

The 2023 Eldorado SASS Match is Proudly Sponsored by



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Thank you for your Support to our match.

The Events for the match this year are proudly sponsored by



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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 Highroad
- Stage 2 Runamuck Kate and Fairbanks Sam
- Stage 3 Little Mouse and Double R
- Stage 4 HUD Gun Slinger Auctions
- Stage 5 River Bear and Desert Dreamcatcher
- Stage 6 Beaver and Mojave Rose
- Stage 7 Calamity Annie and Johnny Ringo
- Stage 8 Dookie, Dookie, Dookie
- Stage 9 Dead eye and Not so Dead Eye Maverick
- Stage 10 Star Nursery
- Stage 11 Hoot Owl and Thorney Rose
- Stage 12 D Tap

Wild Bunch Sponsor - Penny Pepperbox and Lash Latigo

We would like to thank Salty Pawl for Sponsoring our Junior Shooters.

Welcome to Eldorado 2023

The Board of Directors and members of the Eldorado Mining & Cattle Company, welcome you to the Twenty Fourth ELDORADO, SASS Nevada State Championship, AND the Eldorado SASS Nevada State Wild Bunch Championship. This year will be stepping back in time and exploring the "The Journey West"

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, 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 couldn't do it with out you!

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 ALL THE SUPPORTERS AND VENDORS OF ELDORADO,

Thank you to each and everyone of you.

We hope your stay will be pleasant.

Eldorado Cowboys



Boulder Rifle and Pistol Club Boulder Creek Grill, Boulder Creek Golf Club Boulder Trap Club **Competition Electronics Crown Trophy** Pinto Annie

CWF Fox Smokehouse BBO S.A.S.S. **Dawns Crafty Creations**

Long Hunter Shooting Supplies

Hellhound leather **Ballistol** Lucious Loraine, and friends

Trap House Goods Mels by Chante

Not So Dead Eye Maverick Diamond Dicks Cowboy Town Palo Verde Gunworks **Bullets by Scarlet** Mernickle Leather Lady Pearl Starline Brass Wasatch Square **Ricochet Roy's Old West** Jim Bowie Nevada Skve Dixie Dawn **Sew Doggie Cute Grannies Fancy** Erikas Kitchen Spice **Vallet Craft and Creations Pioneer Gun Works**

Star Nursery Nevada Highway Klassic laser works Shutterfly Western laboratories **Dixie Gun Works Pioneer Gun Works** Runamuck Kate and Fairbanks Sam The Wood Couple **Gun Slinger Auctions Bang and Clang Bullets Creative Crafts by Patty Droppin Bombs Bath** Craft Me Up a Cup **Pom Valley Candle** Whisperin Meadows **Rebellion Boutique**

Schedule of events

Gate Code = 8486

Monday 9-26-23

2:00 to 4:00PM - Registration open for Wild Bunch - Vendor Check in.

Tuesday

7:00 to 7:45AM - Registration for Wild Bunch

8:00AM - Wild Bunch safety meeting and first five stages begin

Wednesday

8:00AM - Final five stages of Wild Bunch

8:00 to 11:00AM Registration opens for Cowboy Match

1:00PM - Lunch and awards for Wild Bunch

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

2:00 to 3:30PM - Woman's transition class for Cowboy (15 spots only. First come first serve)

6:00PM - Poker and Karaoke

Thursday

8:00AM 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

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 for Cowboy Match is open

8:00AM - Opening ceremonies

First 6 main match stages will follow opening ceremonies

12:00PM (ish) - Lunch and Side match awards

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 and expectations

When no specific stage instructions are given, the following stage conventions and expectations 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 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 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" must be tossed out of the shooters 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 and Timer 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, unless otherwise stated in the instructions.

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

EXCEPTION: For Buckaroo/Buckarette shooters, knockdown targets do not have to go down to count, as long as they are hit. SHB page 9

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.

