



# Gold Coast Gunfight 2013

Presents



*Return to*  
**SILVERADO**



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



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

FEBRUARY 16<sup>TH</sup> & 17<sup>TH</sup>, 2013

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Kelly Tractor Co.

## Silverado

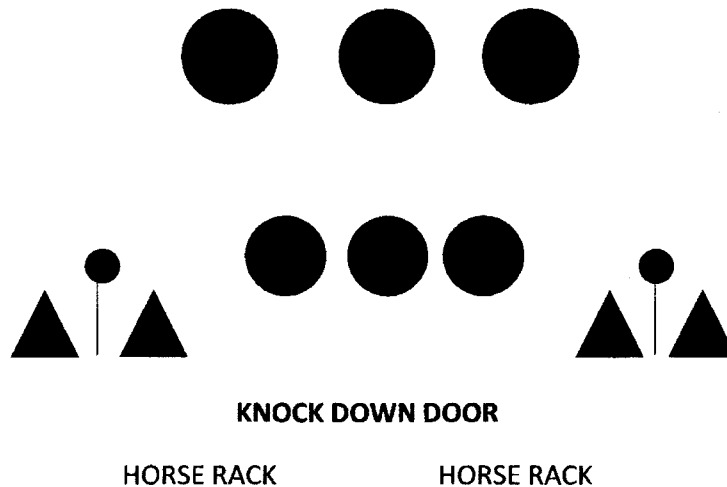
### Stage 1

A cowboy named Emmett spent the last 5 years in prison for killing Murdo McKendrick who was going to shoot his brother in the back. Emmett has done his time and is on his way to meet his brother. The two of them will go on to Silverado to say goodbye to their sister before going off to California. Emmett is sleeping in a little line shack, when all of a sudden the door kicks open and there are three cowboys trying to kill him. He grabs his guns and defends himself.

Pistols 5 rounds each holstered

Rifle 10 rounds staged on horse rack

Shotgun 6+ rounds staged on horse rack



Shooter starts sitting in chair with the blanket over your shoulder and head down. When ready, shooter will nod. At the beep knock down the door. With pistols, shoot each pistol target three times. Put the 10<sup>th</sup> round on the middle target. With the rifle, shoot each rifle target three times and the 10<sup>th</sup> round on the middle target. With the shotgun, shoot all shotgun targets. Any gun, any order. Popper must fall.

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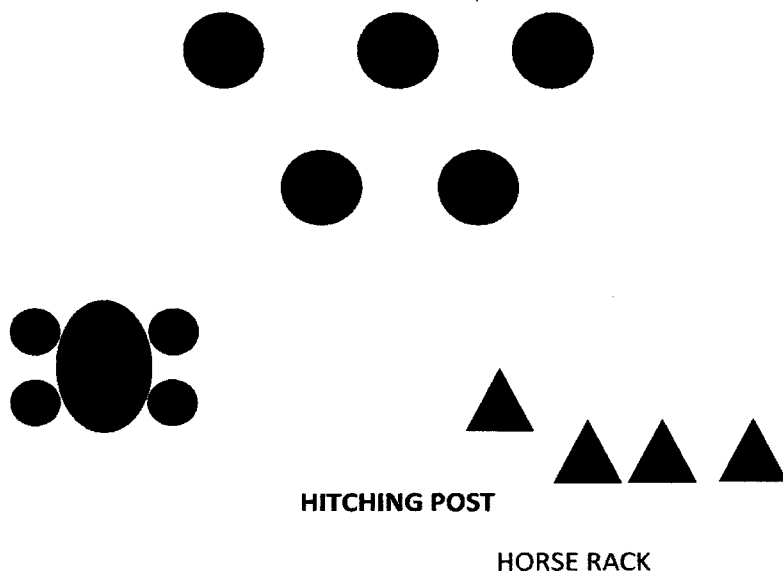
## Stage 2

When Emmett left the line shack, his horse was still there along with a pinto that one of the shooters was riding, so he took it with him. On his travel through the dessert he found a cowboy who was about half dead wearing nothing but his long johns. Emmett gives him some water and lets him ride the Pinto to the next town. Once there the half dead cowboy named Paden sees the man who stole his horse and all hell breaks lose

Pistols 5 rounds holsterd

Rifle 10 rounds staged on horse rack

Shotgun 4+ rounds staged on horse rack



Shooter starts to the left of the hitching post and says, "I had a girl do that to me once, didn't make her my wife." At the beep with your first pistol, shoot the cowboy once and then the four plates. With the second pistol shoot the four plates and then the cowboy. Holster pistols and move to the center of the hitching post. Retrieve rifle and double tap the rifle targets. Return rifle to horse rack action open. Move to right of hitching post. Retrieve shotgun and shoot poppers. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

