

THE ELDORADO COWBOYS

PROUDLY PRESENT

THE 23rd ANNUAL

THE STREETS OF

"ELDORADO"

2022



ELDORADO COWBOYS

SASS Nevada State Championships
of Cowboy Action Shooting

BOULDER CITY NEVADA

September 28 - October 1st 2022



*The 2022 Eldorado SASS
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Thank you for your Supporting our match.

We would also like to thank all of our stage sponsors for the support they have provided for our match.

- Stage 1 - River Bear and The Bear Clan
- Stage 2 - Little Mouse and Double R
- Stage 3 - Dookie, Dookie, Dookie
- Stage 4 - Dawns Crafty Creations
- Stage 5 - Nast Nels
- Stage 6 - Clint Steel and Sassy Kitty
- Stage 7 - Beaver and Mojave Rose
- Stage 8 - Highroad
- Stage 9 - Newman Arms
- Stage 10 - Star Nursery
- Stage 11 - Runamuck Kat and Dolly Double Barrel
- Stage 12 - Master Tech Auto
- Team Shoot - D Tap
- Hickock Shot - Hoot Owl and Thorney Rose

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

Gate Code = 3840

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 4:00

THURSDAY SIDE MATCHES AND WARM-UPS

BAY 3 TEXAS STAR - 11:00am until 4:00
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

STAGE 1 "BOOT HILL"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

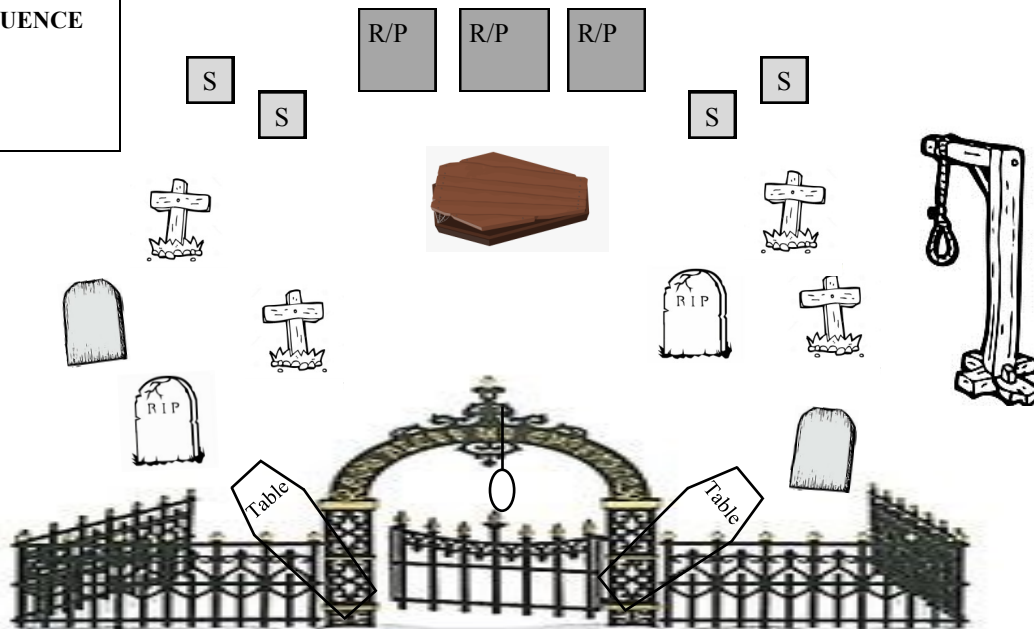
RIFLE
10 ROUNDS
ON LEFT OR RIGHT TABLE

SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

Rifle
 Shotgun
 Pistols

MINI MATCH



LOADING

A good ole fashion hangin is not too common in Eldorado.
But when its gotta get done, then its gotta get done.
Sometimes spendin a night in Boot Hill will straighten em out, and sometimes you
just gotta bury em where they stand!

UNLOADING

Shooter begins at the gate with hands holding the noose. Shooter will indicate when ready by saying "We're not gonna hang em today"

ATB

With Rifle, engage the targets in the following order:
 Sweep the three targets, THEN place four rounds on the center target, THEN
 sweep the three targets **FROM THE OTHER** direction.

Make Rifle safe for downrange movement.

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

Shotgun rounds must NOT pass over the downrange table.

With Pistols, at the down range table, engage the targets using the same instructions as the Rifle.

