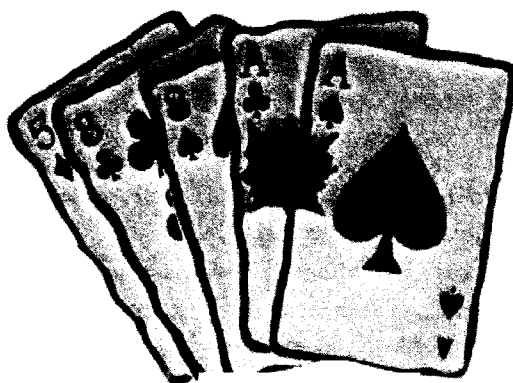




Gold Coast Gunfight 2015

Betting On

Gamblers



of the

OLD WEST

February 14th & 15th, 2015

at

Markham Park Target Range

Presented by

Gold Coast Gunslingers

Visit www.goldcoastgunslingers.com



Markham Park
16001 W. State Rd. 84
Sunrise, FL
954-389-2005



2000 N. Commerce Parkway
Weston, FL 33326
954-343-1225

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Stage 1

The year is 2015, and you feel lucky! So you walk into the Hard Rock Casino to do a bit of gambling. An old machine in the corner catches your eye, it looks like an old fortune teller machine but in this case it claims to be able to read your past. So you indulge and place \$1 in the machine. Suddenly you find yourself in the old west in Deadwood at Al Swearengen's saloon with lots of colorful language! Al's henchmen have accused you of cheating at cards! No time to figure it all out, best draw and high tail it out of there in a running fight if you want to live!

2 Pistols 5 Rnd each holstered

Rifle 10 Rnd – Staged and re-staged safely

Shotgun 6 Rnd – Staged and re-staged safely



Knock down table



Procedure:

Shooter starts seated at table, both hands touching table.

Your line **"I ain't the _____ that cheated you!"**

ATB Stand up and knock over table.

Pistols: From table; From either left to right OR right to left, triple tap P1, single tap P2, Double tap P3, Single tap P4, Triple tap P5. Re-holster

Shotgun: Shoot at least 2 poppers from left of the lamp post, and shoot at least 2 poppers from the right of the lamp post.
Shoot all 6 poppers until down.

Rifle: From right side of horse

From either left to right OR right to left, triple tap R1, single tap R2, Double tap R3, Single tap R4, Triple tap R5
Re-stage rifle safely.

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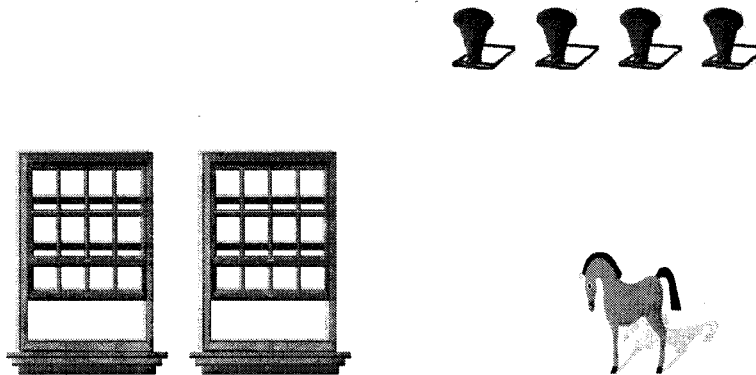
Stage 2

Narrowly making it out of Swearengen's house of iniquity, you go down the street to Nutall & Mann's establishment. There you engage in a lively game of chance with none other than Wild Bill Hickok! When in walks Jack McCall pistol in hand, and before you can warn him shoots Wild Bill in the back of the head! That's when all hell breaks loose!

2 Pistols 5 Rnd each holstered

Rifle 10 Rnd – Staged and re-staged safely

Shotgun 4 Rnd – Staged and re-staged on Horse



Shooter starts right window hands on window frame.

Start Line: "McCall! You _____!!"

ATB, with rifle

Rifle: From right window; double tap center target (R3), then single tap targets (in order) R2,R1,R2. Then double tap R3, then single tap targets (in order) R4,R5,R4.

