

Griffin Gun Club



Georgia SASS State Championship Match
April 16, 17, 18, 19, 2009
Main Match Stages

Actual stages may be changed due to range conditions, etc.

Legendary Encounters of the Old West
Altercations & Gunfights



When John Holliday got the moniker "DOC"



Stage 1 Bay 1

Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

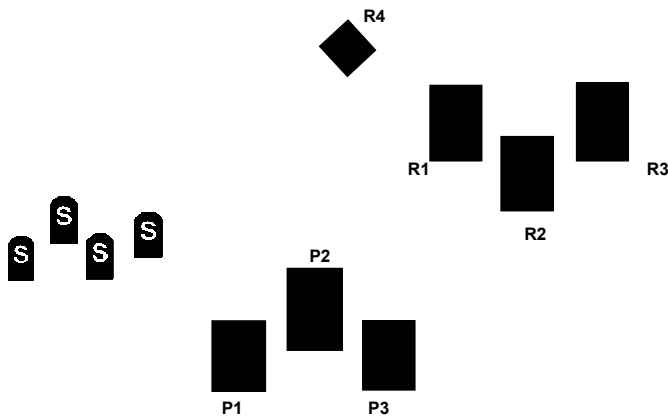
When John Holliday got the moniker "DOC"

Dr. John Holliday, while gambling in Julian Bogel's Saloon in Dallas, Texas where the "Doc" Moniker came to be associated with him, had a dispute with a prominent citizen. Doc put two large holes through him, leaving him dead. This incident occurred in mid January 1875.

Starting Position: Start seated at table with cards in both hands.

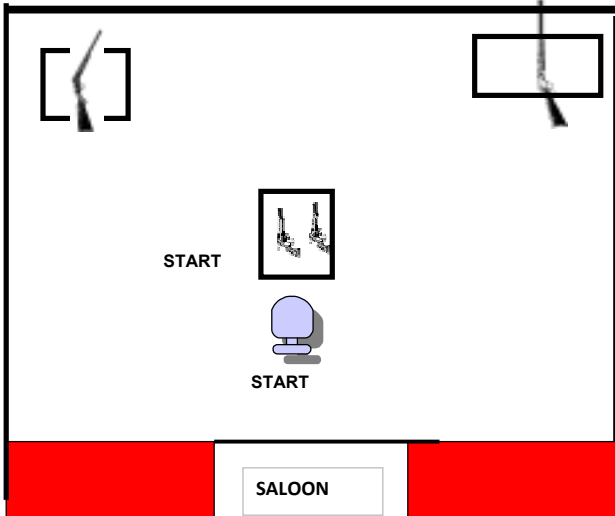
Staging: Two Pistols loaded with five rounds each - staged on table. Rifle loaded with 10 rounds and staged on bar on the right. Shotgun on the left table with at least four rounds on your person.

Procedure: Say "HATE A CARD CHEAT" and wait for the beep. At the beep, stand and pick up first pistol and engage pistol target P1 with 1 round, P2 with 3 rounds, P3 with 1 round. Holster. Pick up second pistol and repeat. Holster. Move to the bar, pick up rifle and engage rifle targets R1, R2, R3 with three sweeps all starting on R1. With your last shot engage the bonus target R4 for a 5 second bonus. A miss on R4 will not count as a miss, but it must be engaged or it will be a Procedural. Return open and empty rifle to bar. Move to your shotgun and engage the four shotgun targets in any order.



Note: Stages may be revised for actual match due to range conditions, props, etc.

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Wyatt Earp's early Law Enforcement Days

Dodge City Kansas - Stage 2 Bay 1



Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

In July, 1878, Wyatt was serving as a Dodge City Police Officer with Jim Masterson. George Hoy, a Texas Cowboy, and his friends began firing into the Comique Variety Hall and Saloon from the street. The lawmen, on the street and inside the Hall, began to return fire. Hoy was shot from his horse as he rode away with a severe and fatal wound. He later died, and his death was credited as Wyatt Earp's first killing.

