

NEW 2014 SHOOTER'S PROGRAM WITH STAGES, SCHEDULES, RANGE RULES AND MORE



THE WORLD CHAMPIONSHIP OF
COWBOY ACTION SHOOTING™



END OF TRAIL

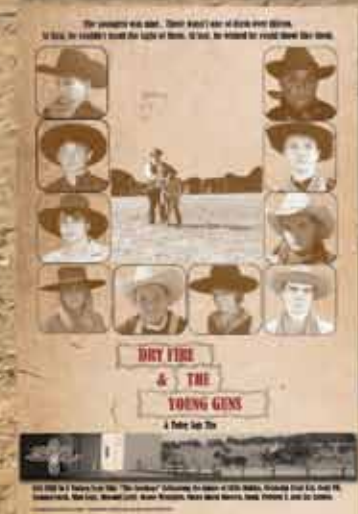


**12 New Main
Match Stages!**

Inside...

**All New Wild Bunch Stages
Side and Special Matches
Top Gun Shoot-Off
Mounted Shooting
and more!**

Congratulations!
**END of TRAIL Poster
Contest Winner!**



**Entertainment and
Schedule of Events**

33rd Annual END of TRAIL
June 19-29, 2014

Wild West Mercantile

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SINGLE ACTION SHOOTING SOCIETY[®]
 ADMINISTRATIVE & EDITORIAL OFFICES
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EDITORIAL STAFF

PUBLISHERS

WILD BUNCH

EDITOR IN CHIEF

TEX

MANAGING EDITOR

MISTY MOONSHINE

EDITOR

CAT BALLOU

ADVERTISING

PRAIRE MARY

GRAPHIC DESIGN

MAC DADDY

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From all of us at **SASS**[®]



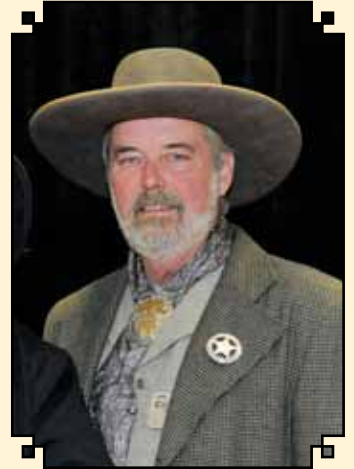
*Judge Roy Bean, SASS Life #1
Wild Bunch*



*General U.S. Grant, SASS Life #2
Wild Bunch*



*Tex, SASS Life #4
Wild Bunch*



*Hipshot, SASS Life #7
Wild Bunch*



*Cat Ballou, SASS Life #55
Wild Bunch*



*Justice Lily Kate, SASS Life #1000
Wild Bunch*



*Misty Moonshine, SASS Life #83232
Chief Executive Officer & Wild Bunch*



*Jack Diamond, SASS #11268
Founders Ranch Caretaker*



*Wild Shot, SASS #51,
and Mrs. Slick Shot, SASS #691
Directors, Founders Ranch
Shotgun Sports Club*



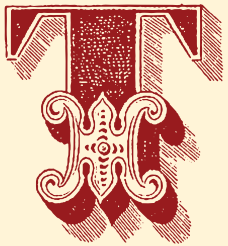
*Bighorn, SASS #1522
Founders Ranch Manager*



*Lil Bit Bighorn,
SASS #85331
Assistant Ranch Manager*



Welcome to END of TRAIL



his year celebrates the 33rd Annual END of TRAIL, the granddaddy of all Cowboy Action Shooting™ events! The first END of

TRAIL marked the beginning of the sport, having now been enjoyed by over 100,000 SASS members worldwide throughout the last 33 years.

It is our mission END of TRAIL 2014 be the most unforgettable and exciting experience for all our guests. We are proud to welcome you to Founders Ranch, and to present the World's best stages, targets, exhibitors galore, and never ending entertainment.

Welcome competitors, conventioners, and honored guests to END of TRAIL! We hope you find the ex-

perience thrilling and rewarding... whether it's on the field of honor... or among our many vendors. If you need something and can't locate it quickly, please contact any of our friendly staff or waddies for immediate assistance. We love smiling faces... because smiling faces come back!

Enjoy, have fun, be safe, and make new friends! That's what END of TRAIL is all about!

...We're Glad You're Here!



*Broomhilda,
SASS Life #24366
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*Prairie Mary,
SASS #48835
Advertising Sales*



*Roxy West,
SASS #97260
Member Services*



*Angela Bellarose,
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Appreciation!



