



HUNTSMAN
**WORLD
SENIOR
GAMES**

2024



Hosted by the
Dixie Desperados



**Huntsman World Senior Games
Cowboy Action Shooting Match
October 7-12, 2024**

The Dixie Desperados welcome you to the 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 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 (first come-first served).

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.com.

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

Sports Directors: **Clark Poulton aka Bit Younger 435-239-4014**

and Carol Poulton aka Lil Bit Younger 435-632-1770

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/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!!!!!!

SCHEDULE OF SHOOTING EVENTS 2024

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

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

Monday October 7th

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 8th

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

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

9:00am Wild Bunch signup sheets @ 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 9th

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

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

8:45am **Shooter's Safety Meeting @ 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 @ Pavilion for Warm Up**

Followed by: Warm-Up Match & Plainsman events (*Sign-up sheets @ Range Pavilion in a.m.*)

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

Thursday, October 10th

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

Friday, October 11th

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/Ice Cream Social at Pavilion

Followed by: Shotgun Challenge at Midway Bay

Saturday, October 12th

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***)

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)

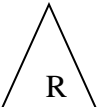
Purchase extra guest dinner tickets only at the Range –not at the Dixie Center!

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 2024

- 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. 9th from 9:00 a.m. to 11:30

Bay 8 – Town Hall	Pocket Pistol/Derringer
Bay 9 – Bank	Speed Pistol/Speed Rifle
Bay 10 - BathHouse	Speed Shotgun
Bay 11 – Livery	.22 Pistol/.22 Rifle
Bay 13 – Shack	Long Range Pistol/Long Range Rifle (<u>pistol caliber</u>)
E. 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 rds on left target – 2 on right).**

Derringer-2 rds. – gun in hands, muzzle touching table. Engage **1 round on each target.**

Speed Pistol(s)-5 rounds, each holstered. Hands at default position. Engage targets in a **(3-2-2-3 sweep)** either direction. 1st pistol must return to holster.

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

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

.22 Rifle-10 rds. Rifle in hands. **Double tap outside targets in a clockwise direction starting from top left – last 2 rounds on center black target.**

.22 Pistol-5 rds. gun in hands, muzzle touching table. **Single tap outside targets in a clockwise direction starting on top left – last round on center black target.**

Long Rge.Pistol- 10 rds.(1 pistol in hands/1 staged on table) Engage targets in a **(3-4-3-sweep).**
(distance approx. 35 yards)

Long Rge.Rifle (pistol caliber)-10 rds. Rifle in hands. Engage targets in a **(3-4-3-sweep).**
(distance approx. 65 yards)

Shotgun Challenge – to be held Friday following Side match awards at Midway Bay.

12+ rds. – in hands. (Flyers, poppers, knock down targets)

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.

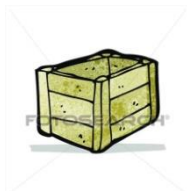
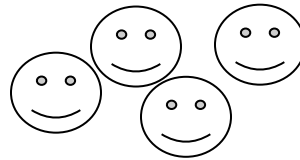
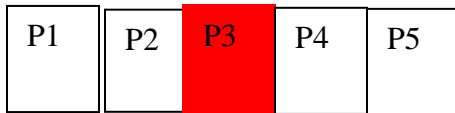
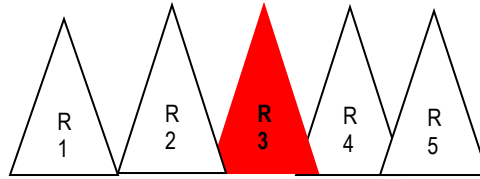
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STAGE 1 THE MINE

Shotgun 4+ rounds staged on right tie pile

Rifle 10 rounds staged at ore cart

Pistols 10 rounds – 5 rounds each holster



Position 3



Position 2



Position 1

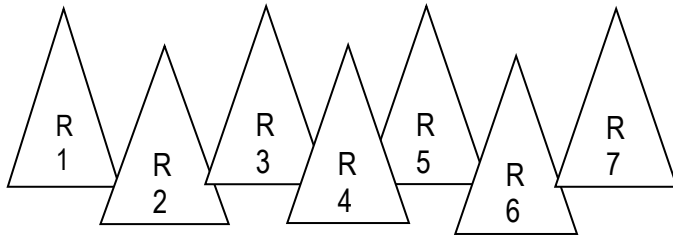
Shooter starts at right tie pile with hands on dynamite plunger. When ready, shooter says:
"Fire in the Hole!"

At the buzzer, shooter drops plunger & engages **SHOTGUN** targets any order. Move to ore cart and engage **RIFLE** targets as follows: **R1, R2, R3, R3, R3 - R5, R4, R3, R3, R3** starting from the left. Move to left tie pile and engage **PISTOL** targets same as rifle.

