



2023
SASS WORLD CHAMPIONSHIP
OF
COWBOY ACTION SHOOTING &
WILD BUNCH ACTION
SHOOTING

1873–2023

150 Years of the Winchester 1873



Presented By
The Arizona Territorial Company of Rough Riders



SASS WORLD CHAMPIONSHIP OF COWBOY ACTION SHOOTING & WILD BUNCH ACTION SHOOTING

The Arizona Territorial Company of Rough Riders was established during the fall of 1991 to promote the historical significance of the old west cowboy lifestyle and traditions. We're proud to have your participation in the 42nd Annual End of Trail. We try very hard to make this the best Shooting Event and Cowboy Encampment that you will ever attend. We hope that you make new friends, have lots of fun and remember to BE SAFE!

The Arizona Territorial Company of Rough Riders
Hosts for
"SASS End of Trail"
World Championship of
Cowboy Action Shooting
&
Wild Bunch Action Shooting



"Rattlesnake Slim"
Leo Horton
President
Deputy Range Master



"Blackjack Zak"
Dean Friedt
Vice President
Match Director



"Sly Puppy"
Janet Fennen-Pompa
Secretary/Treasurer
Vendors/Sponsor Prizes



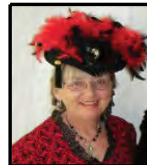
"Sunshine Kay"
Kay Brand
Registration
Information Booth



"Sassy Dancer"
Jan Schulman
Media/Match Promotion
Ceremonies



"Red River Wrangler"
Dave Bishop
Range Master
Deputy Match Director



"Sweet Lil"
Bonnie Bishop
Range Beautification
Range Operations



"Turquoise Bill"
Bill Semplice
Printing/Side Match Volunteers
Swap Meet



"Serenity"
Liz Young
Wild Bunch Match Director
Scoring



"Legendary Lawman"
Peter Young
Wild Bunch Range Master
Scoring



"Shanley Shooter"
Brian Shanley
Deputy - Ranger Support
Recruiting



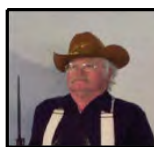
"Sarival Slim"
Art Garcia
Entertainment
Webmaster



"MB Fields"
Mark Bekkerus
Sponsor Coordinator
Swap Meet



"Lead Bender"
Ron Mengel
Ranger Corrdinator



"Cpt. Dan Blodgett"
Dan Varner
Ranger/Volunteers
Support Coordinator



"Pleasant Valley Kid"
Bob Pultz
Awards/Shooter Prizes
Swap Meet



"Sweet Shot Sue"
Susan Pultz
Awards/Shooter Prizes/
Swap Meet



"Marshal Kane"
Larry Brown
Facilities
Signs & Banners



"Scoular Kid"
Ken Harris
Quarter Master
Signs & Banners



"Buckshot Sheridan"
Jef Rice
Long Range Events
Long Range Volunteers



"Ima Daisy"
Deb Reeve
Vendor Check-in
Parson's Place



"Marshal Chance Taker"
Gary Reeve
Vendor Check-in
Parson's Place



"Marshal W. Hill"
Bill Hill
Costume Contest



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WILD WEST MERCANTILE
 7302 E. Main Street Suite #7 ~ Mesa, AZ 85207
 Toll Free: 800-596-0444 ~ Local: 480-218-1181

End of Trail Costume Contest Sponsor
 OFFICIAL CLOTHIER OF SASS

Our Store is Located in East Mesa
 We are on Main Street between
 Power Rd & Sossamon Rd
 in the Sun Valley Plaza
 on the north side of the street

**WILD WEST
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 Store Hours
 Monday-Friday 10am-5pm
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End Of Trail Savings
25% OFF
 Coupon Expires : 03/13/23
 Offer good for 25% your purchase
 Must present coupon at time of in-store purchase
 or used code **EO23** on your online order.
 Excludes Gift Certificates, Ladies Military.
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 sales, discounts & promotions!
www.wildwestmercantile.com

Coupon good 02/27/23 thru 03/13/23

End of Trail Service Animal/Pet Policy

End of Trail, as required by Ben Avery Shooting Facility, has a Service Animal and Pet policy in place. All animals must be leashed and under control at all times, and must remain outside the posse/stage area.

Please visit our website for further information at “www.endoftrail.org”



End of Trail 2023

Schedule of Events

Wild Bunch

Sunday February 26

11:00 AM – 3:00 PM Registration Open
4:00 PM Wild Bunch Posse Marshal Walk Through – Meet on Stage 1

Monday February 27

7:30 AM Wild Bunch Opening Ceremony, Welcome & Mandatory Safety Meeting – Main Tent
8:15 AM Wild Bunch Action Shooting Match, Day 1, Five Stages – See Wild Bunch Shooting Schedule
12:00 PM – 2:00 PM Wild Bunch Costume Judging – Parson's Place
2:00 PM – 4:00 PM Wild Bunch Speed Matches Speed Rifle, Pistol & Shotgun – Stage 6 Bay 7
5:00 PM Wild Bunch Ambassador & Instructor Meeting – Berger Building

Tuesday February 28

7:30 AM Wild Bunch Action Shooting Match, Day 2, Five Stages
3:30 PM Wild Bunch Top 16 Mens & Ladies Shoot-Off – Stage 9
5:00 PM Wild Bunch Shooters' Social & Main Match Awards – Main Tent

Wednesday March 1

8:00 AM – 12:00 Noon Wild Bunch Side Matches: Teddy Roosevelt & Doughboy – Stages 5 & 6
(Wild Bunch Shooters Only)
2:00 PM – 4:00 PM Wild Bunch Side Matches: Long Range 1911, Pistol Caliber Rifle, BMM, Rifle Caliber Rifle & Sgt. York – Beyond Bay 14

Cowboy

Sunday February 26

11:00 AM – 3:00 PM Registration Open

Monday February 27

7:30 AM – 3:00 PM Registration Open

Tuesday February 28

7:30 AM – 4:00 PM Registration Open
8:00 AM – 3:00 PM R0 I Course – Berger Bullets Building – 1000 Yard Range
8:00 AM – 3:00 PM R0 II Course – Bench-Rest Stat House, Opposite Long Range Stages
2:30 PM – 5:00 PM Doily Gang Shooting Clinic – Stages 1-4

Cowboy Schedule Continues On Page 5 . . .



End of Trail 2023

Schedule of Events

Cowboy

Wednesday March 1

7:30 AM – 4:00 PM	Registration Open
7:30 AM	Mandatory Cowboy Safety Meeting – Main Tent
8:00 AM	Warm-up Stages, Wave 1 – Stages 1–4, 9–12
8:30 AM – 11:30 AM	Cowboy Sporting Clays & Cowboy Trap and Skeet – Clay Target Ranges
8:30 AM – 3:30 PM	Speed Events, (Speed Rifle Speed Pistol, Speed Shotgun, Derringer) – Stages 7 & 8
8:30 AM – 4:00 PM	Long Range Events – Beyond Bay 13
11:00 AM	Warm-up Stages, Wave 2 – Stages 1–4, 9–12
1:00 PM – 4:00 PM	Plainsman Event – Stages 5 & 6
2:00 PM	Warm-up Stages, Wave 3 – Stages 1–4, 9–12
4:00 PM	Posse Marshal Meeting – Stage 1
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:00 PM	War Birds Memorial Fly By
5:15 PM	Opening Ceremony – Main Tent
6:00 PM	Shooter/Sponsor/Vendor Appreciation Dinner –Main Tent

Thursday March 2

7:00 AM – 2:00 PM	Registration Open
7:30 AM	Mandatory Safety Meeting – Posses 1 – 12 – Main Tent
8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 7
10:30 AM	Mandatory Safety Meeting – Posses 13 – 24 – Main Tent
10:30 AM – 2:30 PM	Cowboy Shooting Costume Contest – Parson's Place
1:30 PM	Mandatory Safety Meeting – Posses 25 –36 – Main Tent
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:15 PM	Territorial Governors Meeting –Parson's Place
6:00 PM – 8:00 PM	Swap Meet – Main Tent, Out of Respect for Our Vendors, Please, <u>NO Selling Until 6:00 PM</u>

Friday March 3

8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 7
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
6:30 PM	Side Match Awards – Main Tent
7:00 PM	World Championship of Cowboy Bingo – Main Tent

Saturday March 4

8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 7
12:00 Noon – 4:00 PM	Entertainment in the Main Tent
5:00 PM	Range Closes /Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:30 PM – 7:00 PM	Evening Costume Contest – Judging will be held at Parson's Place
5:30 PM – 9:00 PM	Banquet & Entertainment – Main Tent
7:00 PM	LOCAS Cowgirl of Honor Award – Main Tent
7:30 PM	Costume Awards and Promenade – Main Tent

Sunday March 5

7:00 AM	Cowboy Church – Parson's Place
8:00 AM	Top 16 Cowboys & Cowgirls Shoot-Off – Stages 7 & 8
11:00 AM	Awards – Main Tent



SINGLE ACTION SHOOTING SOCIETY



SASS

WELCOME

★ SERVING FABULOUS FUN & THE FINEST MEMORIES SINCE 1982 ★

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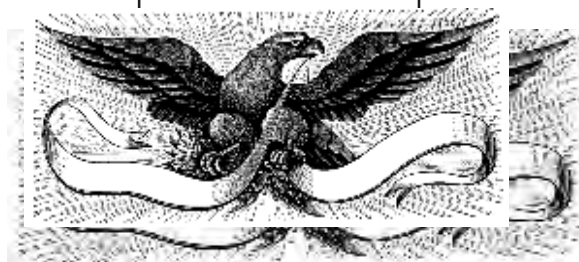
END OF TRAIL

20 23

Cowboy Warm-Up Posse Shooting Schedule

Start Time	Stage 1	Stage 2	Stage 3	Stage 4
8:00 AM	101	102	103	104
8:45 AM	104	101	102	103
9:30 AM	103	104	101	102
10:15 AM	102	103	104	101
11:00 AM	201	202	203	204
11:45 AM	204	201	202	203
12:30 PM	203	204	201	202
1:15 PM	202	203	204	201
2:00 PM	301	302	303	304
2:45 PM	304	301	302	303
3:30 PM	303	304	301	302
4:15 PM	302	303	304	301

Start Time	Stage 9	Stage 10	Stage 11	Stage 12
8:00 AM	109	110	111	112
8:45 AM	112	109	110	111
9:30 AM	111	112	109	110
10:15 AM	110	111	112	109
11:00 AM	209	210	211	212
11:45 AM	212	209	210	211
12:30 PM	211	212	209	210
1:15 PM	210	211	212	209
2:00 PM	309	310	311	312
2:45 PM	312	309	310	311
3:30 PM	311	312	309	310
4:15 PM	310	311	312	309



Cowboy Match Posse Shooting Schedule

Find your posse number on the chart below. It would help if you marked each time your posse is scheduled to shoot. Refer to the time on the left and the stage number on the top to determine where and when you are scheduled to shoot each stage. The stage has been reserved for you during this 45 minute period. If you are late, you will not be able to shoot that particular stage.

THURSDAY SHOOTING SCHEDULE

STAGE NUMBER

Start Time	1	2	3	4	5	6	7	8	9	10	11	12
8:00 AM	1	2	3	4	5	6	7	8	9	10	11	12
8:45 AM	4	1	2	3	8	5	6	7	12	9	10	11
9:30 AM	3	4	1	2	7	8	5	6	11	12	9	10
10:15 AM	2	3	4	1	6	7	8	5	10	11	12	9
11:00 AM	13	14	15	16	17	18	19	20	21	22	23	24
11:45 AM	16	13	14	15	20	17	18	19	24	21	22	23
12:30 PM	15	16	13	14	19	20	17	18	23	24	21	22
1:15 PM	14	15	16	13	18	19	20	17	22	23	24	21
2:00 PM	25	26	27	28	29	30	31	32	33	34	35	36
2:45 PM	28	25	26	27	32	29	30	31	36	33	34	35
3:30 PM	27	28	25	26	31	32	29	30	35	36	33	34
4:15 PM	26	27	28	25	30	31	32	29	34	35	36	33

FRIDAY SHOOTING SCHEDULE

STAGE NUMBER

Start Time	1	2	3	4	5	6	7	8	9	10	11	12
8:00 AM	21	22	23	24	13	14	15	16	17	18	19	20
8:45 AM	24	21	22	23	16	13	14	15	20	17	18	19
9:30 AM	23	24	21	22	15	16	13	14	19	20	17	18
10:15 AM	22	23	24	21	14	15	16	13	18	19	20	17
11:00 AM	33	34	35	36	25	26	27	28	29	30	31	32
11:45 AM	36	33	34	35	28	25	26	27	32	29	30	31
12:30 PM	35	36	33	34	27	28	25	26	31	32	29	30
1:15 PM	34	35	36	33	26	27	28	25	30	31	32	29
2:00 PM	9	10	11	12	1	2	3	4	5	6	7	8
2:45 PM	12	9	10	11	4	1	2	3	8	5	6	7
3:30 PM	11	12	9	10	3	4	1	2	7	8	5	6
4:15 PM	10	11	12	9	2	3	4	1	6	7	8	5

SATURDAY SHOOTING SCHEDULE

STAGE NUMBER

Start Time	1	2	3	4	5	6	7	8	9	10	11	12
8:00 AM	29	30	31	32	33	34	35	36	25	26	27	28
8:45 AM	32	29	30	31	36	33	34	35	28	25	26	27
9:30 AM	31	32	29	30	35	36	33	34	27	28	25	26
10:15 AM	30	31	32	29	34	35	36	33	26	27	28	25
11:00 AM	5	6	7	8	9	10	11	12	1	2	3	4
11:45 AM	8	5	6	7	12	9	10	11	4	1	2	3
12:30 PM	7	8	5	6	11	12	9	10	3	4	1	2
1:15 PM	6	7	8	5	10	11	12	9	2	3	4	1
2:00 PM	17	18	19	20	21	22	23	24	13	14	15	16
2:45 PM	20	17	18	19	24	21	22	23	16	13	14	15
3:30 PM	19	20	17	18	23	24	21	22	15	16	13	14
4:15 PM	18	19	20	17	22	23	24	21	14	15	16	13

SIDE MATCHES

LONG RANGE EVENTS

Wednesday
8:30 AM TO 4:00 PM

All of these events below are held beyond Bay 13

Single Action Revolver

10 rds, alternating on two targets at 60 - 75 yds.

Pistol Caliber Rifle

10 rds, alternating on two targets at 100 - 120 yds.

Lever Action Rifle – Rifle Caliber

10 rds, alternating on two targets at 250 - 275 yds.

Single Shot Rifle

Buffalo Single Shot Rifle

Single Shot Rifle - Optical Category

10 rds, alternating on two targets at 280 - 300 yds.

Bucky O’Neil Military Rifle 1865 - 1899

15 rds, on three targets at 100, 200 & 300 yds.

Take no prisoners

5 rds at 50 yds. (pistol), 5 rds at 100 yds., (PCR) 5 rds at 200 yds., RCR, 1 rd at 300 yds., SS

Quigley

Three rounds at the bucket at 300 yds.

The event below is held on the Rifle Silhouette Range

Bill Williams Bison Shoot

10 rds. at 500 meters, 10 Minute Time Limit
Range finding devices and computer
“fire control” applications are NOT allowed

SHOTGUN

Wednesday

Ben Avery Clay Target Center

8:30 AM to 11:30 AM - Sporting Clays

8:30 AM to 12:00 PM - Trap & Skeet

Black Powder and Smokeless categories. Any SASS legal Cowboy shotgun can be used in either category.

Trap • 16 yards • 25 birds

Skeet • 25 birds

Sporting Clay • 50 birds

25 straight tie breaker shoot-off at 12:30 PM

Walk ups are welcome!

PLAINSMAN

Wednesday

1:00 PM Stages 5 & 6

The Plainsman Event involves the use of black powder cap and ball revolvers, side-by-side or lever action shotguns and single shot rifles. The only propellant allowed is black powder or its substitutes.

STAGE 13

Thursday • Friday • Saturday

7:30 AM to 3:00 PM

Do you need a place to warm up? A place to test your firearms or ammo during the match? Then Stage 13 is the place to go. You can shoot a warm up stage (of your own design) or function fire your firearms, including Long-Range Rifles.

(WHEN A RANGER IS PRESENT!)

SPEED EVENTS

Speed Events are held on bays 7 & 8

Wednesday

8:30 AM TO 3:30 PM

Test your skills! Stages will be set up for

Revolvers, Rifles, Shotguns,

Derringer & Pocket Pistol.

Awards for best Cowboy & Cowgirl

You can shoot as many times as you like!

TOP 16 SHOOT-OFFS

Tuesday • 3:30 PM / Sunday • 8:00 AM

On Tuesday afternoon, EOT will announce the Top 16 Wild Bunch Ladies & Top 16 Wild Bunch Men shooters and the Wild Bunch shoot-off will take place at 3:30 that day. The Top 16 Cowboys and the Top 16 Cowgirls (plus 4 alternates each) from the cowboy match will be announced at the Saturday night banquet and will compete on Sunday morning at 8:00 AM. Shooters will be paired up and go head to head until there is only one Cowboy and one Cowgirl left standing.

The Posse System

You have been assigned to a specific numbering system that has a designated time for each Stage. You will shoot with this Posse throughout the entire match. Any shooter not maintaining his/her Posse position at the required shooting time intervals will be classified as a DNF (Did Not Fire).

Public Notice

This is to inform all End of Trail participants and spectators that your picture may be used by End of Trail or other publications. If you have objections to this, come and tell us at Registration. Photos remain the property of End of Trail with all publication release rights. So you should remember to smile a lot while you're here!

Scoring Procedures

The Wild Bunch & the Cowboy match will be scored on total time. Computerized scores will be available for contestants to check against their scorecard. Each shooter is responsible to report any errors to the scoring staff. As of 5:00 PM on Tuesday the computerized Wild Bunch scores will be considered correct and final. As of 9:00 am on Sunday, all computerized scores for the cowboy match will be considered correct and final. Scoring will be raw time plus 5 seconds for each miss and 10 seconds for each procedural. Scoring will be in accordance with SASS Rules. In the unlikely event of severe, inclement weather or any other conditions which may adversely affect the safety of the match, the EOT Board, in conjunction with SASS Officials, will determine the appropriate course of action.

Costume Contest Rules

Shooting Costume Contest

Judging will be on **Monday** from 12:00 - 2:00 PM in Parson's Place for **Wild Bunch Action**
Judging will be on **Thursday** from 10:30 AM - 2:30 PM in Parson's Place for **Cowboy Action**

Shooting Costume Categories

- Best Cowboy Action Lady • Best Cowboy Action Man
- Best Cowboy Action Junior Girl • Best Cowboy Action Junior Boy
- Best Wild Bunch Lady • Best Wild Bunch Man

Evening Costume Contest

Contestants must be a registered shooter or conventioneer of End of Trail, a family member, or a participating vendor.

