



STAGE # 1

BEN COOLEY



- **Ben Cooley and the giant Bisbee Deportation of July 12, 1917.**

The miners at the Copper Queen Mine in Bisbee Arizona were on strike seeking better working conditions. A group of miners loyal to the mining companies formed the Workman's Loyalty League. A secret meetings of this so-called "vigilante group" was held to discuss ways to deal with the strike and the strikers. Cochise County Sheriff Harry Wheeler in Bisbee was forced to deal with the strikers. But this time, it wasn't a handful of miners, this time it was some hundreds of miners and their supporters. They were rounded up and loaded into cattle cars and deported 200 miles to Tres Hermanas in New Mexico. Sheriff Wheeler had lots of help, he'd deputized many citizens who turned on the miners. One of these deputies was **Ben Cooley** who was a local Pharmacist in Bisbee but was a former ranch hand and proficient with a Colt .45. Two men died during the roundup. James Brew shot Loyalty Leaguer, Orson McRae, after warning McRae he would shoot anyone who attempted to take him. Brew was in turn shot and killed by men accompanying McRae. One of these men may have been **Ben Cooley**.

Staging: Rifle loaded 10 rounds help CB Port Arms.

Pistols loaded 5 rounds each holstered

Shotgun open and empty on the ore cart

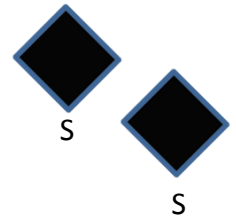
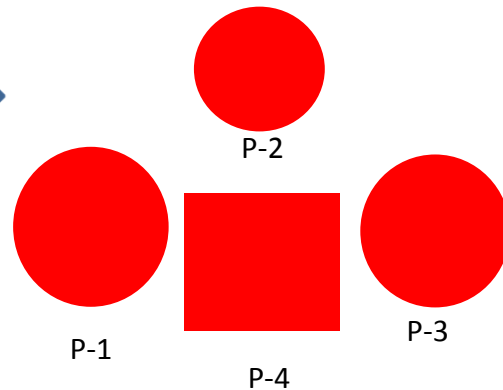
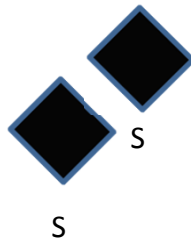
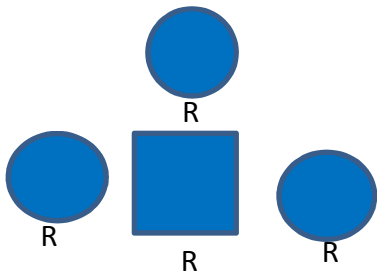
Standing Between the mine shaft and the pick with rifle at port arms Shooter says **"You**

boys are taking a little train ride"

ATB: With your rifle put one shot on the square then double tap any circle, repeat by hitting the square once and double tapping the circles for 9 shots then with your tenth shot knock down the bonus target for a 3 second bonus. Make rifle safe and move to the ore cart. Draw your pistol(s) and put one shot on the square then double tap any circle, repeat by hitting the square once and double tapping the circles. The last pistol shot goes into the square for 10 shots. Holster pistols and pick up shotgun. Shoot the 4 SG targets in any order



Bonus Rifle



Start



Pick



Phelps Dodge Mine

Round Count

Rifle - 10

Pistol - 10

Shot gun - 4+



STAGE # 2

EMBERADO



John joined the 1st Calvary stationed at Fort Hood Texas. While riding with the 1st Calvary John participated in the Apache wars. During this time he learned how to throw a tomahawk Apache style and gained fame as a great thrower. He also had a reputation as a fierce and mad as hell Indian fighter. The Apaches recognized this and gave him the nickname “Emberado which means “bad tempered” in Apache. After his days in the army he roamed the southwest until he met and was befriended by Ben Cooley, a deputy Sherriff in Bisbee Arizona. The two started their own outfit called the Jackson Hole Gang with Ben the boss man and Emberado as El Segundo. They heard about an Indian uprising back in Texas and headed there. The Comanche, Cheyenne, Kiowa and Arapaho joined forces 700 strong under Comanche Chief Quanah and were ready to attack the buffalo hunters at Adobe Walls. Some Indians tried to sneak up and scout Adobe Walls. Emberado spotted them and dispatched one with his tomahawk and took the others out shooting both guns from the hip, outlaw style.

NOTE: Emberado aka John Holcombe holds the World Record for consecutive sticks of a tomahawk with the International Knife Throwing Hall of Fame. Total of 89 consecutive sticks