They cannot be engaged on the ground. 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. Firearms may ONLY be work on in a safety area, unless

supervised by match officials or posse Marshalls.

Ammunition requirements: All ammunition must meet the SASS **minimum** power factor requirements and are enforced for state and above level matches. **Maximum** velocities will also be enforced for safety of people and equipment. These numbers have been adjusted slightly for shooting steel at our range and are as follows: Pistol = 950fps, Rifle = 1300fps, Shotgun = 1200fps. Lead or coated bullets only. No plated or jacketed ammunition will be allowed. See SHB page 29 for more details.

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

ı		
	BAY 1	HICKOCK SHOT
	BAY 1	DERRINGER - POCKET PISTOL
	BAY 2	PLAINSMAN 1:00PM
	BAY 3	FASTEST PISTOLS
	BAY 3	FASTEST RIFLE
	BAY 4	FASTEST SHOTGUN
	BAY 5	BOW AND ARROW
	BAY 6	LONG RANGE RIFLE - PISTOLS (pistol caliber)
	BAY 6	TRANSITIONS
	BAY 7	PLAYING CARDS - 50/50 POKER HAND
	BAY 8	MINI MATCH (STAGE 1) 9:00 AM & 1:00 PM
	BAY 9	MINI MATCH (STAGE 2)
	BAY 10	MINI MATCH (STAGE 3)
	BAY 11	TEXAS STAR
	BAY 12	22 SPEED PISTOL AND RIFLE

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

The Journey West

In the spring of 1883 a group of Ranchers, Prospectors and Law Men started a journey west. They were in search of a new life that their corrupt and crowded Midwest town just couldn't offer.

They spoke of life out west where they could start a ranch, mine for silver and gold and possibly start a town.

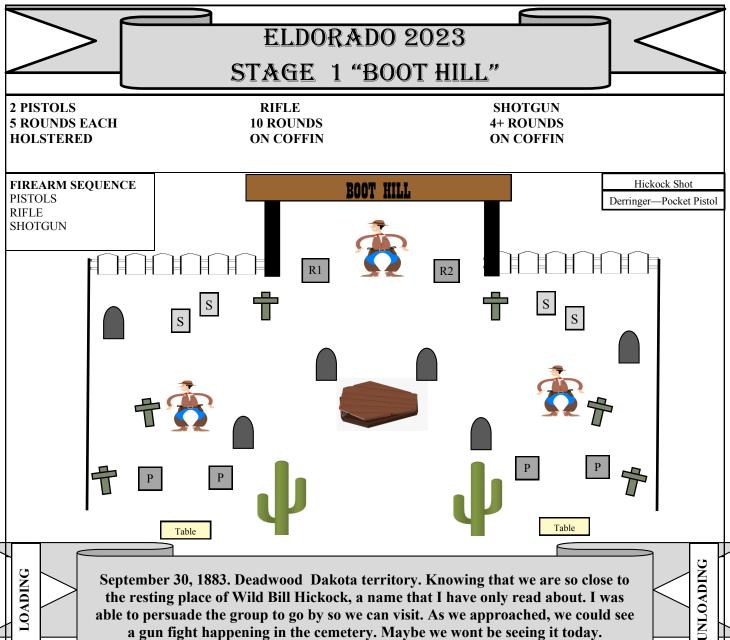
They were uncertain of where this place would be, or even where they may end up, but they knew it was out there somewhere. So they packed up their wagons, loaded up their families and started heading toward the sunset.

During the next several months they endured hunger, sickness, theft, corruption, some unfriendly towns and the worst of mother nature. They also witnessed murders, train robberies, bandits and prostitution. During their exploration they also made some new friends, lost some old ones and helped others.

Giving up was not an option. They would not quit until they found it, or until they were buried trying.

Sitting around the fire they often talked about what they would call this place once they found it. Thinking of what inspired their journey "Eldorado" (a place of wealth and opportunity) came to mind. From that night forward they referred to themselves as the Eldorado Cowboys.

