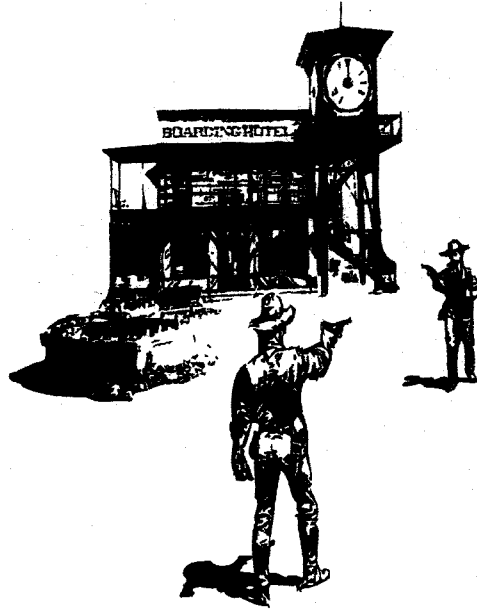


GOLD COAST GUNFIGHT

2010



THE QUICK AND THE DEAD



2000 N. Commerce Parkway
Fort Lauderdale, Florida 33328
Phone: 754-543-2225



Markham Park
16001 W. State Rd. 84
Sunrise, FL 33326
Office: 954-389-2000 Fax: 954-389-2019

Stage 1
Sponsored by Palmetto Ford Co.
"She Ain't Getting My Gold"

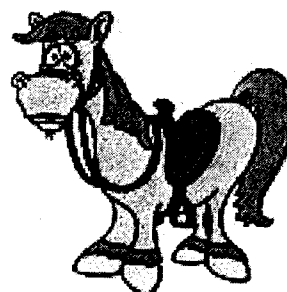
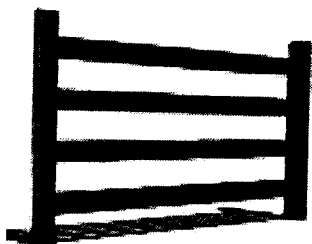
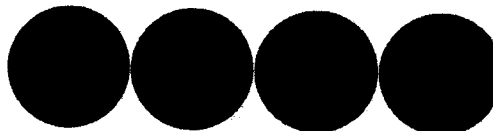
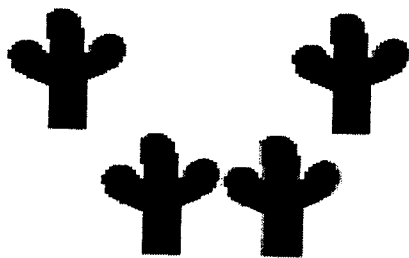
Absent minded Dog Kelly is out on the prairie digging for his gold, or at least attempting to remember where his gold was buried. All of the sudden he hears another rider coming. He picks up his trusty Sharp's rifle and let's the intruder have it, knocking the rider off of their horse. Upon closer observation of the fallen rider, it's Dog Kelly who gets knocked out cold.

Pistols – 10 rounds in pommel holsters

Rifle – 10 rounds on horse rack

Shotgun – 4 rounds on horse rack

Hat – On corral post



Shooter starts seated on Buttercup hands at Gabby Hays and says "She ain't getting my gold" At the beep with pistols starting on the left do a continuous Nevada sweep for ten rounds. Return pistols to pommels. Dismount Buttercup and move to corral retrieve rifle and shoot the targets in the following order. 1-2-2-3-4-4-3-2-2-1 (A continuous Nevada sweep except to double tap targets 2 and 4.) Return rifle to horse rack action open. Retrieve shotgun and shoot poppers. Poppers must fall. When it's all over return your hat to your head, and if you know the line from the movie go ahead and say it.

