

THE ELDORADO COWBOYS
PROUDLY PRESENT

THE SIXTEENTH ANNUAL

BEST SHOOT

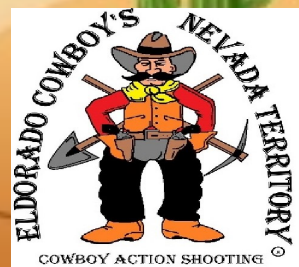
BY A DAM SITE

2022

"FOWL PLAY"

Gate Code 3840

BOULDER CITY NEVADA
APRIL 2nd and 3rd 2022



Welcome to the Best Shoot by a Dam Site 2022.

The shoot is 10 stages over two days of typically close and fast stages but we have added back in some of the old style fun stuff. This year it will be a water race at the Horse corral and some trickery at the Dookie Den. There will be some hornswoggling at the Eldorado Bank, A Poultry Fest next door and then on to the saloon for a hand of cards and a game of CLUCK-A-LUCK. We have also put together a Posse challenge for some extra entertainment. It will take some creative thinking and team work to win the posse challenge and the entire winning Posse will be recognized.

The Match is designed for some low stress and low pressure, good ol' cowboy fun. We have included in the stages some fun challenges, but not so much as to change the outcome of the Match. There will be lots of chances for drawing tickets for a great prize that could be won.

We have also added this year an extra day for Wild Bunch. So all of you Wild Bunch Shooter will have a 5 stage, separate Match for an extra day of shooting.

We hope you enjoy the Match and tell your friends about how much fun it was to bring back a bit of the old style of Cowboy Action Shooting Stages.

Side Matches this year will all be Challenge Matches. That is to say that once you shoot the Side Match, you can watch to see if someone beats your time. Then you can shoot it again and try and beat their time. We do ask that you make a small donation to the donation jar each time you shoot the Side match after the first score. It is our hope we get some good natured competition going.

Please let us know what you liked and what, if anything you didn't like.

A big THANK YOU from the Eldorado Cowboys for choosing our shoot!

Be safe and have FUN!

Schedule of events

Friday

Registration - 7:00am to 4:00pm

Registration for Wild Bunch 7:00am—7:45am

Wild Bunch Match 8:00am (Awards on Sunday)

Side Matches 12:00pm—4:00pm

Posse Marshall walk through 4:00pm

Saturday

Registration 7:00am till 7:45am

Shooters Meeting—7:45am

First five Main Match Stages 8:00am

Side Matches—12:00pm - 4:00pm

Pot Luck Dinner in the camp ground 5:00pm

Sunday

Second five Main Match Stages—8:00am

No shooter meeting

Sunday lunch—approx. 12:30 PM

After Lunch— Awards

Side Matches

- Bay 1— Derringer
Pocket Pistol
22 Rifle
22 Pistol
- Bay 2— Long Range Rifle pistol caliber
Long Range Pistol
- Bay 3— Fastest Pistol
Fastest Rifle
- Bay 4— Hickok Shot
- Bay 5— Fastest Shotgun (Double/97/87)

First try is free.....

We would appreciate a \$1.00 donation for each
addition attempt to beat your time.

Donation jars are on the bays.

DAM SITE STAGE 1 “THE HORSE CORRAL”

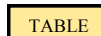
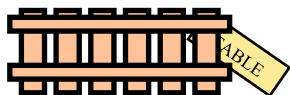
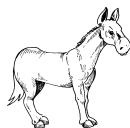
**2 PISTOL
5 ROUNDS EACH
HOLSTERED**

**RIFLE
10 ROUNDS
IN VERTICLE RACK**

**SHOTGUN
4+ ROUNDS
STAGED SAFELY**

FIREARM SEQUENCE

Rifle
Shotgun
Pistol



22 Rifle and Pistol

LOADING

UNLOADING

Posse Stage Challenge.

Shooter begins holding a dipper in the water barrel. Shooter will indicate when ready by saying
“The horse needs water!”

ATB

Shooter will take the dipper full of water and spill it into the horses bucket before moving to the Right fence.

