

HUNTSMAN
**WORLD
SENIOR
GAMES**

2025



Hosted by the
Dixie Desperados



**Huntsman World Senior Games
Cowboy Action Shooting Match
October 6-11, 2025**

The Dixie Desperados welcomes you to the 22nd annual Huntsman World Senior Games Cowboy Action Shooting Match. If you have never been to the Games, you are in for a wonderful and unique experience because you will be participating in the largest annual multi-sport event in the world for athletes over the age of 50.

Cowboy Action Shooting is one of over 30 different sports at the Games with over 11,000 athletes from all over the world competing for Olympic-style medals in their chosen sport. Along with the exciting medals competition, you may also want to visit one of the nearby beautiful national or state parks. Equally popular are the many hiking and biking trails, lakes, great shopping, restaurants, museums, and live theater productions. There's something for everyone!

We're often told we are one of the friendliest shooting ranges in the West, and we try very hard to live up to that compliment by making things as convenient and comfortable for you as we can. We have free dry camping at the range and plenty of day parking inside the gates.

If you would like further information about the Games, be sure and review the online information at: www.seniorgames.net. Club information can be found at www.dixiedesperados.org.

If you need any assistance while you're here, please call:

Sports Director: **Chad Larson aka Mokaac Kid 435-668-4613**
Asst. Sports Director: **Lamar Nichols aka Wooden Nichols 801-675-1057**
Asst. Sports Director: **Marilyn Nichols aka Miss Marilyn 801-458-5889**
Asst. Sports Director: **Kelly Larson aka Navajo Kelly 435-673-9785**
Asst. Sports Director: **Bill Christensen aka William Waddy 435-773-7292**

RANGE RULES for DESPERADO CANYON

The Desperado Canyon Shooting Range is an established range designed specifically for Cowboy Action Shooting. Cowboy Action firearms and ammunition only on this range.

The four basic firearms safety rules shall always apply.

- Muzzle control: Never point any firearm at anything you're not willing to shoot.
- Trigger control: Never touch the trigger until on target and ready to shoot.
- Mind set: Always treat guns as if they are loaded.
- Backstop: Always know where your bullet will stop.

All SASS and WBAS rules shall apply unless noted otherwise in the shooter's safety meeting.

The following rules are emphasized:

This is a “**COLD**” range! All firearms will remain **UNLOADED** except while you are under the direct observation of a Range Officer.

- All loading and unloading will be conducted **ONLY** in the designated areas.
- Long Guns will have actions open and empty with muzzles pointed in a safe direction when transporting.
- Handguns will be holstered except when on the firing line, at the loading and unloading tables, in a safety area, or after the gun's immediate use.
- **EYE AND HEARING PROTECTION** are **Mandatory** in and around shooting areas.
- **STAGE DISQUALIFICATION**: will result from a dropped unloaded gun, violation of the “170” rule, a live round left in the chamber on a long gun, sweeping anyone with unloaded firearm and discharging of a gun striking 5' to 10' of the shooter.
- **MATCH DISQUALIFICATION**: will result from a dropped loaded gun, discharging of a gun striking less than 5' of the shooter, sweeping anyone with loaded firearm, or shooting over the back or side of the berms on all bays.
- Shooters coming/going from the firing line have the right of way.

**HAVE FUN, ENJOY THE MATCH AND REMEMBER OUR FIRST PRIORITY IS ALWAYS
YOUR SAFETY!!!!**

SCHEDULE OF SHOOTING EVENTS 2025

Location: The Desperado Canyon Range at Southern Utah Shooting Sports Park

Turn off Highway 9 at 5300 West in Hurricane, Utah

Bring your Games ID badge (from the Dixie Center) when you check in at the range!

Monday October 6th

9:00am-1:00pm Long Range (practice only)

9:00am-1:00pm **Range Check-in (Must have ID badge from Dixie Center to check in)**

Tuesday, October 7th

7:30am-1:00pm **Range Check-in**

7:30am-Noon Long Range Single Shot Rifle – East end of Range (*preceded by safety meeting*)

9:00am Wild Bunch signup sheets at Pavilion

9:45am Wild Bunch safety meeting

10:00am 4 Stage Wild Bunch Match

6:00pm **Opening Ceremony indoors at: Burns Arena, Utah Tech University**

Wednesday, October 8th

7:30am-11:00am Long Range Lever Rifle – East end of Range (*preceded by safety meeting*)

8:00am-11:00am **Range Check-in**

8:45am **Shooter's Safety Meeting at Pavilion for Side Matches**

9:00am-11:30am All Side Matches

11:30am-12:30pm **Potluck Lunch/Social (hosted by Dixie Desperados)**

12:30pm **Shooter's Safety Meeting at Pavilion for Warm Up**

Followed by: Warm-Up Match & Plainsman events (*Sign-up sheets at Pavilion in morning*)

