



HUNTSMAN
WORLD
SENIOR GAMES

2021



Hosted by the
Dixie Desperados



World Senior Games Cowboy Action Shooting Match October 4-9, 2021

The Dixie Desperados welcome you to the 18TH annual Huntsman World Senior Games Cowboy Action Shooting Match. If you have never been to the World Senior Games, you are in for a wonderful experience because you will be participating in the largest annual multi-sport event in the world.

Cowboy Action Shooting is one of over 30 different sports at the Senior Games with over 11,000 athletes competing for Olympic medals in their chosen sport.

Here in St. George, you can enjoy the exciting medals competition along with all of the diverse amenities. Surrounded by beautiful red rocks, St. George is known for its nearby national and 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 have free dry camping at the range and plenty of day parking inside the gates (first come-first served).

Club information can be found on our web page: www.dixiedesperados.com. If you need any assistance while you're here, please call:

Sports Director: **Clark Poulton aka Bit Younger 435-239-4014**
Asst. Sports Director: **Carol Poulton aka Lil Bit Younger 435-632-1770**
Asst. Sports Director: **Bill Christensen aka William Waddy 435-773-7292**
Asst. Sports Director: **Robin Christensen aka Dixie Avenger 435-773-8919**
Asst. Sports Director: **Kelly Larson aka Navajo Kelly 435-673-9785**

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/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 the 5' of the shooter, sweeping anyone with loaded firearm, shooting over back or side berms on all bays.
- Expedite any shooter needing assistance to/from firing line.
- Shooters coming/going from firing line have right of way.

HAVE FUN, ENJOY THE SIGHTS & REMEMBER OUR FIRST PRIORITY IS SAFETY!!!!!!

Location: The Desperado Canyon Range at Southern Utah Shooting Sports Park/Purgatory Flats
Turn off Highway 9 at 5300 W. in Hurricane, Utah

Monday October 4th

9:00am-1:00pm Long Range practice for all shooters
9:00am-1:00pm Registration Open

Tuesday, October 5th

7:30 am-1:00pm Registration Open
7:30 am-Noon Long Range Single Shot Rifle – E. end of Range (preceded by safety meeting)
9:00 am Wild Bunch signup sheets @ Pavilion
9:25 am Wild Bunch Posse Marshal walk thru
9:45 am Wild Bunch safety meeting @ Bay 1
10:00 am 4 Stage Wild Bunch Match @ Courtesy Bays 1 & 2, Bays 1 & 2
6:00 pm **Opening Ceremony at Trail Blazer Stadium, Dixie State University**

Wednesday, October 6th

7:30 am-11:00am Registration Open
8:30 am Shooter's Safety Meeting @ Pavilion for Side Matches
8:45 am-11:30am Side Matches- ***Includes Long Range Lever Rifle***
11:45 am-12:45pm **Potluck Lunch/Social (hosted by Dixie Desperados)**
12:50 pm Shooter's Safety Meeting @ Pavilion for Warm Up
1:00 pm Warm-Up Match & Plainsman events (Signup sheets @ Pavilion in am)
To Follow Posse Marshal Walk-thru (Head RO, Marshal & Deputy)

Thursday, October 7th

7:30 am-9:00am Registration Open
8:45 am Opening ceremony - **Mandatory** Shooters Safety Meeting
9:00 am 4 Main Match Stages
12:00 pm Lunch (Food Vendor) ***Random drawing for team events***
1:00 pm Team Events

Friday, October 8th

8:45 am Shooter's additional announcements
9:00 am 4 Main Match Stages *****(PATRIOT SHIRT DAY)*****
12:00 pm Lunch (Food Vendor)
1:30 pm Side Match Awards/Social at Pavilion

Saturday, October 9th

8:45 am Shooter's additional announcements
9:00 am 4 Main Match stages
12:00 pm Lunch (food vendor)
12:30 pm Top gun Shoot Off (***open to all shooters***)
5:00 pm Social time and Costume Judging
6:00 pm Dinner followed by Awards (***Purchase Guest Dinner Tickets ONLY at the Range
not at the Dixie Center!***)
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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:

□ P = Pistol targets

☺ = Shotgun targets

△ R = 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.

Courtesy bays 1 & 2 in use for Wild Bunch on Tuesday only.

Side Match Rules

- 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 10/6/21 from 8:45 to 11:30

SIDE MATCH INSTRUCTIONS: First run counts for score!

Pocket Pistol- 5 rounds in hands, barrel touching sill. Engage in a (1-1-3) either direction.

Derringer-2 rounds, in hands, barrel touching sill. Engage 1 round on each target.

.22 Pistol-5 rounds in hands. Muzzle touching table. Engage each target once.

.22 Rifle-10 rounds in hands. Engage targets 2 sweeps in the same direction.

Speed Pistol-5 rounds each holstered. Engage targets in a (3-2-3-2) either direction.