With Rifle engage the R/P targets in the following order:

Single tap sweep the five target, **THEN** single tap sweep the three middle targets, **THEN** double tap the center target.

Make Rifle safe for downrange movement.

With Shotgun, engage the Four Shotgun targets in any order until down.

Make Shotgun safe for downrange movement.

With Pistols, engage the R/P targets using the same instructions as the Rifle.

Rounds must pass to the Right of the barrel.

The posse that gets the bucket to leak the fastest will be deemed the winner of the Posse stage challenge.

DAM SITE STAGE 2 “THE ELDORADO BANK”

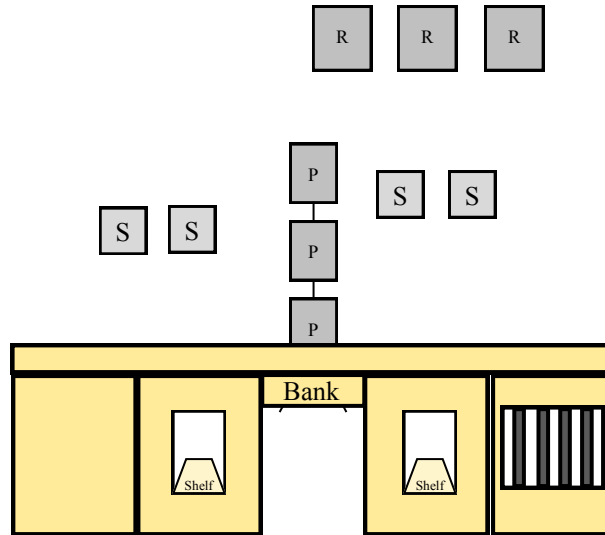
2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON RIGHT WINDOW SHELF

SHOTGUN
4+ ROUNDS
ON LEFT WINDOW SHELF

FIREARM SEQUENCE

Shotgun
Rifle
Pistol



Speed Pistol and Rifle

LOADING

UNLOADING

Shooter begins to the left of the left window with back against wall.
Shooter will indicate when ready by saying “**Nobody call me a CHICKEN!**”.
ATB

With Shotgun, at left window, engage the two shotgun targets in any order.
Then engage two shotgun target from the Right window in any order
Until down.

Rounds must pass through the Left and the Right windows.

With Rifle engage the targets in a 3, 5, 2 sweep, beginning on either end

With Pistols engage the pistol targets in a 3, 5, 2 sweep beginning on either
the top or the bottom.

Rounds must pass through the doorway.

DAM SITE STAGE 3 “CHICKEN SOUP”

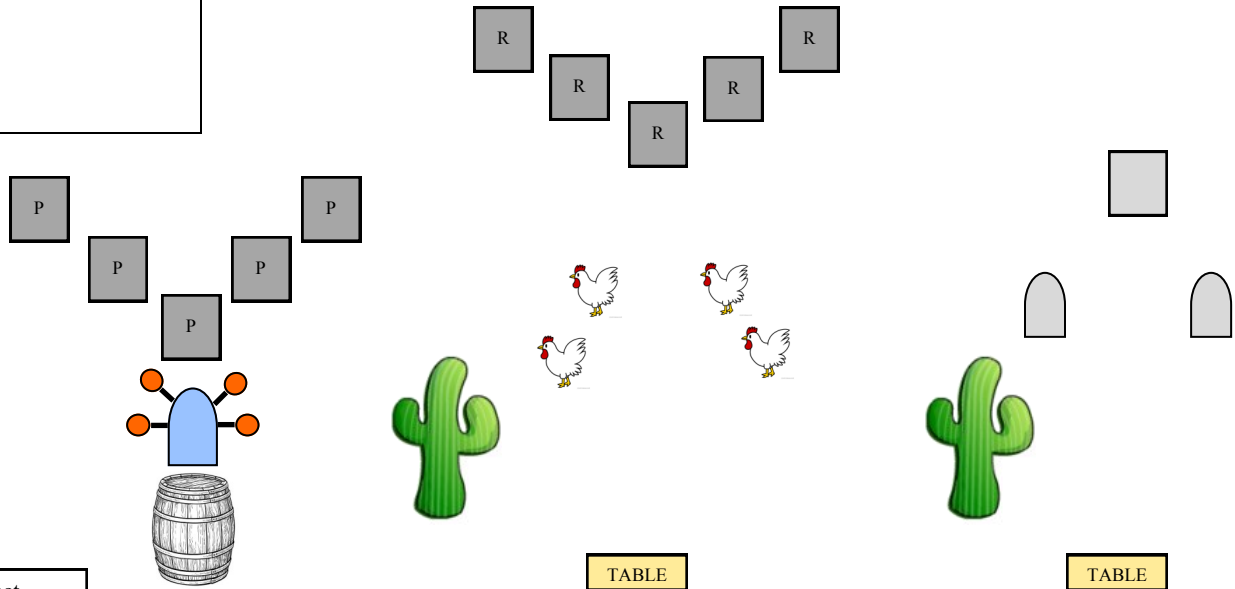
2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
On Center Table

