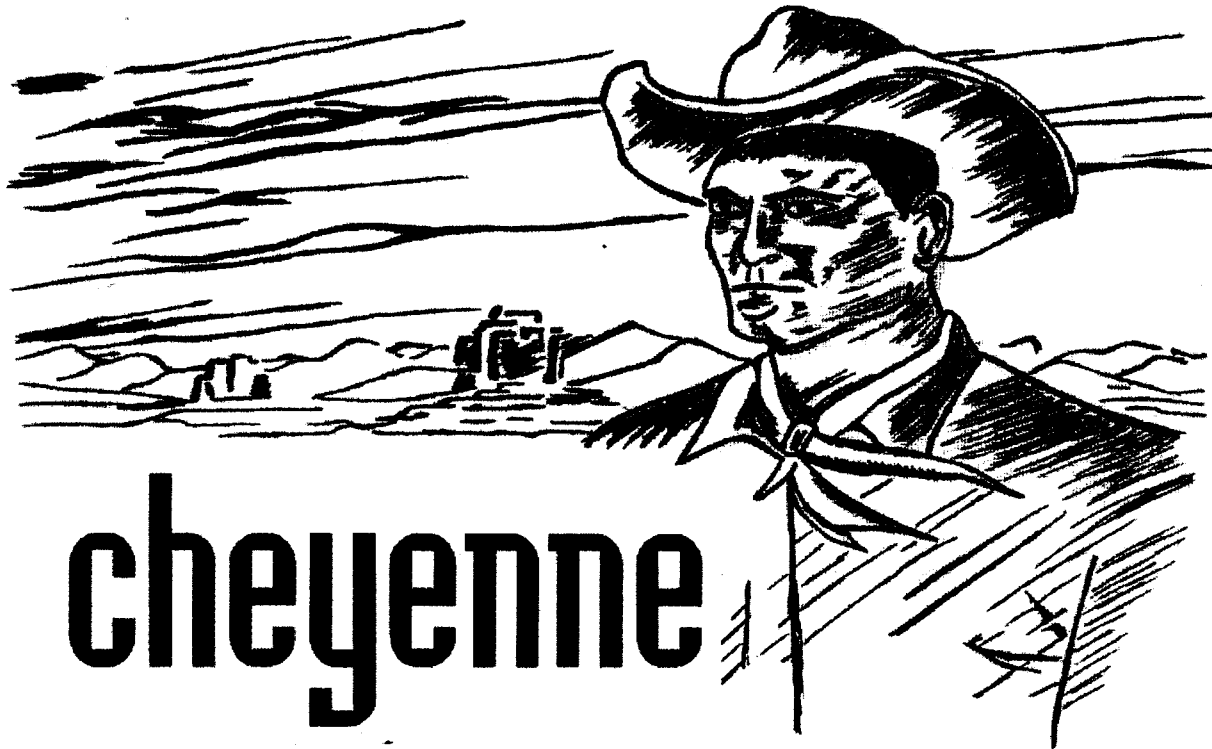


Gold Coast Gunfight 2012



Presents



cheyenne
rides again . . .

FEBRUARY 18TH & 19TH, 2012



2000 N. Commerce Parkway
Weston, FL 33326
954-343-1225



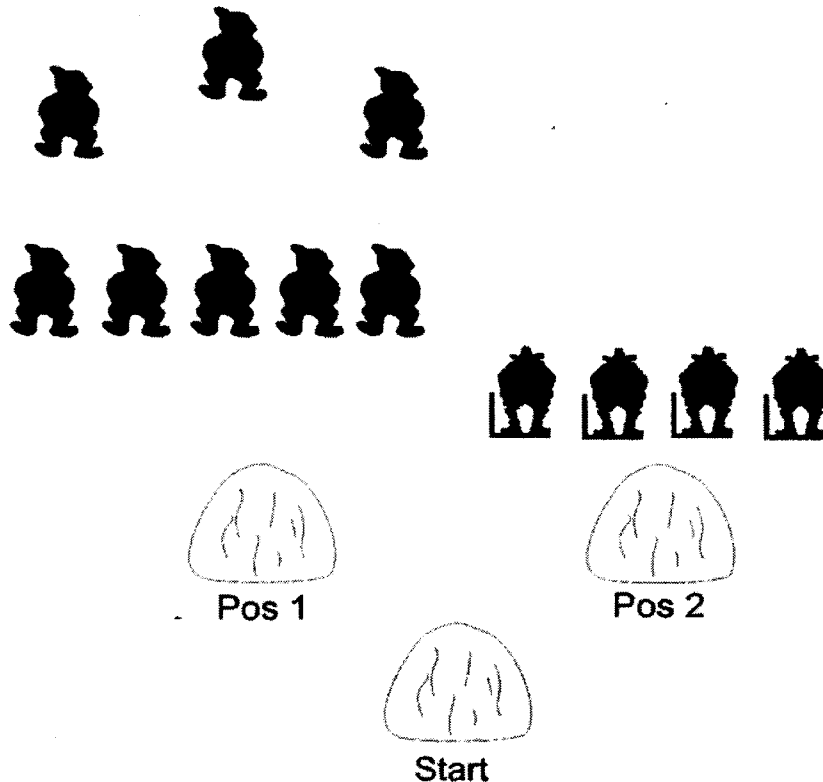
Markham Park
16001 W. State Rd. 84
Sunrise, FL
954-389-2005

Sponsored By
Central Florida Equipment

Stage 1 Mountain Fortress

Cheyenne and Smitty are in the desert making maps when they spot Shoshone smoke signals. They take to high ground where they are met by Bob Manson and his gang. They have spotted the signals too and are taking refuge on the huge rock fortress. Smitty and Manson's men fight off the Indians but Manson reveals his true intentions and robs the coach. Soon the coach is followed by a party of soldiers and everyone finds themselves on the rock waiting for a Shoshone attack.