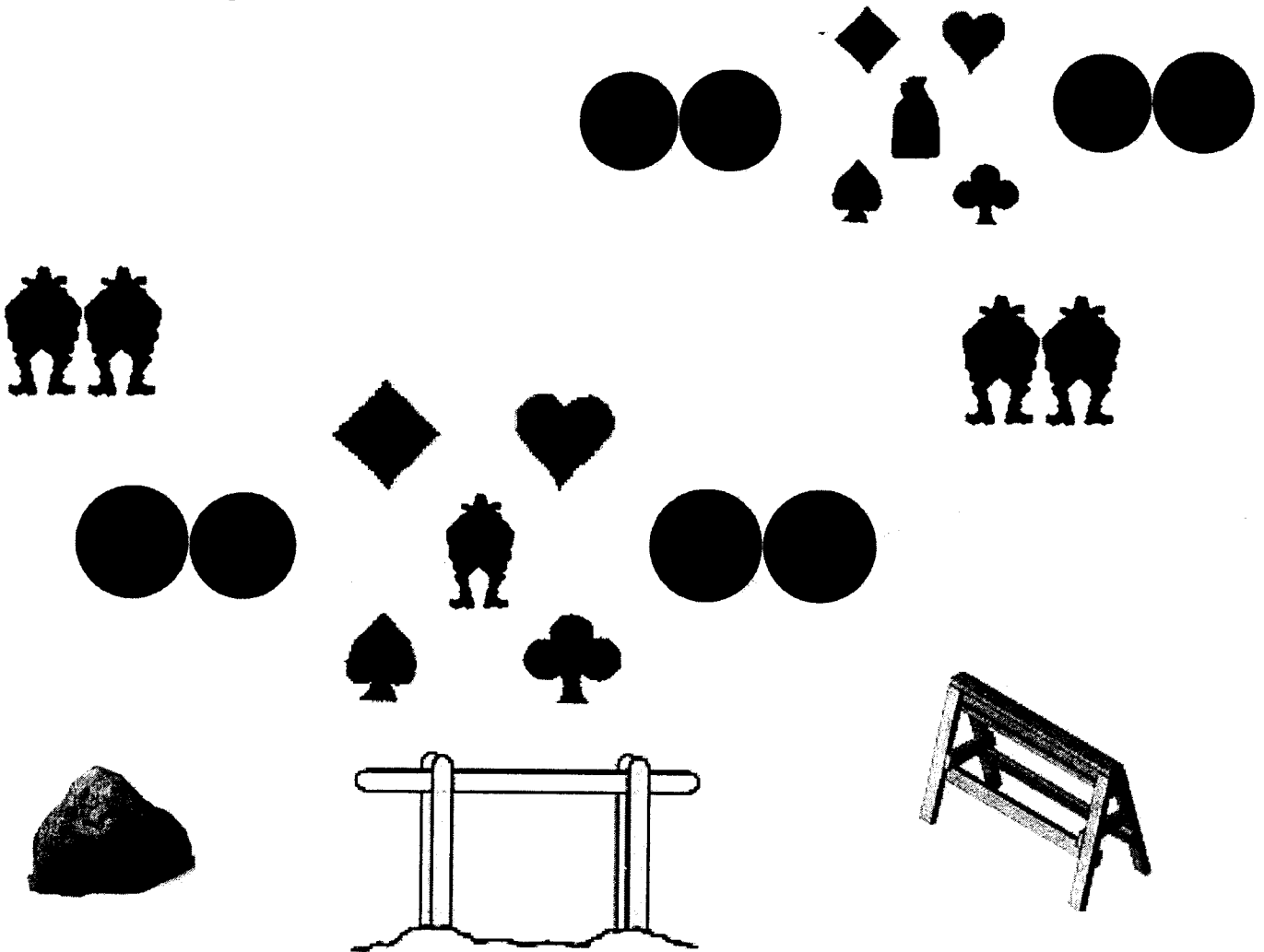
Stage 2
Sponsored by Urbieta Oil Co.
“Scars Back in Town”

Scar briskly rides into town to celebrate his early release from the penitentiary. As soon as he dismounts from his trusty horse he hurries into the saloon to wet his whistle. Apparently he doesn't appreciate the company so he tosses one of the patrons out into the street. The exiled patron knows what's good for him so he jumps on Scar's mount and attempts to flee town. Scar exits the saloon and makes short work of the exiled patron with his six-shooter. Scar makes another notch on his forearm, number fifteen.

Pistols – 10 rounds holstered

Rifle – 10 rounds held at cowboy port arms

Shotgun – 4 rounds staged on rock



Shooter starts standing at the right side of hitching post with rifle at cowboy port arms and says “Scars back in town”. At the beep shoot the 9 rifle targets in any order as long as the first and last rounds are on the jug. All rifle targets must be shot at least once. Return rifle to horse rack action open. Move between the rock and hitching post. With first pistol shoot Sam, then any four pistol targets. With second pistol shoot the four remaining pistol targets, then Sam. All pistol targets must be shot at least once. Holster. Move to the left side of the rock, retrieve shotgun and shoot the two poppers any order. With shotgun safe move to the right side of hitching post and shoot the two poppers any order. Poppers must fall.

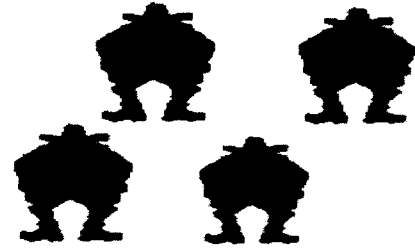
Stage 3
Sponsored by Central Florida Equip. Rental.
“Quicker Than You”

Time to start the festivities! The barkeep starts accepting names of potential gunfighters and setting up the brackets for the start of tomorrow's \$123,000, winner take all, gunfight. All of the sudden Cort comes bursting through the swinging bar room doors courteous of Herod's men. Herod inquires Cort about his quickness, but Cort remains silent. Herod try's rattling Cort by throwing a glass at his face, but Cort catch's the glass in mid air and replies, “Quicker than you”.

Pistols – 10 rounds holstered

Rifle – 10 rounds staged at left window

Shotgun – 4 rounds staged at right window

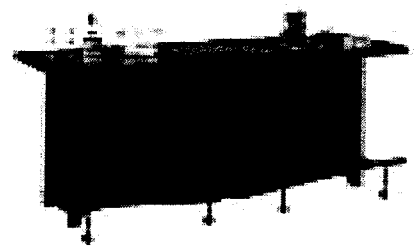
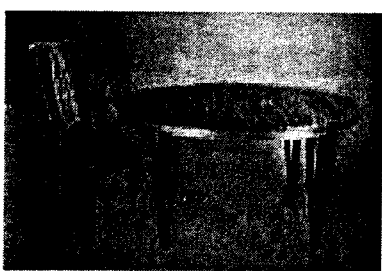
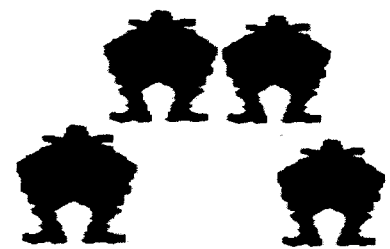


Shooter starts at doorway with shot glass in hand at eye level and the other hand pointing down range and says. **“Quicker than you”**. At the beep with first pistol do a 2-1-2 sweep starting from either direction, with second pistol do a 2-1-2 sweep opposite your first pistol. Holster. Move to left window retrieve rifle and shoot the three rifle targets the same as the pistols. Return rifle to window action open. Move to the right window retrieve shotgun and shoot the four poppers left to right. Poppers must fall.