SHOTGUN
3+ ROUNDS
On Right Table

FIREARM SEQUENCE

Pistols
Rifle
Shotgun



Hickok Shot

TABLE

TABLE

LOADING

UNLOADING

Shooter begins behind the barrel with hands on gun(s). Shooter will indicate when ready by saying **“Im takin more for the pot!”**

ATB

With Pistols engage two clays, and any three targets behind, **THEN** engage the other two clays and any three targets behind.

With Rifle, engage two chickens and then any three targets behind, **THEN** engage the other two chickens and any three targets behind.

With Shotgun engage the Shotgun targets once each in any order.

Rounds must pass over the right table.

If all clays are broken and no chickens are left standing, a ticket will be Awarded, otherwise they will be counted as a miss

DAM SITE STAGE 4 “THE STINKIN HEN HOUSE”

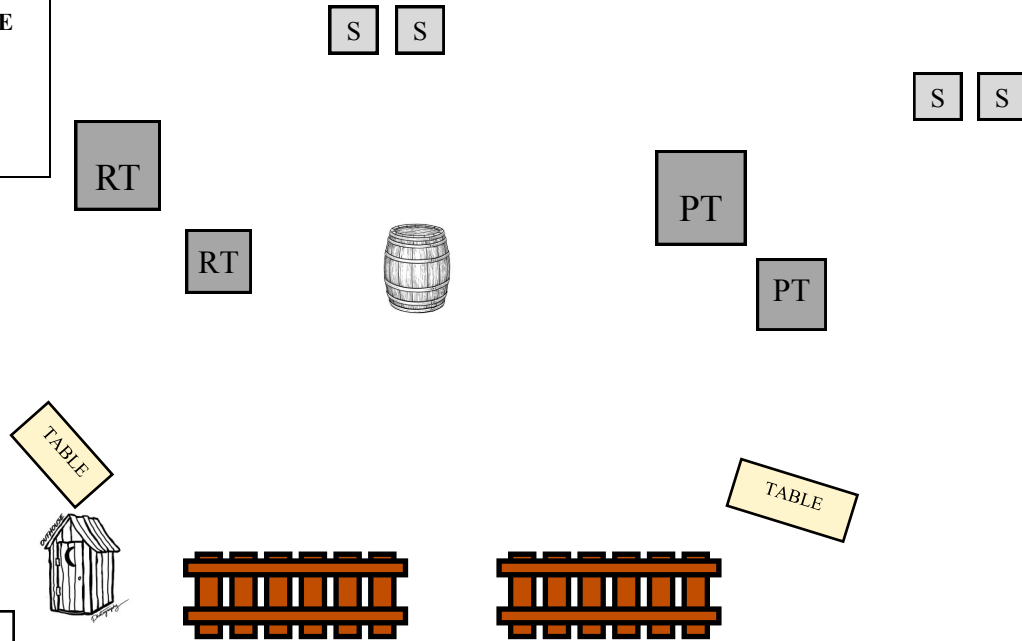
2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
IN HANDS

SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

Rifle
Pistols
Shotgun



Shooter begins Inside the Outhouse with Rifle in hands. Shooter will indicate when ready by saying **“This is a bit Fowl!”**
ATB

With the Rifle, from in the outhouse, engage the Rifle targets in a 2-6-2 sweep starting on either plate.