Rounds MUST pass over the downrange table

ELDORADO 2022

STAGE 2 "THE CORAL"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

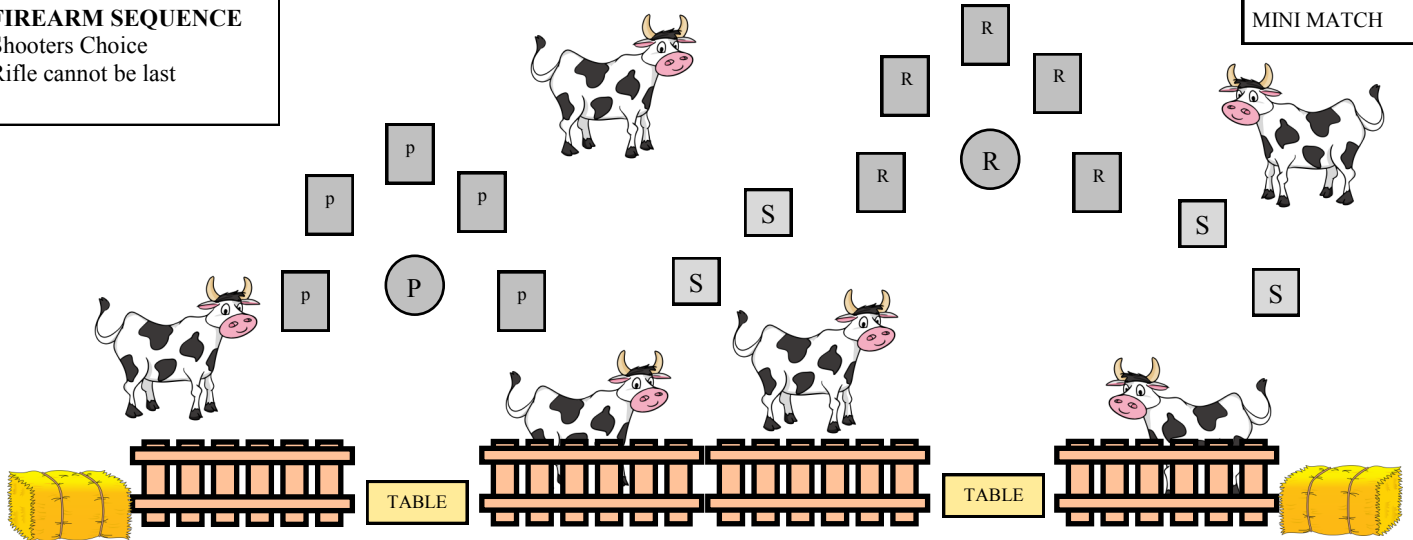
RIFLE
10 ROUNDS
ON RIGHT TABLE

SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

Shooters Choice
 Rifle cannot be last

MINI MATCH



LOADING

The Eldorado Cowboys always have to be on the lookout while tendin the herd out on the range. If they can, they will bring them into the corrals in the evening to keep them safe from what cant be seen. There's been talk about a Bear roamin the area. Its getting late, we better bring em in!

UNLOADING

Shooter starts at either the left or right table.

Shooter begins holding the cowbell out at arms length in front. Shooter will indicate when ready by hollerin out their best **cattle call!**

ATB

With Pistols, engage the Pistol targets in the Bear Paw sweep:
 Beginning on the center target, alternate between the center and each outside target, engaging each outside target one time each.

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

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

Cowbell must be taken with you to the next position.

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STAGE 3 "THE DOOKIE DEN"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