Stage 4
Sponsored by Maintenance Products, Inc.
“Sign Me Up”

Herod strings Cort up, attempting to get him to reconsider his vow against violence. Herod starts shooting out the chair underneath of Cort’s feet in one last effort to get Cort to agree to the gunfight, or be hung. The Lady sipping whiskey becomes concerned about Cort’s welfare and shouts out, “Sign me up”! Herod finds this amusing because women can’t shoot worth a s#*t, and tells the barkeep to sign her up. Herod goes back to shooting the chair out from underneath of Cort. Just as the chair breaks and Cort begins swinging from the rafters the Lady stands and shoots the rope, saving Cort from a certain death. “Sign them both up” cries Herod.

- Pistols** – 10 rounds holstered
- Rifle** – 9 rounds staged at bar
- Shotgun** – 4 rounds stage on bar



Shooter starts seated behind knock down table with both hands on table. Shooter starts the timer by saying, “Sign me up”. At the beep shooter stands knocking over table, with first pistol do a 1-3-1 sweep starting on the left. With the second pistol do a 1-3-1 sweep starting on the right. Holster. Move to bar retrieve rifle and triple tap the targets. Return rifle to bar action open. Retrieve shotgun and move to right side of bar and shoot poppers. Poppers must fall.

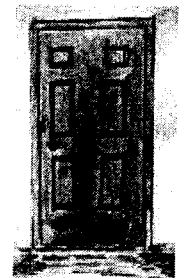
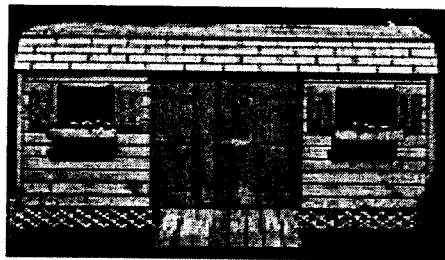
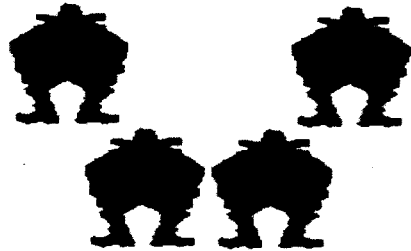
Stage 5
Sponsored by Miami Tiresoles
"I HAVE NO MONEY"

It's time for Cort and Foy to square off in the town's square. Problem is Cort has neither money nor gun. Herod takes him to the Kid's shop to procure a gun. The Kid shows Cort several nice six shooters then lays them all out on the display case. Herod asks Cort if he has any money to which Cort replies, "I have no money, the good Lord provides me with everything I need". Herod shows that he's a Good Samaritan by purchasing Cort the cheapest, most worthless, six shooter in the shop. Time for Cort's gunfight with Foy.

Pistols – 10 rounds holstered

Rifle – 10 rounds staged in left window

Shotgun – 4 rounds staged in right window



Shooter starts standing at gun display case twirling prop pistol. Shooter starts the timer by saying, "I have no money". At beep with pistols do a progressive sweep starting on the left. Holster. Move to left window and retrieve rifle. Double tap the five rifle targets. Return to window action open. Move to right window retrieve shotgun and shoot poppers. Poppers must fall.