Followed by: Posse Marshal Walk-thru (**Head RO, Marshal & Deputy only**)

Thursday, October 9th

8:00am-8:45am **Final Range Check-in**

8:45am **Opening ceremony - Mandatory Shooters Safety Meeting**

9:00am 4 Main Match Stages

11:30am Lunch (Food Vendor) ***Random drawing for team events***

Followed by: Team Events at Midway Bay

Friday, October 10th

8:45am **Posse Marshals (pick up your bucket w/instructions/announcements)**

9:00am 4 Main Match Stages ** (PATRIOT SHIRT DAY) ** (Costume Awards)

11:30am Lunch (Food Vendor)

Followed by: Side Match Awards and Ice Cream Social at Pavilion

Saturday, October 11th

8:45am **Posse Marshals (pick up your bucket w/instructions/announcements)**

9:00am 4 Main Match stages

11:30am Lunch (food vendor)

Followed by: Top Gun Shoot Off (***open to all shooters***) at Midway Bay

5:00pm Social time and Costume Judging followed by Dinner/Awards- 6:00 to 8:00 p.m.
at the **Hilton Garden Inn** - 1731 S. Convention Center Drive
(next to the Dixie Convention Center where you registered)

Purchase extra guest dinner tickets only at the Range –not at the Dixie Center!

STAGE CONVENTIONS

- All shotgun targets must fall to count
- Missed shotgun targets may be made up in any order
- Target numbering is always left to right unless stated otherwise.
- Starting position at beginning of stage means both feet behind stated position.
- Moving to position requires one foot behind stated position unless otherwise stipulated.
- Target labeling on each stage:



= Pistol targets



= Shotgun targets



= Rifle targets



Courtesy bays are the 2 bays to the left of Bay 1 (The Mine)
The Line Shack (Bay 13) is also open for practice & can be used from 8 a.m. to 3 p.m. every day except Wednesday, which is Side Match Day.

Side Match Rules – HUNTSMAN WORLD SENIOR GAMES 2025

- No REDOS once the first round goes down range.
- All side match events are scored with Hits first and time as the tie breaker.
- When pistol and rifle are both shot on the same stage, they are two separate events and scored separately.
- Speed shotgun can be shot with any of these 3 shotguns: '97, '87, or SxS
ALL 3 Shotgun types will be awarded 1st, 2nd, & 3rd.
[contestants may shoot only one shotgun in the speed shotgun.]

SIDES MATCHES WILL BE SCORED WITH TWO AGE GROUPS MEN/WOMEN 50-69 AND 70+

SIDE MATCHES– Wed Oct. 8th from 9:00 a.m. to 11:30a.m.

Bay 8 – Town Hall	Pocket Pistol and Derringer
Bay 9 – Bank	Speed Pistol and Speed Rifle
Bay 10 - Bathhouse	Speed Shotgun
Bay 11 – Livery	.22 Pistol and .22 Rifle
Bay 13 – Shack	Long Range Pistol and Long-Range Rifle (<u>pistol caliber</u>)
East end of Range	Long Range Lever Rifle

SIDE MATCH INSTRUCTIONS: First run counts for score! Only 1 shotgun of your choice!

Pocket Pistol: 5 rds. Gun in hands, Muzzle touching table **3-2 Sweep from either direction.**

Derringer: 2 rds. Gun in hands, Muzzle touching table. Engage **1 round on each target.**

Speed Pistol: 10 rds. (5 each pistol and holstered) Hands flat on Table. **Two sweeps from either direction.**

Speed Rifle: 10 rds. Gun in hands, **Two sweeps from either direction.** (Dirty is Okay)

Speed Shotgun: 6+ rds. Shotgun in hands, **Any order until down.**

.22 Rifle: 10 rds. Rifle in hands, **Engage any three targets in a Double Tap Nevada Sweep.**

.22 Pistol: 5 rds. Gun in hands, **Engage any three targets in a Nevada Sweep.**

Long Range Pistol: 10 rds. Pistols on table. Engage targets in a **3-4-3 sweep from either end.**

(Distance approx. 35 yards)

Long Range Rifle: (pistol caliber) 10 rds. Gun in hands. Engage targets in a **3-4-3 sweep from either end.**
(Distance approx. 65 yards)

Long Range Single Shot Buffalo Rifle

Round Target 350 yards

Buffalo Target 480 yards

- Open to any single-shot buffalo-style rifle of .375 caliber or larger.
- Any Soule sight or period scope is acceptable.
- 10 shots for score, only hits are counted, time is used as a tie breaker.

Shooting sequence: one sighter allowed. For black-powder guns, a fouler may be used but NOT shot at either target. If a fouler hits the target, the shooter will be disqualified. The shooter starts with open breech, round in hand.

