

2018



Hosted by the

Dixie Desperados



World Senior Games Cowboy Action Shooting Match October 9-13, 2018

The Dixie Desperados welcome you to the 16th annual Huntsman World Senior Games Match. If you have never been to the World Senior Games, you are in for a wonderful experience as you enjoy the exciting medals competition and all of the diverse amenities, including 11 gorgeous golf courses set amongst the beautiful red rocks of St. George with national and state parks nearby.

We have free dry camping at the range and plenty of day parking inside the gates.

Social Events

***Tuesday Evening: Huntsman World Senior Games Opening Ceremonies at the Trail Blazer Stadium on the Dixie State University campus (500 South 700 East, St. George). Be there at 6:00 pm so you can be in the Parade of Athletes. We will meet together at the south end of the field. Wear your cowboy clothes. Gun rigs can be worn but no live ammo.

Tuesday, Wednesday, Friday: Free Health Screenings at Dixie Center – Huntsman World Senior Games ID Badge Required

Wednesday Evening: Chili Potluck and social at the range 4:00 pm

Thursday Evening: Dinner and dancing at the Washington County Legacy Park. \$15 Tickets can be purchased at the Dixie Center and is **not** hosted by the Dixie Desperados. Casual dress: 6 – 9 pm

Friday Afternoon: Cowboy Action Shooting Side Match Awards Ceremony

Saturday Evening: Cowboy Action Shooting Banquet and Awards Ceremony at SunRiver Community Center Ballroom, 4275 South County Club Drive, St George

Costume Contest at 5:30 pm - Dinner at 6:00 pm Guest banquet tickets can only be purchased at the Range not at the Dixie Center!

Our club shoots on the 2nd & 4th Sat. of every month-all year. For start times & additional information contact: www.dixiedesperados.com. If you need any assistance while you're here, please call:

Sports Director: Bill Christensen aka William Waddy 435-773-8916
Assistant Sports Director: Clark Poulton aka Bit Younger 435-239-4014
Assistant Sports Director: Carol Poulton aka Lil Bit Younger 435-632-1770
Assistant Sports Director: Rich Liel aka Juan Bad Hombre 435-256-8954
Assistant Sports Director: Mary Liel aka Dusty Garnet 435-256-8954

Have fun, enjoy the sights and remember our first priority is always SAFETY!

RANGE RULES for DESPERADO CANYON

The Desperado Canyon Shooting Range is an established range designed specifically for Cowboy Action Shooting. Cowboy action firearms and ammunition only on this range.

The four basic firearms safety rules shall always apply.

- Muzzle control: Never point any firearm at anything you're not willing to shoot.
- Trigger control: Never touch the trigger until on target and ready to shoot.
- · Mind set: Always treat guns as if they are loaded.
- Backstop: Always know where your bullet will stop.

All SASS and WBAS rules shall apply unless noted otherwise in the shooters safety meeting. The following rules are emphasized:

This is a "COLD" range! All firearms will remain UNLOADED except while you are under the direct observation of a Range Officer.

- All loading and unloading will be conducted ONLY in the designated areas. Please try to stay at the table until called to the firing line.
- Shooters coming and going to the Load and Unload tables have the right of way.
- Long guns will have their actions open immediately at the conclusion of each shooting sequence and while carried on the range, unless enclosed in a case or scabbard.
- Handguns will be holstered except when on the firing line, at the loading or unloading tables, in a safety area, or at the shooter's vehicle. Handguns will be re-holstered at the conclusion of the gun's immediate use unless the stage directions specify otherwise.
- Eye and Ear protection MUST be worn by ALL competitors and spectators.
- Cowboy Action Shooting matches are NOT fast-draw competition. ANY unsafe gun handling or fanning will result in a disqualification.
- · A dropped unloaded gun is a Stage Disqualification.
- · A dropped loaded gun is a Match Disqualification.
- Moving with a COCKED AND LOADED firearm will result in a Stage Disqualification (basketball "traveling" rules apply.)
- Remember the 170 rule when retrieving long guns from carts. Sweeping anyone AT ANY TIME with the muzzle of a LOADED firearm will result in a Match Disqualification. Violation of the 170 degree arc with the muzzle of a UNLOADED firearm will result in a Stage Disqualification.
- An accidental discharge impacting within 10 feet of the shooter OR in any direction deemed unsafe by the Range Officer will result in a Stage Disqualification.
- Dry firing a firearm at the loading or unloading table is not permitted.
- The use of drugs or alcohol will not be tolerated on this range.

Pistol or rifle round <u>over the berm</u> is a MATCH DQ on this range.

SCHEDULE OF SHOOTING EVENTS 2018

Location: The Desperado Canyon Range at Southern Utah Shooting Sports Park/Purgatory Flats

Tuesday, October 9th

7:00 am Registration Open

7:30 am Shooters Safety meeting followed by:

Long Range Single Shot Rifle – East End of Range

10:00 am 4 Stage Wild Bunch Match @ Courtesy Bays 1 & 2

6:00 pm Opening Ceremony at Trail Blazer Stadium, Dixie State University

Wednesday, October 10th

7:30 am Registration Open

8:30 am Shooters Safety Meeting

8:45 am-11:45 Side Matches- *Includes Long Range Lever Rifle*

11:45 am Lunch

1:00 pm 4 Stage Warm-Up Match & 3 stage Plainsman Event

4:00 pm Potluck and Social at range 5:00 pm Posse Marshal Walk-thru

Thursday, October 11th

7:30 am Registration Open

8:45 am Opening ceremony - Mandatory Shooters Safety Meeting

9:00 am 4 Main Match Stages

12:00 pm Lunch – Random drawing for team events

1:00 pm Team Events

Friday, October 12th

8:45 am Shooters Safety Meeting 9:00 am 4 Main Match Stages

12:00 pm Lunch

12:30 pm Side Match Awards/Social at Pavilion

2:30 pm Shotgun Challenge

Saturday, October 13th

8:45 am Shooters Safety Meeting 9:00 am 4 Main Match stages

12:00 pm Lunch

12:30 pm Top gun Shoot Off (open to all shooters)