Re-stage rifle safely. (Target placement R1 R2 R3 R4 R5)

Move to Left window

1st Pistol: From Left window; double tap center target (P3), then single tap targets (in order) P2,P1,P2.

Re-Holster (Target placement P1 P2 P3 P4 P5).

Move to Right window.

2nd Pistol: From Right window; Double tap center target P3, then single tap targets (in order) P4,P5,P4.

Re-Holster. (Target placement P1 P2 P3 P4 P5)

Shotgun: From horse, Shoot Poppers any order, until down.

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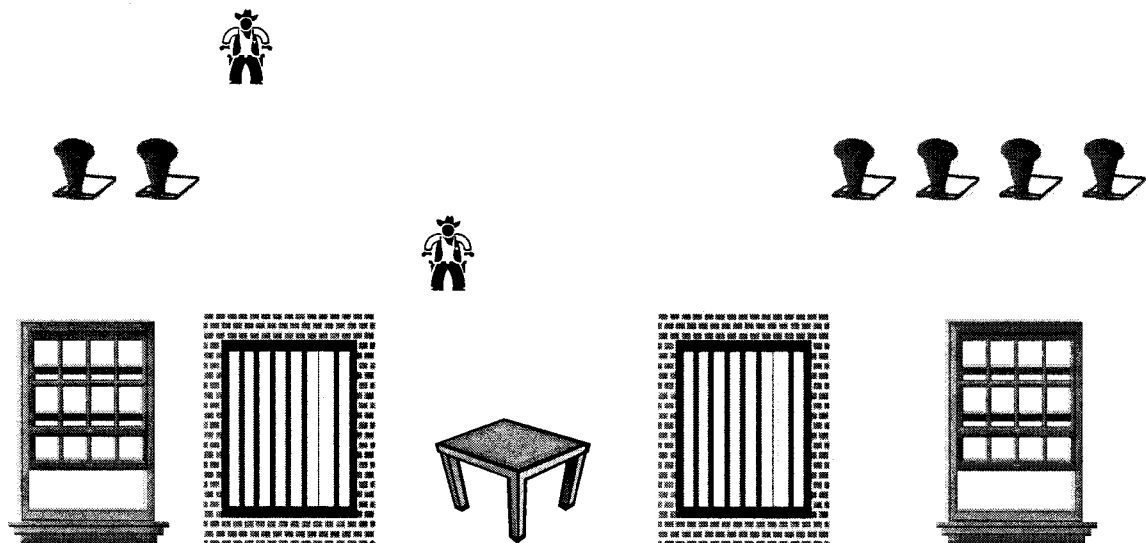
Stage 3

McCall is apprehended and brought to the town's jail. As he sits awaiting his fate, Swearingen facilitates a mock trial where McCall is acquitted. That just doesn't bode well with factions close to Wild Bill. McCall is leaving the jail bragging, so you show him leaving town might be in his best interest.

2 Pistols 5 Rnd each holstered

Rifle 10 Rnd – Staged and re-staged safely

Shotgun 6 Rnd – Staged and re-staged safely



Shooter starts at left window with rifle staged, hands on side frames.

Your Line: **"You best hi-tail it outta here you _____!"**

ATB:

Rifle: From left window, in any order, 1 Rnd on each outside target, 2 Rnd on each inside target, and 4 Rnd on center target.

Re-stage rifle safely.

then

Shotgun: Shoot 2 poppers from left window, and 4 poppers from right window.

Shoot poppers until down. Restage shotgun safely.

then

Pistols: From Center, In any order, 1 Rnd on each outside target, 2 Rnd on each inside target, and 4 Rnd on center target. Re-holster

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Tiresoles of Miami : Tiresoles Group

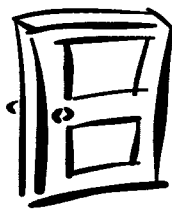
Stage 4

To alleviate your frustration you take up with the infamous Kitty Leroy. Kitty is known for gambling and eliminating men she tires of. Well, you've soundly beaten her in a game of 5 card stud, and your reward was to be followed by a bit of poker ... or should we say poke-her! Well Stud, clearly Kitty is not in the mood for such, and she decides perhaps it's time to retire you permanently, especially since you kicked down her door.