At the beep, shooter engages one target five times, Then engage the other target five times.

Shooting positions: Prone, Sitting or kneeling, cross sticks may be used. Standing is off hand only.

You may only shoot one category and Division

Categories: Black-powder and smokeless

Divisions: Men and Women

Long Range Lever Gun Rifle Caliber

Cowboy Target 145 yards

Buffalo Target 145 yards

- Open to any Western-style lever action rifle of rifle caliber (30-30,38-55, etc.)
- Standard Western-style sights or tang sight. Receiver sights and scopes are NOT permitted.
- 10 shots for score, only hits are counted, time used for tie breaker.

Shooting sequence: Load six rounds. The first round is your sighter at either target. DO NOT eject the round.

At the beep, shooter engages one target five times. Reload five rounds and engage the other target five times.

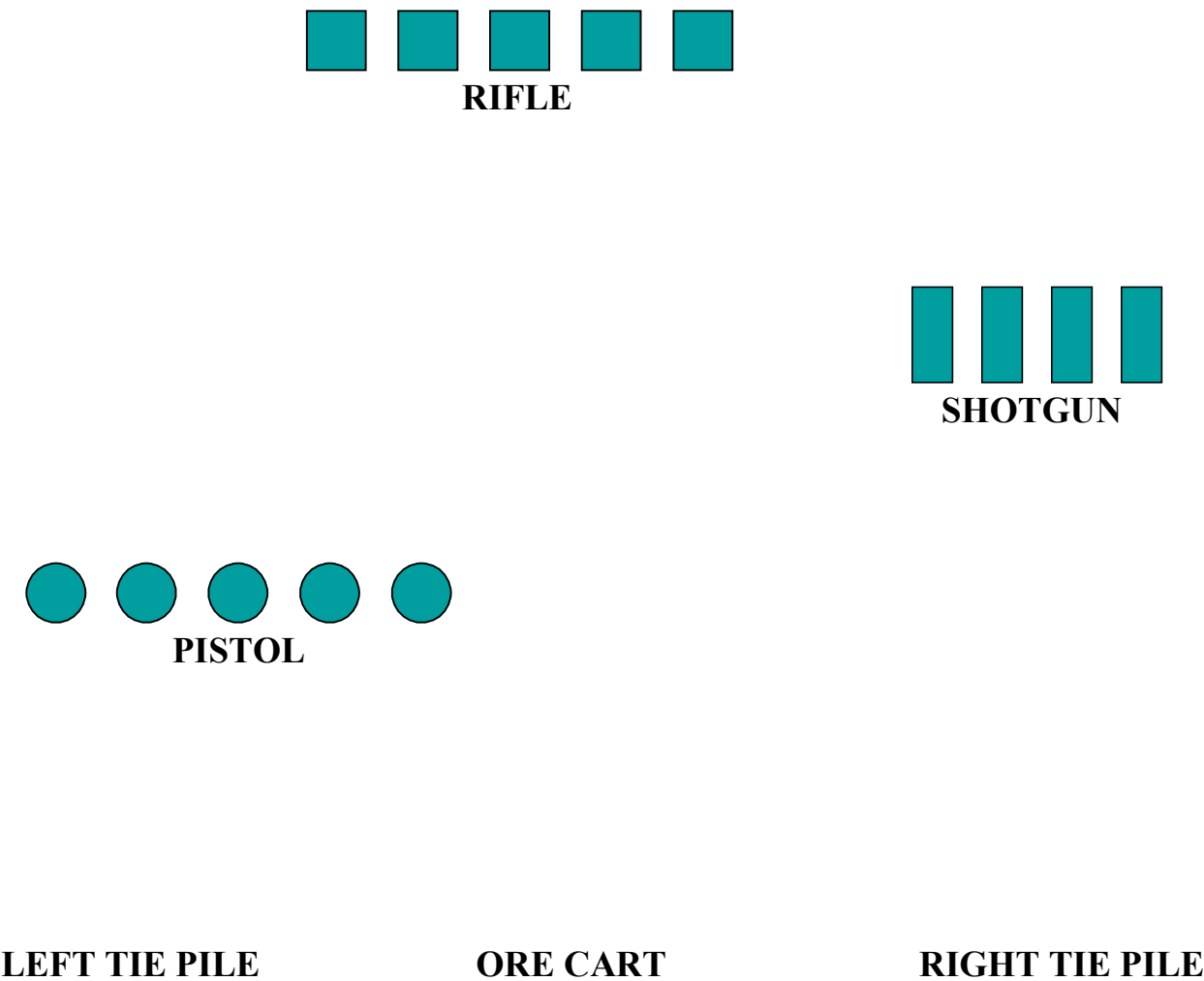
Shooting positions: kneeling or sitting, cross sticks may be used. Standing is off hand only.