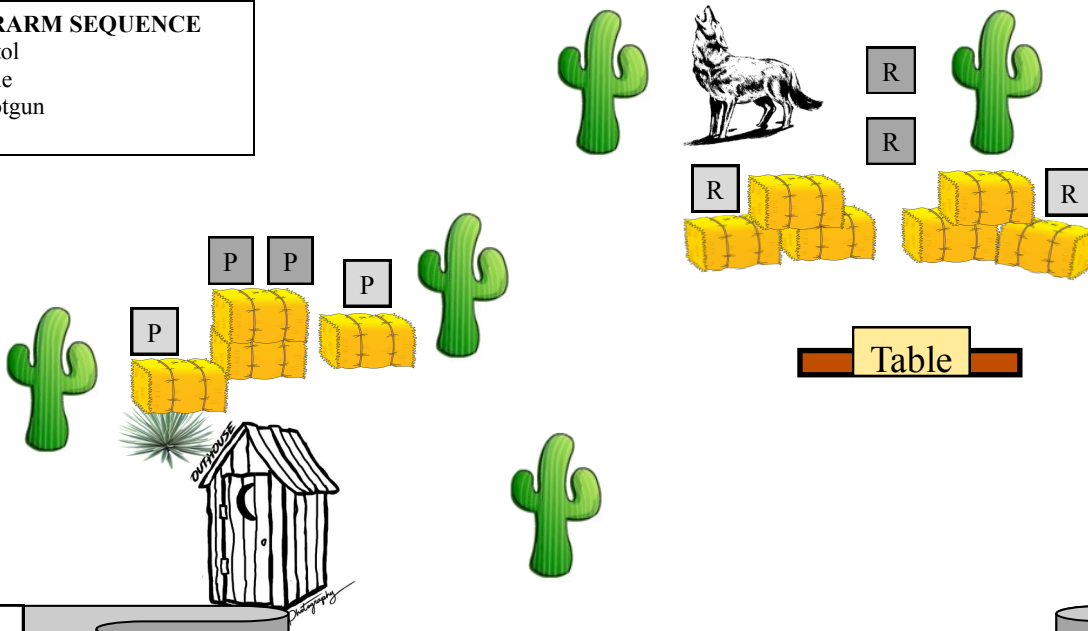
RIFLE
10 ROUNDS
ON RIGHT TABLE

SHOTGUN
2+ ROUNDS
STAGED SAFELY

FIRARM SEQUENCE

Pistol
 Rifle
 Shotgun

TEXAS STAR



LOADING

The outhouse is a sacred place. The Jokers will always be playing when your trying to take care of business. You never know when you may get locked in, or someone throws in a raccoon. Sometimes you will find a surprise under the seat. Sittin in here is where you are the most vulnerable. It is smart to take your pistols in with you. If they want your nuggets, they will have to come and get em!

UNLOADING

Shooter begins in the outhouse. Hands holding the front of your Pistol belt.

Shooter indicates when ready by saying

“Whos out there.....you want no part of this!”

ATB

With Pistols, From inside the outhouse, engage the two knockdown targets once each and two Pistol targets four times each in any order.

With Rifle, use the same instructions as the Pistols

Rifle and Pistol misses on the knockdown plates will not be counted.

With the Shotgun, Engage the large Wolf plate two times.

A make up on the Wolf will be required for any knockdown target still standing

ELDORADO 2022

STAGE 4 "THE SHERIFFS OFFICE"

2 PISTOLS
5 ROUNDS EACH
ON LEFT WINDOW SHELF

RIFLE
10 ROUNDS
ON RIGHT WINDOW SHELF

SHOTGUN
6+ ROUNDS
ON THE DONKEY TABLE

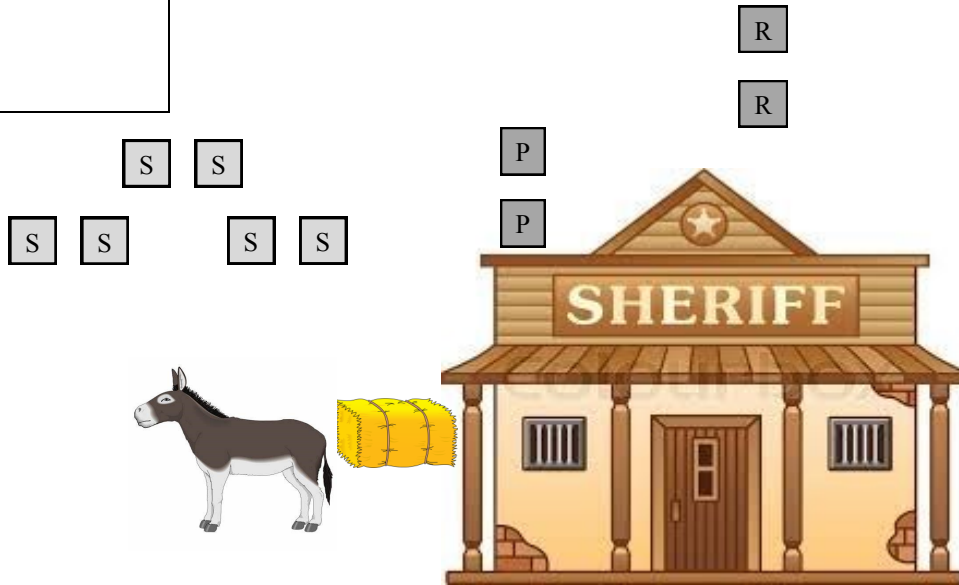
FIREARM SEQUENCE

Rifle
Pistol
Shotgun

SPEED PISTOL & RIFLE

SPEED SHOTGUN

22 PISTOL & RIFLE



**The occasional blast in Eldorado is not an uncommon event.
 Blowing up the jail is a big move and has not been seen around here.
 IT WILL attract some attention. Someone must be bustin out!?
 Better hope the blast wont slow you down.**

Shooter begins in the back corner of the jail holding the dynamite stick.
 Shooter indicates ready by saying **"Got a Light?"**

ATB exit the jail tossing the stick at the chair and moving to right window.

With Rifle, engage the Rifle targets in a continuous alternating 3, 2, 2, 3 sweep beginning on either target

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

Rounds must pass through left window.
Shooter may restage or holster pistols.