2 pistols: 5 Rnd each holstered & re-holstered

Rifle: 10 Rnd, staged & restaged safely

Shotgun: 4 Rnd, Staged and restaged safely



Procedure:

Hands not touching guns or ammo; start at door.

Your line: "Come 'on Kitty, you _____; double or nothing?"

ATB Knock down the door and pull pistol:

Pistols: From behind Door; Double Tap targets as follows: 1 of the top targets, then opposite side bottom target, then other top target, then opposite side bottom target, then last 2 on the center.

Re-holster.

Rifle: From Left side of horse; Double Tap targets as follows: 1 of the top targets, then opposite side bottom target, then other top target, then opposite side bottom target, then last 2 on the center.

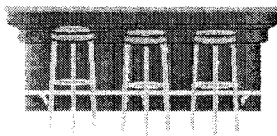
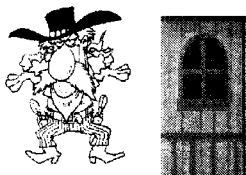
Shotgun: From right side of horse, shoot poppers in any order until down.

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Stage 5

Continuing the search for McCall you find yourself in Dodge City, where you meet up with Maverick. (I know he's not real but this is fantasy!) After a few too many drinks and losing too much money at Faro; you accuse ole Maverick of trickery! That's when lead begins to fly.

Pistols	5 Rnd each, staged on Bar and either re-staged on bar or re-holstered
Rifle	10 Rnd Staged Safely
Shotgun	4+ Rnd Staged Safely



Procedure:

Shooter starts at either pistol or shotgun, both hands holding cards.

Shooter says, "**Maverick**, you _____!" ATB,

1st Pistol: From behind Bar and In any order, engage Big Sam (left target) with 3 rounds and the target through the façade window with 2 Rnd, Holster or re-stage on bar.

2nd Pistol: Repeat Instructions for 1st Pistol. Holster or re-stage on bar.

Rifle: With at least 1 foot behind center table, in 2 sequences of 5 shots and ANY order, engage Big Sam to the right of the window with 3 Rnd, and engage the target in the window with 2 rounds, repeat instructions for 2nd sequence of 5 shots. Re-stage rifle safely.

Shotgun: With at least 1 foot behind center table, engage poppers until down. PMF.

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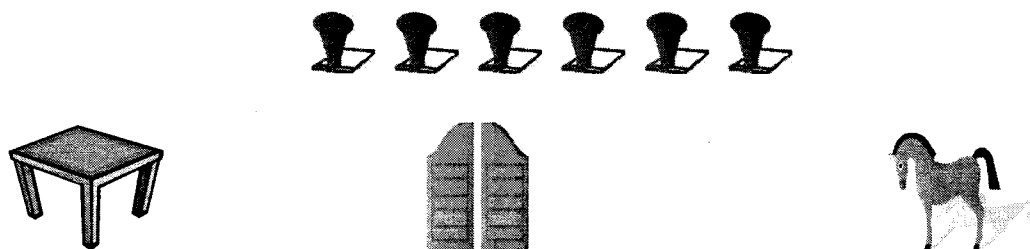
Stage 6

In the search for J.B. Hickok's assassin we find ourselves in yet another saloon as a participant in a friendly (so far!) game of poker, with the notorious Doc Holiday. Doc was being uncommonly lucky at cards, and Big Nose Kate steps by his side, as Doc reaches for her he says, "Why Kate, you're not wearing a bustle!" Suddenly the game turned ugly when a guy with several losing hands accused Doc of having "advantaged cards". A knife fight ensued, with Doc the victor. Now seemed like an appropriate time for Doc and Kate to leave, and as an ally of Doc's you cover his exit.

2 Pistols 5 Rnd each holstered

Rifle 10 Rnd – Staged on horse and re-staged safely

Shotgun 6 Rnd – Staged and re-staged safely



Shooter starts at Saloon door (doors open) Shotgun held cowboy port arms.

Shooters line: **"Get outta here Doc, I'll hold off these _____!"**

ATB

Shotgun: From Saloon doors, engage the poppers until down, PMF

Then move to horse and with rifle.

Rifle: From horse; Double tap center square, double either left or right end square, then single tap either left or right side round target; then Double tap the center square, double tap the opposite end square and single tap opposite round target.