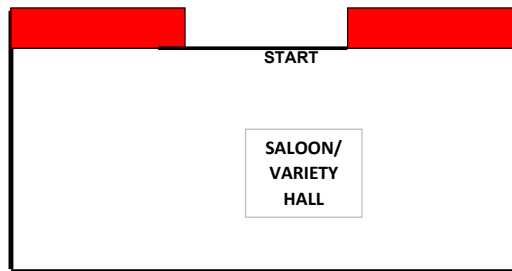
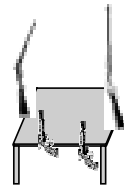
Starting Position: Start standing inside the Variety Hall doorway with hands at side not touching pistols.

Staging: Two Pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on table outside door. Shotgun on the table outside door with at least two rounds on your person.

Procedure: Say "LET EM KNOW WE BEEN HERE" and wait for the beep. At the beep move thru the doorway to the table, pick up rifle and engage the rifle targets in a Nevada Sweep starting on the left. Return open and empty rifle to the table. Draw first pistol and engage the pistol targets with alternating shots starting on the left. Holster. Pick up shotgun and engage the shotgun targets in any order. Return shotgun open and empty to table. Draw second pistol and again engage the pistol targets with alternating shots starting on the left. Holster.

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Butch Cassidy and The Wild Bunch



Stage 4 Bay 2

Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

August 13, 1896, Robert LeRoy Parker, "Butch Cassidy", and the Wild Bunch robbed the Montpelier, Idaho Bank. Shortly thereafter he recruited Harry Longabaugh, "The Sundance Kid", into the Wild Bunch. The gang continued robbing trains and banks, always fleeing into their Hole in the Wall hideout.

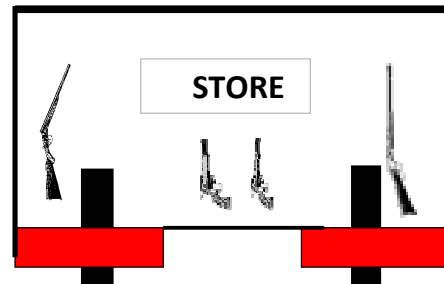
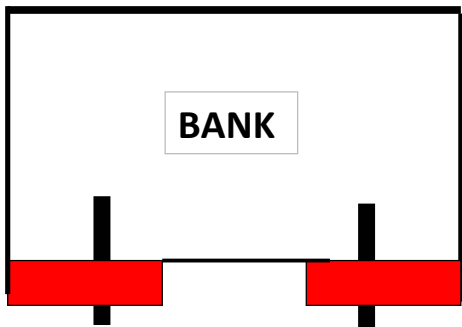
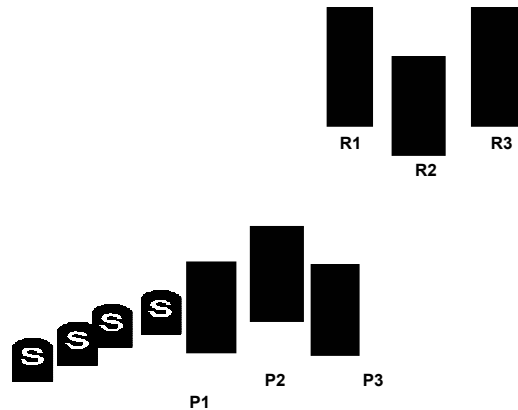
Starting Position: Start with rifle at Cowboy port arms at the right window of the store.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and held at Cowboy port arms. Shotgun staged in the left window tray with at least 4 rounds on your person.

Procedure: Say "IT'S A HOLDUP" and wait for the beep. At the beep engage the rifle targets with two sweeps from the right as follows: R3 with 2 rounds; R2 with 1 round; R1 with 2 rounds. Place open and empty rifle in right window tray. Move to the doorway, draw first pistol and engage pistol targets from the right as follows: P3 with 2 rounds; P2 with 1 round; P1 with 2 rounds. Holster. Draw second pistol and repeat the same sweep. Holster. Move to the shotgun and engage shotgun targets in any order.

