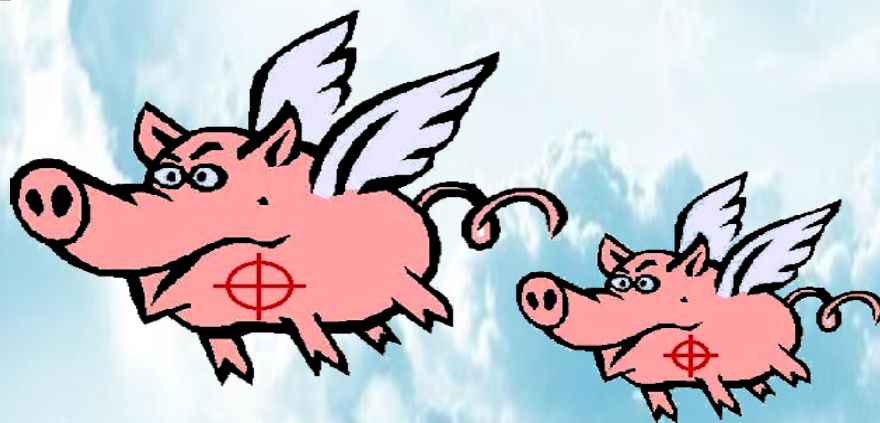


# "Makin Bacon"



ELDORADO COWBOYS

The seventeenth annual  
**Best Shoot by a Dam Site**  
April 1st & 2nd 2023



**Eldorado Cowboys**  
Boulder City Nevada

## **Welcome to the Best Shoot by a Dam Site 2023.**

Damsite will consist of 10 stages of Cowboy action shooting over 2 days. But, we have added back in some of the ol' style fun stuff. This year there will be some chicken feeding in the field, with a posse challenge for some added entertainment. Laundry day at the Brothel, and some pig flippin. A Poultry Fest next door, and then on to the saloon for a beer

bustin party. You will only have more fun than this when PIGS FLY! You will also be able to challenge fellow shooters to a BB gun shoot-off.

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, low pressure, good ol' fashion 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 a lot of chances to collect the winning ticket for a great prize!

We hope you enjoy the Match and tell your friends about how much fun it was to bring back a bit of the ol' 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. Your feedback is important to us to help create the best match next year.

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

Be safe and have FUN!

# Schedule of events

## **Friday**

Registration - 8:00am to 4:00pm

Registration for Wild Bunch 8:00am — 11:30am

Wild Bunch Match 12:00pm (Awards on Sunday)

Side Matches 10:00am — 4:00pm

Posse Marshall walk through 4:30pm

## **Saturday**

Registration 7:00am till 7:45am

Shooters Meeting—7:45am

First five Main Match Stages 8:00am

Side Matches—12:00pm - 4:00pm

BB gun shootoff at 3:30pm

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

Bay 2— Wild Bunch

Bay 3— Long Range Pistol  
Long Range Rifle

Bay 4— Speed Pistol  
Speed Rifle  
Speed Shotgun

Bay 5— Texas Star  
Transitions side match

First try is free.....

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

Donation jars are on the bays.