Divisions: Men and Women

Rounds & Staging		
PISTOL	10 rounds	HOLSTERED
RIFLE	10 rounds	Stage on ORE CART
SHOTGUN	4+ rounds	Staged SAFELY

Shooter starts: At Left or Right Tie Pile with hands holding match stick.
Shooter Says: “There’s work to be done”

At the Buzzer:
From the Left Tie Pile with Pistols: Engage targets: Double tap Sweep from either direction.
From the Ore Cart with Rifle: Engage targets using Pistol instructions.
From the Right Tie Pile with Shotgun: Engage targets any order must fall to count.

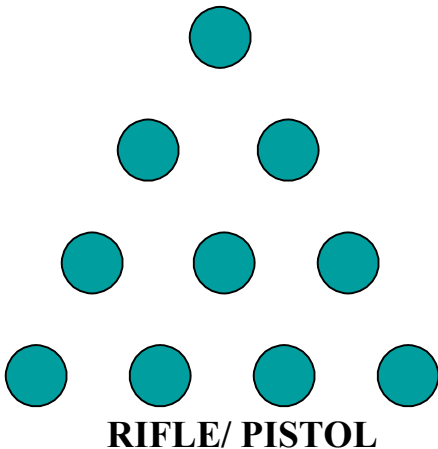


Rounds & Staging

SHOTGUN	4+ rounds	Staged in HANDS
RIFLE	10 rounds	Staged on HORSE
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Crate with Shotgun in hands.
Shooter Says: “You leave now, or you may never leave”

At the Buzzer:
From Crate with Shotgun: Engage targets any order must fall to count.
From the Horse using Rifle AND Pistols: Engage bottom four targets: 1 shot each, 2nd Row of targets 2 shots each, 3rd row of targets 3 shots each and the top target 4 shots.
Starting on back row down OR front row up.

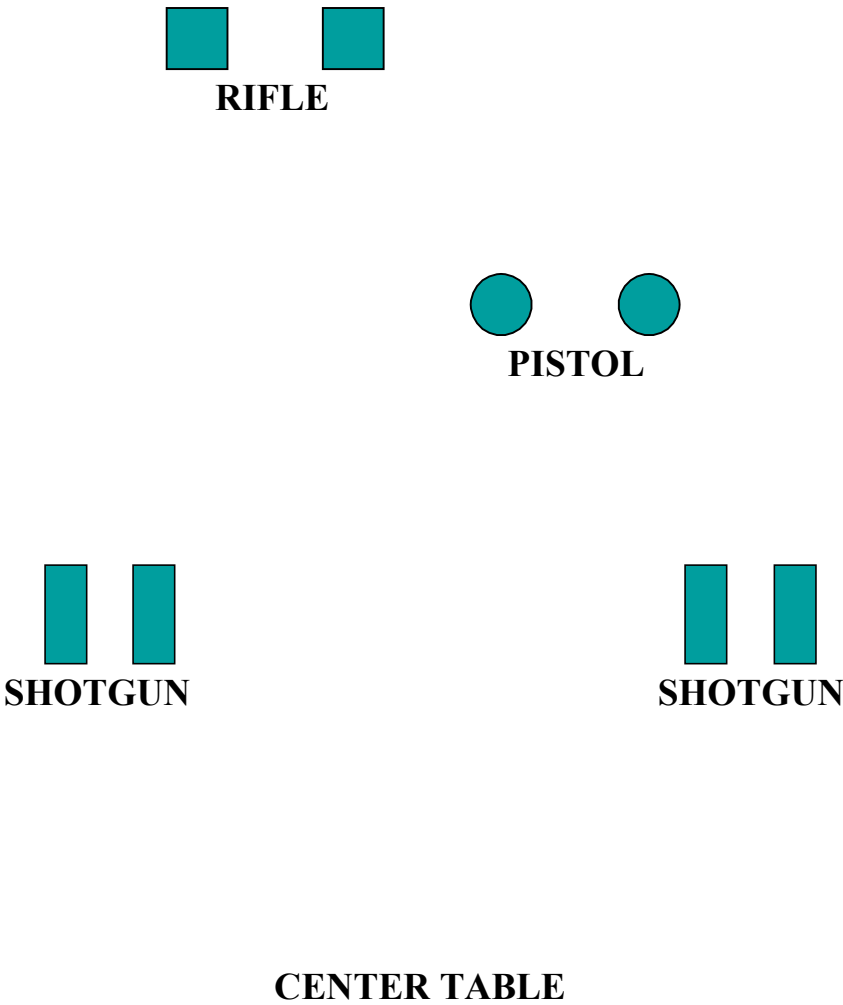


Rounds & Staging

RIFLE	10 rounds	Staged on CENTER TABLE
SHOTGUN	4+ rounds	Staged on CENTER TABLE
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Center Table with hands on hat.
Shooter Says: “Not everyone likes me, but not everyone matters”

At the Buzzer: (Rifle can’t be last)
From the Center Table using Rifle: Engage targets: 1,2,2,1,1,1,2,2,2,2 Starting on either target.
From Center Table with Shotgun: Engage targets any order must fall to count.
From Center Table with Pistols: Engage targets using Rifle instructions.