The following pages are entries from their journal. Join us in telling their story titled "The Journey West".



Shooter begins at either left or right table with hand(s) on Pistol(s).

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Shooter will indicate ready by saying

"Sheriff Bullock we're not coming out alive" ATR

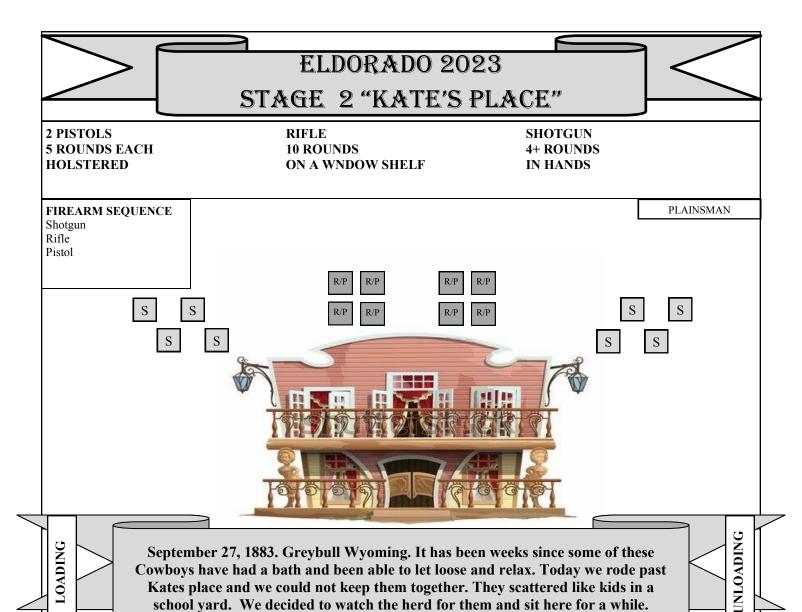
With Pistols, engage the Pistol targets using the following instructions: Engage the targets in a regressive sweep, alternating on two targets for nine rounds, THEN place the last round on the Cowboy.

(4, 3, 2, 1)

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

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

Stage sponsored by Highroad



Shooter begins at either the left, or the right doorway. Shooter will indicate when ready by saying "Get out!!! It's my turn!"

school yard. We decided to watch the herd for them and sit here for a while.

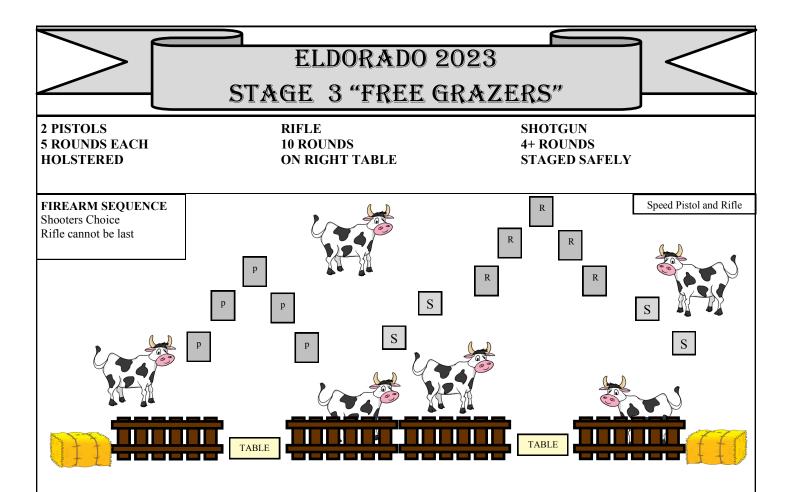
ATB

With the Shotgun, engage Shotgun targets in any order until down. Rounds must pass through the doorway.

With Rifle, at a window, engage the Rifle/Pistol targets in a double tap sweep starting on any target, in a clockwise or counter clockwise direction for 10 rounds.

With Pistols, at the other window, engage the Rifle/Pistol targets using the same instructions as Rifle.