# STAGE 1 DAM SITE BAY 1 “FEEDIN CHICKENS”

**2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED**

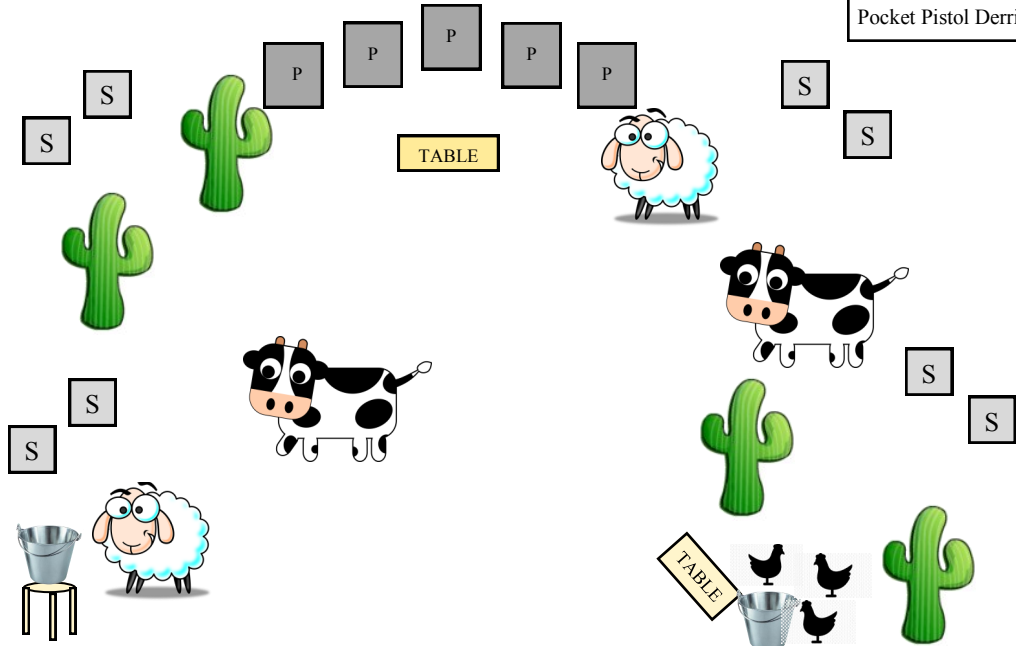
**RIFLE  
0 ROUNDS  
DON'T NEED IT**

**SHOTGUN  
8+ ROUNDS  
STAGED SAFELY**

**“YOU’LL PROBABLY JACK ONE OUT ANYHOW”**

**FIREARM SEQUENCE**  
Shotgun  
Pistols

Pocket Pistol Derringer



LOADING

UNLOADING

## Posse Challenge stage.

Shooter begins holding Scoop in corn feed. Shooter will indicate when ready by saying  
**“The chickens need to eat!”**

**ATB**

Shooter will take (with one hand only) a scoop of feed and spill it into the chicken feed bucket on the other table.

Once the feed has been dropped in the bucket shooter may not start the stage over.

With Shotgun, engage eight Shotgun targets until down.

**Make Shotgun safe.**

**Shotgun targets must be engaged between corresponding props**

With Pistols, engage the Pistol targets in a Ridgerunner sweep, (3, 1, 2, 1, 3) in any order.

**The posse that gets the most feed into the other bucket will be deemed the winner of the Posse stage challenge.**



# STAGE 2 DAM SITE BAY 2 “LAUNDRY DAY”

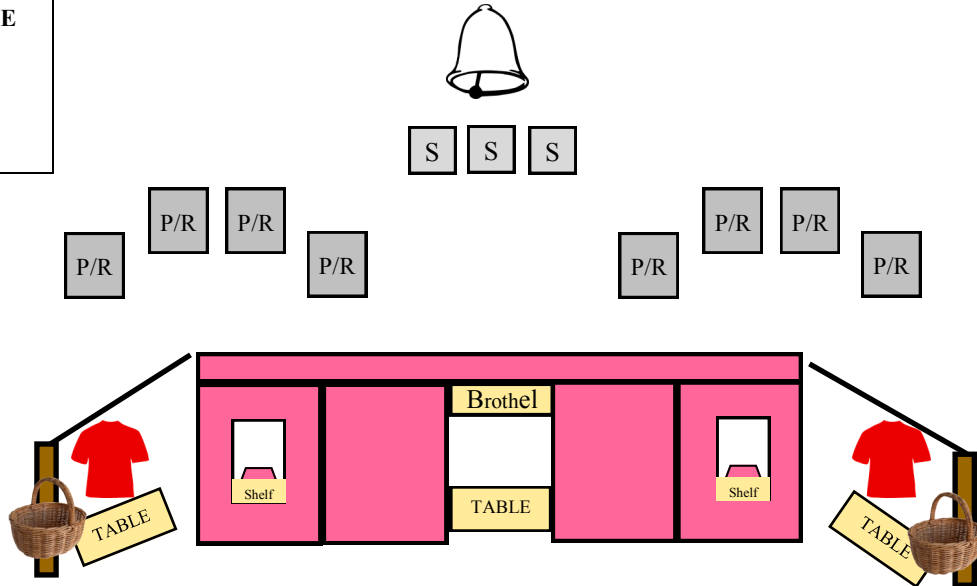
2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED

RIFLE  
10 ROUNDS  
ON SHELF OF CHOICE

SHOTGUN  
4+ ROUNDS  
IN DOORWAY

FIREARM SEQUENCE  
Rifle / Pistols  
Shotgun

Wild Bunch



LOADING

UNLOADING

Shooter begins at the left or the right clothes line with hands holding clothes.  
Shooter will indicate when ready by saying  
**“No time for Foldin”.**  
**ATB**

Shooter will remove clothes from clothes line and place them in the basket and move to first chosen window.

