

THE ELDORADO COWBOYS
PROUDLY PRESENT
Black Powder NV Championships

THE OUTLAWS OF
"ELDORADO"
2022



**SASS Nevada State Championships
of Cowboy Action Shooting**



BOULDER CITY NEVADA
September 28 - October 1st 2022



Welcome to Eldorado 2022

The Board of Directors and members of the Eldorado Mining & Cattle Company, welcome you to the Twenty Third ELDORADO, SASS Nevada State Championship, AND the Second annual Eldorado SASS Nevada State Black Powder Championship. This year will be stepping back in time and exploring the "Streets of Eldorado"

The Staff and volunteers have worked long and hard to make sure you will not only have a fun and safe shoot, but will also enjoy yourself while you are here. You will have a full array of side matches to enjoy and sharpen your shooting skills. Speed matches, Cowboy Trap, three stage mini match, Big Bore match, team shoot, Wild Bunch and Plainsman matches, along with a Texas star side match. Then we will have twelve exciting action packed stages that will test your skills and just be plain fun to shoot.

We will then finish it all up with our famous Cowboy banquet and awards ceremony.

So make yourself at home, dress up in your finest garb and get ready for a great match.

None of this is possible with out ALL of you who have participated with us this year!

A BIG Eldorado Cowboy Thank You to all the SHOOTERS, sponsors, vendors, supporters, donors and to all the friends and family of Eldorado. Your help, support, contributions and encouragement is greatly appreciated.

We personally would like to thank the board members and events committee of The Eldorado Cowboys for all you do!

A special thank you again this year to Nevada Skye and her able helpers for the handling of the costume contests. You do a great job.

To all of the cowboys and cowgirls who helped set up and tear down, and everything else that was asked of you, we thank you with all of the enthusiasm possible. Without your help, we would not have been able to make this happen.

We sincerely apologize to anyone we may have left out.

Thank you to each and everyone of you.

We hope your stay will be pleasant.

Eldorado Cowboys



THANK YOU TO ALL THE SUPPORTERS AND VENDORS OF ELDORADO,

Boulder Creek Grill, Boulder Creek Golf Club
Boulder Rifle and Pistol Club
Boulder Trap Club
Chey-Cast Bullets
Competition Electronics
Crown Trophy
L.O.C.A.S
Fox Smokehouse BBQ
S.A.S.S.
Dawns Crafty Creations
Master Tech Auto
Long Hunter shooting supplies
Hellhound leather
Ballistol
Star Nursery
Ace Hardware
Crown trophy
Classic laser works
Sin Sity Double R
Montana Prairie Dog

Victorian Design
Black Mountain Woodworking
Cow tags
Online Outpost
Palo Verde Gunworks
Henry Rifle
Michigan Rattler Leather
Mernickle Leather
Uberti
Lady Pearl
Starline Brass
Missouri Marshal
Bear Creek Supply
Newman Arms
Accuracy Gun Shop
Southwest Diner
Wasatch Square
Mojave Rose and Beaver
Ricochet Roy's Old West
Colt Faro Leather

Schedule of events

Tuesday

2:00 to 4:00PM - Registration for Black Powder

Wednesday

7:00 to 7:45AM - Registration for Black Powder

8:00AM - Black Powder safety meeting and match Begins

8:00 to 11:00AM - Registration for Cowboy main match

1:00 to 4:00PM - Side matches will be open

2:00 to 4:00PM - Silhouette range will be open for sighting big bore rifles

6:00PM - Poker and Karaoke

Thursday

7:00AM to 4:00PM - Registration for Cowboy main match

8:00AM to 10:30AM - Long Range and Big Bore

8:00AM to 4:00PM - Side Matches

9:00AM **AND** 1:00PM - Warm up Mini Matches

9:00AM - Wild Bunch Match

1:00PM - Plainsman Match

4:00PM - Range will go cold

6:00PM - Bingo

Cowboy clays will begin at dusk.