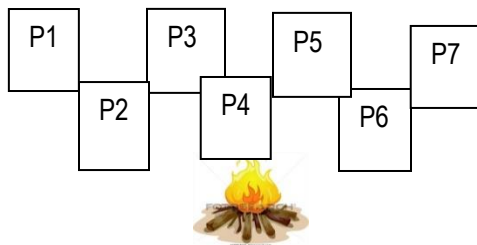
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STAGE 2 - THE WAGON

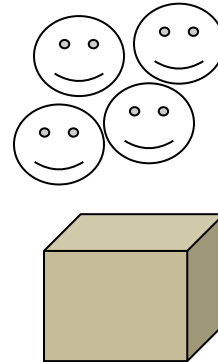
Rifle 10 rounds in hands at wagon
Pistols 10 rds – 5 rounds each holster
Shotgun 4+ rounds staged on Box



Position 1



Position 2



Position 3

Shooter starts at Wagon, rifle in hands. When ready, shooter says: **“Get ‘em!”**

At the buzzer, engage **RIFLE** targets in a **continuous sweep from either direction** with a **single tap** on the **rear targets** & a **double tap** on the **front targets**. (ie. R1, R2, R2, R3, R4 R4, R5, R6, R6, R7).

Move to campfire & engage **PISTOL** targets with rifle instructions. At the box, engage **SHOTGUN** targets any order.

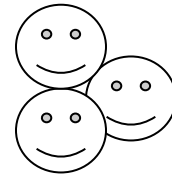
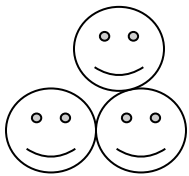
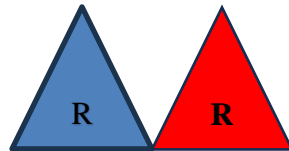
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STAGE 3 OUTHOUSE

Rifle 10 rounds on center table

Pistols 10 rds - 5 rounds each holster

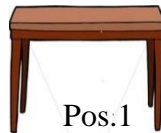
Shotgun 3+ rounds staged on right **or** left table



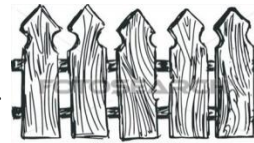
Pos.3



Pos. 2



Pos.1



Pos. 2



Pos.3



Shooter starts standing at the center table with hand holding nose (other hand at side). When ready, shooter says: ***"This stage stinks!"***

At the buzzer, engage **RIFLE** targets in a **2-1-2 sweep** starting on the left **blue** target then **2-1-2 starting on the right red** target. Move to right **or** left fence and engage **PISTOL** targets same as rifle. Then move to table and engage **SHOTGUN** targets any order.

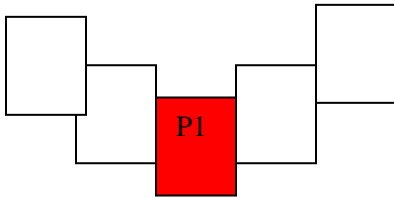
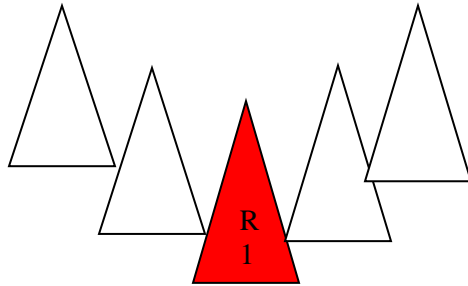
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STAGE 4 PONY EXPRESS

Pistols 10 rounds - 5 rounds each holster

Rifle 10 rounds staged on right window table

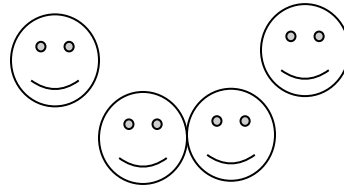
Shotgun 4+ Staged on far right porch table



Pos. 1



Pos.2



Pos.3

Shooter begins at left window, hands on hips. When ready, shooter says: ***"Horses got loose!"***