Stage sponsored by Runamuck Kate and Fairbanks Sam



LOADING

July 22, 1883. Nebraska. The feed is thick here and will benefit our heard. We have been traveling slow to let the animals feed and fatten up. But the ranchers here are not happy that we are grazing so much. They are pushing us to move along. They have been raiding our camps and terrorizing us at night to keep us moving.

UNLOADING

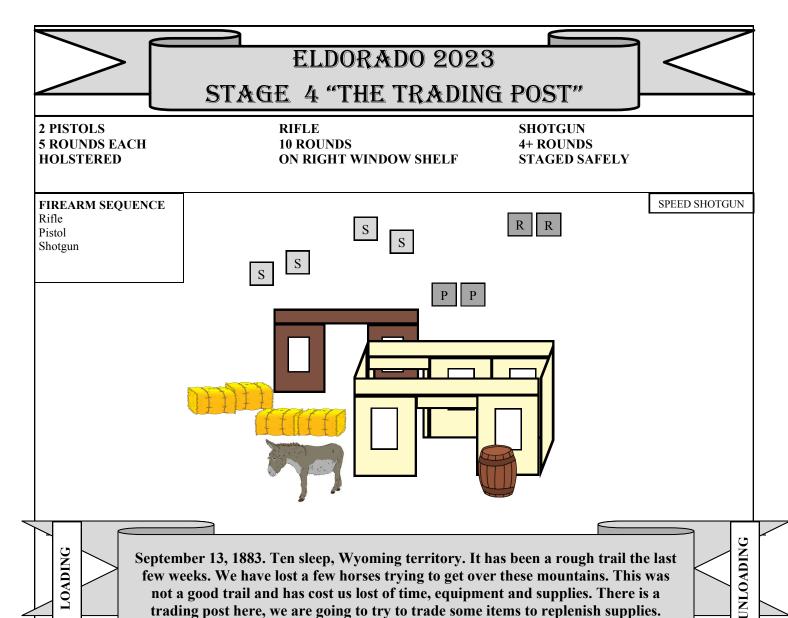
Shooter begins at left or right table with hands flat on the table. Shooter will indicate when ready by sayin "We gotta move these FREE grazers along"

ATB

With Pistols, engage the Pistol targets in the following order:
Place three rounds on the top center target, and place one round on each bottom
Target. THEN place three rounds on the top center target, and place one round on each
middle target in any order.

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

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



few weeks. We have lost a few horses trying to get over these mountains. This was not a good trail and has cost us lost of time, equipment and supplies. There is a trading post here, we are going to try to trade some items to replenish supplies.

Shooter begins outside the Trading Post with hands on saddle horn. Shooter will indicate ready by saying "Im just tryin to trade this old saddle!"

ATB

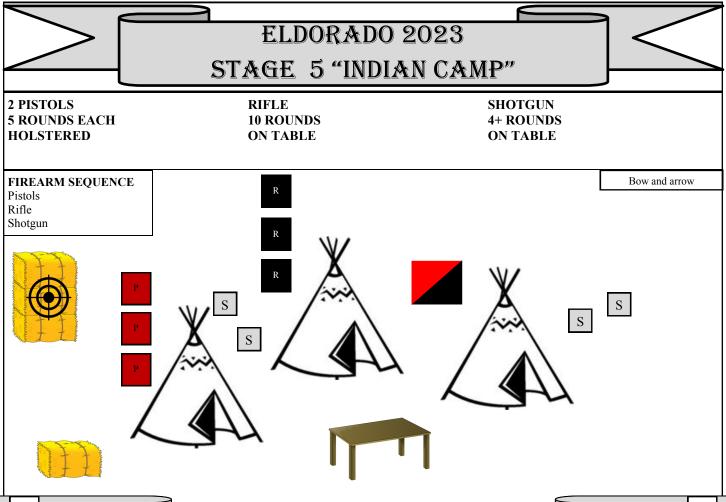
Enter the Store and engage two Rifle targets alternating in a 4, 1, 1, 4 sweep beginning on either target.