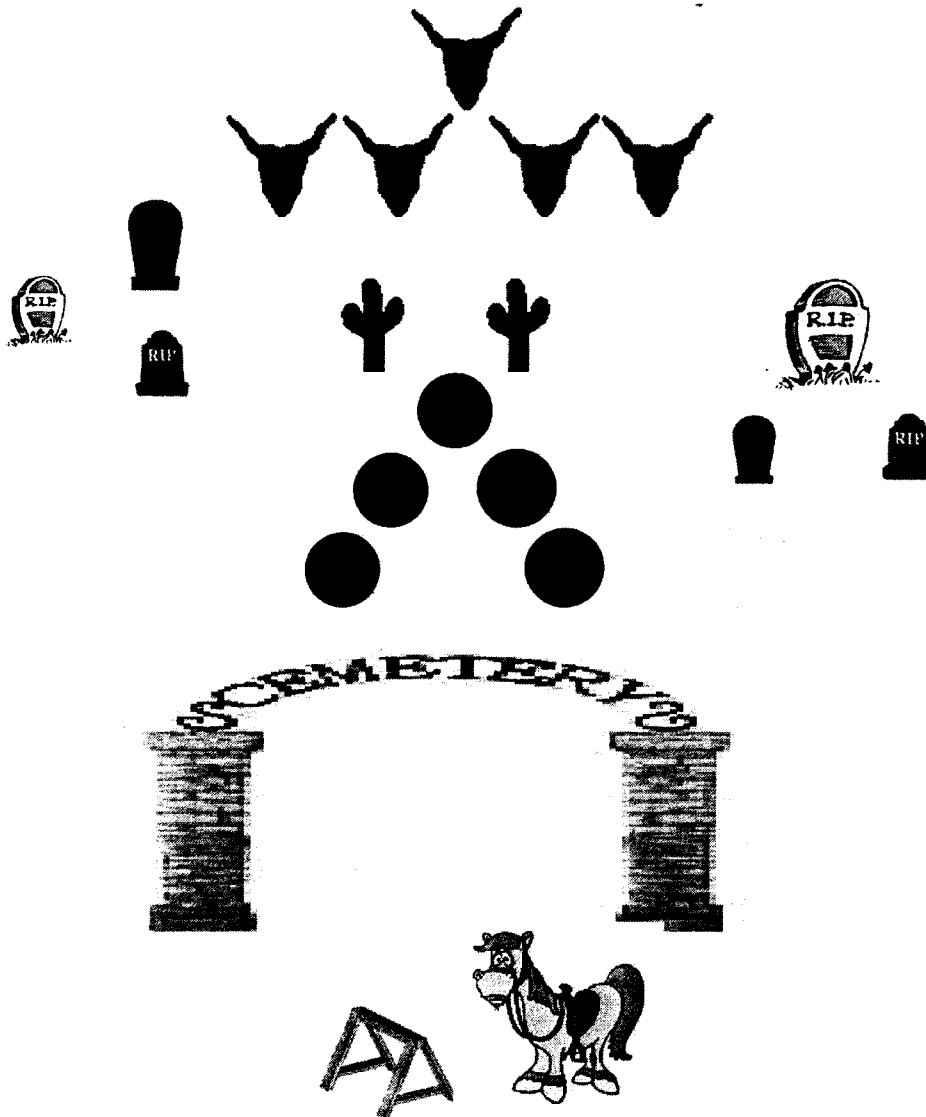
Stage 6
Sponsored by Tropic Oil Co.
"Lady Leaves Town"

The Lady's nerve has been broken so she decides to quit the competition and leave town. On the way out she stops by the cemetery attempting to find her fathers grave. She's met by the Doc who informs her that her father's grave is gone. Herod's men crushed the tombstone and burned the body. The Lady tells the Doc that she's scared of dying, but the Doc lets her know that she's more scared of living. The Doc gives the Lady her father's badge, the only thing left from the grave.

Pistols – 10 rounds in pommels

Rifle – 10 rounds held at cowboy port arms

Shotgun – 2 rounds on horse rack



Shooter starts seated on Buttercup, under the Boot Hill sign, rifle held at cowboy port arms. Shooter starts the timer by saying "Where is it"? At beep do a double tap sweep on the steer heads starting on the left. Return rifle to horse rack action open. With pistols do a double tap sweep on the pistol targets for 10 rounds. Return pistols to pommel holsters. Retrieve shotgun and shoot poppers. Poppers must fall.

Stage 7

Sponsored by Nautical Designs by Mary Ann, Inc.

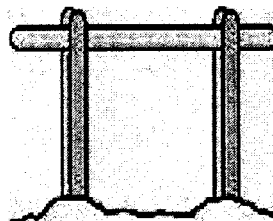
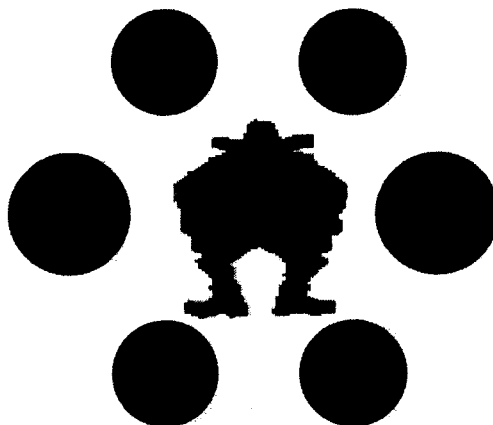
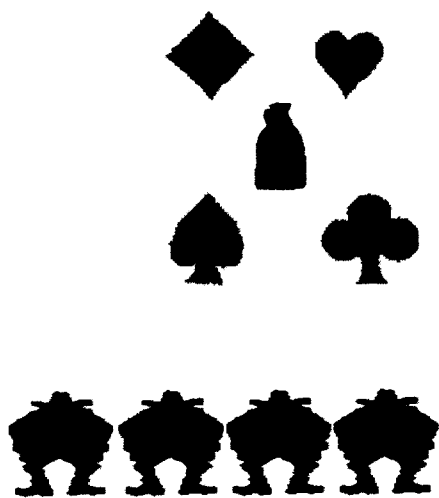
"The Gunfight is all in the Head"

The Lady regains her nerve and heads back to town to finish what she came to town for in the first place. She finds Herod the next day and challenges him to a gunfight. Herod informs her that she's too late, that he's already been challenged. The Lady inquires, "By whom"? Herod answers her, "By the Kid". The Lady tells Herod that he would fight his own son. The Lady tries to persuade the Kid to step down but he refuses. All the Kid wants is his fathers respect.

Pistols – 10 rounds holstered

Rifle – 10 rounds staged on rock

Shotgun – 4 rounds staged on rock



Shooter starts standing center of hitching post with both fore fingers tapping there temples and says, **"The gunfight is all in the head"**. At beep with first pistol in a clockwise direction shoot Sam the three right side targets then Sam. With second pistol in a counter clockwise direction shoot Sam the three left side targets and Sam. Holster. Move to rock retrieve rifle and shoot the center target then the four outside targets in a clockwise direction, then the center target and the four outside targets in a counter clockwise direction. Return rifle to rock action open. Retrieve shotgun and shoot poppers. Poppers must fall.