Pistols 5 Rounds each holstered
Rifle 10 Rounds staged on rock at Pos 1
Shotgun 4 + rounds staged on rock at Pos 2



Shooter starts standing behind center rock looking through the telescope. To start the clock shooter says, "What do you make if it Cheyenne?" ATB move to position 1 and place the telescope on the rock. Retrieve rifle and triple tap sweep the three Indians starting in either direction placing last round on center Indian, return safe rifle to rock. From Position 1 with first pistol sweep the five Indian pistol targets starting from left. Then with second pistol sweep the five Indian pistol targets starting from right. Holster pistols and move to position 2 and knock down poppers in any order.

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Banks Safe & Lock Co., Inc.

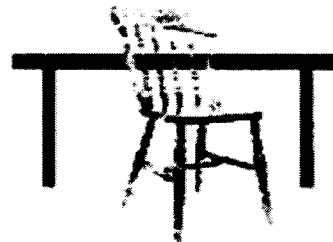
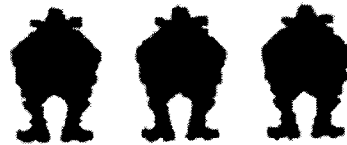
Stage 2 Death Deals the Hand

While on a riverboat, Cheyenne gets mixed up with a teacher and some crooked gamblers. When Cheyenne and Hoot Hollister catch the crooked gamblers cheating, Cheyenne asks for their money back. All the crooked gamblers offer to return is hot lead.

Pistols 5 Rounds each staged on table

Rifle 10 rounds stage on table

Shotgun 4 rounds staged on cotton bales



Shooter starts sitting at card table with cards in both hands. To start the clock shooter says, "You can read these cards better from the back than the front." ATB shooter may start with pistols or rifle and may remain seated or stand at any time. *Pistols:* Alternate on a pair of circles on either side of the spade then place last round on spade. With second pistol alternate on remaining pair circles and place last round on spade. *Rifle:* Double tap Nevada sweep rifle targets starting on either end, re-stage rifle on table. Move to cotton bales retrieve shotgun and knock down poppers in any order.

Sponsored By

The Tiresoles Group - Miami Tiresoles

Stage 3

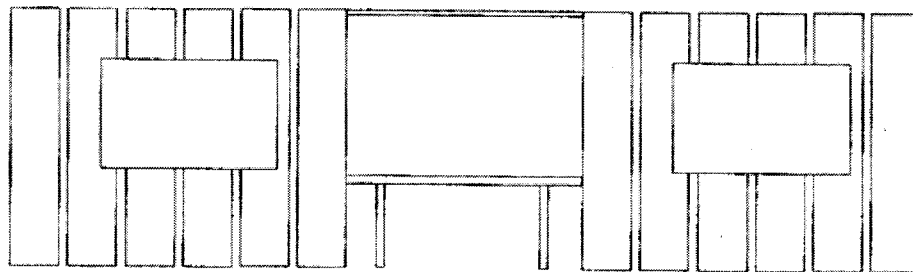
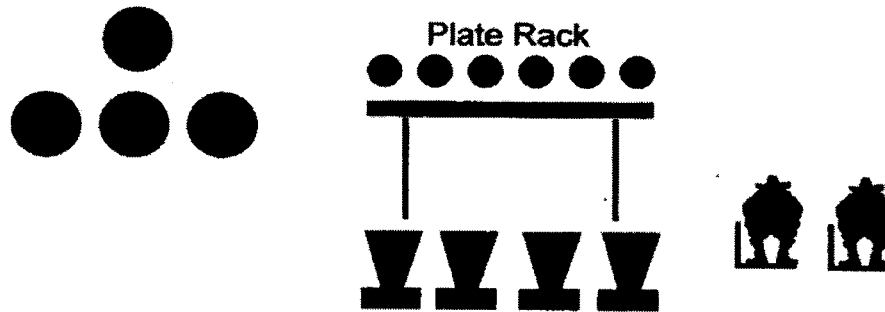
The Gamble

Helping a friend keep her saloon from a crooked group of gamblers, Cheyenne runs it while she gets to know her daughter who for ten years has been at school back East and knows nothing of how her mother earned the money that kept her there. The group of gamblers tries to take over but you don't let them.