Rifle MUST be staged safely for forward movement.

THEN from the left window, engage the Pistol targets using the same instructions as the Rifle.

With Shotgun in the alley, engage two Shotgun targets from the right window, and two from the left window in any order until down.

Stage sponsored by Gun Slinger Auctions



OADING

August 3, 1883. Dry Valley, Nebraska. The Natives here have been looking to trade with us. They are in need of guns and ammunition to help with their battle. They will teach us to hunt, give us grain, and will show us a safe passage from here on our journey if we would trade with them and teach them how to use the tools. They have been getting attacked for weeks. While we were at their camp, they were attacked again. But the other side was not expecting guns!

UNLOADING

Shooter begins at the hay bale with Long Bow in hands and ready to send an Optional arrow. Shooter will indicate when ready by saying "Save the camp!"

ATB

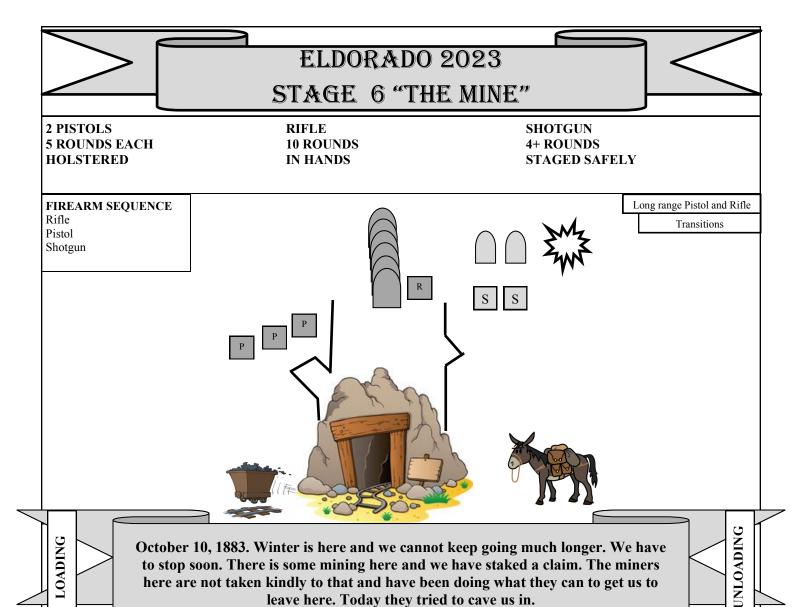
Send arrow into the bullseye and move to the left Tee Pee to engage sequence as instructed.

With Pistols, engage the Pistol targets in the following order: Double tap the three targets on the totem pole, then place four rounds on the large plate.

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

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

An arrow placed in the bullseye will be awarded a raffle ticket



Shooter will begin outside the mine with Rifle in hands. Shooter will indicate when ready by saying "I'm the only miner in this town"

leave here. Today they tried to cave us in.

ATB

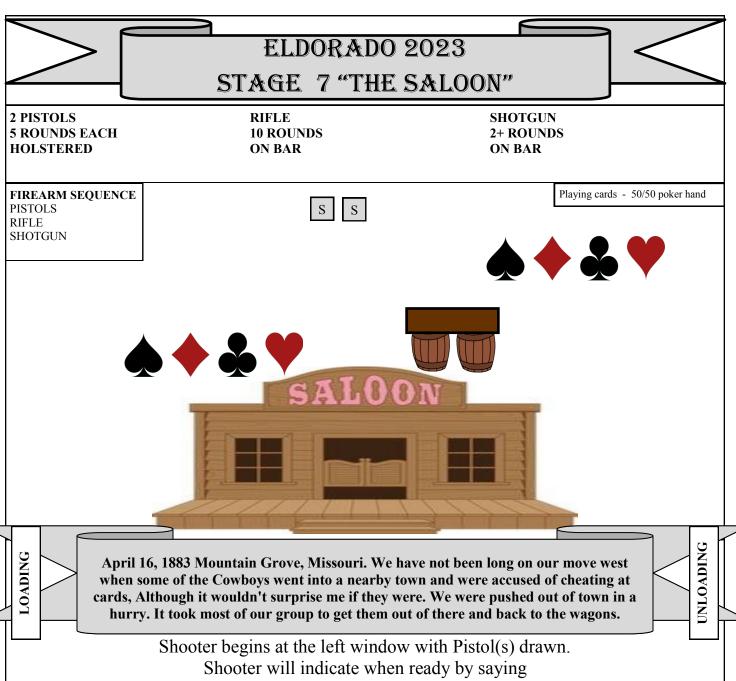
With Rifle, engage the plate rack until all plates are down, **Then** place any remaining rounds on the Rifle plate.

