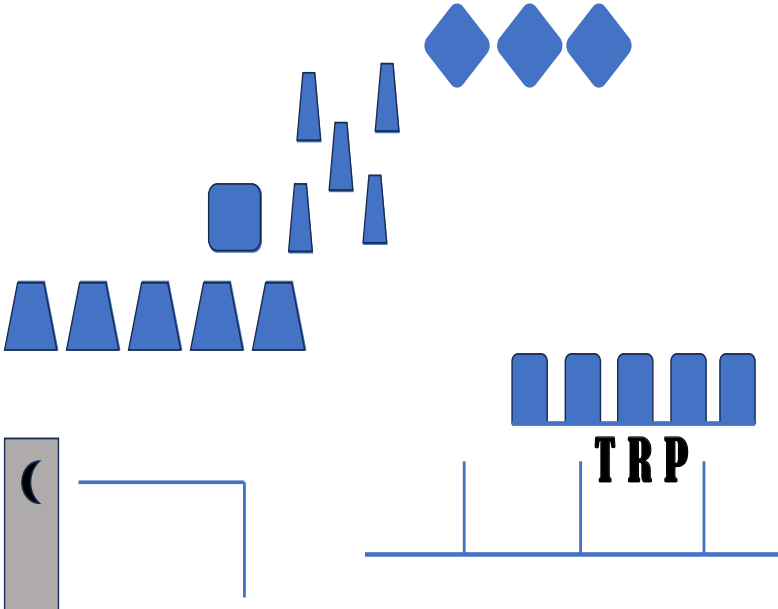
SHOTGUN: STAGED ON FENCE SHELF NEAR outhouse

SHOOTER STARTS: HANDS TOUCHING SHELF OR FENCE

STARTING LINE: NO ONE GETS OUT ALIVE

AT THE BUZZER:

- WITH RIFLE NOT LAST
- FROM WINDOW 3 WITH PISTOLS, KNOCK DOWN ALL PLATES AND PLACE ANY REMAINING ROUNDS ON ANY OF THE T R P DUMP TARGETS.
- FROM WINDOW 1 WITH RIFLE, KNOCK DOWN ALL BUSHWACKERS AND PLACE ANY REMAINING ROUNDS ON THE DUMP TARGET
- WITH SHOTGUN FROM FENCE AT outhouse, KNOCK DOWN ALL SHOTGUN TARGETS
- NOTE: MISSES ARE PLATES LEFT STANDING OR ON THE DUMP(S)
- CODY DIXON: NEVADA SWEEP FROM EITHER END



GUNFIGHT AT GAMBLE GULCH – STAGE 10 - CORRAL

AMMO: 10 PISTOL, 10 RIFLE, 4+ SHOTGUN

Cody Dixon - 7 Rifle

PISTOLS: HOLSTERED

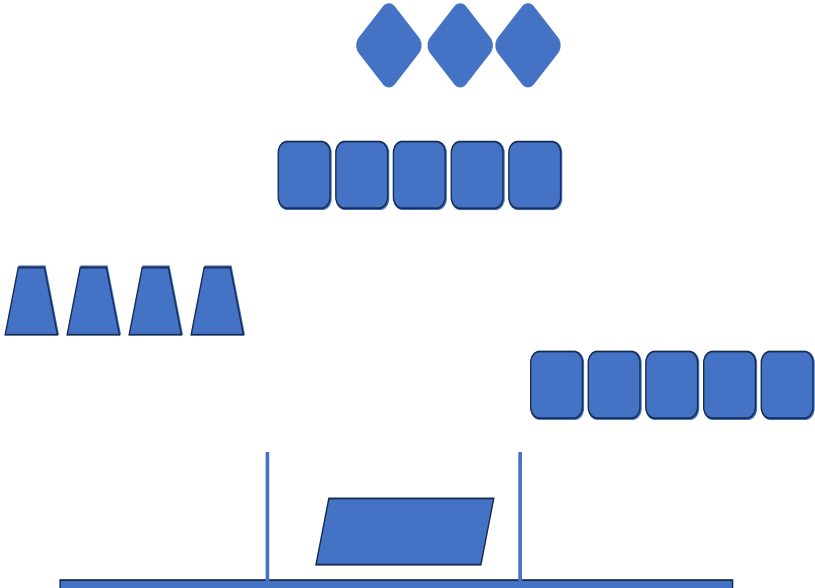
RIFLE: STAGED ON TROUGH

SHOTGUN: ON SHELF OR VERTICALLY IN LEFT PEN

**SHOOTER STARTS: HANDS TOUCHING FENCE RAIL
STARTING LINE: I'VE BEEN CALLED WORSE BY BETTER**

AT THE BUZZER:

- WITH RIFLE NOT LAST
- FROM RIGHT OF TROUGH, WITH PISTOLS ENGAGE PISTOL TARGETS IN A 2-1-4-1-2 SWEEP FROM EITHER END
- FROM TROUGH WITH RIFLE, ENGAGE RIFLE TARGETS PER PISTOL INSTRUCTIONS
- FROM LEFT PEN KNOCK DOWN ALL SHOTGUN TARGETS
- CODY DIXON: ENGAGE CD TARGETS IN A 2-1-4 SWEEP FROM EITHER END.



THANK YOU SHOOTERS!

Donations from the following:

- Rosie May Henry & W.H. Bell
- Brushy & Mar-Lynn
- Totes & Ginger
- Hoss
- Prickly Pear Peggy
- Mickey Blackwater & Silver Belle
- Ranger Tays
- Dreamchaser
- Whiskey Kid & Panhandle Cowgirl
- Hunters HD Gold Shooting Glasses
- Texican Rangers
- Plum Creek Shooting Society
- Green Mountain Regulators
- QMAXX
- Starline Brass

**MERRY
CHRISTMAS!**

