



Presents



2025

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



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 44th 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
Sponsors



"Sunshine Kay"
Kay Brand
Vice President
Registration
Information Booth



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



"Red River Wrangler"
Dave Bishop
Match Director
Range Master



"Sarival Slim"
Art Garcia
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Facilities



"Jus D"
Dennis Denzin
Publishing/ Design



"Sweet Lil"
Bonnie Bishop
Range Beautification
Range Operations



"Lead Bender"
Ron Mengel
Ranger Coordinator



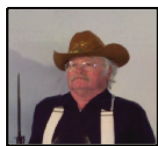
"Serenity"
Liz Young
Deputy Match Director
Scoring



"Legendary Lawman"
Peter Young
Scoring



"Shanley Shooter"
Brian Shanley
Event Construction
Coordinator



"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



"Scouler Kid"
Ken Harris
Quarter Master
Signs & Banners



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



"Marshal W. Hill"
Bill Hill
Costume Contest
Stage Stop



"Rustler"
Jay Zimmett
Wednesday Volunteer
Coordinator
Web Master



*A Special Thanks to Deadeye Al
for the wonderful photos we have used throughout this book!
Thanks Pard!*



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 www.wildwestmercantile.com

Questions?
 Email Us at
 trailboss@wmerc.com

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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 2025 Schedule of Events

Black = Everyone Green = Cowboy Blue = Wild Bunch

Sunday February 23

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

Monday February 24

7:00 AM Registration Open
7:30 AM Wild Bunch Opening Ceremony, Welcome & Mandatory Safety Meeting – Main Tent
8:00 AM Wild Bunch Main Stages Start - Check Posse Schedule, Page 16
12:30 PM – 2:00 PM Wild Bunch Costume Judging – Stage Stop
4:00 PM – 6:00 PM Wild Bunch Territorial Governor's Meeting in the Berger Building

Tuesday February 25

7:30 AM Wild Bunch Main Stages Start-Check Posse Schedule, Page 16
3:30 PM Wild Bunch Top 16 Mens & Ladies Shoot-Off – Stage 9
3:00 pm 'Check scores on Dillon BOARD'
5:00 PM Wild Bunch Shooters' Social & Main Match Awards – Main Tent
9:00 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
12:00 PM – 3:00 PM Trap, Skeet & Sporting Clays – Clay Target Ranges
2:30 PM – 5:00 PM Doily Gang Shooting Clinic – Stages 1-4

Wednesday February 26

7:30 AM – 4:00 PM Registration Opens
8:00 AM – 3:00 PM Wild Bunch R0 Class – Berger Bullets Building – 1000 Yard Range
2:00 PM – 4:00 PM Wild Bunch Side Matches: Long Range 1911, Pistol Caliber Rifle,
Rifle Caliber Rifle & Sgt. York – Beyond Bay 14
7:30 AM Mandatory Cowboy Safety Meeting – Main Tent
8:00 AM - 11:00 AM Warm-up Stages, Wave 1 – Stages 1-4, 9-12
8:30 AM – 3:30 PM Speed Events, (Speed Rifle, Speed Pistol, Speed Shotgun, Derringer Speed Revolver) –
Stages 7 & 8
8:30 AM – 3:30 PM Long Range Events – Beyond Bay 13

Schedule Continues on page 5

Gun Cart Rentals

Rental gun carts are available before and throughout the match. See Registration to rent one and then pick it up at the **Cart Corral**, located by Stages 1-4. Prices are \$40 for a small cart and \$50 for a large cart. Both will hold four long guns, but the large has more storage area. Nightly storage is included, but all personal items (guns, ammo, leather) must be removed.

Personal gun cart storage is available for \$25 for the week. All personal items (guns, ammo, leather) must be removed.

End of Trail will not be responsible for items left in rental OR personal gun carts left in storage.





End of Trail 2025

Schedule of Events

Wednesday February 26

11:00 AM - 2:00 PM	Warm-up Stages, Wave 2-Stages 1-4,9-12
1:00 PM – 4:00 PM	Plainsman Event – Stages 5 & 6
4:00 PM	Posse Marshal Walk Through
2:00 PM - 5:00 PM	Warm-up Stages, Wave 3- Stages 1-4,9-12
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:15 PM	Opening Ceremony – Main Tent
6:00 PM	Shooter/Sponsor/Vendor Appreciation Dinner –Main Tent
6:30 PM	Karaoke hosted by Worst Case Scenario in the Main Tent

Thursday February 27

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 27
10:30 AM	Mandatory Safety Meeting – Posses 13 – 24 – Main Tent
10:30 AM – 2:30 PM	Cowboy Shooting Costume Contest – Stage Stop
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 –Berger Bullets Building
6:00 PM – 8:00 PM	Swap Meet – Main Tent, Out of Respect for Our Vendors, ABSOLUTELY NO Selling Before 6:00 PM



Friday February 28

8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 27
5:00 PM	Range Closes/Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:45 PM	Friday Night Mexican Dinner – Main Tent
6:30 PM	Side Match Awards – Main Tent
7:00 PM	World Championship of Cowboy Bingo – Main Tent

Saturday March 1

8:00 AM	Cowboy Main Stages Start – Check Posse Schedule, Page 27
5:00 PM	Check Scores on Dillon Board
5:00 PM	Range Closes /Rough Rider Saloon Opens – Main Tent – NO FIREARMS
5:00 PM – 7:00 PM	Evening Costume Contest; Registration/Sign-In – Main Tent
5:30 PM – 9:00 PM	Banquet & Entertainment – Main Tent
7:00 PM	LOCAS Cowgirl of Honor Award - Main Tent
7:15 PM	Top 16 Announcement And Ruger Super Raffle Drawing – Main Tent
7:30 PM	Costume Awards and Promenade – Main Tent

Sunday March 2

7:00 AM	Cowboy Church – Stage Stop
8:00 AM	Top 16 Cowboys & Cowgirls Shoot-Off – Stages 7 & 8
11:00 AM	Awards – Main Tent

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.

Wednesday Night In The Main Tent after Opening Ceremonies

6:30 PM - 8:00 PM Karaoke hosted by Worst Case Scenario

Show off your talents and have a good time



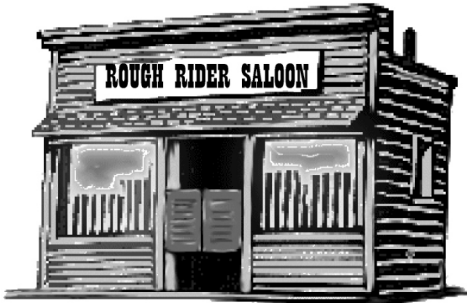
MARK BROOKS

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 troubadour 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!



Friday Night Mexican Dinner

5:45 PM — Main Tent
 Choice of Beef, Chicken or Vegetable Burrito
 Spanish Rice & Re-fried Beans



Chips & Salsa



*Some Food Vendors Will Stay Open
 Until 6:00 PM on Thursday 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 2025

Friday: 7:00 PM - 9:00 PM – Main Tent

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



End of Trail Event Sponsor



<p style="text-align: center;">Cowboy Match Sponsor</p> <div style="text-align: center;">  <p>F.LLI PIETTA</p> </div>	<p style="text-align: center;">Wild Bunch Match & Costume Contest Sponsor</p> <div style="text-align: center;">  <p>WILD WEST MERCANTILE</p> </div>
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<p style="text-align: center;">CIMARRON F.A.C.[®] Cowboy Stage Sponsor</p>	<p style="text-align: center;"><i>Special End of Trail Support & EFL. Requirements Courtesy of</i></p>
<p style="text-align: center;">CHIAPPA[®] Chiappa Firearms Cowboy Stage Sponsor</p>	<div style="text-align: center;">  <p>ANTIQUES TO MODERN GUNS!</p> </div> <p style="text-align: center;">LEGENDARY GUNS Phoenix, AZ</p>

A Special Message

As the President of the Arizona Territorial Company of Rough Riders, I want to take this opportunity to express our sincere gratitude to all of our 2025 Sponsors. I also want to make our shooters and others aware of the major role that Sponsors play in bringing them the world-class event that they enjoy.

If we had to charge our shooters the full amount that it costs to produce an event such as End of Trail, not many would show up. Conversely, if the match we produced was limited by the amount of shooter and vendor fees collected, you would surely notice a huge difference. Our Sponsors are the way that we bridge that gap and provide our shooters and spectators with the fantastic experience that they have come to expect from End of Trail and the Arizona Territorial Company of Rough Riders.

We sincerely ask is that you show your support for them not only here at End of Trail, but with your additional business throughout the year. They are a huge part of what makes this week the legend that it has become.

Much Obligated † Rattlesnake Slim, President, Arizona Territorial Rough Riders

Our THANKS To The Sponsors & Vendors and Their Support Of

END OF TRAIL 2025

SASS WORLD CHAMPIONSHIP OF COWBOY ACTION & WILD BUNCH ACTION SHOOTING

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Arizona Territorial Rangers

Have you wondered about the Arizona Territorial Rangers? Who are they and what do they do?

The Arizona Territorial Rangers are cowboy shooters and enthusiasts just like you. They are the special volunteers that make End of Trail possible every year; a team of individuals giving back to the sport they love.

A week before the match starts Rangers volunteer their time to setup each stage. Rangers work side by side with the Match Director, Range Masters and End Of Trail Board Members to make End of Trail the best match possible.

During the match Rangers work in shifts so that they can confidently shoot their best and still contribute to the operation of running EOT. Ranger work during the match includes fixing broken targets, boardwalks and stage props. Rangers keep water jugs full and act as safety officers at the practice bay. Rangers also make it possible for EOT to transition between the many events offered like Wild Bunch, Long Range, Plainsman and Cowboy shooting. By working as a team Rangers cover for each other to allow all volunteers to work hard, rest easy and shoot straight.

At the end of the match, Rangers stay to tear down and store all of the wonderful stages and props that makes EOT a complete visual experience. Rangers make it possible to return the facility to Ben Avery in just under two days!

If you have the desire to join this family of hard working, fun loving folks, please reach out to any Ranger or EOT Board Member. You will be put in touch with the Ranger Coordinator to determine if we have a spot for you. If being a Ranger is not for you, but you appreciate all they do, please thank them!

Your appreciation means a lot!

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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 24th through Friday noon Feb. 28th and try your hand at Cowboy Fast Draw. You can use you 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.

CMSA Cowboy Mounted Shooting at “End Of Trail”

Hosted by the Arizona Cowboy Mounted Shooters Association

Saturday, March 1st & Sunday, March 2nd

Riders meeting at 8:45 AM - Shooting begins at 9:00 AM

Cowboy Mounted Shooting is one of the nation’s fastest growing equestrian sports. Mounted contestants compete in this fast action, timed event using two .45 caliber single action revolvers each loaded with five rounds of specially prepared blank ammunition. Courses of fire are set in a variety of patterns. The first half (5 targets) of a course of fire will vary with each stage and often requires the horse and rider to rate speed, turn, change leads and accelerate. The second half (5 targets) is usually in a straight course with targets set at 36 foot intervals, called the "run down". Both horse handling ability and raw speed are showcased.

Typically, a competitor crosses the timing beam engaging the first pattern of five targets. After the shooter fires the fifth shot in the first revolver, the Cowboy or Cowgirl returns the empty revolver to a holster, draws a second revolver, turns around a barrel and then races to the far end of the arena shooting the balloons in the rundown. Matches are from 3 to 6 stages.

Scoring is based on elapsed time plus a five second penalty for each target missed or barrel knocked over. A course of fire normally takes a contestant between 10 and 35 seconds to complete, depending on the stage being run and the level of competence of the horse and rider. There are currently over 50 different courses of fire (stages).

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.



Swap Meet Information

At End of Trail, a swap meet is held on Thursday Night. This very popular event gives registered shooters and conventioners a chance to sell or swap equipment, clothing and firearms with folks who may want or need the items for their participation in the game.

Reserved tables are available by contacting registration. Tables will be assigned on a first come, first served basis. The reserved tables will be numbered in order. No live ammunition can be on the table with the firearms, and all firearms will be “zip tied” closed while at the swap meet. All local state and federal laws regarding the selling of firearms will be obeyed.

SWAP MEET HELD

Thursday 6:00 PM – 8:00 PM – Main Tent

NO SELLING BEFORE 6:00 P.M.

End of Trail 2025 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 stage language "**At The Ready**" means, if no starting position is given the shooter may be in an athletic "ready" posture, with hands not touching guns or ammo. The shooter does not have to start a stage standing upright with hands at their sides unless specifically stated in the stage description. Other stance instructions will always apply (hands at low surrender, touching revolvers, Rifle in Hand, etc...). **This convention applies at End of Trail Only and does not change SASS rules at other SASS sanctioned matches.**

1. All SASS Rules and Stage Conventions apply unless otherwise indicated in the stage description. The End of Trail philosophy regarding stage descriptions is "If the stage description doesn't say to do things in a certain way, then you can do as you wish, within the current SASS Rules."
2. A Round over the Back berm = NO CALL. A Round over a Side berm is stage DQ
3. All shotgun knockdown targets MAY be re-engaged until down. Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed. Shotgun targets must be re-engaged from where they are initially attempted.
4. **Buckaroos and Buckarettes** need only **HIT** a knock-down target, including plate racks – they do not have to go down.
5. On downrange movement stages, long guns must be made safe vertically or pointing into the berm as indicated in the stage description. Failure to make long guns safe as per stage instruction, before the next firearm is used incurs a 10 second procedural penalty.
6. Long guns may be transported to the next shooting position for restaging unless stage description indicates otherwise.
7. Long guns may be initially staged In, Near or At the positions indicated, vertically or horizontally, unless stage description indicates otherwise.
8. **Leaving the Loading Area with a cocked/loaded rifle:** The shooter will be escorted to the firing line by the TO (XP) when the firing line is clear, directed to point the rifle safely downrange, bring the hammer to full cock, then pull the trigger. If no round is fired, the shooter will be directed to finish staging firearms 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. (ref: SHB)
9. All unloading tables will have an **Unloading Officer** in place to clear all firearms before the shooter leaves the unloading table. This may be the previous shooter, or a posse member assigned by the Posse Marshal. It is strongly recommended that a **Loading Officer** be assigned to observe the firearm loading process at the Loading table.
10. 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.
11. **Re-Shoots** will only be granted for Timer (equipment) 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.
12. **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 TO.
13. Shooters must make a good faith effort to say starting line correctly, but **NO** penalty will be incurred for incorrect lines. *The Starting Line is only an indication that the Shooter is ready.*
14. 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.