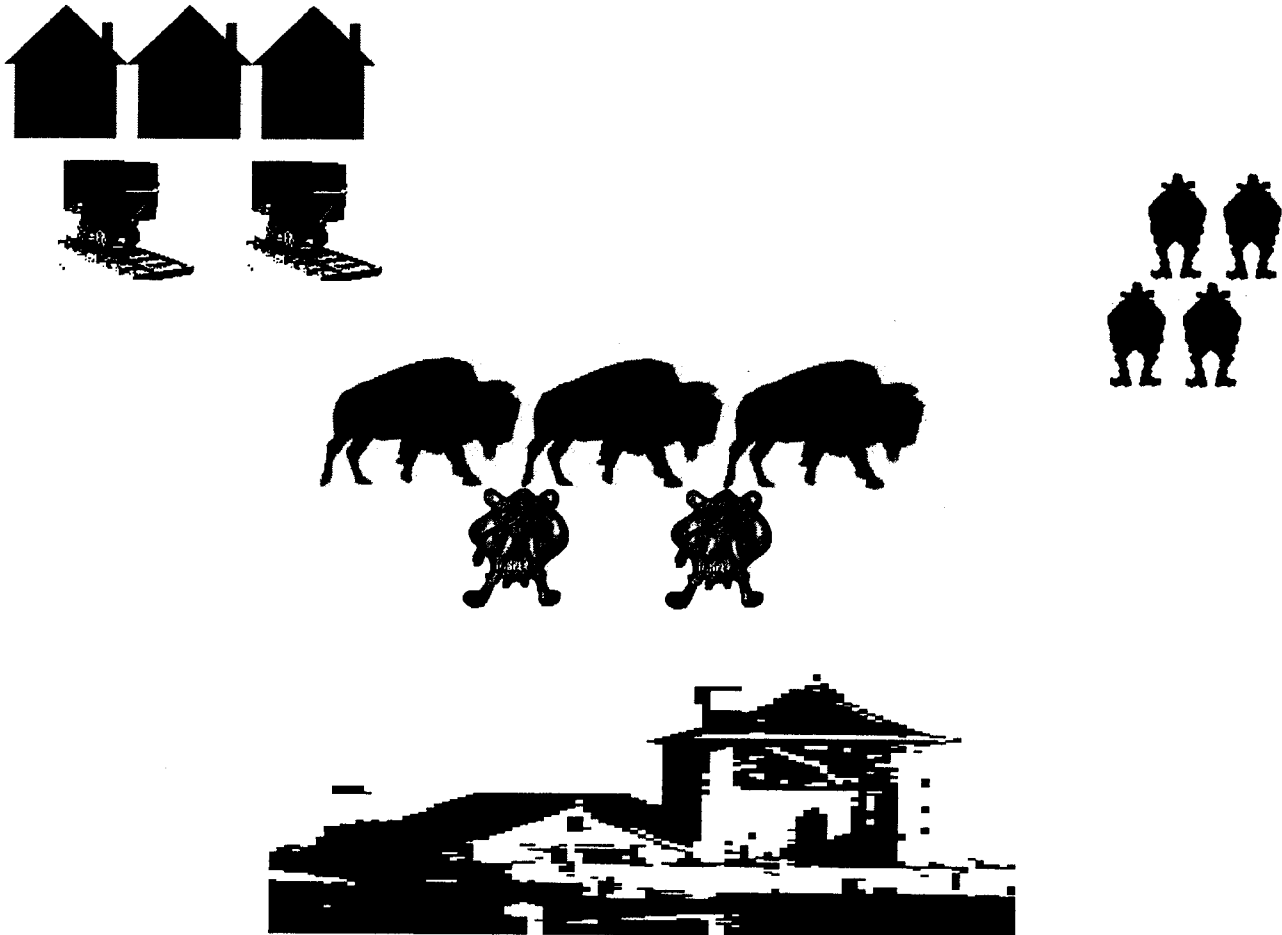
Stage 8
Sponsored by Trim Line Graphics Int'l, Inc.
"Cort versus the Lady"

After Herod guns down his own son there's only three contestants left in the competition. Cort and the Lady must fight it out in the streets to see who's going to advance to the Grand Finale. The Lady has other plans, if she wants to redeem her father's death. She and Cort devise a plan to fool Herod, with the help of a little red ink. The time has come and the two of them are standing in town square but neither one draw. Cort demands for the Lady to kill him, or he was going to kill her. Finally Cort's gun roars and the Lady lies dead in the street, or is she? Herod congratulates Cort by saying, "nice shooting reverend, like I always say, if you put a fox in a hen house you'll have chicken for diner every time".

Pistols – 10 rounds holstered

Rifle – 10 rounds staged at left window

Shotgun – 4 rounds staged at right window



Shooter starts standing in doorway arms straight out to your sides and says, "Kill me Ellen". At beep with first pistol shoot P1-P3-P5-P2-P4 repeat with second pistol. Holster. Move to left window retrieve rifle and do the same sweep but this time double tap them R1-R3-R5-R2-R4 return rifle to window action open. Move to right window retrieve shotgun and shoot poppers. Poppers must fall.