Speed Rifle -10 rounds in hands. Engage targets in a (3-2-3-2) either direction.

Speed Shotgun- 6+ rounds. Shotgun in hands. Engage any order

Long Range Pistol- 10 rounds (1) in hands & (1) staged on table. Engage each target
in a Triple tap, last round on Bell. (distance approx. 35 yards)

Long Range Rifle (pistol caliber)-10 rounds in hand. Engage each target
in a Triple tap, last round on Bell. (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, shooter will be disqualified. Shooter starts with open breech, round in hand. At the beep, shooter engages one target five times. Then engage other target five times.

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

Black powder and smokeless categories. You may only shoot one category.

Men's and Women's Divisions.

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 is used as a tie breaker.

Shooting sequence: Load six rounds. The first round is your sighter at either target. DO NOT eject the round. At the beep, engage one target five times. Reload five rounds and engage other target five times.

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

Men's and Women's Divisions.

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STAGE 1 "THE MINE"

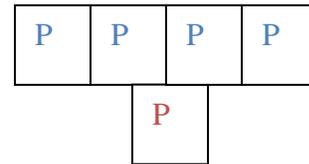
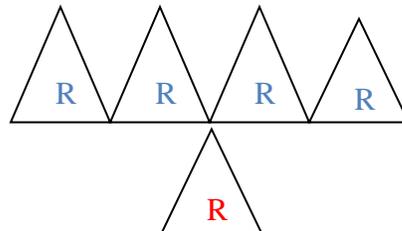
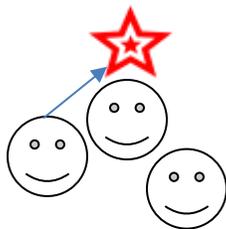
Shotgun 4+ - staged on Left tie pile

Rifle 10 rounds, staged on the ore cart

Pistols 10 rounds (5 rounds each holster) - shot at Right tie pile



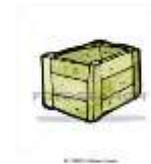
Make up
Target



Left Tie Pile
Position 1 or 3



Ore Cart
Position 2



Right Tie Pile
Position 1 or 3

SHOOTER MAY START WITH SHOTGUN OR PISTOLS

Shooter starts: Standing at left tie pile or right tie pile, hands on hat.

Shooter says: "Hold it, Claim Jumper!!"

At the buzzer: with **SHOTGUN**, engage targets any order. If popper is missed, engage make-up target.

With **RIFLE**, at ore cart, engage rifle targets - single tap **Red** center target, then double tap 4 **Blue** targets from either direction, then single tap **Red** center target.

With **PISTOL(S)**, at right tie pile, engage pistol targets with rifle instructions.

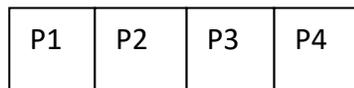
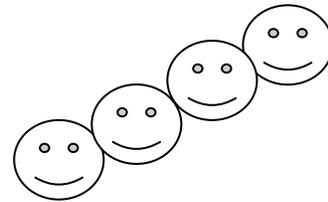
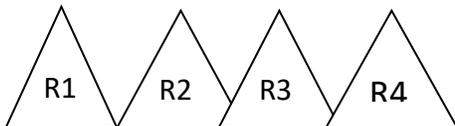
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STAGE 2 "THE WAGON"

Rifle 10 rounds staged on Wagon

Pistols 10 rounds (5 rounds each holster) - shot from the campfire

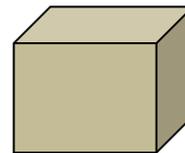
Shotgun 4+, staged on box



Position 1



Position 2



Position 3

Shooter starts: Hands flat on wagon, not touching Rifle

Shooter says: "Buffalo Stampede!"

At the buzzer, engage **RIFLE** targets (starting at either end) with two sweeps – then outside, outside; (ie. **R1-R2-R3-R4-R1-R2-R3-R4-R1-R4**) – **no dirty sweeps!**

At Campfire, engage **PISTOL** targets with Rifle instructions.

At box, engage **SHOTGUN** targets any order.

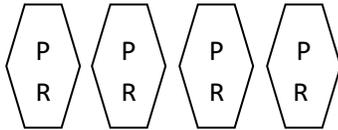
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STAGE 3 “THE OUTHOUSE”

Rifle 10 rounds staged in hands in front of outhouse door

Pistols 10 rounds (5 rounds each holster) - shot from center table

Shotgun 3+ rounds staged either left **or** right table



Left table
Position 3 Option



Center table
Position 2



Right table
Position 3 Option



Position 1

Shooter starts: Rifle in hands, standing in front of outhouse door—one heel touching the bldg.

Shooter says: “Phewee!”

At the buzzer engage **RIFLE** targets, in a **(1-3-1-5) sweep** from Right to Left.

At center table, engage **PISTOL** targets with Rifle instructions.