End of Trail 2025 Stage Conventions & Match Conduct Continued

15. **“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 TO. 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 TO on that posse will raise the Orange/Red Flag. When all posses on the bay have raised their flags, down range movement may commence. No gun handling or activity at the tables shall be conducted while Orange/Red Flags are up. When all movement down range has ceased and everyone has returned to the Up Range side of the firing line, Flags may be lowered and shooting continued. Down Range activities on single stage bays shall be conducted by the TO for that posse, flags are not required.
16. **Cease Fires:** When a cease fire is called, all active shooters including those on adjacent stages in the same bay must cease fire immediately and make firearms safe, move to the unloading table, and ground all firearms.
17. Spotters must position themselves to clearly see the targets being engaged, and move, if necessary. Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not “ring” when hit. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters **MUST SEE A MISS**, and any doubt will be given to the shooter. (ref: Miss Flow Chart SHB)
18. Disputes or appeals 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 Match Director or Range Master. The MD/RM *may*, at their discretion, form a committee of 3 TGs and proceed per SASS rules. There will be a \$50 fee for a Disputes that goes to the committee. If the committee agrees with the shooter, the fee will be returned. 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 official after this time will NOT be entertained.
19. Show courtesy to the posse ahead of you. Posse members must not crowd the posse ahead and not move into the stage area until vacated by the previous posse.
20. **Malfunctioning/Jammed Firearms:** Firearms that cannot be cleared and made safe **MUST** remain on the bay/unloading table. In the event a malfunctioning/jammed firearm cannot be cleared at the unloading table, contact the Match ROs and a gunsmith will be called to the Bay to assist. **Loaded firearms** are NOT to be transported away from the stage without direct, match official supervision. Failure to comply with this rule will result in a Match DQ.
21. **In Hand** or **In Hands** means holding the firearm with **both hands** with the firearm pointed in a safe direction including pointing at the target. *In the case of a long gun, the shooter may have the firearm shouldered and be aiming at the target, action closed, **No** round under the hammer*
22. **Hand(s) on Firearm(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/fingers cannot be under the long gun.
23. Safety First Always . . . And please do have fun!

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 5:00PM 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

Costume Contest Rules

Contestants must be a registered shooter or conventioneer of End of Trail, a family member, or a participating vendor. All categories will be judged on: Authenticity 40%, Originality 20%, Detail 20%, Knowledge of Costume 20%

While a prepared "story" describing your costume/character is not required, it can be helpful in breaking a scoring tie.

Shooting Costume Contests

Wild Bunch

Judging will be from 12:30 PM-2:30 PM on Monday afternoon in the Stage Stop

Categories: Best Lady • Best Man

Cowboy Action

Judging will be from 10:30 AM-2:30 PM Thursday afternoon in the Stage Stop

Categories: Best Dressed Cowboy Man ; Best Dressed Cowboy Lady; Best dressed Cowboy Junior Girl • Best Dressed cowboy Junior Boy

Evening Costume Contest

Judging will be from 5:00 PM-7:00 PM Saturday in the Main Tent.

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.

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

Best Dressed Silver Screen Man (B-Western/Steampunk/Movie/TV)

Red shirt Friday Remember Everyone Deployed

We have traditionally recognized and shown our support for our troops by wearing red on Friday. Help us show our support and appreciation for our service men and women in the United States and in allied countries. We need to let our troops know that we support their sacrifice and that we will not forget them. We will state this out loud by wearing red on Friday.

The Arizona Territorial Company Of Rough Riders

Over the past 16 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.

End of Trail 2025

Wild Bunch Action Shooting Match



WILD BUNCH RULE REMINDERS

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

All EOT Stage Conventions & Match Conduct apply to the Wild Bunch Match unless otherwise stipulated on this page or in the stage description.

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. Double barreled will be loaded with 2 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° 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 2025 EOT:** Long guns are safe to leave the shooter's hands if 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.

2025 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 #
8:00AM - 9:00AM	701	702	703	704	705	706	707	708	709	710
9:00AM- 10:00AM	705	701	702	703	704	710	706	707	708	709
10:00AM-11:00AM	704	705	701	702	703	709	710	706	707	708
11:00AM-12:00AM	703	704	705	701	702	708	709	710	706	707
12:00PM-1:00PM	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

2025 End of Trail Wild Bunch Match Sponsor

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 East Valley Plaza
on the north side of the street

**WILD WEST
MERCANTILE**

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

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Offer good for 25% your purchase
Must present coupon at time of in-store purchase
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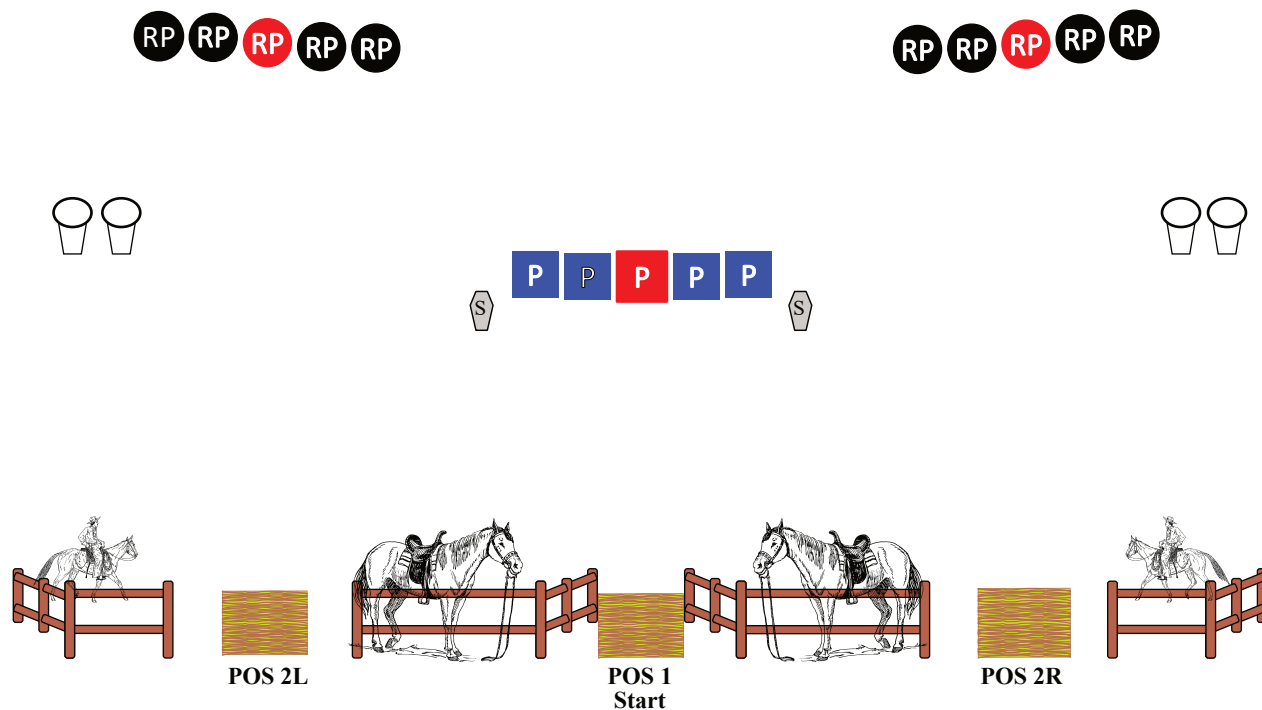
www.wildwestmercantile.com






Wild Bunch

Pony Corral Stage 1 / Bay 1



Round Count: 21 Pistol, 7 Rifle, 6 Shotgun

START: At **POS 1**, one hand on holstered 1911 and one hand on a magazine in mag holder on belt. Rifle loaded with 7 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol with no magazine inserted, holstered. Shooter will start the stage from the center position and then move **Left** or **Right**.

Shooter may indicate ready by saying " **Saddle up** "

ON SIGNAL:

At **POS 1**, with the Pistol engage the "P" targets in a 1-1-3-1-1 sweep, starting from either end. Repeat the instruction for a total of 14 rounds.

THEN, move to **POS 2L** or **POS 2R**. With Pistol engage the "R/P" targets in a 1-1-3-1-1 sweep from either end.

THEN, at **POS 2L** or **POS 2R** with Rifle engage the "R/P" targets in a 1-1-3-1-1 sweep from either end.

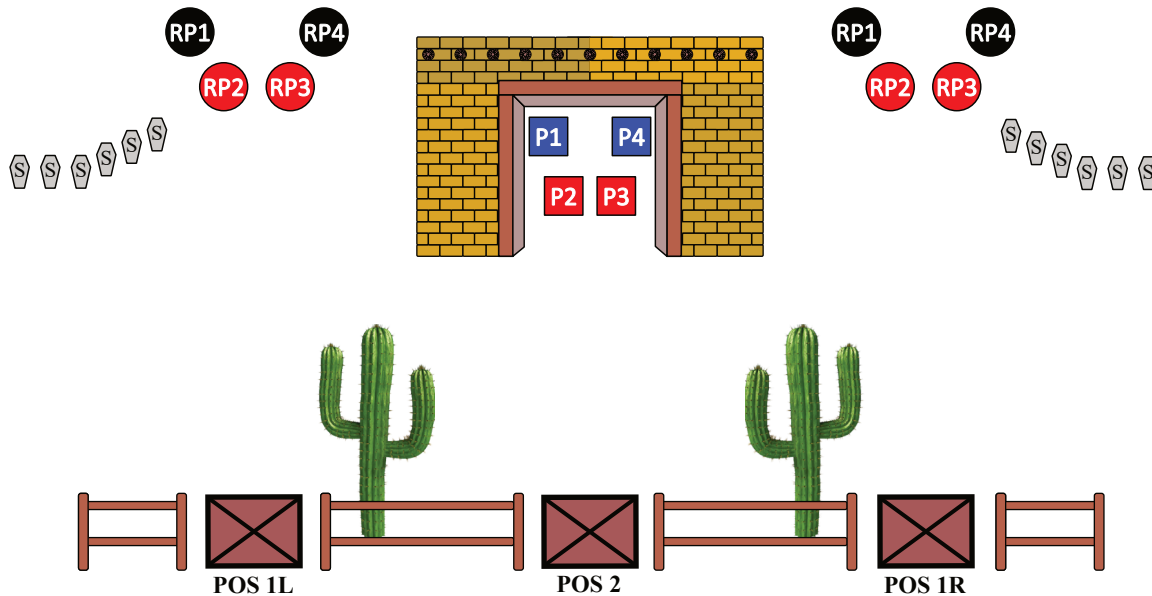
THEN, with Shotgun from **POS 2L** and **POS 1** and **POS 2R** engage the 2 SG targets at each position. Six SG targets total.

Note: The **RED** targets get 3 rounds in each sequence.

Wild Bunch

Utah Desert Swing Station

Stage 2 / Bay 2



Round Count: 28 Pistol, 6 Rifle, 6 Shotgun

START: At **POS 1L** or **POS 1R** with Mailbag held in both hands. Rifle loaded with 6 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol loaded with 7 round magazine, hammer down on empty chamber, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**. Firearms may be used in any order but Rifle must not be last. **All three positions must be used**

Shooter may indicate ready by saying " **Mail's going through** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with Pistol engage the "RP" targets with this 14 round sequence starting on RP1 or RP4.

RP1-RP1, RP2, RP3, RP4-RP4, RP3, RP2, RP1-RP1, RP2, RP3, RP4-RP4 or RP4-RP4, RP3, RP2, RP1-RP1, RP2, RP3, RP4-RP4, RP3, RP2, RP1-RP1.

At **POS 2** with Pistol, repeat the Pistol instructions on the targets in the Sod Hut entrance for 14 rounds.

At **POS 1L** or **POS 1R**, with Rifle engage the "RP" targets with this 6 round sequence RP1-RP1, RP2, RP3, RP4-RP4 or RP4-RP4, RP3, RP2, RP1-RP1.

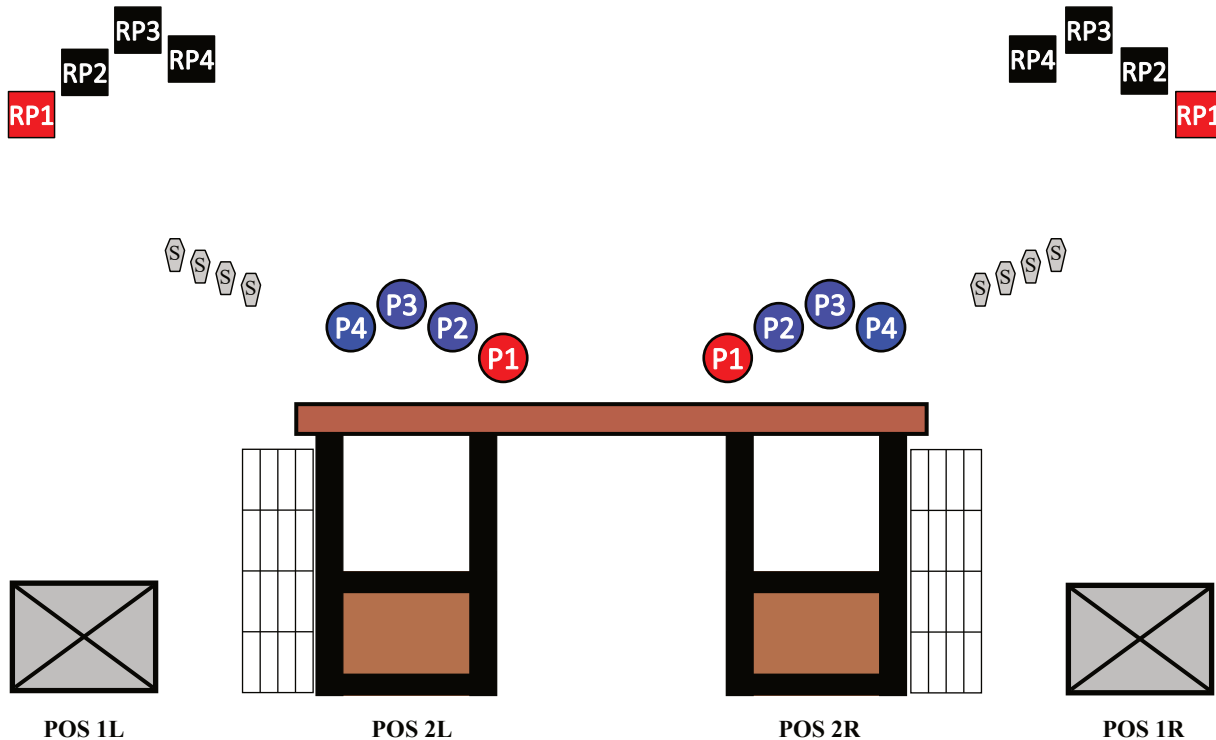
At **POS 1L** or **POS 1R**, with Shotgun engage the 6 SG targets.

Note: In each case this is a **Sweep** starting on Target 1 or Target 4, double tapping the blue and single tapping the red targets.

Wild Bunch

Saddle and Tack Shop

Stage 3 / Bay 3



Round Count: 21 Pistol, 7 Rifle, 8 Shotgun

START: At any position, At the Ready. Rifle loaded with 7 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol loaded with 7 round magazine, hammer down on empty chamber, holstered. Stage may be engaged by shooter's choice. **Firearms may be used in any order BUT Rifle may not be last.**

Shooter may indicate ready by saying “ I’ll use my own saddle ”

ON SIGNAL:

At **POS 1L or POS 1R, with Rifle** engage the “R/P” targets in the following order:
RP1, RP2, RP1, RP3, RP1, RP4, RP1.

At **POS 1L or POS 1R, with Pistol** engage the “R/P” targets in the following order:
RP1, RP2, RP1, RP3, RP1, RP4, RP1.

At **POS 2L and POS 2R with Pistol**, engage the “P” targets in the following order:
P1, P2, P1, P3, P1, P4, P1.