Re-stage rifle safely. Then move to Table

Pistols: With at least 1 foot behind table, Double tap center square, double either left or right end square, then single tap either left or right side round target; then with 2nd pistol Double tap the center square, double tap the opposite end square (as shot with 1st pistol) and single tap opposite round target (as shot with 1st pistol).

Re-holster

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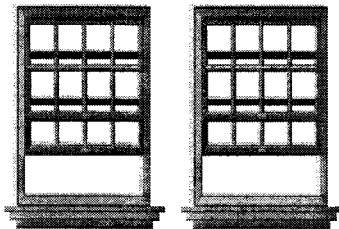
Stage 7

Poker may not be your game, so while still in Dodge City at the Long Branch Saloon you decide to try your hand at some Black Jack. You've been told you can win this game by counting the cards. That should be easy, right? Not so fast, the notorious Madame Moustache (AKA Eleanor Dumont) is the dealer and has caught onto your card counting and puts you on notice... before she calls her enforcers you best deny card counting, but better remember what that count was before the draw!

2 Pistols 5 Rnd each holstered

Rifle 10 Rnd – Staged and re-staged safely

Shotgun 4 Rnd – Staged on horse and re-staged safely



Procedure:

Shooter starts either Pistol position, or shotgun position; hands at sides.

Start Line: **“Card counting is for _____!”** ATB

1st Pistol: In any order; Shoot the 2 stars to the left of the lamppost 1 time each, and triple tap the Square to the right of the lamppost. (P1,P2,P3,P3,P3) Lamppost **MUST** split the shots in between the stars and Square; if you must move then do so safely with the pistol not in a condition ready to fire. Shooting the lamppost will be a MDQ (impact within 5 feet of shooter). Re-Holster.

Move to left window.

2nd Pistol: In any order; Double tap the Round target, and triple tap the Square target. (P4,P4,P5,P5,P5) Re-holster. Move to right window

Rifle: In any order Single tap the Stars, Triple Tap the Squares, and double tap the Round targets. Re-stage rifle safely.

Shotgun: From horse. Engage poppers until down, PMF.

Re-Stage Shotgun Safely

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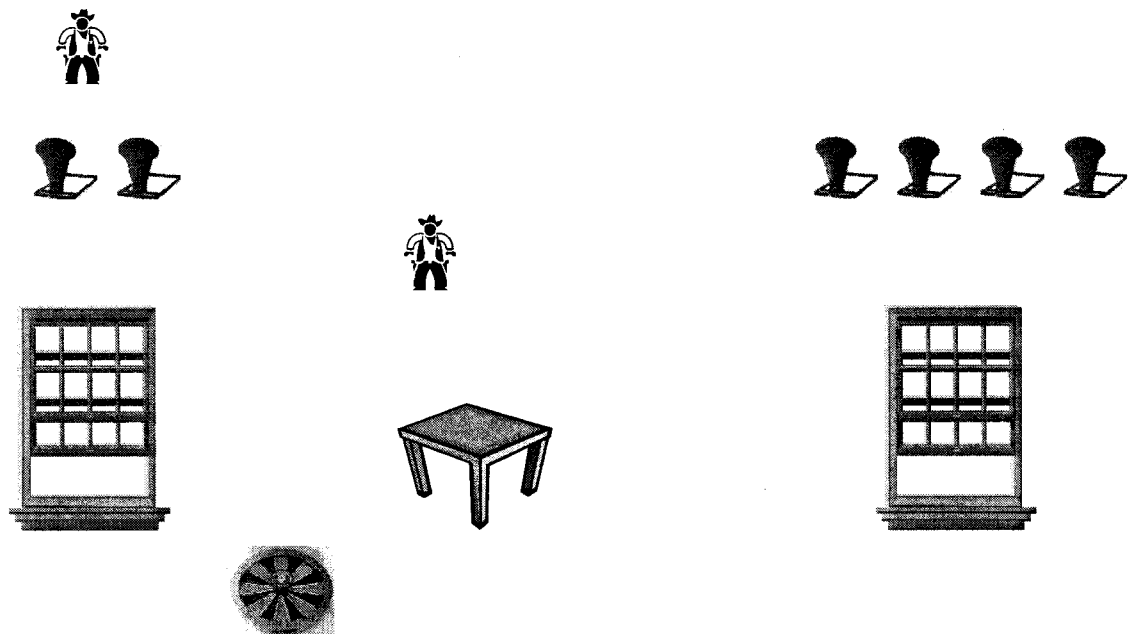
Stage 8

Enough of the cards, onto a real game of chance. You try the wheel of fortune, also known as Roulette! So you lay your stake down, and turn the wheel. After several turns you realize the only counting you are doing here is how much you are losing! Time to move on.