**After shooter has completed first chosen position, the shooter must then take down the rest of the laundry and place it in basket before proceeding to next position.**  
**An honest attempt must be made to get the laundry into the basket.**

With Rifle, from either window, engage the targets in a Red Rock Ranger sweep (1 on 1, 2 on 2, 2 on 3, 2 on 2, 2 on 3, 1 on 4) beginning on either end.  
**Make rifle safe.**

With Pistols, from the other window, engage the targets using the same instructions as the Rifle.

With Shotgun, engage four Shotgun targets once each.  
**Rounds must pass through the doorway.**

# STAGE 3 DAM SITE BAY 3 “FOUL PLAY”

**2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED**

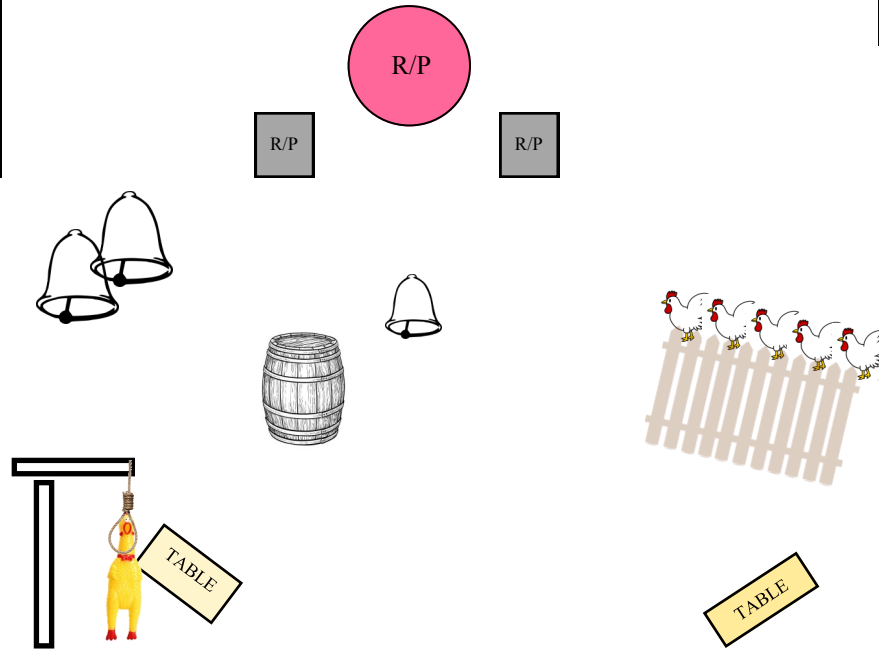
**RIFLE  
10 ROUNDS  
On Right Table**

**SHOTGUN  
2+ ROUNDS  
On Left Table**

## FIREARM SEQUENCE

Shotgun  
Rifle  
Pistols

Long range Pistol Rifle



LOADING

UNLOADING

Shooter begins at left table with hands squeezing Chicken.

Shooter will indicate when ready by saying

**“These chickens keep comin back!”**

**ATB**

With Shotgun engage the large bells once each.

**Make shotgun safe**

With Rifle, engage five chickens once each. **THEN** engage the R/P targets in a Muleskinner sweep, (1-3-1) beginning on either end.

**Make Rifle Safe for downrange movement**

Shooter may now make up with Shotgun one shot for each chicken standing on the small bell, **OR** Rifle may be reloaded and used to engage any chickens standing, prior to moving to pistols.

With Pistols engage R/P targets in 1-3-1 sweep from either direction, then repeat.