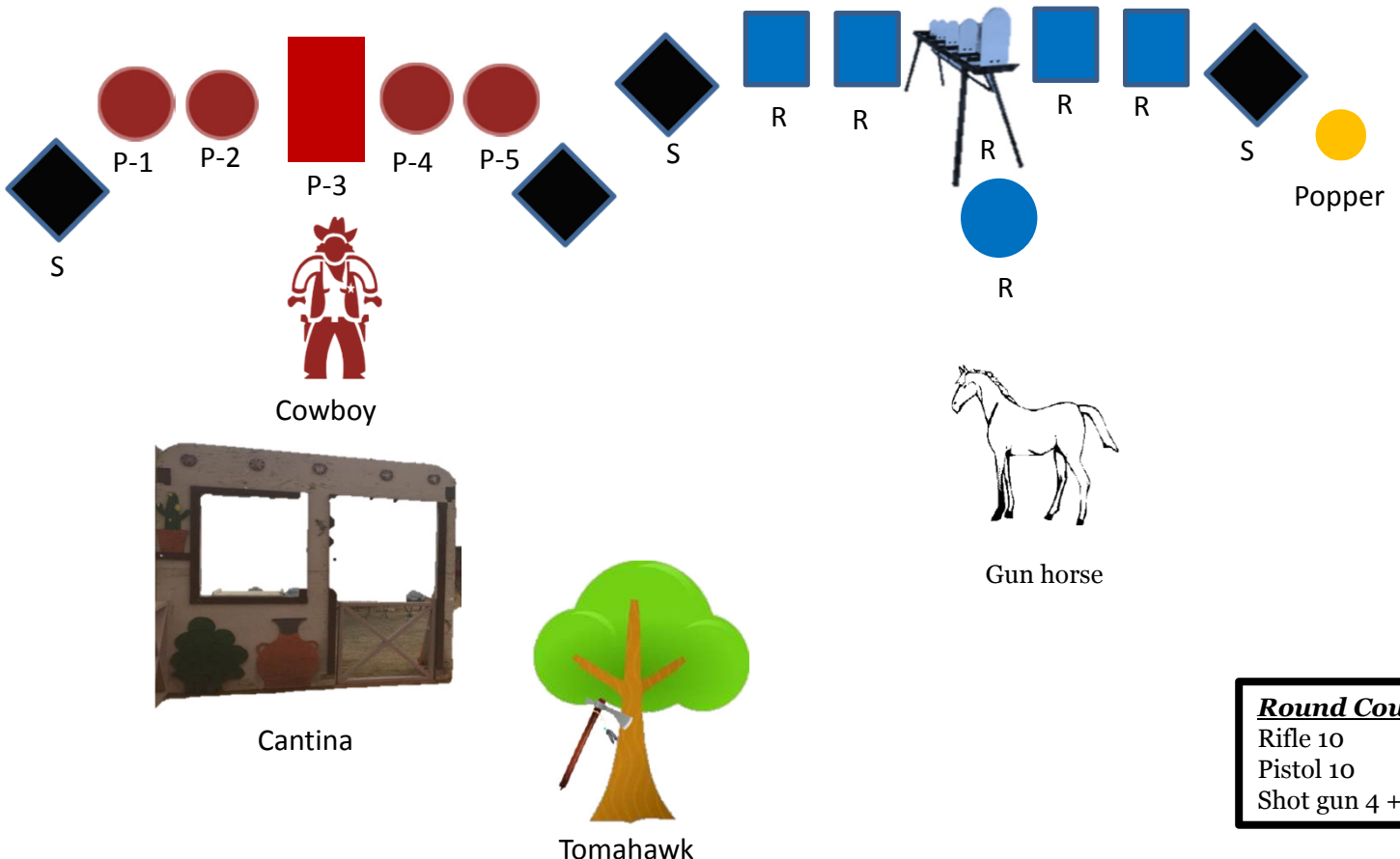
Staging: Rifle loaded 10 rounds on the gun horse.

Pistols loaded 5 rounds each holstered

Shotgun open and empty on the Cantina window

Standing at the tree holding tomahawk in with both hands. The shooter says **“Tell Them Emberado Is Here”**.

ATB: Move to the Cantina doorway and draw your first pistol(s) sweep P-1 through P-5 from either end then put one shot on the cowboy then 4 shots on the rectangle P-3 Holster pistols and pick up shotgun. Knock down the 2 SG targets in front of the adobe. With open and empty shotgun move to the gun horse and make shot gun safe and pick up rifle. With rifle first do a five shot sweep from either end using the tombstone plate rack as shot #3. Then put 1 shot on the circle and last 4 shots to knock down the plates on the tombstone rack. Make rifle safe and pick up shot gun and shoot the 2 shot gun knockdown targets. If any plates remain shoot the popper for that many shots.. **Misses on the tombstone rack do not count as misses.**