Pistols 5 Rounds each holstered

Rifle 10 Rounds staged on table

Shotgun 2 Plus rounds stage on table



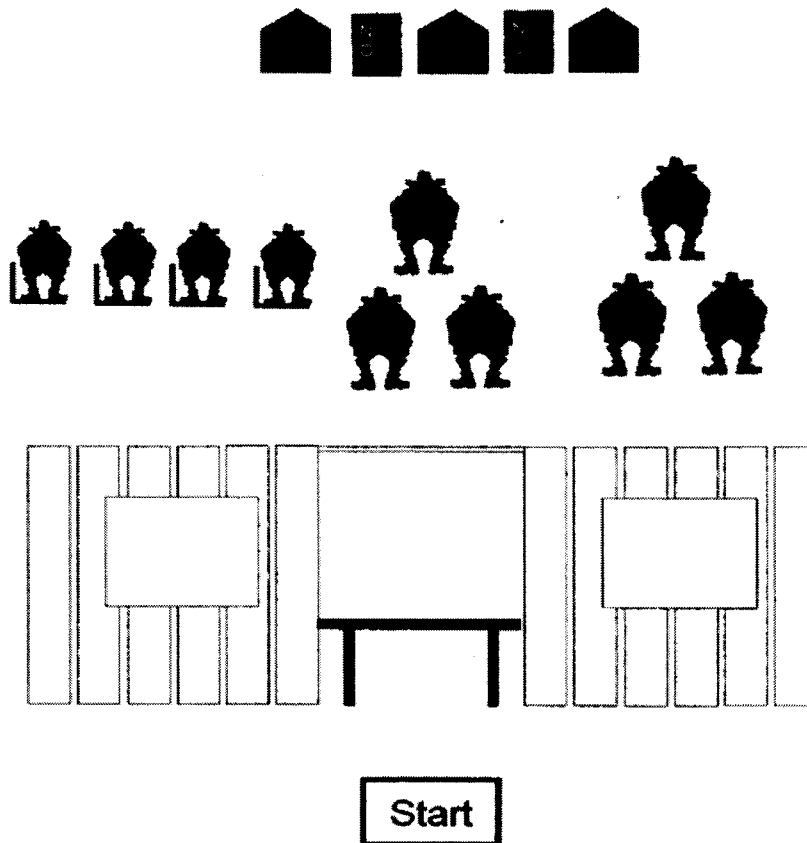
Shooter starts at left window hands on pistols. To start the clock shooter says, "The saloon's not for sale." ATB with first pistol engage the top white circle then sweep the blue circles in either direction with the last round on the top white circle, holster. With second pistol engage the top white circle then sweep the blue circles in either direction with the last round on the top white circle, holster. Move to doorway, with rifle engage the plate rack until all plates are down then engage the four rifle poppers below the rack knocking them down. Place open empty rifle on table and pick up shotgun knock down any remaining *poppers* then move to right window and engage shotgun poppers until down. Misses on *plate rack* are not a miss unless plates remain standing. Rifle poppers left standing can be made up with shotgun, targets left standing on the plate rack *may not be re-engaged with shotgun*.

Sponsored By
TrimLine Graphics International, Inc.

Stage 4 The Frightened Town

Cheyenne ramrods a bunch of drovers who get drunk while resting up in Kingsburg. Their boss is mysteriously killed and he has to hold them all together before they take out their drunken anger on the entire town - especially the marshal

Pistols 5 Rounds each holstered
Rifle 9 Rounds staged in doorway
Shotgun 4+ Rounds staged in left window



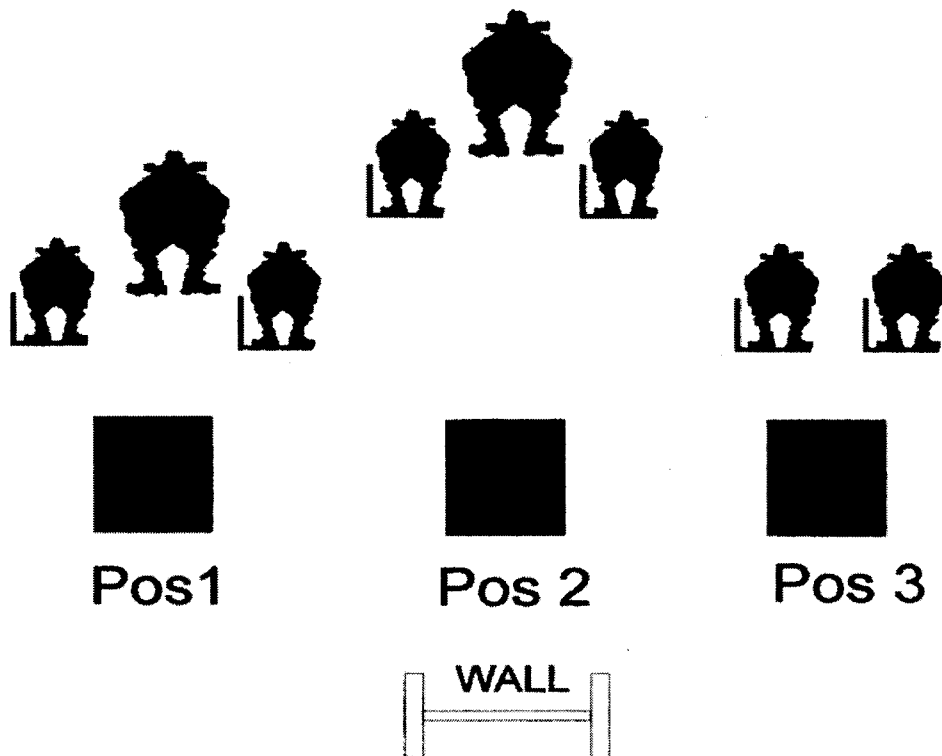
Shooter starts standing in shooter's box hands on guns. To start the clock shooter says, "Alright boys drop'em or your dead." ATB Any gun any order. **One pistol** shot from doorway engage three cowboys in a circular counter clockwise sweep starting on the top cowboy, holster pistol. **One pistol** shot from right window, engage three cowboys in a circular counter clockwise sweep starting on the top cowboy sweep holster pistol. **Rifle** from doorway sweep the brown buildings three times starting in either direction no double taps, the white targets are **NO SHOTS**. **Shotgun** from left window engage poppers until down poppers must fall.