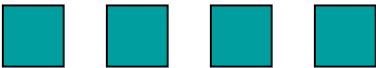


Rounds & Staging

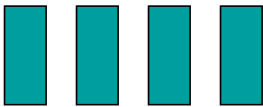
RIFLE	10 rounds	Stage in LEFT WINDOW
SHOTGUN	4+ rounds	Staged in LEFT WINDOW
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Left Window holding coins in hands.
Shooter Says: “Does anyone here speak English?”

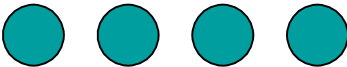
At the Buzzer: (Using either long gun first)
From the Left window with Rifle: Engage targets: 1,1,1,2,2,3,3,4,4,4 OR 4,4,4,3,3,2,2,1,1,1
From the Left Window with Shotgun: Engage targets any order must fall to count.
From the Right Window with Pistols: Engage targets using Rifle instructions.



RIFLE



SHOTGUN



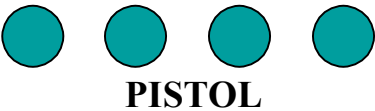
PISTOL

Rounds & Staging

PISTOL	10 rounds	HOLSTERED
RIFLE	10 rounds	Staged at CENTER TABLE
SHOTGUN	4+ rounds	Staged SAFELY

Shooter starts: At Right or Left Table with hands relaxed at sides.
Shooter Says: “We can’t afford the train”

At the Buzzer:
From the Right Table with Shotgun: Engage targets any order must fall to count.
From Center Table with Rifle Engage targets: 1,2,2,3,4,4,3,2,2,1 OR 4,3,3,2,1,1,2,3,3,4
From the Left Table with Pistols: Engage targets using Rifle instructions.



Rounds & Staging		
PISTOL	10 rounds	HOLSTERED
SHOTGUN	4+ rounds	Staged on HORSE
RIFLE	10 rounds	Stage on HORSE

Shooter starts: At HORSE with arms folded across chest.
Shooter Says: “What do you know about Heaven?”

At the Buzzer:
From the Horse with Rifle: Engage targets Continuous Nevada Sweep starting on either end. Restage rifle on horse in notches.
From the Cross with Shotgun: Engage Left two Shotgun targets any order must fall to count.
From the Table with Shotgun: Engage Right two Shotgun targets any order must fall to count.
From the Table with Pistols: Engage targets using Rifle instructions.



TABLE

CROSS

HORSE

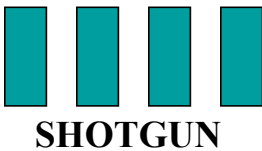
Rounds & Staging

PISTOL	10 rounds	HOLSTERED
RIFLE	10 rounds	Stage on DESK
SHOTGUN	4+ rounds	Staged SAFELY

Shooter starts: Standing Left side of Desk, past the expansion joint with hands at Texas Surrender. (Hands on Pistol(s))

Shooter Says: “Thieves run in pretty big packs around here.”

At the Buzzer:
From Left side of joint with Pistols: Engage targets Double tap the center target, Sweep from either end. Repeat.
From the Desk with Rifle: Engage targets Using Pistol instructions.
From the Jail Cell with Shotgun: Engage targets through the bar window, any order must fall to count.



Rounds & Staging

SHOTGUN	4+ rounds	Staged on RIGHT TABLE
RIFLE	10 rounds	Staged on RIGHT TABLE
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Right or Left Table with Hands holding cards.
Shooter Says: “I don’t have the energy for you today.”

At the Buzzer: (Rifle Can’t Be Last)
From the Right table with Shotgun: Engage targets, any order must fall to count.
From the Right table with Rifle: Engage targets: 3 rounds on each Red suit and 2 rounds on each Black suit.
From Left Table with Pistols: Engage targets using Rifle instructions.



Rounds & Staging

RIFLE	10 rounds	Stage on TABLE
SHOTGUN	4+ rounds	Staged SAFELY
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Left Table, holding the Money Bag.
Shooter Says: “I made them an offer they can’t accept.”

At the Buzzer:
From the Left Table with Rifle: Engage targets: Outside, Outside, Inside, Inside, Center, Center, Inside, Inside, Outside, Outside.
From the Right Table with Shotgun: Engage targets any order must fall to count.
From the Safe with Pistols: Engage targets using Rifle instructions.