Make rifle safe for downrange movement.

Move to the right table, with pistols, engage the pistol targets using the same instructions as the rifle.

With shotgun, engage the two right shotgun targets in any order, **THEN** move downrange to the barrel (within arms reach) and engage the left two shotgun targets in any order.

Targets must go down to count.

DAM SITE STAGE 5 "THE LAZZY SALOON"

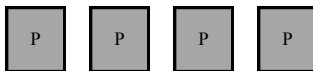
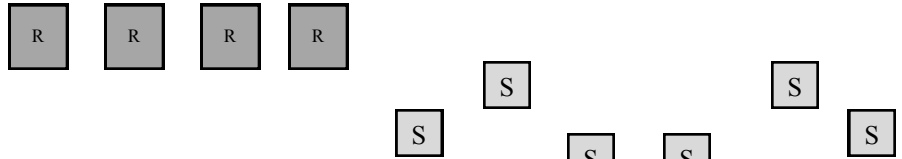
2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON CENTER TABLE

SHOTGUN
6+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

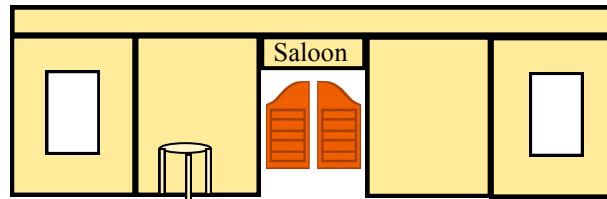
Pistol
Rifle
Shotgun



TABLE

TABLE

TABLE



Speed Shotgun 6+

Derringer - Pocket Pistol

LOADING

UNLOADING

Shooter will draw a card from the table.

The number shown on the card will indicate the target that will be **SAVED**.

Shooter begins at the Left table pointing at the indicated target
number 1, 2, 3, or 4.

Shooter will indicate when ready by saying

"Eeny, meeny, miny, moe. You can stay, but the rest gatta go!"

ATB

With Pistols engage the Pistol targets 10 on 3, skipping the **SAVED** target

With Rifle engage the Rifle targets using the same instructions as the Pistol,

With Shotgun, engage the Shotgun targets in any order until down.

If the SAVED target was saved, a drawing ticket will be awarded.

DAM SITE STAGE 6 "THE HORSE CORRAL"

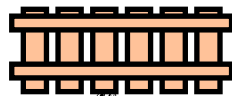
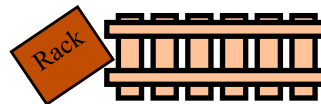
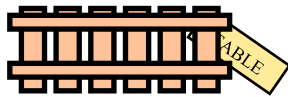
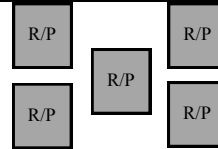
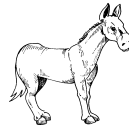
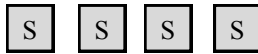
2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
STAGED SAFELY

SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

Rifle
Shotgun
Pistol



LOADING

UNLOADING

Shooter begins by tying the horse to the fence.
While still holding onto the rope, shooter will indicate when ready by saying
"Hold your horses horse, I'm chasin poultry!"