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Thank You To All
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SCHEDULE OF EVENTS



Thursday, June 19

9:00AM – 4:00PM	Registration & Information	Copper Queen/Admin
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Wild Bunch Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Wild Bunch Clays Course Side Match	FRSSC
Noon – 4:00PM	SASS Mercantile Open	SASS Mercantile
5:00PM	No Guns in Town	

Friday, June 20

8:00AM – 4:00PM	Registration & Information	Copper Queen/Admin
10:00AM – 3:00PM	SASS Mercantile Open	SASS Mercantile
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Wild Bunch Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Wild Bunch Clays Course Side Match	FRSSC
10:30AM – 11:00AM	Wild Bunch Shooters Safety Meeting	Belle Union Saloon
11:00AM – 3:00PM	Wild Bunch Warm Up Match – 4 stages	Bays TBA
4:00PM	WBAS Posse Marshal Walk-thru	Bay 1
5:00PM	No Guns in Town	

Saturday, June 21

8:00AM – 4:00PM	Registration & Information	Copper Queen/Admin
8:30AM – 9:00AM	Wild Bunch Shooters Safety Meeting	Belle Union Saloon
9:00AM – 3:00PM	Wild Bunch World Championship Main Stages, Day One: First 4 stages	Bays 1-14
10:00AM – 3:00PM	SASS Mercantile Open	SASS Mercantile
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Wild Bunch Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Wild Bunch Clays Course Side Match	FRSSC
3:00PM – 5:00PM	Wild Bunch Side Matches – Speed Events: 1911 Speed Pistol, Speed Rifle, & Speed Shotgun	Bay 5
	Wild Bunch Wobble Trap 2-Man Team Match	Bay 10
5:00PM	No Guns in Town	
6:00PM – 8:00PM	Wild Bunch Shooters Dinner – A special gathering for Wild Bunch Shooters Enjoy Green Chile Cheeseburgers on us and bring a side dish to share!	Belle Union Saloon



Sunday, June 22

8:00AM	Cowboy Church	Cowboy Memorial Chapel
9:00AM – 4:00PM	Registration & Information	Copper Queen/Admin
10:00AM – 3:00PM	SASS Mercantile Open	SASS Mercantile
9:00AM – 3:00PM	Wild Bunch World Championship Main Stages, Day Two: 4 Stages	Bays 1-14
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Wild Bunch Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Wild Bunch Clays Course Side Match	FRSSC
3:00PM – 5:00PM	Wild Bunch Side Matches	
	Wild Bunch Wobble Trap 2-man Team Match	Bay 10
	Wild Bunch Bolt Action Military Rifle Side Match	Bay 16
5:00PM	No Guns in Town	
5:30PM	Wild Bunch Ambassadors Meeting	Happy Jack Saloon

Monday, June 23

8:00AM – 4:00PM	Registration & Information	Copper Queen/Admin
9:00AM – 9:30AM	Cowboy Action Warm Up Shooters Safety Meeting	Belle Union Saloon
9:00AM – 4:00PM	SASS Mercantile Open	SASS Mercantile
9:00AM – 3:00PM	Wild Bunch World Championship Main Stages, Day Three: Final 4 Stages	Bays 7-14
9:30AM – 1:30PM	Cowboy Action Shooting Warm Up Match (4 stages)	Bays 1-4
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Wild Bunch Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Wild Bunch Clays Course Side Match	FRSSC
10:00AM – 4:00PM	Cowboy Clays Course Side Match	FRSSC
3:00PM – 3:30PM	Wild Bunch Posse Photos	Across from Bay 8
3:00PM – 5:00PM	Wild Bunch 4 Person Team Match	Bay 15
5:00PM	No Guns in Town	

Tuesday, June 24

8:00AM – 4:00PM	Registration & Information	Copper Queen/Admin
9:00AM – 4:00PM	SASS Mercantile Open	SASS Mercantile
9:00AM – 9:30AM	Cowboy Action Warm Up Shooters Safety Meeting	Belle Union Saloon
9:30AM – 1:00PM	Cowboy Action Shooting Warm Up Match	Bays 1-14
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Cowboy Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Cowboy Clays Course Side Match	FRSSC
11:00AM – 3:00PM	Action RO I Course	GEM Saloon
3:00PM – 4:00PM	RO Committee Meeting	GEM Saloon
4:00PM – 5:00PM	TG Meeting	GEM Saloon
5:00PM	No Guns in Town	



Wednesday, June 25

8:00AM – 5:00PM	Registration & Information	Copper Queen/Admin
8:00AM – 5:00PM	SASS Mercantile Open	SASS Mercantile
8:30AM – 9:00AM	Side Match Shooters Safety Meeting	Belle Union Saloon
9:00AM – 1:00PM	Action RO II Course	GEM Saloon
9:00AM – 3:00PM	Texas Surrender Side Match	Bay 7
9:00AM – 3:00PM	World's Fastest Cowboy Side Match	Bay 8
9:00AM – 3:00PM	Pocket Pistol & Derringer Side Matches	Bay 9
9:00AM – 3:00PM	Rimfire Pistol & Rimfire Rifle Side Matches	Bay 10
9:00AM – 3:00PM	Speed Rifle Side Match	Bay 11
9:00AM – 3:00PM	Speed Pistol Side Match	Bay 12
9:00AM – 3:00PM	Speed Shotgun – Double Barrel	Bay 13
9:00AM – 3:00PM	Speed Shotgun – 87/97	Bay 14
9:00AM – 3:00PM	Long Range Lever Action Side Matches: Lever Action Pistol Caliber, & Lever Action Rifle Caliber	Bay 15
9:00AM – 3:00PM	Long Range Single Shot Action Side Matches: Single Shot Blackpowder, Single Shot Smokeless, & Buffalo Rifle	Bay 16
10:00AM – 2:00PM	Cowboy Swap Meet	Belle Union Saloon
10:00AM – 2:00PM	Antique Shooting Gallery	Bay 10/Bahia de Coto
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – 4:00PM	5-Stand Cowboy Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Cowboy Clays Course Side Match	FRSSC
1:00PM – 2:00PM	Action RO II Course – Range Portion	Bay 10/Bahia de Coto
2:00PM – 4:00PM	Plainsman Mini-Match (4 stages)	Bays 3 & 5
2:45PM	END of TRAIL Posse Marshal Photo	Bay 1
3:00PM	END of TRAIL Posse Marshal Walk-thru	Bay 1
5:00PM	No Guns in Town	
5:00PM – 6:00PM	END of TRAIL World Championship Opening Ceremonies	Belle Union Saloon
6:30PM - 9:00PM	END of TRAIL Kick Off Party	Belle Union Saloon/Founders Ranch Town