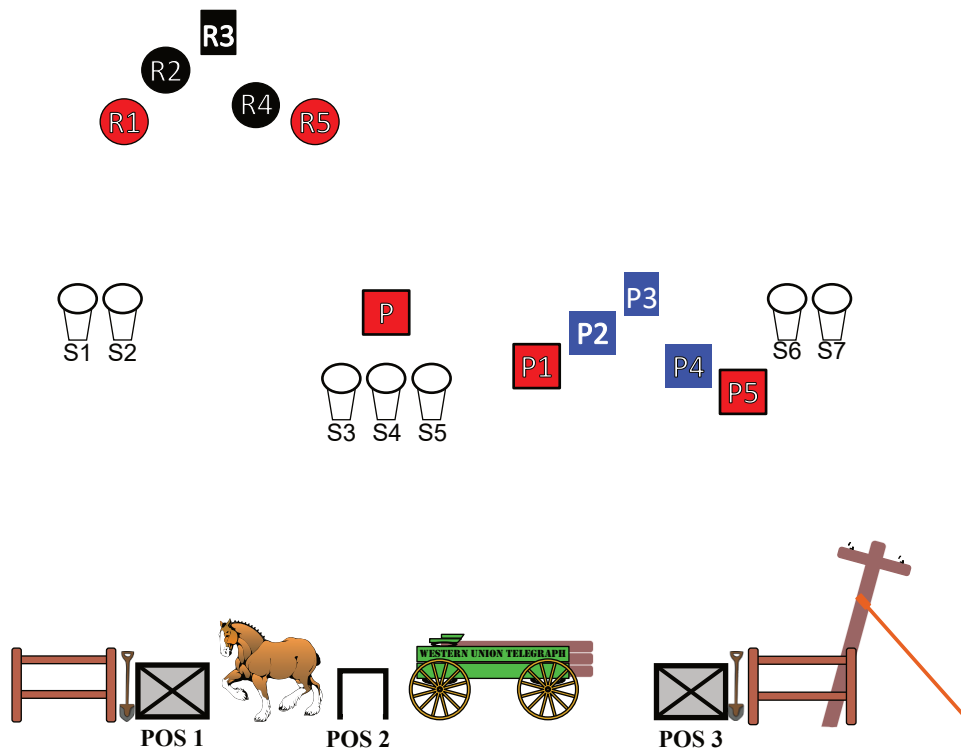
At **POS 1L and POS 1R, with Shotgun** engage the four “S” targets, for a total of eight “S”.

Note: Shooter must start each Rifle and Pistol sequence on the **RED** target.

Wild Bunch

Western Union Construction

Stage 4 / Bay 4



Round Count: 21 Pistol, 7 Rifle, 7 Shotgun

START: At **POS 1** or **POS 3** with firearm of choice in hand(s). Rifle loaded with 7 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol loaded with 7 round magazine, hammer down on empty chamber, holstered. Stage may be engaged Left-to-Right or Right-to-Left. *Firearms may be used in any order but Rifle must not be last.*

Shooter may indicate ready by saying " **Here's the message** "

ON SIGNAL:

At **POS 1**, with **Rifle** engage the "R" targets, Double Tap both **Outside** targets R1 & R5, then Single Tap the two **Inside** targets R2 & R4, then Single Tap the middle target **R3**.

At **POS 2**, with **Pistol** engage the Square target 7 times.

At **POS 3**, with **Pistol** engage the "P" targets, Double Tap both **Outside** targets P1 & P5, then Single Tap the two **Inside** targets P2 & P4, then Single Tap the middle target **P3** starting on either end for 7 rounds.

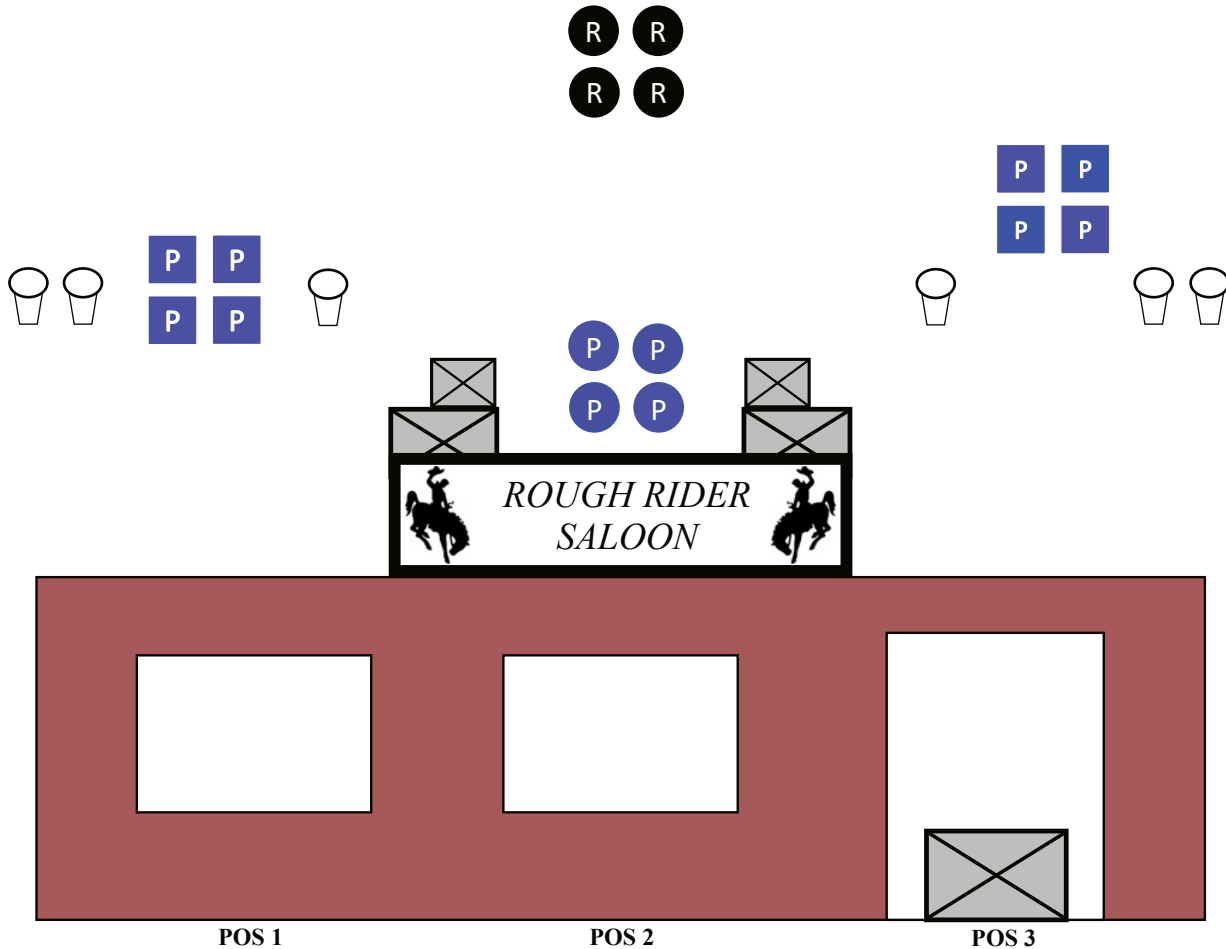
Then, reverse the sequence starting on P3. Single Tap the middle target P3, then Single Tap the two **Inside** targets P2 & P4, then Double Tap both **Outside** targets P1 & P5 for 7 rounds.

At **POS 1** and **POS 2** and **POS 3** with **Shotgun** engage the "S" targets in front of each position, 7 shotgun total.

Wild Bunch

Rough Rider Saloon

Stage 5 / Bay 5



Round Count: 21 Pistol, 7 Rifle, 6 Shotgun

START: At **any position** with both hands on a mug of Sarsaparilla. Rifle loaded with 7 rounds and shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol loaded with 7 round magazine, hammer down on empty chamber, holstered. Stage may be engaged in the direction of Shooter's Choice. All three positions must be used. **Firearms may be used in any order but Rifle must not be last.**

Shooter may indicate ready by saying "**I can't handle anything stronger**"

ON SIGNAL:

At Position of Shooters choice

At POS 1 or POS 3, with Rifle engage the four downrange "R" targets in a Clockwise (CW) or Counter-Clockwise (CCW) direction for 7 rounds, starting on any target.

At POS 1 and POS 2 and POS 3, with Pistol engage the four "P" targets at each firing point in a Clockwise (CW) or Counter-Clockwise (CCW) direction for 7 rounds, starting on any target.

At POS 1 and POS 3, with Shotgun engage three "SG" targets in front of each firing point.

Note: All three positions must be used.

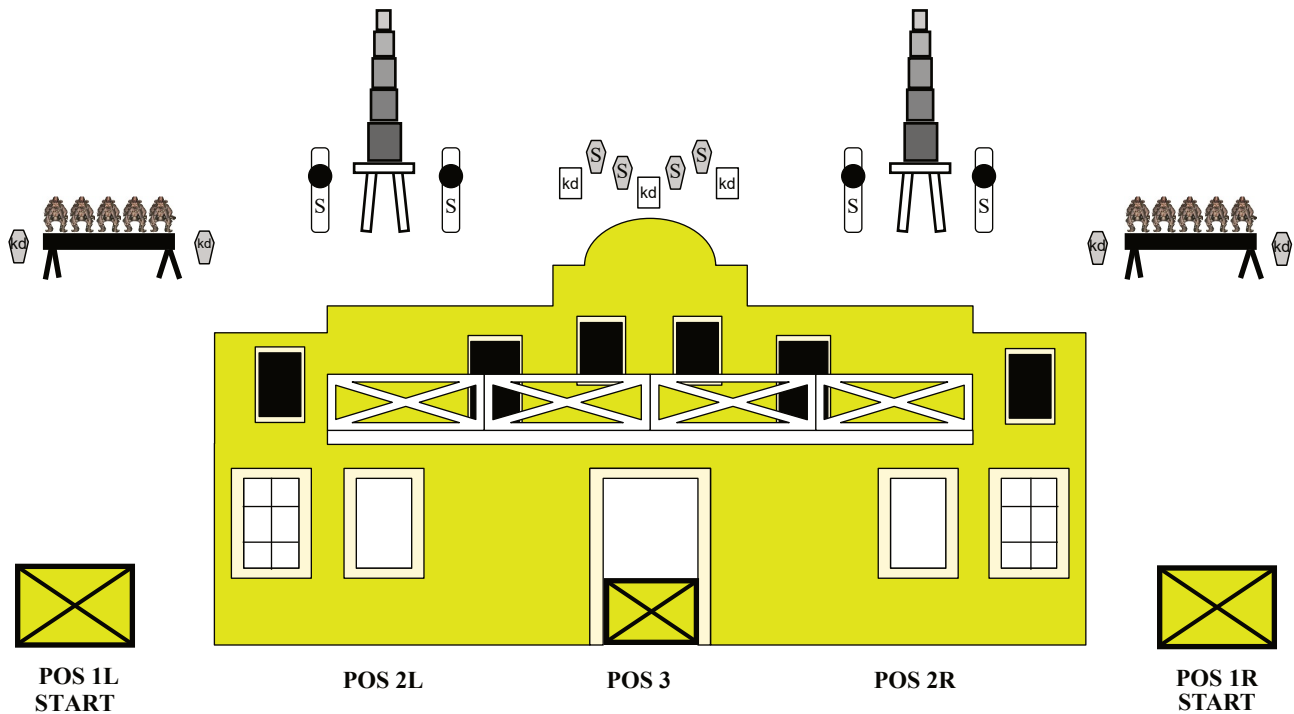
Rifle from POS 1 or POS 3

Pistol from POS 1, POS 2 and POS 3

Shotgun from POS 1 and POS 3

WILD BUNCH

The Patee House
Stage 7 / Bay 7



Round Count: 28+ Pistol, 0 Rifle, 7+ Shotgun (optional)

START: At **POS 1L** or **POS 1R** with hands at low surrender. Optional Shotgun loaded with up to 6 rounds staged at **POS 3**. Pistol loaded with 7 round magazine, hammer down on an empty chamber, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**

Shooter may indicate ready by saying " **Aim small** "

ON SIGNAL:

With Pistol, and optional Shotgun from **POS 3** only, engage all targets until down. You may reload and re-engage as often as necessary.

Any Knockdown plates left standing are scored as misses.

Note: Targets may only be engaged from the position directly in front. All five firing points must be used.

The Shotgun may only be used to engage the targets directly in front of **POS 3**.

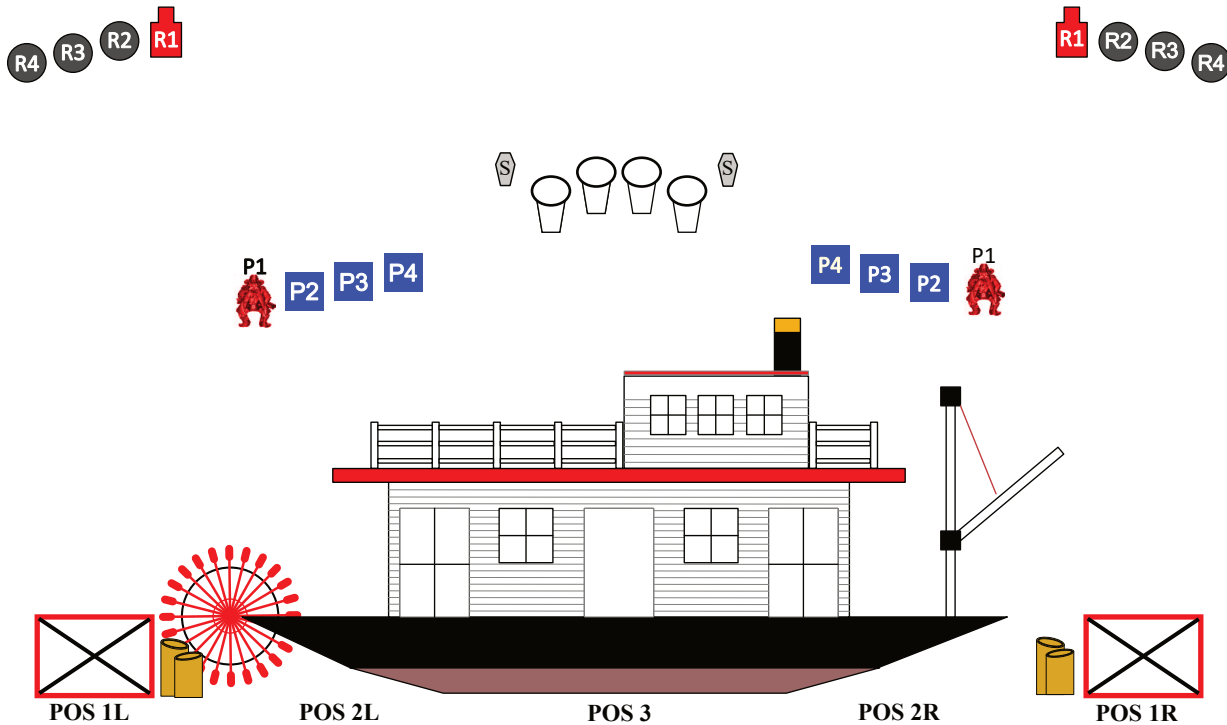
Low Surrender is both hands at least shoulder high.

Shotgun must be cleared by a designated official before it leaves the firing line.

Caution: Do not move with a loaded firearm, and do not put down a loaded firearm.

WILD BUNCH

SS Antelope
Stage 8 / Bay 8



Round Count: 28 Pistol, 7 Rifle, 6 Shotgun

START: At POS 1L or POS 1R facing Up-range. Rifle loaded with 7 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol loaded with 7 round magazine, hammer down on empty chamber, holstered. Stage may be engaged starting on the **Left** or on the **Right**.