Rounds & Staging

SHOTGUN	4+ rounds	Staged on CENTER TABLE
RIFLE	10 rounds	Stage on CENTER TABLE
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Center Table with hands holding horseshoe.
Shooter Says: “Is it my lucky day?”

At the Buzzer: (Using either long gun first)
From the Center Table with Shotgun: Engage targets any order must fall to count.
From the Center table with Rifle: Engage targets: 4 on 1, 3 on 2, 2 on 3, and 1 on 4. Starting on either end.
From inside the Brothel with Pistols: Engage targets using Rifle instructions.

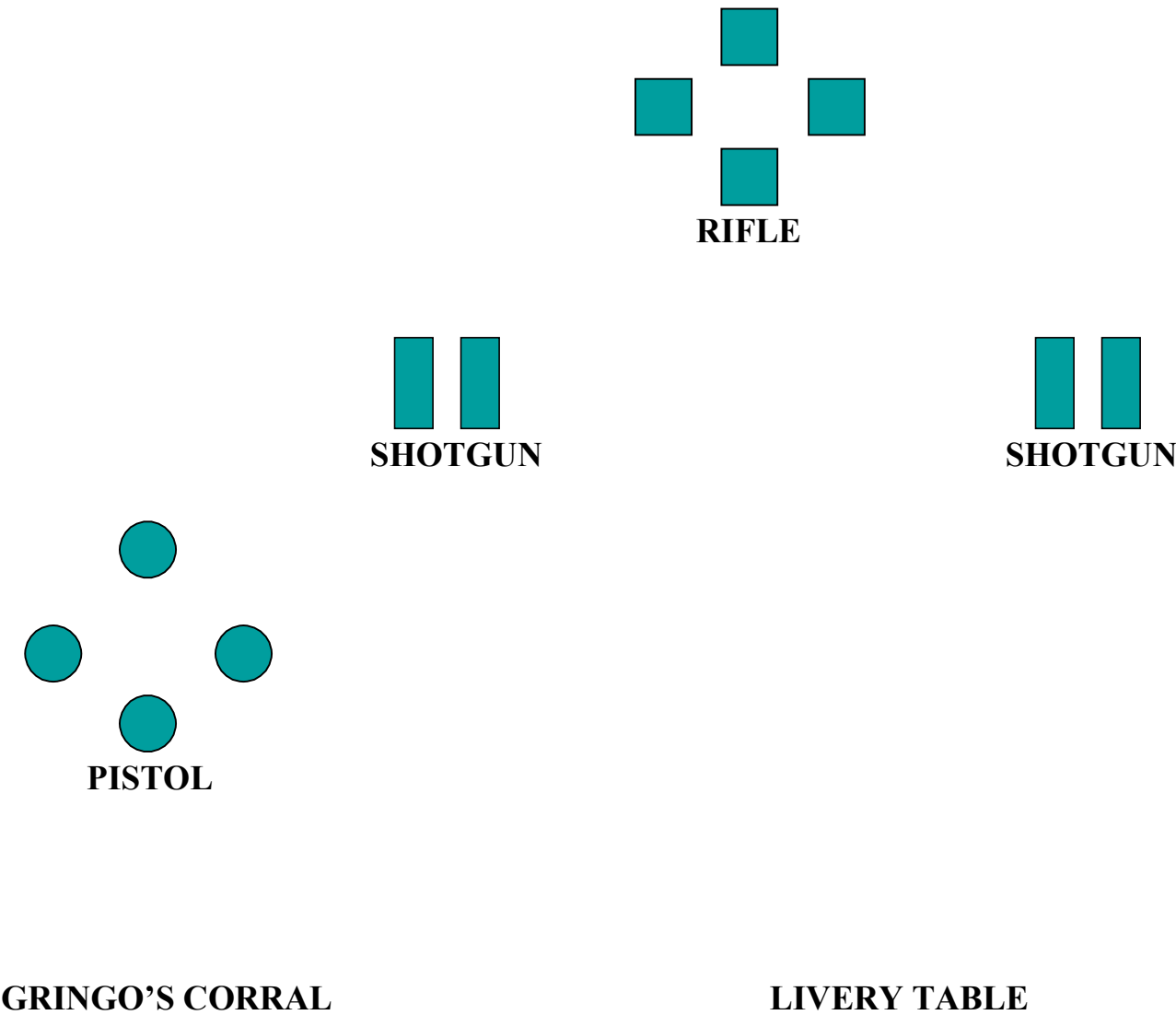


Rounds & Staging

PISTOL	10 rounds	HOLSTERED
RIFLE	10 rounds	Stage on LIVERY TABLE
SHOTGUN	4+ rounds	Staged on LIVERY TABLE

Shooter starts: In Livery or Gringo’s Corral with hands flat on table.
Shooter Says: “Don’t take the horse.”