2 Pistols 5 Rnd each holstered

Rifle 10 Rnd – Staged and re-staged safely

Shotgun 6 Rnd – Staged and re-staged safely



Procedure:

Shooter starts Roulette Wheel. Spin the wheel, if you land on black start with rifle, if you land on red start with pistols; you must end with either pistol or shotgun.

Your line: "You _____ have this wheel rigged!" ATB:

1st Pistol: From the center, shoot 1 Rnd on center target, then double tap either 2 each left side or right side targets. Re-Holster

2nd Pistol: From the center, shoot 1 Rnd on center target, then double tap the opposite side 2 each targets that you shot on the first pistol. Re-holster

Rifle: From left window, shoot 1 Rnd on center target, then double tap either 2 each left side or right side targets; then shoot 1 Rnd on center target, then double tap the opposite side 2 each targets that you shot on the first 5 rounds.

Re-stage rifle safely.

Shotgun: In any order; shoot 2 poppers from left window until down, and 4 poppers from right window until down. PMF

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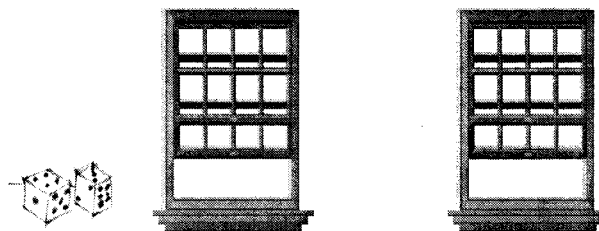
Stage 9

Craps! Well, that is the game! A game of risk and chance, only to find that you have risked quite a bit of your money and time and seem to have no chance of winning anything. Seems the house always wins at the Long Branch Saloon.... Perhaps it's time to even the odds a bit.

2 pistols: 5 Rnd each holstered & Re-holstered

Rifle: 10 Rnd, staged & restaged safely

Shotgun: 4 Rnd, Staged and restaged safely



Procedure:

Start at Craps table holding dice. Start and end with either pistol or shotgun.

State your line: "**These are loaded dice you _____!**" and throw the dice. ATB;

1st Pistol: From Open doorway; Sweep targets either vertically or horizontally in a double tap, single tap, double tap sweep. (2-1-2) Re-holster

2nd Pistol: From Open doorway; Sweep targets either vertically or horizontally (opposite first pistol) in a double tap, single tap, double tap sweep. (2-1-2). Re-holster.

Rifle: From Left window; Sweep targets either vertically or horizontally in a double tap, single tap, double tap sweep. (2-1-2), then sweep targets either vertically or horizontally (opposite first 5 shoots) in a double tap, single tap, double tap sweep. (2-1-2). Re-stage rifle safely.

Shotgun: From right window, shoot poppers until down.

Note: You can use **ANY vertical / Horizontal combination in sweeps.**

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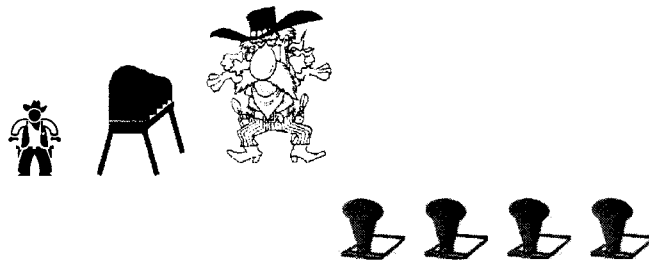
Stage 10

Your travels to find the murderer of Wild Bill have led you to meet lots of gamblers and see firsthand the lore of the old west gambling towns. No old west adventure would be complete without a first class hanging. So after your fill of traveling and gambling you find your way to Yankton in the Dakota Territory, just in time to learn Jack McCall is to be hung today. You only have five words for ole Jack:

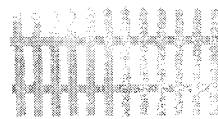
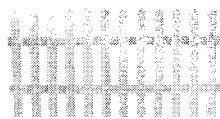
2 pistols: 5 Rnd each holstered & Re-holstered

Rifle: 10 Rnd, staged & restaged safely

Shotgun: 4 Rnd, Staged and restaged safely



Boot Hill



Procedure:

Start at Knockdown Cowboy, both hands on cowboy.