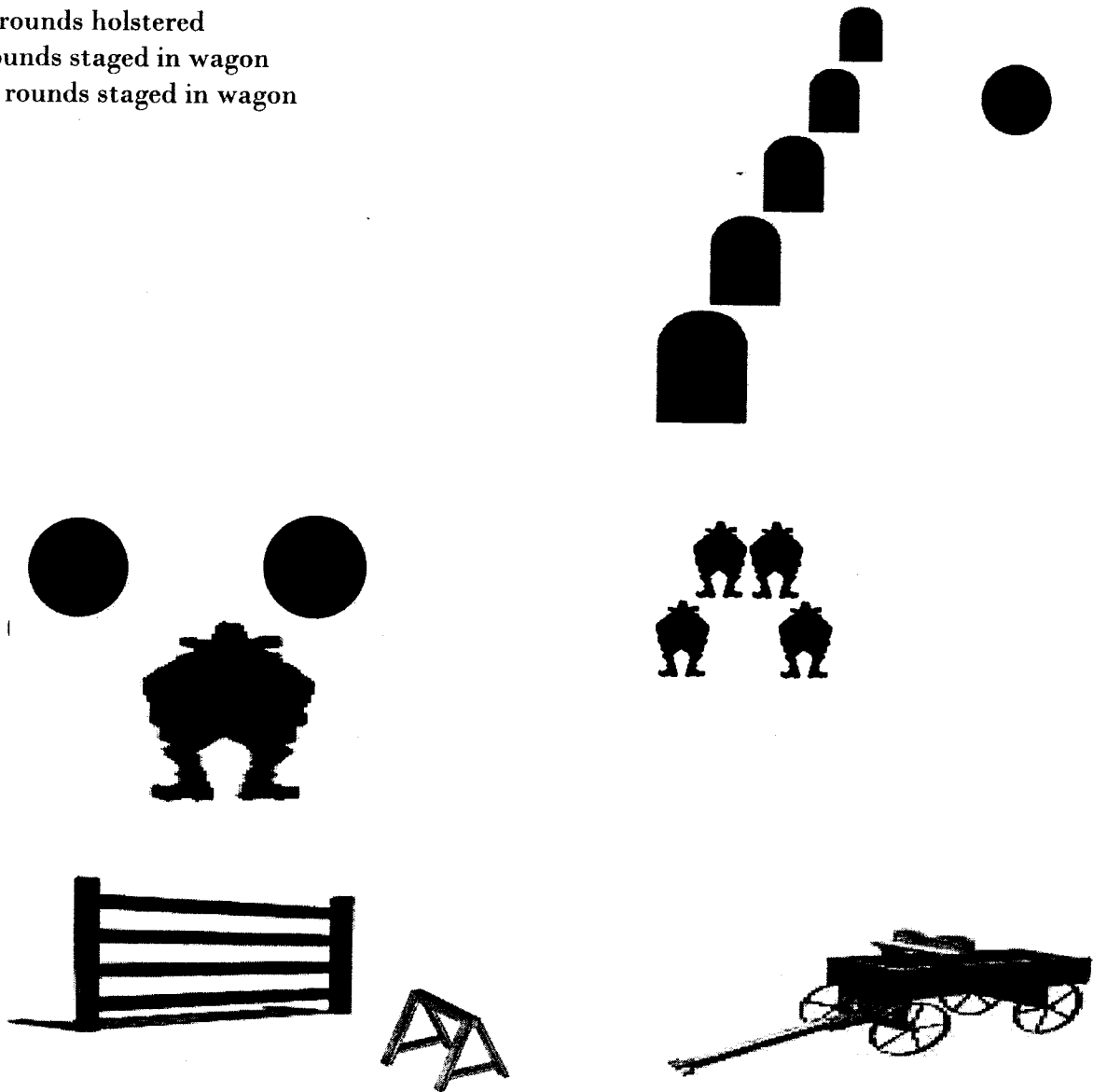
Stage 9
Sponsored by T1 Auto Body Works
“Goodbye Rusty”

Rusty’s love loss towards Cort has escalated, seeing how Cort just broke His nose for a second time at the conclusion of Cort’s and the Ladies gunfight. Rusty decides to work Cort over pretty good before he and Herod meet tomorrow in the town’s square. Problem is Rusty takes it too far by smashing Cort’s shooting hand with the butt end of his revolver. Herod see’s Cort’s hand and let’s Rusty know that he ruined the gunfight and gives him 20 seconds to get out of town. Cort bids Rusty goodbye.

Pistols – 10 rounds holstered

Rifle – 10 rounds staged in wagon

Shotgun – 4 rounds staged in wagon



Shooter starts standing behind cart one hand waving the other hand on the cart and says “**Goodbye Rusty**”. “At beep retrieve rifle and shoot the rifle knock downs put any remaining rounds on the dump target. A miss on the knock downs does not count unless it’s left standing. A miss on the dump is a miss. Return rifle to cart action open and move to fence. With pistols shoot targets, each target must be shot at least twice. Holster. Retrieve shotgun and move between fence and cart and shoot poppers. Poppers must fall.