STAGE # 3

LOOSE CHANGE

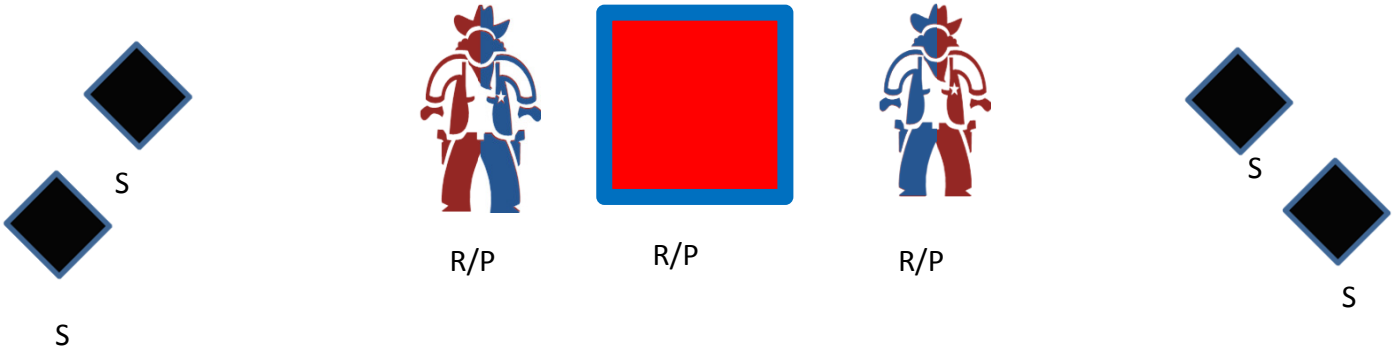


One of the founders of the Jackson Hole Gang, Loose Change was thrown out of the Quakertown Saloon for telling the proprietor what he thought of him. This seemed to be what Loose Change was really good at. So one day he decided to get even. He put out a wanted poster looking for shootists of all kinds, pistol, rifle and shot gun. He told his men to meet him in the Saloon. And when he walked in and said “Shooters Meeting” it was time to start shooting and get even.

Staging: Two pistols loaded with 5 rounds each holstered .
Rifle loaded with 10 rounds in hand standing in the door way.
Shotgun, open and empty, on the bar.

Starting Position: Standing in the door of the Quakertown Saloon with your rifle in hand shooter says **“Shooters Meeting”**

ATB: With your rifle shoot the targets in a continuous Nevada sweep from either end with one shot on the cowboy and double tap the square and 1 shot on the cowboy for 10 rounds. Make rifle safe. Move to the bar . **Shooters choice to shoot Pistols next or Shot Gun.** With pistols repeat the rifle instructions. With shot gun shoot the 4 shotgun targets in any order.



Round Count Rifle 10 Pistol 10 Shotgun 4+



STAGE # 4

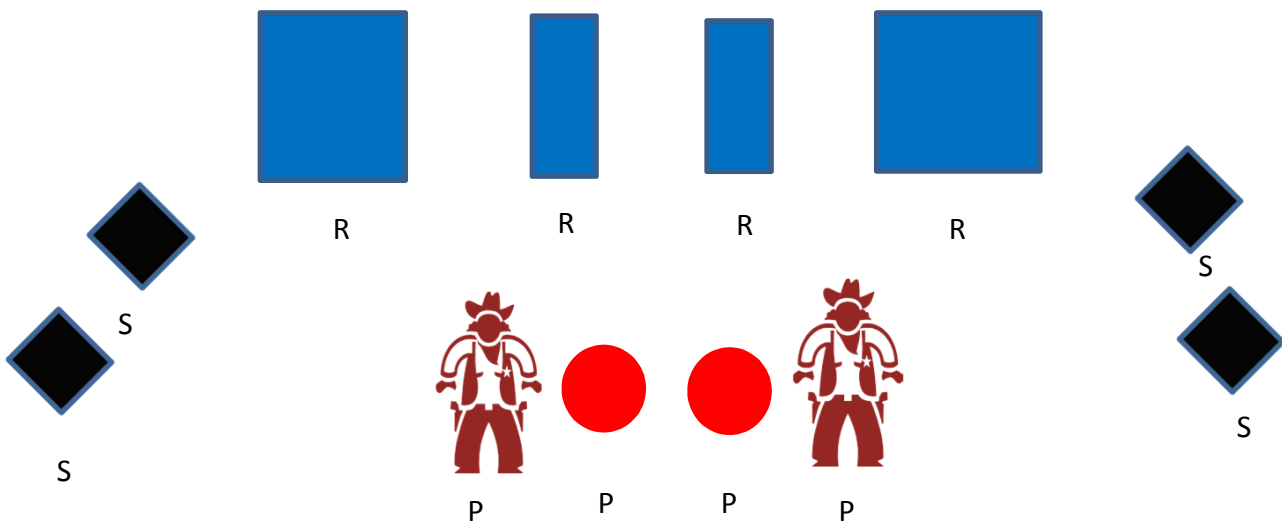
WRONG ARM



When Wrong Arm and his Posse, Loose Change, Ben Cooley (who was the first Territorial Governor of the Jackson Hole gang), Embrado and Stump, known as the Founders, came to Jackson in the late 1890's they had one thing in mind. They were there to keep the piece. After a long day chasing outlaws and getting into a gun fight Wrong Arm lead the Founders into the Jackson Hole Saloon. This was the place for the boys to relax and kick back after a long day on the trail. Wrong Arm stepped up to the bar and said 'Hey Ben Pass Me The Dew' its time for a drink and a fine cigar.

Staging: Two pistols loaded with 5 rounds each holstered .
Rifle loaded with 10 rounds in either window.
Shotgun, open and empty, in the window with your rifle.