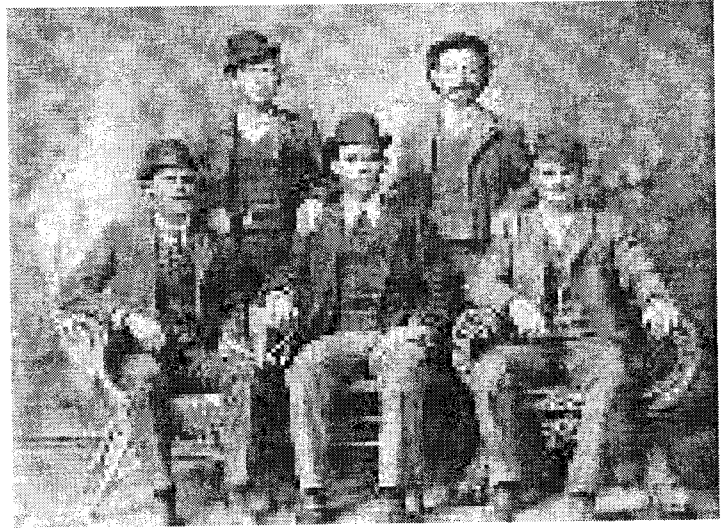
Start Line: **"Meet the Reaper you _____!"**

ATB Knock down the cowboy and:

1st Pistol: From Cowboy, Engage outside target with 1 round and center target with 4 rounds.

2nd Pistol: From Cowboy, Engage the opposite outside target with 1 round and center target with 4 rounds.

Rifle: from center of Boot Hill, starting on any target, continuous Nevada Sweep, in any order, using the 2 outside targets and Tombstone Rack. Standing tombstones on the rack may be reloaded



Wild Bunch Match

Sponsored by

Bonanza Bob



Turning Gun Powder Into Noise Wild Bunch

STAGE 1 (Shot on COWBOY STAGE 1)

Rifle 10 rounds staged on far right table

Pistols 20 rounds loaded 5 rounds in four magazines. Staged on table with magazine inserted.

Shotgun 6 +2 rounds reloaded from body staged on far right horse.

Shooter starts seated in chair and slaps both knees and says.

"YEEHA LET'S SHOOT!"

ATB remain seated and with pistol engage targets in pendulum sweep for ten rounds (either direction). Stand and with pistol in safe condition move to right of furthest horse. Double tap sweep the front three targets then alternately single tap each rear (round) target twice each (ten rounds). **Safely stage pistol in on table. Do not holster !** With shotgun standing to right of lamppost shoot three poppers. Safely move to left of lamppost and shoot remaining three poppers. With shotgun safely move behind left table, load two shells from body and engage two far (round) targets with shotgun. Stage shotgun and move to far right table. With rifle Double tap sweep the front three targets then alternately single tap each rear (round) target twice each. All shotgun is non-comstock, there is no makeup.

STAGE 2 (Shot on COWBOY STAGE 1)

Rifle 10 rounds staged on far right table

Pistols 30 rounds loaded 5 rounds in six magazines

Shotgun 6 rounds staged on right horse

Shooter starts standing behind left table with hands on hat.

"I LOVE THE SMELL OF GUNPOWDER IN THE MORNING!"

ATB with pistol engage targets in continuous sweep double tap sweep (ten rounds). With pistol move to right table and shoot five rounds in continuous Nevada Sweep on P1 - P2 - P3 then shoot five rounds in continuous Nevada Sweep on P2 - P3 - P4 then shoot five rounds in continuous Nevada Sweep on P3 - P4 - P5 then sweep all five targets either direction. **Safely stage pistol on table. Do not holster !** Shoot all six poppers from between the lamppost and right horse. Re-stage shotgun on horse. All shotgun is non-comstock, there is no makeup. With rifle from behind right table single tap front three targets, then double tap back to targets and then single tap front three targets.