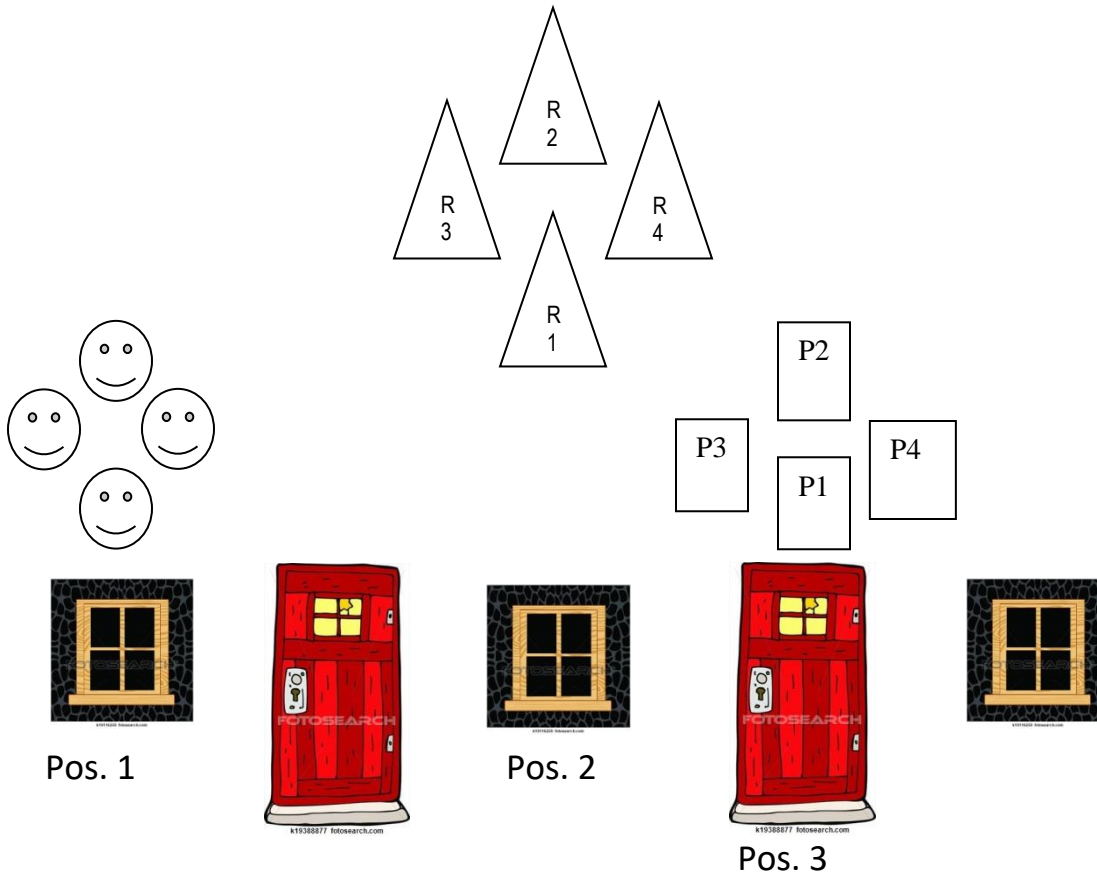
At the buzzer, engage **PISTOL** targets by **double tapping center target** then double tapping remaining targets any order.

At right window, engage **RIFLE** targets with same instructions as pistols. Move to right porch table and engage **SHOTGUN** targets any order.

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STAGE 5 WESTERN UNION DESPERADOS RAILROAD

Shotgun 4+ at far-left window table
Rifle 10 rounds staged on center window table
Pistols 10 rounds - 5 rounds in each holster



Shooter starts at far-left window with hands flat on shotgun. When ready, shooter says:
"Got your tickets?"

At the buzzer, engage **SHOTGUN** targets vertically then horizontally.

At center window, engage **RIFLE** targets by alternating vertical targets for 5 rounds then alternating horizontal targets for 5 rounds. (ie. **R1, R2, R1, R2, R1 – R3, R4, R3, R4, R3.**)

Move to right doorway and with **PISTOLS** repeat rifle instructions.

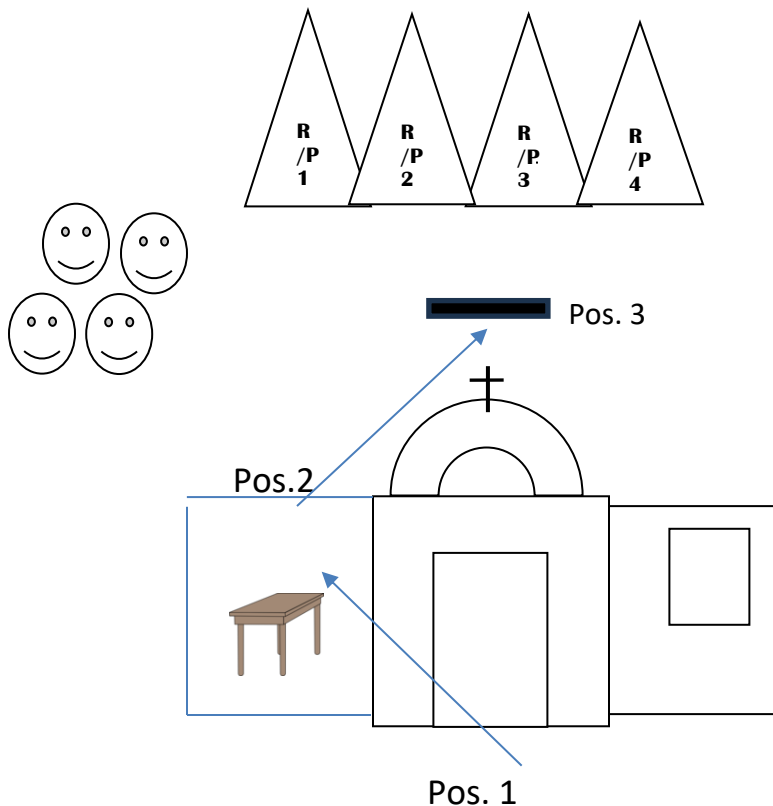
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STAGE 6 MISSION

Rifle 10 rounds staged in hands at doorway

Shotgun 4+ rounds staged on table to the left of doorway

Pistols 10 rounds - 5 rounds each holster



Shooter starts at doorway with rifle in hands. When ready, shooter says: ***"It's all over!"***

At the buzzer, with **RIFLE** engage rifle/pistol targets with **3 rounds on the outside targets then 2 rounds on the inside targets from either end** (ie. R1, R1, R1, R4, R4, R4, R3, R3, R2, R2).