Friday

7:00 to 7:45AM - Registration

8:00AM - Opening ceremonies

First 6 main match stages will follow opening ceremonies

11:30AM (ish) - Lunch and Side match awards

- Team shoot Following lunch and awards (approx. 1:30ish)

4:00PM - Range will go cold

5:30PM - Potluck dinner and Campground activities

Saturday

8:00AM - Last 6 main match stages

5:30PM - Banquet will begin at the golf course

6:30PM - Dinner will be served

DIRECTIONS TO BOULDER RIFLE AND PISTOL CLUB

From Las Vegas - take Route 93 towards Boulder City. At the first stop light – Veteran’s Memorial Highway – turn right. At Adams, turn left. Go three stop signs. At Utah, turn right. Just before you get to the Boulder City Landfill, there is a sign on your right announcing the Gun Club. Turn right onto the road. Follow the road to the gun range.

From Phoenix / Kingman - take Route 93 towards Las Vegas. At the first light in Boulder City, continue on Buchanan Avenue, straight ahead. At Adams, turn left. Go two stop signs to Utah Street and turn right. Follow the instructions above to the Gun Club.

USE EXTREME CAUTION IN THE SCHOOL ZONES, ON UTAH AND ON THE GUN CLUB PROPERTY. THE SPEED LIMITS ARE STRICTLY ENFORCED.

Eldorado Cowboys Stage Conventions

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

The default position shall be—"At the ready" Standing, facing down range with hands not touching any firearms or ammo. Shooter does not need to be standing upright at attention.

At, or from, the table/prop/location shall mean within 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 may be returned to that prop unless otherwise stated.

Any props being "Deposited" by the shooter during a stage, must be given an honest effort to make the "Deposit" unless otherwise stated in the stage instructions. Props being "Tossed" need to be tossed out of the shooter's path.

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. Muzzle of a staged/restaged firearm for down range movement MUST be pointed in a safe direction to leave a clear path for the shooter to advance.

Shooters moving to and from loading/unloading tables are expected to carry long guns muzzles up with muzzles above shoulders. If help is needed, please ask for assistance.

Shotgun Knockdown targets may be reengaged any time during the shooting stage if they fail to fall.

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

EXCEPTION: For Buckaroo/Buckarette shooters, shotgun targets do not have to go down to count.

Any 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.

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

Spotters are expected to pay attention while a shooter is on the stage. This is out of respect and fairness to that shooter. Benefit of doubt will go to the shooter. Call what you SEE. If you DIDN'T see it, then don't call it.

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.

Any dispute of these rules should be settled with the posse marshal. ONLY the posse marshal shall escalate disputes through the match officials and up to the Match Director.

In the case of a suspected squib, the TO will instruct the shooter to make the firearm safe and continue with the next firearm. If the barrel is later determined to be clear, the shooter will receive a reshoot.

Cease Fire: If a cease fire is called, all engaging shooters must cease fire immediately and make firearms safe, by grounding all firearms and move back from the table. The shooter may be instructed to proceed to the unloading table.

Firearms Malfunction: Firearms that cannot be cleared and made safe MUST remain on the bay/unloading table. Loaded firearms are NOT to be transported away from the stage without direct, match official supervision.

All SASS rules apply unless amended above.

Be safe and have fun!!

WHERE IS EVERYTHING?

MAIN RANGE - 8:00 UNTIL 2:00

THURSDAY SIDE MATCHES AND WARM-UPS

BAY 3 TEXAS STAR
BAY 4 FASTEST SHOTGUNS
BAY 4 FASTEST PISTOLS
BAY 4 FASTEST RIFLE
BAY 4 .22 PISTOL AND RIFLE
BAY 6 DERRINGER AND POCKET PISTOL
BAY 6 PRECISION RIFLE
BAY 8 HICKOK SHOT
BAY 8 LONG RANGE RIFLE (pistol caliber) - PISTOLS

BAY 1 MINI MATCH (STAGE 1) 9:00 AM & 1:00 PM
BAY 2 MINI MATCH (STAGE 2)
BAY 5 MINI MATCH (STAGE 3)