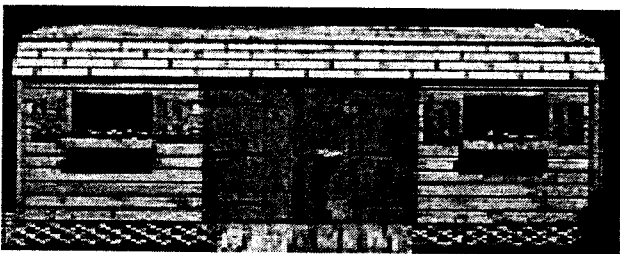
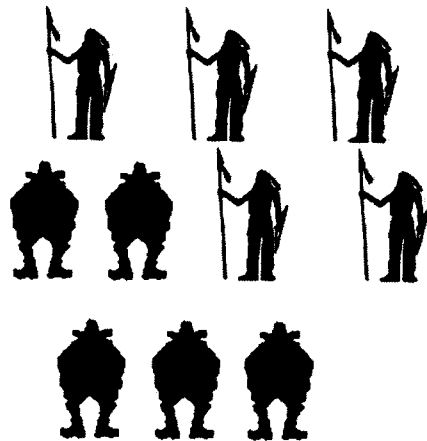
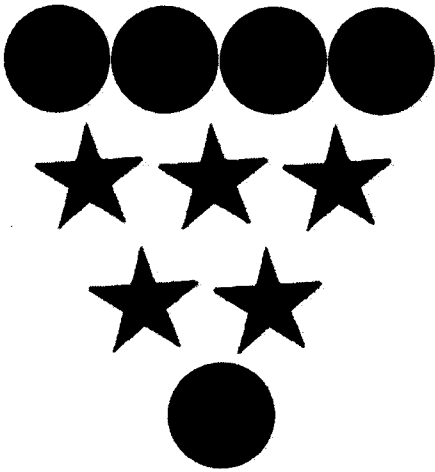
Stage 10
Sponsored by Banks Safe & Lock Co., Inc.
"Today I am"

Cort and Herod standoff in the Towns Square. Herod let's Cort know that he's nervous and that he loves the sensation. All of the sudden all hell breaks loose and the town is being blown to bits. When the smoke clears the Lady appears and ready to fight. Herod demands to know who she is. The Lady tosses Herod her father's Marshall's badge and tells him, "You stole my life". Cort evens the odds by taking out all of Herods men. Herod knows that he's faster than the Lady and tells her "You're not faster than me!" She just glairs at him and says.....

Pistols – 10 rounds holstered

Rifle – 10 rounds staged in left window

Shotgun – 4 rounds staged in right window



Shooter starts standing behind knock down door, hands not touching guns. R O will say "You're not faster than me." Shooter will respond "Today I am." At beep knock down door and with pistols shoot each target once. Holster. Move to left window retrieve rifle and shoot each target once. Return rifle to window action open. Move to right window retrieve shotgun and shoot poppers. Poppers must fall.