Shooter may indicate ready by saying " **Ever tried to get a horse on a boat** "

ON SIGNAL:

At **POS 1L or POS 1R**, with **Rifle** engage the "R" targets with 4 rounds on R1 and 1 round each on R2, R3, and R4 (this is a round count sequence)

At **POS 2L**, with **Pistol** engage the "P" targets as per the Rifle instructions. Repeat instruction for a total of 14 rounds. **Dirty Sweep OK.**

At **POS 2R**, with **Pistol** engage the "P" targets as per the Rifle instructions. Repeat instruction for a total of 14 rounds. **Dirty Sweep OK.**

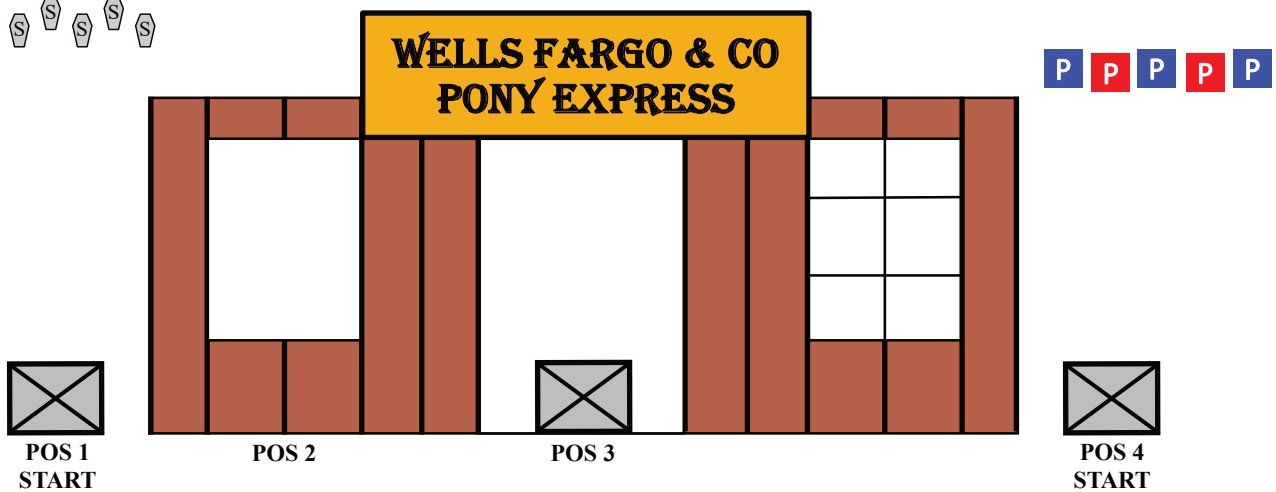
At **POS 3**, with **Shotgun** engage 6 SG targets.

Note: You always put 4 shots on the **RED** targets.

Rifle must NOT be last firearm used.

Wild Bunch

Wells Fargo Office
Stage 9 / Bay 9



Round Count: 28 Pistol, 7 Rifle, 6 Shotgun

START: At **POS 1** or **POS 4**, At the Ready. Rifle loaded with 7 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol loaded with 7 round magazine, hammer down on empty chamber, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

Shooter may indicate ready by saying " **I'm hired** "

ON SIGNAL:

At **POS 1**, with **Shotgun** engage six "S" targets in front, any order.

At **POS 2**, with **Rifle** engage the five "R" targets with a 1-2-1-2-1 Sweep starting on either end of the array.

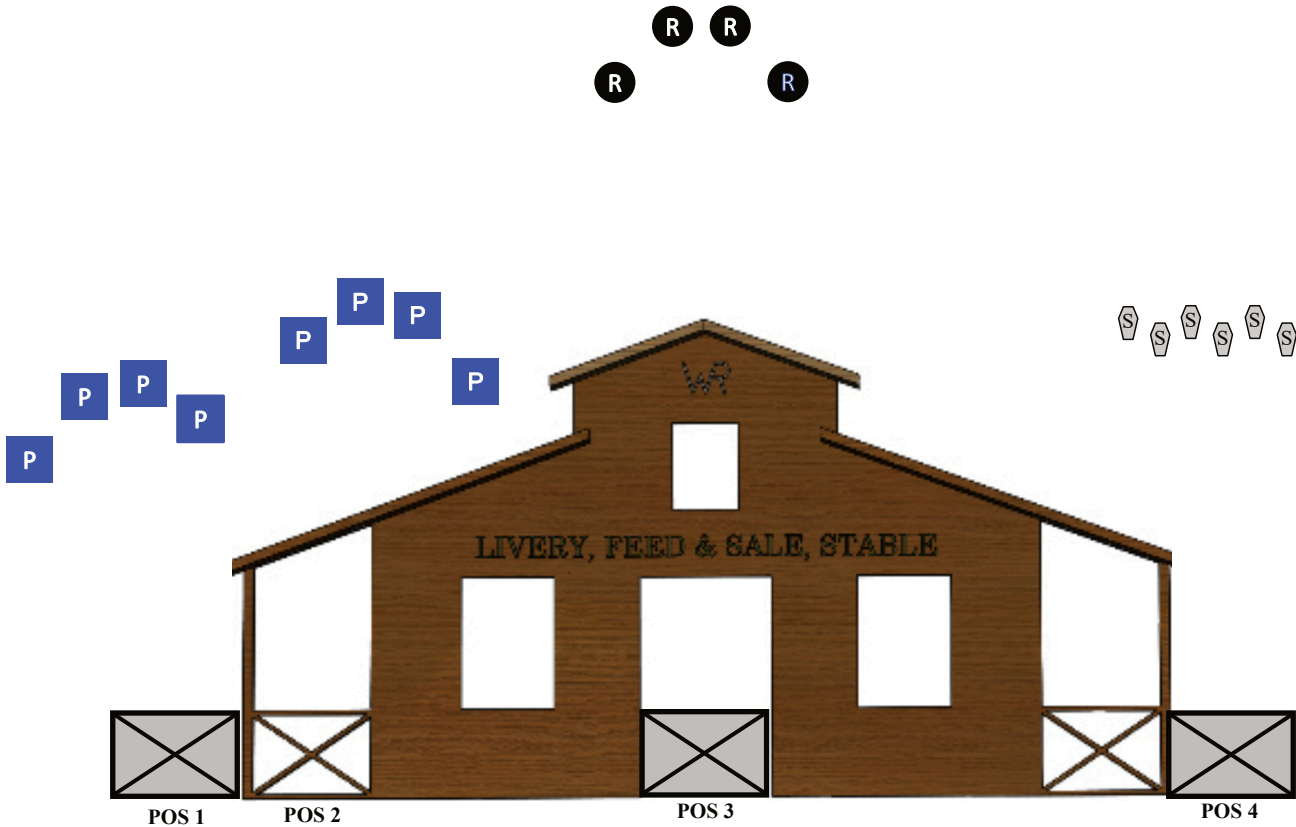
At **POS 3**, with **Pistol** engage the five "P" targets with **two** 1-2-1-2-1 Sweeps starting on either end of the array

At **POS 4**, with **Pistol** engage the five "P" targets with **two** 1-2-1-2-1 Sweeps starting on either end of the array

Note: Dirty Sweeps allowed. The **RED** targets get two rounds each.

Wild Bunch

Home Station
Stage 10 / Bay 10



Round Count: 28 Pistol, 7+1 Rifle, 6 Shotgun

START: At **POS 1** or **POS 4** with both hands flat on the top of the box. Rifle loaded with 7 rounds and Shotgun loaded with up to 6 rounds both staged anywhere safely. Pistol, with no magazine inserted, staged flat on top of box at **POS1** or shelf at **POS 2** with painted circle visible through trigger guard. Magazine staged on box top, shelf, or on belt. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

Shooter may indicate ready by saying " **Let's go** "

ON SIGNAL:

At **POS 1**, **with Pistol** engage the four "P" targets in front with a 7 round Nevada Sweep starting on either end. Repeat the instruction but start on the **Opposite** end of the array for another 7 rounds, total of 14 rounds.

At **POS 2**, **with Pistol** engage the four "P" targets in front with a 7 round Nevada Sweep starting on either end. Repeat the instruction but start on the **Opposite** end of the array for another 7 rounds, total of 14 rounds.

At **POS 3**, **with Rifle** engage the four "R" targets in front with a 7 round Nevada sweep starting on either end. **Then** reload one round and engage any Rifle target.

At **POS 4**, **with Shotgun** engage six "S" targets, any order.

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

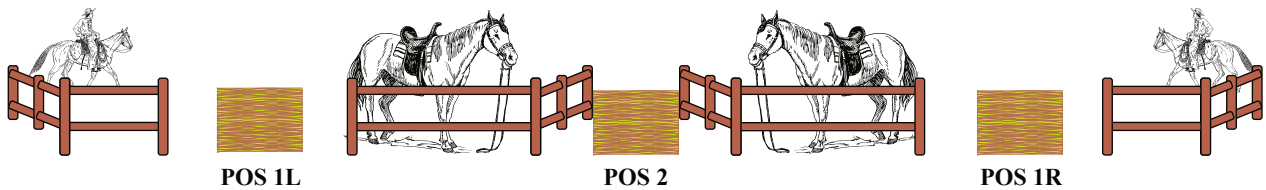
SATURDAY SHOOTING SCHEDULE

	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

COWBOY

Pony Corral

Stage 1 / Bay 1



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1L** or **POS 1R** with Rifle held in both hands. Rifle loaded with 10 rounds in hand. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged **Left-to-Center** or **Right-to-Center**.

Shooter may indicate ready by saying " **Keep the coyotes out of the stock corral** "

ON SIGNAL:

At **POS 1L** or **POS 1R**

with Rifle engage the four "R" targets with a 10 round Progressive Sweep, starting on either end. **Make Rifle safe.**

with Shotgun engage two "S" targets in front, S1 and S2 in any order. Take Shotgun with you to next position.

At **POS 2**

with Shotgun, engage two "S" targets in front, S3 and S4. **Make Shotgun safe.**

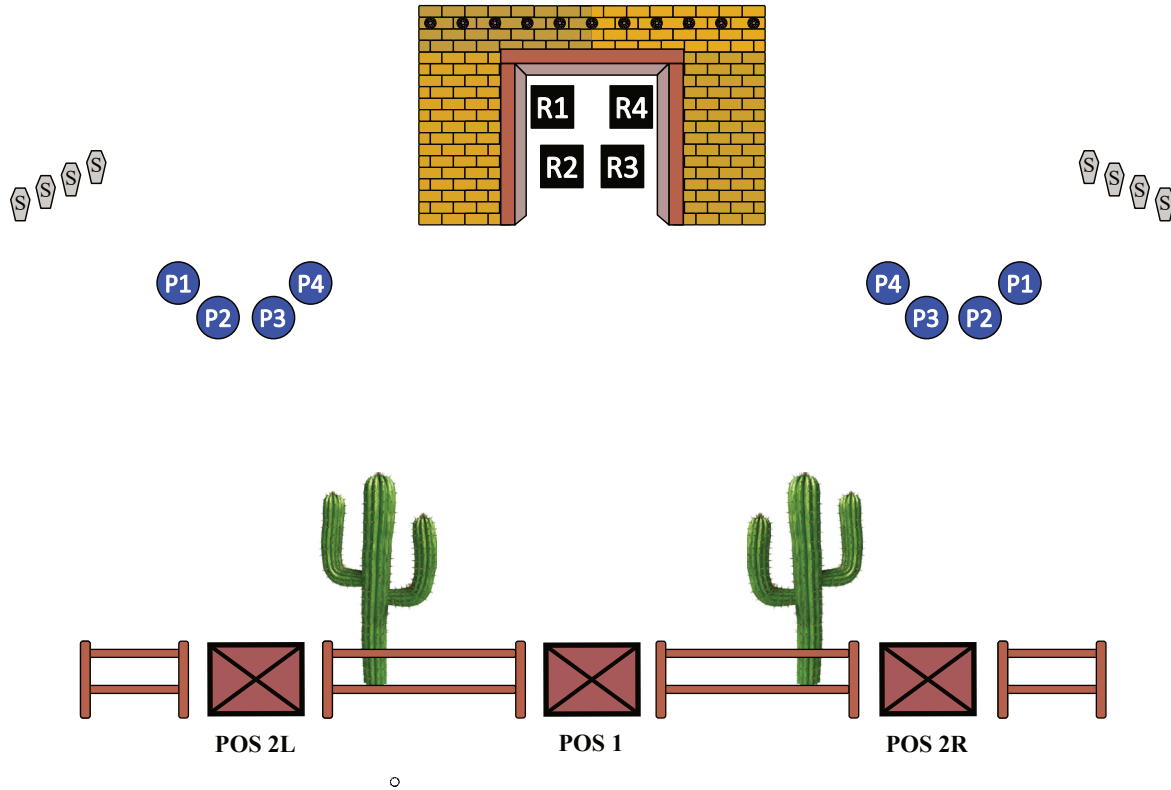
with Revolvers, engage the four "P" targets with a 10 round Progressive Sweep, starting on either end.

Note: A Progressive Sweep is R1, R1-R2, R1-R2-R3, R1-R2-R3-R4 or R4, R4-R3, R4-R3-R2, R4-R3-R2-R1.

Downrange props are NOT expendable

COWBOY

Utah Desert Swing Station Stage 2 / Bay 2



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1** with hands clasped behind your back. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged Center-to-Left OR Center-to-Right.

Shooter may indicate ready by saying " **Cover the rider** "

ON SIGNAL:

At **POS 1**

With Rifle engage the four "R" targets with a 10 round 3-2-2-3 round count, starting on any target.

Make Rifle safe.

At **POS 2L** or **POS 2R**, either the Revolvers or Shotgun may be used first.

With Shotgun, engage four "S" targets in front. **Make Shotgun safe.**

With Revolvers, engage the four "P" targets with a 10 round 3-2-2-3 round count, starting on either end target.

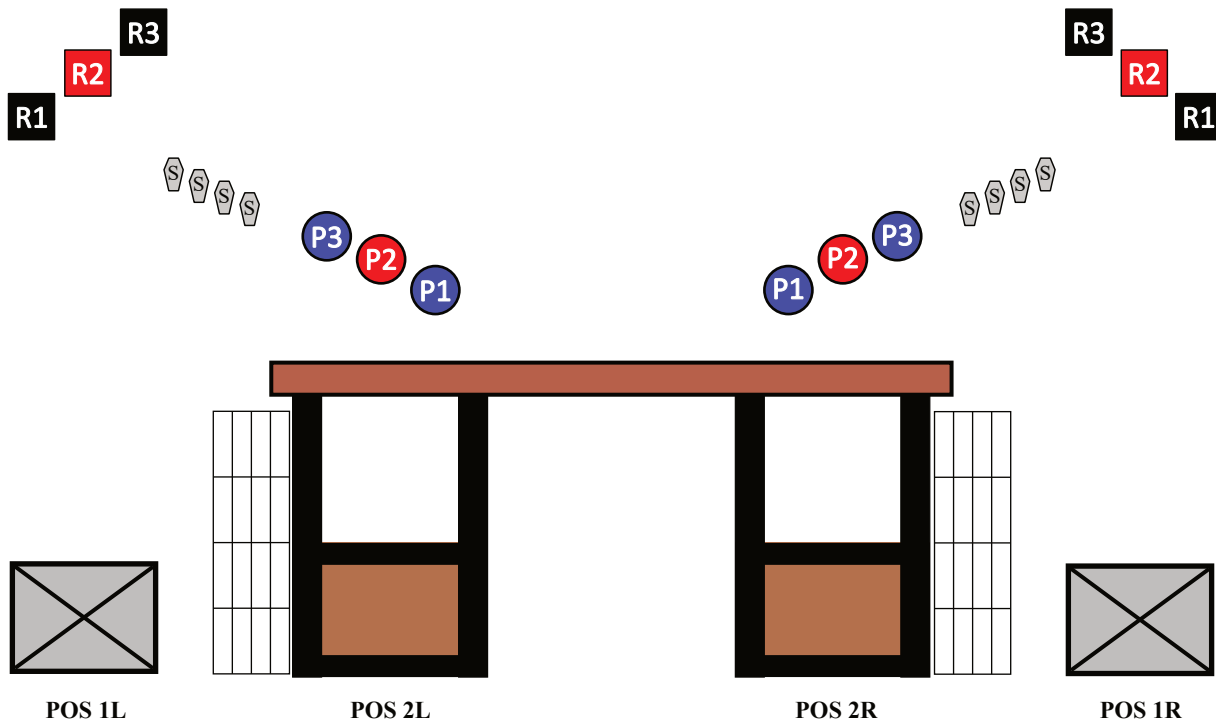
Note: 3-2-2-3 Round Count is R1(3 rounds), R2(2 rounds), R3(2 rounds), R4(3 rounds).