**Shooter may advance down range, but no further than the barrel.**

***If all chickens are knocked off on first try a ticket will be awarded  
If the chicken is still screaming when you have completed the stage,  
a second ticket will be awarded***

# STAGE 4 DAM SITE BAY 4 “FREE DRINKS”

**2 PISTOLS**  
**5 ROUNDS EACH**  
**HOLSTERED**

**RIFLE**  
**10 ROUNDS**  
**ON RIGHT TABLE**

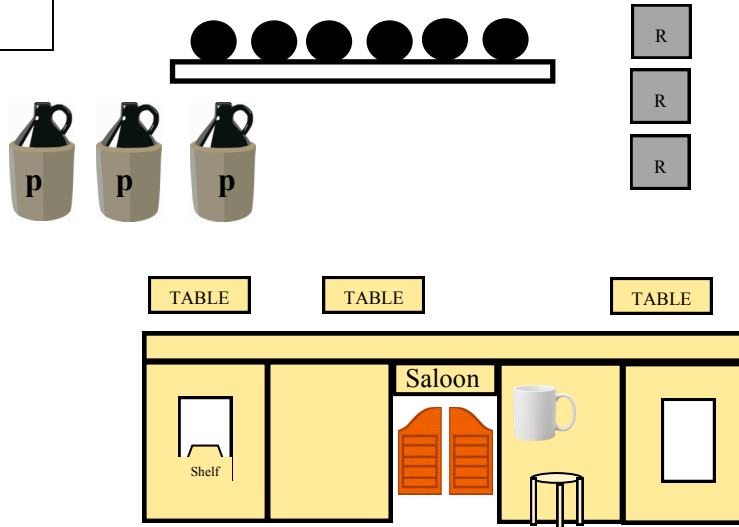
**SHOTGUN**  
**4+ ROUNDS**  
**STAGED SAFELY**

**FIREARM SEQUENCE**

Rifle  
Pistol  
Shotgun

Speed Shotgun

Speed Pistol, Rifle



LOADING

UNLOADING

Shooter begins standing outside the saloon with mug in hand.

Shooter will indicate when ready by saying

**“I wont be last for FREE DRINKS!”**

**ATB**

**(Take your mug to the saloon)**

With Rifle, engage the Rifle targets in a Dirty Dixie sweep.

Triple tap sweep starting on either end. **THEN** engage one knockdown plate.

**Make Rifle Safe.**

**(Take mug with you)**

With Pistols, from the left table, engage the Pistol targets using the same instructions as the Rifle.

**(Take mug with you)**

With Shotgun, engage all remaining knockdown targets in any order until down.