At the Buzzer: (Rifle Can’t Be Last)
From Gringo’s Corral with Pistols: Engage targets Double Tap Clockwise or Counterclockwise sweep starting on bottom target.
From the Livery Table with Rifle: Engage targets using Pistol instructions.
From the Livery Table with Shotgun: Engage targets any order all must fall to count.

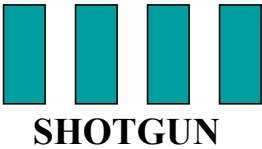


Rounds & Staging

SHOTGUN	4+ rounds	Staged on LEFT TABLE
RIFLE	10 rounds	Staged on HORSE
PISTOL	10 rounds	HOLSTERED

Shooter starts: At Left or Right table with hands behind back.
Shooter Says: “I don’t want you to leave, I want you to dig.”

At the Buzzer:
From the Left table with Shotgun: Engage targets any order must fall to count.
From the Horse with Rifle: Engage targets in a 2-6-2 sweep starting on either end.
From the Right Table with Pistols: Engage targets using Rifle instructions.



4 PERSON TEAM SHOOT

MIDWAY BAY



RIFLE

PLATE



RACKS



SHOTGUN



MAKE-UP



1ST PISTOL



2ND PISTOL

LEFT TABLE

CENTER TABLE

RIGHT TABLE

GUN ORDER-Rounds & Staging

1 st Shooter	PISTOL	10 rounds	At LEFT TABLE
2 nd Shooter	RIFLE	10 rounds	At CENTER TABLE
3 rd Shooter	SHOTGUN	4+ rounds	At RIGHT TABLE
4 th Shooter	PISTOL	10 rounds	At CENTER TABLE

Shooters start at positions with long guns in hands or hands on Pistol(s).

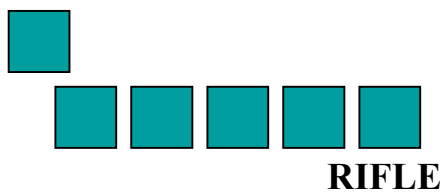
At the Buzzer:

1. Engage Pistol targets Double Tap Nevada Sweep starting on either end.
2. Engage Rifle plates once each starting on either end.
3. Engage Shotgun targets any order, until down.
4. Engage Pistol targets Double tap Nevada Sweep starting on either end.

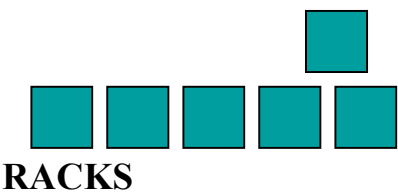
(Any rifle plates left standing can be made-up by engaging the swinger target with the shotgun shooter after the 2nd pistol shooter finishes)

6 PERSON TEAM SHOOT

MIDWAY BAY



PLATE



LEFT TABLE

CENTER TABLE

RIGHT TABLE

GUN ORDER-Rounds & Staging

1st Shooter	SHOTGUN	4+ rounds	LEFT of TABLE
2nd Shooter	PISTOL	10 rounds	At LEFT TABLE
3rd Shooter	RIFLE	10 rounds	At CENTER TABLE
4th Shooter	RIFLE	10 rounds	At CENTER TABLE
5th Shooter	PISTOL	10 rounds	At RIGHT TABLE
6th Shooter	SHOTGUN	4+ rounds	RIGHT of TABLE