BAY 9 WILD BUNCH 9:00 AM
BAY 10 WILD BUNCH
BAY 11 WILD BUNCH

BAY 9 PLAINSMAN 1:00 PM
BAY 10 PLAINSMAN
BAY 11 PLAINSMAN

SILHOUETTE RANGE

LONG RANGE LEVER ACTION 8:00 - 10:30
LONG RANGE BIG BORE
QUIGLEY

TRAP RANGE

COWBOY CLAYS - THURSDAY NIGHT - 6:00 (dusk) - 8:00 pm

BINGO, POKER AND KAROKE WILL BE IN THE CLUBHOUSE - 6:00

ELDORADO 2022

BP STAGE 1 "THE DOOKIE DEN"

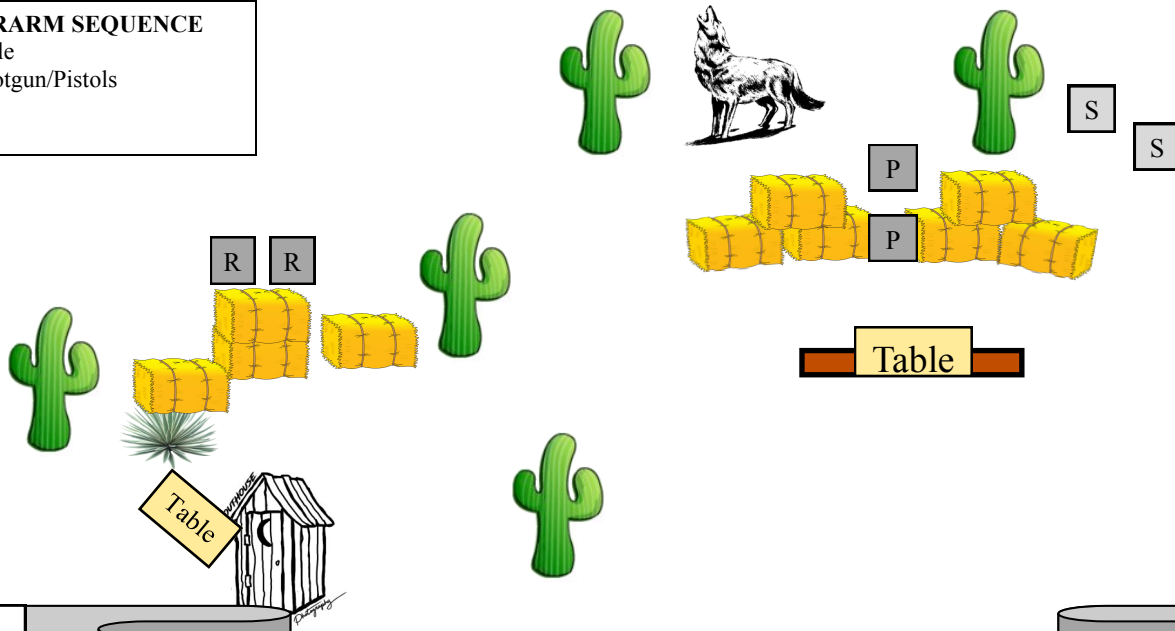
2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
IN HANDS

SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIRARM SEQUENCE
Rifle
Shotgun/Pistols

TEXAS STAR



LOADING

Smokin in the outhouse aint a good idea. Hopefully its breezy so you can see the law and that pesky dog of his.

UNLOADING

Shooter begins in the outhouse. With Rifle in hands.
Shooter indicates when ready by saying
"This outhouse is about to be blown up!"

ATB

With Rifle, from inside the outhouse, engage the Rifle targets in a 2-1-2 sweep starting on either target. Then repeat starting on the other target.

Make rifle safe on angle table.

Shooters choice Pistols or Shotgun next

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

With the Shotgun, engage the large Wolf plate two times and two knockdown targets in any order.