5:30 pm Social time and Costume Judging at banquet hall

6:00 pm Dinner followed by Awards

STAGE CONVENTIONS

- All shotgun targets must fall to count
- Missed shotgun targets may be made up in any order
- Target numbering is always left to right unless stated otherwise.
- Starting position at beginning of stage means both feet behind stated position
- Stopping position is one foot behind position moved to -
- Target labeling on each stage:



• Long guns can be carried to the next position and made safe there unless otherwise specified – ie, "make rifle safe then move to position...."

Side Match Rules

- No REDOS once the first round goes down range.
- All side match events are scored with Hits first and time as the tie breaker.
- When pistol and "rifle" are both shot on the same stage, they are two separate events and scored separately, except the "Need for Speed" stage.
- Speed shotgun can be shot with any of these 3 shotguns: '97, '87, or SxS [contestants may shoot only one shotgun in the speed shotgun & shotgun challenge]

SIDE MATCH LOCATIONS – Wed. Oct.10th

Bay 6 Mission Pocket Pistol/Derringer

Bay 7 Sheriff's Office/Jail .22 Pistol/.22 Rifle

Bay 8 Town Hall Speed Pistol/Speed Rifle

Bay 9 Bank Speed Shotgun ('97,'87, & SXS) **1 shotgun of your choice**

Bay 10 Bath House/Brothel "Need for Speed" (complete stage)
Bay 13 (right of Cemetery) Long Range Pistol & Rifle (pistol Caliber)

Practice Bays are located in the two bays left of the Mine (Bay 1)
Can be used between 8 am & 3 pm - except for Tuesday during Wild Bunch match

SIDE MATCH INSTRUCTIONS: First run counts for score!

Pocket Pistol- 5 rds. In hand, barrel touching table. 2 rds/left target & 3 rds/right target

Derringer-2 rounds In hand, barrel touching table. 2 rounds on target.

.22 Pistol-5 rounds Pistol in hand/barrel on jail window. Front to back then 2 outside targets.

.22 Rifle-10 rounds Rifle in hand at desk. Engage front to back then outside targets. Repeat.

Speed Pistol-10 rds. At left window, hand(s) on pistols. Double tap Nevada Sweep the 3 targets starting on either end.

Speed Rifle -10 rds. Rifle on right window table, hands flat-not touching rifle. Double tap

Nevada Sweep the 3 targets starting at either end.

Speed Shotgun-6+ rds. Shotgun in hand, standing at far right window. Any order.

"Need 4 Speed"- 10 pistol, 10 rifle, 5+ shotgun At bath house doorway, shotgun in hands.

Engage shotgun targets then from center table, engage rifle targets in two sweeps (dirty sweep OK). Move to brothel and repeat rifle instructions with pistols.

- L. Range Pistol- 10 rds. Hands on pistols. 5 shots on one target; 5 shots on second target (5 rds. each holster) [distance about 35 yds.]
- L. Range Rifle (pistol caliber)-10 rds. Gun in hand; 5 shots on 1 target/5 shots on 2nd target. [distance about 65 yds.]

SHOTGUN CHALLENGE to be held Friday at 2:30 at the Gallows stage (following the Side Match Awards/Social).

Only 1 shotgun of your choice for score.

Long Range Single Shot Buffalo Rifle

Round 360 yards Bear 490 yards

Open to any single shot buffalo-style rifle of .375 caliber or larger

Any Soule sight or period scope is acceptable.

10 shots for score, only hits are counted; time is used as a tie-breaker.

Shooting sequence: One sighter allowed. For black-powder guns, a fouler may be used but NOT shot at either target. If a fouler hits the target, shooter will be disqualified. Shooter starts with open breech, round in hand. At the beep, shooter engages one target five times. Then engage other target five times.

Shooting positions: Prone, sitting or kneeling, cross sticks may be used. Standing is off-hand only.

Black powder and smokeless categories. You may only shoot one category.

Men's and Women's Divisions.

Long Range Lever Gun Rifle Caliber

Cowboy 165 yards Round 130 yards

Open to any Western-style lever action rifle of rifle caliber (30-30, 38-55, etc.)

Standard Western-style sights or tang sight. Receiver sights and scopes are NOT permitted.

10 shots for score, only hits are counted, time is used as a tie-breaker.

Shooting sequence: Load six rounds. The first round is your sighter at either target. DO NOT eject the round. At the beep, engage one target five times. Reload five rounds and engage other target five times.

Shooting positions; Kneeling or sitting, cross sticks may be used. Standing is off-hand only.

Men's and Women's Divisions.