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

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STAGE 5 "THE BANK"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

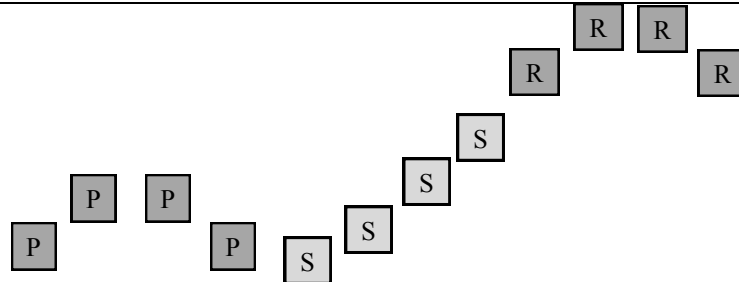
RIFLE
10 ROUNDS
ON LEFT SHELF

SHOTGUN
4+ ROUNDS
ON RIGHT SHELF

FIREARM SEQUENCE

Pistol
Rifle
Shotgun

MINI MATCH



LOADING

A robbery is seldom successful at the Nastys Bank and Trust, Nels the teller is a Nasty man and always draws first! But you have been down on your luck and the gold pannin just aint paying off. You have decided to gamble with robbin the bank and just take what you need. Hope there's time to go see Kate before getting outta town!

UNLOADING

Shooter begins at teller window facing the teller with a robbery note in hands.
Shooter indicates when ready by saying **"Open the safe, and Get out!"**

ATB - Take the Note and move to the left window.

With Pistols, engage the Pistols targets in a Nasty Nels Sweep.

Engage targets in the following order. Target 1, then 1, 2 then 1, 2, 3 then 1, 2, 3, 4. Beginning on either end

With Rifle in the right window, engage the Rifle targets using the same instructions.

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

Rounds must pass through the doorway.

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STAGE 6 "THE SALOON"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON THE BAR

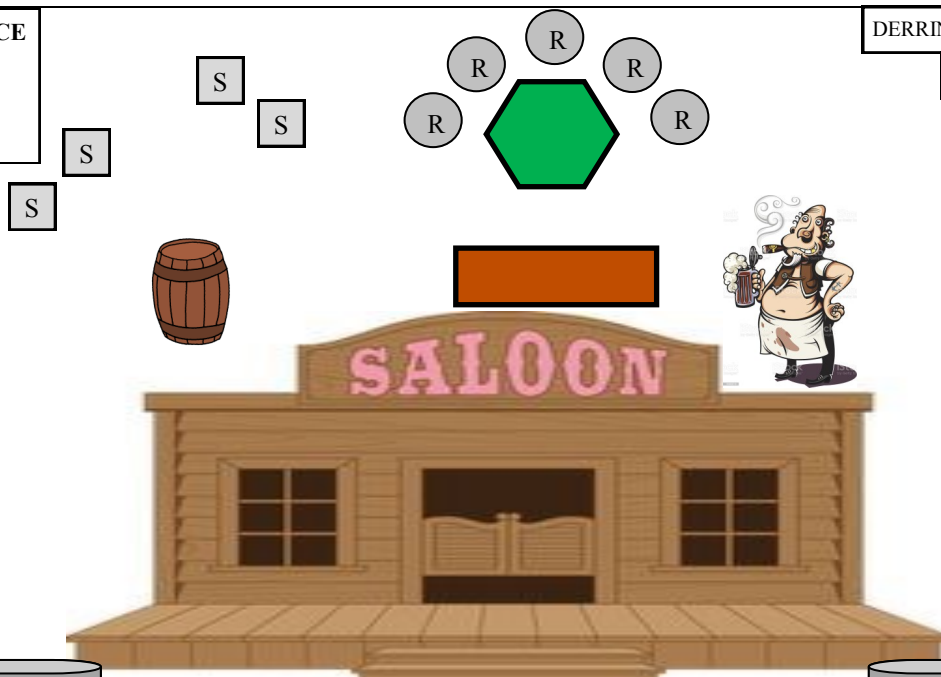
SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

PISTOLS
RIFLE
SHOTGUN

DERRINGER/POCKET PISTOL

PATTIES PRECISION



LOADING

Every town has their drunkards. The streets of Eldorado are no exception. They are all laughin at you inside the saloon cause you've been thrown out on the street. Clint the bartender has upset many when cutting them off, this will be his last. Time to shut em up, and take Sassy with you. Revenge sometimes seems too easy!

UNLOADING

Shooter begins at the right window with one hand on window frame and the other hand holding whiskey bottle.

Shooter will indicate when ready by saying
"Nobody cuts (your alias) off!"

ATB -

Throw the bottle through the window and use Pistols to engage bar tender with 10 rounds

Move inside the saloon to the bar and engage the Rifle targets twice each in any order.

From the Barrel, engage Shotgun targets in any order until down.