Starting Position: Standing behind the whiskey wagon holding a cigar in one hand and a bottle of Tullamore Dew in the other. When ready shooter says "Hey Ben Pass Me The Dew"
ATB: Drop the cigar and bottle. Move to the door and with pistols shoot a sweep from either direction putting 3 shots on the cowboys and 2 shots on the circle. (3,2,2,3 sweep). Move to your rifle and shoot a sweep from either direction putting 3 shots on the big squares and 2 shots on the rectangles (3,2,2,3 sweep). Make rifle safe then with your shot gun shoot the 2 shot gun targets then move to the other window and shoot the other 2 shot gun targets.



Round Count
Rifle 10
Pistol 10
Shotgun 4+



STAGE #5

STUMP



Stump was the ammo loader for the Founders. He could be found many a night sittin in the back room at the Jackson Hole Saloon (this was the founders office), loading up cartridges and shot shells. He was known to put to much or not enough powder into the rounds. One day while on the trail they encountered a few undesirable cowboys who tried to rob them. Well Stump drew first and his pistols had been overloaded and just the concussion from one round knocked them both off their horses. He grabbed his shot gun and let out both barrels and found there was no powder to back up the shot. The rest of the founders took care of business. Ben Cooley yelled “**Stump You Need More Powder**”

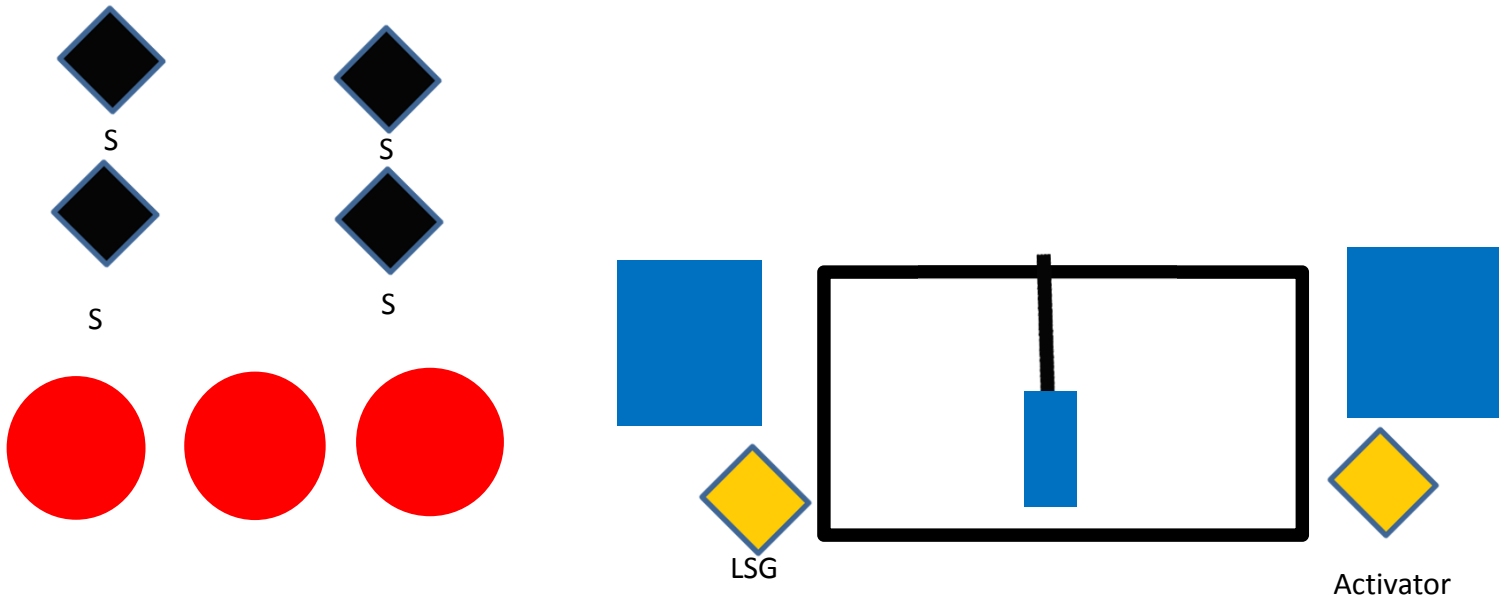
“Staging: Rifle loaded 10 rounds staged at the front of the prison wagon.

Pistols loaded 5 rounds each holstered

Shotgun staged between the prison wagon bars.

Standing touching the gun powder can with both hands at the prison wagon shooter says” “**Stump You Need More Powder**”

ATB: Move to your shot gun and through the bars shoot the swinger activator and the left shot gun target in any order. Move to the front of the prison wagon and make shot gun safe with your rifle do a 2,1,2 sweep from either end and repeat instructions make rifle safe and pick up shot gun and move to the jail table. You may shoot the other 4 shot gun targets from between the prison wagon and the jail table in any order. **Make shot gun safe on the jail table.** With your pistols repeat the rifle instructions.