A miss on Rifle plate, or a plate left standing will be counted as a miss. Make rifle safe for down range movement.

With Pistols, at left window, engage the Pistol targets in the following order: Place two rounds on the center target, then single tap sweep the three targets, then repeat.

With Shotgun, at the right window, engage the two bells and the two knockdowns in any order until down

Stage sponsored by Beaver and Mohave Rose



"You Callin me a cheat!"

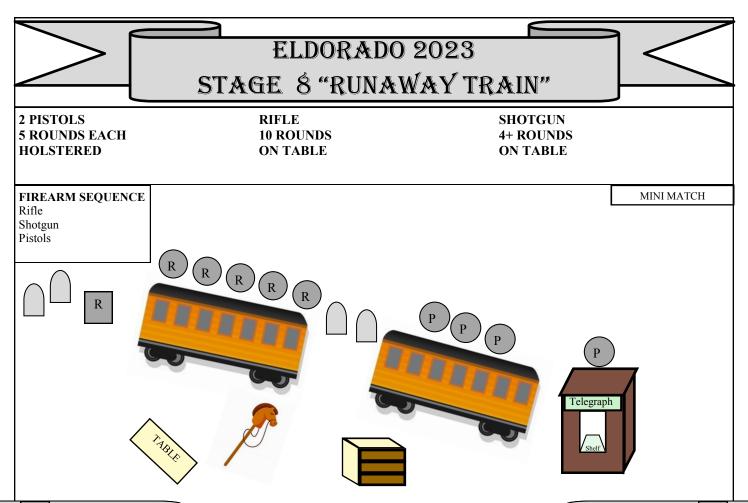
ATB

With Pistols, engage the Pistol targets Ten on Four.

With Rifle, from the right side of the bar, engage the Rifle targets using the same instructions as Pistols. Rounds must pass to the right of the bar

With Shotgun, from the left side of the bar, engage targets in any order until down. Rounds must pass to the left of the bar.

Stage sponsored by Calamity Annie and Johnny Ringo



LOADING

June 18, 1883. A group of bandits have been using the Rail Road to move from town to town robbing banks and stores. Today in a meadow they were stopped by a posse sent out to capture them. It seems they had no intentions of going easy. It sounded like a battle field from across that meadow. They were not getting off that train!

UNLOADING

Shooter begins at the left table with one hand on hat, and the other on the horse. Shooter will indicate when ready by saying "This is the end of the line"

ATB

With Rifle engage the five knockdowns and the dump plate with ten rounds.

Missed knockdowns can be made up anytime during the sequence.

With Shotgun engage four bells in any order

Take your horse with you to the railroad ties. *An Honest attempt must be made to get the horse to the tie pile*

With Pistols, engage the Pistol targets three times each and place one round on the plate in the telegraph office

Any knockdown still standing will be counted as a miss

Stage sponsored by Dookie, Dookie, Dookie

ELDORADO 2023 STAGE 9 "TATONKA" 2 PISTOLS 5 ROUNDS EACH 10 ROUNDS ON LEFT TABLE FIREARM SEQUENCE Rifle/Pistol Shotgun MINIMATCH R R R R R P

LOADING

August 30, 1883 The Dakotas. The First snowfall has already came. It will be cold soon and we will need supplies and a place to settle for the winter. Today a few of us went out with a hunting party after some Buffalo. We need the meat and hides to help get through the winter. I hope they come back with a big one!