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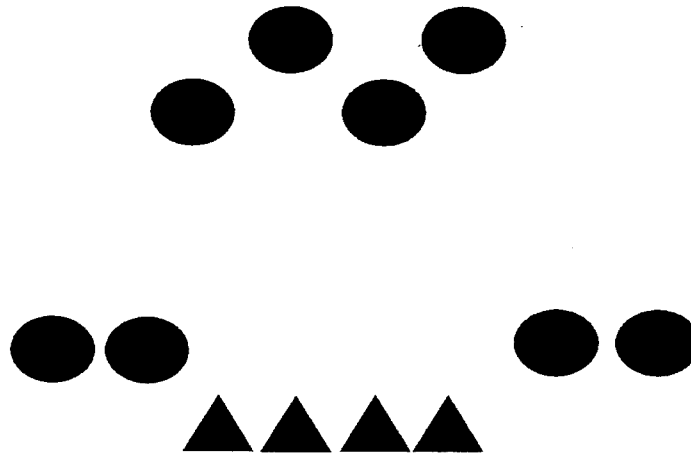
Stage 3

Now Paden has his horse and some clothes and rides with Emmett to the next town to meet Emmett's brother Jake. When they arrive, they find Jake in jail and there are plans to hang him in the morning. Emmett tells Paden that he has to break him out. Paden says he can't help. He wishes him well and says maybe they will meet each other again. Emmett and Paden head to the saloon where Paden finds a guy wearing his hat.

Pistols 5 rounds each holstered

Rifle 10 rounds staged on bar

Shotgun 4+ rounds staged on bar



**BAR**

Shooter starts at either left or right side of bar, hands on guns and says, "I hope your fingers aren't tickling my ivory handle colt." At the beep alternate on the two pistol targets for five rounds. Move to the other side of the bar and alternate on the two pistol targets for five rounds. Holster. Move to the center of the bar. Retrieve rifle and shoot 2 on 1, 3 on 3, 2 on 2, and 3 on 4. Return rifle to bar action open. Retrieve shotgun and shoot poppers. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

# Sponsored By The AMMO Shop

## Stage 4

The shootout in the bar finds Paden and Jake in jail together. After a very creative jail break, the two are on the street waiting for Emmett to bring the horses. The sheriff and his deputies find out and the shooting begins.

Pistols 5 rounds each holstered

Rifle 10 rounds staged in window

Shotgun 4+ rounds staged in doorway



## BUILDING

Shooter can start at either left or right window. Shooter starts with one hand on their hat and the other hand with one finger up to their mouth and says, "Now we wait. Shhhh." At the beep, pistols are a 2-1-2 sweep. Second pistol repeat. Rifle is two 2-1-2 sweep. Pistol and rifle must be shot in opposite windows. Move to the door. Retrieve shotgun and shoot any four poppers. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

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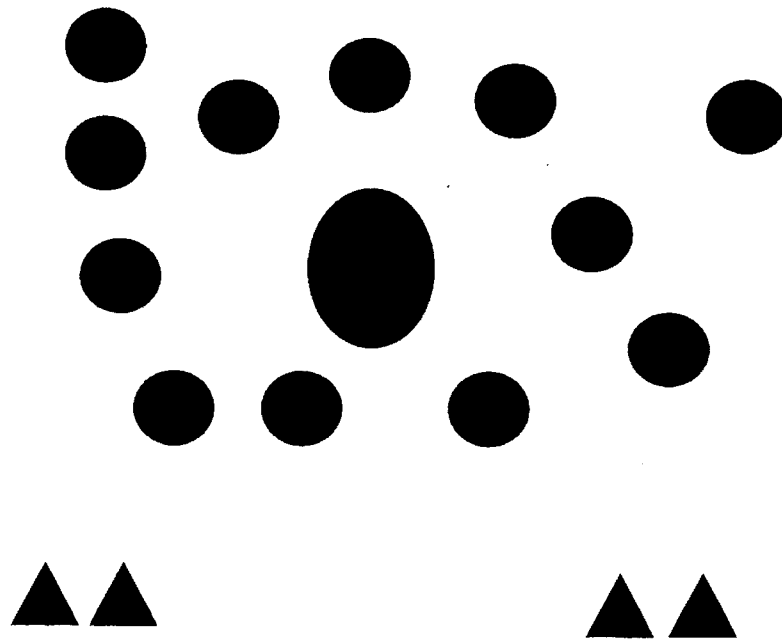
## Stage 5

Emmett, Jake and Paden get help losing the sheriff and his deputies from a sharpshooter with a Henry rifle names Mal who is headed to Silverado to see his family. The four of them are riding to Silverado when they come upon a wagon train that has been robbed of its strong box and left stranded. Jake stays to get the wagon train moving. Emmett, Paden and Mal go after the bad guys. They find the bad guys holed up in a canyon. They have to go in and shoot their way out.