Whiskey bottle must be tossed through the window out of the shooter path

ELDORADO 2022

STAGE 7 "THE COMPANY STORE"

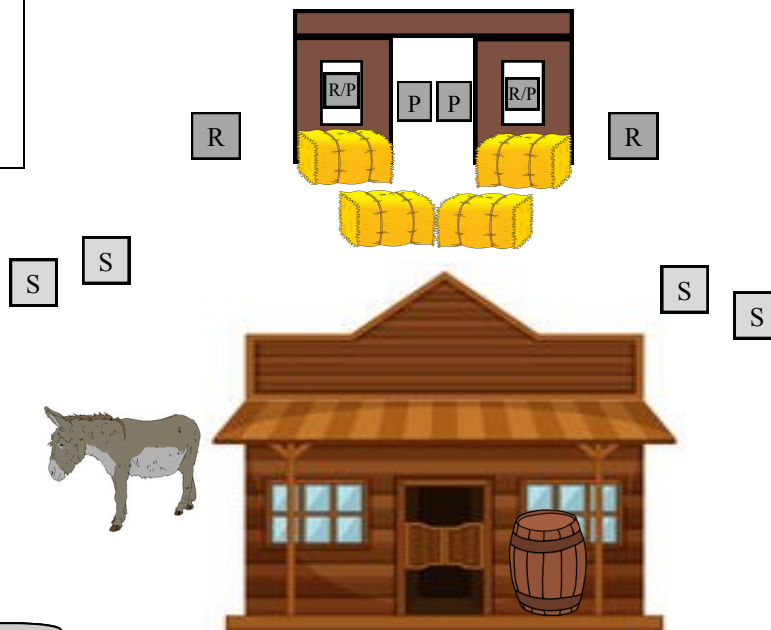
2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
STAGED SAFELY

SHOTGUN
4+ ROUNDS
IN HANDS

FIREARM SEQUENCE

Shotgun
 Rifle
 Shotgun
 Pistols



LOADING

The Eldorado Company Store is the one place in town that everyone needs, they always have what you want. Payin for it always seems to be the issue. The store gets looted more than the Bank, and they have been comin in masses. When theres trouble in town, almost always this is where it happens!

UNLOADING

Shooter begins outside the Company Store with shotgun at Port Arms. Shooter will indicate ready by saying **"Their comin around the back!"**

ATB

Enter the Store and engage two Shotgun targets through the right window in any order until down.

THEN from the left window, with the Rifle, engage the two outside Rifle targets four times each, and the window targets one time each in any order..

Rifle MUST be restaged vertically for downrange movement.

THEN engage two Shotgun targets from the left doorway in any order until down.

Make shotgun safe for down range movement.

With Pistols, engage the two doorway Pistol targets four times each, and the window targets one time each in any order.

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

Downrange facade is expendable.

ELDORADO 2022

STAGE 8 "THE STAGE STOP"

2 PISTOLS
5 ROUNDS EACH
ON THE BARREL

RIFLE
10 ROUNDS
ON TIE PILE

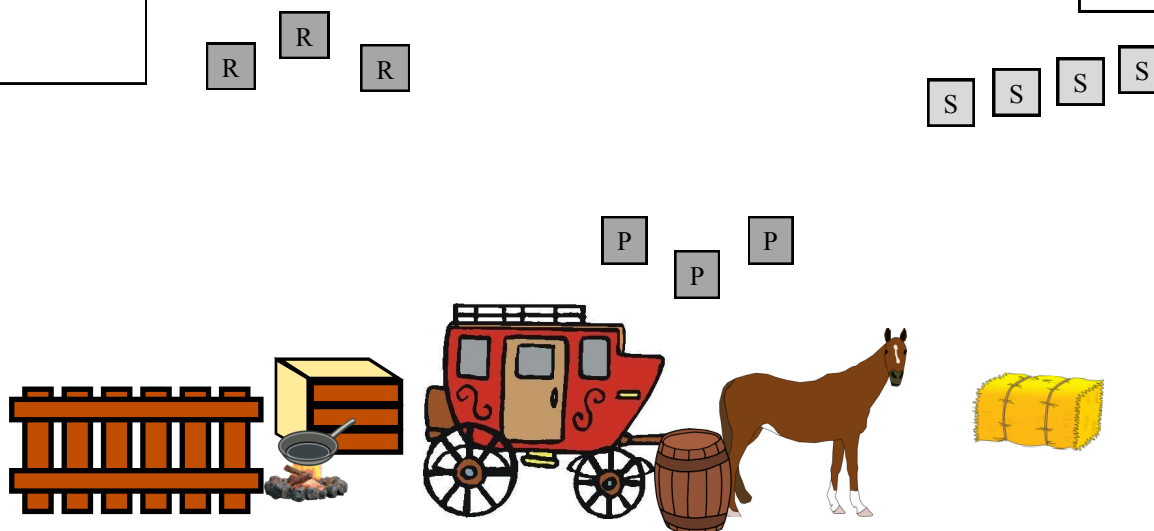
SHOTGUN
4+ ROUNDS
STAGED SAFELY

FIREARM SEQUENCE

Rifle
Pistol
Shotgun

LONG RANGE PISTOL & RIFLE

HIKOK SHOT



LOADING

Takin a break.