We'll fire up the grill and serve up some great food! Bring a side dish to share. Enjoy the evening with great food, friends, and family – all set to great live music by The Anslovers on stage!

Thursday, June 26

7:00AM – 7:30PM	Mandatory Early Shooters Safety Meeting	Belle Union Saloon
7:00AM – 5:00PM	Registration & Information	Copper Queen/Admin
7:30AM – 10:30AM	Early Wave Posses Shoot Main Match – Stages 1 - 12	Shooting Bays 1-14
8:00AM – 5:00PM	SASS Mercantile Open	SASS Mercantile
10:00AM – 10:30AM	Mandatory Mid Day Shooters Safety Meeting	Belle Union Saloon
10:00AM – 2:00PM	Antique Shooting Gallery	Bay 10/Bahia de Coto
10:00AM – 3:00PM	Conventioneers Stage	Bay 8
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC



10:00AM – 4:00PM	5-Stand Cowboy Team Clays Side Match	FRSSC
10:00AM – 4:00PM	Cowboy Clays Course Side Match	FRSSC
10:00AM – 4:00PM	Meet the Author – Book signing with David Grasse Author of The True Untold Story of Commodore Perry Owen	SASS Mercantile
10:30AM – 11:00AM	Early Wave Poses TEAM Shoot (from Stages 9 - 12)	Bay 16
10:30AM – 11:00AM	Poses 1 - 8, Posse Photos	Across from Bay 8
10:30AM – 1:30PM	Mid Day Wave Poses Shoot Main Match- Stages 1 - 12	Shooting Bays 1-14
11:00AM – 1:00PM	Costume Contest Judging – Shooting Costumes, Conventioneers, Waddies, Best Guncart	GEM Saloon
12:30PM – 1:00PM	Mandatory Late Wave Shooters Safety Meeting	Belle Union Saloon
1:00PM – 1:30PM	Late Wave Poses TEAM Shoot (from Stages 9 - 12)	Bay 16
1:30PM – 2:00PM	Mid Day Wave Poses TEAM Shoot (from Stages 9 - 12)	Bay 16
1:30PM – 2:00PM	Poses 13 - 20 – Posse Photos	Across from Bay 8
1:30PM – 4:30PM	Late Wave Poses Shoot Main Match – Stages 1 - 12	Shooting Bays 1-14
4:30PM – 5:00PM	Poses 29 - 32 – Posse Photos	Across from Bay 8
5:00PM	No Guns in Town	
6:00PM	Side Match Awards (All but Clays)	Belle Union Saloon
6:00PM – 9:00PM	END of TRAIL Poker Tournament & Live music by Cowboy Scott Conners	Happy Jack Saloon

The Happy Jack Saloon, perched atop the Copper Queen Hotel and boasting a sweeping view of END of TRAIL's shooting bays will play host to the END of TRAIL Poker tournament for 2014 – set to live Cowboy Music by Scott Conners. By day, the Happy Jack Saloon offers a warm welcome and an authentic Old West Saloon atmosphere. Saunter on up to the bar before 5PM, and we'll gladly serve water, sodas, and a friendly smile. The Happy Jack offers a lovely place to enjoy your lunch as well! Come nightfall, all are invited to enjoy the full repertoire of the Happy Jack Saloon's bar. Snack on peanuts, enjoy the night air on the balcony, or sit and visit with pards from near and far in this warmly adorned and beautifully decorated Saloon. See ya'll in the Happy Jack Saloon!