ATB

With Rifle Engage the R/P targets 10 on 5
Make Rifle safe for downrange movement

With Shotgun, engage the knockdown targets in any order until down
Make Shotgun safe for downrange movement

With Pistols, engage the R/P targets using the same instructions as the Rifle
Rounds must pass to the Right of the barrel

DAM SITE STAGE 7 “THE ELDORADO BANK”

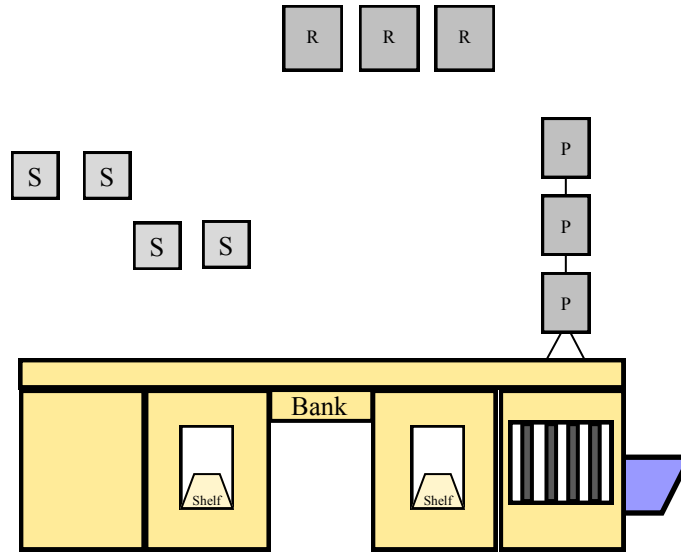
2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
On Right window Shelf

SHOTGUN
4+ ROUNDS
On Left Window Shelf

FIRARM SEQUENCE

Pistols
Rifle
Shotgun



LOADING

UNLOADING

Shooter begins at the teller window looking at the Gold Ore in hands. Shooter will indicate when ready by saying **“Its no Good?”** Shooter will throw it in the bucket and move hands to gun(s).—**“Im takin yours!”**.

ATB

With Pistols engage the Pistol targets in a 2, 1, 2 sweep beginning on either end. **THEN** Repeat the sweep from the same direction.

Rounds must pass between the bars and bars are not expendable.

With Rifle engage the Rifle targets using the same instructions as the Pistols.

With Shotgun, engage the front Knockdown targets, then the back targets.

Targets must go down to count.

If Gold Ore goes in the bucket, a ticket will be awarded.

DAM SITE STAGE 8 “FOWL PLAY”

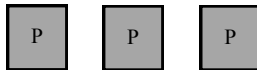
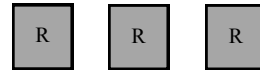
**2 PISTOL
5 ROUNDS EACH
HOLSTERED**

**RIFLE
10 ROUNDS
ON RIGHT TABLE**

**SHOTGUN
4+ ROUNDS
STAGED SAFELY**

FIREARM SEQUENCE

Rifle
Pistol
Shotgun



LOADING

UNLOADING

Shooter begins at Right table pointing at the Wolf. Shooter will indicate when ready by saying **“Wolf aint gettin my chickens”**

ATB

With Rifle, engage Rifle targets in the following order:
Engage each Chicken once, and each plate twice in any order, **THEN** place one round on the Wolf.

Make Rifle safe on angled table for down range movement.

With Pistols engage the Pistol targets using the same instructions as the Rifle.

Any Chicken left standing can be made up with a Shotgun round on the wolf.

With Shotgun, at the barrel, engage three Shotgun targets and **THEN** place one round on the Wolf. **THEN** any make up rounds for standing chickens.

If there are no chickens standing, a ticket will be awarded.

Misses for the CHICKENS will not be counted if made up.

DAM SITE STAGE 9 "THE DOOKIE DEN"