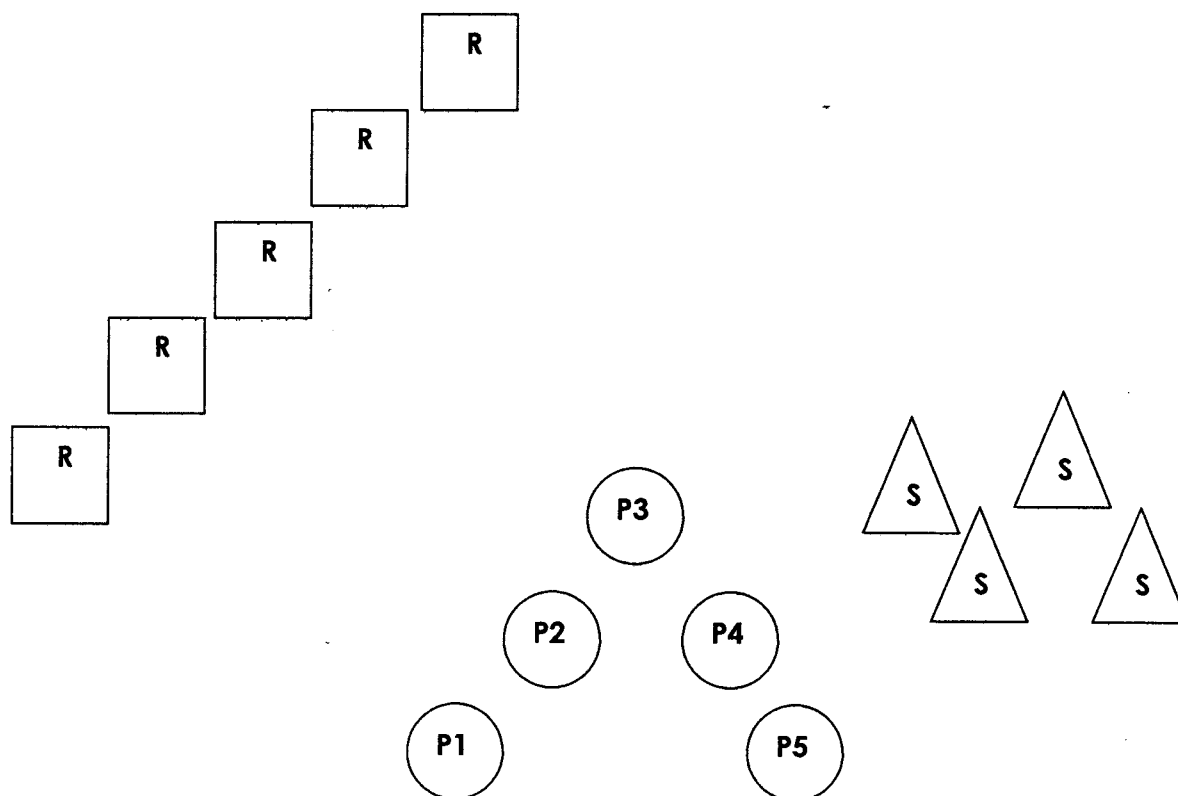
WILD BUNCH

STAGE ONE

Pistol – 2 Clips of 5 rds. each staged in doorway

Rifle – 9 rds. Staged in left window

Shotgun – 4 rds. Staged in right window/ stoked



Shooter starts standing at doorway hands at Gabby Hayes and says **"Give 'em hell Pike"** at beep retrieve pistol and shoot 2 on 1, 2 on 5, 1 on 3. With second clip shoot 2 on 2, 2 on 4, 1 on 3. Return pistol to table action open. Move to left window retrieve rifle and do a 1-3-1-3-1 sweep starting on the front. Return rifle to window action open. Move to right window retrieve shotgun and shot poppers any order. Poppers must fall.

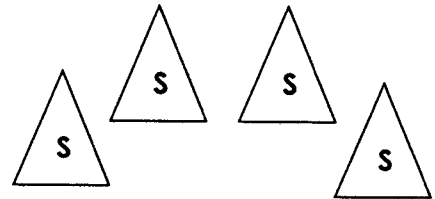
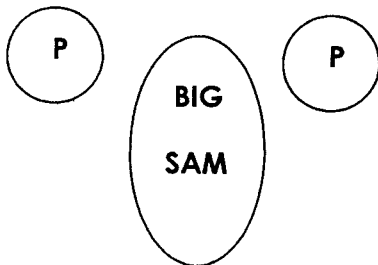
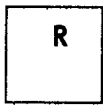
WILD BUNCH

STAGE TWO

Pistol – 2 clips 5 rds. each staged on table

Rifle – 10 rds. staged on bar

Shotgun – 4 rds. staged on bar/ stoked

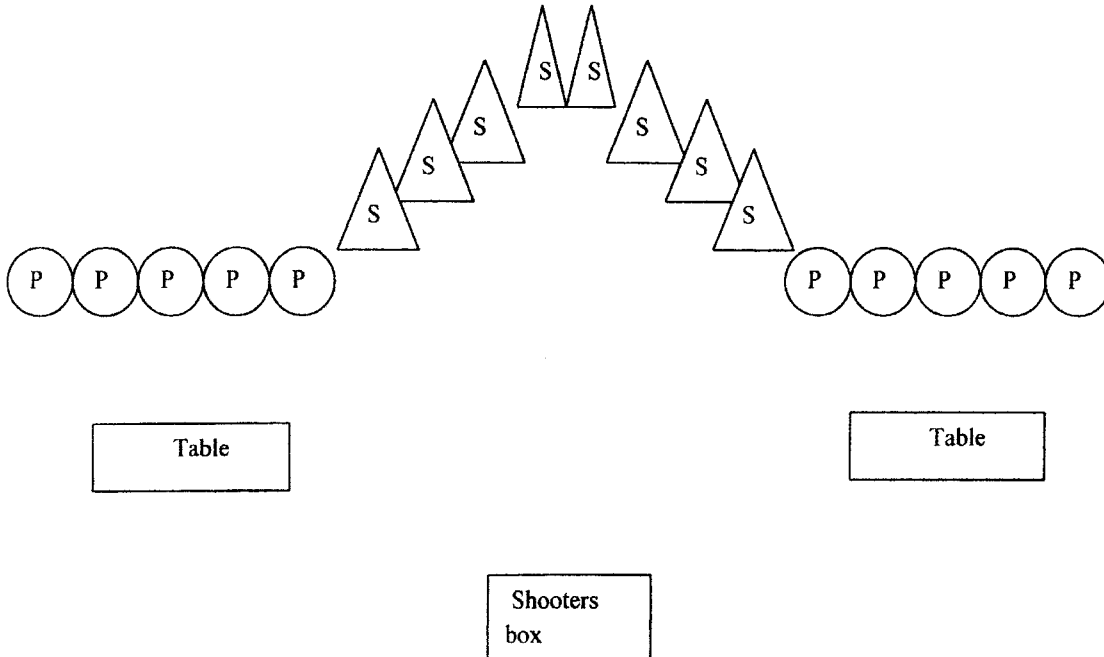


Shooter starts standing at table hands firmly on hips and says **"Ya two bit, redneck peckerwood"** at the beep retrieve pistol and shoot 3 on 1, 2 on 2. With second clip shoot 3 on 3, 2 on 2. Return pistol to table action open. Move to bar retrieve rifle and shoot 3 on 1, 2 on 2, 3 on 3, 2 on 2. Return rifle to bar action open. Retrieve shotgun and move to right side of bar shoot poppers. Poppers must fall.

The Quick and the Dead side match

Pistol – 5 rds. Staged on table

Shotgun – 4+ rds. Staged on table



All male contestants will put their name in the men's hat. All females will put their names in the ladies hat. It will be man vs. man and lady vs. lady until there is only one of each left, then its man vs. lady. Shooters will start in the shooters box shaking hands with your opponent. At the "click" of the clock shooters will move to their table and with pistol shoot the five pistol targets in any order. Return pistol to table. Retrieve shotgun and shoot the four poppers shooting the double popper last. Pistol misses count. Shotgun misses can be made up.