The Road to Eldorado is a long one for some. Folks making the journey need to stretch and eat. The driver must be the provider, and the protector. This is always a nerving time. You always have to be ready to protect the passengers and the bank cargo.

UNLOADING

Shooter begins at the camp fire with frying pan in hands Shooter will indicate when ready by saying. **"Suppers ready, and I'm servin lead"**

ATB - Drop the pan on the fire.

With Rifle, Engage the Rifle targets in a Dookie shuffle:

Double tap center target, then single tap the left, then center, then left target - Then double tap the center target and then single tap the right, then center, then right target.

With Pistols, Engage the Pistol targets using the same instructions as the Rifle

Pistols may be holstered, or re-staged.

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

ELDORADO 2022

STAGE 9 "THE TELEGRAPH OFFICE"

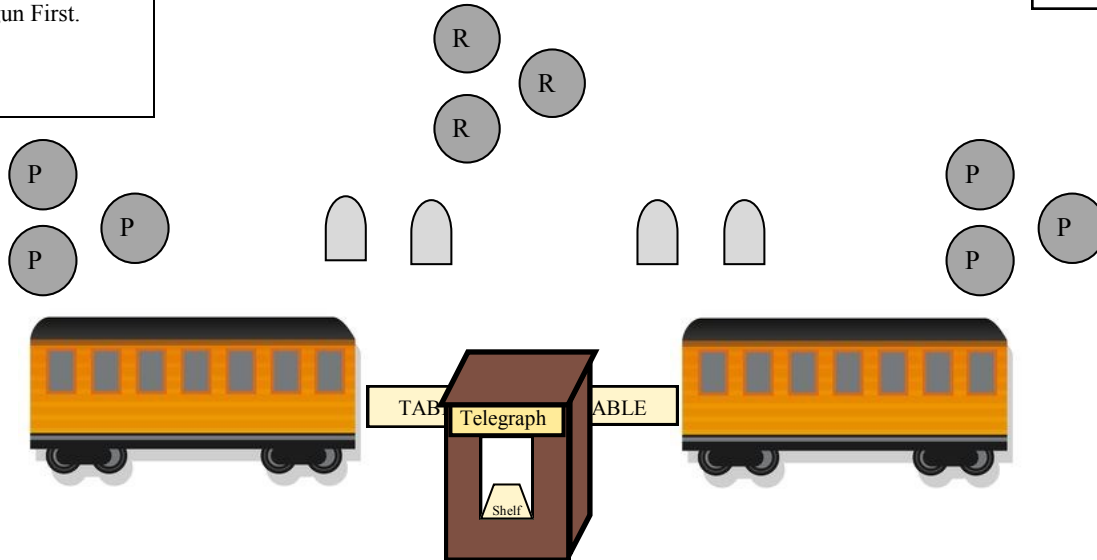
2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON TABLE

SHOTGUN
4+ ROUNDS
ON OTHER TABLE

FIREARM SEQUENCE
 Rifle or Shotgun First.
 Pistols

WILD BUNCH



LOADING

**When help is needed in Eldorado, A few taps on the telegraph is usually the way. But this time you have waited too long!
 The train is not coming anytime soon. You will have to take care of this yourself!**

UNLOADING

Shooters choice of Rifle or Shotgun first.

Shooter begins inside the office with hands tapping telegraph key.
 Shooter will indicate ready by saying **"We are gonna need some help"**

ATB

With Shotgun, engage the four bells in any order

With Rifle, engage the Rifle targets in the following order:
 Alternate between the left two targets for five rounds, then place five rounds on the right target

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

Shooters choice of using the left, or the right Pistol targets.

ELDORADO 2022

STAGE 10 "THE BORDELLO"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
ON RIGHT SHELF

SHOTGUN
4+ ROUNDS
ON LEFT SHELF

FIREARM SEQUENCE

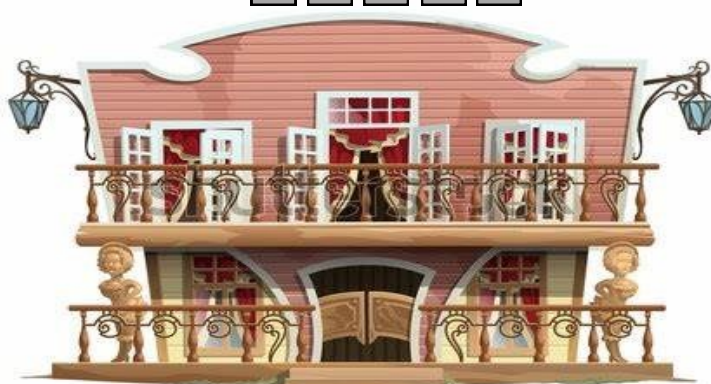
Rifle
Pistol
Shotgun

R R R R R

WILD BUNCH

S S S S

P P P P P



LOADING

Every town has its secrets. There are no exceptions here. Kates House of Fancy is ours. The house and its secrets were handed down to Kate from her mama, Madam Dolly Double Barrel. All the cowboys, miners and drifters are welcome to patron. The rules are simple, and **MUST** be followed. No messing with the girls. So take heed or Madam Kate will change you from a rooster to a hen with one shot before you can even clear your leather.