Move thru doorway to table & point rifle toward berm – then engage **SHOTGUN** targets any order and point shotgun toward berm. Move to forward position & engage **PISTOLS** with rifle instructions.

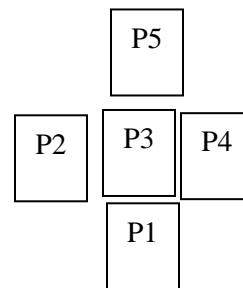
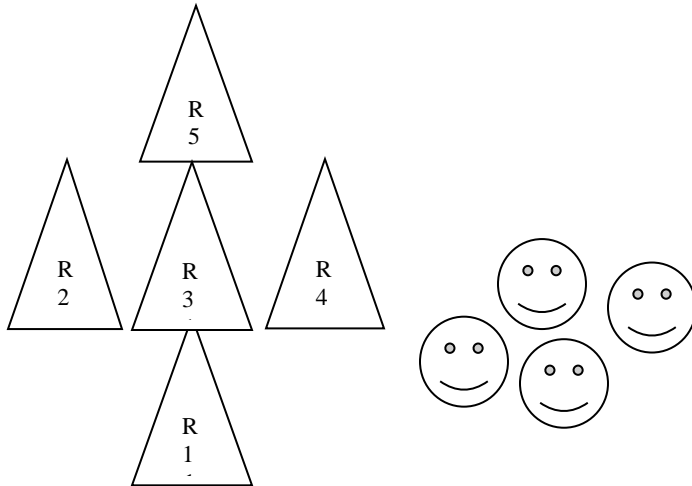
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STAGE 7 SHERIFF OFFICE/JAIL

Rifle 10 rounds - staged on vertical rack in corner

Shotgun 4+ rounds- staged on desk

Pistols 10 rounds - 5 rounds each holster



Vertical Rack



Position 2



Position 3

Shooter begins standing near corner vertical rack with hands on hat. When ready, shooter says: ***"I'm the law here!"***

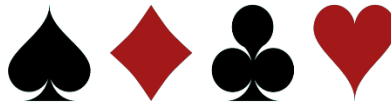
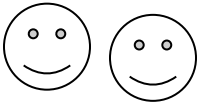
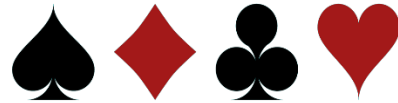
At the buzzer, engage **RIFLE** targets as follows: **[R1, R2, R3, R4, R5 - R5, R4, R3, R2, R1]**.

Move to desk and engage **SHOTGUN** targets any order. Move to jail cell window and repeat rifle instructions with **PISTOLS**.

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STAGE 8 TOWN HALL

Rifle 10 rounds on table on right window table
Pistols 10 rounds - 5 rounds each holster
Shotgun 2+ rounds staged on left window table



Position 3



Position 2



Position 1

Shooter picks one of 2 hidden cards – SPADE or HEART.

Shooter starts at right window with hands on window frames – shoulder height. When ready, shooter says: ***“You got off easy!”***

At the buzzer, engage **RIFLE** targets as follows: **Double tap the target you chose (either spade or heart) then double tap the remaining targets and end with a double tap on the first chosen target.**

At doorway, engage **PISTOL(S)** with rifle instructions. At left window, engage **SHOTGUN** targets any order.

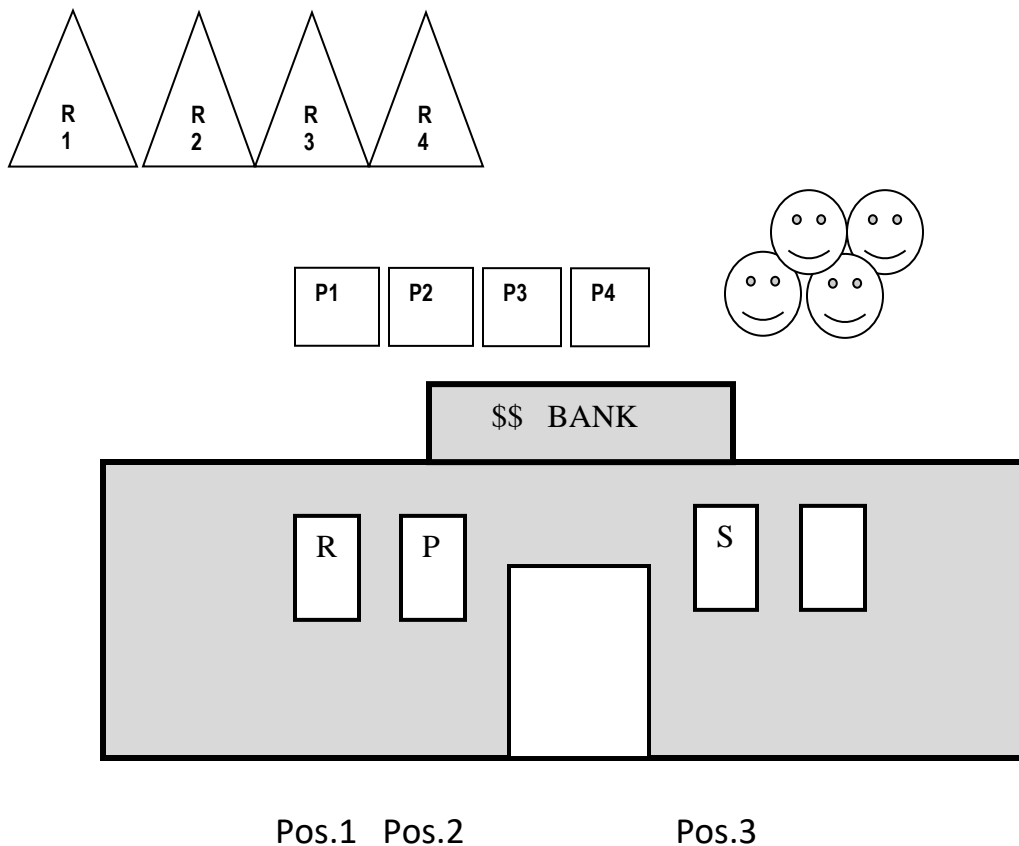
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STAGE 9 THE BANK