Thursday, Oct. 11th

CDOUD	7
GROUP	1

Stage 1	Stage 2	Stage 3	Stage 4
Posse 1	Posse 2	Posse 3	

GROUP 2

Stage 5	Stage 6	Stage 7	Stage 8
Posse 4	Posse 5	Posse 6	

GROUP 3

Stage 9	Stage 10	Stage 11	Stage 12
Posse 7	Posse 8	Posse 9	

Friday, Oct. 12

GROUP 3

Stage 1	Stage 2	Stage 3	Stage 4
Posse 7	Posse 8	Posse 9	

GROUP 1

Stage 5	Stage 6	Stage 7	Stage 8
Posse 1	Posse 2	Posse 3	

GROUP 2

Stage 9	Stage 10	Stage 11	Stage 12
Posse 4	Posse 5	Posse 6	

Sat. Oct. 13

GROUP 2

Stage 1	Stage 2	Stage 3	Stage 4
Posse 4	Posse 5	Posse 6	

GROUP 3

Stage 5	Stage 6	Stage 7	Stage 8
Posse 7	Posse 8	Posse 9	

GROUP 1

Stage 9	Stage 10	Stage 11	Stage 12
Posse 1	Posse 2	Posse 3	

Wild Bunch Stage 1 Courtesy Bay 1

Pistol 28 RNDS Holstered

Shotgun 6 RNDS Staged On Right Table

Rifle 6 RNDS Staged On Right Table

SHOOTER STARTS AT LEFT TABLE, HANDS ON HAT. WHEN READY SAY, "THIS IS A WILD ONE, JT." ATB, WITH PISTOL, WITH ONE ROUND IN THE FIRST MAGAZINE, TWO IN THE SECOND, AND SO FORTH UNTIL THE LAST MAGAZINE HAS 7 ROUNDS, ENGAGE TARGETS: ONE ON FIRST TARGET - CHANGE MAGAZINE, TWO ON SECOND TARGET - CHANGE MAGAZINE, AND SO FORTH UNTIL ALL TARGETS ARE ADDRESSED. MAKE PISTOL SAFE. MOVE TO RIGHT TABLE. WITH SHOTGUN, ENGAGE KNOCKDOWNS ANY ORDER. MAKE SHOTGUN SAFE. WITH RIFLE, TRIPLE TAP FAR TARGETS ANY ORDER. MAKE RIFLE SAFE. CLEAR ALL GUNS BEFORE LEAVING LINE.

Wild Bunch Stage 2 Courtesy Bay 1

Shotgun 4 RNDS Staged On Right Table

Rifle 7 RNDS Staged On Right Table

Pistol 21 RNDS Holstered

SHOOTER STARTS AT RIGHT TABLE, HANDS UP. WHEN READY SAY, "NEXT SHOOTER." ATB, WITH SHOTGUN, ENGAGE ANY FOUR KNOCKDOWNS. MAKE SHOTGUN SAFE. WITH RIFLE, ENGAGE FAR TARGETS: 3 ON ONE, 4 ON THE OTHER. MAKE RIFLE SAFE. MOVE TO LEFT TABLE. WITH PISTOL, ENGAGE TARGETS IN THE FOLLOWING ORDER: 1,1,2,3,4,5,6,2,3,4,5,6,7,7. THEN, WITH PISTOL, MOVE TOWARD RIGHT TABLE AND ENGAGE FAR TARGETS WITH RIFLE INSTUCTIONS. CLEAR ALL GUNS BEFORE LEAVING LINE.

Wild Bunch Stage 3 Courtesy Bay 2

Shotgun 6 RNDS In Hands

Pistol 28 RNDS Holstered

Rifle 7 RNDS Staged On Right Table

SHOOTER STARTS AT THE LEFT OF THE LEFT TABLE, SHOTGUN IN HANDS. WHEN READY SAY, "WE DON'T TAKE NO WOODEN NICHOLS." ATB, WITH SHOTGUN, ENGAGE KNOCKDOWNS. MOVE TO LEFT TABLE. MAKE SHOTGUN SAFE. WITH PISTOL, ENGAGE CLOSE TARGETS IN A "3-1-3 SWEEP" FROM EITHER END. MOVE TO RIGHT TABLE. ENGAGE FAR TARGETS SAME AS BEFORE. ENGAGE DUELING TREE FROM EITHER END, THEN LEFT TARGET. RE-ENGAGE TREE FROM EITHER END, THEN RIGHT TARGET. MAKE PISTOL SAFE. WITH RIFLE, ENGAGE FAR TARGETS IN A "3-1-3 SWEEP" FROM EITHER END. MAKE RIFLE SAFE. CLEAR ALL GUNS BEORE LEAVING LINE.

Wild Bunch Stage 4 Courtesy Bay 2

Rifle 10 RNDS Staged On Right Table

Pistol 21 RNDS Holstered

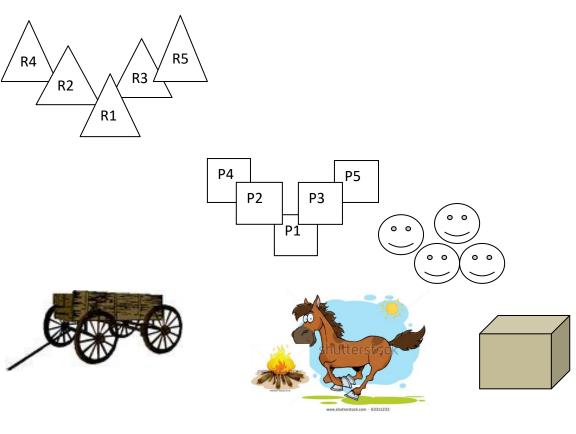
Shotgun 4 RNDS Staged On Left Table

SHOOTER STARTS AT RIGHT TABLE, HANDS AT DEFAULT. WHEN READY SAY, "CAPPED AGAIN." ATB, WITH RIFLE, ENGAGE DUELING TREE FROM EITHER END, LAST 4 ROUNDS ON RED BULL. MAKE RIFLE SAFE. WITH PISTOL, ENGAGE DUELING TREE FROM EITHER END, LAST ROUND ON RED BULL. THEN ALTERNATE HOSTAGE TARGETS FOR 7 ROUNDS. MOVE TO LEFT TABLE AND DUMP 7 ROUNDS ON RED BULL. MAKE PISTOL SAFE. WITH SHOTGUN, ENGAGE ANY FOUR KNOCKDOWNS. MAKE SHOTGUN SAFE. CLEAR ALL GUNS BEFORE LEAVING LINE.