Knockdowns must go down to count.

Stage sponsored by Dookie

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BP STAGE 2 "THE SHERIFFS OFFICE"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON LEFT WINDOW SHELF

SHOTGUN
4+ ROUNDS
ON THE DONKEY TABLE

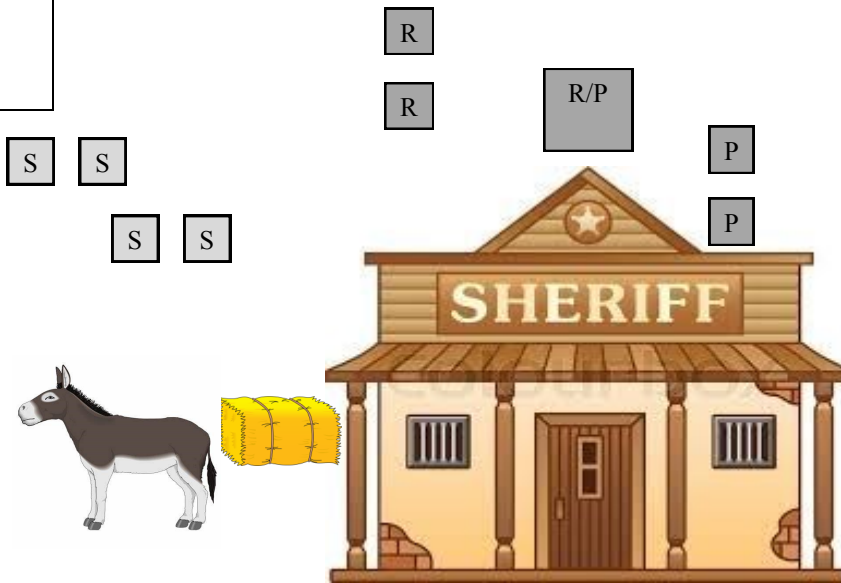
FIREARM SEQUENCE

Shotgun
 Rifle
 Pistols

FAST PISTOL & RIFLE

SPEED SHOTGUN

22 PISTOL & RIFLE



LOADING

Time to get your pard out of jail. The Sheriff don't know who he's messin with. The cowboys are all waitin to get out of town, a few more smash and grabs and we'll be on our way.

UNLOADING

Shooter begins at the Donkey table holding keys.
 Shooter indicates ready by saying **"Found the Keys, just give me a second"**
ATB

With Shotgun, engage the knockdown targets in any order until down.
Make shotgun safe and grab the keys

With Rifle, From left window, engage the targets in the following order:
 Place three rounds on a Rifle plate, then place four rounds on the large plate, then place three rounds on the **OTHER** Rifle plate.
Make Rifle Safe an toss keys into jail

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

Keys must be kept with shooter until after the Rifle, then they will be tossed into jail before firing the Pistols. An honest attempt to get keys into the jail must be made.

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BP STAGE 3 "THE BANK"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