Friday, June 27

7:30AM – 10:30AM	Early Wave Poses Shoot Main Match – Stages 1 - 12	Shooting Bays 1-14
8:00AM – 5:00PM	Information & Event Support	Copper Queen Admin
8:00AM – 5:00PM	SASS Mercantile Open	SASS Mercantile
10:00AM – 2:00PM	Antique Shooting Gallery	Bay 10/Bahia de Coto
10:00AM – 3:00PM	Conventioneers Stage	Bay 8
10:00AM – 11:00AM	Echoes of the Wild West Medicine Show	Outdoor Stage

You don't want to miss this truly memorable spectacle for all ages! END of TRAIL is proud to welcome Professor Farquar's Great American Medicine Show—presented by the Celebrated Mountebank Professor Farquar with a most entertaining program of Music, Magic & Mirth, and featuring the delightful talents of Miss Polecat Annie. This unique attraction includes Historic narratives, comic chronicles, tall tales and unabashed balderdash. Toe-tapping tunes, bucolic ballads, lyrical laments and droll ditties of the Union and Confederacy. Astonishing and magnificent illusions, mysteries and feats of chicanery. A necromantic exposition so enigmatic, it is surley the envy of Mephistopheles himself. Hands-on instruction in card sharpening, sleight-of-hand, old-time amusements and games of skill. Absolutely fabulous Victorian face painting. Palmistry and aura reading seminars. An enlightening dissertation on Farquar's Elixir of Life, the Marvel of the Ages!



*The Original and
World Famous
Great American
Medicine Show*



The Anslovers



10:00AM – 11:00AM

Bill Oglesby, Exhibition Shooter

Center Bay - Bahia de Coto

Exhibition shooter, "Badlands Bill Oglesby," has traveled the world demonstrating his skills. Oglesby calls himself a "closet cowboy who never grew up," and he's parlayed a lifelong passion for guns into worldwide fame in the shooting community. He's a sought-after panelist and exhibitor and has contributed regular trick-shooting segments to "Guns & Ammo TV" on The Outdoor Channel. Oglesby has a particular interest in old-fashioned replica guns, and he has used single-action "cowboy style" guns for parts of The History Channel taping, in addition to being a prominent gunmaker. You won't want to miss his amazing exhibition shooting!

10:00AM – Noon

Meet the Author – Book signing with Zeke Castro, Author of An Outlaw Called Kidd

SASS Mercantile

10:00AM – 4:00PM

Founders Ranch Shotgun Sports Club Open

FRSSC

10:00AM – 4:00PM

5-Stand Cowboy Team Clays Side Match

FRSSC

10:00AM – 4:00PM

Cowboy Clays Course Side Match

FRSSC

10:00AM – 5:00PM

Shooters Prize Pick UP – TODAY ONLY!

Belle Union Saloon

10:30AM – 11:00AM

Early Posses TEAM Shoot (from stages 9 - 12)

Bay 16

10:30AM – 11:00AM

Posses 21 - 24 – Posse Photos

Across from Bay 8

10:30AM – 12:30PM

Costume Contest Judging – Shooting Costumes, Conventioneers, Waddies, Best Guncart

GEM Saloon

10:30AM – 1:30PM

Mid Day Wave Posses Shoot Main Match - Stages 1 - 12

Shooting Bays 1-14

11:00AM – Noon

The Anslovers Perform

Outdoor Stage

The joyful noise from these classically taught children is a crowd pleaser every time! The instruments they play include but are not limited to: Violin, Upright Double Bass, and Guitar. END of TRAIL is proud to welcome The Anslovers to the stage this year! Emily is 18, John is 16, and Jamie is 14. Attending El Dorado High School, all are classically trained musicians. They are three of the finest performers, well beyond their young years. The professionalism and awesome music will speak for itself as the young veteran performers play various types of music with ease. Emily, the oldest has been amazing crowds since she was 8 years old, and at 18 is the two time state fiddle champion. John, who plays both the fiddle and guitar, sings lead vocals. Jamie is right there with them providing vocals and steady rhythm on her beautiful bass. All three sing and harmonize beautifully together.

Noon – 1:00PM

John Wayne Live

Outdoor Stage

John Wayne "Live" is a performance to a true American Icon. Cliff's one man show "America, Now More Than Ever," is a tribute to America and to the man. You won't just see an impersonator, you'll experience the spirit and character of the man we all know and love as "The Duke." We're happy to have him join us and END of TRAIL this year.

1:00PM – 1:30PM

Late Posses TEAM Shoot (from stages 9 - 12)

Bay 16

1:00PM – 2:00PM

Echoes of the Wild West Medicine Show

Outdoor Stage

1:00PM – 3:00PM

Meet the Author – Book signing with Chester Nez, one of the last original Native American Code Talkers and Author of The Code Talker

SASS Mercantile

1:30PM – 2:00PM

Mid Day Posses TEAM Shoot (from stages 9 - 12)

Bay 16

1:30PM – 2:00PM

Posses 25 - 28 & 33 - 36, Posse Photos

Across from Bay 8

1:30PM – 4:30PM

Late Wave Posses Shoot Main Match – Stages 1 - 12

Shooting Bays 1-14

2:00PM – 3:00PM

Bill Oglesby, Exhibition Shooter

Center Bay - Bahia de Coto

2:00PM – 3:00PM

The Anslovers Perform

Outdoor Stage

3:00PM – 4:00PM

John Wayne Live

Outdoor Stage



Costume Contests

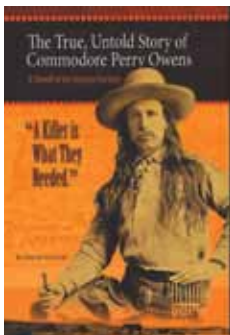


Chester Nez book signing "The Code Talker"