Warm Up Match

STAGE 1 – Bay 2 THE WAGON

Rifle 10 rounds staged on wagon
Pistols 10 rds – 5 rounds each holster
Shotgun 4+ rounds staged on horse near campfire



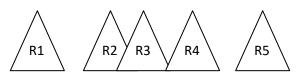
Position 1

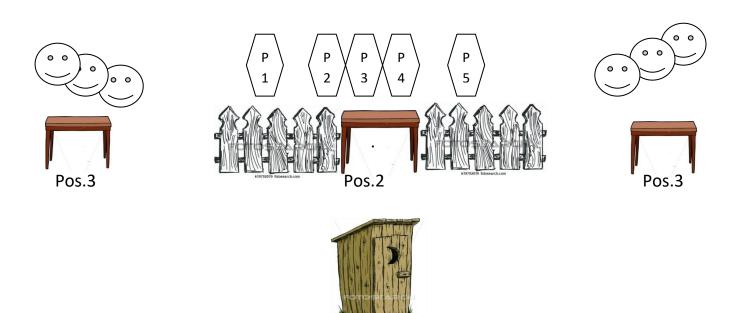
Positions 2 & 3

Shooter starts at wagon, hands on hat. At signal, engage rifle targets in two Nevada Sweeps (R1, R2, R4, R2, R1, R1, R3, R5, R3, R1). Then move to campfire, engage pistol targets same as rifle instructions. At horse, engage shotgun targets any order.

Warm Up Match STAGE 2 – Bay 3 THE OUTHOUSE

Rifle 10 rounds – in hand(s)
Pistols 10 rds - 5 rounds each holster
Shotgun 3+ rounds staged on either right or left outside table



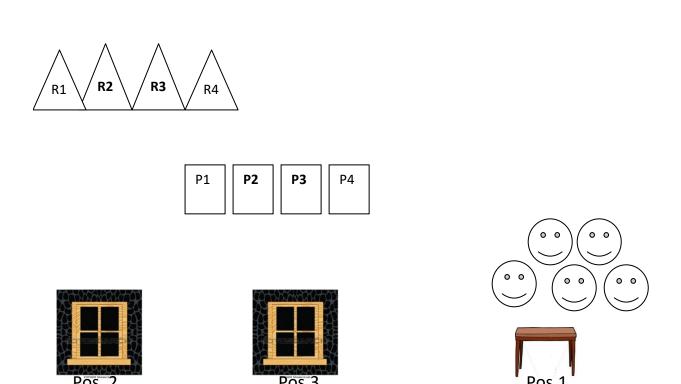


Pos. 1

Shooter starts standing in the outhouse. At the buzzer, engage rifle targets as follows: Double tap the middle targets then single tap the outside targets twice. (R2, R2, R3, R3, R4, R4, R1, R5, R1, R5) Move to center table and engage pistols with same instructions as rifle. Move to right <u>or</u> left table and engage shotgun targets any order.

Warm Up Match STAGE 3 - Bay 4 PONY EXPRESS

Shotgun 2+ Staged on far right table
Rifle 10 rounds staged on left window table
Pistols 10 rounds - 5 rounds each holster

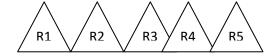


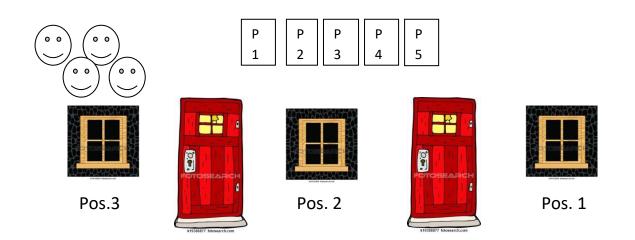
Shooter stands at far right table, hands flat on table not touching shotgun. At the buzzer, engage any 2 shotgun targets any order. Move to left window and engage rifle targets as follows: **5 rounds on R1 then 5 rounds on R4.** At Position 3, engage pistol targets with same instructions as rifle.

Warm Up Match STAGE 4 – Bay 5 WESTERN UNION/DESPERADOS RAILROAD

Rifle 10 rounds in hands at far right window Pistols 10 rounds - 5 rounds in each holster

Shotgun 4+ at far left window table

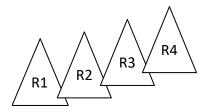


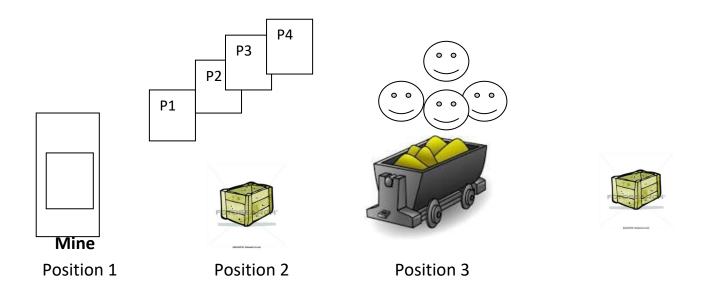


Shooter starts at far right window with rifle in hands. At the buzzer, engage rifle targets as follows: Outside, outside, inside, inside, center. Repeat. (ie. R1, R5, R4, R2, R3 – repeat.) Move to center window and repeat instructions with pistols. Then from left window, engage shotgun targets any order.