Round Count
10 rifle
10 Pistol
6+ Shotgun





STAGE #6

FLAT IRON FRANK



Flat Iron Frank and his brother Robert were hands on the Flat Iron Ranch in Colorado. In the evenings they enjoyed picking their guitars on the front porch of the bunk house. One day while working the fence line on a hot summer day they saw off in the distance a band of rustlers gather up some Fat Iron Steer and they were attempting to change the brand. Well Frank and Robert weren't going to allow this so they headed down a river bed down below the rustlers and came around from behind and surprised them. Robert with pistols in hand and Frank wielding his 97 skedaddled those rustlers into the hills. After gathering the steer they headed back to the ranch and after grub they went out onto the porch and started to pick their guitar. Their favorite song was I should have been a Cowboy **“Just like Gene and Roy”**

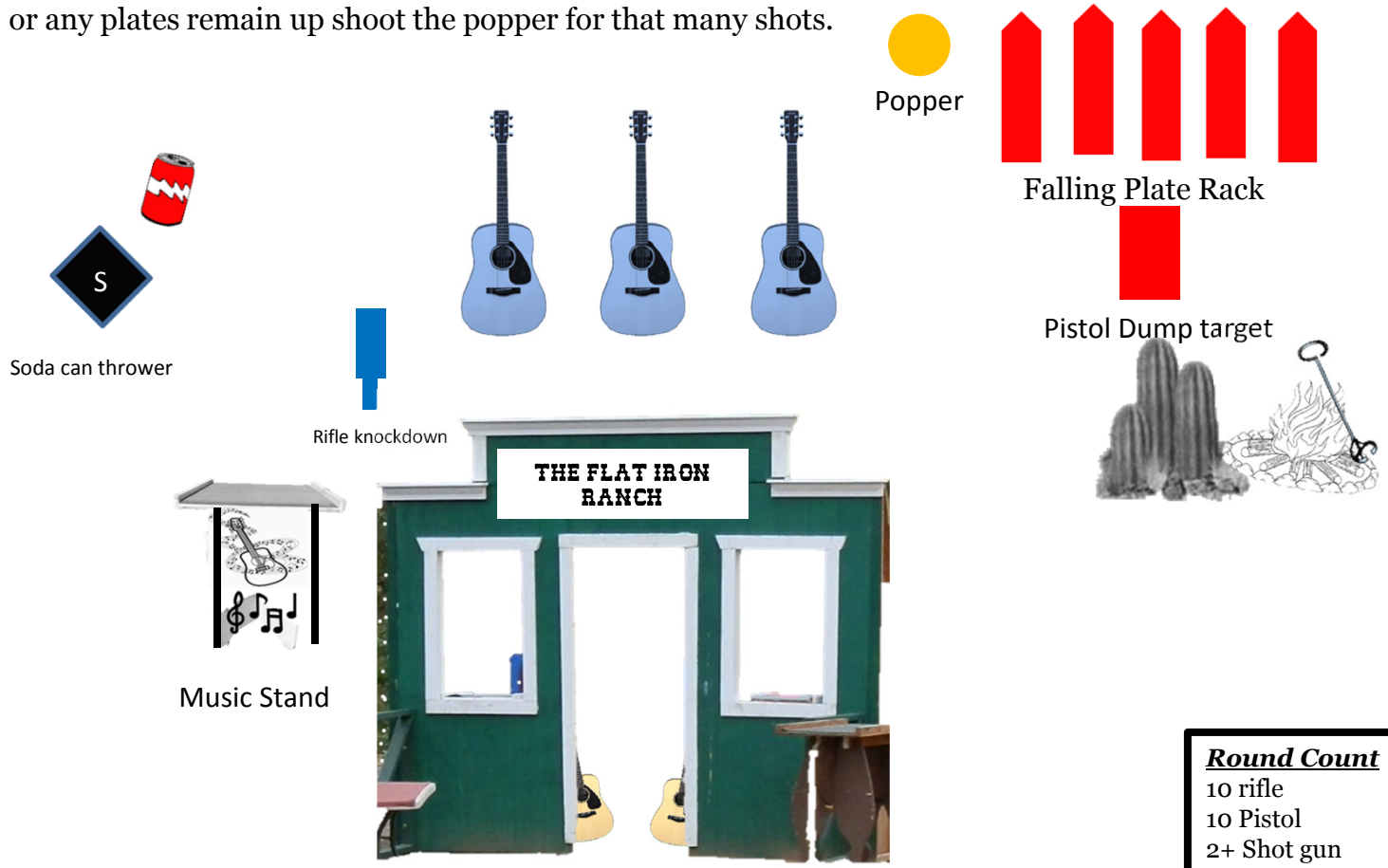
“Staging: Rifle loaded 10 rounds in either guitar.

Pistols loaded 5 rounds each Holstered

Shotgun open and empty on the Music Stand.

Standing with both hands touching the door frame shooter says: **“Just Like Gene and Roy”**

ATB: Move to your rifle and do an Abilene Sweep starting from either end 1 shot on the 1st target, 2 shots on the 2nd target , 3 shots on the 3rd target , 2 shots on the 2nd target and 1 shot on the 1st target and the 10th shot on the rifle knockdown target. Make rifle safe. Move to the Music Stand and shoot the soda can thrower. If the can is hit shooter gets a 5 second bonus. **With shot gun move to the Cactus by the branding fire and make shot gun safe.** With your pistols knock down the plates on the plate rack. Once the plates are down dump the remaining rounds on the pistol dump target. Misses do not count on the plate rack but misses do count on the dump target. If the rifle knockdown or any plates remain up shoot the popper for that many shots.