UNLOADING

Shooter begins looking through the peep hole. Shooter will indicate when ready by saying
"I see you in there! You better put that pistol away!"

ATB

With Rifle, engage the Rifle targets using a Drifter sweep.
Engage the center target two times, then sweep the middle three targets from either direction, then sweep all five targets from either direction.

Rounds must pass through the right window.

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

Rounds must pass through the doorway

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

Rounds must pass through the left window

Stage sponsored by Runamuck Kate and Dolly Double Barrel

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STAGE 11 "OUTSKIRTS"

2 PISTOLS
5 ROUNDS EACH
HOLSTERED

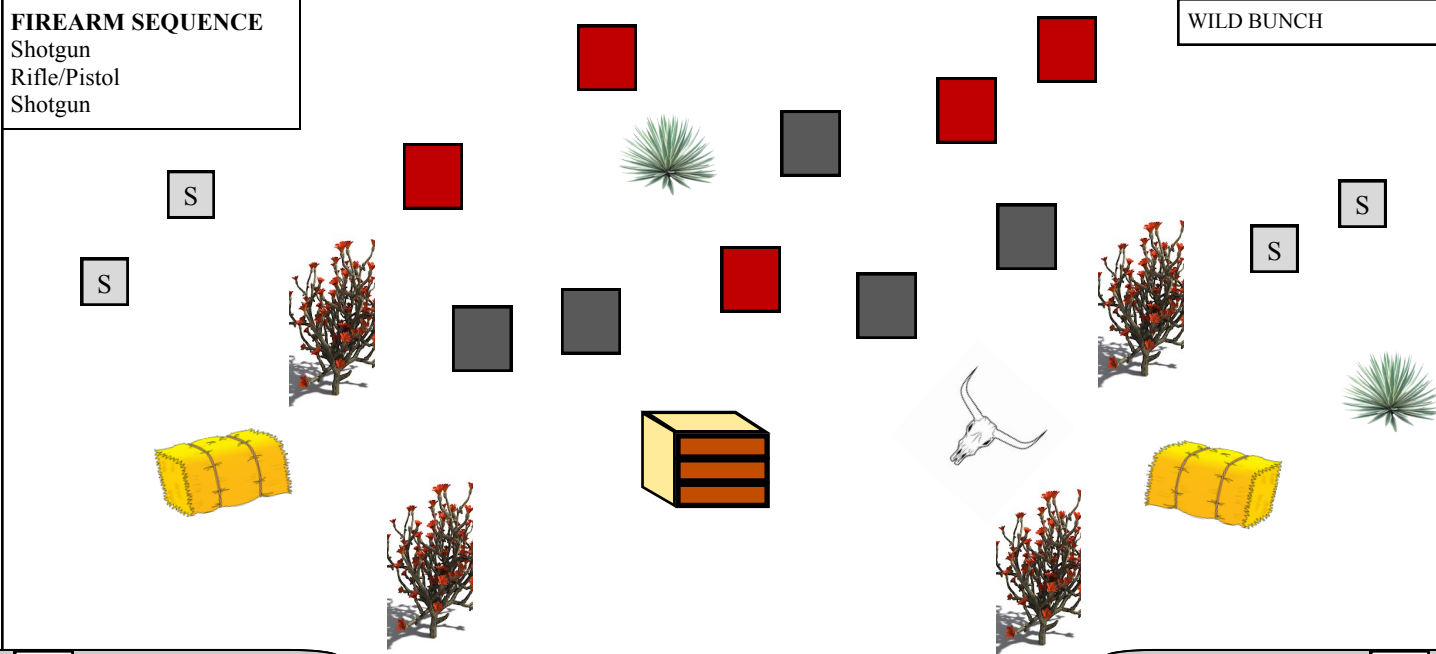
RIFLE
10 ROUNDS
ON TABLE

SHOTGUN
4+ ROUNDS
IN HANDS

FIREARM SEQUENCE

Shotgun
 Rifle/Pistol
 Shotgun

WILD BUNCH



LOADING

In the outskirts of town is where many go to find something to put in the soup.
 After shootin up the town, you've worked up an appetite.
 Squirrels and roadrunners is all you are gonna get, but they are hard to hit.
 How fast can you git em? Keep your eyes peeled, with the right take, you can make a trade at the company store.