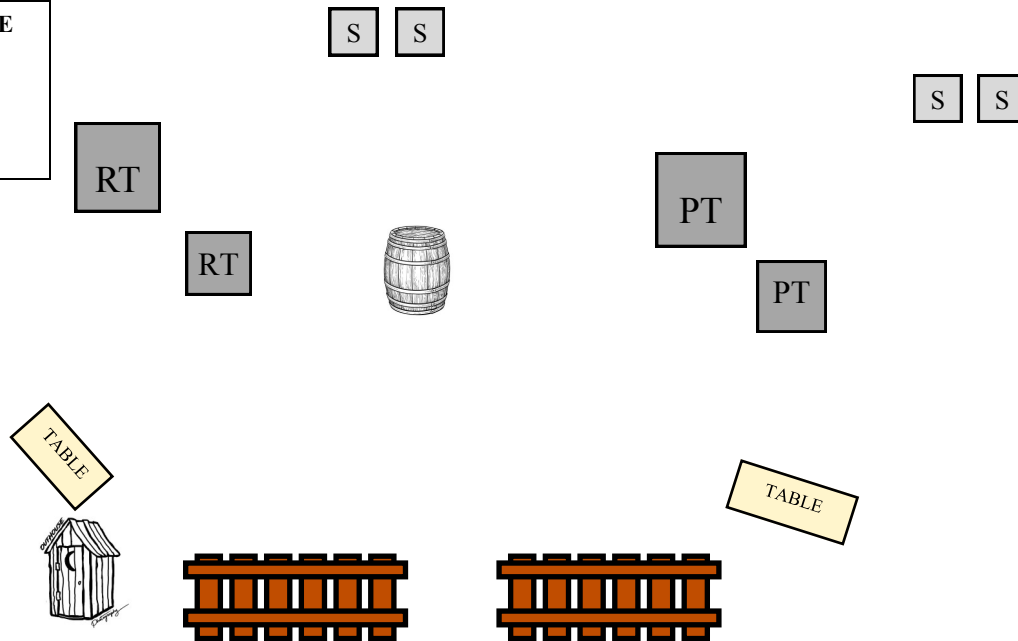
**2 PISTOL
5 ROUNDS EACH
HOLSTERED**

**RIFLE
10 ROUNDS
ON LEFT TABLE**

**SHOTGUN
0+ ROUNDS
STAGED SAFELY**

FIREARM SEQUENCE

Rifle
Pistols
Shotgun if needed



LOADING

UNLOADING

Shooter begins sitting on the throne inside the Outhouse. (hands are shooters choice) Shooter will indicate when ready by saying **"Im comin out CLUCKIN!"**.

ATB

With the Rifle engage the Rifle targets and left two knockdown targets in the following order: Place four rounds on each plate and one round on each **LEFT** knockdown targets in any order.

Make rifle safe for downrange movement.

With Pistols, at the right table, engage the Pistol targets using the same instructions as the Rifle using the **RIGHT** two knockdown targets.

Use the shotgun, If needed, to engage any knockdown target still standing.

Right side targets must be engaged from the right table, Left side targets must be engaged from the downrange barrel. Starting with the targets on the right, then moving to the left for any targets still standing.

(Misses will not be counted on knockdowns engaged with Rifle and Pistols.)

If no Shotguns are used, a ticket will be awarded

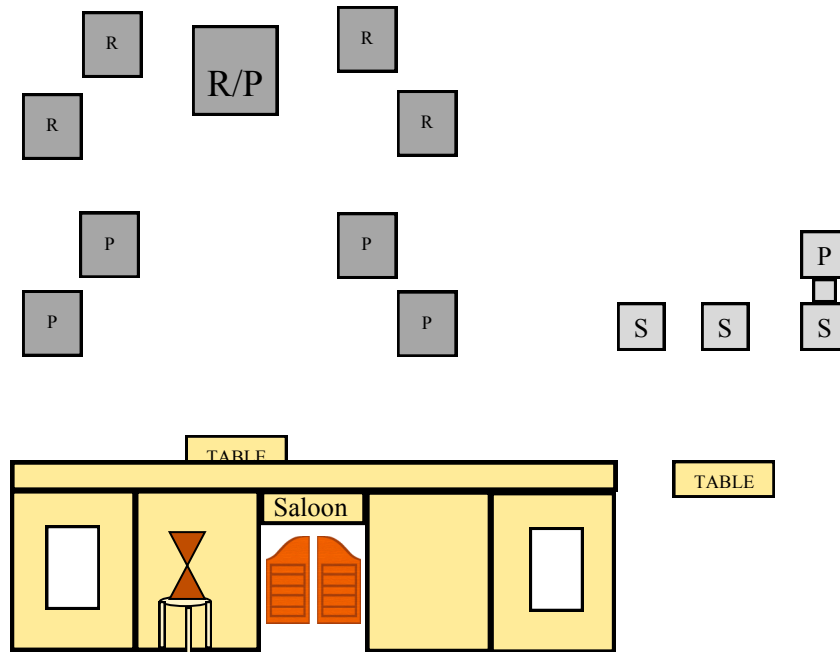
DAM SITE STAGE 10 "THE LAZZY SALOON"