STAGE # 7

IN MEMORY OF CHUCKWAGON BILL



Chuckwagon Bill was a known Outlaw with a good heart. As time went on he found that “Outlawin” wasn’t a life for an old man. So he joined up with the Jackson Hole Cattle company lead by Ramrod Flat Iron Frank. So Bill and his grandson, Kid Jackson Hole ran the chuck wagon on the cattle drive from Waco to Abilene. One evening as the boys were coming in from the range for some grub a stranger showed up and tried to steal some food. Well Bill pulled his pistols and in Outlaw style made the stranger dance into the darkness. Flat Iron came up to see what was wrong. Chuckwagon told him not a thing its dinner time. Hey **“Kid Jackson Hole Come And Get It”**

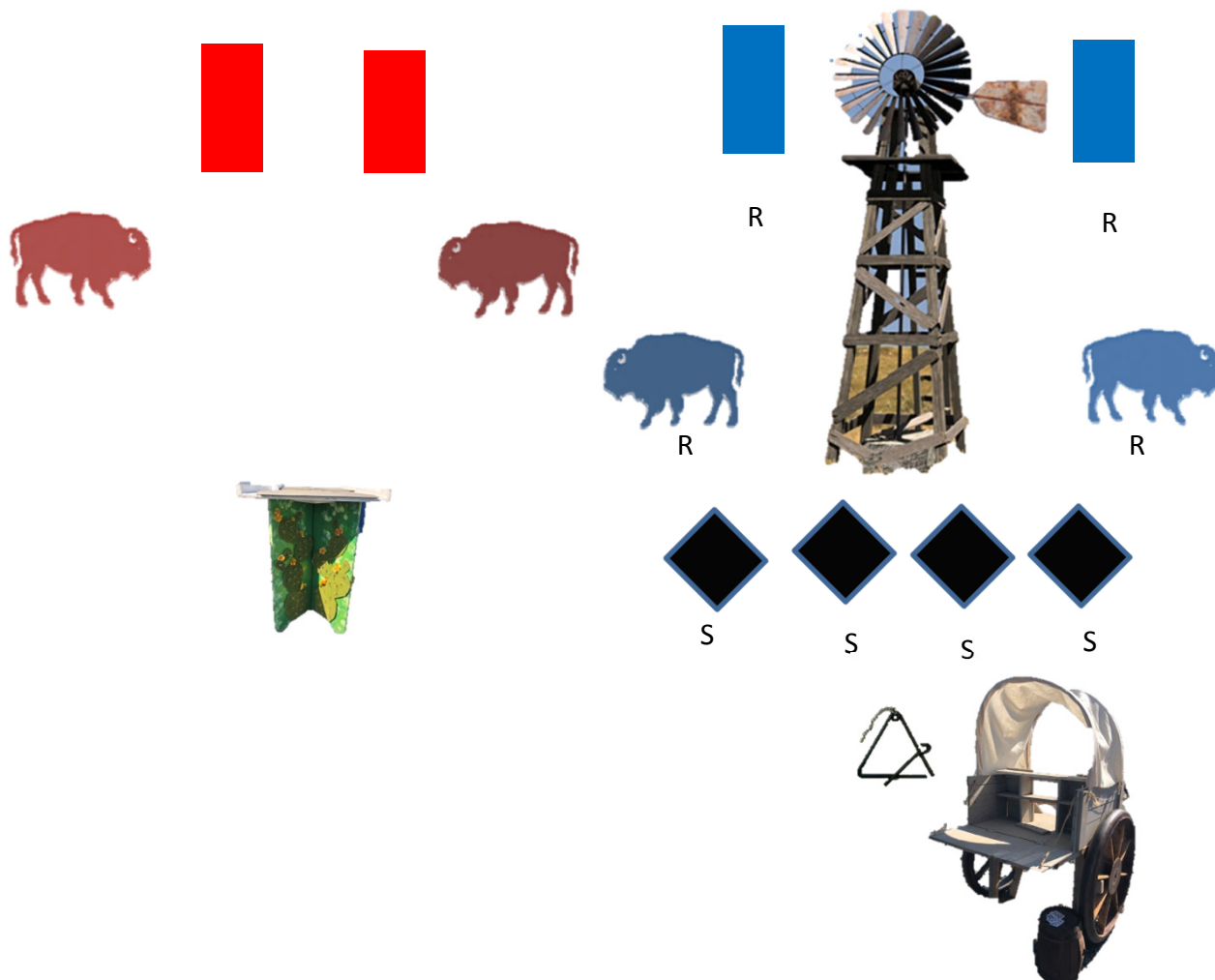
Staging: Rifle loaded 10 rounds on the Chuck Wagon.

Pistols loaded 5 rounds each holstered

Shotgun open and empty on the chuck Wagon.

Standing at the ChuckWagon ringing the dinner bell shooter says **“Kid Jackson Hole Come And Get It”**.