Hands clasped means gripping one hand with the other.

COWBOY

Saddle and Tack Shop

Stage 3 / Bay 3



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At any Position, At The Ready. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged starting at position of shooter's choice.

Shooter may indicate ready by saying " **Are My Chaps Ready?** "

ON SIGNAL:

At **POS 1L** or **POS 1R** either the Rifle or Shotgun may be used first.

With Rifle engage the three "R" targets with a five round **Crow Hop** sequence starting on either outside target. Repeat the instruction with the next 5 rounds. **Make Rifle safe.**

With Shotgun, engage four "S" targets in front, any order. **Make Shotgun safe.**

At **POS 2L** or **POS 2R**

With Revolvers, engage the three "P" targets with a five round **Crow Hop** sequence starting on either outside target. Repeat the instruction for the next 5 rounds.

Note: **Crow Hop** sequence is **R1-R3-R2-R1-R3** or **R3-R1-R2-R3-R1**.

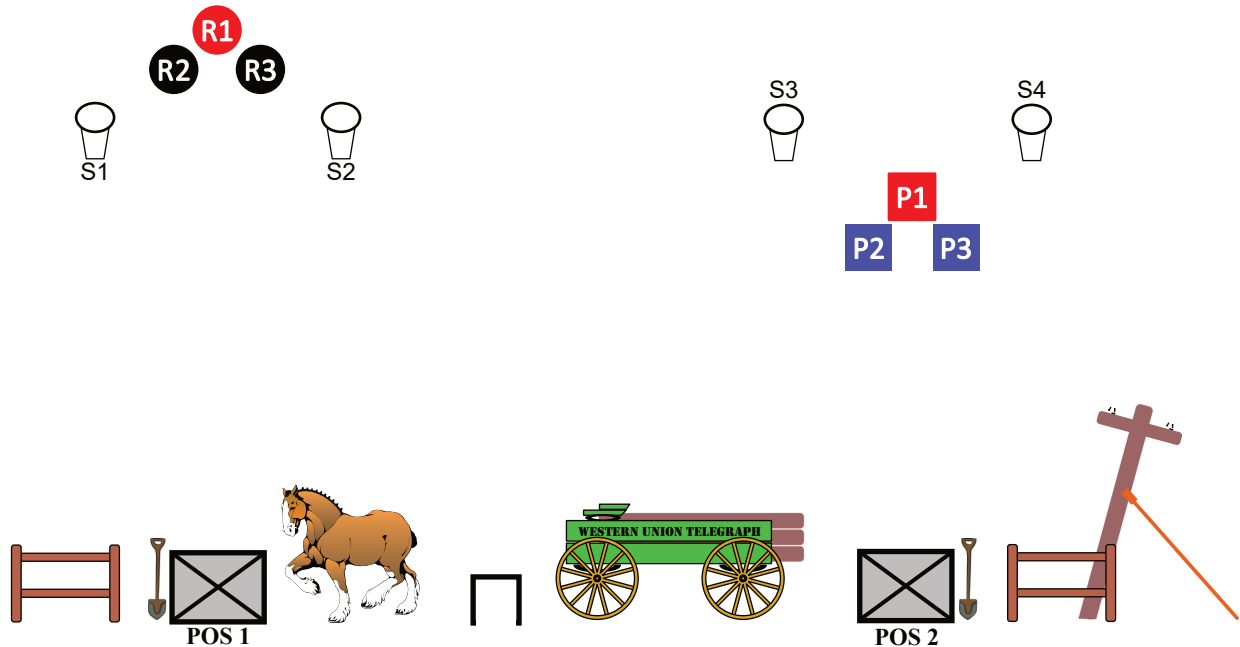
Crow Hop Revolver sequence is **P1-P3-P2-P1-P3** or **P3-P1-P2-P3-P1**.

Rifle cannot be last firearm used.

COWBOY

Western Union Construction

Stage 4 / Bay 4



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1** with both hands touching the Shovel Handle. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered.

Stage is engaged **Left-to-Right**.

Shooter may indicate ready by saying " **Let's Get This Hole Dug!** "

ON SIGNAL:

At **POS 1**

With Rifle engage the three "R" targets with a Center Pivot sequence for 5 rounds, starting on the R1 center target. Repeat the instruction for the next 5 rounds. **Make Rifle safe.**

With Shotgun engage two "S" targets in front (S1 and S2), any order. Take Shotgun with you.

At **POS 2**

With Shotgun engage two "S" targets in front (S3 and S4), any order. **Make Shotgun safe.**

With Revolvers engage the three "P" targets with a Center Pivot sequence for 5 rounds, starting on the P1 center target. Repeat the instruction for the next 5 rounds.

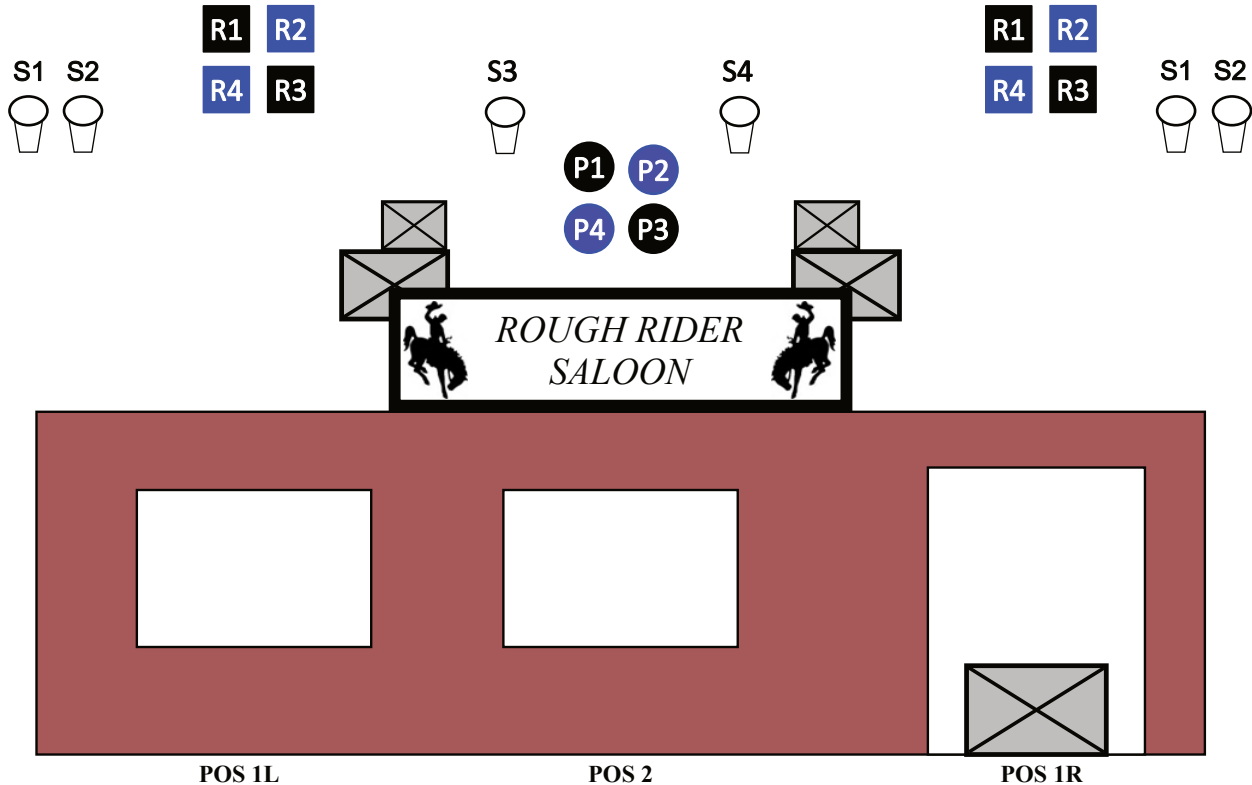
Note: Center Pivot Rifle sequence is **R1-R2-R1-R3-R1** or **R1-R3-R1-R2-R1**.

Center Pivot Revolver sequence is **P1-P2-P1-P3-P1** or **P1-P3-P1-P2-P1**

COWBOY

Rough Rider Saloon

Stage 5 / Bay 5



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1L** or **POS 1R** with both hands touching your hat. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged **Left-to-Center** or **Right-to-Center**.

Shooter may indicate ready by saying " **Dusty - I need a drink** "

ON SIGNAL:

At **POS 1L** or **POS 1R**

With Rifle Alternate between one diagonal pair of Rifle targets (**R1-R3** or **R2-R4**), starting on either target of the pair, for 5 rounds. Repeat the instruction using the other diagonal pair with the next 5 rounds. **Make Rifle safe.**

With Shotgun engage two "S" targets (S1-S2) in front, any order. Take shotgun with you to next position.

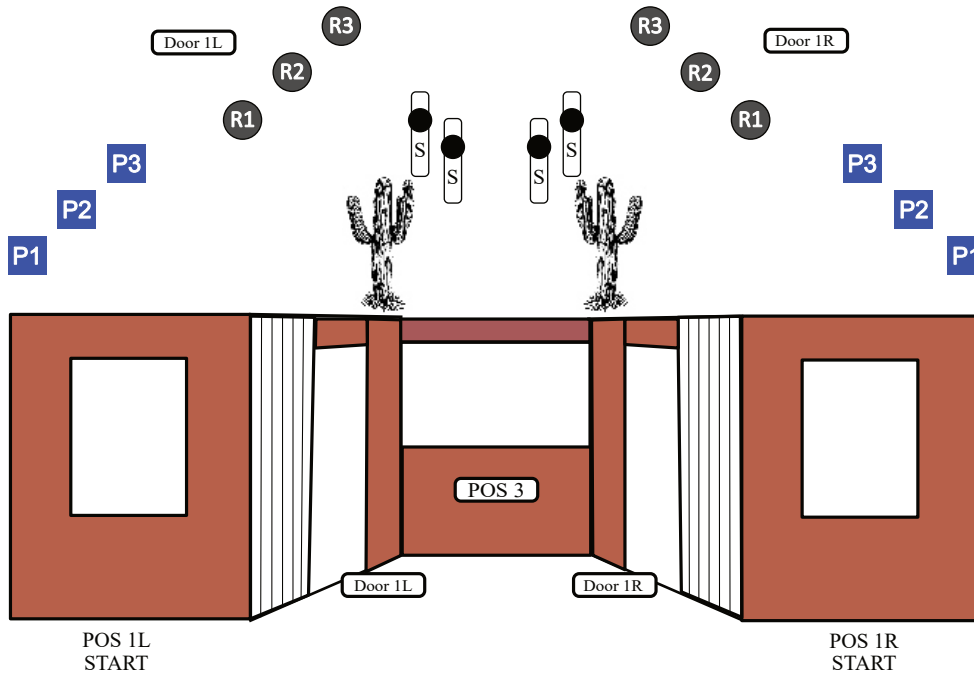
At **POS 2,**

With Shotgun, engage two "S" targets (S3-S4) in front, any order. **Make Shotgun safe**

With Revolvers, Alternate between one diagonal pair of Revolver targets (**P1-P3** or **P2-P4**), starting on either target of the pair, for 5 rounds. Repeat the instruction using the other diagonal pair with the next 5 rounds.

COWBOY

Marshal's Office
Stage 6 / Bay 6



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1L** or **POS 1R** with hand or hands on holstered Revolver. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged **Left-to-Downrange** or **Right-to-Downrange**.

Shooter may indicate ready by saying " **Let 'er buck!** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Revolvers** engage the "P" targets with a 1-3-1 sweep, starting on either end target. Repeat the instruction with the next 5 rounds.

At **Door 1L** or **Door 1R**, with **Rifle** engage the "R" targets with a 1-3-1 sweep, starting on either end target. Repeat the instruction with the next 5 rounds. **Make Rifle safe** for downrange movement.

At **POS 3**, with **Shotgun** engage four "S" targets, any order. **Make Shotgun safe**.

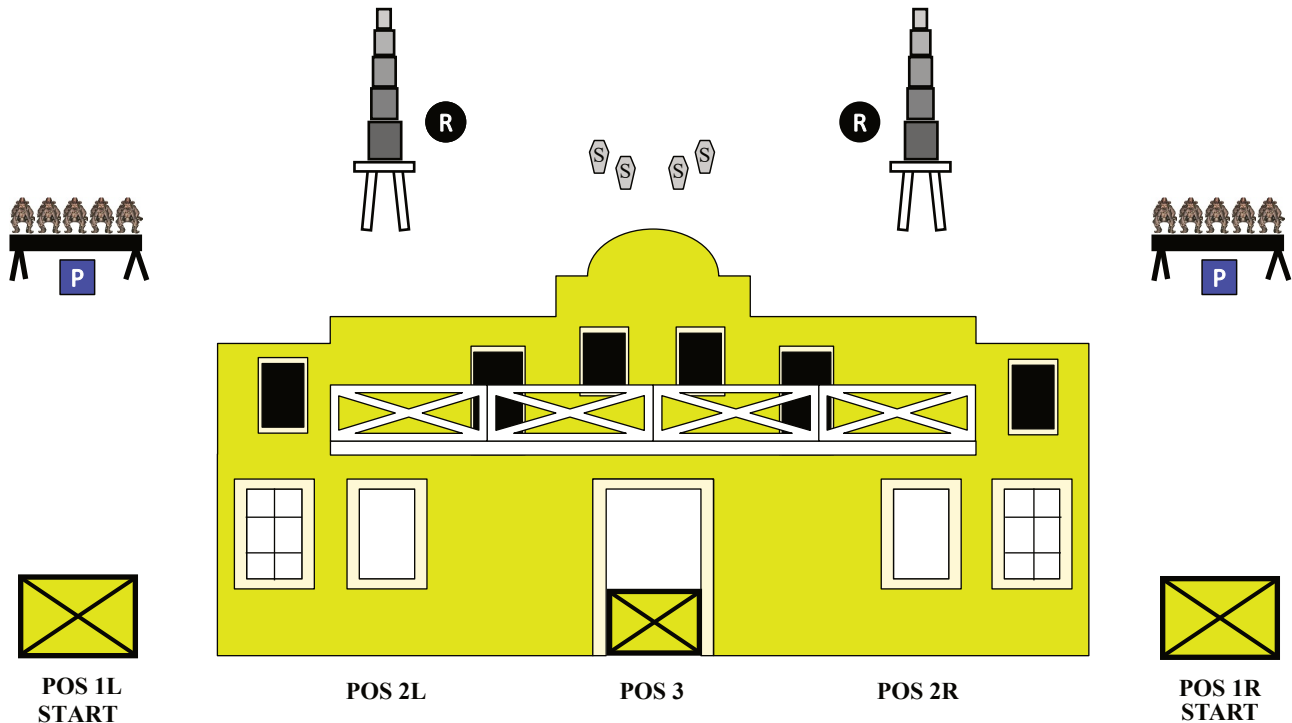
Note: Dirty Sweeps allowed.