UNLOADING

Shooter begins at either the left, or the right table at the ready. Shooter will indicate when ready by saying "BIG Tatonka"

ATB

With Pistols, from the right table, place two rounds on the outside target, place six rounds on the buffalo head, and engage the two knockdown targets in any order.

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

<u>Any knockdown still standing can be made up with the Shotgun</u>

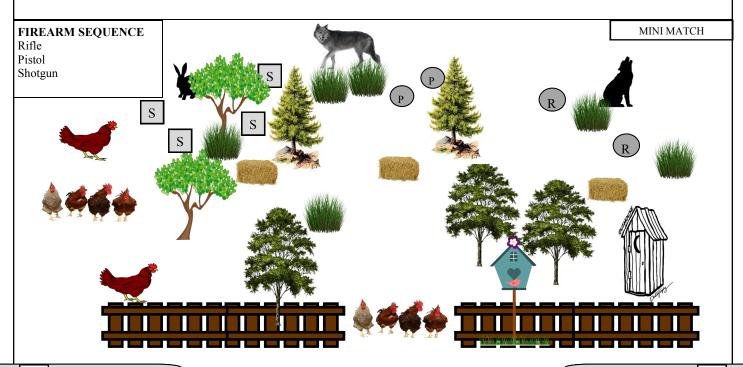
With Shotgun, engage all knockdowns still standing and place two rounds on remaining Shotgun target in any order.

Shooters may begin with either the Pistols or Rifle, then the Shotgun.

Stage sponsored by Dead and Not So Dead Eye Maverick

ELDORADO 2023 STAGE 10 "THE HOMESTEAD"

2 PISTOLS 5 ROUNDS EACH HOLSTERED RIFLE 10 ROUNDS ON RIGHT HAYBALE SHOTGUN 4+ ROUNDS STAGED SAFELY



LOADING

July 1883. Nebraska territory. We have been here on this homestead with the Brady's for a few weeks now. Doing some work here, restocking and preparing to move North before the cold. They have been a great help to us. UNLOADING

Shooter begins in the Outhouse with hands holding handles.
Shooter will indicate when ready by saying
"Damn it, who's messing with the chickens!"

ATB

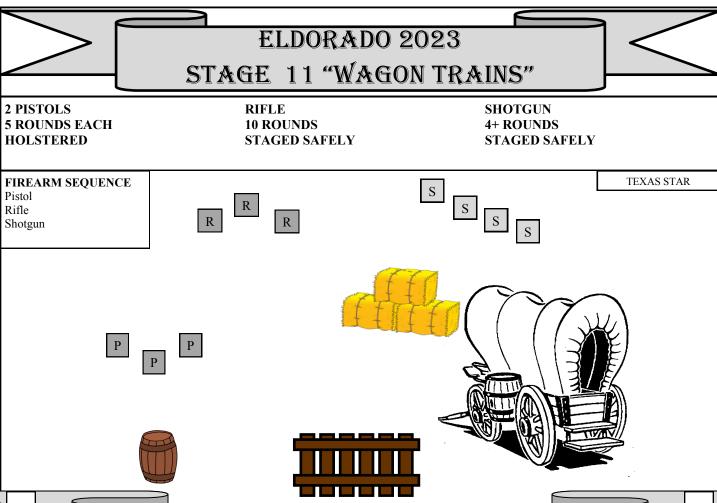
With Rifle, engage the Rifle targets in the following order:
Place two rounds on the wolf, then single tap each plate, then place two rounds on the wolf, then single tap each plate, then place two rounds on the wolf.

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

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

Two rounds must pass on each side of the tree.