STAGE 1 THE MINE

Rifle 10 rounds staged at mine window Pistols 10 rounds – 5 rounds each holster Shotgun 4+ rounds staged on ore cart



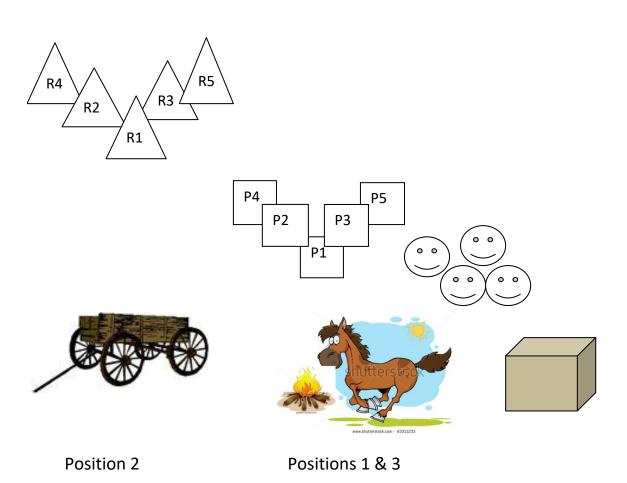


Shooter starts at mine window, hands in surrender position. When ready, shooter says:

"Let's get outta here!" At the buzzer, engage rifle targets in a Progressive Sweep: R1, R2, R2, R3, R3, R4, R4, R4, R4. Move to left tie pile and engage pistol targets same as rifle. Then move to ore cart and engage shotgun targets any order.

STAGE 2 - THE WAGON

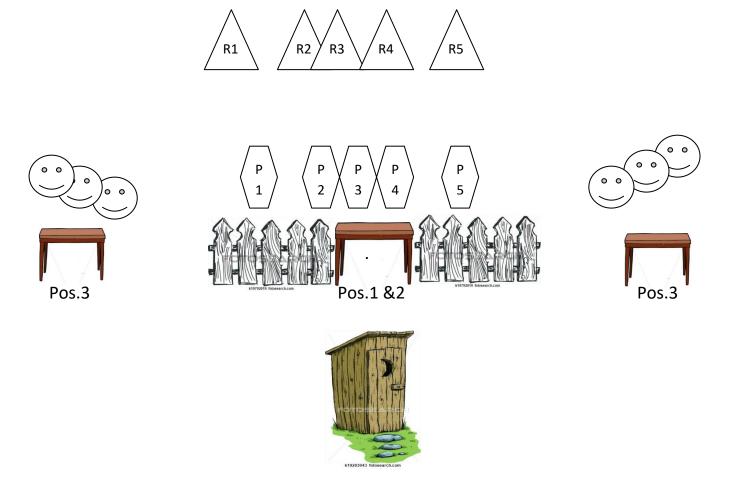
Shotgun 4+ rounds staged on horse near campfire Rifle 10 rounds staged on wagon Pistols 10 rds – 5 rounds each holster



Shooter starts near the campfire, hands on tail of horse. When ready, shooter says: "Hi-ho Silver!". At the buzzer, engage shotgun targets any order. Then move to wagon and with rifle, engage rifle targets as follows: R1, R5, R1, R4, R1, R3, R1, R2, R1. Move to campfire, engage pistol targets same as rifle instructions.

STAGE 3 OUTHOUSE

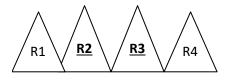
Pistols 10 rds - 5 rounds each holster Rifle 10 rounds on center table Shotgun 3+ rounds staged on right or left table



Shooter starts standing at center table with hands on waist. When ready, shooter says: "Is this a Rattler John?" At the buzzer, engage pistol targets in a Rattler John Sweep either direction: (ie. P1, P1, P2, P3, P4 - P2, P3, P4, P5, P5.) Engage rifle targets with same instructions as pistols. Move to right <u>or</u> left table and engage shotgun targets any order.

STAGE 4 PONY EXPRESS

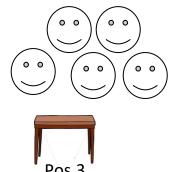
Rifle 10 rounds staged on left window table Pistols 10 rounds - 5 rounds each holster Shotgun 5+ Staged on far right table









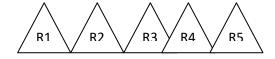


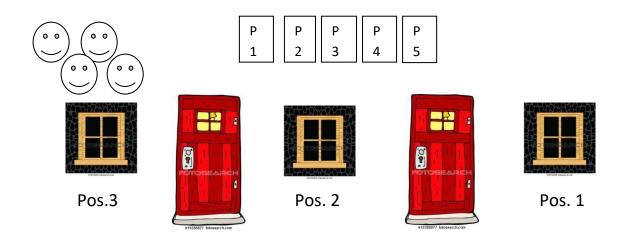
Shooter begins at left window, hands flat on table not touching guns. When ready, shooter says: "Should be here by now." At the buzzer, engage rifle targets as follows: R3, R3, R3, R4, R3-R2, R2, R2, R1, R2). At Position 2, engage pistol targets with same instructions as rifle. Move to right table and engage shotgun targets any order.