When a Long Gun is staged on the horizontal surface at POS 1L/1R or Door 1L/1R, the firearm must lay flat on the surface with the rear of the trigger guard forward of the edge, aligned to and on the Up Range side of the red board. This also applies to re-staging to make the Long Gun safe for downrange movement. Failure to comply will result in assessment of a Procedural penalty.

COWBOY

The Patee House

Stage 7 / Bay 7



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1L** or **POS 1R** with your room key held in both hands. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

Shooter may indicate ready by saying " **I love clean sheets** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Revolvers** engage the five cowboy plates on the knockdown rack **until down**. **THEN** engage the stationary "P" plate with any remaining revolver rounds.

At **POS 2L** or **POS 2R**, with **Rifle** engage the five tombstone plates on the knockdown rack **until down**. **THEN** engage the stationary "R" plate with any remaining rifle rounds. **Make Rifle safe**.

At **POS 3**, with **Shotgun** engage the four "S" targets, any order. **Make Shotgun safe**.

Note: **Buckaroo and Buckarett shooters only need to hit the knockdown, the plate does not have to fall.**

A Cowboy or Tombstone knockdown plate standing at the end of the stage is scored a miss.

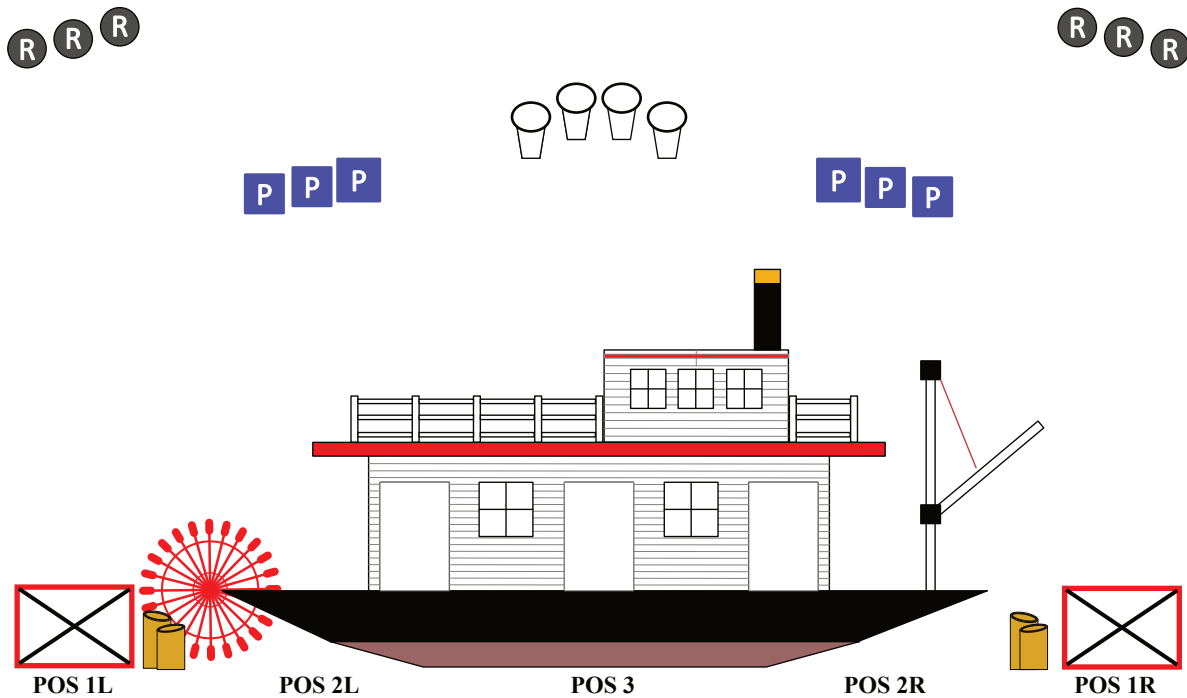
DO NOT engage the stationary dump plate until all of the knockdowns on the rack are down.

Revolver and Rifle rounds intended for the "P" or "R" stationary plates must hit or be scored a miss.

Shotgun targets standing at the end of the stage are scored a miss.

COWBOY

SS Antelope
Stage 8 / Bay 8



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1L** or **POS 1R**, with both hands touching the Mooring line. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two Revolvers loaded with 5 rounds each, holstered. Stage may be engaged **Left-to-Center** or **Right to Center**

Shooter may indicate ready by saying " **Down the Sacramento to Frisco** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Rifle** engage the "R" targets with a 5 round Nevada Sweep, starting on either end. Repeat the instruction with the next 5 rounds. **Make Rifle safe.**

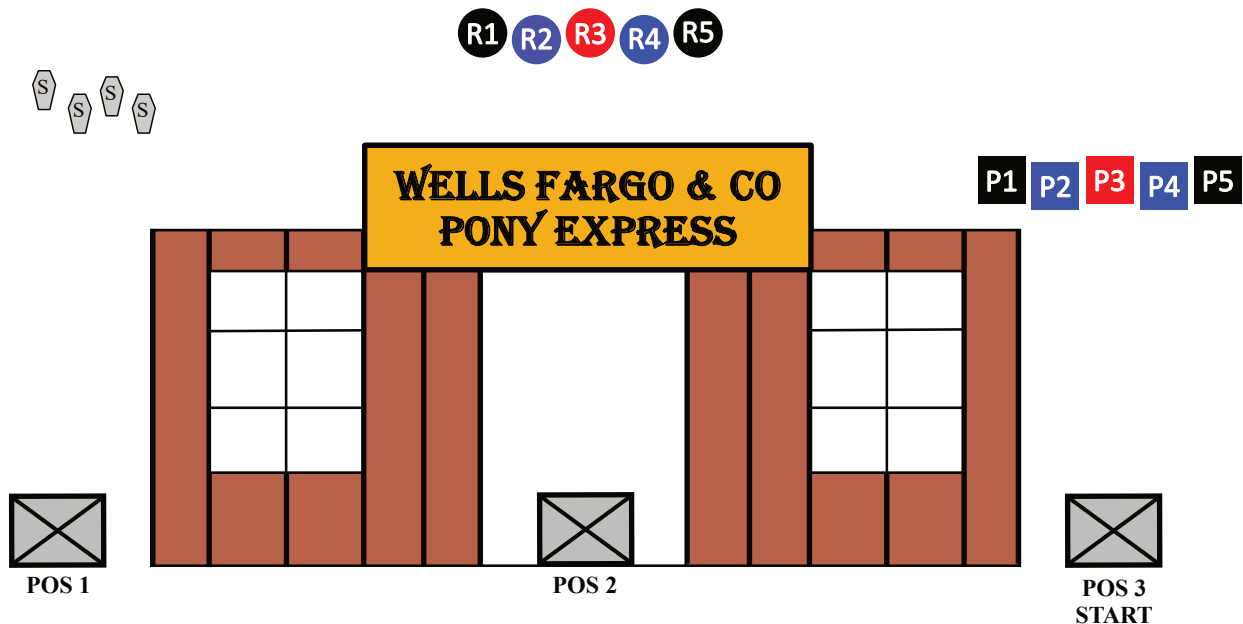
At **POS 2L** or **POS 2R**, with **Revolvers** engage the "P" targets with a 5 round Nevada Sweep, starting on either end. Repeat the instruction with the next 5 rounds.

At **POS 3**, with **Shotgun** engage the four "S" targets in front, any order. **Make Shotgun safe.**

Note: Dirty sweeps OK.

COWBOY

Wells Fargo Office
Stage 9 / Bay 9



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 3** holding the Pony Express Envelope in both hands. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage is engaged **Right-to-Left (POS 3 - POS 2 - POS 1)**.

Shooter may indicate ready by saying " **I've got a letter for the express** "

ON SIGNAL:

At **POS 3, with Revolvers** engage the five "P" targets with two 5 round **Muzzle Swing** sequences, each sequence starts on the same target.

At **POS 2, with Rifle** engage the five "R" targets with two 5 round **Muzzle Swing** sequences, each sequence starts on the same target. **Make Rifle safe.**

At **POS 1, with Shotgun** engage four "S" targets in front, any order. **Make Shotgun safe.**

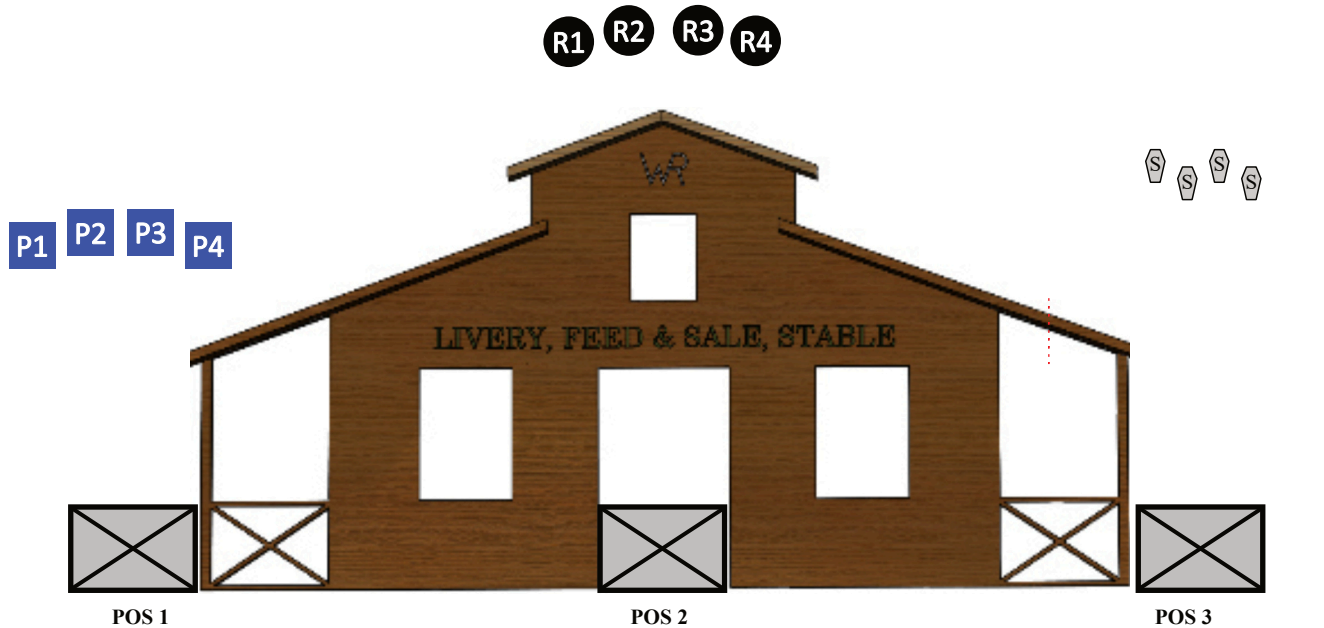
Note: **Muzzle Swing** sequence is P1-P5-P2-P4-P3 or P5-P1-P4-P2-P3

Each 5 round Rifle sequence must start on the same target.

Each 5 round Revolver sequence must start on the same target.

COWBOY

Home Station
Stage 10 / Bay 10



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 1** or **POS 2** or **POS 3** with both hands touching the Stage Box. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged in the direction of Shooter's choice.
Rifle cannot be last firearm used.

Shooter may indicate ready by saying " **Express rider coming in** "

ON SIGNAL:

At **POS 1**, with **Revolvers** engage the four "P" targets with a Lawrence Welk sweep starting on either end target.

At **POS 2**, with **Rifle** engage the four "R" targets with a Lawrence Welk sweep starting on either end target. **Make Rifle safe.**

At **POS 3**, with **Shotgun** engage four "S" targets in front, any order. **Make Shotgun safe.**

Note: Lawrence Welk Sweep is a defined sequence R1 - R2,R2 - R3,R3,R3 - R4,R4,R4,R4 **or** R4 - R3,R3 - R2,R2,R2 - R1,R1,R1,R1 (Single, Double, Triple, Quad)

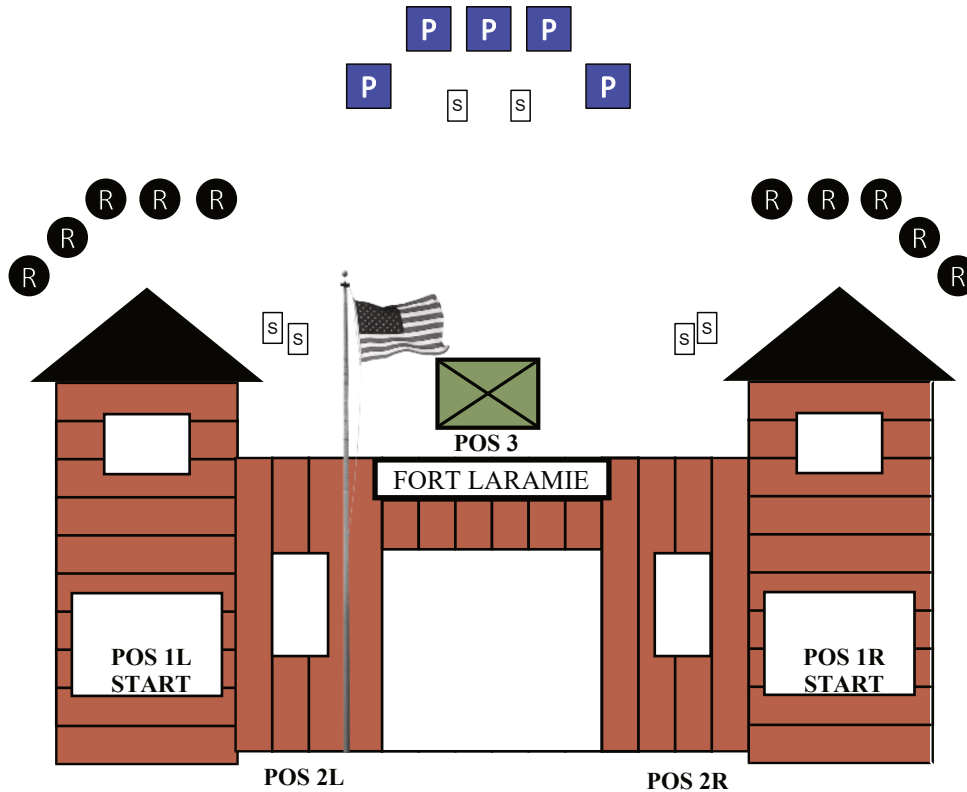
"...both hands touching the Stage Box", fingertips are OK

Rifle cannot be last firearm used

COWBOY

Fort Laramie

Stage 11 / Bay 11



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: Inside the Fort Tower at **POS 1L** or **POS 1R** At **The Ready**. Rifle loaded with 10 rounds and open, empty Shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered.

Stage may be engaged **Left-to-Right-to-Downrange** or **Right-to-Left-to-Downrange**.