Sponsored By
The AMMO Shop

Stage 5 Border Showdown

Cheyenne and his sidekick Smitty are on the trail of bank robbers. The gang's leader has killed one of the townsfolk during the robbery and high tailed it with his gang to a remote Mexican border town where he soon has the inhabitants under his control. Cheyenne becomes involved because the man that died was an old friend of his and decides to go after Thompson and bring him back for trial. When the shooting starts the timid town folk decide to come out and help

Pistols 5 Rounds each holstered
Rifle 10 Rounds staged on box at pos. 2
Shotgun 6 + Rounds staged on box at pos. 1



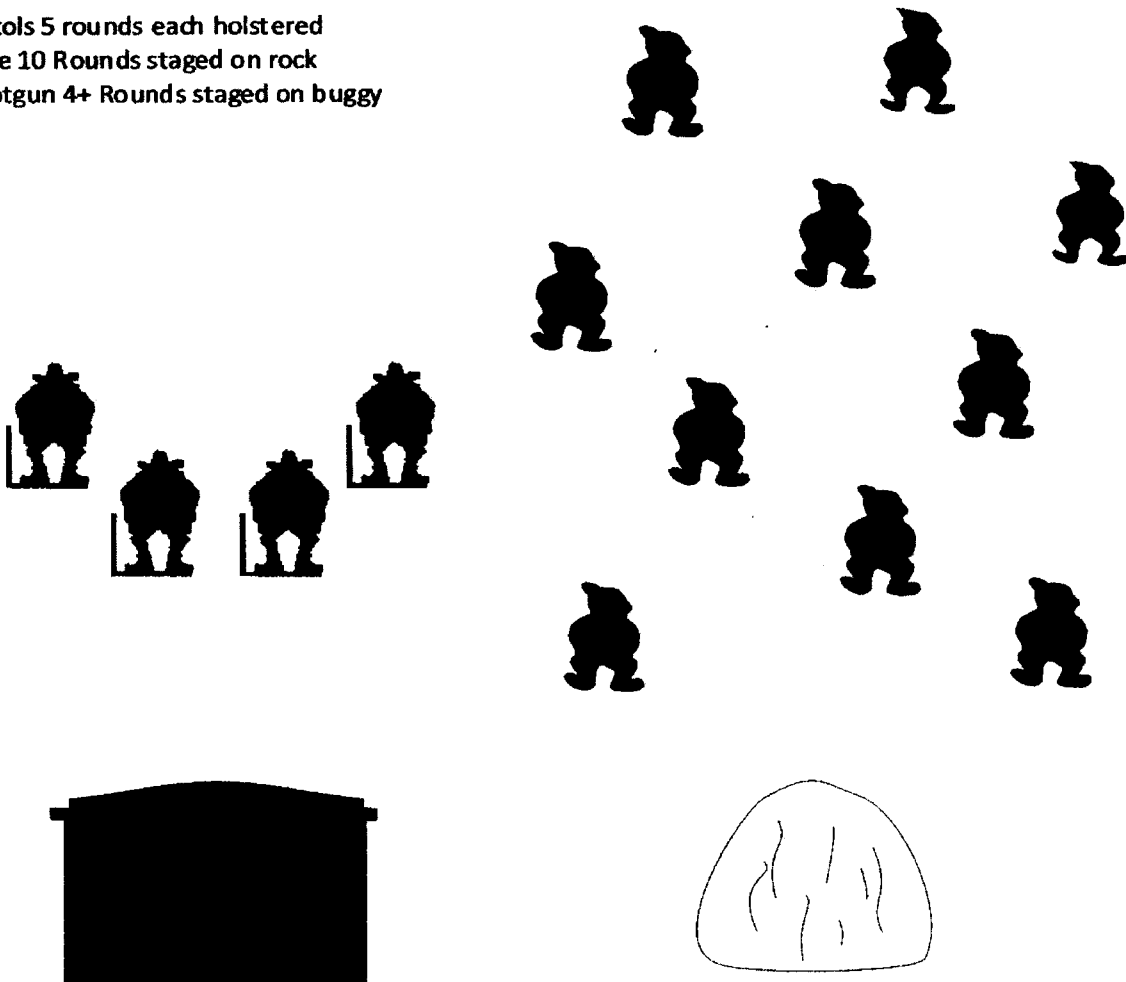
Shooter starts standing with both feet behind the wall aiming toy rifle in both hands pointed down range. To Start the clock shooter says, "Alright Thompson come on out." ATB move to position 1 place toy rifle on box. Retrieve shotgun and engage two poppers until down re-stage open empty shotgun on box. From Position 1 with pistols place 10 rounds on Big Sam, holster pistols. Retrieve shotgun and move to Position 2, with shotgun engage two poppers until down stage open empty shotgun on box. Retrieve rifle and place 10 rounds on Big Sam. Re-stage safe rifle pick up shotgun and move to Pos 3 and engage poppers until down.

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Maintenance Products, Inc.

Stage 6 West of the River

A father tries to rescue his kidnapped daughters who were taken 5 years ago by Indians. Leading about a dozen men, Cheyenne tries to rescue both daughters not knowing that they both have become part of their captors lives and one is to be married to Tonaka the Kiowa chief.

Pistols 5 rounds each holstered
Rifle 10 Rounds staged on rock
Shotgun 4+ Rounds staged on buggy