**Shooter may not recover mug if dropped to the ground,**

**Mug must end at the center table.**



# STAGE 5 DAM SITE BAY 5 “PIGS DO FLY!”

**2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED**

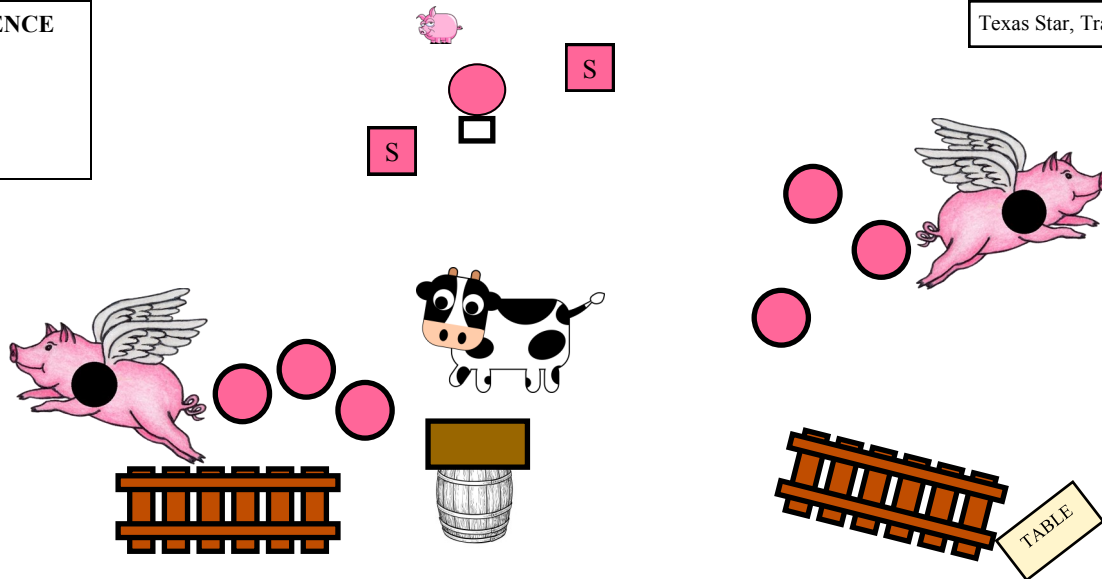
**RIFLE  
10 ROUNDS  
ON RIGHT TABLE**

**SHOTGUN  
4+ ROUNDS  
STAGED SAFELY**

**FIREARM SEQUENCE**

Pistols  
Rifle  
Shotgun

Texas Star, Transitions



LOADING

UNLOADING

Shooter begins at the left fence pointing at each of the flying pigs .

Shooter will indicate when ready by saying

**“I aint ever seen no pig fly!”**

**ATB**

With Pistols, from left fence, place two rounds on the flying pig, and one round on each of the piglet targets in any order, then repeat.

With the Rifle, from the right fence, engage the Rifle targets using the same instructions as the Pistols

**Make rifle safe for downrange movement.**

With Shotgun, engage two knockdown targets in any order until down,  
Then engage the pig launcher and flying pig.

**Shooter may advance down range, but no further than the Cow.**

**An honest attempt must be made on the flying pig. Flyer may not be engaged on the ground.**

**If the flyer is hit, you will be awarded a ticket. Misses will not be counted on the flyer.**

(flying pigs are expendable)

# STAGE 6 DAM SITE BAY 1 ELDORADO CANYON

**2 PISTOLS**  
**5 ROUNDS EACH**  
**HOLSTERED**

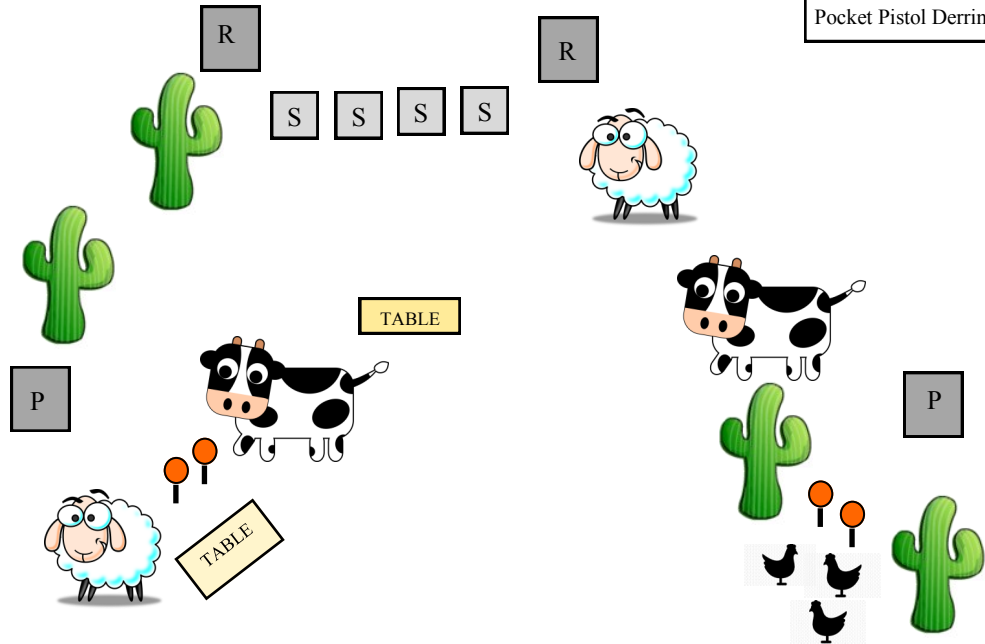
**RIFLE**  
**10 ROUNDS**  
**ON DOWNRANGE TABLE**

**SHOTGUN**  
**4+ ROUNDS**  
**ON SAME TABLE**

**FIREARM SEQUENCE**

Pistols  
Rifle  
Shotgun

Pocket Pistol Derringer



LOADING

UNLOADING

Shooter begins at the left table with hand(s) on Pistol(s). Shooter will indicate when ready by saying **“Those cowboys are goin down!”**

**ATB**

With Pistols, engage the left clay targets one time each, and the Pistol targets three times each in any order. **THEN** repeat on the right side.