Judging will be Saturday evening between 5:00 and 7:00 PM in Parson's Place

There will be a costume promenade on Saturday after dinner at approximately 7:30 PM followed by the awards presentation.

All contestants are urged to participate in the promenade.

Evening Costume Categories

- Best Dressed Lady • Best Dressed Gentleman • Best Dressed Couple
- Best Dressed Military • Best Dressed Junior Girl • Best Dressed Junior Boy
- Best Dressed Silver Screen Lady (B-Western/Steampunk/Movies/TV)
- Best Dressed Silver Screen Male (B-Western/Steampunk/Movies/TV)

All categories will be judged on: 40% Authenticity, 20% Originality, 20% Detail, 20% Knowledge of Costume

Redshirtfridays.org

The mission of redshirtfridays.org is to show support for our servicemen and women. They are not a political organization. They do not care whether or not one supports or does not support the war. They care only about making our support of our servicemen and women known to our fellow Americans and the world.

We are a silent majority that does not wish to remain silent anymore. We need to let our servicemen and women know we support their sacrifice and we will not forget them and we will do this by wearing red on every Friday.

The Arizona Territorial Company Of Rough Riders

Over the past 14 years, the Arizona Territorial Company of Rough Riders have contributed over \$255,000 to numerous charitable needs including the following: SASS Scholarship Foundation, Happy Trails Children's Foundation, Paradise Valley Rotary Foundation, Scottsdale Healthcare Foundations, Rocky Mountain Elk Foundation, 100 Club of Arizona, Ronald McDonald House Charities, Boy Scouts of America, Wounded Warrior Project & American Cancer Society.



SHOWDOWN AT END OF TRAIL

COWBOY FAST DRAW SIDE MATCH

Hosted by The Association of Arizona Gunslingers

Registered End of Trail Competitors Only

Stop by the Cowboy Fast Draw Association Booth (Uprange of Stages 1-4) on Monday Feb 28th through Friday noon March 3rd and try your hand at Cowboy Fast Draw. You can use your gun (chambered in .45) and holster or we can provide them. We will supply the wax bullet ammunition. Just sign in and we will work with you to get ready to go. (Your first round will be free). You will get 5 shots to warm-up and then take 5 shots that count. Your qualification time will be determined by your best 3 shots out of a 5-shot round. You can buy additional tries to better your qualification time for \$5.00 (All these funds go to Happy Trails Foundation). There is no limit to how many times you can attempt to qualify, but only your best one counts. You must have 3 hits out of a 5-shot round to receive a score, and the score consists of the total of 3 timed shots. The fastest times will receive a nice bragging rights award. The more you try, the more chances you have to win it.

WILD WEST MERCANTILE
 7302 E. Main Street Suite #7 ~ Mesa, AZ 85207
 Toll Free: 800-596-0444 ~ Local: 480-218-1181

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 We are on Main Street between Power Rd & Sossamon Rd in the Sun Valley Plaza on the north side of the street

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25% OFF
 Coupon Expires : 03/12/22
 Offer good for 25% your purchase
 Must present coupon at time of in-store purchase or used code **EOT22** on your online order.
 Excludes Gift Certificates, Ladies Millinery. Some in-store restrictions apply
 Offer not valid with any other promotion, discount, certificate or previous purchase
 Subject to Change

Questions?
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Facebook Pinterest Instagram

Coupon good 02/28/22 thru 03/12/22

Cowboy Mo...
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specially pre...
course of fire...
accelerate. T...
"run down".
Typically, a...
the fifth shot...
revolver, tur...
Matches are...
Scoring is ba...
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There are no judges. You are competing against the clock! We have classes so every rider will have a competitive group in which to compete



COWBOY SWAP MEET
COWBOY SWAP MEET
 Thursday, March 2nd
 5:30 PM to 8:00 PM
 Thursday, March 2nd
 Main Tent
 6:00 PM – 8:00 PM
 Main Tent

End of Trail Event Sponsor



Cowboy Match Sponsor



F.LLI PIETTA

Wild Bunch Match & Costume Contest Sponsor



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Bullets by Scarlett

BANQUET SPONSOR

Mic Drop Mania

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LOCAS (Ladies Of Cowboy Action Shooting)

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The Gun Engraver

Traditional General Store

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Victorian Designs by Lilly

Victorian Traveler

Waddie Wear

Whisperin Meadows Jams & Jellies

End of Trail 2023 Stage Conventions & Match Conduct

End of Trail Shooters! We have an "**End of Trail Only**" stage convention that is important for you to know regarding shooter "stance". Our new stage language, "**At The Ready**" If no starting position is given, the shooter may be in an athletic "ready" posture, with hands not touching guns or ammo. Other stance instructions will always apply (hands at low surrender, touching revolvers, etc). For all stages whether indicated or not, the shooter may be "**At The Ready**" (shooter does not have to stand erect with hands at their sides unless so indicated). This convention applies at **End of Trail Only** and does not change SASS rules at other SASS sanctioned matches.

1. **All SASS Rules** apply unless otherwise indicated in the stage description. Basic End of Trail philosophy in stage descriptions "If the stage description doesn't say to do things in certain way, then you can do as you wish, within the **current SASS Rules**." SASS Stage Conventions always apply, unless stated otherwise.
2. **Order of Engagement:** Targets may be engaged in **any** order, unless stage descriptions indicate a specific order. **Round over the berm = NO CALL**
3. **Comstock Shotgun Targets:** All shotgun targets **MAY** be re-engaged – "Comstock Rules". Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed, unless the stage description says otherwise. Shotgun targets should be re-engaged from where they are initially engaged.
4. **Buckaroos and Buckarettes:** Need only **HIT** a knock-down target, including plate racks – they do not have to go down. Alternate targets have been placed for all aerial targets that may be engaged at the shooters discretion. Misses will be awarded as per normal if aerial targets are engaged and missed.
5. **Make long guns safe: On downrange movement stages, long guns MUST be made safe vertically or pointing into the berm, as stated.** Failure to make long guns safe as indicated incurs a 10 second procedural penalty.
6. **Long guns may be transported** to the next shooting position unless stage description indicates otherwise.
7. **Long guns must be empty:** Long guns must be cleared (emptied) at the end of the shooting string. If you open and clear the long gun, then place the long gun down and the lever closes, you need not return to open it provided that it is in fact empty.
8. **Long guns may be staged** in, near or at the positions indicated, vertically or horizontally, unless stage description indicates otherwise. Long guns staged horizontally on bales, boxes or counter tops must have **at least the rear of the trigger guard** over the horizontal surface. **Revolvers/Pistols must have the entire firearm over the horizontal surface.** All stage conventions apply. Safe places to stage and restage have been provided, and shall be used.
9. **Round/Casing left on carrier and last firearm used on stage is a long gun:** Once the shooter arrives at the unloading table and releases control of their long guns, a live round, empty casing or shotgun hull left on the carrier or magazine will incur a minor safety penalty.
10. **Leaving the Loading Area with a cocked/loaded rifle:** The shooter will be directed to point the rifle safely downrange, bring the hammer to full cock (if it is at half-cock/safety position), then pull the trigger. If no round is fired, the shooter will be directed to finish staging firearms in order to start the stage (NO CALL). If a round fires when the shooter pulls the trigger, the shooter will be assessed a STAGE DQ and directed to proceed to the unloading table. Note: Once the shooter releases a cocked rifle during the staging process the STAGE DQ is earned, the rifle must be checked prior to its release on the stage.
11. **Unloading / Loading on the move:** Firearms may be loaded and unloaded on the move as per SASS rules regarding "safe for movement".
12. **Loading and Unloading Officer:** All unloading tables will have a **loading and unloading** officer designated to clear all firearms before each shooter leaves the unloading table. This may be the previous shooter or a posse member as designated by the Posse Marshal.
13. **Dry Firing:** There will be **no dry firing** (the act of raising the firearm to a firing position, pointing, cocking and pulling the trigger, so as to fire it) **at the LOADING tables.**
14. **Transporting long guns:** Long guns will be transported to and from the firing line, empty with actions open, muzzles vertical. Long guns with soft cases or "socks" that are visible in guns carts must also have actions open.

End of Trail 2023 Stage Conventions & Match Conduct

15. **Re-Shoots:** will only be given for timer malfunctions, RO interference or prop malfunctions, once the first round has left the barrel. **ALL reshoots for ANY reason must first be approved by the Match ROs.**

16. **Re-Starts:** Bad or fumbled starts may be re-initiated provided no rounds have left the barrel. This may only be allowed if the shooter can complete the re-start immediately keeping the delay to a minimum. Technical issues with firearms at the start should be addressed at the unloading table so as not to cause delays on the firing line. **Multiple re-starts for the same shooter on multiple stages will not be entertained by the RO.**

17. **Saying lines:** Shooters must make a good faith effort to say initiating line correctly, but no penalty will be incurred for incorrect lines.

18. **Revolvers:** Revolvers shall start from, and be returned to, leather (holstered) at the beginning and end of the revolver string, unless the stage description states otherwise.

19. **“Down Range” Procedures:** Are necessary only in shooting bays with more than one stage. If movement down range is required, "Down Range" will be called by the RO. When the shooter has finished the stage and moved to the unloading table, and shooters at the unloading and loading tables have stepped back from the tables, the RO on that posse will raise the Orange Flag. When all posses have raised their flags, down range movement may commence. No gun handling or activity at the tables shall be conducted while Orange Flags are up. When all movement down range has ceased, Orange Flags may be lowered and shooting continued. Down Ranges on single stage bays shall be conducted by the RO for that posse, flags are not required.

20. **Cease Fires:** If a cease fire is called, all engaging shooters must cease fire immediately and make firearms safe, move to the unloading table, and ground all firearms.

21. **Spotting:** Spotters must position themselves so as to clearly see the targets being engaged, and move, if necessary. Spotters **MUST SEE A MISS**, and any doubt will be given to the shooter. To remind all shooters once again:

- a. If you **THINK IT HIT**, you must score a **HIT**.
- b. If you **THINK IT MISSED**, you **MUST** score a **HIT**.
- c. If you see it **HIT**, then you score a **HIT**.
- d. **ONLY IF** you clearly **SEE IT MISS**, then you call a **MISS**.

Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not “ring” when hit as most do. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters must **SEE A MISS**; anything less than that, or if the spotter has any doubt in their mind, **they must call a HIT**.

22. **Scoring and Awards:** Scoring will be in accordance with SASS Rules. In the unlikely event of severe, inclement weather or any other conditions which may adversely affect the safety of the match, the EOT Board, in conjunction with SASS Officials, will determine the appropriate course of action. Errors in scoring must be brought to the attention of the scoring coordinators as soon as possible. The deadline for addressing these errors is **SUNDAY at 9:00 AM**.

23. **Disputes or appeals:** They shall, whenever possible, be handled on the posse by the Posse Marshal. The chain of authority for further disputes or protests shall be the “on duty” Match Range Officers. The next and final authority shall be the Range Master /Match Director or his deputy. The RM/MD *may, at their discretion*, form a committee of 3 TGS and proceed per SASS rules. Disputes or appeals must be registered with the Posse Marshal **before the posse leaves the stage** where the issue or incident occurred. The dispute shall be heard and processed as soon as practically possible by match officials. Any disputes or protests brought to the Posse Marshal or any match officials after this time will **NOT** be entertained.

24. **Show courtesy to the posse ahead:** Posse members should not crowd the posse ahead, and should not move into the stage area until vacated by the previous posse.

25. **Malfunctioning/Jammed Firearms:** Firearms that cannot be cleared and made safe **MUST remain on the bay/unloading table**. Loaded firearms are **NOT** to be transported away from the stage without direct, match official supervision. Failure to observe this will result in a Match DQ.

26. **Interpersonal conflicts / rude or inappropriate behavior:** Any other behavior than that of a true Cowboy/Cowgirl will not, under any circumstances, be tolerated. In the unlikely event that any shooter or match official demonstrates such behavior they will be ejected from the match immediately and without question.

27. **In Hand or in Hands** means **holding the gun with both hands** with the gun in any safe position including pointing at the target.

28. **Hand(s) on Gun(s)** means hand gripping pistol completely in the holster, or hand or hands touching the long gun, and the long gun must be flat on the table. Hands cannot be under the long gun.

29. **Safety First Always . . . And please do have fun!**

Daily Activities in the Main Tent

Entertainment

PAT JAMES



**True Country Entertainment • Saturday 6:30 PM – 10:30 PM – Main Tent
Everyone Is Invited To The Music/Dance**

Pat James took his first guitar lesson at the age of 9 and has remained true to his version of country music ever since. He has sung songs by Marty Robbins, Merle Haggard and Hank Williams Jr. but his voice & style have also produced his own music. Inspired by the spirit of true cowboys from the past & the country & western way of life; country music is not fad or fashion to him but about respect & knowing who you are. Pat will be singing Saturday night for your listening & dancing pleasure.



ARIZONA TERRITORIAL SOCIETY

11:00 – 3:00 PM Saturday, Main Tent

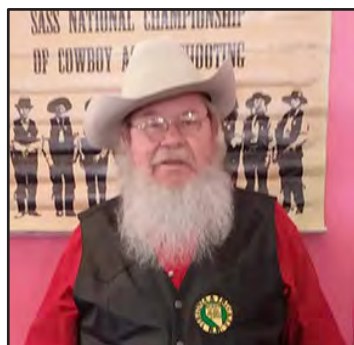
Arizona Territorial Society (ATS), originated in Prescott, Arizona and began as a result of local folks in the Prescott area who desired to see history preserved and shared. This organization formed in late 2017 and has grown through the years with members sharing history in many different formats. The group has participated in parades, living history presentations, historical fashion shows, helped in community service projects such as Cowboy Poets Gathering, Prescott Frontier Days Rodeo, the Single Action Shooting Society, Sedona Historical Museum presentations, the Western Heritage Center, grand openings of new businesses in the area, and more.



WAY OUT WEST

**Friday & Saturday 11:00 AM – 3:00 PM
Sutlers Row**

A group of roaming musicians/balladeers will provide the perfect background music for our Old West town at End of Trail. When you see them, pause for a minute, give a listen.

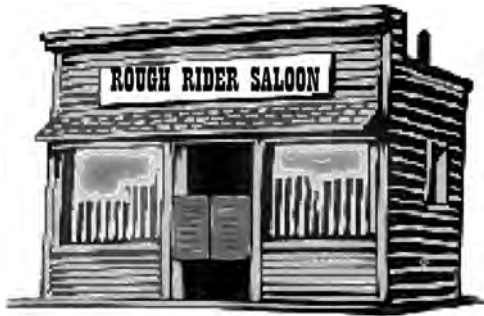


MARK BROOKS

Announcer

Arizona Veteran, Western entertainer and Master of Ceremonies, Mark Brooks has delighted audiences for over 20 years with his music, humor and knowledge repartee. Most recognized for his rich baritone voice and accomplished acoustic guitar style, Mark also writes and performs both contemporary and classic cowboy poetry and stories in the troubador tradition.

**Lost & Found Is In The Registration Booth
Inside The Main Tent**



Rough Rider Saloon Opens
Wednesday – Saturday
5:00 PM
In The Main Tent
No Firearms!

*Food Vendors Will Stay Open Until
 6:00 PM on Thursday & Friday Night*

SATURDAY NIGHT BANQUET

5:30 PM – 10:00 PM Main Tent

By Chef John

*House Salad, Beef, Chicken, Garlic Mashed Potatoes, Vegetable Medley,
 Fresh Baked Rolls & Butter • Assorted Cookies & Brownies
 Fresh Brewed Coffee*



Banquet Sponsored By Mic Drop Mania

End of Trail World Championship of Cowboy Bingo

Bingo Night 2023

Friday, March 3rd 7:00 PM - 9:00 PM – Main Tent

Please join us for an evening of fun and great prizes!!



CIMARRON FIREARMS CO.

Cimarron Firearms Co. and Texas Jack Wild West Outfitter have proudly supported End Of Trail since the trail began!

THE GOOD
 Man With No Name™ 1851 Navy Conversion
 .38 Colt & S&W Special, 7 1/2", octagon barrel
 Available with or without snake

THE BAD
 Angel Eyes™ Model 1858 Conversion
 .45 Colt / .44 Cal dual cylinder, 8"
 octagon barrel, laser engraving

THE UGLY
 Tuco Special™ 1860 Conversion
 .45 Colt, 7 1/2", round barrel,
 Army grip with lanyard ring

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AVAILABLE AT TEXAS JACK!

Texas Jack Bundling Deals!

- Buy 1 old west women's top and 1 old west women's bottom and get 15% off
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- Buy 1 old west boots and old west shirt get 15% off

1 bundle per order please! Free shipping on orders over \$100 on clothes!

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End of Trail 2023 Badge Sponsor

End of Trail 2023 Opening Ceremony Sponsor

COWBOY CHOICE AMMUNITION
COWBOYCHOICEAMMUNITION.COM

MONTANA TERRITORY ~ Did you know that way out in the Western Frontier, there is a place that hand-loads ammunition, specifically for the Single Action and Wild Bunch crowds? These folks truly care about each and every round they load. No high speed machines- no corporate boardrooms or multi-million dollar marketing budgets- just a bunch of folks pulling handles and packaging the most consistent, accurate and dependable ammunition available to the SASS and Wild Bunch communities! If you don't "roll yer own", you should look their way!!

Their Ammunition:

Calibers: COWBOY CHOICE loads .32 H&R, .38 Colt, .38 Special, .357 Magnum, .41 Remington, 44,40 WCF, .44 Special, .44 magnum, .45 Colt, .45 Schofield, .45 ACP (Wild Bunch) and .45-70 gov't. On the horizon, they will load .38 Short Colt, .32 S&W, and 32-20 WCF. They will also have some shotgun loads for you soon too!

The Bullets: COWBOY CHOICE only load: with their exclusive black, Hi-Tek coated bullet with new, virgin brass. These bullets have no lead, no lube and are safe to shoot at indoor ranges when needed. They use RN, RNFP and TCFP profiles to ensure flawless feeding in your lever action rifles.

Velocities and Muzzle Flip: With the hand-loading process and meticulous tolerances, COWBOY CHOICE is able to get their very mild shooting, low velocity speeds with smokeless powders. All rounds meet SASS minimum power factors. Consistency, accuracy and dependability is demanded with every pull of the handle!

Supporting SASS: COWBOY CHOICE gladly supports the SASS community at your matches and events! They have had a large presence at numerous shooting events including BORDERTOWN, END OF TRAIL and others over the years! Reach out to them for your event!

Packaging: Check out their popular "Wells Fargo" ammo bags consisting of 250 rounds in any caliber. They also sell in traditional 50 count boxes with cleverly designed graphics from the old wild west.