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START



The Johnson County Wars aka War on Powder Creek

Stage 5 Bay 3

stage by Witch Doctor



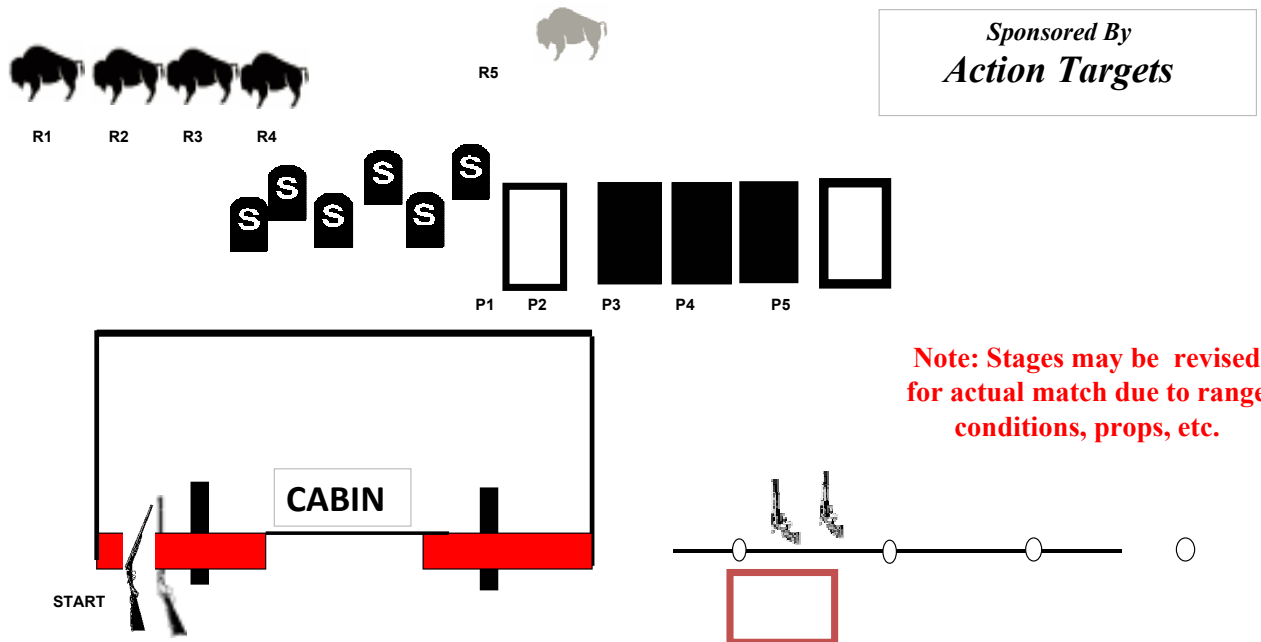
Two Revolvers and 10 cartridges, Rifle and 10 + 1 Cartridges, Shotgun and 6 + Shells

April 1892 saw a Range war between cattle ranchers and nesters in Northern Wyoming. Governor Barber supported the cattlemen against the homesteaders. The sheriff of Buffalo (Red Angus) supported the homesteaders. The cattlemen had a list of men they wanted killed, hired a lynching party of cattlemen and gunmen. They attacked the KC ranch trapping four men in the cabin. Nate Champion, Rueben "Nick" Ray and two innocent trappers. One trapper went for water and one to find him, both were captured. Ray went to find them and was cut down outside the cabin. Champion pulled him in the cabin, where he died. The cattlemen set fire to the cabin and Champion was killed. Red Angus raised a posse that trapped the cattlemen at the TA ranch. The cattlemen were rescued by the Army Cavalry.

Starting Position: Start at left window with bucket held by both hands. Note: The firing line is from outside the building at all times.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged in left window tray with at least one round on your person. Shotgun also staged in left window tray with at least 6 shells on your person.