STAGE 5 WESTERN UNION DESPERADOS RAILROAD

Rifle 10 rounds staged on right window table Pistols 10 rounds - 5 rounds in each holster

Shotgun 4+ at far left window table





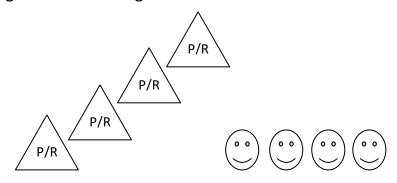
Shooter starts at right window with hands flat on rifle. When ready, shooter says: "One way ticket is all I need." At the buzzer, engage rifle targets as follows: 5 rounds on center target then sweep all targets either direction. R3, R3, R3, R3, R3 – R1, R2, R3, R4, R5. Move to center window and repeat instructions with pistols. Then from left window, engage shotgun targets any order.

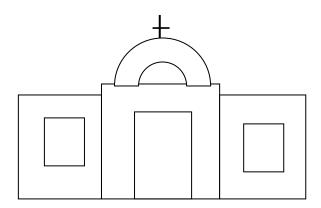
STAGE 6 MISSION

Pistols 10 rounds - 5 rounds each holster

Rifle 10 rounds staged on table in doorway

Shotgun 4+ rounds staged on table at right window

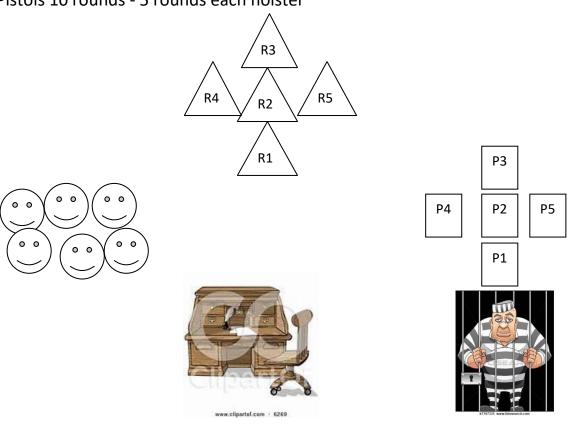




Shooter starts at table in doorway with hands on pistol(s). When ready, shooter says: "It's now or never!" At the buzzer, using rifle and pistol as needed, place 2 rounds on a target; 4 rounds on a target; 6 rounds on a target; and 8 rounds on a target. Then move to right window and engage shotgun targets any order.

STAGE 7 SHERIFF OFFICE/JAIL

Shotgun 6+ rounds- staged on desk Rifle 10 rounds - staged on desk Pistols 10 rounds - 5 rounds each holster



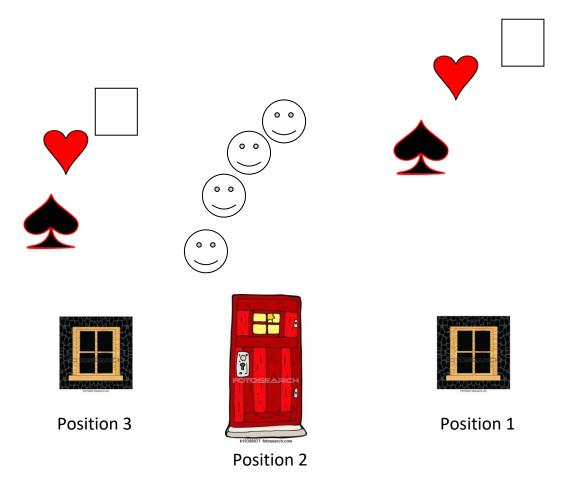
Position 1 & 2

Position 3

Shooter begins standing at desk with hands on hat. When ready, shooter says: "What's your problem?" At the buzzer, engage shotgun targets any order. Engage rifle targets in a vertical Nevada Sweep (starting either end) then a horizontal Nevada Sweep (starting either end.) [ie. R1, R2, R3, R2, R1, R4, R2, R5, R2, R4]. Move to jail cell window and repeat rifle instructions with pistols.

STAGE 8 TOWN HALL

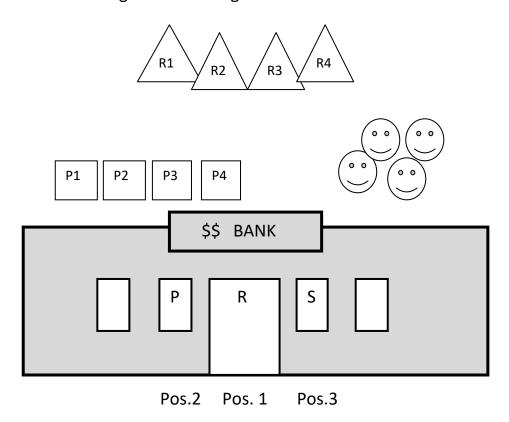
Rifle 10 rounds on table on right window table Shotgun 4+ rounds staged on right window table Pistols 10 rounds - 5 rounds each holster



Shooter starts at right window with hands on window frames – shoulder height. When ready, shooter says: "Better luck next time!" At the buzzer, engage rifle targets with 1 round on any target; 4 rounds on another target and 5 rounds on remaining target. At doorway, engage shotgun targets <u>near to far</u>; take shotgun to left window and repeat rifle instructions with pistols.