At either left **or** right table, engage **SHOTGUN** targets in any order.

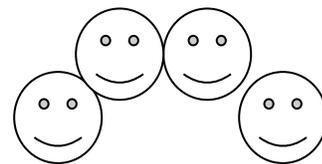
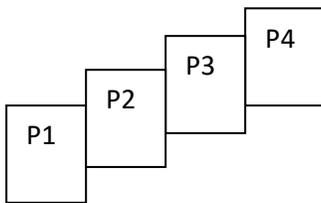
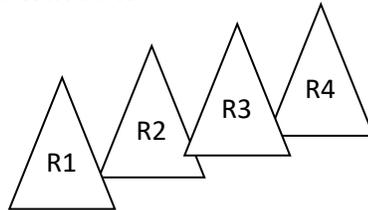
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STAGE 4 "PONY EXPRESS"

Pistols 10 rounds (5 rounds each holster) - shot from behind stump

Rifle 10 rounds staged at Left window

Shotgun 4+ Staged at Right window



Stump
Position 1 or 3



Left Window
Position 2



Right Window
Position 1 or 3

SHOOTER MAY START WITH PISTOL(S) OR SHOTGUN

Shooter starts: Standing behind stump or at right window, arms at sides in SASS default
Shooter says: "Rider comin' in"

At the buzzer: With **PISTOL(S)**, engage pistol targets in a Badger Sweep from **Left to Right.**
(P1-P2-P3-P4, P1-P2-P3, P1-P2, P1).

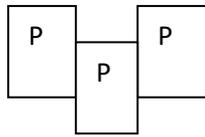
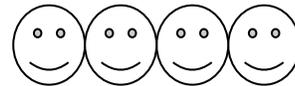
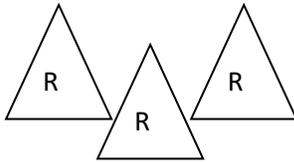
With **RIFLE**, at Left window, engage rifle targets with pistol instructions.

With **SHOTGUN**, at Right window, engage shotgun targets any order.

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STAGE 5 “WESTERN UNION/DESPERADOS RAILROAD”

Pistols 10 rounds (5 rounds in each holster) – shot from center window
Rifle 10 rounds staged on Left Doorway Table
Shotgun 4+ staged on Right window table



Position 2



Position 1



Position 3

Shooter starts: At center window, one hand held high above head

Shooter says: “All Aboard!”

At the buzzer, engage **PISTOL** targets in a **(3-4-3) sweep** - either direction.

At Left doorway table, engage **RIFLE** targets with pistol instructions.

At Right window table, engage **SHOTGUN** targets any order.

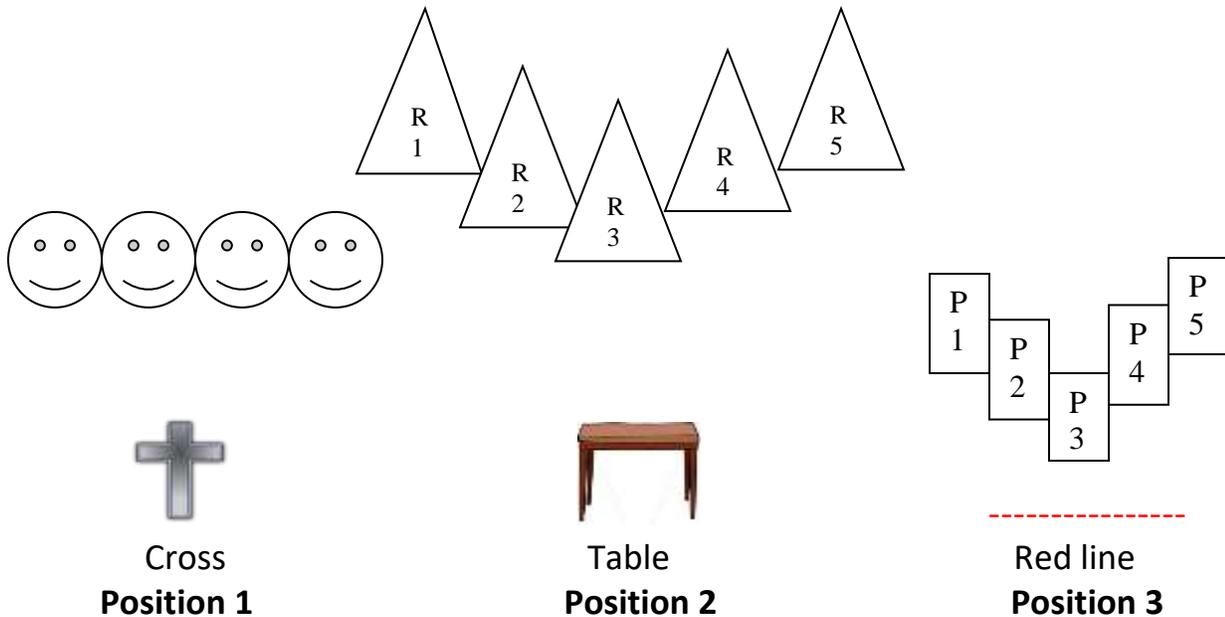
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BAY 6 "THE MISSION"

Shotgun 4+ in hands standing behind Cross

Rifle 10 rounds staged on Center Table

Pistols 10 rounds (5 rounds each holster) - shot from position3/Red line



Mission window

Mission Doorway

Mission window

Shooter starts: Shotgun in hands, standing behind Cross

Shooter says: "Hallelujah!"