Pistols 5 rounds each holstered

Rifle 10 rounds staged in wagon

Shotgun 4+ rounds staged in either left or right side of wagon



### WAGON

Shooter starts with hands on center of wagon and says, "Mister you got a lot to learn about people." At the beep pistols or rifle. All targets must be hit at least once. Re holster pistols. Return rifle to the wagon action open. Move to shotgun. Shoot poppers. Move to other side of wagon and shoot poppers. Poppers must fall. Do not shoot the cattle!

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

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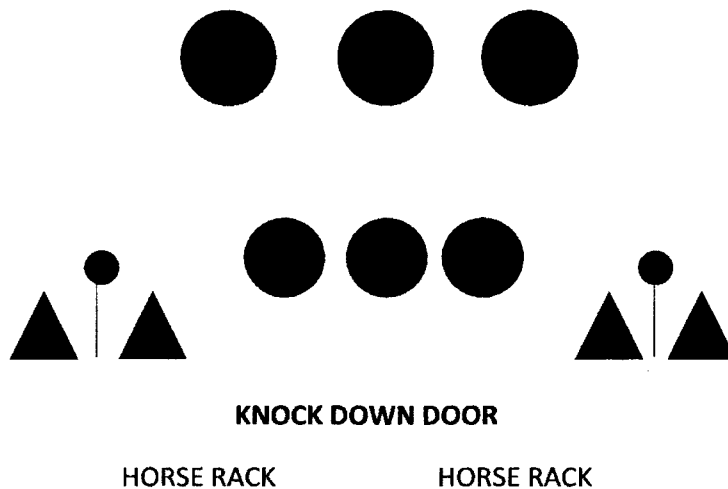
## Stage 6

They make it Silverado. Emmett and Jake see their sister. Mal finds his family home burned to the ground. Paden goes to the saloon, the Midnight Star, and meets Stella, the woman who runs the place and a man from his past named Cobb who owns it. He takes a job helping Stella run the saloon. Mal goes to find out who burned down his family's home.

Pistols 5 rounds each holstered

Rifle 10 rounds staged in horse rack

Shotgun 6+ rounds staged on horse rack



Shoot starts pointing at door and says, "I don't want to kill ya, and you don't want to be dead." At the beep knock down door. With pistols do a continuous double tap Nevada sweep. Holster. Retrieve rifle and do a continuous Nevada sweep. Return rifle to horse rack action open. Retrieve shotgun and shoot all shotgun targets. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-160 Seconds

# Sponsored By Designs by MaryAnn

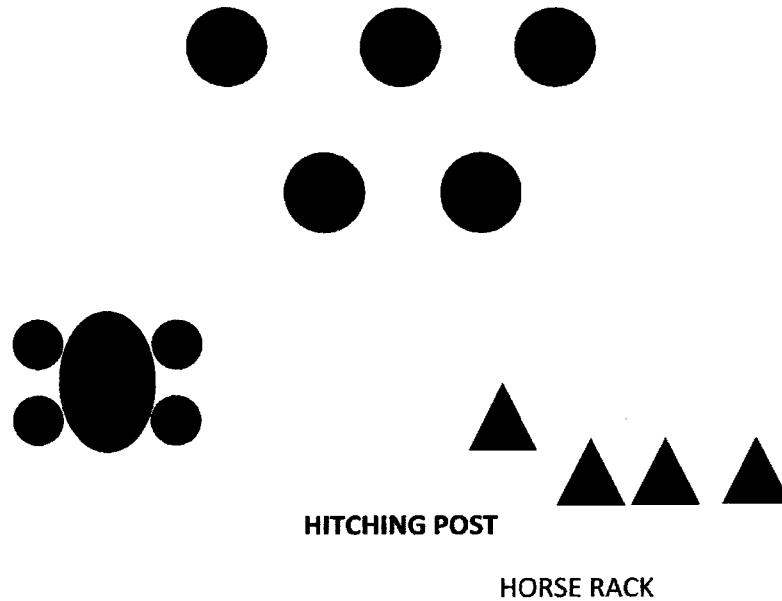
## Stage 7

McKendrick is determined to kill Emmett and Jake for the death of his father. He tells Cobb, "It's time you earn your pay." Cobb and his deputies set out to do McKendrick's dirty work.