Shooter may indicate ready by saying " **Mail is here** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Rifle** engage the five "R" targets with 2 rounds each, any order. **Make Rifle safe** Vertically or flat on the window shelf aligned to the red board and muzzle pointed into the side berm.

At **POS 2L** or **POS 2R**, with **Shotgun** engage two "S" targets in front through the window, any order. Take the Shotgun with you through the gate to **POS 3**.

At **POS 3**,

With Shotgun, engage two "S" targets in front, any order. **Make Shotgun safe**.

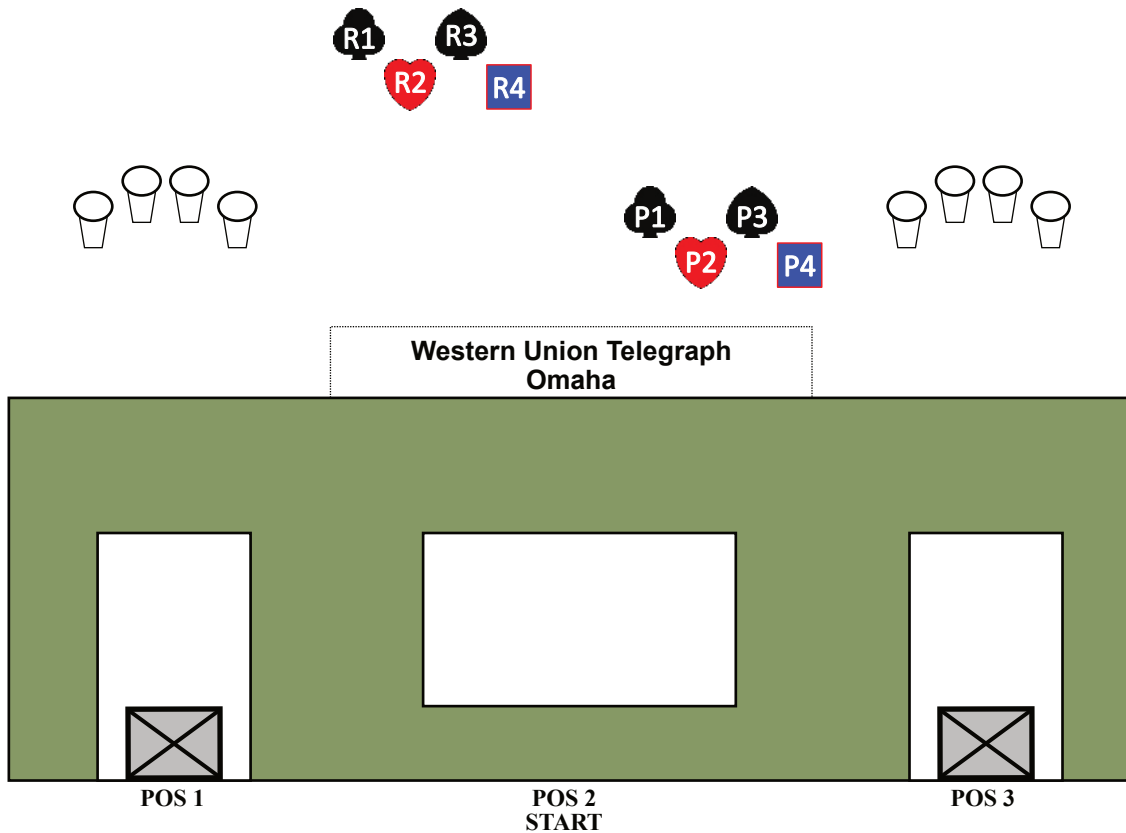
With Revolvers, engage the five "P" targets with 2 rounds each, any order.

Note: When a Long Gun is staged on the horizontal surface at POS 1L/1R the firearm must lay flat on the surface with the rear of the trigger guard forward of the edge, aligned to and on the Up Range side of the red board. This also applies to re-staging to make the Long Gun safe for downrange movement. Failure to comply will result in assessment of a Procedural penalty.

The down range POS 3 Shotgun targets may be engaged from any single position between the Fort Gate and the downrange box, including re-engagement.

COWBOY

Western Union Telegraph Stage 12 / Bay 12



Round Count: 10 Revolver, 10 Rifle, 4+ Shotgun

START: At **POS 2** with 1st firearm in hand. Rifle loaded with 10 rounds In-hand or staged safely. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rounds each, In-hand or holstered. Stage may be engaged **Center-to-Left** or **Center-to-Right**.

Shooter may indicate ready by saying " **I have a message to send** "

ON SIGNAL:

At **POS 2** either the Rifle or Revolvers may be used first. Start with firearm of choice In-Hand.

With Rifle engage the four "R" targets with 1 round on each Club, Heart, Spade target, any order. **Then 2 rounds on the Square.** Repeat the instruction for the next 5 rounds.
Make Rifle safe.

With Revolvers, engage the four "P" targets with 1 round on each Club, Heart, Spade target, any order. **Then 2 rounds on the Square.** Repeat the instruction for the next 5 rounds.

At **POS 1 or POS 3,** with **Shotgun** engage four "S" targets in front, any order.
Make Shotgun safe.

Cowboy Warm-Up Posse Shooting Schedule

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



SIDE MATCHES

Speed, Long Range and Shotgun Clay Side Match events are open to all registered shooters and conventioners. If you have an EOT participation badge and the correct firearms and ammunition, you can participate and are eligible for awards.

<div style="text-align: center; background-color: #e0f2f1; padding: 5px; border: 1px solid black;"> SHOTGUN TUESDAY 12:00PM TO 3:00 PM BEN AVERY CLAY TARGET CENTER </div> <p style="text-align: center;">Black Powder and Smokeless as well as Ladies categories will be offered in all events. Any SASS shotgun legal for Cowboy or Wild Bunch can be used in any category.</p> <p style="text-align: center;">TRAP 25 Birds from 16 yards</p> <p style="text-align: center;">SKEET 25 Birds in singles and pairs from the standard 8 station Skeet layout</p> <p style="text-align: center;">SPORTING CLAYS 50 birds as Report Pairs on the Clay Target Center Quail Course</p>	<div style="text-align: center; background-color: #e0f2f1; padding: 5px; border: 1px solid black;"> LONG RANGE EVENTS WEDNESDAY 8:30AM TO 3:30PM BAY 13 & BEYOND </div> <p style="text-align: center;">SINGLE ACTION REVOLVER 5 rounds alternating on two targets</p> <p style="text-align: center;">1911 PISTOL 7 rounds alternating on two targets</p> <p style="text-align: center;">LEVER ACTION RIFLE - PISTOL CALIBER 10 rounds, alternating on two targets</p> <p style="text-align: center;">LEVER ACTION RIFLE - RIFLE CALIBER 5 rounds, alternating on two targets</p> <p style="text-align: center;">TAKE NO PRISONERS 16 rounds on four targets, 4 firearms Revolver (5), PCR (5), RCR (5), Single Shot (1)</p> <p style="text-align: center;">LONG RANGE BOLT ACTION 5 rounds, alternating on two targets</p> <p style="text-align: center;">SERGEANT YORK 2 firearms Bolt Action, 5 rounds alternating on two targets 1911 Pistol, 5 rounds on five targets</p> <p style="text-align: center;">UNKNOWN DISTANCE RIFLE 6 rounds on three targets Single Shot or Lever Action Rifle Caliber</p>
<div style="text-align: center; background-color: #e0f2f1; padding: 5px; border: 1px solid black;"> SPEED EVENTS WEDNESDAY 8:30AM TO 3:30PM BAY 7 & BAY 8 </div> <p style="text-align: center;">POCKET PISTOL 5 rounds on one target</p> <p style="text-align: center;">DERRINGER 2 rounds on one target</p> <p style="text-align: center;">SPEED SHOTGUN 6 rounds on six targets Pump (empty) / Hammered / Double / Pump (stoked) / Lever</p> <p style="text-align: center;">SPEED RIFLE 10 rounds on five targets</p> <p style="text-align: center;">SPEED PISTOL (1911) WILD BUNCH 14 rounds on four targets Modern(Two Handed) / Traditional(One Handed)</p> <p style="text-align: center;">SPEED REVOLVER 10 rounds on three targets Open / Gunfighter / Duelist</p>	<div style="text-align: center; background-color: #e0f2f1; padding: 5px; border: 1px solid black;"> PRECISION RIFLE WEDNESDAY 8:30AM TO 3:30 PM (BAY 13 & BEYOND) </div> <p style="text-align: center;">SINGLE SHOT RIFLE (SMOKELESS) 10 rounds, alternating on two targets</p> <p style="text-align: center;">BUFFALO SINGLE SHOT BP 10 rounds, alternating on two targets</p> <p style="text-align: center;">QUIGLEY 3 rounds, offhand on one target</p>
<div style="text-align: center; background-color: #e0f2f1; padding: 5px; border: 1px solid black;"> PLAINSMAN WEDNESDAY 1:00 PM TO 4:00 PM BAY 5 AND BAY 6 </div> <p>The Plainsman event involves the use of Cap and Ball revolvers, Side-by-Side or Lever Action Shotgun and Single Shot rifle. The only propellant allowed is Black Powder or its substitutes. The Plainsman event requires preregistration due to its popularity. Participants will be split into two posses and will shoot two scenarios on each of the two bays.</p>	<div style="text-align: center; background-color: #e0f2f1; padding: 5px; border: 1px solid black;"> Bill Williams Rifle WEDNESDAY 11:00AM TO 3:30 PM (1000 YARD RANGE) </div> <p style="text-align: center;">BILL WILLIAMS BISON SINGLE SHOT 11:00am to 3:30pm 10 rounds on one target, 10 minutes <i>This event is held on the 1000 yard Rifle Silhouette Range (Berger Building)</i></p>

SIDE MATCH PERSONAL SCORECARD

SPEED EVENTS			
	RAW TIME	PENALTY	TOTAL
REVOLVER			
OPEN			
GUNFIGHTER			
DUELIST			
PISTOL(1911)			
MODERN			
TRADITIONAL			
SHOTGUN			
PUMP (EMPTY)			
HAMMERED			
DOUBLE			
LEVER			
PUMP (STOKED)			
RIFLE			
DERRINGER			
POCKET PISTOL			

PLAINSMAN			
STAGE	RAW TIME	PENALTY	TOTAL
1			
2			
3			
4			

SHOTGUN EVENTS		
		HITS
TRAP		
TRAP BP		
SKEET		
SKEET BP		
SPORTING CLAYS		
SPORTING CLAYS BP		

LONG RANGE		
	HITS	TIME
REVOLVER		
PISTOL(1911)		
PISTOL CALIBER RIFLE		
RIFLE CALIBER RIFLE		
BOLT ACTION		
TAKE NO PRISONERS		
SERGEANT YORK		
UNKNOWN DISTANCE		
PRECISION RIFLE		
SINGLE SHOT RIFLE		
BUFFALO SINGLE SHOT (BP)		
QUIGLEY		
BILL WILLIAMS BISON SS		

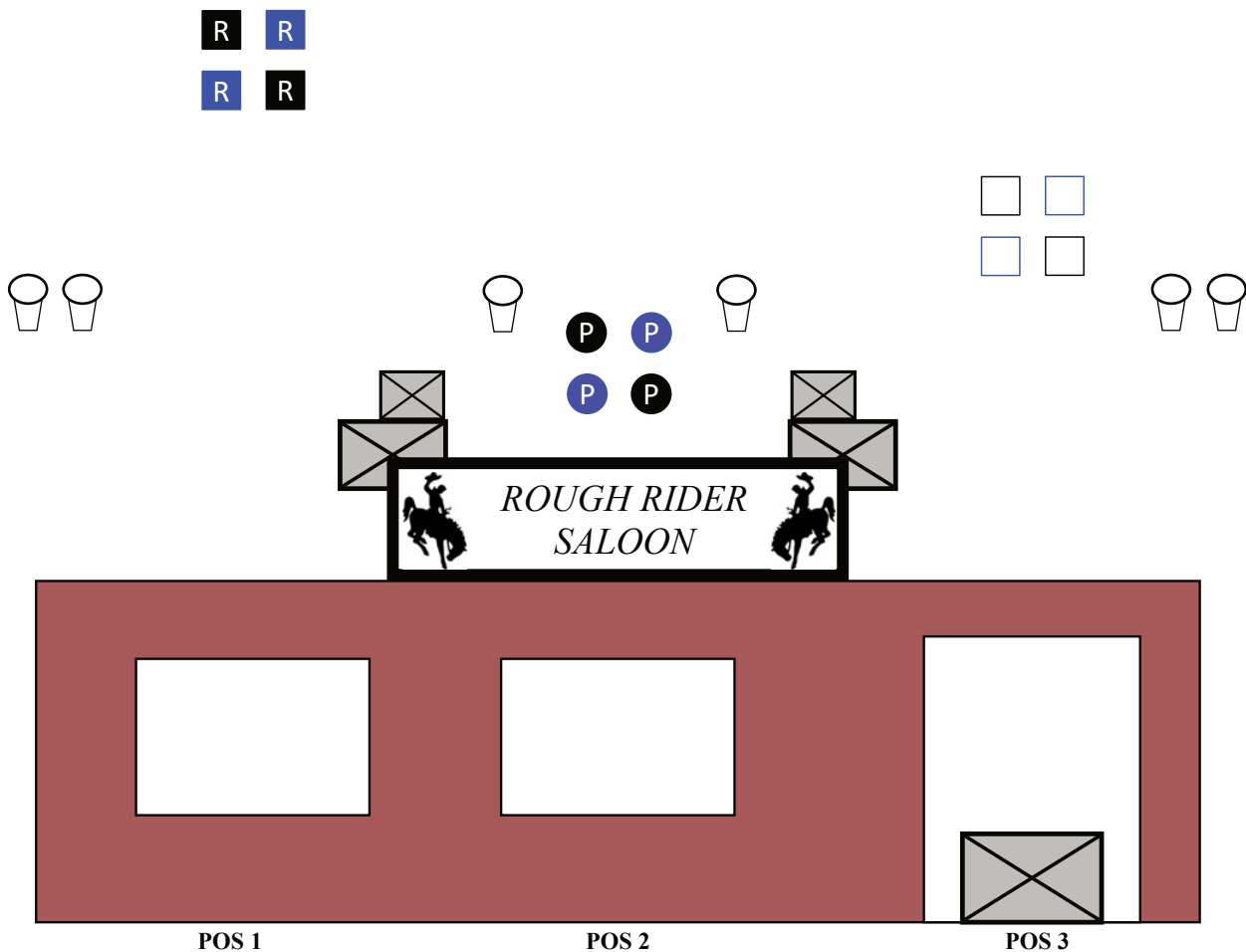
WARM UP STAGES (Wave 1)			
STAGE	RAW TIME	PENALTY	TOTAL
1			
2			
3			
4			

WARM UP STAGES (Wave 2)			
STAGE	RAW TIME	PENALTY	TOTAL
1			
2			
3			
4			

WARM UP STAGES (Wave 3)			
STAGE	RAW TIME	PENALTY	TOTAL
1			
2			
3			
4			

Plainsman Scenario #1

Rough Rider Saloon
Stage 5 / Bay 5



Round Count: 10 Revolver, 5 Rifle, 4+ Shotgun

START: At **POS 1** or **POS 2**, hand on 1st Firearm. Rifle and open, empty Shotgun both staged anywhere safely. Two Revolvers loaded with 5 rounds each, holstered. Stage may be engaged in any order BUT rifle must not be last.

Shooter may indicate ready by saying " **Well, OK then...** "

ON SIGNAL:

At **POS 1**,

With Rifle engage each "R" target with one round, any order, fifth round on any **blue** target, no double taps.