At the buzzer, engage **SHOTGUN** targets any order. Make gun safe on center table.

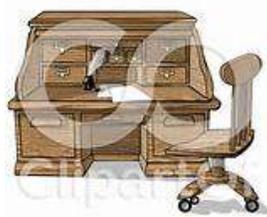
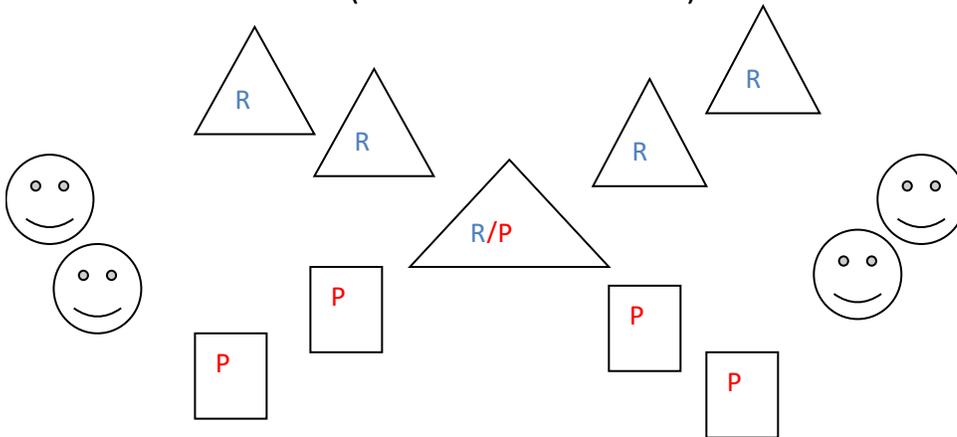
At center table, engage **RIFLE** targets as follows: **R1-R2-R3-R3-R3-R5-R4-R3-R3-R3** starting from the **Left**.

At **Position 3** (with at least 1 foot behind the Red line), engage **PISTOL** targets with Rifle instructions.

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STAGE 7 "SHERIFF'S OFFICE/JAIL"

Shotgun 4+ round staged on desk
Rifle 10 rounds staged on desk
Pistols 10 rounds (5 rounds each holster)



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STAND AND DELIVER -ANY ORDER
MUST NOT FINISH WITH RIFLE

Shooters starts: Standing behind desk - Hands on Hips

Shooter says: "I didn't do it!"

At the buzzer: With **SHOTGUN**, engage shotgun targets any order.

With **RIFLE**, engage **Blue RIFLE** targets as follows: double tap outside, outside, inside, inside, center - from either direction.

With **PISTOL(S)**, engage **Red PISTOL** targets following rifle instructions: double tap outside, outside, inside, inside, center from either direction.

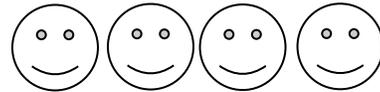
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Stage 8 "TOWN HALL"

Rifle 10 rounds - in hands at left window

Pistols 10 rounds (5 rounds each holster) – shot from doorway

Shotgun 4+ rounds at right window table



Position 1



Position 2



Position 3

Shooter starts: Standing at left window with rifle in hands.

Shooter says: "What's a spade?"

At the buzzer, engage **RIFLE** targets by alternating black targets for 5 rounds starting with outside black target– then alternating red targets for 5 rounds starting with outside red target.

At doorway, engage **PISTOL** targets with rifle instructions.

At right window, engage **SHOTGUN** targets any order.