Rifle 10 rounds staged at far-left window

Pistols 10 rounds - 5 rounds each holster

Shotgun 4+ rounds staged at inside right window



Shooter starts at far-left window with hands flat on table not touching rifle. When ready, shooter says: ***"Is that all you got?"***

At the buzzer, engage **RIFLE** targets with 3 rounds each on the middle two targets then alternate the outside targets with the remaining 4 rounds. (ie. **R2, R2, R2, R3, R3, R3, R4, R1, R4, R1**).

Move to inside left window and engage **PISTOL** targets with rifle instructions. Move to inside right window and engage **SHOTGUN** targets any order.

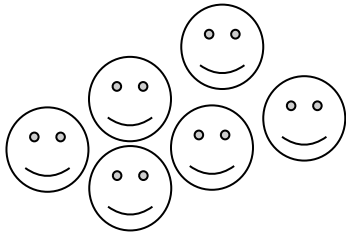
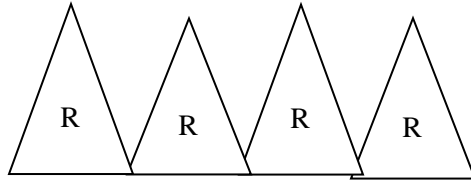
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STAGE 10 BATH HOUSE AND BROTHEL

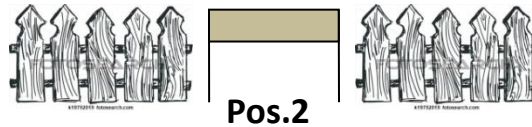
Shotgun 6+ rounds staged on bath house window table

Rifle 10 rounds on center table

Pistols 10 rounds – 5 rds. each holster



Position 1



Position 3

Shooter starts at bath house window with hands on arms like you're shivering. When ready, shooter says: *"I'm freezin'!"*

At the buzzer, engage **SHOTGUN** targets any order. Move to center table and engage **RIFLE** targets in a Badger Sweep (drop last target each sweep) starting on either end (ie. R1, R2, R3, R4, R1, R2, R3, R1, R2, R1).

At the brothel, engage **PISTOL(S)** with the rifle instructions.

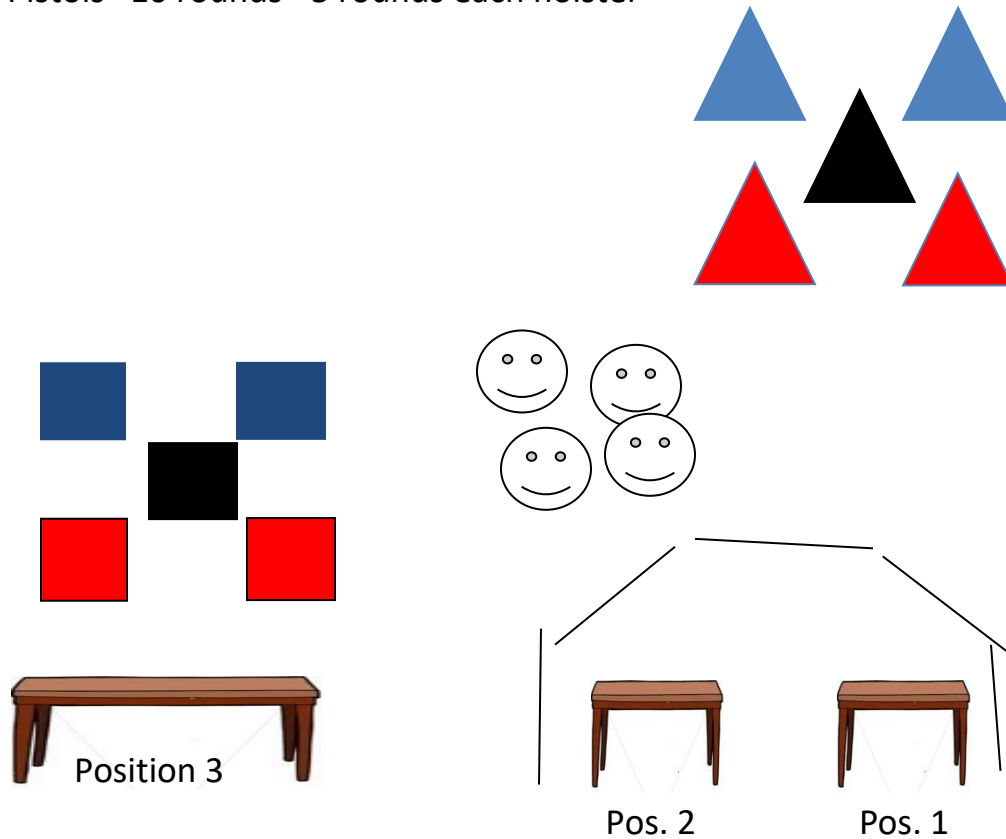
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STAGE 11 DICK'S LIVERY