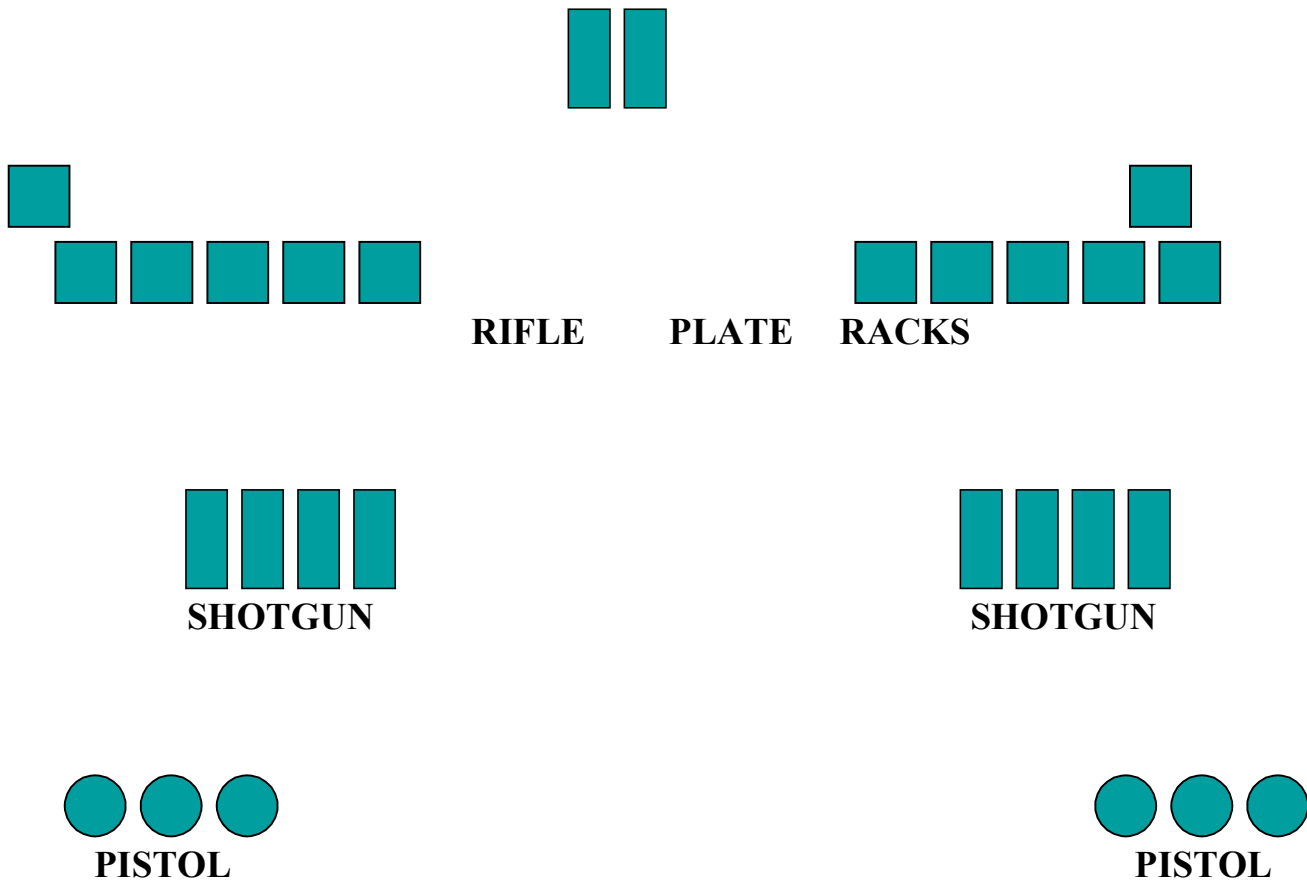
All shooters start standing at positions with guns in hands or hands on Pistol(s).

At the Buzzer:

1. Engage 4 Shotgun targets any order must fall to count.
2. Engage Pistol targets 1-3-1 and repeat.
3. Engage Rifle Plates and any remaining rounds on Dump Target.
4. Engage Rifle Plates and any remaining rounds on Dump Target.
5. Engage pistol targets 1-3-1 and repeat.
6. Engage 4 Shotgun targets any order must fall to count.

TOP GUN SHOOT-OFF

MIDWAY BAY



GUN ORDER-Rounds & Staging

1. PISTOL	10 rounds	HOLSTERED
2. SHOTGUN	4+ rounds	STAGED ON OUTSIDE TABLE
3. RIFLE	10+ rounds	STAGE ON CENTER TABLE

Shooters start: Standing at center table hands flat on Table.

Shooter says: "Ready"

At the Buzzer: (with shotgun or pistols)

1. From outside table: Engage shotgun any order, must fall to count.
2. From outside table with Pistols: Engage targets in a Double Tap Nevada Sweep. Move to Center table.
3. From Center table with Rifle: Engage Rifle plate targets once each THEN, re-engage any left standing, remaining rounds on dump target. Reload and engage Eliminator target.

(SHOOTER with LEAST AMOUNT OF PENILTY TIME ADVANCES, ELIMINATOR TARGET IS THE TIE BREAKER)

COSTUME CONTEST CATEGORIES

Best Character of the West – (Male & Female)

Best Dressed Gentleman

Best Dressed Lady

Best Dressed Couple

Judges Choice

Costume Judging to start at 5:00 - Saturday evening

SAVE THE DATES FOR 2026!!

Western States Territorial Wild Bunch – April 20th & 21st

SASS FOUR CORNERS REGIONAL – April 22nd – 25th, 2026

HUNTSMAN WORLD SENIOR GAMES

OCTOBER 5th-10th, 2026

To all the Dixie Desperados who prepare and host this major event and to the Huntsman World Senior Games staff for their on-going, enthusiastic support,

A GREAT BIG THANK YOU!!!!

And, finally, thanks to this year's cowboy action participants who provided their competitive spirit, camaraderie and helpful assistance. We couldn't have done it without all of YOU! See y'all next year!!

Mokaac Kid and the Dixie Desperados

A special thank you
to



at the **Hilton Garden Inn** -
our Banquet Sponsor
for the

***2025 Huntsman
World Senior Games
Cowboy Action Event***