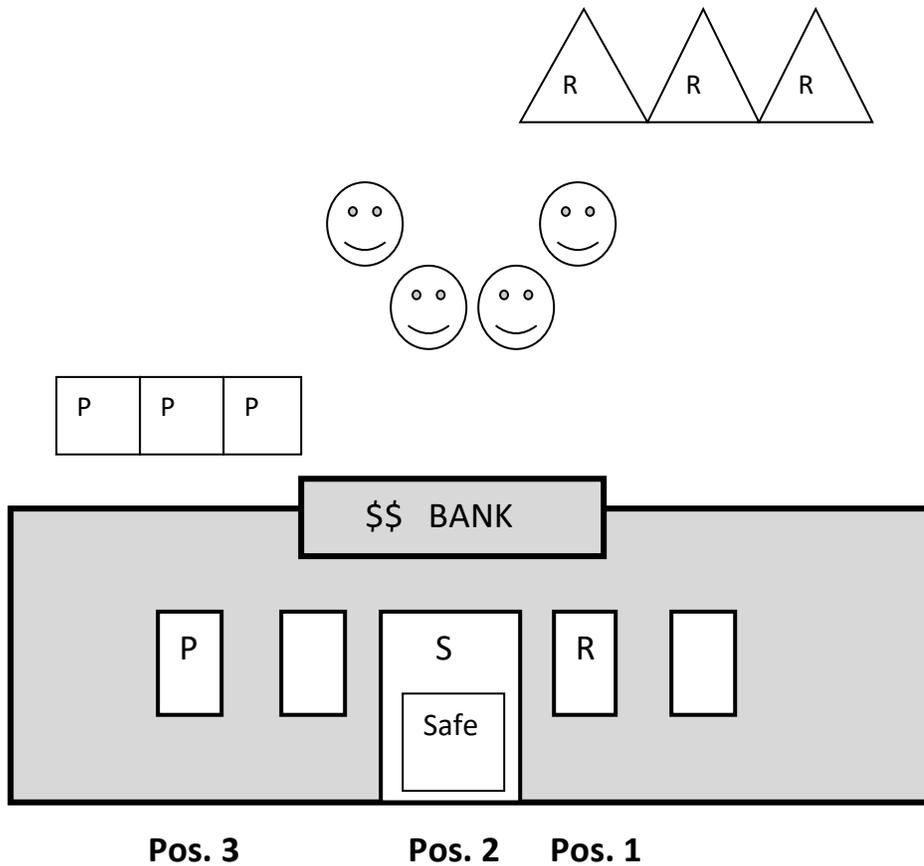
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STAGE 9 "THE BANK"

Rifle 10 rounds staged on Right inside window

Shotgun 4+ rounds staged on safe (in doorway)

Pistols 10 rounds (5 rounds each holster) – shot from left outside window



Shooter starts: Standing at Right Window - hands at Low Surrender

Shooter says: "Gimme the Money!"

At the buzzer, from Right inside window, engage **RIFLE** targets with a double tap Nevada Sweep starting from either end.

At the doorway, engage **SHOTGUN** targets any order.

At the Left outside window, engage **PISTOL** targets with Rifle instructions

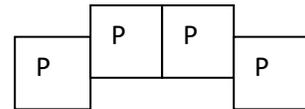
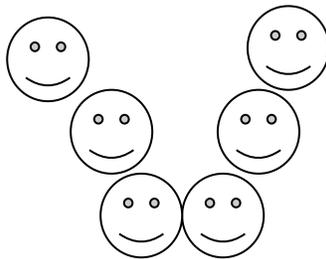
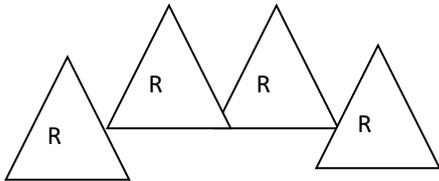
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STAGE 10 “BATH HOUSE AND BROTHEL”

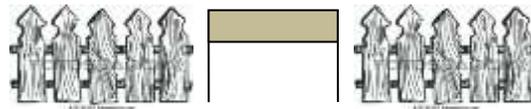
Rifle 10 rounds staged in Bath house window

Shotgun 6+ rounds staged on center table

Pistols 10 rounds (5 rounds each holster) - shot from inside Brothel



Bath house window
Position 1



Center table
Position 2



Brothel
Position 3

Shooter starts: Standing at bath house window, hands on bar soap

Shooter says: “This smells good!”

At the buzzer, engage the **RIFLE** targets in a Progressive Sweep from either direction.
(1 on 1, 2 on 2, 3 on 3, 4 on 4). **Restage** Rifle in Bath house window.

At center table, engage **SHOTGUN** targets any order. **Restage** Shotgun on center table.

At Brothel, engage **PISTOL** targets with Rifle instructions.