With Shotgun engage two shotgun targets until down.

At **POS 2**,

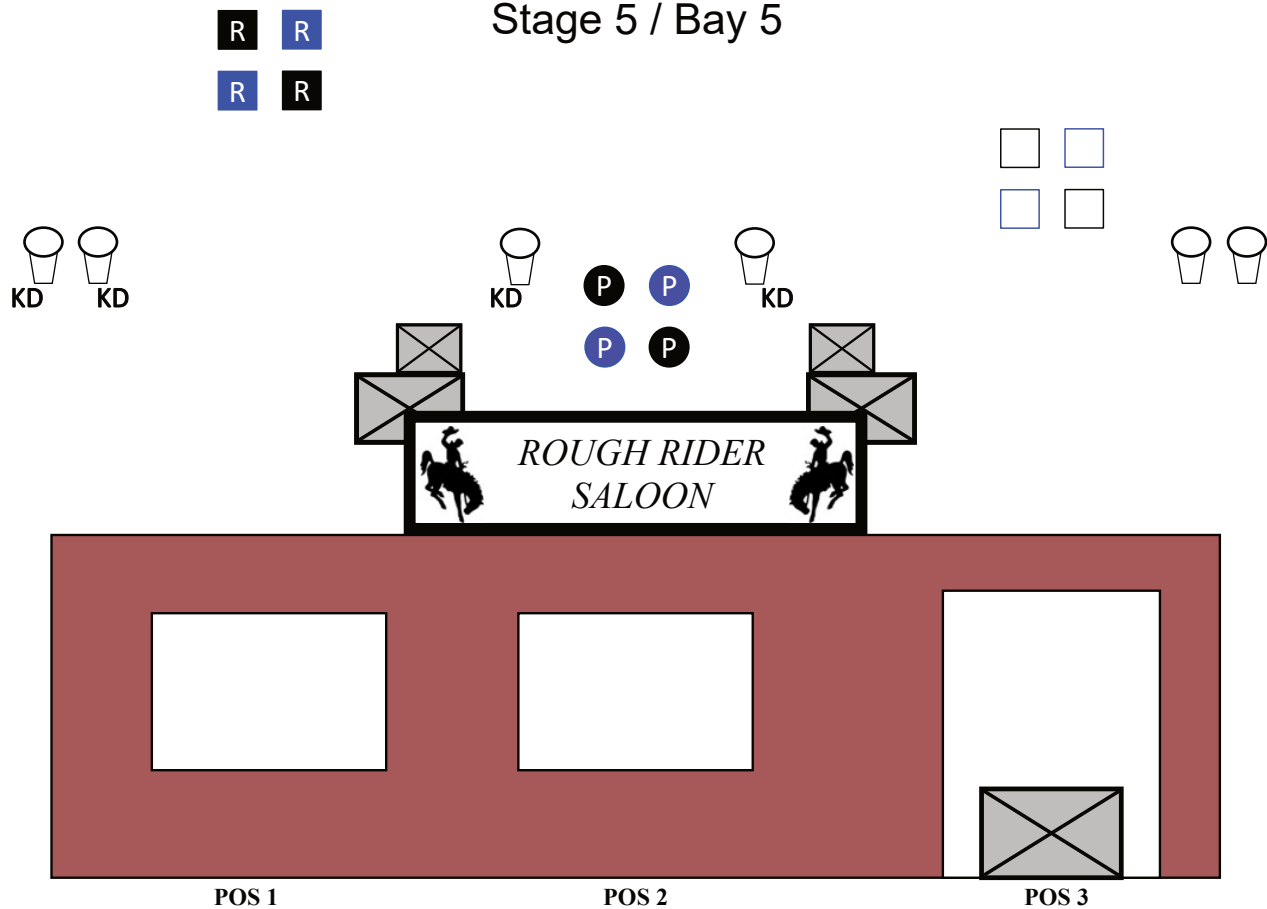
With Shotgun engage two shotgun targets until down

With Revolvers engage each "P" target with one round, any order, fifth round on any **blue** target, no double taps. Repeat instruction with next 5 rounds.

Plainsman Scenario #2

Rough Rider Saloon

Stage 5 / Bay 5



Round Count: 10 Revolver, 4 or 6 Rifle, 0+ Shotgun (optional)

START: At **POS 3**, At the Ready. Rifle and open, empty Shotgun both staged anywhere safely. Two Revolvers loaded with 5 rounds each, holstered. Stage may be engaged in any order BUT rifle must not be last.

Shooter may indicate ready by saying " **Should I, or Shouldn't I...**"

ON SIGNAL:

At **POS 1**,

With Rifle engage the top two "R" targets with one round each, any order. **Then** engage the bottom two targets with one round each, any order.

Then with **Rifle** or **Shotgun** engage two knockdown targets until down. Knockdown targets can only be **re-engaged** with the Shotgun. Take Shotgun with you to **POS 2**.

At **POS 2**,

With Revolvers double tap the top two "P" targets and double tap the bottom two "P" targets and engage two Knockdown targets, any order. If Shotgun was used for **POS 2** knockdowns put the remaining revolver rounds on any "P" target.

With Shotgun, if needed, engage two knockdown targets until down

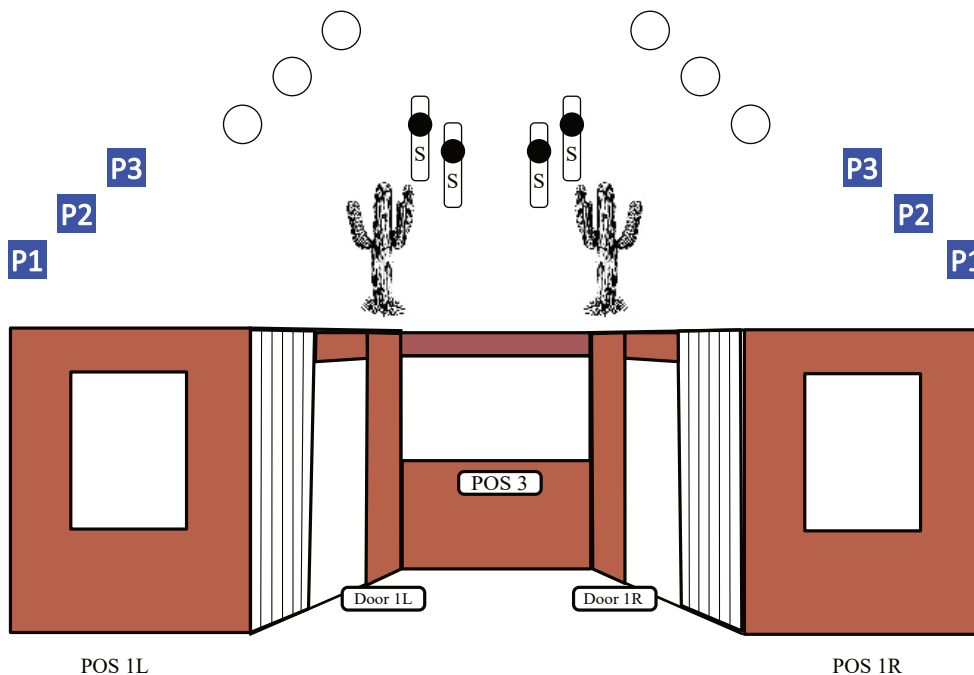
NOTE: The Shotgun is an optional firearm on this stage.

Shotgun/KD targets may be reengaged if not down with Shotgun only, from the position they were initially engaged.

PLAINSMAN Scenario #3

Marshal's Office

Stage 6 / Bay 6



Round Count: 10 Revolver, 5 Rifle, 4+ Shotgun

START: At **POS 1L** or **POS 1R**, holding the mail bag in both hands. Rifle and open, empty Shotgun both staged anywhere safely. Two Revolvers loaded with 5 rounds each, holstered. Stage may be engaged in any order BUT rifle must not be last.

Shooter may indicate ready by saying " **I'll take the mail to Red Rock** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Revolvers** engage P1 thru P3 in a 2-1-2 sweep starting at either end, Repeat the instruction with the next 5 rounds. **Take the mail bag with you to position 3.**

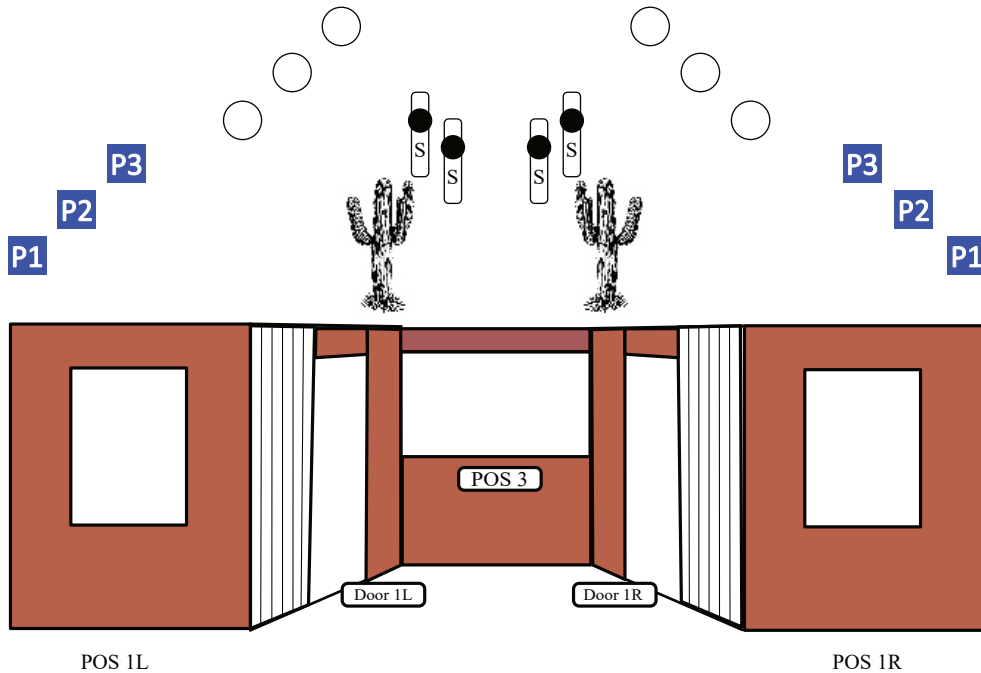
At **POS 3**,

With **Rifle** engage 2 "R" targets in a 2-1-2 sweep starting on either target.

With **Shotgun** engage four shotgun targets until down

PLAINSMAN Scenario #4

Marshal's Office
Stage 6 / Bay 6



Round Count: 10 Revolver, 6 Rifle, 0+ Shotgun

START: At **POS 1L** or **POS 1R**, hands on hat. Rifle and open, empty Shotgun both staged anywhere safely. Two Revolvers loaded with 5 rounds each, holstered.

Shooter may indicate ready by saying " **Split Pistols** "

ON SIGNAL:

At **POS 1L** or **POS 1R**, with **Revolver** engage P1 thru P3 in a 5 round Nevada sweep starting at either end (P1,P2,P3,P2,P1 or P3,P2,P1,P2,P3).

Move to opposite position 1L or 1R. Repeat Revolver instruction. **Move to POS 3.**

At **POS 3,**

With Rifle alternate between the two "R" targets for 6 rounds, starting on either target.

With Shotgun, if needed, any revolver or rifle misses can be made up with shotgun on the "S" targets, maximum of 4 makeups.

NOTE: The Shotgun is an optional firearm on this stage.

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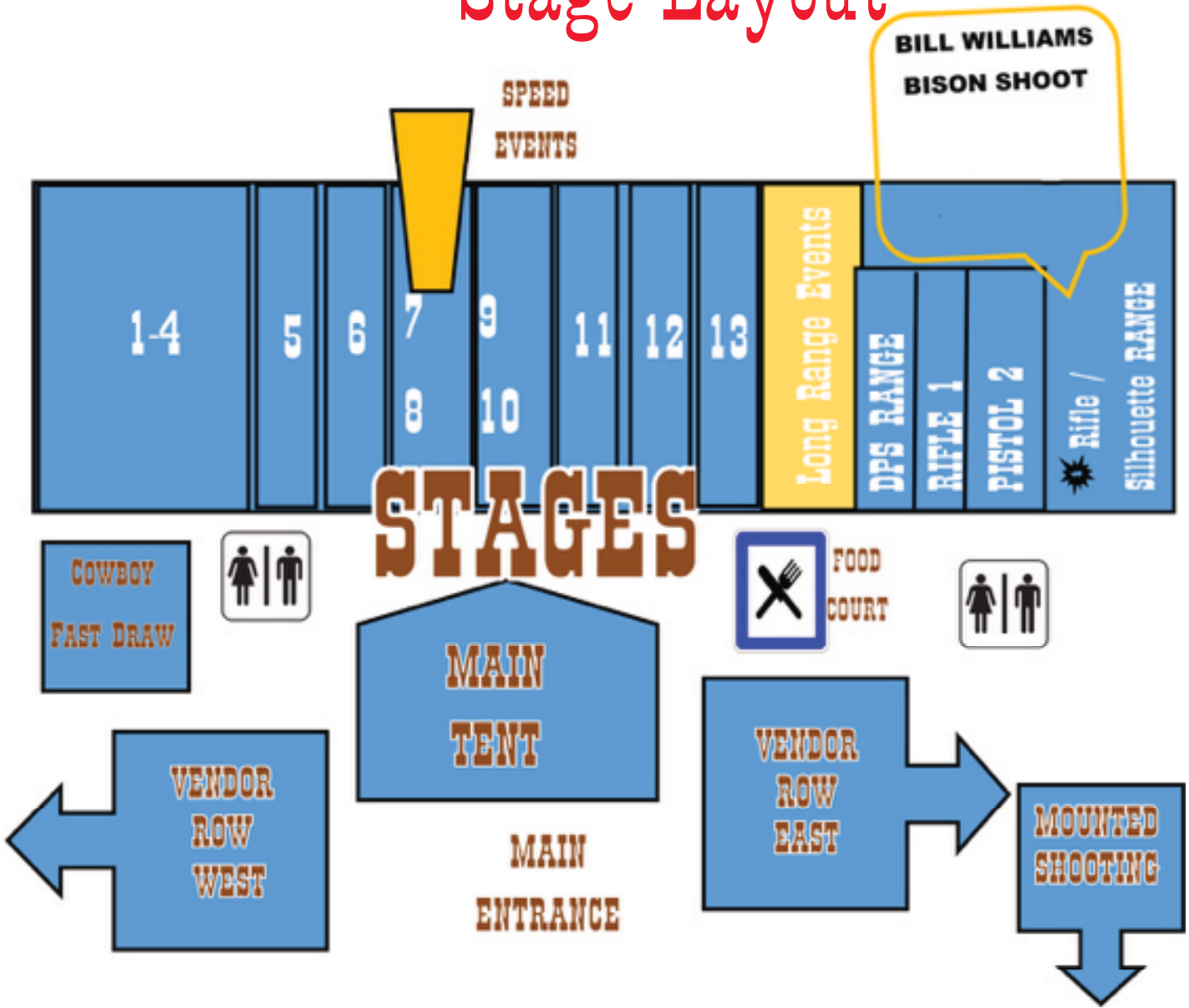
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END OF TRAIL

2025 End of Trail Stage Layout





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† Save The Dates : [End Of Trail 2026](#) • Feb. 23rd — March 1st 2026 • Ben Avery Range, Phoenix AZ †