How do I get it? This hand-loaded ammunition is available to ship right to your door in most cases, via UPS Ground, or from one of their 300 nation-wide dealer partners. COWBOY CHOICE strives to be competitively priced, even with these significant upgrades to what is typically available in the commercial market. This is true, tested and proven Cowboy Action Ammunition!

Contact:
 2464 US Highway 93~ Victor, MT 59875
 (406) 961-6942
info@choiceammunition.com

COWBOY CHOICE AMMUNITION | (406) 961-6942 | COWBOYCHOICEAMMUNITION.COM



Wild West Mercantile Presents



#3
1000 yds
shooting



SASS
WILD BUNCH



OFFICIAL SASS
CHAMPIONSHIP



WILD BUNCH RULE REMINDERS

Shooters must have a working knowledge of the current SASS Wild Bunch rules.

At the ready means standing in any position with hands anywhere, except touching guns, ammunition, or magazines, unless otherwise specified in stage directions.

In hand(s) means holding gun with both hands with the gun in any safe position including pointed at the target.

Hands on gun means hand gripping pistol completely in the holster, or hand or hands touching the long gun, but the long gun must be flat on the table. Hands cannot be under the long gun.

Magazines, spare rifle ammunition and shotgun shells may be staged anywhere as long as they are brought to the stage safely and legally.

Some of the Wild Bunch rules are listed below as a reminder.

- 1911 magazines can be loaded at any time and will be loaded with up to 7 rounds.
- Rifles will be loaded with up to the number of rounds required by the stage description but in any case, a maximum of 10 rounds.
- Shotguns will be loaded with up to the number of rounds required by the stage description but in any case, a maximum of 6 rounds.
- Once drawn, the 1911 may only be re-holstered if it has not been charged or after it has been cleared by a match official at the end of the stage.
- Always be cognizant of the 170^o rule which includes both horizontally and vertically.
- Finger must be out of the trigger guard of the 1911 while loading, moving, or clearing a malfunction.
- NO DRY FIRING AT THE LOADING TABLE.
- Magazines may be worn on either side of the body but must be worn vertically and conform to the shooter's body.
- There is no penalty for overloading any firearm if the extra rounds are not used. If used, they are considered illegally acquired ammunition and result in a procedural. The extra shots are not scored. There will be no correction of time.
- SPOTTERS. This is a World Championship match. The benefit of the doubt goes to the shooter. Please focus on your job when assigned. If you have trouble spotting, get someone to replace you.
- A shooter who ejects a rifle or shotgun round in the middle of a shooting string has
- **FOUR** choices:
 - Re-engage same target; then reload at the end of the string for the last target = **No Penalty**
 - Re-engage same target w/NO reload = **Miss** for the ejected (unfired) round
 - Skip to next target w/NO reload = **Miss**
 - Skip to next target w/reload/return to re-engage skipped target = **Procedural**
- **SASS Rule Exception for 2023 EOT:** Long guns are safe to leave the shooter's hands as long as there is no live round in the chamber, action cycled, and muzzle pointed safely down range. If it is restaged for further use, the same condition applies except the action does not have to be cycled.

Thank You "Bullets By Scarlett" for Sponsoring Junior Wild Bunch Shooters

2023 End of Trail

Wild Bunch Action Match

Shooting Schedule

MONDAY	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
Time	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #
8:15AM - 9:15AM	701	702	703	704	705	706	707	708	709	710
9:15AM- 10:15AM	705	701	702	703	704	710	706	707	708	709
10:15AM-11:15AM	704	705	701	702	703	709	710	706	707	708
11:15AM-12:15AM	703	704	705	701	702	708	709	710	706	707
12:15PM-1:15PM	702	703	704	705	701	707	708	709	710	706
TUESDAY	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
Time	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #	Posse #
7:30AM - 8:30AM	706	707	708	709	710	701	702	703	704	705
8:30AM - 9:30AM	710	706	707	708	709	705	701	702	703	704
9:30AM - 10:30AM	709	710	706	707	708	704	705	701	702	703
10:30AM-11:30AM	708	709	710	706	707	703	704	705	701	702
11:30AM-12:30PM	707	708	709	710	706	702	703	704	705	701

WILD WEST MERCANTILE

7302 E. Main Street Suite #7 ~ Mesa, AZ 85207
Toll Free: 800-596-0444 ~ Local: 480-218-1181

www.wildwestmercantile.com

The Biggest & Best Selection Of Authentic Old West Men's & Ladies Clothing, Boots, Hats & Much Much More!!!

Enter TO WIN \$100 off Your Next Purchase !!!

Visit Our Store Location In Mesa
Monday 2/27/23 thru 3/6/23
To Enter The Wild West Mercantile
Raffle Drawing!!!

MERCANTILE
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RAFFLE

\$100 Prize coupon will be email to winner to be used on NEXT online purchase.
Drawing will be posted 3/13/23 on All Wild West Mercantile Social Media.

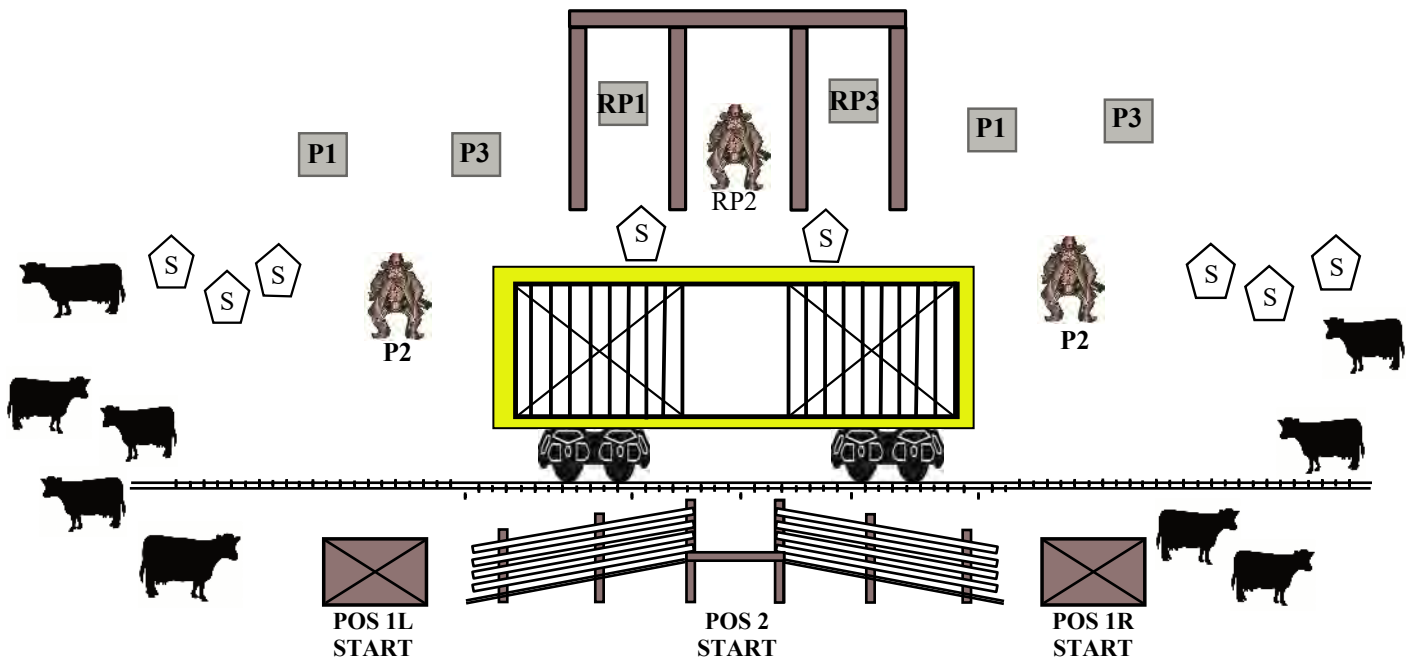
Must fill out raffle ticket at store location between February 27, 2023 and March 3, 2023.
No Purchase Necessary

Our Store is Located in East Mesa
We are on Main Street between Power Rd & Sossamon Rd on the north side of the street in the Sun Valley Plaza

Store Hours
Monday-Friday 10am-5pm
Saturday 10am-5pm
Closed Sunday

STAGE ONE WILD BUNCH

Cattle Car



28 PISTOL

7 RIFLE

5 SHOTGUN

START: At any position (1L, 2 or 1R) at the ready. Pistol loaded and holstered. Shotgun and rifle loaded and staged anywhere safely. **Firearms may be used in any order.** Shooter may indicate ready by saying: ***"Load The Cattle."***

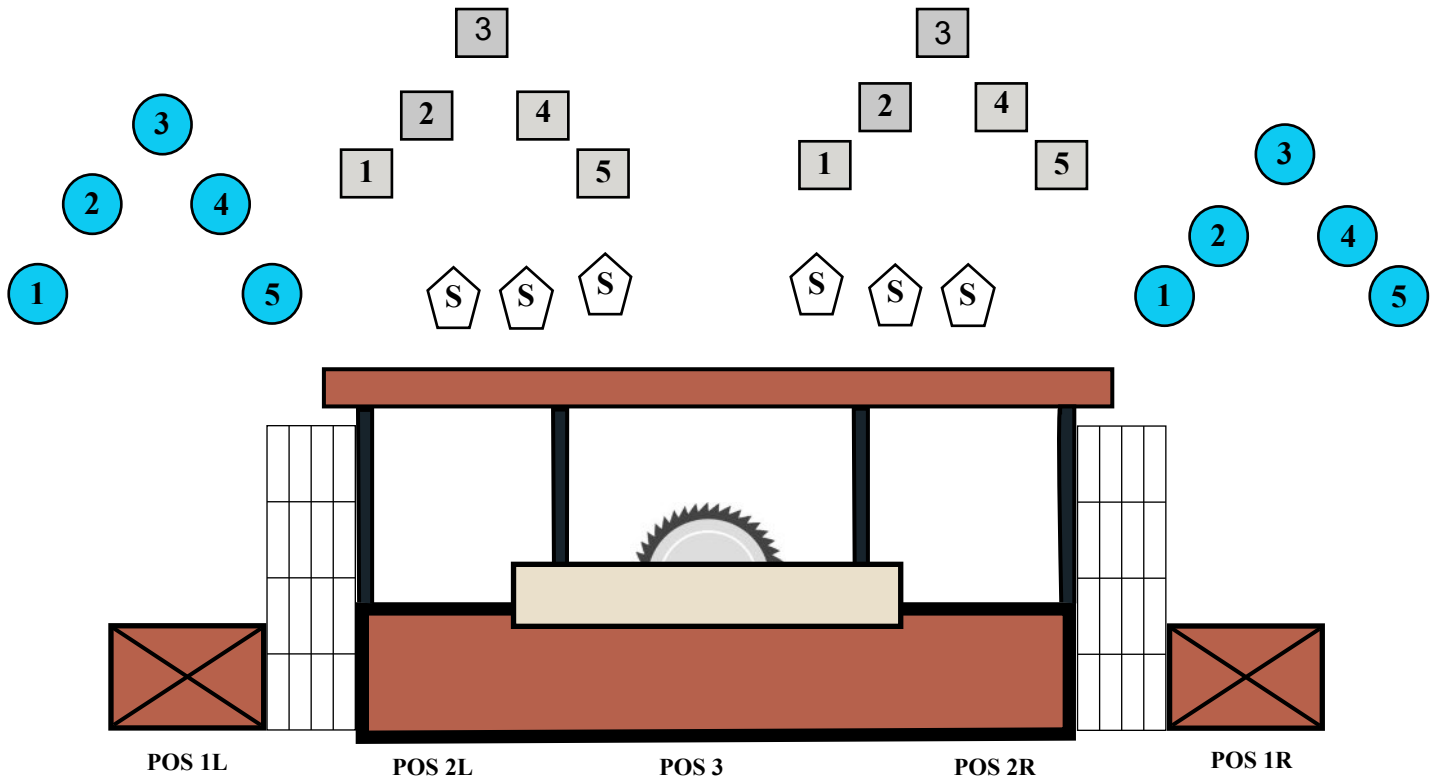
ON SIGNAL: With the pistol, starting on either end, at either POS 1L or 1R, engage P1 twice, P2 three times and P3 twice. Repeat the instructions for another 7 rounds. From POS 2, repeat the pistol instructions twice for 14 rounds.

With the rifle, at POS 2, repeat the pistol instructions on the RP targets for 7 rounds.

With shotgun engage 3 SG targets in front from POS 1L or 1R and 2 SG targets in front from POS 2.

STAGE TWO WILD BUNCH

Sawmill



28 PISTOL

5 RIFLE

6 SHOTGUN

START: Start facing completely uprange, at any position, thumbs in gunbelt. **Empty** pistol and loaded magazine staged anywhere safely. Rifle and shotgun staged anywhere safely. Guns may be shot in any order.

Shooter may indicate ready by saying: **“Stay Clear of the Blade”**.

ON SIGNAL: With the pistol, from **POS 1L** or **POS 1R** (either the left or right cargo box), Nevada sweep the targets in front, P1, P2 and P3 for 7 rounds and P3, P4 and P5 for 7 rounds starting on either end of each group of targets. With the pistol, from either **POS 2L** or **2R**, repeat the instructions.

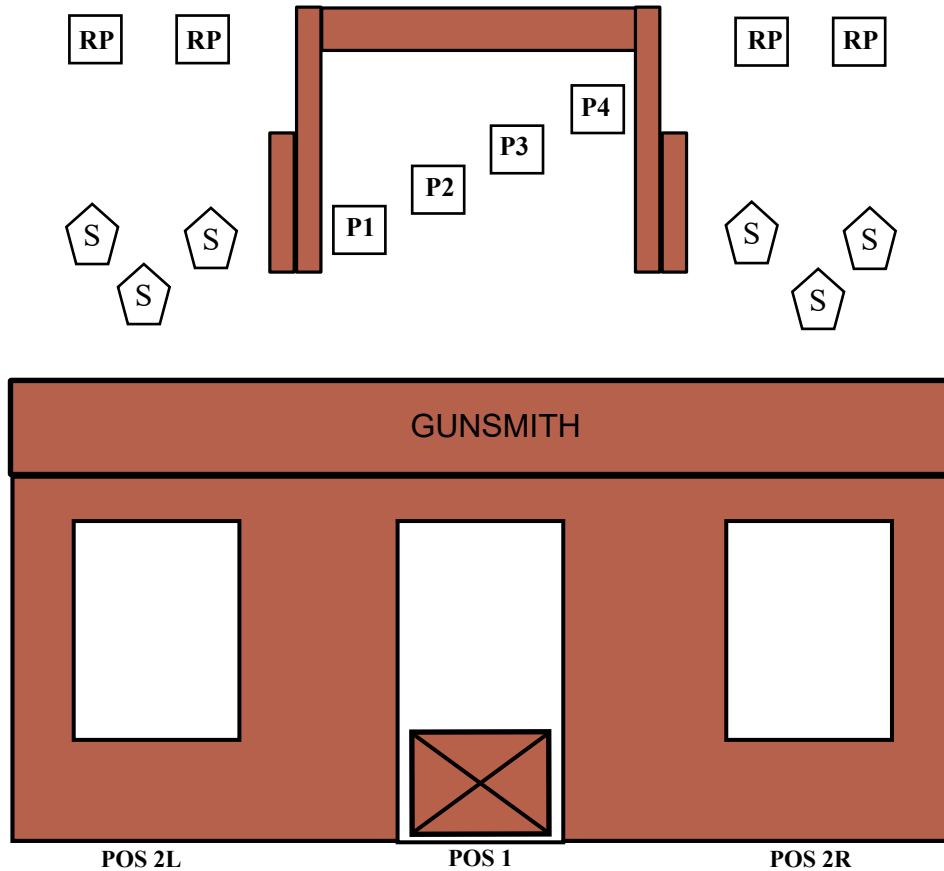
With rifle, from either 2L or 2R, put one shot on each target in front.

With shotgun, from **POS 3**, engage the 6 KD targets

NOTES: POS 2L is anywhere between the left outer and left inner posts and POS 2R is anywhere between the right outer and right inner posts. POS 3 is anywhere between the inner posts.

STAGE THREE WILD BUNCH

Gunsmith



28 PISTOL

7 RIFLE

6 SHOTGUN

START: At any position, hands on sides of window or door frame. Pistol loaded and holstered. Rifle and shotgun staged anywhere safely. Guns shot in any order. Shooter may indicate ready by saying: ***“Test Your Guns.”***

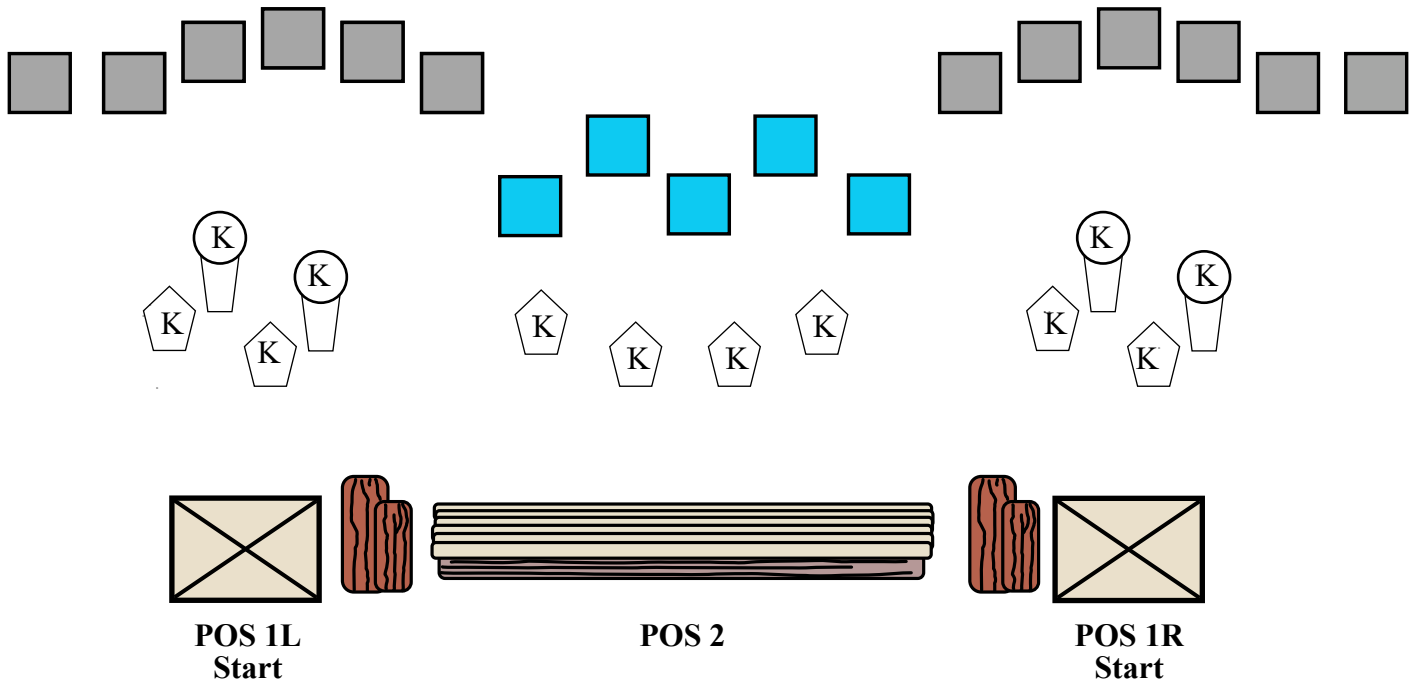
ON SIGNAL: With pistol, from POS 1, engage P1 to P4 in a 3-7-7-4 sweep starting from either end. From POS 2L or 2R, shoot the 2 RP targets in front in a 3-4 sweep from either end.