Rifle 10 rounds staged on right table in barn

Shotgun 4+ rounds –staged on left table in barn

Pistols 10 rounds - 5 rounds each holster



Shooter starts at right table in barn at SASS default position. When ready, shooter says:
"I need your horses!"

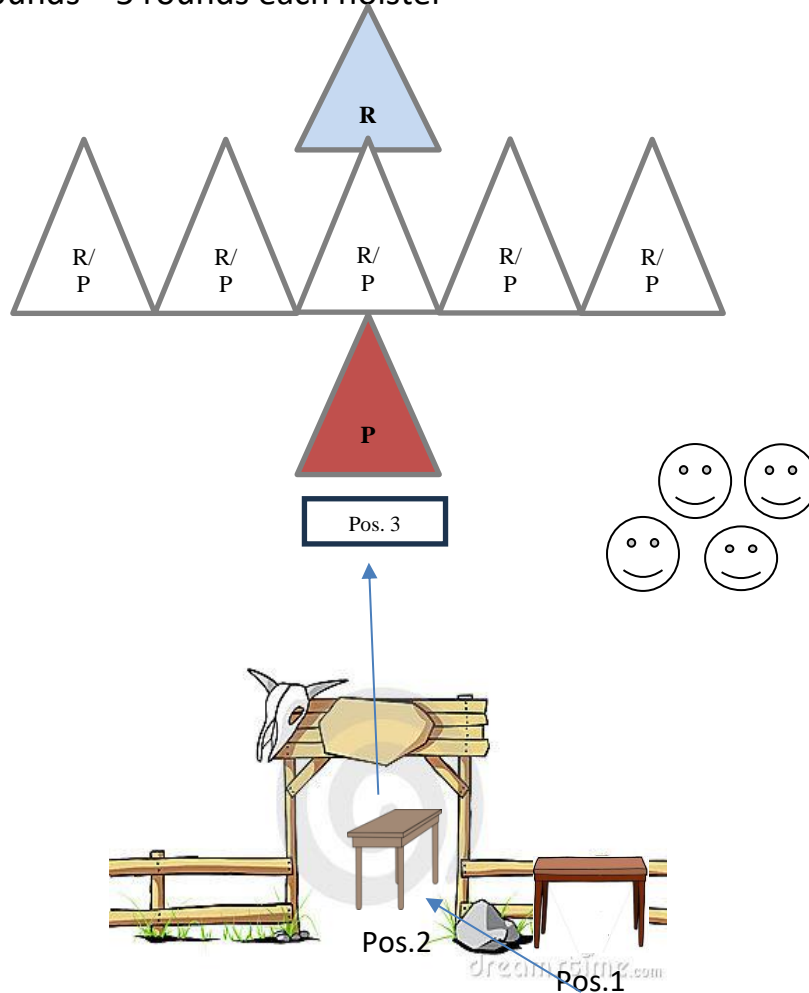
At the buzzer, engage **RIFLE** targets as follows: alternate the top **blue** targets for 4 rounds and single tap **center black** target; then alternate the lower **red** targets for 4 rounds and single tap the **center black** target.

At left table in barn, engage **SHOTGUN** targets any order. Move to corral table and engage **PISTOL** targets with rifle instructions.

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STAGE 12 CEMETERY

Shotgun 4+ rounds in hands at right fence table
 Rifle 10 rounds staged on table at cemetery entrance
 Pistols 10 rounds – 5 rounds each holster



Shooter starts at right fence table with shotgun in hands. When ready, shooter says:
"Guess it's my time!"

At the buzzer, engage **SHOTGUN** targets any order. Make shotgun safe – point toward berm.
 At cemetery entrance, with **RIFLE**, engage the center rifle targets in a continuous Nevada Sweep then put one round on the **top blue** target. Make rifle safe pointing toward berm then move forward and with **PISTOL(S)**, engage pistol targets in a continuous Nevada Sweep then put one round on the **bottom red** target.