**Rounds must pass over the table on the left and over the ground birds on the right.**

With Rifle, engage the Rifle targets in a Dead Eye Maverick sweep by placing five rounds on each Rifle target in any order.

With Shotgun, engage the four cowboy targets until down.

# STAGE 7 DAM SITE BAY 2 “PIG IN A BUCKET”

**2 PISTOLS**  
**5 ROUNDS EACH**  
**HOLSTERED**

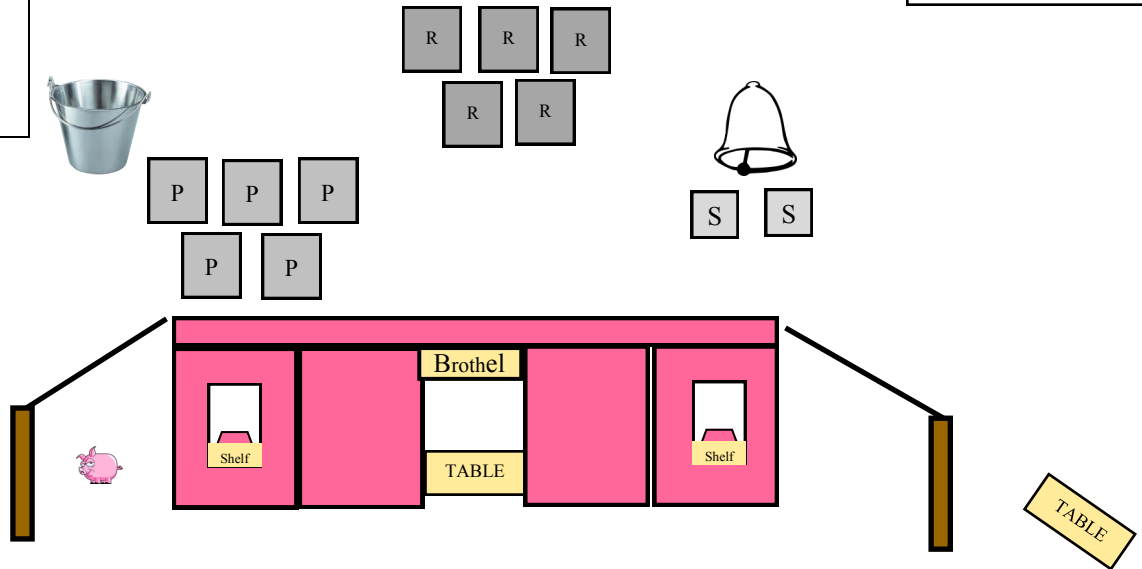
**RIFLE**  
**10 ROUNDS**  
**IN DOORWAY**

**SHOTGUN**  
**4+ ROUNDS**  
**ON RIGHT SHELF**

## FIREARM SEQUENCE

Pistols  
Rifle  
Shotgun

Wild Bunch



LOADING

UNLOADING

Shooter begins left of the left window ready to fling the pig.  
Shooter will indicate when ready by saying  
**“Just playin with my Flying pig”.**  
**ATB**

Shooter will launch the pig into the bucket and move to left window.

With Pistols, engage the targets in a Beaver turd sweep, engage the upper targets one time each, then double tap each lower target, then engage the upper targets one time each.

**Rounds must pass through the left window.**

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

**Rounds must pass through the doorway.**

With Shotgun, engage the bell twice, and the two knockdown targets in any order.