With rifle, from either POS 2L or 2R, shoot the 2 RP targets in front in a 3-4 sweep from either end.

With the shotgun, from POS 2L and 2R, engage the 3 targets in front from each position.

STAGE FOUR WILD BUNCH

River Raft



35 PISTOL

0 RIFLE

6 SHOTGUN

START: At **POS 1L** or **POS 1R** (left or right cargo box) with hands on the dock line. Pistol is loaded and holstered, shotgun staged anywhere safely. Guns in any order. Shooter may indicate ready by saying: **"Cast Off."**

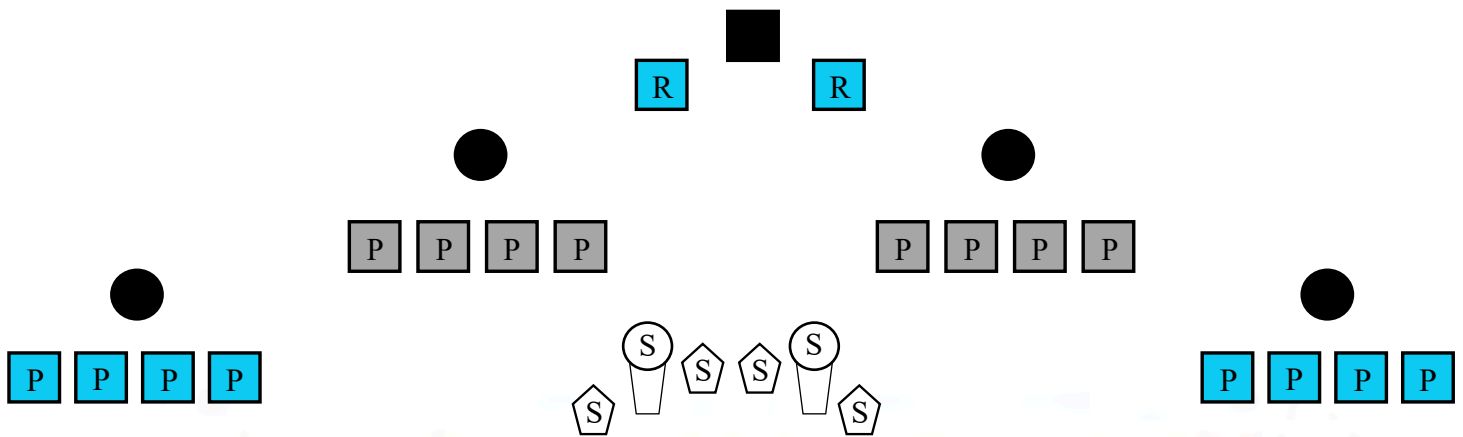
ON SIGNAL: With the pistol, from POS 1L and 1R, engage all 6 static targets and 1 knockdown (KD) in front. Repeat using another KD for a total of 14 rounds at each POS. From POS 2, engage all 5 static targets and any 2 Kds in front for 7 rounds.

With the shotgun, from each position 1L, 2 and 1R engage two KD in front.

NOTE: POS 2 is defined as anywhere between the left and right mooring posts.

STAGE SIX WILD BUNCH

Winchester Factory



POS 3L

POS 2L

POS 1

POS 2R

POS 3R

28 PISTOL

5 RIFLE

6 SHOTGUN

START: Both hands holding the money bag. May start at any position. Pistol loaded and holstered, shotgun and rifle staged anywhere safely. Guns may be shot in any order. Shooter may indicate ready by saying: **"Here's My Money. Where's My Rifle?"**

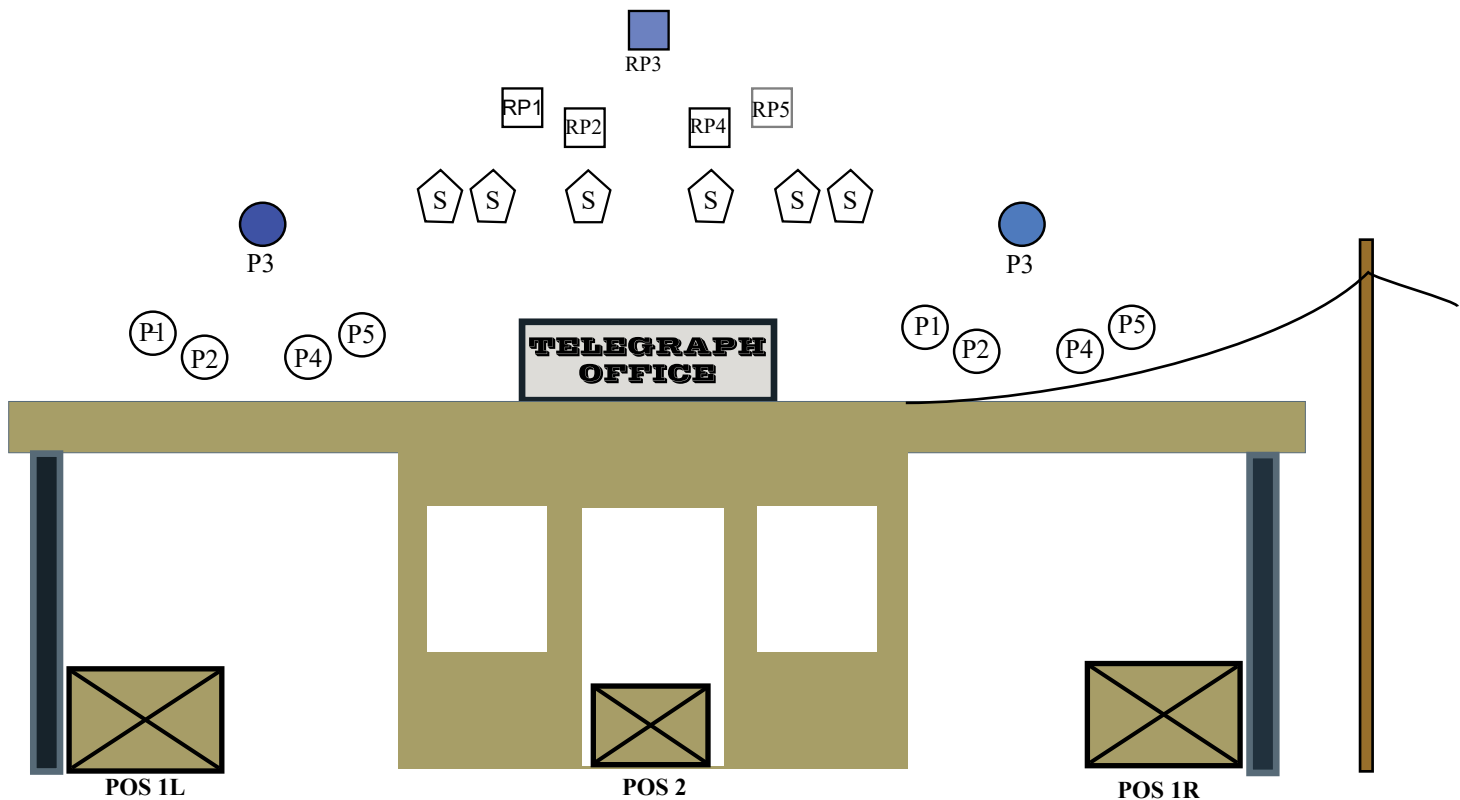
ON SIGNAL: With pistol, from POS 3L and 3R and 2L and 2R, starting on a square, alternate between the squares and the circle, using all 4 squares for 7 rounds.

With the rifle, from POS 1, do a Nevada sweep starting on either end for 5 rounds

With shotgun, from POS 1, engage the 6 SG targets.

STAGE SEVEN WILD BUNCH

Telegraph Office



28 PISTOL

7 RIFLE

6 SHOTGUN

START: Start at the ready. Pistol is loaded and holstered. Rifle and shotgun are staged at POS 2. Guns are shot in any order. Shooter may indicate ready by saying: **"Send a Message."**

ON SIGNAL: With pistol, from 1L **OR** 1R, Single tap an outside target, single tap the other outside target, then single tap an inside target and single tap the other inside target, then triple tap the center target. Repeat the instructions for a total of 14 rounds. From POS 2, repeat the instructions for a total of 14 rounds.

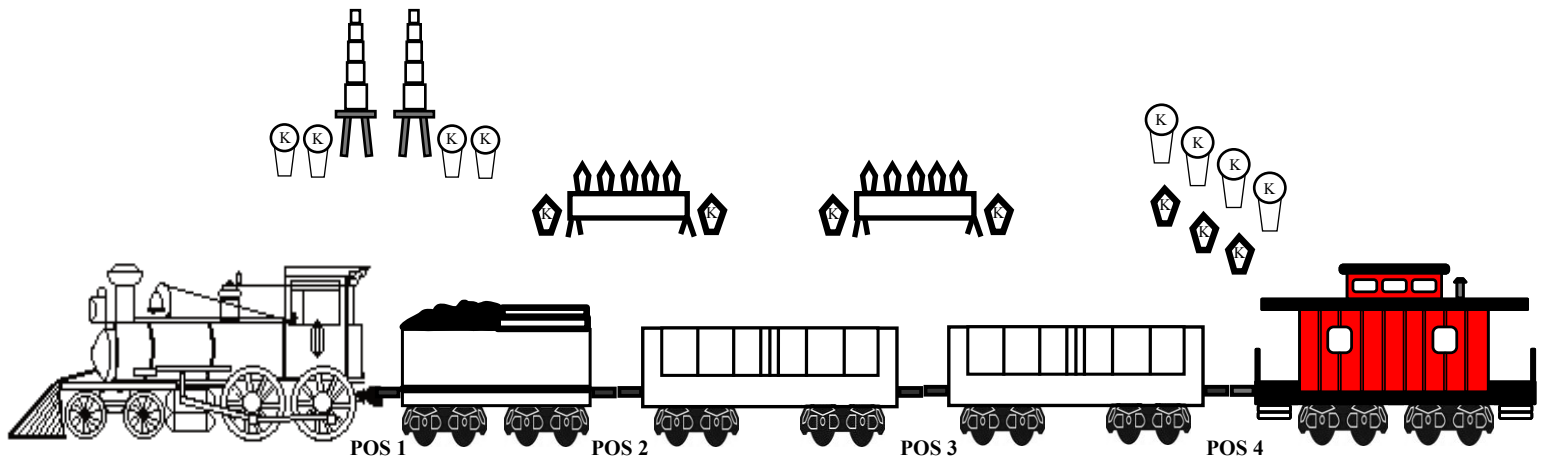
With the rifle, from POS 2, repeat the pistol instructions for 7 rounds.

With the shotgun, from POS 2 engage the 6 SG targets.

STAGE EIGHT WILD BUNCH

WR Train

All Knock Down



35+/- PISTOL

10+ RIFLE (optional)

0 SHOTGUN

START: At any position, with one hand pointing at your first target. **Must** use all 4 shooting positions. Rifle is staged at POS 1 if desired. Shooter may indicate ready by saying:

"So Many Bandits!"

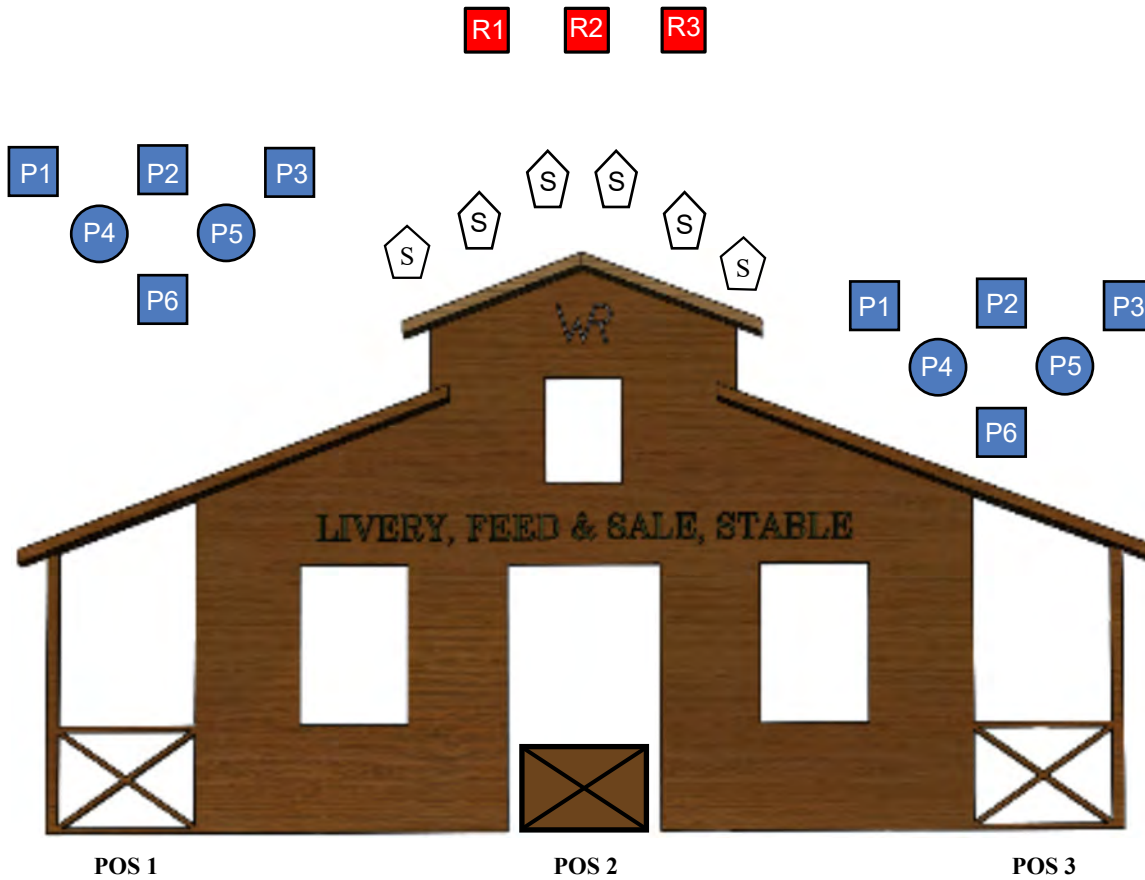
ON SIGNAL: Using all 4 shooting positions, engage all targets until they are down. Rifle may be used only at POS 1. Targets that fail to fall may be reengaged until down.

NOTES: Any knockdown plates left standing (not made up) are counted as misses. Rifle may be loaded with a maximum of 10 rounds to start, but may be reloaded on the clock at any time if desired. There is no minimum or maximum rounds to shoot.

The rifle must be discarded with no live round in the chamber, hammer back and muzzle safely pointed down range. Rifle will be checked clear on the shooting line.

STAGE NINE WILD BUNCH

Livery



28 PISTOL

6 RIFLE

6 SHOTGUN

START: At **POS 1**, **POS 2** or **POS 3**, with both hands on the Lariat. Pistol loaded and holstered. Rifle and shotgun both staged anywhere safely. Firearms may be used in any order. Shooter may indicate ready by saying: **"Where Are The Horses?"**

ON SIGNAL: With the pistol, from POS 1 and POS 3, triple tap P1, P2 & P3, then double tap P4 & P5, then single tap P6, starting on either P1 or P6.

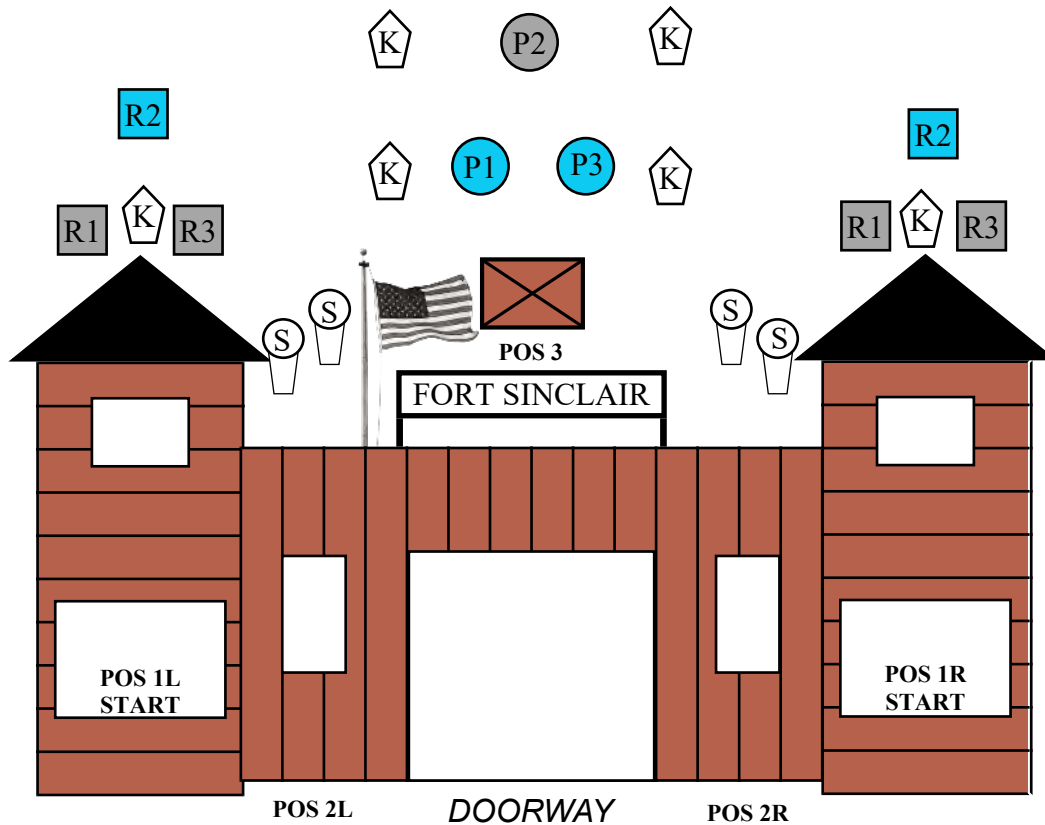
With the rifle, from POS 2, triple tap R1, double tap R2 & single tap R3 starting on either end.