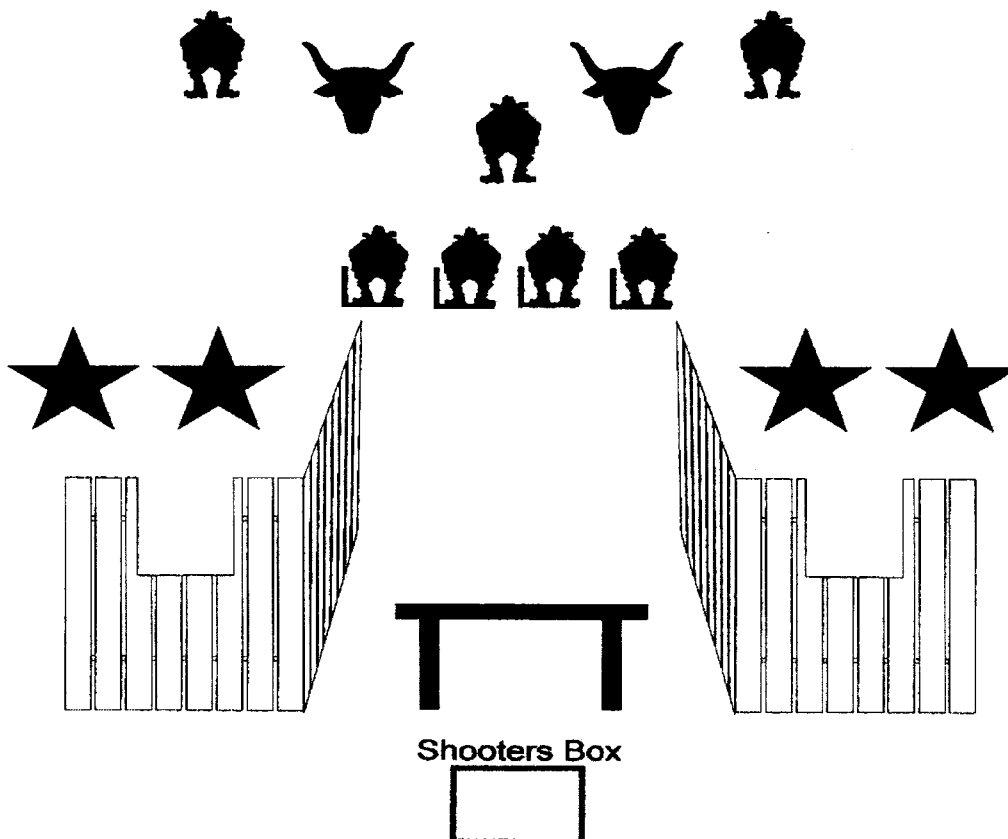
Shooter starts sitting in buggy with reigns held in both hands. To start the clock shooter says, "Whoa boys." ATB Pick up shotgun and engage the four shotgun targets in any order. You may remain seated or stand after the beep when engaging the shotgun targets. Place open empty shotgun on cart and move to rock. From behind the rock with pistols and rifle shoot each Indian 2 times any order and with **NO double taps**

Sponsored By
Palmetto Ford Truck Sales, Inc.

Stage 7 Hired Gun

A hit man is hired to kill a potential employer of Cheyenne's. When he tries to kill Cheyenne instead for recognizing him, he is killed by the local sheriff. The sheriff then asks Cheyenne to take the job but work for him too so they can figure out who sent for the hit man in the first place and who he was really supposed to kill.

Pistols 5 rounds each holstered
Rifle 10 rounds staged on table
Shogun 4 + rounds staged on table



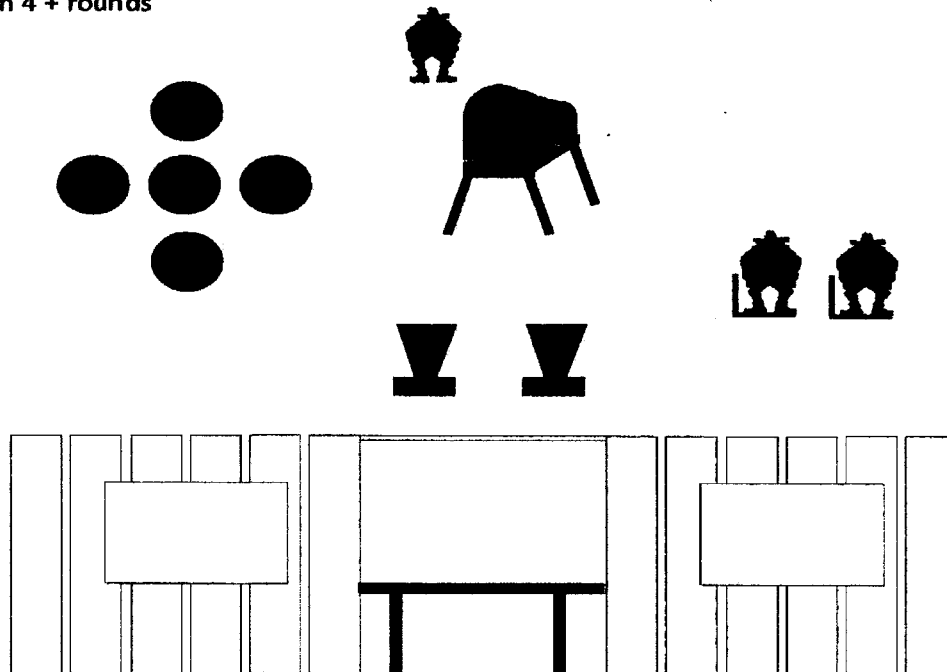
Shooter starts standing in shooters box holding ammo box. To start the clock shooter says, "Who are you supposed to kill!" ATB move to table and place open ammo box on table. Retrieve shotgun and engage the four shotgun poppers loading from box. Return open empty shotgun to table and move to either fence opening, draw first pistol and alternate on stars for five rounds, holster. Move to table retrieve rifle and double tap the cowboys and steers, any order. Return open empty rifle to table and move to the other fence opening and with second pistol alternate on the two stars. You may put as many shotgun shells in the ammo box as you like; shells must not be staged in the box. Prior to the shooter saying the line, the RO will instruct shooters to shake the ammo box so shells can clearly be heard moving in the box.

Sponsored By
Kelly Tractor Co.