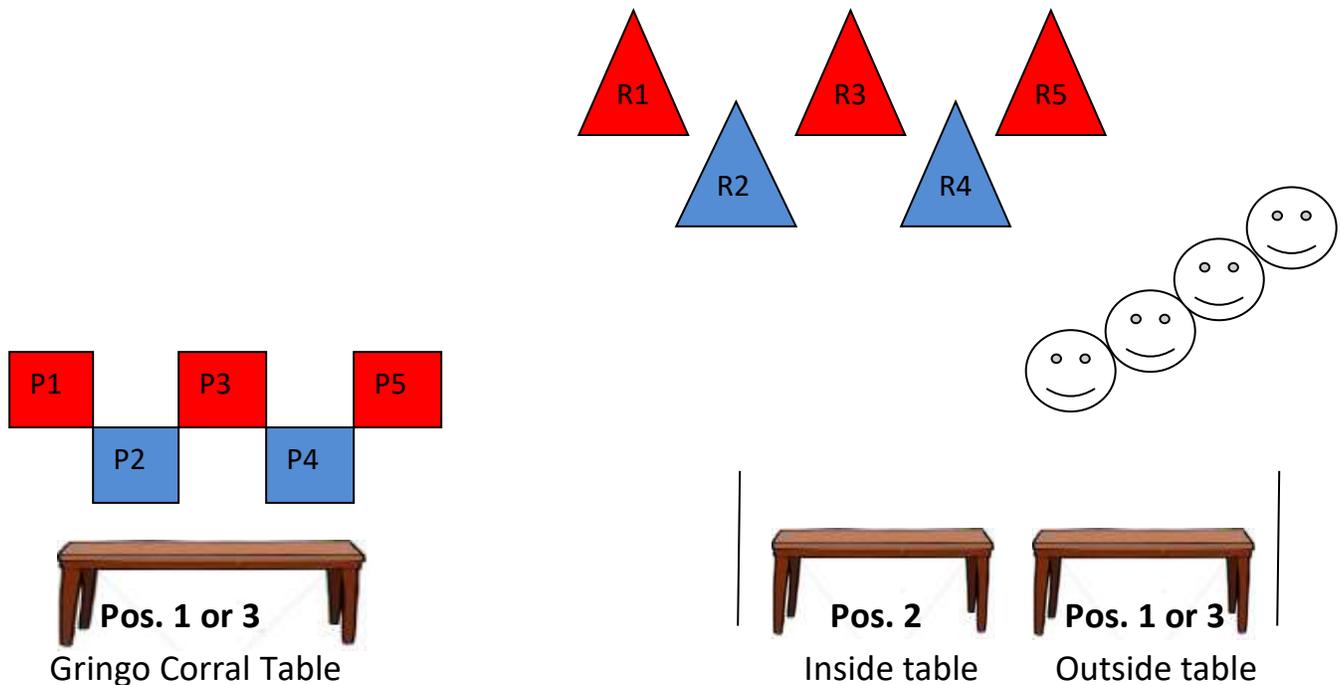
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STAGE 11 “THE LIVERY”

Pistols 10 rounds (5 rounds each holster) - shot behind Gringo Corral table

Rifle 10 rounds staged on inside table in the Barn

Shotgun 4+ rounds staged on outside table in the Barn



SHOOTER MAY START WITH PISTOLS OR SHOTGUN

Shooter starts: Hands at sides in SASS default position

Shooter says: “Hold them horses!”

At the buzzer: With **PISTOL(S)** engage targets as follows: from Left to Right (P1-P3-P5-P2-P4).
Repeat.

At inside table in barn, engage **RIFLE** targets with Pistol instructions.

At outside table in barn, engage **SHOTGUN** targets any order.

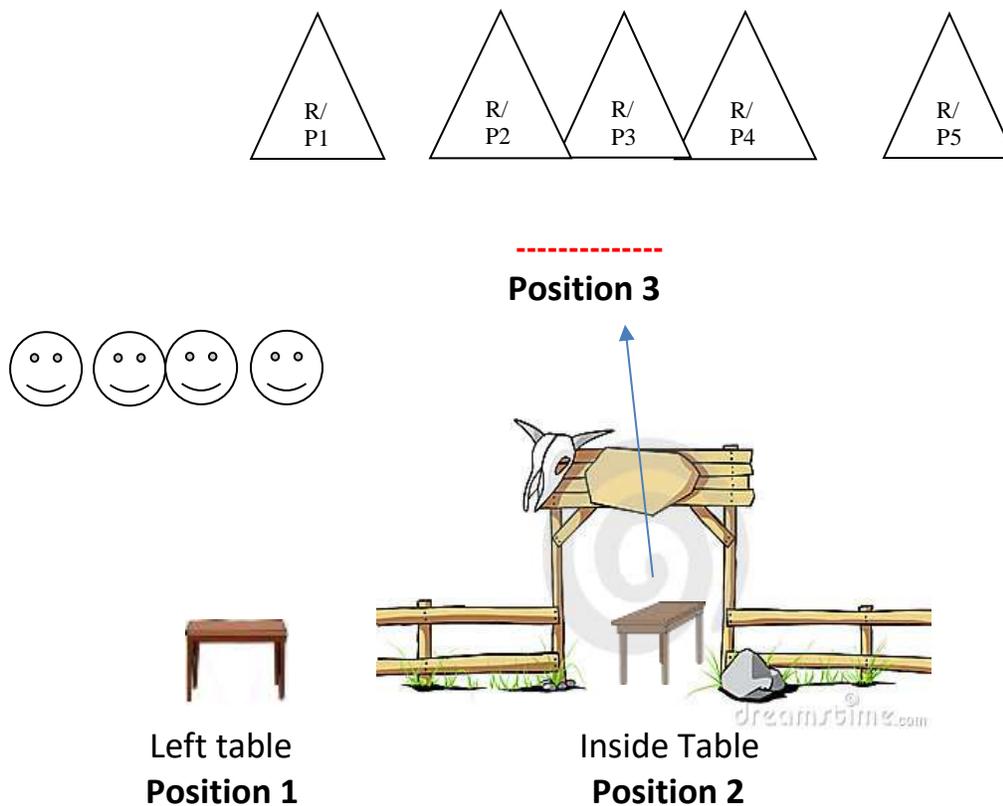
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STAGE 12 “THE CEMETERY”