3:00PM – 5:00PM	Meet the Author – Book signing with David Grasse, Author of The True Untold Story of Commodore Perry Owen	SASS Mercantile
4:00PM – 5:00PM	Echoes of the Wild West Medicine Show	Outdoor Stage
4:30PM – 5:00PM	Posses 9 - 12, Posse Photos	Across from Bay 8
5:00PM	No Guns in Town/Event Closes to Public	
5:30PM – 6:00PM	Costume Contest Awards – Shooting Costumes, Conventioneers, Waddies, and Best Guncart	Belle Union Saloon
6:00PM – 9:00PM	END of TRAIL Poker Tournament & Live Music by Cowboy Scott Conners	Happy Jack Saloon
6:00PM – 9:00PM	Derringers & Daggers Saloon Show & Soiled Dove, Parlor House Madam Costume Contests. Great raffles, prizes, food, and non-stop Entertainment!	Belle Union Saloon
<p>The Belle Union Saloon proudly presents an exciting evening full of entertainment, costumes, and prizes galore. The evening's activities include great entertainment, a Variety Show, free food and drinks, fantastic raffles, and giveaways—all to benefit the SASS Scholarship Foundation. This evening's program also stages the END of TRAIL Saloon Girl and Parlor House Madam Costume Contests, where the ladies compete for top honors and awards in a flurry of feathery boas and fine flattery. First place winners take home a Derringer from Bond Arms, while Second and Third Place win a custom dagger from Redwing Trading Company. Artie Fly and Sexy Sadie of Major Photography will also be on hand to commemorate the evening, offering photo ops and their own unique style of tomfoolery!</p>		
7:00PM – 9:00PM	GEM Saloon Open, Frederick Jackson Turner Performs	GEM Saloon
<p>What better way to end a full day of shooting! The GEM Saloon is a great place to kick back and relax with a cold drink. Listen to great music performed live by Fredrick Jackson Turner, while enjoying the company of others. Nothing remains as intriguing as the Cowboy... especially if that Cowboy is Fredrick Jackson Turner. Proudly called a friend by many, Fredrick Jackson Turner is not only a World Champion Cowboy Action Shooter, he is also a multi-talented musician and the truest and most honest performer in the world. His crowd pleasing, versatile mix of music will draw you in as he performs his extensive repertoire of original cowboy songs. The stories he sings, coupled with his talent on the guitar, make a sure bet it will be music to your ears. Voted Artist of the year by the National Academy of Songwriters and having performed in hundreds of venues worldwide, smiles, laughter, dancing, and a toe-tapping good time is guaranteed for all. So stop on by, bring your friends, and enjoy yourself! The GEM Saloon is just the place to end your day.</p>		

Saturday, June 28

7:30AM – 10:30AM	Early Wave Posses Shoot Main Match – Stages 1 - 12	Shooting Bays 1-14
8:00AM – 5:00PM	Information & Event Support	Copper Queen/Admin
8:00AM – 5:00PM	SASS Mercantile Open	SASS Mercantile
10:00AM – 2:00PM	Antique Shooting Gallery	Bay 10/Bahia de Coto
10:00AM – 3:00PM	Conventioneers Stage	Bay 8
10:00AM – 11:00AM	Echoes of the Wild West Medicine Show	Outdoor Stage
10:00AM – 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
10:00AM – Noon	5-Stand Cowboy Team Clays Side Match	FRSSC
10:00AM – Noon	Cowboy Clays Course Side Match	FRSSC

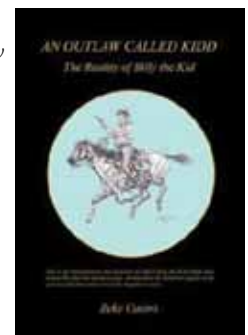


David Grasse book signing "The True untold story of Commodore Perry Owen"



Fredrick Jackson Turner

Zeke Castro book signing "An Outlaw Called Kidd"