Stage 8 Lone Gun

Cheyenne rides to town and runs into two of the Laverson brothers. After defending himself, he kills one and sends the other packing. Heading to the job that brought him here, he sees Amarillo Ames who wants to hire him to drive his cattle to Dodge, with the promise of lots of money for the one who gets there first. After Amarillo dies on the trail, Cheyenne must prove himself to the men who don't believe that Cheyenne was put in charge before they left if anything were to happen to their boss. It all comes to a boil when they reach Dodge City, ahead of schedule, and Cheyenne must deal with the Laversons as well as his men who have all grown to dislike him.

Pistols 5 rounds each holstered
Rifle 10 rounds staged in doorway
Shogun 4 + rounds



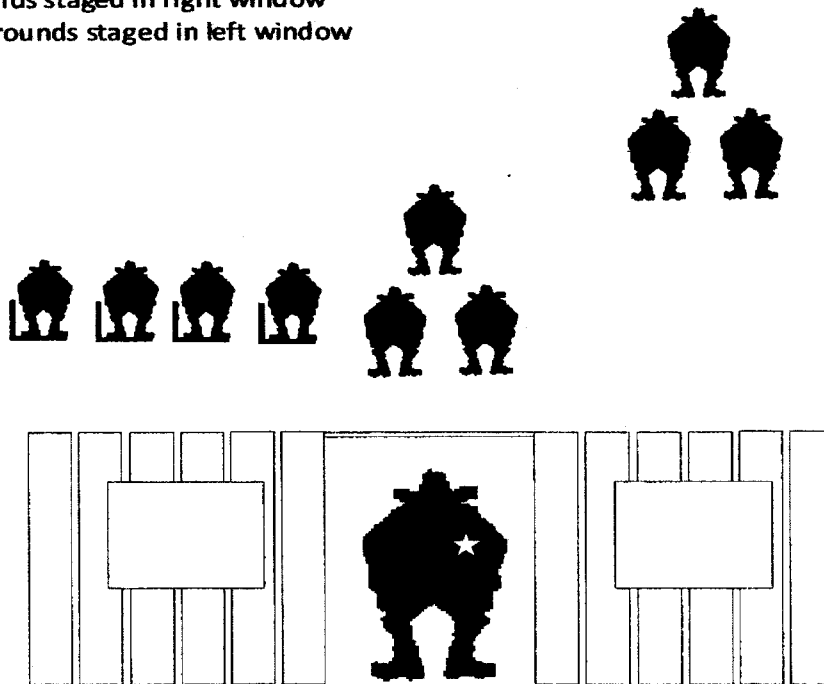
Shooter starts standing in doorway holding shotgun. At the command of the RO the shooter will load two rounds in the shotgun. With the shotgun held in both hands pointed down range shooter says, "You Laverson's men?" ATB engage the two poppers in front of the door until down. Place open empty shotgun on table, move to left window and with first pistol Nevada sweep the horizontal line of pistol targets starting in either direction. With second pistol Nevada sweep the vertical line of targets starting in either direction. Move to doorway, retrieve rifle and engage the tombstone target until all plates are down placing any remaining rounds on the cowboy. Place open empty rifle on table. Retrieve shotgun, move to right window and engage poppers until down. Misses on plate rack are not counted unless plates remain standing.

Sponsored By
Designs by MaryAnn

Stage 9 Outcast of Cripple Creek

Cheyenne is hired to replace the marshal, a friend of his, who died. All he needs to do is keep the peace on Peace Street and keep those on Cow Street off the street. Bodie proposes a law: 10 PM curfew, saloons closed on Sunday and 2 drink limit per man. This threatens the revenues that folks on Peace Street have been reaping from Cow Street and they don't like it. So how can they get rid of the new marshal?

Pistols 5 Rounds each holstered
Rifle 10 Rounds staged in right window
Shotgun 4+ rounds staged in left window



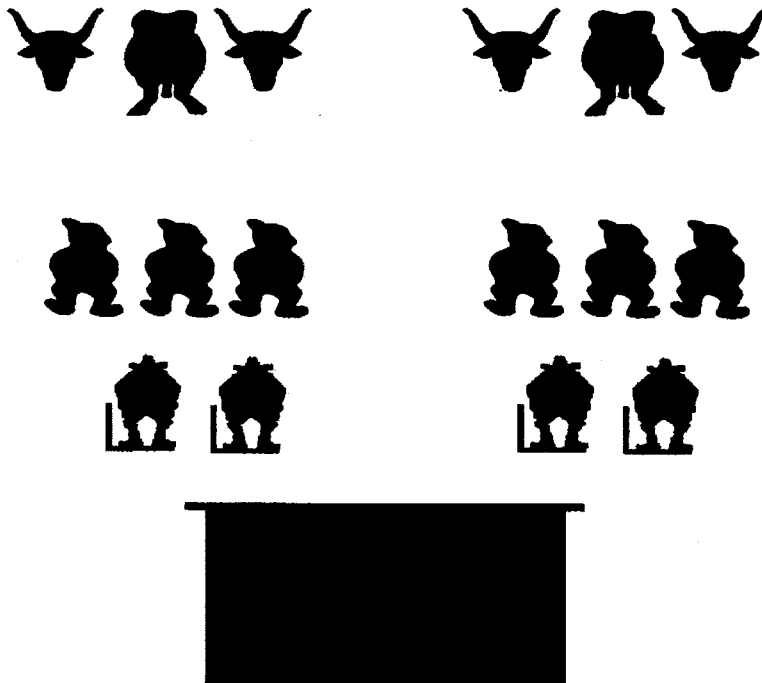
Shooter starts standing at doorway hands on pistols. To start the clock shooter says, "Your spoiling all our fun Marshal." ATB knock down the Marshal and with first pistol place three rounds on the center cowboy and the one round each on the outside cowboys. Second pistol, place one round each on outside cowboys and three rounds on the center cowboy. Move to right window, retrieve rifle, and place three rounds on the center cowboy and one round on each outside cowboy. With remaining five rounds place one round on each outside cowboy and three rounds in the center cowboy. No double taps on the outside rifle targets. Re-stage save rifle in right window and move to left window. Retrieve shotgun and engage four shotgun poppers any order until down.