Procedure: Say "WE NEED SOME WATER" and wait for the beep. At the beep drop the bucket, pick up rifle and engage rifle targets from the left as follows: R1 with two rounds; R2, R3, R4 with one round each. Then engage R4 with 2 rounds, R3, R2, R1 with one round each. Shooter may reload from person and shoot R5 for a five second bonus. Shooter is not obligated to attempt bonus, and a miss on R5 will count as a miss. Place open and empty rifle on tray. Pick up shotgun, move thru doorway and engage all shotgun targets in any order. Place open and empty shotgun in the right window tray. Move out to the fence, draw first pistol and engage the pistol targets as follows: P1 with 2 rounds, P2, P3, P4 with one round each. Holster. Draw second pistol and engage P5 with 2 rounds, P4, P3, P2 with one round each. Holster.





The Lincoln County Wars in New Mexico Territory

Stage 6 Bay 3

stage by Witch Doctor



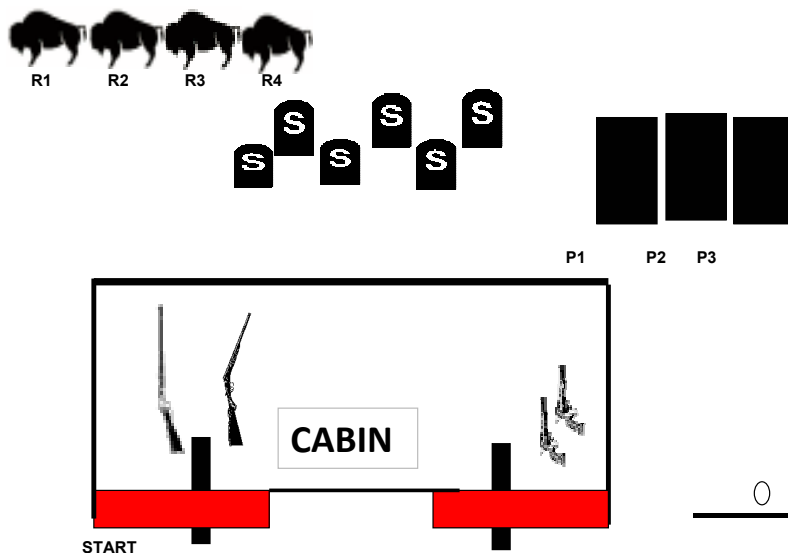
Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 6 + Shells

The Lincoln County War was a conflict between rival cattle barons. Lawrence Murphy and James Dolan obtained a court order to seize horses of John Tunstall as payment on a debt. Tunstall refused the order and Lincoln County Sheriff, William Brady, formed a posse. Tunstall was shot in the head February 18, 1878. At Tunstall's funeral, William Bonny, aka Billy the Kid, swore: "I'll get every man who helped kill John if it's the last thing I do". Billy joined Tunstall's Ranch foreman, Dick Brewer, in the Regulators to hunt for Tunstall's killer, William Morton. On March 6, 1878, the Regulators caught Morton. Morton surrendered so his fellow deputy sheriff, Frank Baker, could return alive to Lincoln. However, on the ride back to Lincoln, Billy and another Regulator killed the prisoners, along with a Regulator that tried to stop them. Three weeks later, Billy and several Regulators holed up in Tunstall's store and ambushed the sheriff, killing Brady and one of his deputies.

Starting Position: Start at left window with rifle at Cowboy port arms.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and held at cowboy port arms. Shotgun staged in left window tray with at least 6 shells on your person.

Procedure: Say "I'LL GET EVERY MAN WHO HELPED KILL JOHN IF IT'S THE LAST THING I DO" and wait for the beep. At the beep, engage the rifle targets as follows: (R1, R2), (R1, R2, R3), (R1, R2, R3, R4) with one round each (a vigilante sweep). Place open and empty rifle in the left window tray. Pick up shotgun and engage shotgun target S1, S2 thru left window, take shotgun to doorway and engage S3, S4, again take shotgun to right window and engage S5, S6 and place open and empty shotgun in right window tray. Draw first pistol and shooting thru right window engage pistol targets as follows: (P1, P2); (P1, P2, P3), holster. Draw second pistol and repeat sweep, (P1, P2); (P1, P2, P3), holster, (a vigilante sweep).