With the shotgun, from POS 2, engage the 6 shotgun targets.

NOTE: The number of shots on the specific targets stays the same. Therefore if the shooter starts on P6, they start with a single tap and shoot the targets in the reverse of the instructions. I.e.: P6, then P4 & P5, then P1, P2 & P3. P1, P2, P3 are any order and P4, P5 any order.

STAGE TEN WILD BUNCH

Fort Sinclair



28 PISTOL

7 RIFLE

4 SHOTGUN

START: Inside either tower at **POS 1L** or **POS 1R**, with rifle in hand. Pistol loaded and holstered. Shotgun staged anywhere safely. Shooter may indicate ready by saying: ***“Defend the Fort.”***

ON SIGNAL: With rifle, engage the KD and double tap the 3 static targets in front. Restage the rifle vertically.

Then from POS 2L or 2R, with the shotgun, engage the two SG targets in front.

Then, with SG from the doorway, engage the two shotgun targets on the opposite side. Take the shotgun with you and restage on POS 3.

Then from POS 3, with pistol, engage 1 KD and double tap 3 static targets. Repeat the instructions using the other 3 KD targets for a total of 28 rounds.

NOTES: When moving from POS 2 to POS 3, the downrange “S” targets may be engaged from any one position at or beyond the doorway, being sure not to break the 170. The “doorway” referenced is the middle opening of the fort on the downrange side

WILD BUNCH SPEED MATCHES

Monday February 27 – Stage 6, Bay 7, 2 PM to 4 PM

Start: At the ready.

Speed pistol – Bay 7 – 14 rounds – Double tap Nevada sweep starting on either end.

Speed rifle – Bay 7 – 10 rounds – Single tap Nevada sweep, starting on either end.

Speed shotgun – Bay 7 – 6 rounds – 6 targets, any order.



TEDDY ROOSEVELT AND DOUGHBOY

Wednesday, March 1, 8 AM to 12 noon, Bay 5 and 6

Round count: **Teddy Roosevelt** - 49P, 11R, 12SG: **Doughboy** - 49P, 15R, 12SG



BAMM and TEDDY ROOSEVELT RIFLE – Wednesday March 1, 2 PM to 4 PM

BAMM 10 rounds, Teddy Roosevelt 7 rounds

Beyond Bay 14 beside cowboy long range.

One target at 80 yards and one at 130 yards approximately.

Shooting position: standing, kneeling sitting or prone with no aids except an attached sling correct for that rifle.

BAMM - Start standing, with 5 rds in the magazine, bolt open. At the buzzer, alternate each target for 5 rds starting on either target. Reload off the clock and follow the same instructions again.

Teddy Roosevelt rifle – Start standing with 5 rounds in the magazine action closed on an empty chamber. At the buzzer, alternate each target for 7 rounds, starting on either target. Two rounds are loaded on the clock at any time after the buzzer.

Highest number of hits wins. A tie will be broken by the quickest time.

SERGEANT YORK – Wednesday, March 1, 2 PM to 4 PM – 5 rifle and 6 pistol

Beyond Bay 14 beside the BAMM match

Two rifle targets, one each at 75 and 100 yards and 6 pistol targets between 25 and 50 yards.

Shooting position: standing unsupported.

Start with rifle in hand, 5 rds in the magazine, bolt open. Alternate one shot on each the two rifle targets, for a total of 5 rds., starting on either target. Place the rifle safely on the table and then engage the 6 pistol targets in a sweep, starting on the far target.

Highest number of hits wins. A tie will be broken by the quickest time.

LONG RANGE 1911 AND MAIN MATCH RIFLE – Wednesday, March 1, 2 PM to 4 PM

shooting on cowboy long range revolver and main match rifle stages

1911: 7 rds., alternating on two targets at 60 – 75 yards

Wild Bunch Match Rifle: 10 rds, alternating on two targets at 65 – 100 yards

PLAINSMAN

Wednesday, March 1, 1 PM to 4 PM – Bay 5 and 6

Round count: 30 rifle, 18 revolver, 12 shotgun

A separate descriptive flyer will be available at the event



Winchester '73 Movie Facts

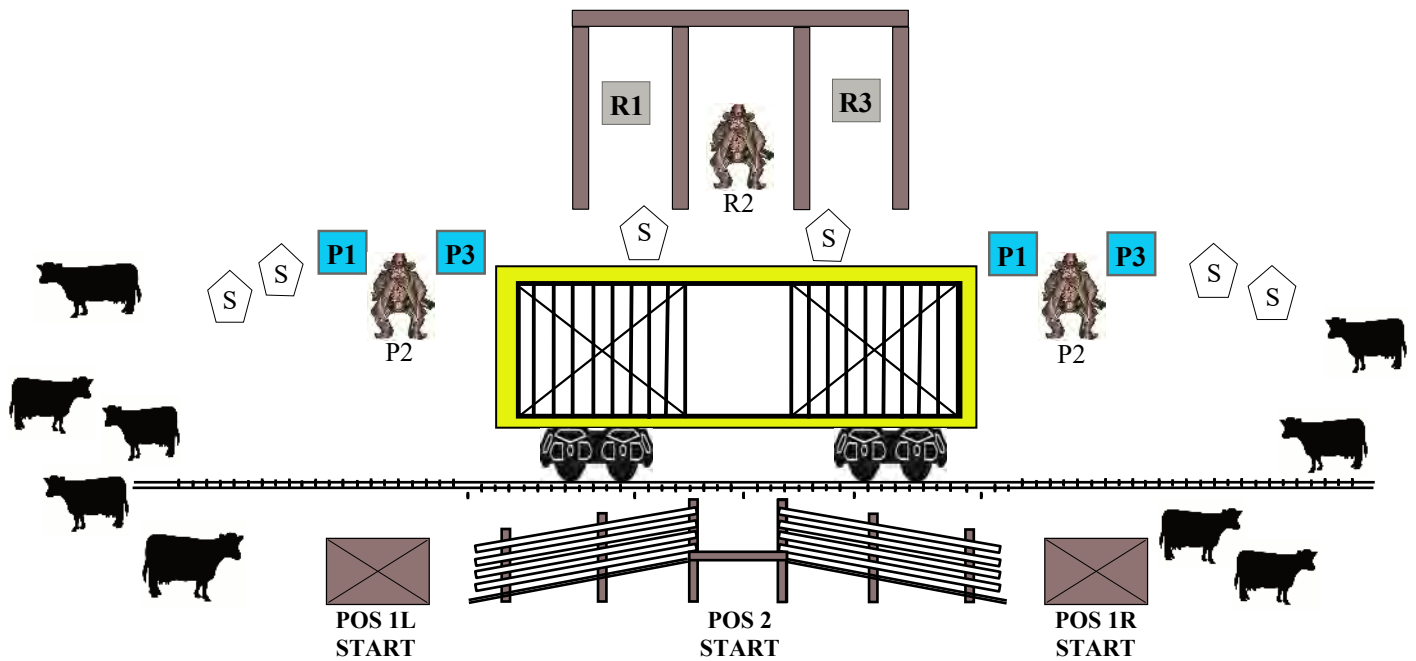
Lin McAdam (played by James Stewart) rides into Dodge City on the fourth of July just as they are about to host a shooting contest. The prize is a perfect one-in-a-thousand Winchester '73 repeating rifle. McAdam finds himself up against his old nemesis, Dutch Henry Brown. He wins the rifle but, before he can leave town Brown knocks him out cold and takes the rifle. He sets off after him. Brown sells it to an Indian trader, Joe Lamont, who loses it to the Indian tribal chief. The rifle changes hands several times before Dutch Henry gets it back, leading to a final confrontation with Lin.

In the famous scene where James Stewart shoots a bullet through the washer with the postage stamp on it, the shot was performed by renowned marksman, Herb Parsons. James Stewart spent a lot of time practicing with the rifle so he would look like an authentic westerner.

"Henry Brown", the name the main villain goes by, was also the name of a famous Kansas outlaw. The real-life Brown's criminal career started in New Mexico during the Lincoln County War. He later moved to Caldwell, Kansas, and became town marshal. For his service to the community, Brown was given a Winchester rifle with his name inscribed on a plaque on the stock. He was later caught robbing a bank in Medicine Lodge, Kansas, with the rifle bearing his name.

In 1876, cowboy Lin McAdam and his good friend, Frankie "High Spade" Wilson, travel to Dodge City, Kansas to participate in the Centennial Rifle Shoot, which is being held on the Fourth of July. Lin knows that his sharpshooting brother, Dutch Henry Brown, whom he suspects murdered their father, will also be in the contest, as first prize is a rare Winchester '73 rifle. Soon after their mutual arrivals in Dodge City, Lin and Dutch Henry are stopped from killing each other by the town's famous marshal, Wyatt Earp. Later, Lin narrowly defeats his brother in the rifle contest, but Dutch Henry and his friends ambush Lin and steal the Winchester. Two days later, a penniless Dutch Henry loses the rifle in a poker game to Joe Lamont, an Indian trader. Lamont is later killed by Young Bull, an Indian chief whom Lamont had hoped to cheat with defective guns and rifles. Meanwhile, Lin learns from Jack Riker, a saloon keeper, that Dutch Henry is headed for Tascosa to meet up with Waco Johnny Dean, an outlaw. That night on the trail, Lin and High Spade run into a U.S. Cavalry unit, led by Sgt. Wilkes, which has been surrounded by Young Bull's warriors. The Indians attack the next morning, but they are repelled when Lin shoots and kills Young Bull. After Lin and High Spade leave, Wilkes discovers the rare Winchester by the dead Indian chief and gives it to Steve Miller, the cowardly fiance of Lola Manners, a dance hall girl. Steve and Lola then travel to Tascosa, where they accept the hospitality of the Jameson family. Waco Johnny and his men soon arrive at the Jameson home, with a posse in hot pursuit, and the outlaw uses Lola as a hostage when Steve refuses to give him the Winchester. Waco Johnny kills Steve in a gunfight, then escapes from the farmhouse with Lola and the rifle and heads for Dutch Henry's hideout in the nearby mountains. Dutch Henry quickly recognizes the Winchester and demands it back. The outlaws then plan a bank robbery, only to have Lin and High Spade arrive in Tascosa that same day. Lin kills Waco Johnny just as Dutch Henry and his men are leaving the bank, and Lola is shot and wounded in the ensuing gunfight. Lin takes off alone after his brother, who heads back toward his mountain hideout. Though he is trapped below Dutch Henry, Lin torments his brother by calling him by his given name, Matthew McAdam, then manages to sneak behind him as he reloads the Winchester. Lin then shoots and kills Dutch Henry, finally avenging their father's death. Later, Lin returns to Tascosa with the Winchester, where his return is welcomed with open arms by both Lola and High Spade.

STAGE ONE COWBOY



10 REVOLVER

10 RIFLE

4+ SHOTGUN

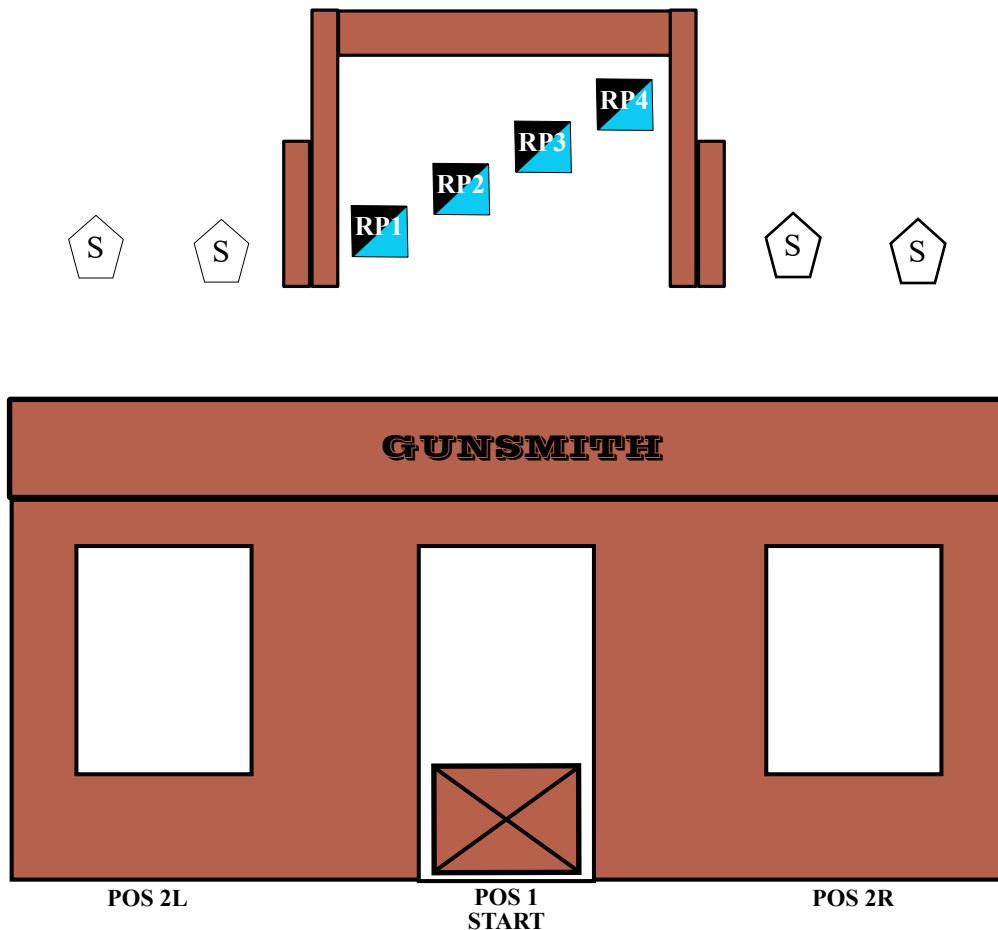
START: At any position (**POS 1L, POS 2** or **POS 1R**) at the ready, thumbs hooked behind ammo or gun belt. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. **Firearms may be used in any order but Rifle must not be last.** Shooter may indicate ready by saying: ***"I'm The Marshal, Wyatt Earp!"***

ON SIGNAL: At **POS 1L** or **POS 1R** with revolvers engage P1-P3 with a five round **Nevada Sweep**, in either direction starting on P2, repeat the instruction with the next five rounds.

At **POS 2**, with rifle, engage R1-R3 as per the revolver instructions.

From **POS 1L** or **POS 2** or **POS 1R**, with shotgun engage two "S" targets, move to another of the three available positions and engage two "S" targets, four "S" targets in total.

STAGE THREE COWBOY



10 REVOLVER

9 RIFLE

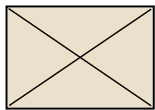
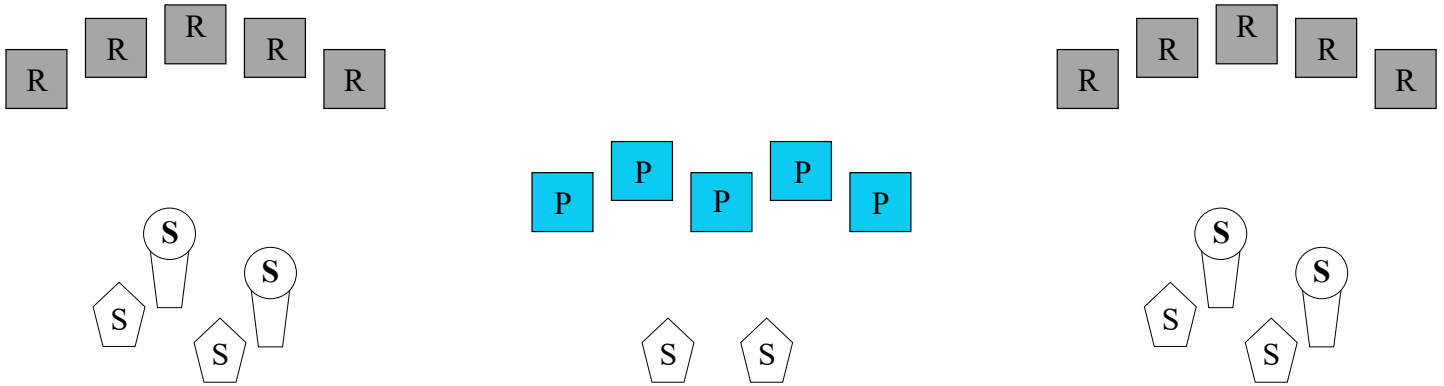
2+ SHOTGUN

START: At **POS 1**, at the ready, rifle loaded with 9 rds OR revolver(s) in hand(s). Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged from **center to right, or center to left**. Shooter may indicate ready by saying: ***"Awful Lot of Law For One Little Cowntown!"***

ON SIGNAL: From **POS 1** using rifle and revolvers as necessary engage RP1-RP4 with a 1-8-7-3 Salute, RP targets may be engaged in any order. Move to POS 2L or POS 2R and with shotgun engage two "S" targets.

NOTE: At POS 1 the shooter may start with either the Rifle or the Revolver(s) in hand(s). The rifle and revolvers may be used in any order. RP targets may be engaged in any order. This is a round count sequence RP1= 1 rnd, RP2 = 8 rnd, RP3 = 7 rnd, RP4 = 3 rnd.