Shotgun 4+ rounds in hands standing behind left table

Rifle 10 rounds staged on inside table

Pistols 10 rounds (5 rounds each holster) – shot from forward position 3



Shooter starts: Standing behind left table with shotgun in hands.

Shooter says: “Lester’s No More?”

At the buzzer, engage **SHOTGUN** targets any order.

At inside table, engage **RIFLE** targets in a Rattler John Sweep as follows: **(1,1,2,3,4,2,3,4,5,5)**.
Restage long guns pointing towards berm.

At **Position 3**; engage **PISTOL** targets with Rifle instructions.

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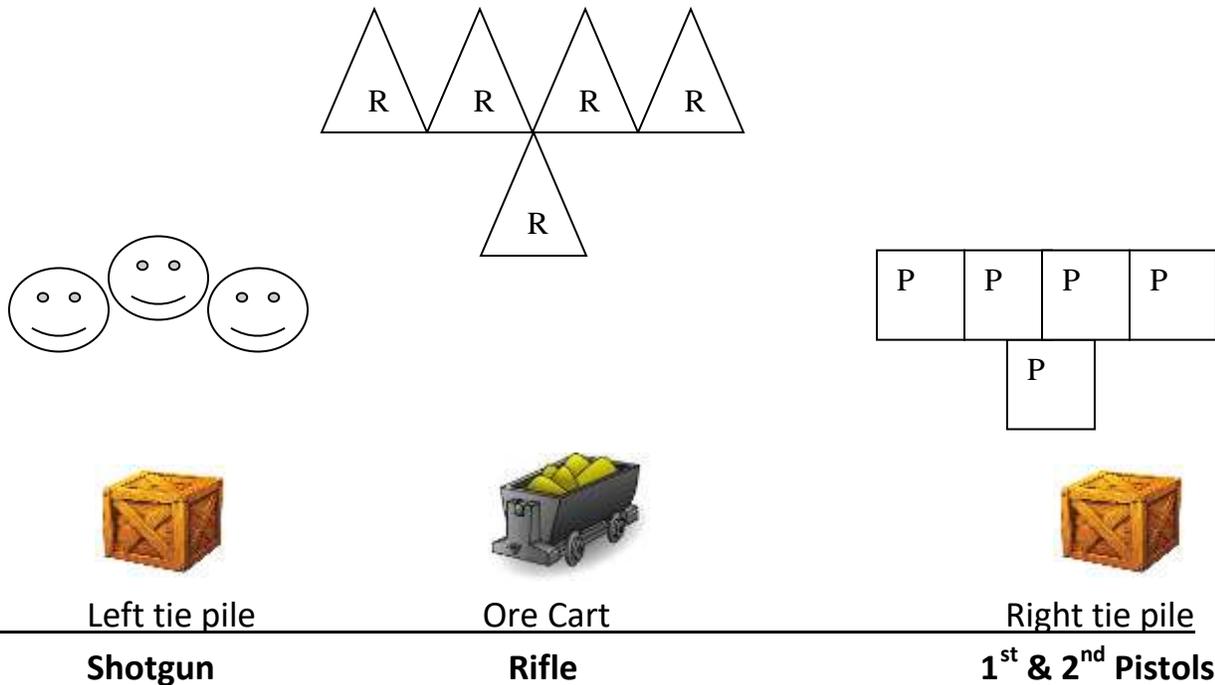
4 PERSON TEAM SHOOT/BAY 1 – THE MINE

1st Pistol-10 rounds (5 rounds each holster) **hands on pistol(s)** standing behind Right tie pile

Shotgun 3+ **shotgun in hands**, standing behind Left tie pile (Restage on Left tie pile)

Rifle -- 10 rounds, **gun in hands**, standing behind ore cart (Restage on ore cart)

2nd Pistol-10 rounds (5 rounds each holster) **standing** behind 1st Pistol shooter



All shooters start in their designated positions - **Hands on Pistol(s) & Long guns in hands.**

RIFLE & PISTOL(S): Double tap front target - then double tap rear targets – either direction.

At the buzzer: **1st Pistol shooter**, engage pistol targets per instructions. Reholster, move back.

As soon as 10th pistol round is fired, **Shotgun shooter** engages shotgun targets - any order.