10:00AM – Noon	Meet the Author – Book signing with Zeke Castro, Author of An Outlaw Called Kidd	SASS Mercantile
10:30AM – 11:00AM	Early Posses TEAM Shoot (from stages 9 - 12)	Bay 16
10:30AM – 1:30PM	Mid Day Wave Posses Shoot Main Match – Stages 1 - 12	Shooting Bays 1-14
11:00AM – Noon	The Anslovers Perform	Outdoor Stage
Noon – 1:00PM	John Wayne Live	Outdoor Stage
Noon – 1:00PM	Bill Oglesby, Exhibition Shooter	Center Bay- Bahia de Coto
1:00PM – 2:00PM	Echoes of the Wild West Medicine Show	Outdoor Stage
1:00PM – 3:00PM	Meet the Author- Book signing with Chester Nez, one of the last original Native American Code Talkers and Author of The Code Talker	SASS Mercantile
1:30PM – 2:00PM	Mid Day Posses TEAM Shoot (from stages 9 - 12)	Bay 16
1:30PM – 4:30PM	Late Wave Posses Shoot Main Match – Stages 1 - 12	Shooting Bays 1-14
2:00PM – 3:00PM	John Wayne Live	Outdoor Stage
3:00PM – 4:00PM	The Anslovers Perform	Outdoor Stage
4:00PM – 5:00PM	Bill Oglesby, Exhibition Shooter	Center Bay- Bahia de Coto
4:00PM – 5:00PM	Echoes of The Wild West Medicine Show	Outdoor Stage
5:00PM	No Guns in Town/Event Closes to Public	
6:00PM – 7:30PM	Best Dressed Costume Contest Judging	GEM Saloon
7:30PM – 9:30PM	Frederick Jackson Turner Performs	GEM Saloon
8:00PM – Midnight	Open Gambling Tables & Saloon	Happy Jack Saloon
8:00PM – Midnight	END of TRAIL's EPIC Saturday night bash! The Dooley Gang Hosts a Saturday Night Party worthy of the World Championships! Music, dancing, prizes, and fun!	Belle Union Saloon
	<p>The Dooley Gang hails from the Badland Bar 3 range in English, Texas, home of the 2011 Woolly Award Match of the Year, SASS Southwest Regional, Comin' At Cha. Moreover, the Dooley Gang is renowned for knowing how to throw a legendary party! Back by popular demand, the Gang is cranking it up in the Belle Union Saloon on Saturday night. Bring your singing voice, put on your dancin' shoes, and clear your dance card because you're sure to be on the stage or the dance floor before the night is over. So when the shootin's all done, join the legendary Dooley Gang for a fun-filled evening of entertainment, music, prizes, and more! They're sure to give you a few more good stories to tell about END of TRAIL 2014. "Ya' see, what happened was..."</p>	
8:30PM – 9:00PM	Best Dressed Costume Contest Promenade and Awards	Belle Union Saloon

Sunday, June 29

8:00AM – 9:00AM	Cowboy Church	Cowboy Memorial Chapel
9:00AM – Noon	Sweet 16 & Top Gun Shoot-off Showcase The Most thrilling way you'll ever watch a Top Gun Shoot-off! Cowboy Action Shooting – Top 16 Wild Bunch Action Shooting – Top 8 Mens & Top 8 Ladies	Center Bay- Bahia de Coto
10:00AM - 4:00PM	Founders Ranch Shotgun Sports Club Open	FRSSC
Noon (ish)	World Championship Award Ceremony	Belle Union Saloon
4:00PM	END of TRAIL Closed – See You Next Year	



John Wayne Live!



Derringers and Daggers The Belle Union Saloon Variety Show

The Dooley Gang The Dooley Gang's Saturday Night Extravaganza



SPECIAL & SIDE MATCHES

**SIDE MATCH PARTICIPATION
REQUIRES THE PURCHASE OF
AN ALL DAY SIDE MATCH PASS**

**Saturday 6/21
Thru Monday 6/23**

WOBBLE TRAP

Bay 10

Sponsored by Goatneck Gunsmithing
Bring your Wild Bunch™ or Cowboy
shotgun and at least a box of shells
for this 2-Man Team Event. You
may shoot the event as many times as
you wish ... most birds broken wins!
This event is open to all competitors
(including Cowboy Action).

Wednesday 6/25

SPECIAL MATCHES

WORLDS FASTEST COWBOY

Bay 8

Sponsored by Long Hunter
Shooting Supply

Competitors will be scored while
engaging the 24 knockdown course.
You will need a rifle and 10 rounds,
two revolvers and 10 rounds, shotgun
and 4 rounds. Cost is \$3 per try or
two tries for \$5. You may shoot as
many times as you wish to try and
win. Championship Buckles will
be awarded to the World's Fastest
Cowboy, World's Fastest Cowgirl, and
the World's Fastest Young Gun (16
and under). Proceeds benefit the SASS
Museum.

TEXAS SURRENDER

Bay 7

Sponsored by Goatneck Gunsmithing
Competitors will be scored while
engaging the Texas Star with your
revolver and four knockdown shotgun
targets. You will need a revolver and
five rounds, a shotgun and four plus
rounds. Cost is \$3 per try or two
tries for \$5. You may shoot as many
times as you wish to try and win.
Championship Buckles will be awarded
to the Fastest Cowboy, Fastest Cowgirl,
and Fastest Young Gun (16 and under).
Proceeds benefit the SASS Museum.

COWBOY CLAYS

**Founders Ranch Shotgun Sports
Club/Clays Range**

**Thursday, June 19th through Satur-
day, June 28th**

Sponsored by Goatneck Gunsmithing
& Hot Tamale

There are now TWO shotgun side
matches running every day except
Sunday during END of TRAIL.
Thursday through Monday the
matches are exclusively for Wild
Bunch competitors ('97s and Model
12s). Tuesday through Saturday the
matches are exclusively for Cowboy
Action competitors (Doubles, '97s,
and '87s ... NO Model 12s). One
of the events is a five stand Sporting
Clays course (50 birds), the other is
a 5-Stand Three-Person Team Event
(bring at least a box of shotgun shells).
The Sporting Clays competition is
smokeless ONLY while the 5-Stand
competition Team Event may be
shot with either smokeless OR
blackpowder.