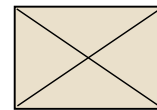
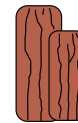
STAGE FOUR COWBOY



**POS 1L
Start**



POS 2



**POS 1R
Start**

10 REVOLVER

10 RIFLE

6+ SHOTGUN

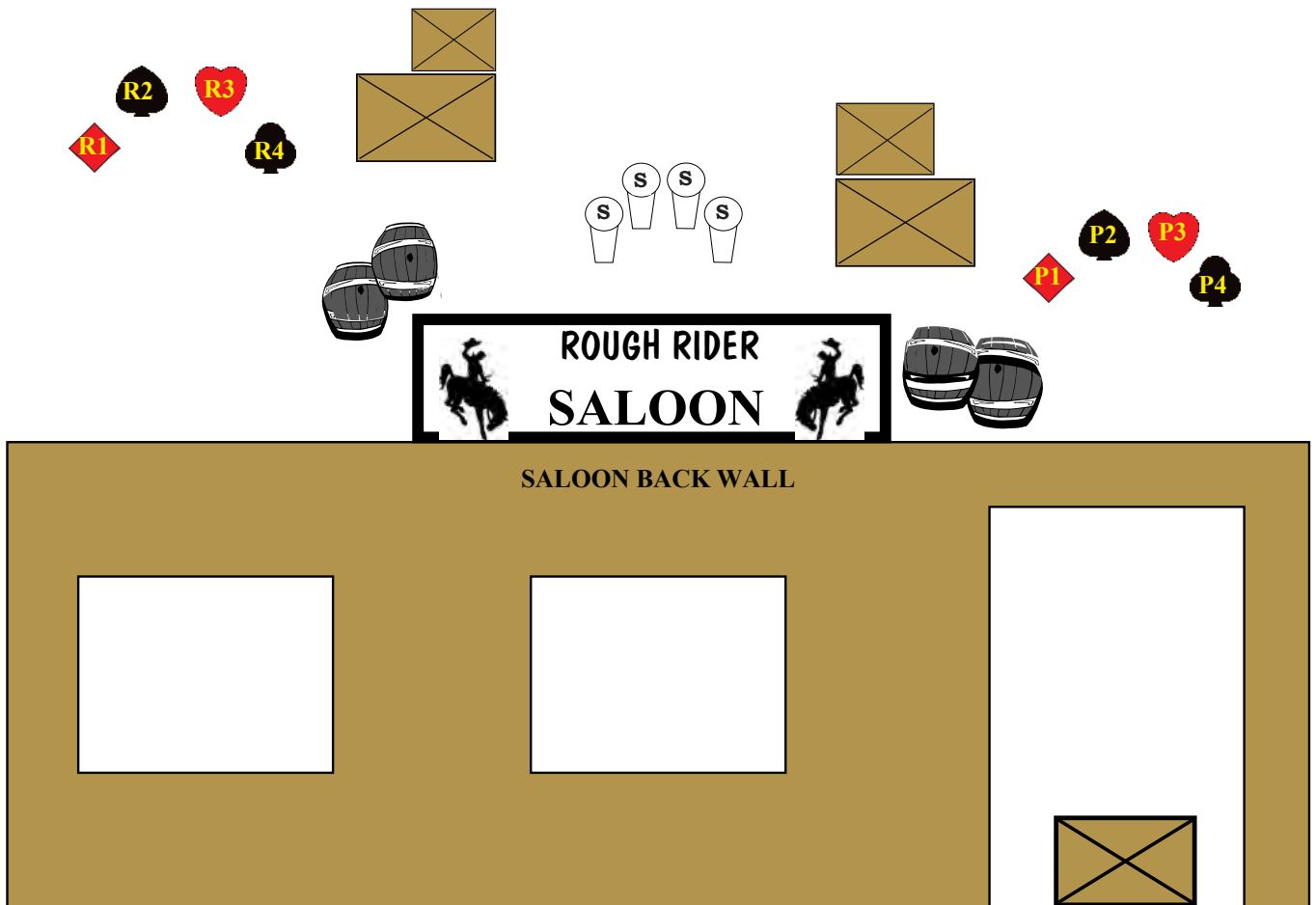
START: At **POS 1L** or **POS 1R** (Left or Right cargo box) with both hands holding the **mooring line**. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left to Right or Right to Left. Shooter may indicate ready by saying:

“I’m High Spade, Frankie Wilson!”

ON SIGNAL: At **POS 1L** or **POS 1R**, with rifle engage the “R” targets with two sweeps in the same direction, starting on either end. While at **POS 1L/1R**, with shotgun, engage four “S” targets. Move to **POS 2** and engage two “S” targets in front. **Make shotgun safe**. At **POS 2**, with revolvers, engage “P” targets as per the rifle instructions.

NOTES: POS 2 is defined as anywhere between the Left and Right mooring posts.

STAGE FIVE COWBOY



POS 1
START

POS 2

POS 3

10 REVOLVER

10 RIFLE

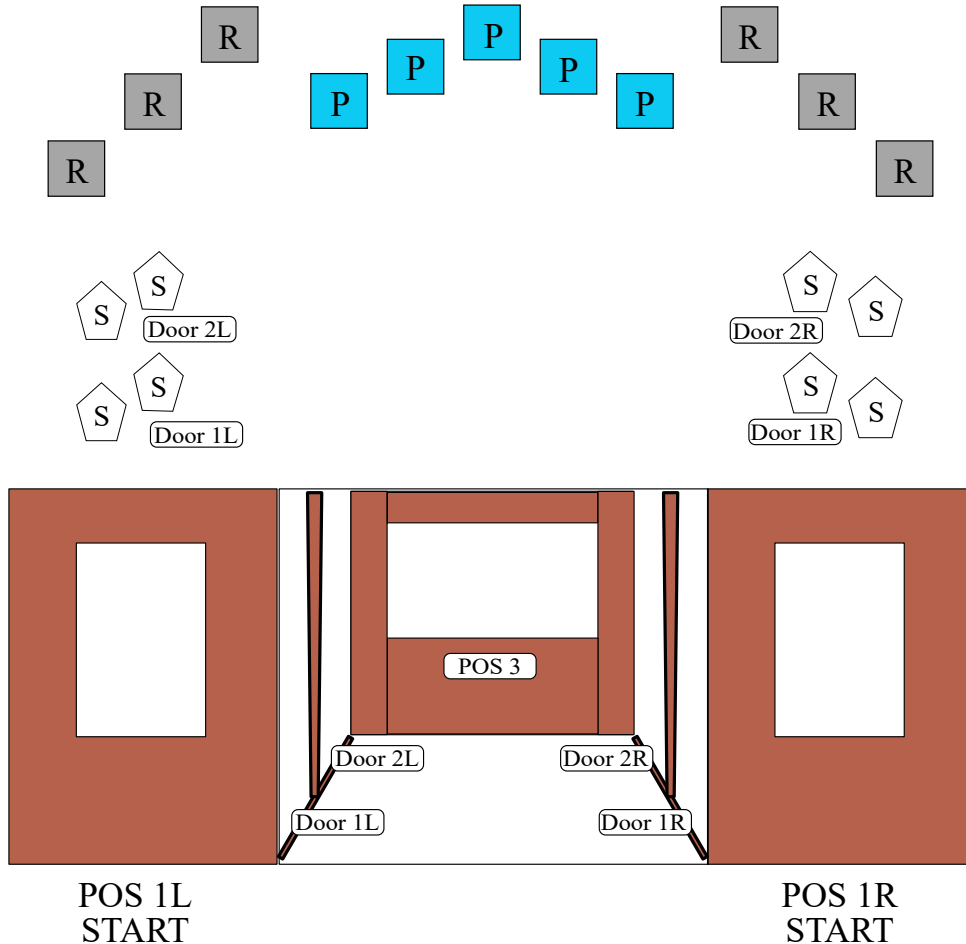
4+ SHOTGUN

START: At **POS 1** (left window), at the ready, hands on Hat or Head. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying *“Waco Johnnie Dean, The Fastest Gun In Texas!”*

ON SIGNAL: At **POS 1** with rifle engage R1-R4 with a 10 round Continuous Nevada Sweep, starting on either end of the target array. Move to **POS 2**, with shotgun engage the four “S” targets. Move to **POS 3**, with revolvers engage P1-P4 with a 10 round Continuous Nevada Sweep, starting on either end of the target array.

NOTE: Stage is engaged **Left to Right** (POS1-POS2-POS3)

STAGE SIX COWBOY



10 REVOLVER

9 RIFLE

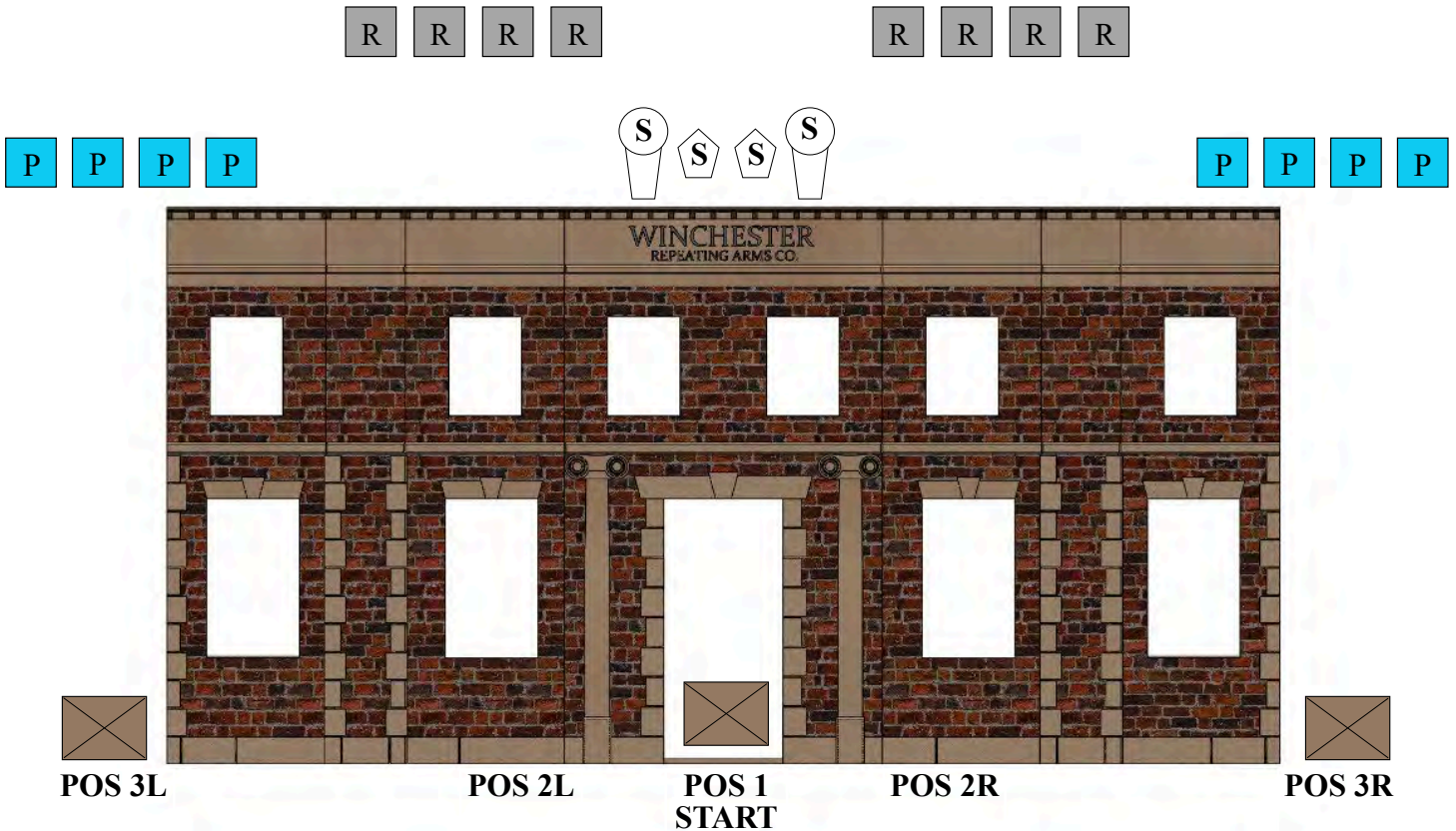
4+ SHOTGUN

START: At **POS 1L** or **POS 1R** (left or right window) with hands on window frame. Rifle loaded with 9 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: ***“That’s Dutch Henry Brown!”***

ON SIGNAL: At **POS 1L** or **POS 1R** (window) with rifle engage the “R” targets with 3 rds each. **Make rifle safe pointing into the berm or vertically.** Move into the cell block and with shotgun engage two “S” targets each from any two doorways (four “S” targets total). **Make shotgun safe at POS 3.** At **POS 3** with revolvers engage the “P” targets with 2 rds each.

NOTES:

STAGE SEVEN COWBOY



10 REVOLVER

10 RIFLE

4+ SHOTGUN

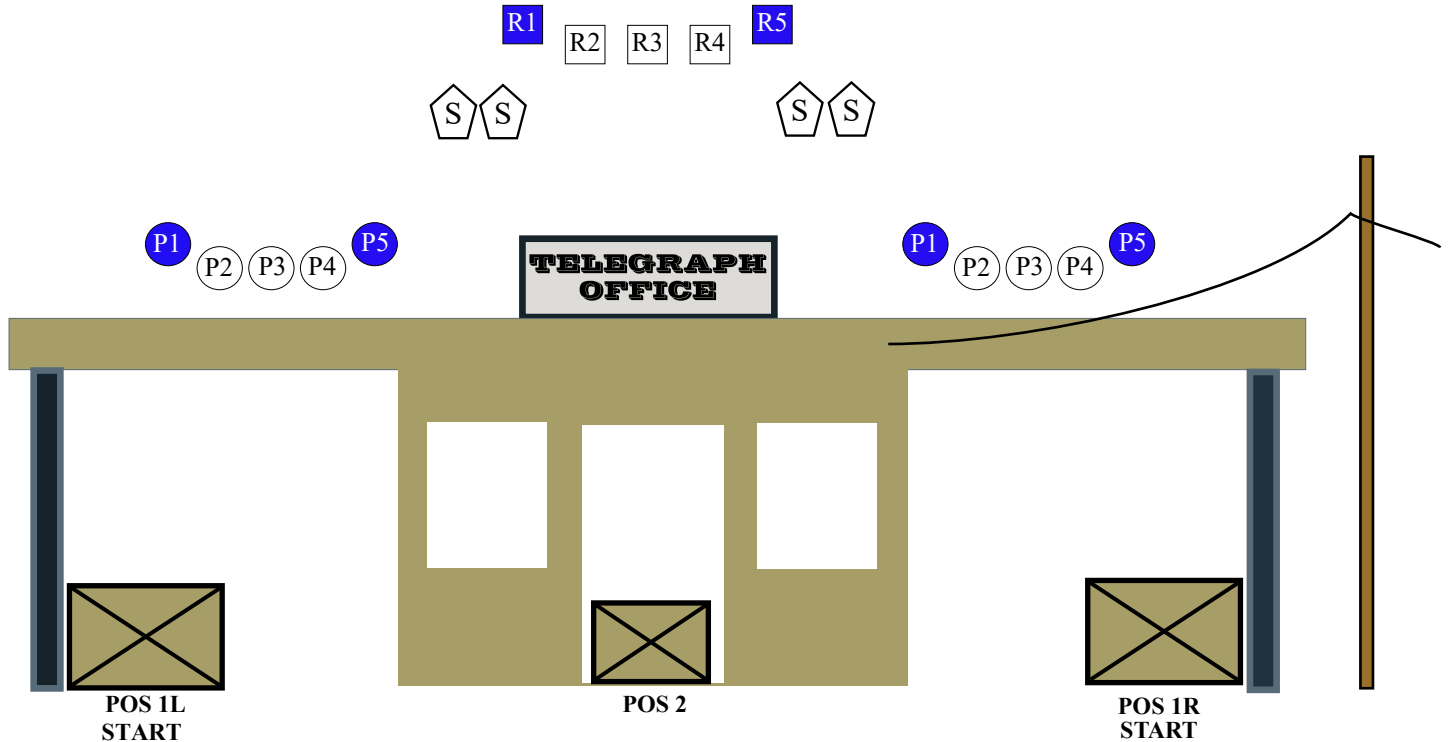
START: At **POS 1** (doorway), at the ready, both hands touching the .44-40 ammo box. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying:

"I'll Take This Box of Ammunition!"

ON SIGNAL: At **POS 1**, with shotgun engage four "S" targets. **Make shotgun safe.** Move to **POS 2L or POS 2R**, with rifle engage the four "R" targets 2-3-3-2, targets may be engaged in any order. Move to **POS 3L or POS 3R**, with revolvers engage the "P" targets per the rifle instructions.

NOTES: The 2-3-3-2 is a round count sequence. Targets may be engaged in any order. Outside targets get two each. Inside targets get three each.

STAGE EIGHT COWBOY



10 REVOLVER

10 RIFLE

4+ SHOTGUN

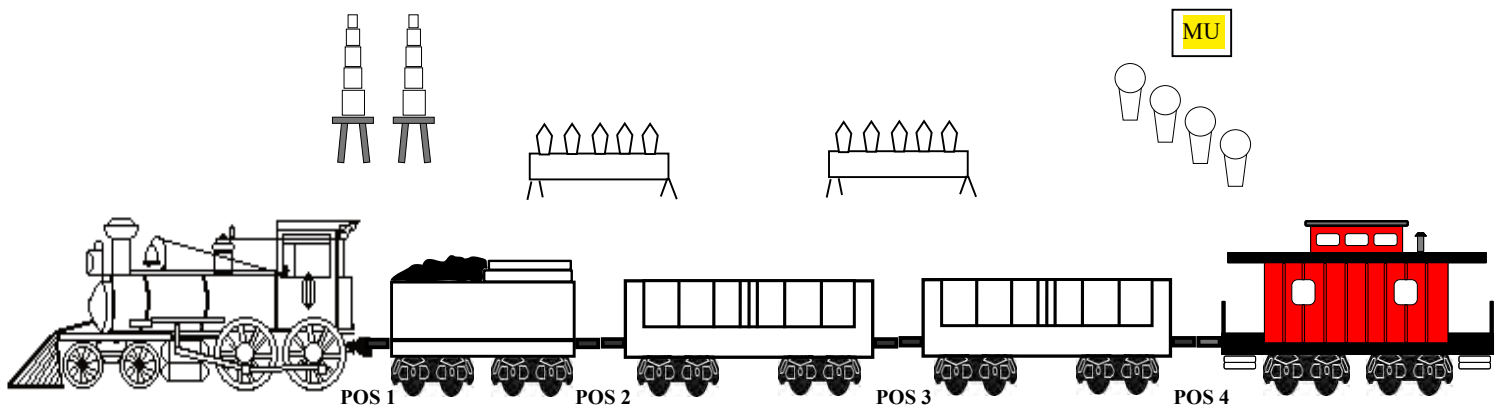
START: At POS 1L or POS 1R, at the ready, with Telegram held in both hands. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying:

"Mind If I Look At Your Winchester?"

ON SIGNAL: At POS 1L or POS 1R with revolvers engage P1-P5 with a **Whiskey Row Sweep**. Move to POS 2 and with rifle engage R1-R5 per the revolver instructions. At POS 2 with shotgun engage four "S" targets.

NOTE: Whiskey Row Sweep: **Double** tap End target and **Single** tap three middle targets, **then, Double** tap the **Other** end target and **Single** tap three middle targets. You can start on either of the end targets. **At POS 2 Rifle must not be last.** Stage may be engaged Left-to-Right OR Right-to-Left.