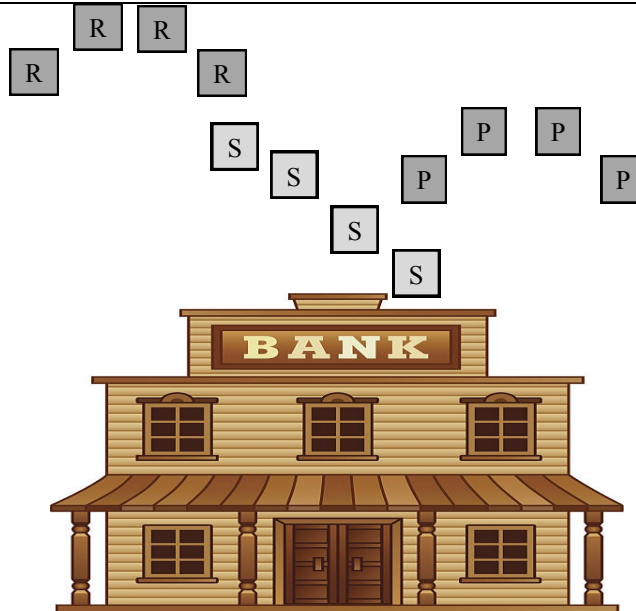
RIFLE
10 ROUNDS
ON LEFT SHELF

SHOTGUN
4+ ROUNDS
ON LEFT SHELF

FIREARM SEQUENCE

Pistols
Rifle
Shotgun

MINI MATCH



LOADING

After getting your pard out of jail, is time to celebrate by winning the jackpot at the bank. The boys are going round back while you grab the stacks of cash.

UNLOADING

Shooter begins at right window with hand(s) on pistol(s).

Shooter indicates when ready by saying **"Oh I only withdrawal"**

ATB

With Pistols, from right window, engage the Pistol targets 10 on 4

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

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

Rounds must pass through the doorway.

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BP STAGE 4 "THE SALOON"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON THE BAR

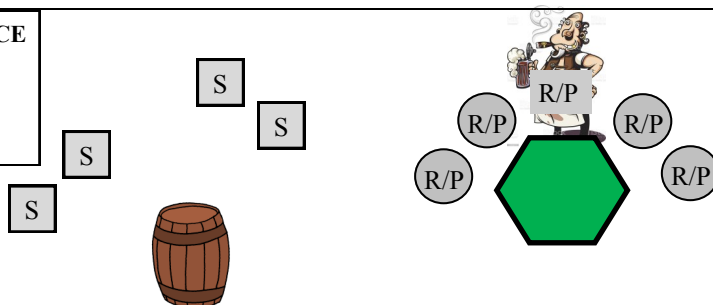
SHOTGUN
4+ ROUNDS
ON THE BARREL

FIREARM SEQUENCE

Rifle
Pistols
Shotgun

DERRINGER/POCKET PISTOL

PATTIES PRECISION



LOADING

After all that excitement over at the bank, cigars and some shine sound about right. I am sure your pard Whiskey is already inside, but first lets get these other folks out.

UNLOADING

Shooter begins outside of saloon with hands on doors.

Shooter will indicate when ready by saying

"Whiskey....Oh Whiskey, are you in there?"

ATB Move inside the Saloon

With Rifle, from the bar, engage Rifle/Pistol targets in a single tap sweep starting on either end. Then repeat.

Make Rifle safe on the card table.

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

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

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BP STAGE 5 "THE COMPANY STORE"

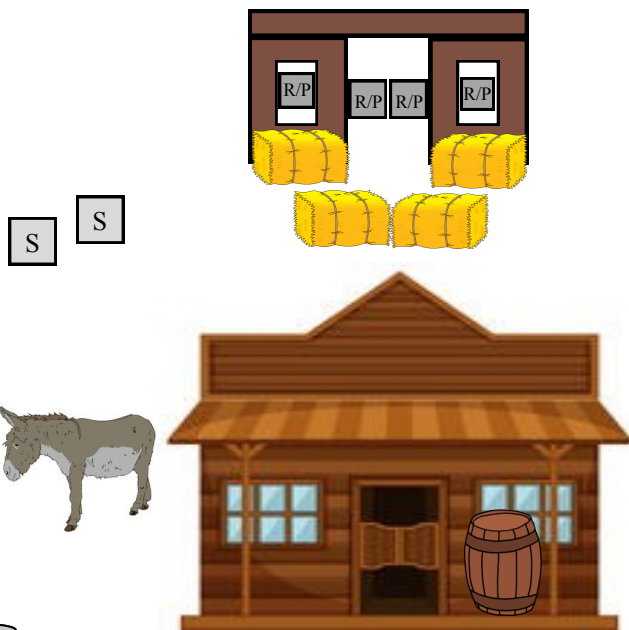
2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON WINDOW SHELF

SHOTGUN
2+ ROUNDS
ON TABLE IN DOORWAY

FIREARM SEQUENCE

Rifle
Shotgun
Pistols



LOADING

**The Eldorado store be smellin like wet beaver fur in here.
Reminds me of when I was young...well those days are over.
Lets get some previsions and get the hell out this stinkin town.**

UNLOADING

Shooter begins inside the Company Store with hands flat on window shelf. Shooter will indicate ready by saying "We aint from California, we smoke where we want"

ATB

With Rifle engage the R/P targets in a Cali Sweep
1-2-2-3-3-2-2-3-3-4 starting on either end.