The Sporting Clays rules are
"standard." For the 5-Stand Team
Event, three people will be on the
Stand—stations 2, 3, and 4. Each
station will shoot seven birds, three

singles and two pairs. The shooter
will fire one shot at his/her bird (the
single). If he/she misses, then the
other team members may shoot to get
the target. When the first pairs are
thrown, the shooter must engage his
two rounds, the other team members
may then try for the targets (if they
have not hit the ground). The final
two pairs can be shot by all team
members. Any team member shooting
before the required shots are fired by
the designated shooter is a miss on
that target.

Your first round in both competitions
are included in your match fees. To
improve your score, you may re-enter
without limits for \$15/shooter/round
for Sporting Clays or \$7.50 for a
5-Stand Team re-entry. Only your
highest score counts! Awards will be
given for 1st through 3rd places in
Ladies', Men's, and Junior's Categories
for the Sporting Clays matches.
Awards will be 1st through 3rd for
Smokeless and Blackpowder Teams in
the 5-Stand Team competition.

PLAINSMAN MINI-MATCH

Bays 3 AND 5

Meet Tex on Bay 3 at 10AM, and
you'll shoot through as a posse. Bring
your single shot rifle, percussion
revolvers, and shotgun and compete
in a four stage Plainsman Match.
There are two shooting categories—
Modern and Traditional. The Modern
Category allows ejectors on the rifle.
Awards are first through third for both
categories. Come play the game the
way the early cowboys did it! It's both
fun and a challenge!

**THIS EVENT WILL BE SHOT AS
A POSSE EVENT ONLY. PLAN
YOUR DAY WISELY!**

SIDE MATCHES

POCKET PISTOL

Bay 9

Sponsored by Bond Arms

Competitors will need a pocket pistol and five rounds of ammunition. You may shoot the side match as many times as you wish. Fastest time wins.

DERRINGER

Bay 9

Sponsored by Bond Arms

Competitors will need a Derringer and two rounds and a Shotgun and two rounds. You may shoot the side match as many times as you wish. Fastest time wins.

SPEED PISTOL – DUELIST, GUNFIGHTER, AND TWO-HANDED

Bay 13

Sponsored by Black Hills Ammunition

Competitors may shoot for honors in three shooting style categories—Speed Pistol Duelist, Speed Pistol Gunfighter, and Speed Pistol Two-Handed. You will need two revolvers and ten rounds. You may shoot the

side match as many times as you wish. Fastest time wins.

SPEED SHOTGUN – DOUBLE BARREL

Bay 12

Bring your shotgun and four shells. You may shoot the side match as many times as you wish. Fastest time wins.

SPEED SHOTGUN – 87/97

Bay 14

Bring your shotgun and four shells. You may shoot the side match as many times as you wish. Fastest time wins.

SPEED RIFLE

Bay 11

Competitors will need their pistol caliber main match lever action rifle and nine rounds. You may shoot the side match as many times as you wish. Fastest time wins.

RIMFIRE PISTOL

Bay 10/Bahia de Coto

Competitors will need a single action .22 cal. revolver and five rounds of ammunition. Only standard velocity

ammunition can be used. You may shoot the side match as many times as you wish. Fastest time wins.

RIMFIRE RIFLE

Bay 10/Bahia de Coto

Competitors will need a lever or pump action .22 cal. rifle and ten rounds of ammunition. Only standard velocity ammunition can be used. You may shoot the side match as many times as you wish. Fastest time wins.

LONG RANGE SIDE MATCHES

Bay 15 and 16

Long Range Single Shot Rifle – Black Powder and Smokeless, Buffalo Rifle, Lever Action Rifle – Rifle Caliber and Pistol Caliber.

Competitors will need ten rounds of ammunition and their rifle. You will have three minutes for lever actions and five minutes for single shots to place ten rounds on a target for the tightest group. This event is not scored, only group size matters. All ten rounds must be on the paper to be measured. Awards will be given in places 1st through 3rd in each category.



Wild Bunch™ SIDE MATCHES

**SIDE MATCH PARTICIPATION
REQUIRES THE PURCHASE OF
AN ALL DAY SIDE MATCH PASS**

Saturday 6/21

SPEED 1911, SPEED RIFLE, AND SPEED SHOTGUN

Bay 5

Bring your 1911 and four mags (20 rounds). You may shoot the event as many times as you wish ... fastest time wins! Traditional Side matches with Speed Rifle and Speed Shotgun will be contested as well!



Sunday 6/22

BOLT ACTION MILITARY RIFLE

Bay 16

Authorized firearms must be original caliber military cartridge standard issue bolt action rifles and carbines used by U.S. Military or Foreign Military units up to and including WWII. Rifles must be mil spec (Military Specified) with mil spec battle sights appropriate for that rifle or carbine. No modifications of any kind. Faithful reproductions will be allowed. Shooter can have 5 rounds loaded in the magazine with bolt open and an empty chamber. All additional rounds to be loaded on the clock. Scoring will be the most hits in the fastest time. This is a 10 shot side match.