Pistols 5 rounds each holstered

Rifle 10 rounds staged on horse rack

Shotgun 4+ rounds staged on horse rack



Shooter starts at the left side of the hitching post with arms crossed and says, "Don't shoot the sheriff. It's against the law." At the beep, with pistols double tap all pistol targets. Holster. Move to right side of hitching post and retrieve shotgun and shoot two poppers. Return shotgun to rack. Retrieve rifle move to center of hitching post and double tap the three upper rifle targets and double tap the lower target. Return rifle to horse rack. Move to right of hitching post and shoot last two poppers. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds



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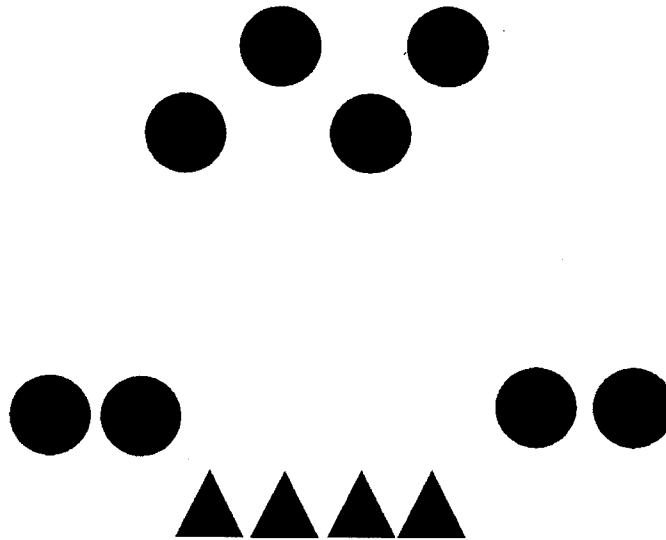
Stage 8

Cobb and his men almost kill Emmett, but Mal saves him. Mal goes to town to find Jake, but Cobb catches him and puts him in jail. Paden tries to stay out of it. When Cobb, trying to find Jake, burns down Jake's sister's home, shoots her husband and kidnaps their son, Augie, Paden can't stay out of it any longer.

Pistols 5 rounds each holstered

Rifle 10 rounds held at Cowboy port arms

Shotgun 4+ rounds staged on bar



**BAR**

**COBB!** At the deep do a progressive sweep on the rifle targets. Return rifle to bar action open. Shooter's choice, move to one side of bar and shoot the pistol target 2 on 1, 2 on 2, and 1 on 1. Move to other side of bar and repeat. Holster. Move back to center of bar and shoot poppers. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

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Stage 9

Mal's sister breaks him out of jail. He goes to get Emmett. Paden heads to the McKendrick Ranch and on the way catches up with Emmett and Mal. They are going to need help if the three of them are going to kill Mckendrick and all of his men. So they stampede the cattle through the ranch. Once the shooting starts, they find out Jake is there to help too.

Pistols 5 rounds each holstered

Rifle 9 rounds staged in window

Shotgun 4+ rounds staged in doorway



**BUILDING**

Shooter starts in either window, hands cupping mouth and says, "Stampede!" At the beep with the first pistol, shoot the two outside targets once and the center target three times. Move to the other window and repeat. Holster. Retrieve rifle and triple tap the rifle targets. Return rifle to window action open. Move to doorway. Retrieve shotgun and shoot 4 poppers. All on the same side. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

# Sponsored By Tropic Oil Company

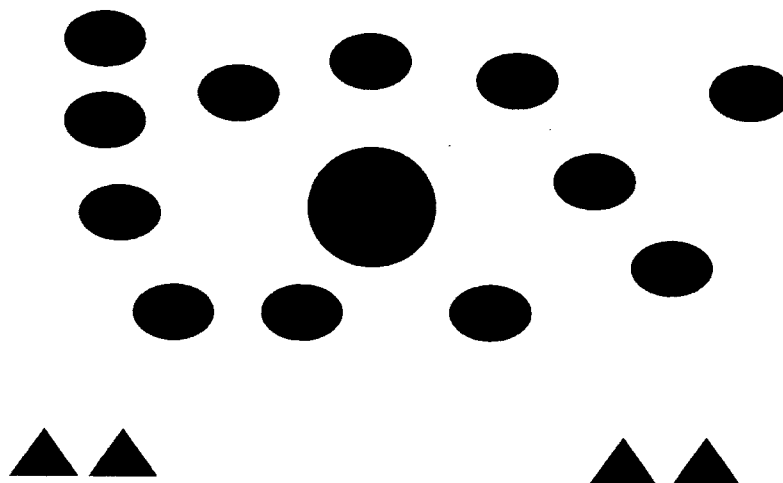
## Stage 10

McKendrick escapes and heads back to town so Cobb can protect him. There is nothing for Emmett, Jake, Paden and Mal to do but go back to town and finish this once and for all.