**Rounds must pass through the right window.**

**If Flying pig makes it into the bucket a ticket will be awarded.**

# STAGE 8 DAM SITE BAY 3 "CHICKEN MINGLING"

**2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED**

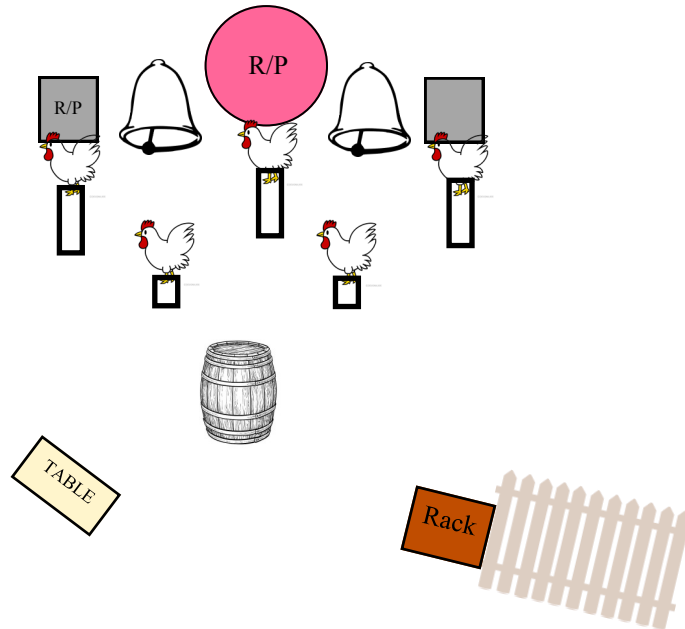
**RIFLE  
10 ROUNDS  
In hands**

**SHOTGUN  
4+ ROUNDS  
On Left Table**

## FIREARM SEQUENCE

Rifle  
Shotgun  
Pistols

Long Range Pistol Rifle



LOADING

UNLOADING

Shooter begins to the right of the vertical rack behind fence with Rifle in hands.

Shooter will indicate when ready by saying

**"Don't hit (your alias) chickens**

**ATB**

With Rifle, engage R/P targets in Wesco sweep, place one round on an Outside target, then place four rounds on the center target, then repeat using the other outside target.

Do not hit the upper three perched chickens ( they're yours ).

**Make Rifle Safe for downrange movement.**

With Shotgun, at the left table, engage the large bells twice each in any order.

**Make shotgun safe for downrange movement.**

With Pistols, engage one lower chicken

(They're Betsy's chickens) then place four rounds on the center target.

Then repeat. Do not hit the upper three perched chickens.

**Shooter may advance downrange, but no further than the barrel.**

***A 3 second penalty will be assessed for each upper chicken knocked down. (missed) And a 3 second penalty will be assessed for each lower chicken still standing. (missed)***

# STAGE 9 DAM SITE BAY 4 "BUSTIN UP THE SALOON"

2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED

RIFLE  
10 ROUNDS  
ON CENTER TABLE

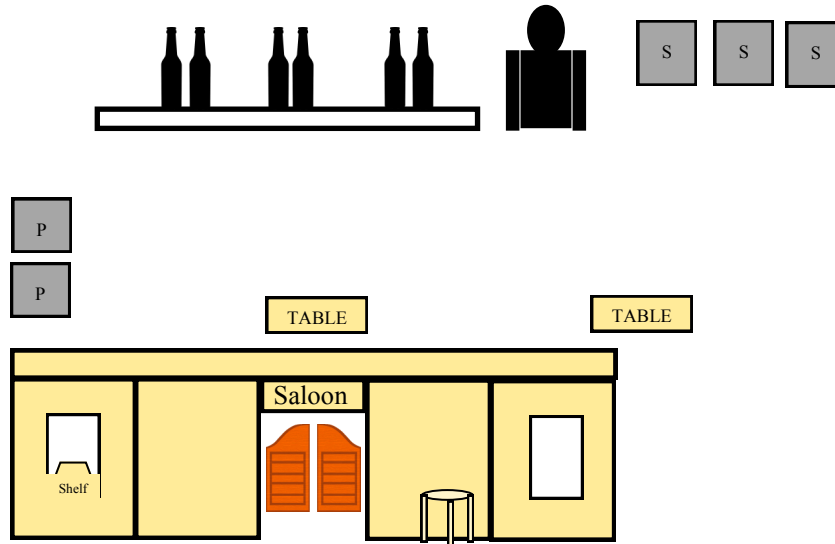
SHOTGUN  
4+ ROUNDS  
STAGED SAFELY

## FIREARM SEQUENCE

Pistol  
Rifle  
Shotgun

Speed Pistol Rifle

Speed Shotgun



LOADING

UNLOADING

Shooter begins at left window with hands making circles over eyes (like binoculars). Shooter will indicate when ready by saying

**"Those bottles are useless, they're empty!"**

**ATB**

With Pistols, engage the Pistol targets in Trainwreck sweep, beginning on either target.