Note: Stages may be revised for actual match due to range conditions, props, etc.

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Action Targets*



The James - Younger Gang

Stage 7 Bay 4



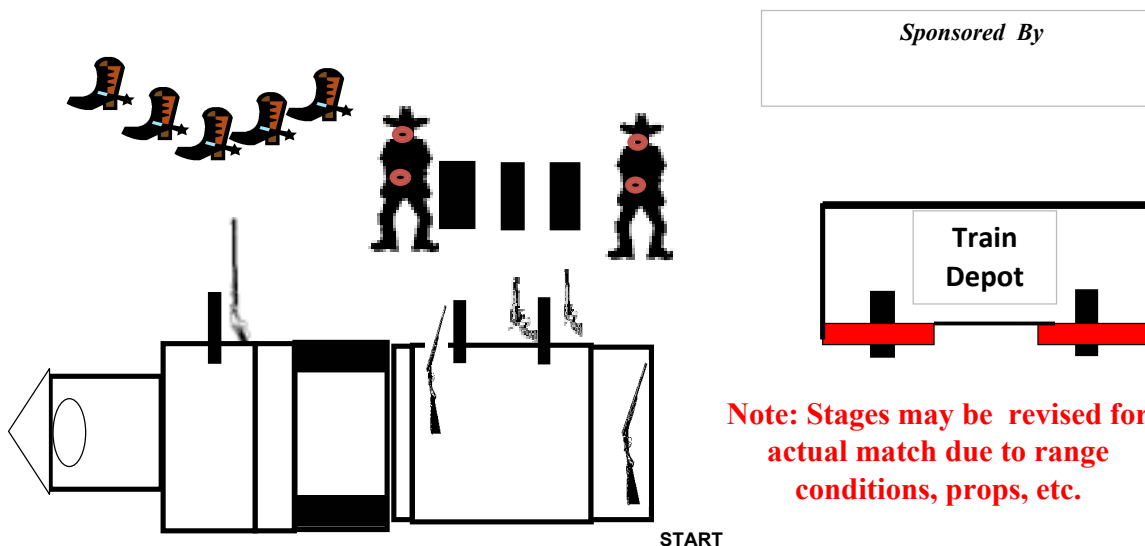
Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

At 2:00PM, September 7, 1876, the James-Younger Gang attempted to rob the First National Bank of Northfield Minnesota. This occurred after a successful robbery of the Missouri Pacific Railroad in May of 1876. The Bank was picked as a target mainly because of the dislike Bob Younger had against the former Governor of Mississippi, Adelbert Ames, who had recently moved to Northfield and had a large amount of stock in the bank. This failed robbery ended with the capture of all the Younger brothers and ended their gang. Several were killed and most wounded during the fight in town and later when the posse caught up with those that got away. The Younger's plead guilty to avoid being hanged and went to prison. However, the James brothers managed to escape and return to Missouri.

Starting Position: Start with shotgun at Cowboy port arms on the rear porch of the passenger train car.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged in the tray in the engine. Shotgun held at Cowboy port arms at rear porch, with at least 4 rounds on your person.

Procedure: Say "**THROW OUT THAT STRONG BOX**" and wait for the beep. At the beep engage the right Iron Cowboy clay targets, two rounds must be fired. Take your shotgun to the left window of the passenger car and engage the left Iron Cowboy clay targets, two rounds must be fired. Place open and empty shotgun in the left window tray. Move back to the right window of the passenger car. Draw first pistol and from either direction Nevada Sweep the Pistol targets. Holster. Draw second pistol and again engage the pistol targets with a Nevada sweep from either direction. Holster. Move to the engine, pick up rifle and Nevada sweep the rifle targets from either direction.