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Tropic Oil Company

Stage 10 Julesburg

Cheyenne and Smitty come across a wagon train lost on their way to Wyoming Territory. Cheyenne agrees to guide them as far as Fort Laramie where they can get a guide. Rustlers descend on their camp at night and steal more than 200 head of cattle from the settlers. Cheyenne figures they'll try to sell the cattle at the nearby town of Julesburg. He and Smitty head into Julesburg undercover to try and get the cattle back. Cheyenne and Smitty get cornered in the hotel by the rustlers and have to shoot their way out.

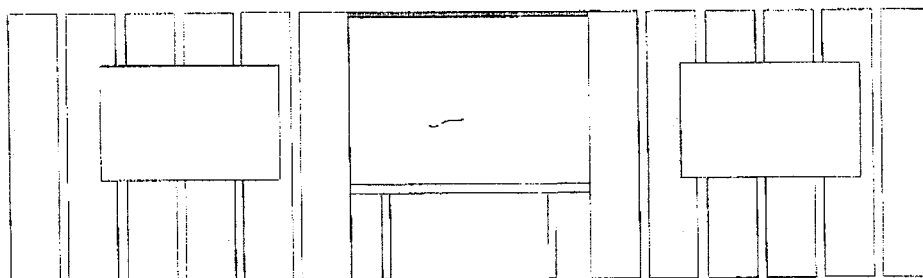
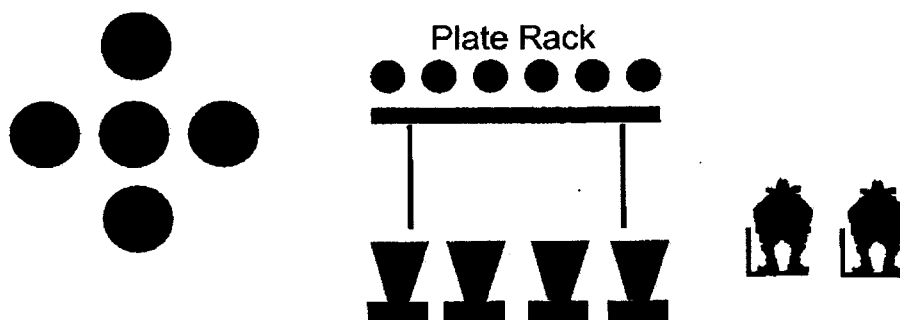
Pistols 5 Rounds each holstered
Rifle 9 Rounds staged on left or right side of hotel desk
Shotgun 4+ Rounds staged on hotel desk opposite side of rifle



Shooter starts, center of hotel desk with both hands flat on desk. To start the clock shooter says, "Keep me covered, those shots will bring us more company!" ATB shooter must shoot one pistol from each side of the bar (left and right) in a Nevada sweep either direction. The rifle will be staged on either left or right side of bar and will shoot a continuous Nevada sweep on three rifle targets for 9 rounds starting in either direction. The shotgun will be staged opposite side of bar from the rifle. Shooter will shoot 2 poppers then move to other side of bar and shoot 2 poppers. Any gun any order from locations specified for each gun The rifle is the only gun shot from only one side of the desk. Engage the correct bank of rifle targets depending on which side of desk you engage with rifle.

WILD BUNCH STAGE 1

Pistol holstered 15 rounds
Rifle staged left window 10 rounds
Shotgun staged right window 6 rounds



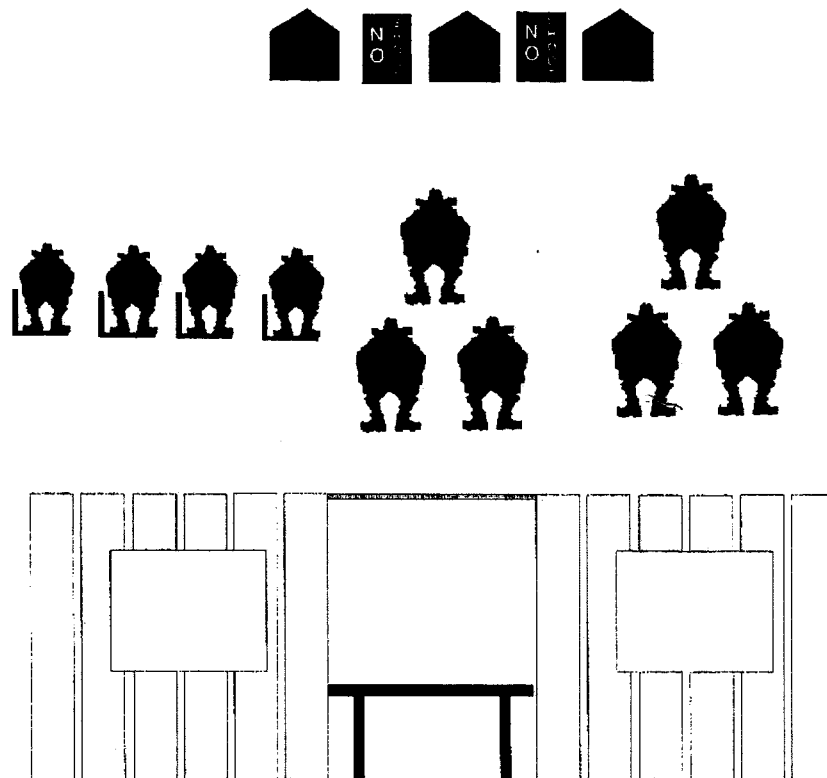
Shooter starts standing in doorway with both hands on table palms down. ATB move to left window and with pistol engage three round targets with a vertical sweep beginning in the center and ending in the center (5 rounds). Then with pistol engage three round targets with a horizontal sweep beginning in the center and ending in the center (5 rounds). With pistol in safe condition move to doorway and engage five knockdown targets any order (plates must fall to score). Safely stage pistol on the table. Move to right window and engage two poppers with shotgun (non-comstock). With shotgun in safe condition move to doorway and engaged four poppers (non-comstock) left to right. Stage shotgun and move to left window. With rifle engage three round targets with a vertical sweep beginning in the center and ending in the center (5 rounds). Then engage three round targets with a horizontal sweep beginning in the center and ending in the center (5 rounds).