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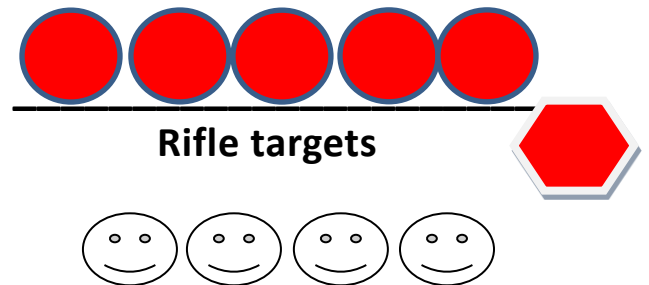
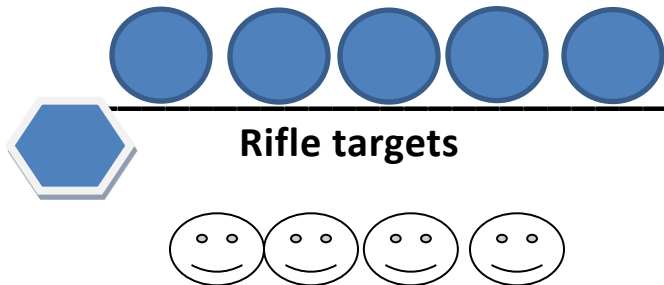
4 PERSON TEAM SHOOT/MIDWAY BAY

1st Shotgun – 4+ rounds, right table, SHOTGUN in hands, standing behind table

Pistol – 10 rounds (5 rds each holster) left table, hands on PISTOL(S) standing behind table

Rifle – 10 rds, RIFLE staged on right table, shooter standing behind 1st shotgun shooter.

2nd Shotgun – 4+rds, SHOTGUN staged on left table, shooter standing behind 1st pistol shooter.



First shooters stand in their designated positions – hands on PISTOL(S) & SHOTGUN in hands.

After 1st shooters have moved back, second shooters move forward and stand at their table with RIFLE & SHOTGUN in hands but do not engage targets or touch shotgun shells until previous shooter from other table has fired their last round.

At the buzzer:

1st Shotgun: Engage 4+ **SHOTGUN** targets – any order. Must fall to count. Move back!

Pistol(s): Engage 3 **PISTOL** targets in two (**2-1-2 sweeps**) from the left. Reholster, move back!

Rifle: With **RIFLE**, sweep the 5 plate rack targets with 5 rounds, then engage any plates that were missed. Engage any remaining rounds on the dump target.

2nd Shotgun: Engage 4+ **SHOTGUN** targets – any order. Must fall to count.

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6 PERSON TEAM SHOOT/MIDWAY BAY

1st Shotgun – 4+ rounds, Shotgun in hands-standing behind left table

1st Pistol – 10 rounds (5 rds each holster) Hands on pistol(s)-standing to the right of left table

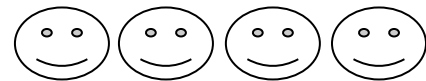
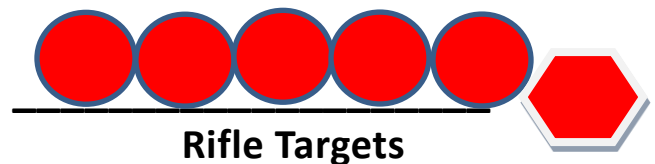
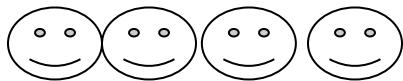
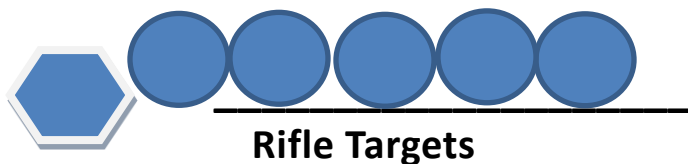
1st Rifle – 10 rounds- Rifle staged on left table-(standing behind 1st Shotgun shooter)

2nd Rifle – 10 rounds – Rifle in hands – standing behind right table

2nd Pistol – 10 rounds (5 rds each holster) Hands on pistol(s)-standing to the left of right table

2nd Shotgun – 4+ rounds, Shotgun staged on right table (standing behind 2nd Rifle shooter)

All shooters begin their sequence as soon as the previous shooter completes their sequence.



At the buzzer: On the left -

1st Shotgun: engage 4 SHOTGUN targets til down. Restage on table; move back.

1st Pistol(s): engage 3 PISTOL targets in a double tap Nevada sweep. Move back.

1st Rifle: Sweep the 5 targets on plate rack with 5 rounds, then engage any plates that were missed. Engage any remaining rounds on the far-left dump target.

Then on the right -

2nd Rifle: Sweep the 5 targets on plate rack with 5 rounds, then engage any plates that were missed. Engage any remaining rounds on the far-right dump target. Move back.