Stage sponsored by Star Nursery



LOADING

May 17, 1883 Today we have been riding long the banks of Skinnawah creek Kansas. It has been a long day today. We found a nice spot to rest for a few days. As we were bringing the wagons in to set up camp, a group of bandits came from over the banks with guns blazin. We had to fight.

UNLOADING

Shooter begins at the barrel with hands at the ready. Shooter will indicate when ready by saying. "Bring them wagons in!"

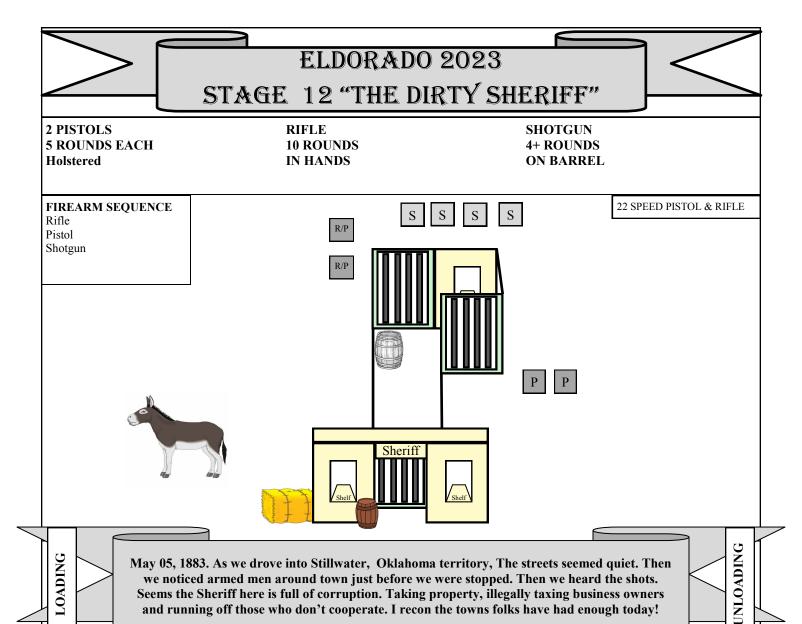
ATB

With Pistols, engage the Pistol targets in a 1, 2, 4, 2, 1 sweep, beginning on either end.

With Rifle, from the wagon, engage the Rifle targets using the same instructions as the Pistol. *Make Rifle safe for forward movement.*

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

Rifle target may NOT be engaged further forward than the front wheel of the wagon.



Shooter begins at the left window with Rifle in hands Shooter will indicate when ready by saying "Im comin for ya Sheriff"

and running off those who don't cooperate. I recon the towns folks have had enough today!

ATB

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

Make rifle safe for downrange movement

With Pistols, at the right inside window, engage the Pistol targets in a 3, 2 sweep with the first five rounds. Then, at the downrange barrel, engage two targets with the last five rounds using the same instructions.

Pull jail keys from the wall to open the cell block door anytime after the Rifle.

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

Stage sponsored by D Tap

A Big Cowboy Thank You To The Supporters And Vendors Of ELDORADO 2023

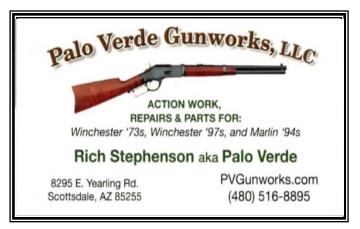
















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Boulder Rifle and Pistol Club

2700 Utah Street P. O. Box 60534 Boulder City, NV. 89006-0534

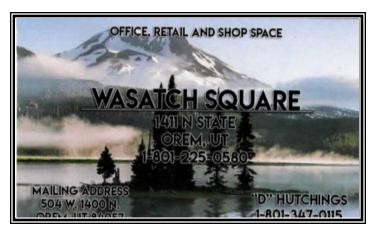
Website: brpc1.org E-Mail: brpc@brpc1.org Phone: 702.293.1885





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FOX

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Klassic Laser Works

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