STAGE 9 THE BANK

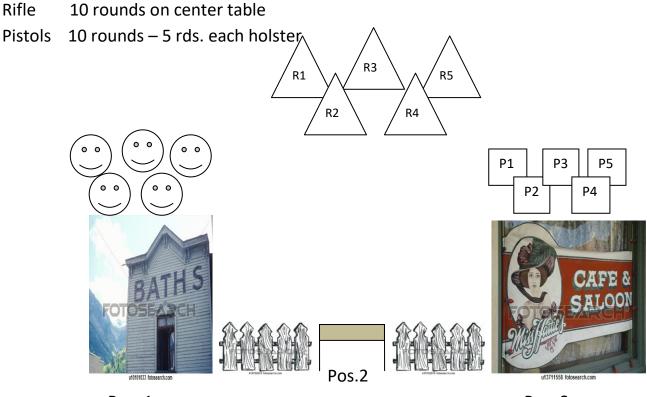
Rifle 10 rounds staged in hand at doorway
Pistols 10 rounds - 5 rounds each holster
Shotgun 4+ rounds staged at inside right window



Shooter starts at doorway with rifle in hands. When ready, shooter says: "Let's get on with this!" At the buzzer, engage rifle targets in a Badger Sweep as follows: R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. (drop last target each sweep). Move to inside left window and engage pistol targets same as rifle instructions. Move to inside right window and engage shotgun targets any order.

STAGE 10 BATH HOUSE AND BROTHEL

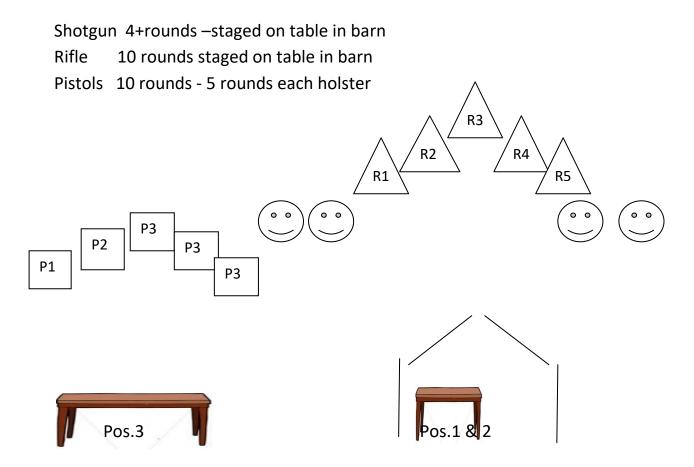
Shotgun 5+ rounds in hands at bath house window



Pos. 1 Pos. 3

Shooter starts at bath house with shotgun in hands. When ready, shooter says: "*This bathwater is cold!*" At the buzzer, engage shotgun targets any order. Move to center table and engage rifle targets as follows: double tap outside targets, single tap middle target – then double tap inside targets, single tap middle – starting from either end.(ie.R1, R1,R5, R5, R3, R2, R4, R4, R3.) At the brothel engage pistol targets using same instructions as rifle.

STAGE 11 DICK'S LIVERY



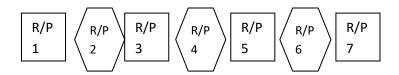
Shooter starts at table in barn, hand pointing downrange. When ready, shooter says: "Gimme that horse!" At the buzzer, engage either shotgun or rifle as follows: shotgun targets any order; rifle targets in 2 sweeps either direction — no dirty sweep. R1, R2, R3, R4, R5, R1, R2, R3, R4, R5.) Move to Pos.3 (in corral) and engage pistol targets with same instructions as rifle.

STAGE 12 CEMETERY

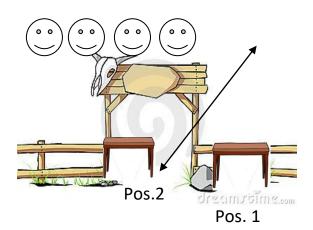
Rifle 10 rounds staged on front right table

Shotgun 4+ rounds staged on table at cemetery entrance

Pistols 10 rounds – 5 rounds each holster



Position 3



Shooter starts at front right table with hands out front, palms up, about chest high. When ready, shooter says: "Is that a ghost?" At buzzer, engage rifle/pistol targets in a 1-2-1-2-1 sweep from either direction.(R/P1, R/P2, R/P2, R/P3, R/P4, R/P4, R/P5, R/P6, R/P6, R/P7). Make rifle safe on table at cemetery entrance (point toward left berm); then engage shotgun targets any order. Make shotgun safe (point toward left berm) then move downrange to marker. With pistols, engage pistol/rifle targets with same instructions as rifle.

4 PERSON TEAM SHOOT/BAY 1 - THE MINE

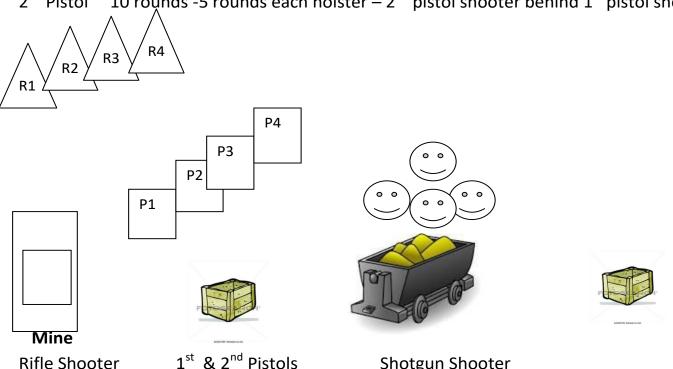
Rifle - 10 rounds – at port arms in hands of rifle shooter standing at mine window

1 rounds – 5 rounds each holster – 1 pistol shooter behind left tie pile

4 rounds – at port arms in hands of shotgun shooter standing behind ore cart

10 rounds – 5 rounds each holster – 2 pistol shooter behind 1 pistol shooter

10 rounds – 5 rounds each holster – 2 pistol shooter behind 1 pistol shooter



fle Shooter 1st & 2nd Pistols Shotgun Shooter

All shooters start by standing in their designated position – **pistol shooters with hands on hat; long gun shooters at port arms.** At the signal, 1st shooter standing at mine window with rifle at port arms engages rifle targets in a continuous Nevada Sweep as follows: **R1**, **R2**, **R3**, **R4**, **R3**, **R2**, **R1**, **R2**, **R3**, **R4**. Make rifle safe on table, **then** move to tie pile & touch 1st **pistol shooter** who engages pistol targets with same instructions as rifle. (Continuous Nevada Sweep).