ATB: Shooters choice you can shoot the shot gun or rifle first. With your shot gun shoot the 4 shot gun knockdowns in any order. Make shot gun safe. With your rifle and put 1 shot on each rectangle and triple tap a buffalo. Then repeat with 1 shot on each rectangles and triple tap the other buffalo. Make rifle safe. Move to the Cactus. With your pistols repeat the rifle instructions.



<i>Round Count</i>
Rifle 10
Pistol 10
Shot gun 4+



Stage # 8

IN MEMORY OF BULLWINKLE



Bullwinkle was the tough law and order sheriff of Jackson Hole who was also an outdoorsman who like to have a good time and a laugh. When not on duty he could be found fishing or hunting. To his friends this fun loving Irishman was known as “Bull”. On the other hand, when necessary he could be tough as nails and not someone you would want to face off with. Accompanied by his two deputies, W.C. Souse and Flat Iron Frank, they kept the peace in Jackson Hole. This was until Shagnasty and his gang of rustlers started hitting the local cattle barons. Wrong Arm and Stump, the most prominent cattle barons in Jackson, complained to Bull about the loss of cattle. Bullwinkle rounded up his deputies and went out to confront Shagnasty. They found the Shagnasty gang in a box canyon up on the Big Flat Brook River. Approaching with his shotgun Bull called out to Shagnasty that his rustling days were over and to come out with his hands up. He was greeted with a hail of bullets and the fight was on.

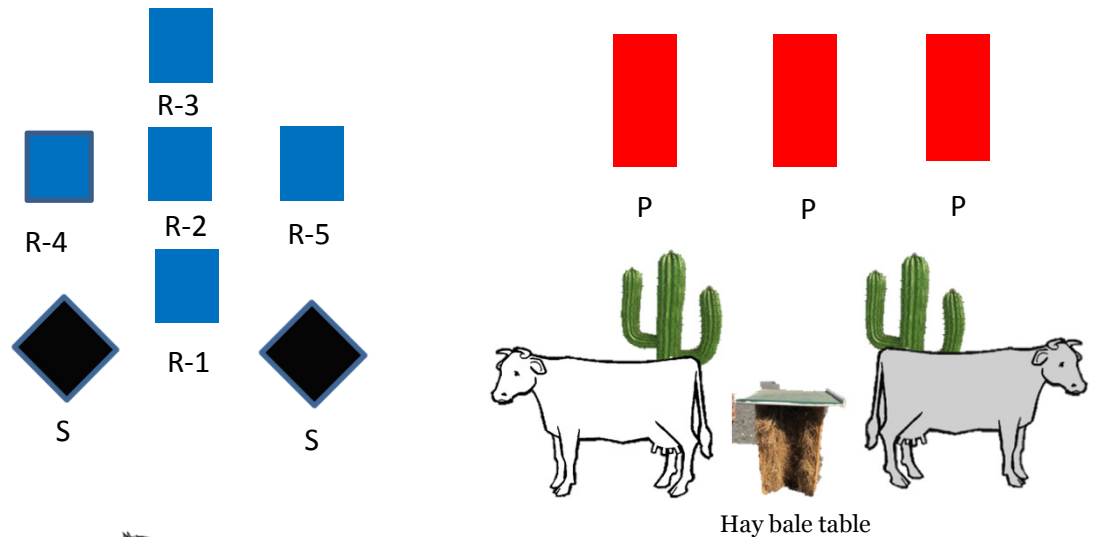
Staging: Rifle loaded 10 rounds on the left gun horse.

Pistols loaded 5 rounds each holstered

Shotgun open and empty on the wanted poster table.

Standing with one hand around the Bullwinkle pole shooter says **“Come Out With Your Hands Up Shagnasty”**.

ATB: Move to the wanted poster table and pick up shotgun and shoot activator first then knock off plate. Plate is a must kill. With shotgun move to right gun horse Shoot the 2 shot gun knockdown targets and make shot gun safe. Pick up rifle. shoot a “Chimney Sweep”. Start with R1 or R-3 and do a continuous vertical sweep for 5 shots then across starting on R-4 or R-5 do a continuous horizontal sweep. Make rifle safe. Move to Hay bale table between the two cows. Draw first pistol(s) and shoot the 3 pistol targets in a “Jackson Hole Sweep” with the first shot on the center target then double tap the outside targets for 5 shots. Repeat the instructions.



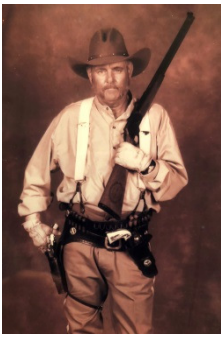
Gun Horse



Wanted Poster



<u>Round Count</u>	
rifle	10
Pistol	10
Shot gun	4+



STAGE # 9

IN MEMORY OF WACO WALT



Waco Walt was a fine cowboy who after a long ride on the range loved to go to the Jackson Hotel and get all gussied up to enjoy the gals at the Jackson Hole Saloon. While standing at the bar in his Cowboy finest he was looking in the mirror and admiring his newly purchased cowboy hat. While Pecos Pave was pouring them a whiskey Walt said I think I need to get my picture taken. Just then in came a cowboy who had had to many and knocked the fancy hat off right off of Waco's head. Well Walt didn't like that very much so he pulled his 44's (which he loaded with dangerous loads) and took care of that dirty cowboy. Walt picked up his hat and turned to Pecos and said **"I Got My New Hat Take My Picture"**