Turning Gun Powder Into Noise Wild Bunch

Stage3 (Shot on COWBOY STAGE 2)

Rifle 10 rounds staged right window
Pistols 20 rounds loaded 5 rounds in four magazines
Shotgun 6 rounds staged on horse

Shooter starts holding shotgun in two hands standing on right side of horse.

"EAT BUCKSHOT, IT'LL PUT LEAD IN YOUR PENCIL."

ATB engage three poppers, move to left side of horse and engage three remaining poppers. Safely stage shotgun on horse. Move to right window. With pistol engage all five targets in a double tap sweep from the left. Move to left window and engage five targets in a double tap sweep from the right. **Safely stage pistol on table. Do not holster.** With rifle from right window engage five in a 1-2-1-2-1 pattern from either direction and place last three rounds on center target. All shotgun is non-comstock, there is no makeup.

Stage 4 (Shot on COWBOY STAGE 2)

Pistols 30 rounds loaded 5 rounds in six magazines

Shooter starts with arms over head standing to the right side of the horse.

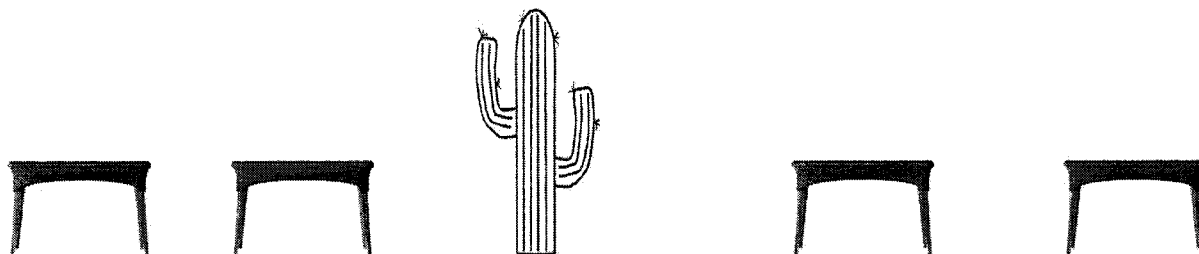
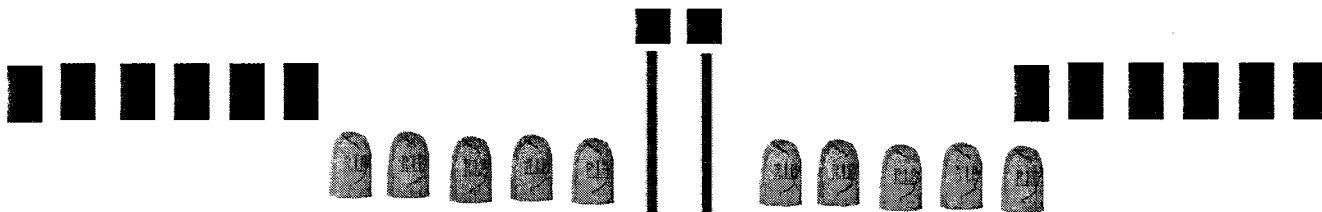
"IT'S ALL ABOUT THE PISTOL RELOADS."

ATB with pistol engage five poppers, move to the right window engage center target five times), then double tap four outside targets then double tap center, move to left window double tap four outside targets then double tap center. **Safely stage pistol on table. Do not holster !** Move to right window and with rifle double tap four outside targets then double tap center.

Last Shooter Standing

Sponsored By

PowerTrac Machinery



Cowgirls & Cowboys Shoot off - mixed doubles .

Today, you my be quick enough!

Rifles and pistols and shotgun staged on outside table.

Shooter starts behind the outside table with hands on hat. At the beep, engage the rifle target first. Then the pistol targets. If any knockdowns are still up, engage them with your shotgun. When all are down, move to the inside table and engage the shotgun poppers. First one to knock down the middle target is winner. Good luck.