WILD BUNCH STAGE 2

Pistol holstered 15 rounds

Rifle staged right window 10 rounds

Shotgun loaded up to six rounds last two rounds loaded from body 8 rounds



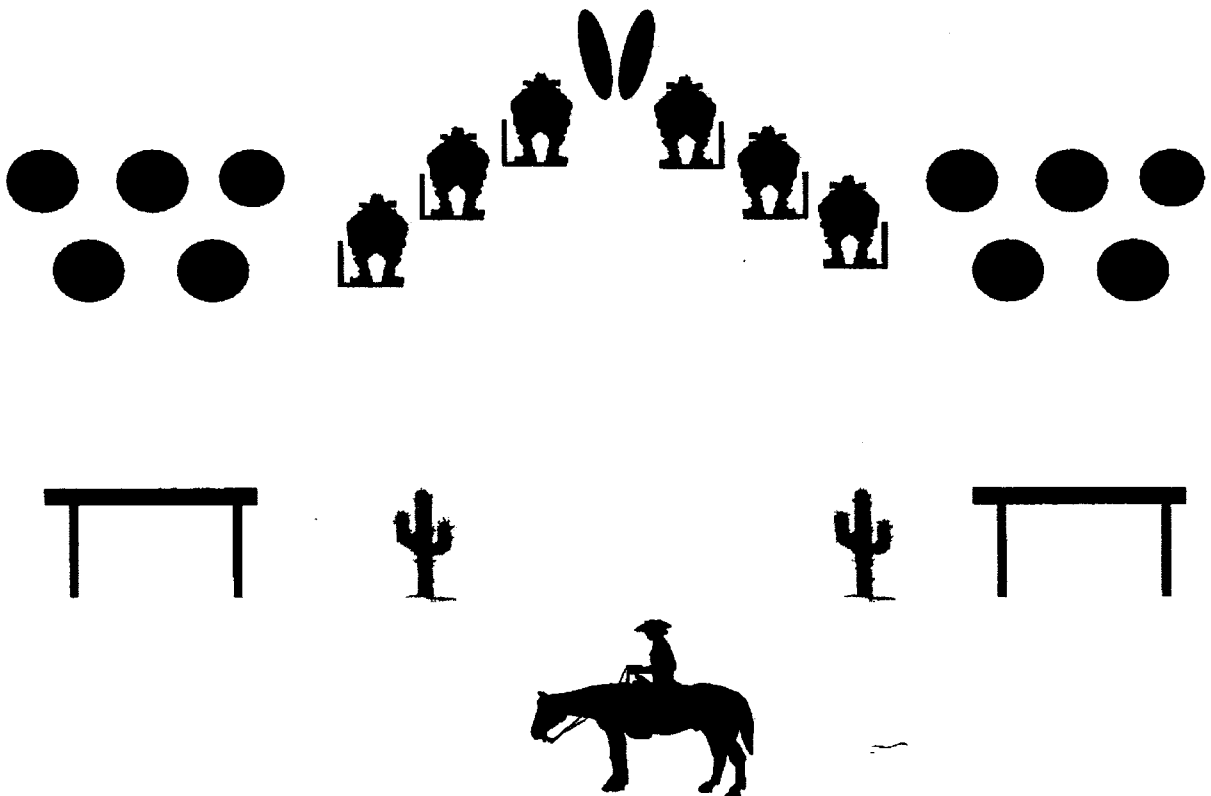
Shooter starts standing a left window with shotgun at cowboy port arms. ATB engage four knock down (non-comstock). With shotgun in safe condition move to doorway and engage two closest cowboys (non-comstock). With shotgun in safe condition move to right window engage two closest cowboys (non-comstock) with ammunition from the body. Safely stage shotgun in right window. From the right window with pistol engage each cowboy once (3) then right rifle target and then center rifle target. With pistol in safe condition move to doorway and engage each cowboy once (3) and left rifle and center rifle targets: Then engage each cowboy once (3) and double tap center rifle target. Safely stage pistol on table and move to left window and with rifle perform a continuous sweep beginning from the left on three rifle targets.

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Nortrax Heavy Equipment Sales & Service

Shootist Challenge

Challenge someone, be challenged, or just sign up.

Pistol 5 round each staged on table
Shotgun 10 rounds staged on table



Procedure

Coin toss will determine shooting side. Shooters start on left or right side of horse depending on coin toss. Stage guns as indicated. Start with both hands on horse facing opposing shooter. ATB move to table retrieve pistol and shoot the five targets in any order. Return pistol to table, pick up shotgun and move to cactus and shoot poppers until down engaging the dueling popper LAST.

May the best shooter win and in the end there can only one shootist.