2 PISTOL
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON CENTER TABLE

SHOTGUN
4+ ROUNDS
ON RIGHT TABLE

FIREARM SEQUENCE
Rifle/Pistols
Shotgun



LOADING

UNLOADING

Shooter will turn the handle on the CLUCK-A- LUCK cage. The letter on the die will indicate which gun will be used first. The TO will announce Pistol or Rifle as indicated.

Shooter will start outside with both hands on the saloon doors and will indicate when ready by saying. **"Chickens Don't Fly!"**

ATB

Shooter will move through the doors and to the left table.

While using Pistols, engage the Pistol targets in the following order:

Engage either the left or right two targets alternating back and forth for four rounds and then place one round on the center target.

THEN repeat using the other two targets.

While using Rifle, engage the Rifle targets using the same instructions as the Pistol.

With Shotgun, engage the two knockdown targets in any order until down.

THEN engage the popper and associated flyer.

An honest attempt to hit the flyer must to be made. Flyer cannot be engaged on the ground. A miss on the flyer will NOT be counted.

If the Flyer is hit, a ticket will be awarded

Eldorado Cowboys Stage Conventions

When no specific stage instructions are given, the following stage conventions will apply

The default position shall be—Standing, facing down range with hands at side but not touching any firearms. Shooter need not be standing upright at attention.

At the table/prop/location shall mean within arms reach of the stated location.

Behind the table/prop/location shall mean that the shooter will be completely behind the stated location.

Pistols originally staged on a prop must be returned to that prop unless otherwise stated.

Shooter may advance downrange when allowed. There will be a clear marker that the shooter will not advance past. The shooter is not required to advance downrange unless stated in the stage instructions.

The shooter is expected to make each discarded long gun safe and pointed in a safe direction in order to complete the stage instructions. Advancing in front of the muzzle of a staged/restaged firearm will be a stage DQ.

Shotgun Knockdown targets may be reengaged any time during the shooting string if they fail to fall. Unless otherwise stated in stage instructions.

Knockdown targets left standing are misses unless otherwise stated in stage instructions.

Shotgun knockdown targets that fall on their own accord or by any manner other than a round striking them must be engaged where they were . Failure to shoot where they were will result in a miss. Stage instructions may override.

Buckaroo and Buckarette will not be required to make up Shotgun knockdown targets that do not fall.

Shooters will verify their score prior to leaving the stage. Failure to do so will indicate acceptance of the recorded score.

Position markers downrange of the start firing line are expendable. Tables and other downrange props are NOT expendable unless otherwise indicated.

Rifle and Pistol rounds expended over any berm will be a Match Disqualification. Shotgun rounds expended over a side berm will be a Match Disqualification.

Long guns are to be transported/carried at the range OPEN AND EMPTY, Muzzles above shoulders. Long guns may be stored closed in an enclosed gun cart or when fully covered by a gun sleeve.

All SASS rules apply unless amended above.



**A GREAT BIG
ELDORADO COWBOY
THANK YOU
TO
ALL OF OUR SHOOTERS
SPONSORS
CONTRIBUTORS
SUPPORTERS
VENDORS
AND
EVERYONE WHO HELPED SET UP**

MARK YOUR CALENDARS

**FOR THE NEVADA STATE
CHAMPIONSHIPS**

**ELDORADO
OCT. 1 THRU OCT. 2, 2022**

**SEE YOU ON THE RANGE
PLEASE TRAVEL SAFE**