After the 10th pistol shot, 1st pistol shooter **holsters, then** moves to ore cart & touches **shotgun shooter** who engages 4 shotgun targets any order till down. After all shotgun targets are down, make shotgun safe on ore cart; **then** move to tie pile & touch 2nd **pistol shooter** who repeats pistol instructions.

6 PERSON TEAM SHOOT/BAY 2- THE WAGON

1ST Shotgun 2+ rounds held at "cowboy ready" at cargo box

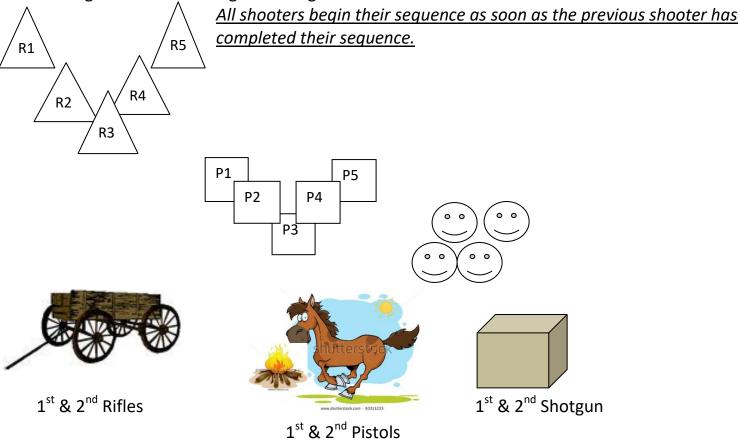
1st Pistol 10 rounds (5 each holster) shooter staged at horse –hands on pistols

1st Rifle 10 rds. – held at "cowboy ready" at wagon

2nd Pistol 10 rds (5 each holster) Stands behind 1st pistol shooter (hands on hat)

2nd Rifle 10 rds. Staged on wagon

2nd Shotgun 2+ rounds staged on cargo box



1st Shooter starts at cargo box – shotgun at cowboy ready. At the signal, 1st shotgun shooter engages any 2 shotgun targets (must go down). Restage shotgun on box & move to the side.

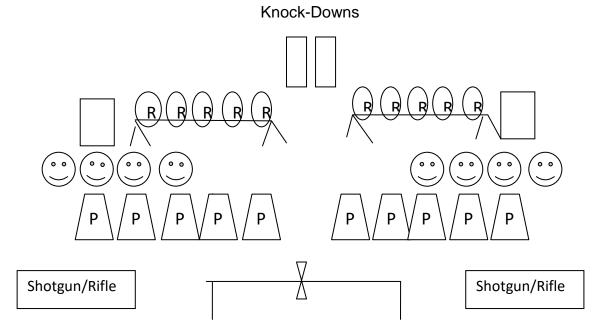
1st pistol shooter engages P1-P5 in two sweeps - **no dirty sweep**. Holster pistols – move back.

1st rifle shooter, engages R1-R5 in two sweeps-**no dirty sweep.** Move to the side.

2nd pistol shooter engages P1-P5 in two sweeps- **no dirty sweep**. Holster pistols.

2nd rifle shooter, engages R1-R5 in two sweeps – **no dirty sweep**.

2nd Shotgun shooter engages remaining 2 shotgun targets. Must go down.



Pistol 10 rds. In holsterRifle 10 rds. Staged on fence tableShotgun 4+ rounds staged on fence table

Both shooters start on their side of fence with hands on fence. At signal, engage 5 pistol targets in a sweep - twice. **No double taps. HOLSTER PISTOLS**

Move to your fence table and engage shotgun targets (any order); all must fall to count. **RESTAGE SHOTGUN SAFELY.**

With rifle, engage 5 targets on plate rack. No double taps - but you may go back & pick up plates still standing. You may use up to 10 rounds to knock down all 5 plates. When plates are down, engage large target at end of rack with any remaining rounds. Reload 1 round and engage large, knock- down rifle target in center. Plate on the bottom is the winner or fewest misses is the winner.

If you have expended 10 rifle rounds and a plate is still standing, it is a miss. A miss on the large target at end of rack is a miss.

Costume Contest Categories

Best Character of the West – Male & Female (Movie Character or western professions)

Best Dressed Gentleman

Best Dressed Lady

Best Dressed Couple

Judges Choice

All Categories may have 1st, 2nd, 3rd winners except

Judges Choice

Judging to start at 5:30 in the Ballroom at SunRiver Community

Center on Saturday evening

A GREAT BIG THANK YOU!

Thanks to all of the participants, and all the volunteers who made this match possible. Many Dixie Desperados have worked throughout the year to prepare for our major events. Thank you for your commitment. And thanks to the Huntsman World Senior Games for their continued support. We couldn't have done it without all of YOU!

William Waddy, Match Director



Help Yourself to Happiness™

42 South River Road, St. George, UT 84790 435-673-5700

The Dixie Desperados offer a big THANK YOU to Golden Corral for sponsoring this event.