UNLOADING

Shooter begins at either the left, or the right Hay Bale with Shotgun in hands.
 Shooter will indicate when ready by saying **"Lets go hunting"**

ATB

Engage two Shotgun targets in any order until down.

From the center table, using Rifle and Pistols, engage the targets in the following order:

Engage all Red targets with the Rifle twice each in any order

Engage all Black targets with the Pistols twice each in any order.

Shooters choice of gun order using Pistols and Rifle.

Then engage two Shotgun targets from the last Hay bale in any order until down.

ELDORADO 2022

STAGE 12 "THE MINE"

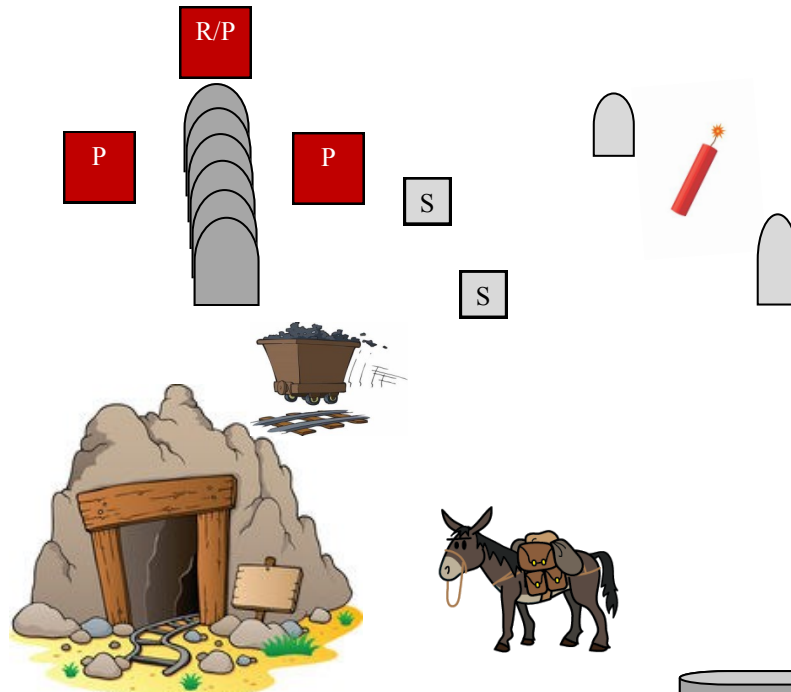
2 PISTOLS
5 ROUNDS EACH
HOLSTERED

RIFLE
10 ROUNDS
IN HANDS

SHOTGUN
4+ ROUNDS
ON TABLE

FIREARM SEQUENCE

Rifle
Pistol
Shotgun



LOADING

The streets of Eldorado would not be without the Eldorado Mine. This is the un-spoken heart of this place. You sweat for your pay, and give it back to eat! Seems your money is only good at the company store. The Miners ring the bells to warn the town before lighting the fuse.

UNLOADING

Shooter begins outside the mine with Rifle in hands, Shooter will indicate when ready by saying
"Were gonna blow it"

ATB

With Rifle, engage the knockdown rack until all are down, THEN place any remaining rounds on the R/P target.

Make Rifle safe. Misses will only be counted on the R/P plate.

With Pistols, from the oar car, engage the three plates in a 2, 1, 2 sweep, then repeat.

With Shotgun, engage the targets in the following order:
Engage two knockdown targets in any order until down, THEN engage the small bell, and THEN engage the dynamite.

Any knockdown still standing will be counted as a miss.

A make up on the large bell will be required if dynamite is missed

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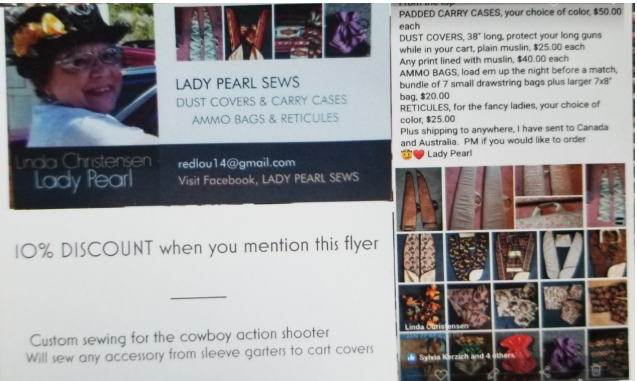
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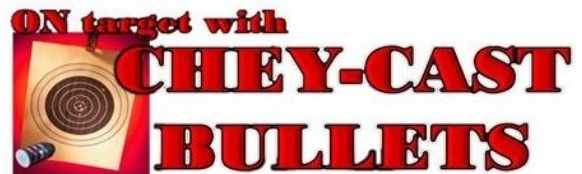
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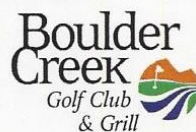
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