Pistols 5 rounds each holstered

Rifle 10 rounds staged in center of wagon

Shotgun 4+ rounds staged in left side of wagon



**WAGON**

Shooter starts on the left side of the wagon with fingers touching shotgun butt and says, "Come on out boys Jake's in town. Let's start the ball." At beep retrieve shotgun and shoot two poppers. Return shotgun to center of wagon. Shooter's choice. Pistols. First pistol shoot three pistol targets once then the big cowboy twice. Second pistol shoot three different pistol targets then the big cowboy twice. Do the same with the rifle. Holster pistols. Return rifle to wagon. Retrieve shotgun. Move to right of wagon and shoot poppers. Poppers must fall.

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

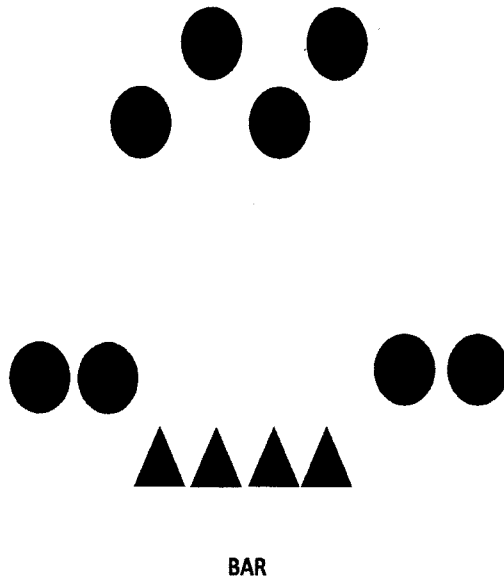
# WILD BUNCH

## Stage 1

Pistol 10 rounds(5 each mag) holstered

Rifle 10 rounds staged on bar

Shotgun 4+ rounds staged on bar



Shooter starts on left side of bar hands not touching guns and says "Give'em hell Pike"! At the beep draw your gun and alternate on the two pistol targets 2, 2, 1. Move to right side of bar and repeat. Holster gun and move to center of bar retrieve rifle and do a 3,2,3,2 sweep. Return rifle to bar action open. Retrieve shotgun and shoot poppers. Poppers must fall

SDQ = possible # shots X 5 + 30 Seconds : Value-150 Seconds

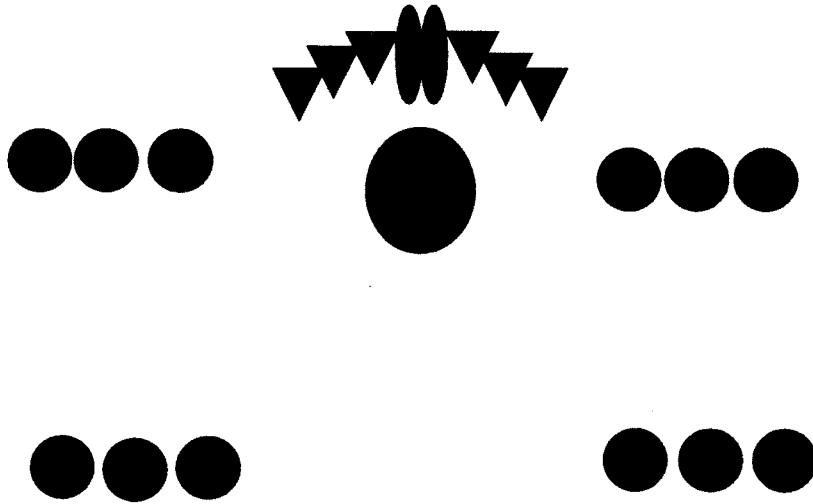
# WILD BUNCH

## Stage two

Pistol 10 rounds(5 each mag) holstered

Rifle 10 rounds staged in window

Shotgun 2+ rounds staged in doorway



## BUILDING

Shooter starts with both hands on table and says "It's covered, ya two bit, redneck peckerwood". At the beep draw your gun and shoot the small poppers. Put any remaining rounds into the dump target. Misses on the poppers do not count unless standing or un-hit. Holster gun. Move to rifle and do a continues double tap Nevada sweep. Return rifle to window action open. Move back to doorway retrieve shotgun and shoot the two tall poppers. Poppers must fall.

SDC = possible # shots X 5 + 30 Seconds : Value-150 Seconds