(Progressive sweep alternating between the two targets. 1-2-3-4)

**Rounds must pass through left window.**

With Rifle, engage the knockdown bottle targets until down. **THEN** place any remaining rounds on the bartender.

**Make Rifle Safe**

With Shotgun, engage the bartender and three Shotgun targets one time each in any order.

# STAGE 10 DAM SITE BAY 5 “MAKIN BACON”

**2 PISTOLS  
5 ROUNDS EACH  
HOLSTERED**

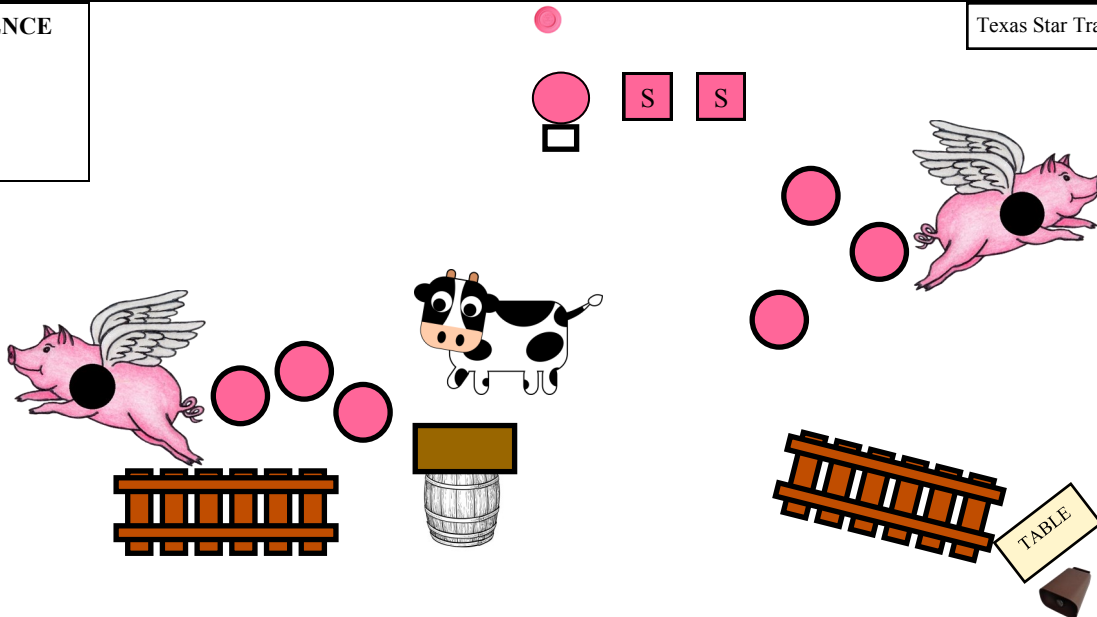
**RIFLE  
10 ROUNDS  
ON RIGHT TABLE**

**SHOTGUN  
4+ ROUNDS  
STAGED SAFELY**

**FIREARM SEQUENCE**

Rifle  
Pistol  
Shotgun

Texas Star Transitions



LOADING

UNLOADING

Shooter begins at the Right fence with hands ringing the cowbell.

Shooter will indicate when ready by saying

**“Heeere Piggy Piggy Piggy!”**

**ATB**

**(A 3 second bonus will be awarded if the bell is attached to the shooter and not dropped.)**

With the Rifle, engage the Rifle targets in the following order:

Double tap each piglet target and then place four rounds on flying pig.

**Make rifle safe on angle table.**

With Pistols, at the left fence, engage the Pistol targets using the same instructions as rifle.

With Shotgun, engage the two knockdown targets in any order. Then engage the pig launcher and the associated flyer. Shotgun knockdown targets can be made up anytime and must go down.

**An honest attempt must be made on the flyer. Flyer may not be engaged on the ground.**

**If the flyer is hit, you be awarded a ticket. Misses will not be counted on flyers.**

(flying pigs are expendable)



# 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/from 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.

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 OF COWBOY ACTION  
SHOOTING AND WILD BUNCH MATCHES.**

**ELDORADO  
SEP 28 THRU OCT. 1, 2023**

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