STAGE NINE COWBOY



10 REVOLVER

10 RIFLE

4+ SHOTGUN

START: At **POS 1** with both hands touching the Lantern. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage is engaged Left to Right. Shooter may indicate ready by saying:

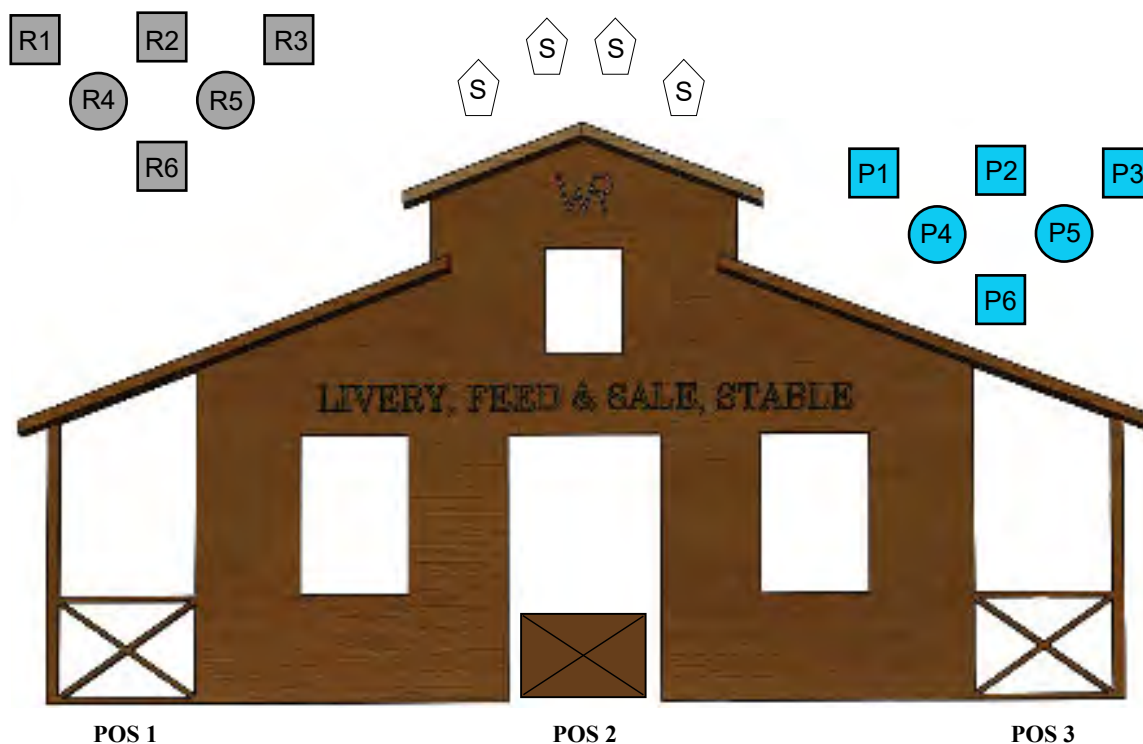
"It's My Gun And I Want It!"

ON SIGNAL: At **POS 1** with rifle engage two knockdown racks with 10 rounds. Move to **POS 2**, with revolver(s) engage one knockdown rack with 5 rounds. Move to **POS 3**, with revolver(s) engage one knockdown rack with 5 rounds. Move to **POS 4**, engage four "S" targets until down.

Then, make up any standing "R" or "P" plates by firing one shotgun round for each standing plate.

NOTES: Any knockdown plates left standing and not made are counted as misses.

STAGE TEN COWBOY



10 REVOLVER

10 RIFLE

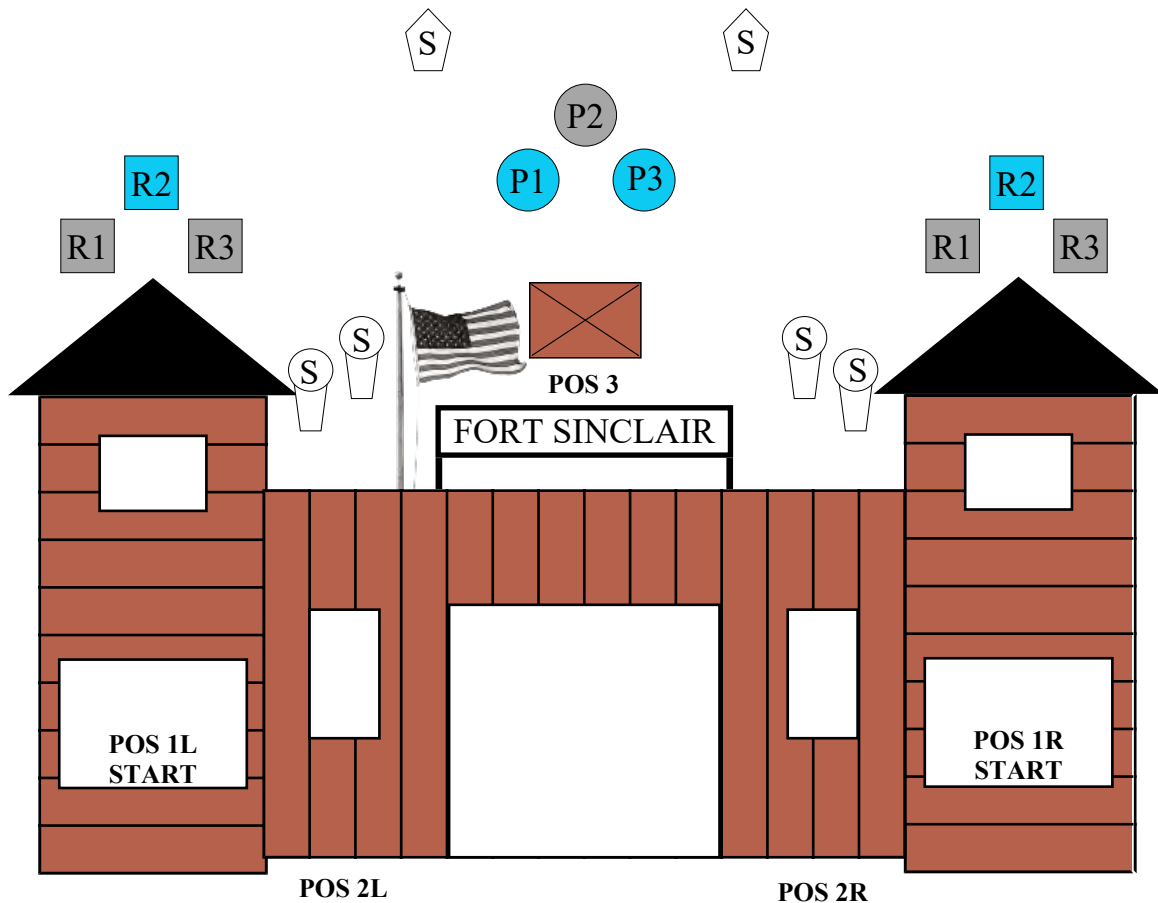
4+ SHOTGUN

START: At **POS 1**, **POS 2** or **POS 3**, at the ready, with both hands on the Lariat. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in any order but **rifle must not be last**. Shooter may indicate ready by saying: ***"Don't Shoot, Can't You See That's A Woman?"***

ON SIGNAL: At **POS 1** with rifle engage R1-R6 with a **Turquoise Bill Scramble**. At **POS 2** with shotgun engage the four "S" targets. At **POS 3** with revolvers engage P1-P6 with a **Turquoise Bill Scramble**.

NOTE: **Turquoise Bill Scramble:** **Single** Tap R1-R2-R3, **Double** Tap R4-R5, **Triple** Tap R6. Round Count. Firearms may be used in any order but **rifle must not be last**.

STAGE ELEVEN COWBOY



10 REVOLVER

10 RIFLE

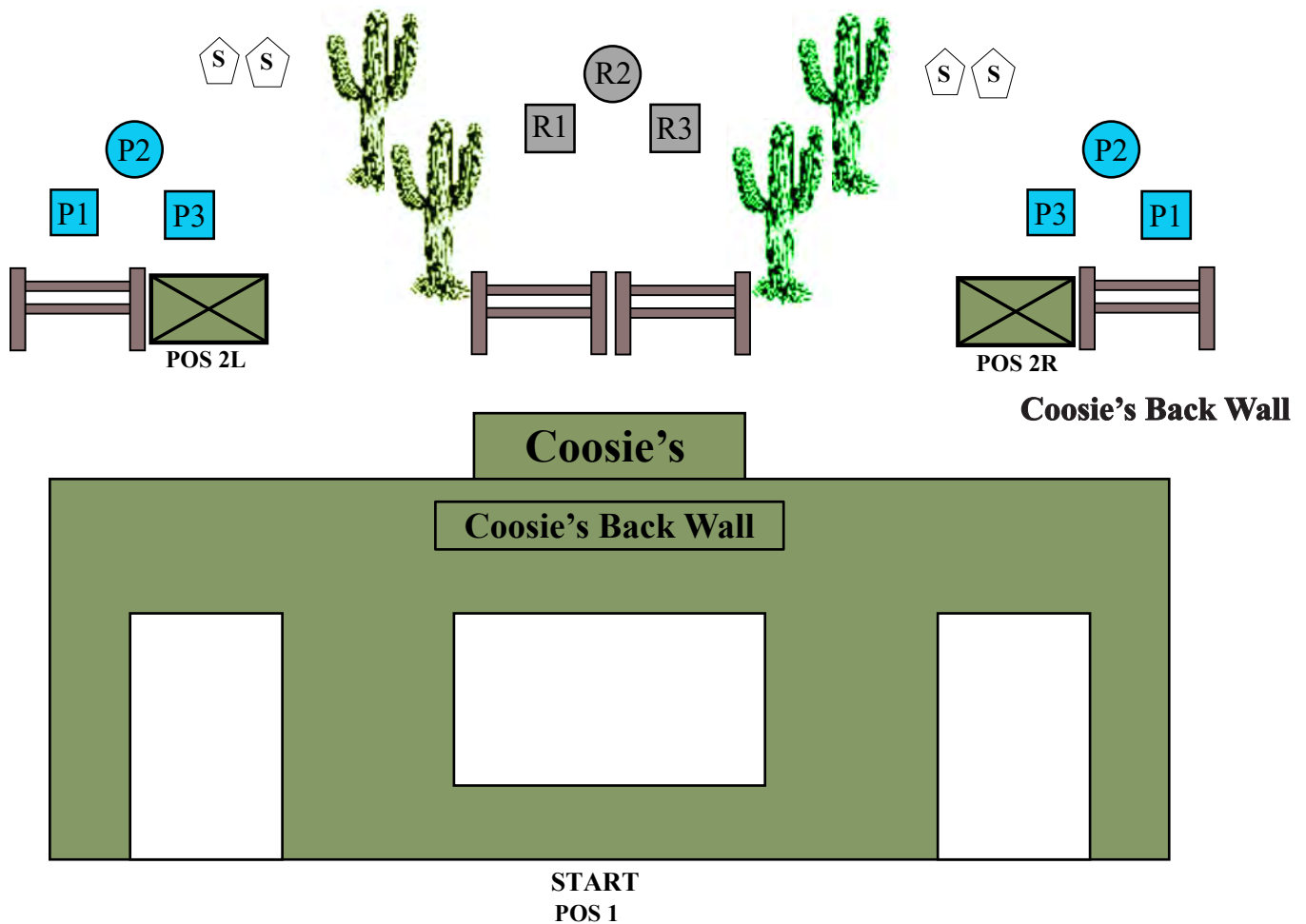
4+ SHOTGUN

START: Inside either tower at **POS 1L** or **POS 1R**, with both hands touching the table. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: ***"The Old Man Told You Never To Waste Lead!"***

ON SIGNAL: At **POS 1L** or **POS 1R**, with rifle engage R1-R3 with a **3-4-3 Sweep**, starting on either end. **Make rifle safe into the berm or vertical.** Move to **POS 2L** or **POS 2R** and engage the two "S" targets in front. **Taking shotgun with you**, move to **POS 3** (cargo box) and engage two "S" targets. **Make shotgun safe on the box at position 3.** At **POS 3**, with revolvers engage P1-P3 per the rifle instruction.

NOTES: When moving from POS 2 to POS 3 the downrange "S" targets may be engaged from any one position beyond the fort gate, including shotgun make ups.

STAGE TWELVE COWBOY



10 REVOLVER

10 RIFLE

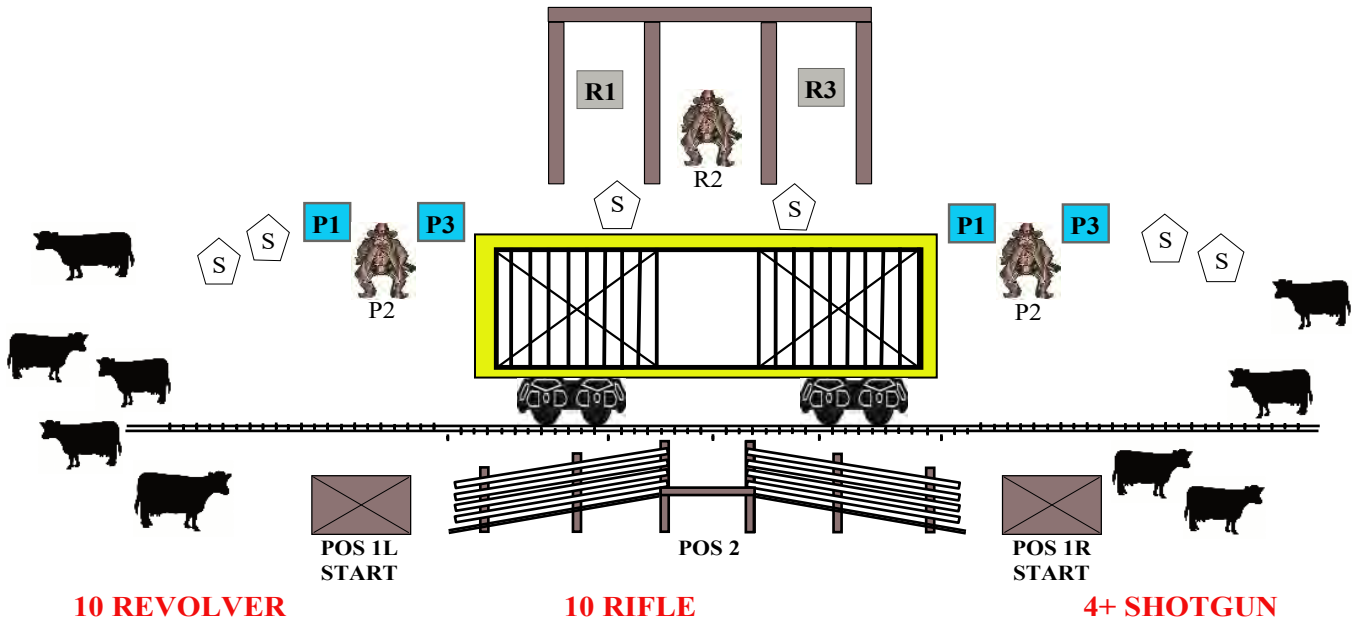
4+ SHOTGUN

START: At **POS 1** (Center Window) inside Coosie's arms crossed, facing Up-range. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely but **NOT at POS 2L or 2R**. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: ***"I Didn't Get A Chance To Use That Gun, Matthew. But I Intend To!"***

ON SIGNAL: At **POS 1**, with rifle engage R1-R3 with at least 3 rounds on each target. **Make rifle safe vertically**. Retrieve shotgun and move to **POS 2L** or **POS 2R** engage two "S" targets. Move to opposite position 2L/2R and engage two "S" targets. **Make shotgun safe**. While at opposite POS 2L/2R, with revolvers engage P1-P3 as per the rifle instructions.

NOTES: The first pair of Shotgun targets may be engaged anywhere from the doorway to the fence/box, but only from **ONE** position. The second pair of Shotgun targets may be engaged anywhere between the opposite fence/box and the Cactus array, but only from **ONE** position. All shotgun make ups must be made from the position where they are initially engaged. Down-range props are not expendable for the shotgun or revolvers.

STAGE ONE COWBOY WARM UP



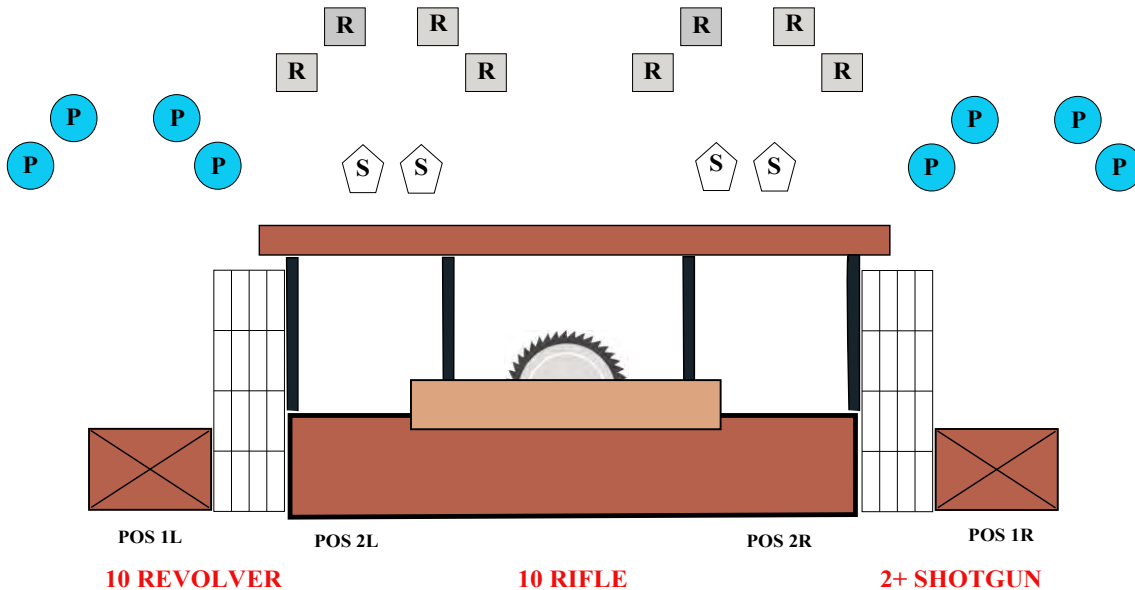
START: At position **POS 1L** or **POS 1R**, at the ready. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: At **POS 1L** or **POS 1R** with revolvers engage P1-P2 with five rounds Alternating, starting on P2. Then engage P3-P2 with five rounds Alternating, starting on P2.

At **POS 2** with rifle engage R1-R2 and R2-R3 as per the revolver instructions. Then from **POS 2** engage two "S" targets. Move to opposite **POS 1L** or **POS 1R** and with shotgun engage two "S" targets.

Note: Stage may be engaged left to right or right to left.