As soon as last shotgun target is down, **Rifle shooter** engages rifle targets - per instructions.

As soon as 10th rifle round is fired, **2nd Pistol shooter** engages targets per instructions..

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6 PERSON TEAM SHOOT/BAY 2- THE WAGON

1ST Shotgun 2+ rounds, **Gun & shells in hands**, standing behind box.

1st Pistol 10 rounds (5 rounds each holster) **Hands on pistol(s)**, standing behind campfire.

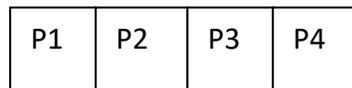
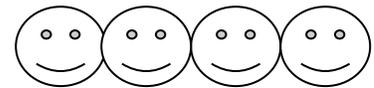
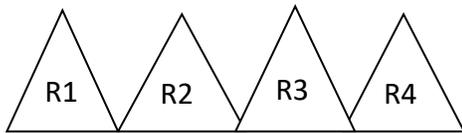
1st Rifle 10 rounds, **Gun in hands**, standing behind wagon

2nd Pistol 10 rounds (5 rounds each holster) - stands behind 1st Pistol shooter.

2nd Rifle 10 rounds, Staged on wagon (standing behind 1st Rifle shooter)

2nd Shotgun 2+ rounds (shells in hand) **shotgun staged on box** (2nd shotgun shooter standing behind 1st Shotgun shooter)

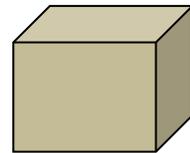
All shooters begin their sequence as soon as the previous shooter has completed their sequence.



Wagon= 1st & 2nd Rifles



1st & 2nd Pistols



Box=1st & 2nd Shotgun

RIFLE & PISTOLS SHOT IN A (1-4-4-1) SWEEP - EITHER DIRECTION

At the buzzer: 1st Shotgun Shooter: Shotgun & shells in hands at box. **(DON'T load til buzzer)**

1st Pistol Shooter: Hands on guns - at campfire.

1st Rifle Shooter: Rifle in hands standing behind wagon.

1st Shotgun, engage 2 targets (must fall). Restage on box & move back.

1st Pistol(s), engage targets, reholster. Move back.

1st Rifle, engage targets, restage on wagon. Move back.

2nd Pistol(s), engage targets, reholster.

2nd Rifle, engage targets, restage on wagon.

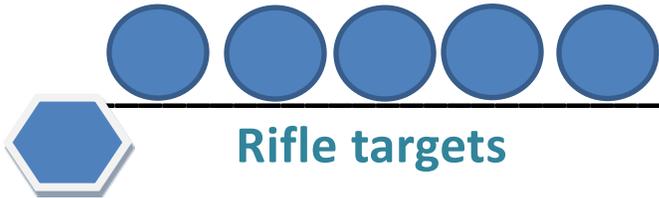
2nd Shotgun, engage 2 remaining targets til down **(DON'T LOAD TIL AFTER 10TH RIFLE ROUND)**

HUNTSMAN WORLD SENIOR GAMES 2021

TOP GUN SHOOT OFF

BLUE

RED



Pistol targets



Pistol targets



Pistols 10 rounds (5 each holstered)
Rifle 10 + 1 reload round - rifle staged on table
Shotgun 4+ rounds staged on table

Both shooters start on their side with hands at SASS default. At the buzzer, engage **PISTOL** targets, in a (2-1-2) sweep either direction. **Repeat & Reholster.**

Engage **SHOTGUN** targets, any order. Must fall to count.

With **RIFLE**, engage plate rack for 5 rounds, then dump 5 rounds on end Rifle target. **Reload** 1 round from body and engage large, stop-plate Rifle target in center.

Plate on bottom is the Winner OR Shooter with fewest misses is the Winner.

Costume Contest Categories

Best Character of the West – Male & Female
(Movie Character or western professions)

Best Dressed Gentleman

Best Dressed Lady

Best Dressed Couple

Best Junior Boy & Junior Girl

All Categories (except Junior Boy & Girl) may have 1st, 2nd, 3rd
winners

Costume Judging to start at 5:00 - Saturday evening

Future DIXIE DESPERADOS Matches:

SAVE THE DATES FOR 2022!!

SASS FOUR CORNERS REGIONAL

Preceded by the Western Territorial Wild Bunch

APRIL 18th - 23rd, 2022

HUNTSMAN WORLD SENIOR GAMES

OCTOBER 2nd -7TH, 2022

A GREAT BIG THANK YOU!!!!

Thanks, Dixie Desperados, for all your effort and commitment throughout the year to prepare for our major events.

And special thanks to the Huntsman World Senior Games staff for their continued support.

Thanks, especially, to all of you cowboy action shooters who joined us this year. We enjoyed your competitive spirit, camaraderie and helpful assistance. We couldn't have done it without all of YOU!

See ya' next year!!

Bit Younger & the Dixie Desperados