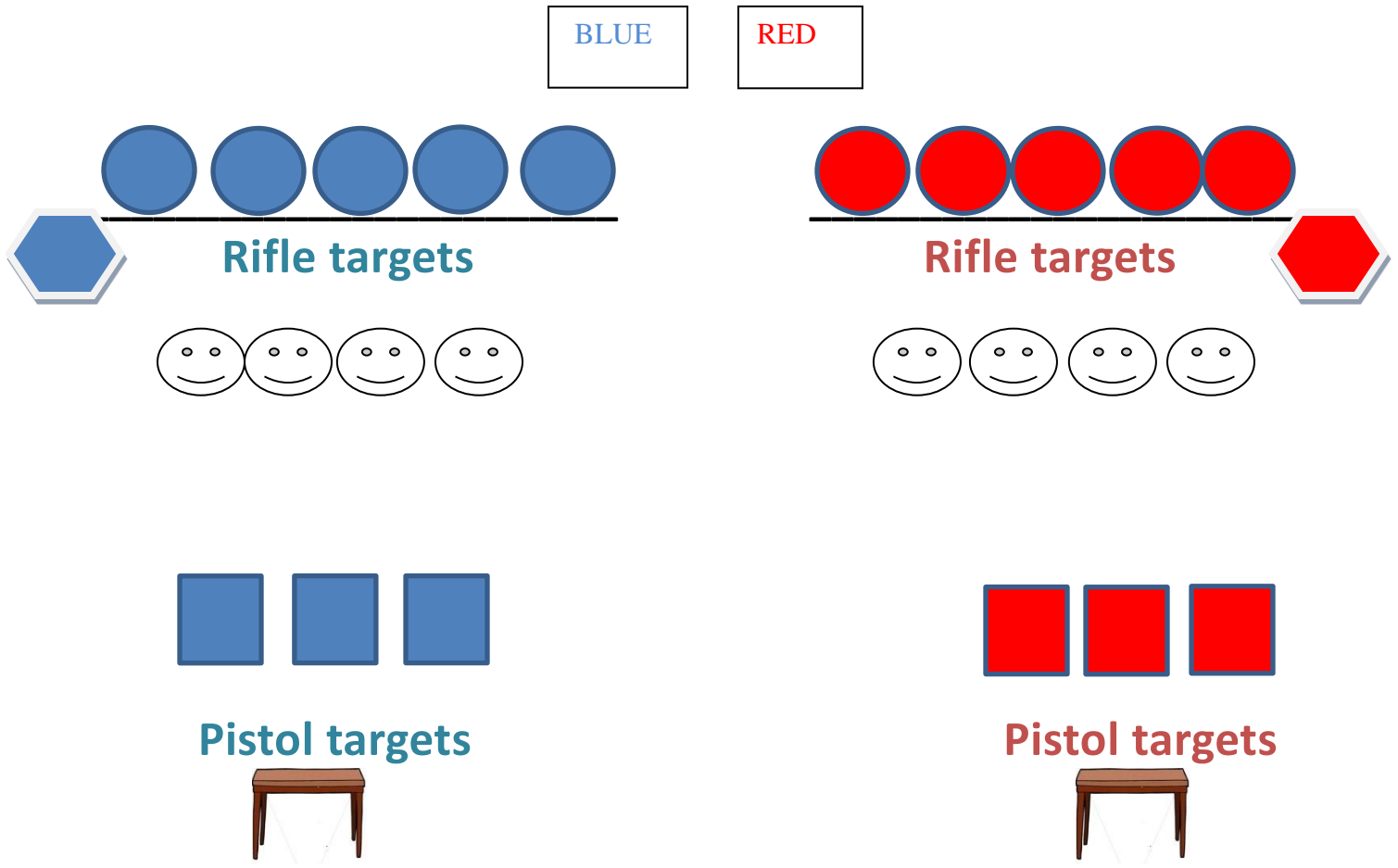
2nd Pistol: engage 3 PISTOL targets in a double tap Nevada sweep. Move back.

2nd Shotgun: engage 4 SHOTGUN targets til down. **(don't load until after 10th pistol round)**

ENGAGE ALL PLATE TARGETS ONCE BEFORE MAKING UP ANY MISSES!

HUNTSMAN WORLD SENIOR GAMES 2024

TOP GUN SHOOT OFF/MIDWAY BAY



Shotgun 4+ rounds staged on table

Pistols 10 rounds (5 each holstered)

Rifle 10 + 1 reload round - rifle staged on table

Both shooters start on their side with hands flat on table not touching guns. At the buzzer: engage **SHOTGUN** targets any order. Must fall to count.

With **PISTOL(S)**, engage pistol targets in a **(3-4-3 sweep)** either direction. **Reholster**.

With **RIFLE**, sweep all 5 targets on plate rack for 5 rounds, then engage any plates that were missed. Engage any remaining rounds on dump 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)

Best Dressed Gentleman

Best Dressed Lady

Best Dressed Couple

Judges Choice

Costume Judging to start at 5:00 - Saturday evening

SAVE THE DATES FOR 2025!!

Western Territorial Wild Bunch – April 21st & 22nd and

SASS FOUR CORNERS REGIONAL – April 23rd – 26th, 2025

HUNTSMAN WORLD SENIOR GAMES

OCTOBER 6th-11th, 2025

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!!

Bit Younger and the Dixie Desperados

A special thank you
to



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World Senior Games
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