STAGE TWO COWBOY WARM UP



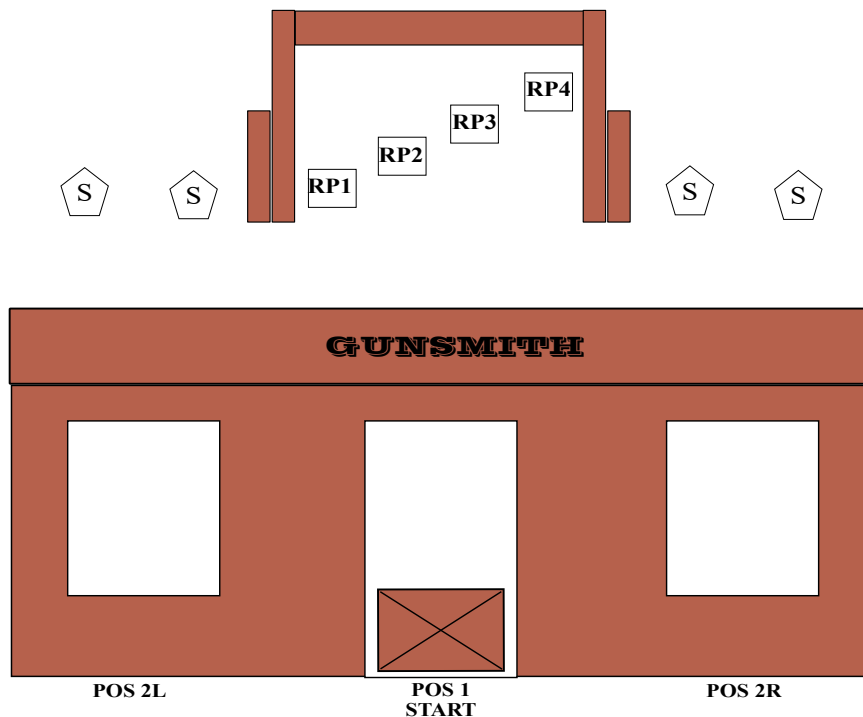
START: At **POS 2L** or **POS 2R**, at the ready. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: At **POS 2L** or **POS 2R** with Rifle engage the "R" targets in a continuous Nevada sweep starting on either end. Then engage two "S" targets.

At **POS 1L** or **POS 1R**, with Revolvers engage the "P" targets per the rifle instructions.

NOTES: Stage may be engaged **Left to Right** or **Right to Left**. **POS 2L** is anywhere between the left outer and left inner posts and **POS 2R** is anywhere between the right outer and right inner posts.

STAGE THREE COWBOY WARM UP



10 REVOLVER

10 RIFLE

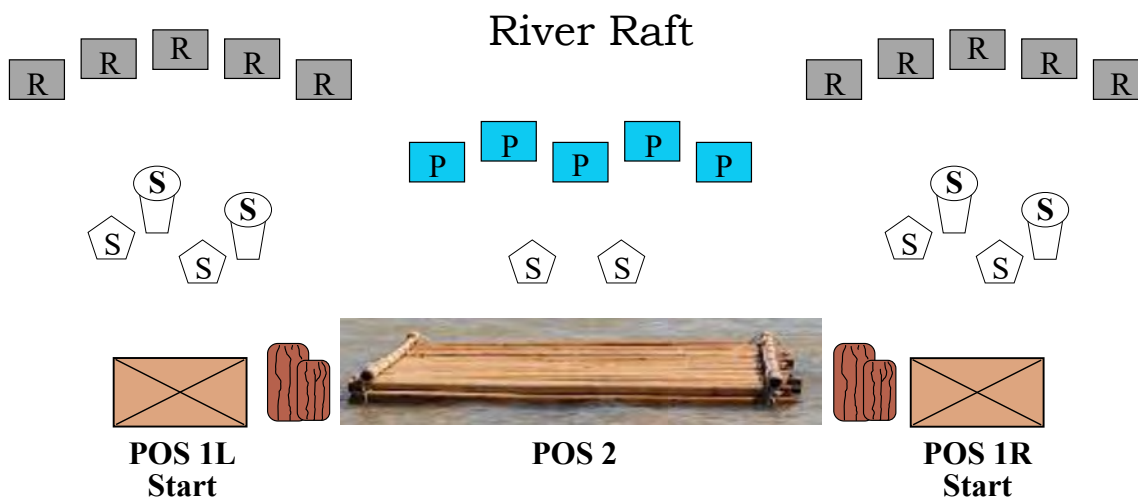
2+ SHOTGUN

START: At **POS 1**, at the ready, rifle loaded with 10 rds in hands. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage maybe engaged from **center to right, or center to left**.

ON SIGNAL: At **POS 1** with rifle engage RP1-RP4 with a 3-2-2-3 sweep. Make Rifle safe. Then with revolvers engage RP1-RP4 per the rifle instruction.

Move to POS 2L or POS 2R and with shotgun engage two "S" targets.

STAGE FOUR COWBOY WARM UP



10 REVOLVER

10 RIFLE

6+ SHOTGUN

START: At **POS 1L** or **POS 1R** (Left or Right cargo box) at the ready. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged Left to Right or Right to Left.

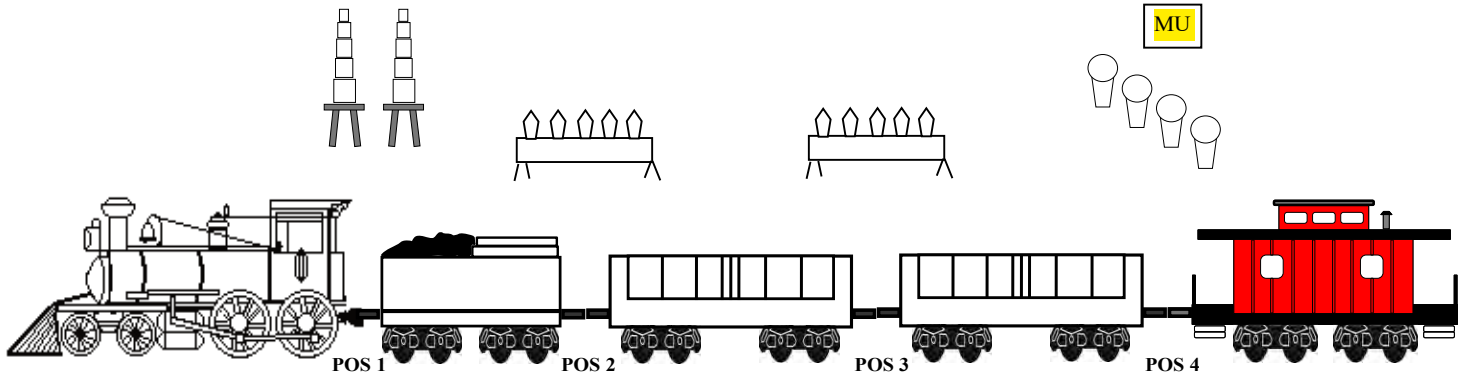
ON SIGNAL: At **POS 1L** or **POS 1R**, with rifle engage the "R" targets with double tap sweep starting on either end. While at **POS 1L/1R**, with shotgun, engage four "S" targets.

Move to **POS 2** and engage two "S" targets in front. **Make shotgun safe**. At **POS 2**, with revolvers, engage "P" targets as per the rifle instructions.

NOTES: POS 2 is defined as anywhere between the Left and Right mooring posts.

STAGE NINE COWBOY WARM UP

Winter Range Railroad



10 REVOLVER

0 RIFLE

4+ SHOTGUN

START: At **POS 2** with both hands touching your Hat or Head. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: At **POS 2** with revolver(s) engage one knockdown rack of five plates with 5 rounds.

At **POS 3** with revolver(s) engage one knockdown rack of five plates with 5 rounds.

At **POS 4** engage four "S" targets. **Then**, make up any standing plates with one shotgun round for each standing plate.

NOTES: Any knockdown plates left standing and not made are counted as misses. POS 1 and the Tombstone plate rack are not used.

STAGE TEN COWBOY WARM UP

LIVERY



10 REVOLVER

10 RIFLE

4+ SHOTGUN

START: At **POS 1**, at the ready. Rifle loaded with 10 rds in hands. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: At **POS 1** with rifle engage R1-R5 with 2 rounds each.

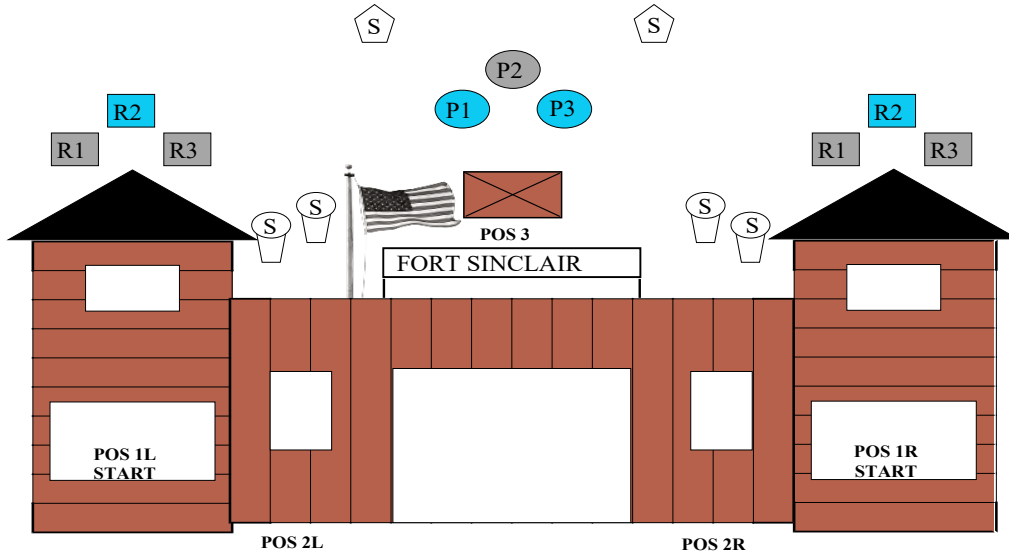
At **POS 2** with shotgun engage the four "S" targets.

At **POS 3** with revolvers engage P1-P5 per the rifle instruction.

NOTES:

STAGE ELEVEN COWBOY WARM UP

Fort Sinclair



10 REVOLVER

10 RIFLE

2+ SHOTGUN

START: Inside either tower at **POS 1L** or **POS 1R**, with both hands touching the table. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

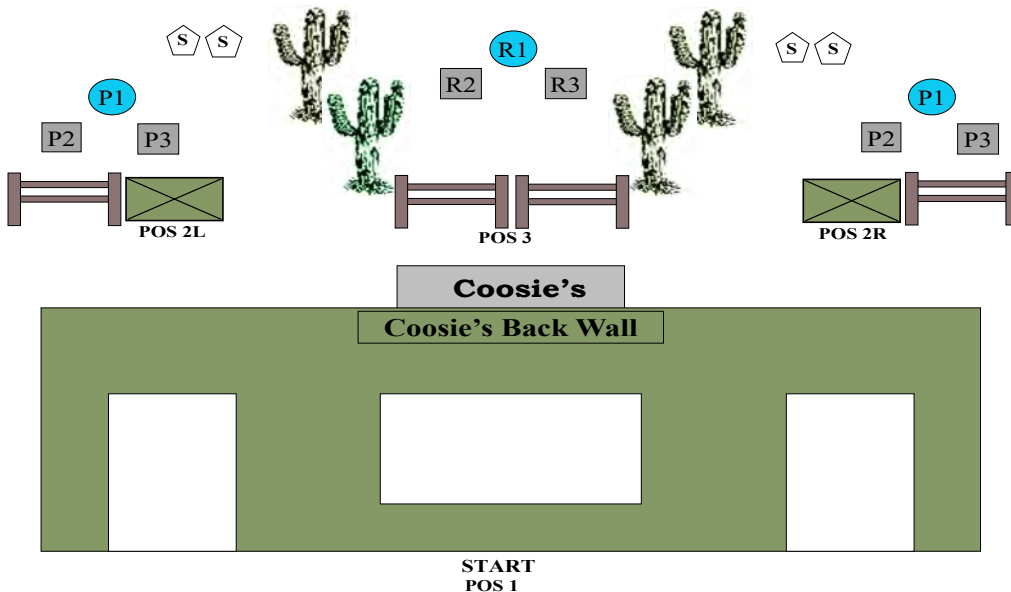
ON SIGNAL: At **POS 1L** or **POS 1R**, with rifle engage R1-R3 with two **2-1-2 Sweeps**, starting on either end. **Make rifle safe into the berm or vertical.**

Move to **POS 3** (cargo box) and engage two "S" targets. **Make shotgun safe.**

At **POS 3**, with revolvers engage P1-P3 per the rifle instruction.

NOTES: When moving to **POS 3** the downrange "S" targets may be engaged from any one position beyond the fort gate, including shotgun make ups.

STAGE TWELVE COWBOY WARM UP



10 REVOLVER

5 RIFLE

2+ SHOTGUN

START: At **POS 1** (Center Window) inside Coosie's at the ready. Rifle loaded with **5 rds** and open, empty shotgun staged anywhere safely **but NOT at POS 2L or 2R**. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: At **POS 1** with rifle engage R1 and R3 **twice** each and then R2 **once**. **Make rifle safe vertically.**

Retrieve shotgun and move to **POS 2L** or **POS 2R** engage two "S" targets. **Make shotgun safe.**

At **POS 2L** or **POS 2R** with revolvers engage P1-P3 as per the rifle instructions.

NOTES: Shotgun targets may be engaged anywhere from the doorway to the fence/box, but only from **ONE position**. All shotgun make ups must be made from the position where they are initially engaged. Down-range props **are not expendable for the shotgun or the revolvers.**



The Winchester 1873 Rifle 1873 – 2023 • 150th Anniversary

It has been called, “The gun that won the West.” It has also been the title star of a motion picture. Cussed and discussed, this rifle has been the subject matter of countless campfires, hunting camps and saloons. Once praised as being one of the slickest lever-actions, it is equally disdained as a weak rifle incapable of handling cartridges with enough power to knock off a mouse. Nonetheless, the Model 1873 Winchester is an iconic rifle of the American west.

The '73 was the culmination of a 25-year evolution of the lever-action repeating rifle. It began with Walter Hunt's Volition Repeating Rifle, which featured a tubular magazine and a complex and relatively fragile linkage system. That rifle's patent was purchased a year later by Lewis Jennings. Jennings improved the linkage somewhat, producing a few rifles through the firm of Robbins & Lawrence of Windsor, Vt., until 1852. Horace Smith and Daniel Wesson bought the patent from Jennings and acquired Jennings' shop foreman, Benjamin Tyler Henry, to oversee further improvement and manufacturing, calling their new company the Volcanic Repeating Arms Company.

One of the first improvements was Smith's incorporation of a copper case with a priming compound held within the folded rim of the cartridge to replace the “Rocket Ball” ammunition, which was a Hunt invention. Rocket Ball ammunition held the powder charge within the hollow base of the bullet, and like all forms of so-called “caseless” ammo it has never proven to be reliable or accurate. The cartridge Smith developed became the .22 Short. The rifle and cartridge had limited success, because of the lack of power and reliability of its ammo. Eventually the Volcanic Repeating Arms Company produced a lever-action pistol to go with its rifle.

The largest stockholder in this fledgling firm was a shirt maker from New Haven, CT, Oliver Fischer Winchester. Wesson left Volcanic in 1856, and Smith followed him eight months later to form the Smith & Wesson Revolver Company. Volcanic was in receivership, and Winchester, who was reputed to have a keen eye for a bargain-bought controlling interest in the company in 1857, renamed it the New Haven Arms Company. Henry remained with Winchester and continued to develop Smith's cartridge concept on a larger, .44-caliber scale. He redesigned the rifle to handle the powerful ammunition, culminating with the 1860 Henry rifle. The rifle saw a fair amount of service with the Union army during the Civil War.

When the war was over, Winchester renamed the firm the Winchester Repeating Arms Company and set about improving the Henry rifle. The 1866 model featured a bronze alloy frame, an improved magazine and a walnut fore-end to protect the shooter's off-hand from heat during firing. It retained the .44 rimfire chambering of the Henry.

The year 1873 saw further improvement with a new steel frame with side plates that made it easier to access the rifle's innards for cleaning, along with a new chambering. This new cartridge had a separate “central-fire” primer with a heavier, stronger case and more powder to increase the velocity of the 200-grain bullet. Its name was the .44-40 Winchester Center Fire or as it is more commonly known, the .44-40 WCF.

The Winchester 1873 Story continues on the next page



The Winchester 1873 Rifle 1873 – 2023 • 150th Anniversary

As the western prairies became highways for fortune-seeking settlers, the 1873 Winchester became wildly popular. The rugged, no-nonsense rifle found itself in the hands of market hunters, in the scabbards of cowboys and under the driver's seat of stagecoaches through the remainder of the 19th century and into the 20th. It was no target rifle. Most 1873s could barely keep five shots on a dinner plate at 100 yards, but that was accurate enough to kill a deer or put down a bad guy. It made up for its lack of accuracy and long-range power by offering a higher volume of shots. During its 46-year run some 720,000 Model 1873s were produced. If that number seems small by modern standards, recall that the country's population was only 76 million by the turn of the 20th century—about a quarter of what it is today.

Twelve years after its debut, Winchester began making the “One of One Thousand” grade of the 1873. Rifles of this grade were test-fired at the factory, and those that met a certain accuracy level were fitted with set triggers and fancy walnut stocks with checkering and engraving on the metal work. A One of One Thousand Model 1873 would have set you back \$100 at the time. Regular 1873s sold for about \$18. Today a rusty relic 1873 will fetch as much as \$3,000, and a One of One Thousand? The sky is the limit; count on at least six figures. One of One Hundred 1873s were also made with fewer embellishments at about 40 bucks a copy then. Like the rest, its current value will give most of us a nose bleed. Interestingly, only 136 One of One Thousand grade 1873s were made, and just eight One of One Hundred rifles left New Haven.

The last 1873 model left the factory in 1919. But during the late 1980s and 1990s a tremendous resurgence in interest in the old rifle occurred with the blossoming of cowboy action shooting. Thousands of people clamored for shootable copies of the century-plus-old rifles. Winchester—which has undergone several changes and reorganizations over the years—has been blessed with products that were superior to its competition in many ways, as well as being cursed with business sense and practices that have doomed it. The company largely ignored the new shooting sport for some time. There were reasons (probably good ones at the time) for this position. After all, what company wants to take a step back with its products? Most look toward the future and see improvements in both design and manufacturing. But this is the gun industry, and its customer base is different than with most products. Gunners tend to be very traditional and hold strong emotional ties to their firearms.

Several gun makers from Europe stepped in and have been making replicas of the Model 1873, as well as many other 19th century firearms. Since these replicas tend to be pretty authentic and of excellent quality, they have become wildly popular in the cowboy action circuit.

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