Note: Stages may be revised for actual match due to range conditions, props, etc.



Jesse and Frank James

Stage 8 Bay 4



Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 2+ Shells

After the failed Northfield Bank robbery, the nearly captured James Brothers attempted a more quiet existence. However by October 8, 1879, Jesse had formed a new gang and with Frank held up a train in Glendale Missouri, beginning a new crime spree. That spree included the hold up of a federal paymaster of a canal project in Muscle Shoals, Alabama and two more train robberies. The new gang was not old battle hardened guerrillas and soon turned on each other. By 1881 the James Brothers had been forced to return to the safety of Missouri.

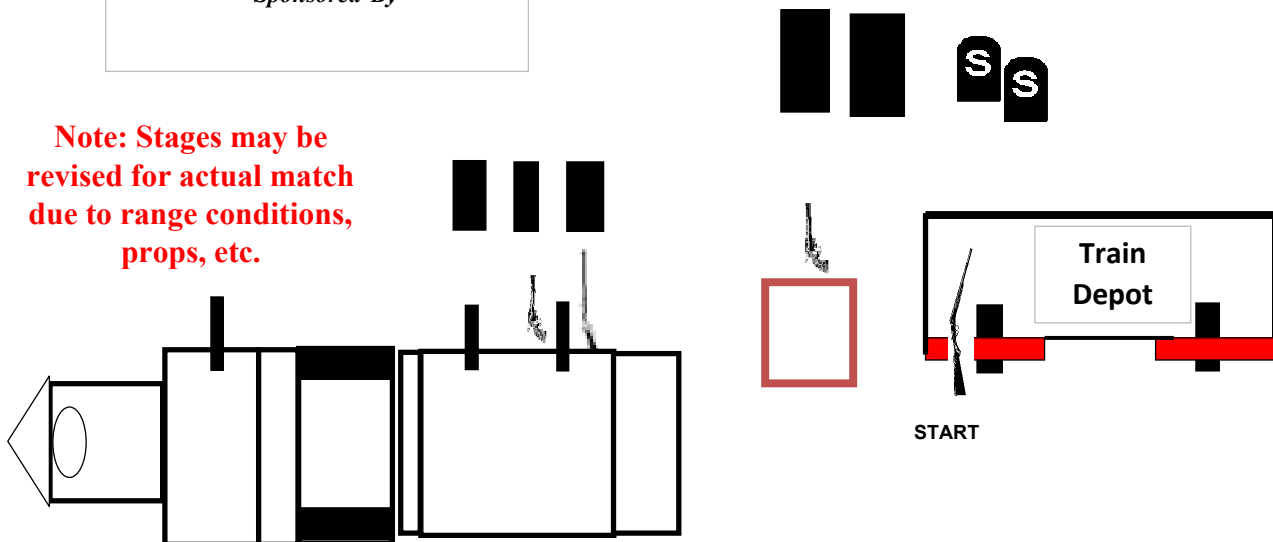
Starting Position: Start with hands on left window tray of the Depot not touching shotgun.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged in the right tray in the Passenger car. Shotgun staged in the left window tray of the train depot with at least 2 rounds on your person.

Procedure: Say "PUT ALL YOUR VALUABLES IN THE BAG" and wait for the beep. At the beep pick up shotgun and engage the two shotgun targets in any order. Place open and empty shotgun back in tray. Move to the left to the shooting box with at least one foot inside the box, draw first pistol and alternate shots on the two pistol targets from either direction. Holster. Move to your rifle and engage the three pistol targets with three sweeps from either direction, double taps are permitted. Return open and empty rifle to the tray. Draw second pistol and place at least one round on each pistol target. Holster.

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Note: Stages may be revised for actual match due to range conditions, props, etc.