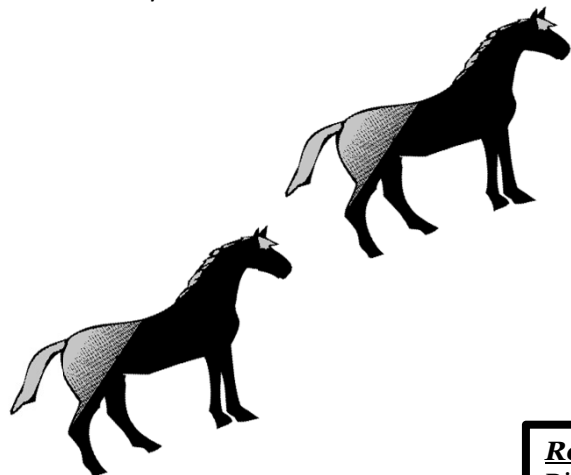
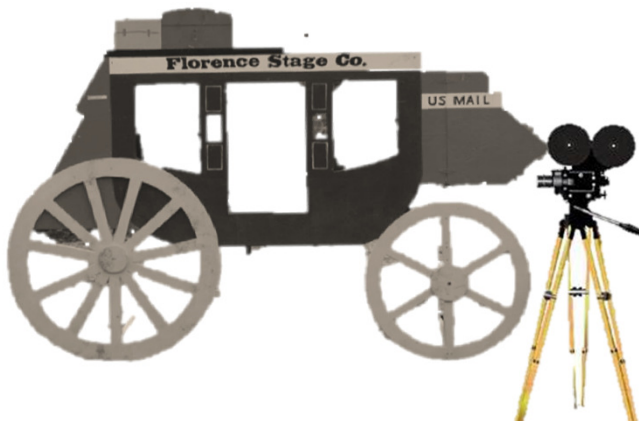
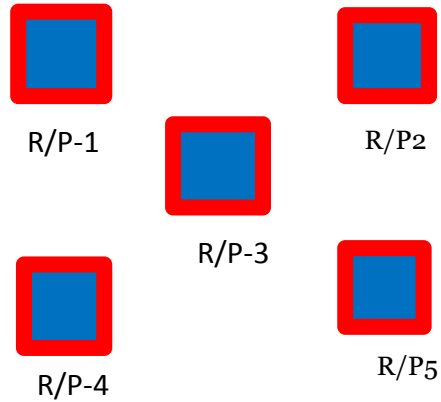
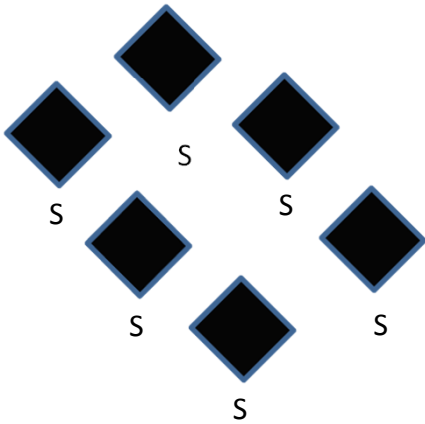
Staging: Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on the gun horse.

Shotgun open and empty in the stage coach door.

Shooter standing at the camera with both hands touching the camera shooter says **"I Got My New Hat Take My Picture"**

ATB: Move to your shot gun and through the door shoot the 6 knockdown shot gun targets in any order. Make shot gun safe. Move to the gun horse and with your rifle do a Zorro Sweep. Starting on the top left shooting double tap "Z" sweep starting on R1, then R2, R3 , R4,R5. Make rifle safe. Move to the other gun horse and with your pistols do a double tap "Z" sweep starting on P5, then P4,P3,P2,P1



<u>Round Count</u>
Rifle 10
Pistol 10
Shotgun 6+



STAGE # 10

IN MEMORY OF TEGATO BUCK



Tegato Buck was a Waddie for the founders. He was responsible for getting supplies they needed to uphold the law. Stump told Buck that he needed more lead from the mine to make bullets. Tegato took a few men up to the hills above Jackson to go to the lead mine. Well it was owned by an ornery old miner who guarded the mine with his 73. As soon as he saw Buck and his men he unleashed the lead from his rifle. Tegato buck told his men to get up to the mine and **“Get The Lead Out”**.

Staging: Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on The rock.

Shotgun open and empty at the coffin or at the tombstone by the fence

Shooter standing behind the rock holding the bell in one hand and the other pointing down range, ring the bell and Say **“Get The Lead Out”**

ATB: Shooters Choice. Shooter may shoot the rifle or pistols first. Drop the bell and with your pistols put 1 shot the small circles and 8 shots on the big circle in any order. Holster pistols. With rifle put 1 shot on the squares and 8 shots on the “Big Belle” in any order. Move to where your shot gun is staged and shoot the shot gun knockdown targets or can thrower and then move to the other stand and shoot the shot gun knockdown targets or can thrower. If the can is hit it is a 5 second bonus.