Make rifle safe for downrange movement.

With Shotgun engage two shotgun targets in any order until down.

Make shotgun safe for downrange movement.

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

Shooter may advance downrange, but no further than the hay bale.

Downrange facade is expendable.

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BP STAGE 6 "THE LAST STOP"

2 PISTOLS
5 ROUNDS EACH
IN HANDS OR HOLSTERED

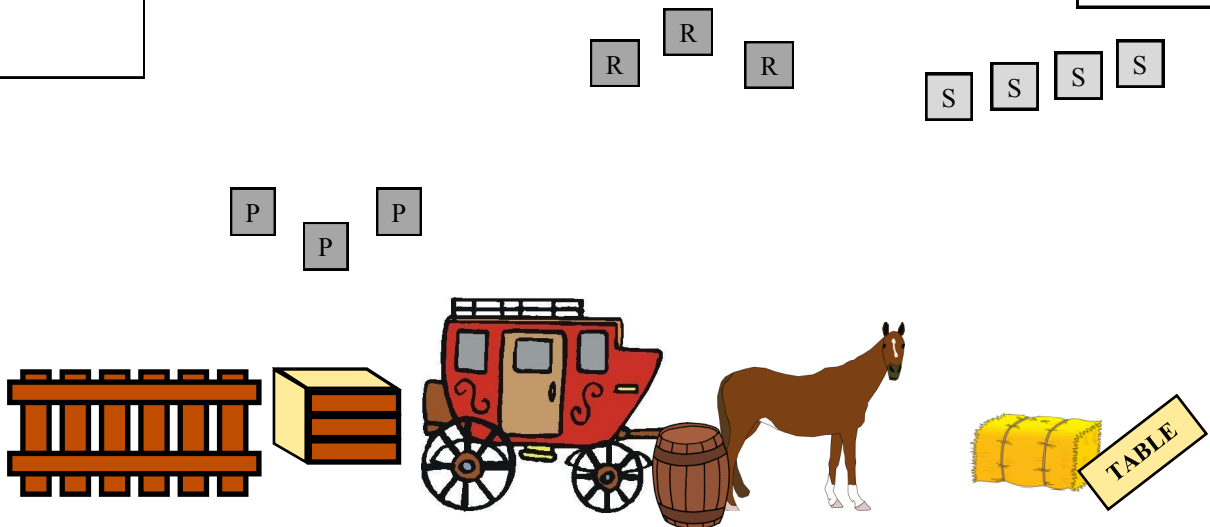
RIFLE
10 ROUNDS
ON BARREL

SHOTGUN
4+ ROUNDS
IN HANDS OR STAGES SAFELY

FIREARM SEQUENCE
 Shooters Choice
 Rifle not last

LONG RANGE PISTOL & RIFLE

HIKOK SHOT



LOADING

**Getting out of town wasn't easy, but life as an outlaw never is.
 Let get out of Eldorado we done took her for all she's worth**

UNLOADING

Shooter begins at either the tie pile or the hay bale with gun(s) of choice in hands.
 Shooter will indicate when ready by saying. **"Load up, lets get movin"**

ATB

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

Make Shotgun safe.

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

Place three rounds on the center target, then place one round on each outside target,

Then repeat.

Make Rifle safe.

With Pistols, from the tie pile, engage the Pistol targets using the same instructions as the Rifle



**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

**DAM SITE
APRIL 1-2, 2023**

**ELDORADO
SEP. 27 THRU OCT. 30 2023**

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