Bat Masterson

Stage 9 Bay 5



Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

William Barclay "Bat" Masterson was a figure of the Old West known as a buffalo hunter, US Army Scout, Gambler, Frontier Lawman and US Marshal. Raised on farms in Quebec, New York, and Illinois, he finally settled near Wichita, Kansas. His first gunfight took place in Sweetwater, Texas in 1876, when he was attacked by a man in a fight allegedly because of a girl. The other man died of his wounds but Masterson recovered from his wound to the pelvis. He later was an officer on the Dodge City Peace Commission in June, 1883, where he served with Wyatt Earp, Luke Short, and others. While serving in Dodge City as the Ford County Sheriff, his brother Ed was Marshal of Dodge City. Ed was killed in the line of duty April 9, 1878, and Bat responded and killed a cowboy by the name of Jack Wagner.

Starting Position: Start standing in the right side doorway with at least one foot outside and hands down at your side not touching your guns.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the left table. Shotgun is staged on the right table with at least 4 rounds on your person.

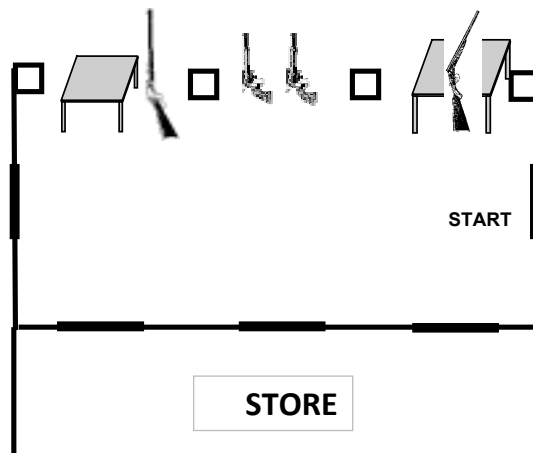
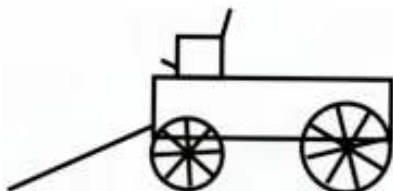
Procedure: Say "YOU SHOT ED" and wait for the beep. At the beep move inside to the center of the building between the two tables. Draw your first pistol and engage the pistol targets in a sweep from either direction. Holster. Move to the rifle and engage the rifle targets in a Nevada Sweep from either direction. Return rifle open and empty to the table. Move back to the center, draw your second pistol and engage the pistol targets in a sweep from either direction. Holster. Move to the shotgun and engage the four shotgun targets in any order.



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Note: Stages may be revised for actual match due to range conditions, props, etc.





Bell Starr, The Bandit Queen

Stage 10 Bay 5



Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Myra Maybelle Shirley (known as May to her family), aka Belle Starr, was raised in Missouri and Scyene, Texas. She knew the James Brothers and the Younger Brothers because she had grown up with them in Missouri. Belle had a strong sense of style and used to ride side-saddle with two pistols in her cartridge belts. She was a crack shot. She was married to Jim Reed, who became involved in outlaw gangs at the end of the Civil War, and was later charged with stage coach robbery. It was rumored she was married a short time to Bruce Younger. She married Sam Starr, a Cherokee Indian, and after Sam's death was known to have spent time with Jack Spaniard, Jim French and Blue Duck. These relationships kept her involved in crime. She was ambushed and killed on February 3, 1889.

Starting Position: Start standing at the front of the wagon with hands on the side not touching your rifle.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the wagon seat. Shotgun is staged on the right table with at least 4 rounds on your person.

Procedure: Say "THE BANDIT QUEEN" and wait for the beep. At the beep pick up your rifle and engage the rifle targets in a double tap sweep from the left. With your ninth round engage the bonus target for a 5 second bonus. A miss on the bonus will not count, but it must be engaged or it will be counted as a procedural. Return open and empty rifle to the wagon seat. Move inside the building to the left table. Draw your pistols as required and engage the pistol targets starting on the left in a double tap sweep. Holster. Move to your shotgun and engage the shotgun targets in any order.



R1 R2 R3 R4

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P1 P2 P3 P4 P5

Note: Stages may be revised for actual match due to range conditions, props, etc.