Monday 6/23

WILD BUNCH™ TEAM SHOOT

Bay 15

There's no Wild Bunch™ Posse Shoot this year; the Wild Bunch™ Team shoot is offered in it's place on Bay 15 following Wild Bunch™ main match shooting Monday afternoon. Pick your four-person Wild Bunch™ Team and have everyone show up with a 1911 pistol, Wild Bunch shotgun, and "a bunch" of ammo. Please shoot on only one team. The team may shoot the event as many times as desired so long as no other teams are waiting. Only the first run counts for score.

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XTC450
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Picatinny



Basic



Bow



Tree



Rifle



Submersible

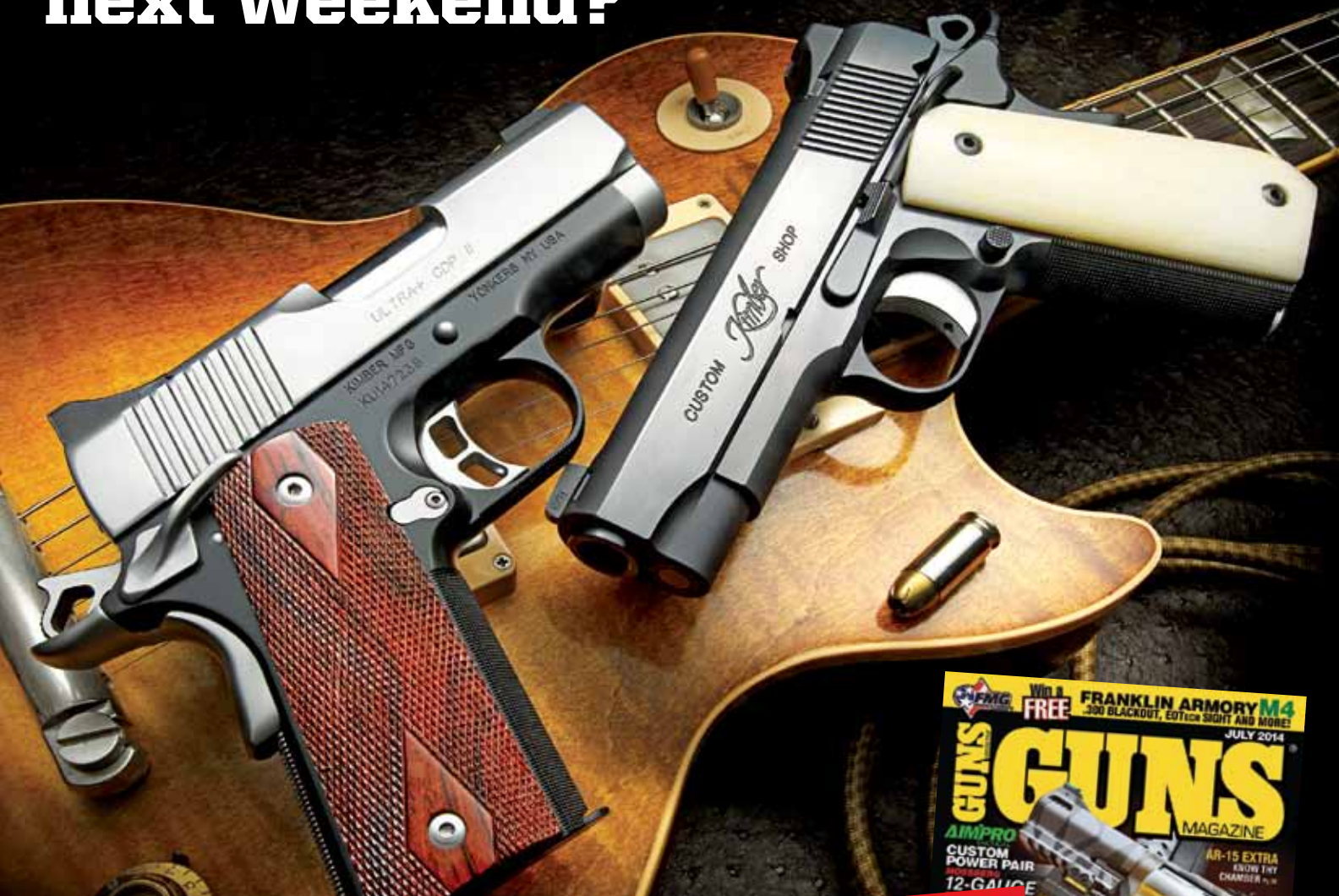


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Wild Bunch™ SHOOTING SCHEDULE

Daily Starting Times and Positions

Date	Time		Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12
Saturday June 21	9:00AM	Posse #	1	2	3	4	5	6	7	8	9	10	11	12
Sunday June 22	9:00AM	Posse #	9	10	11	12	1	2	3	4	5	6	7	8
Monday June 23	9:00AM	Posse #	5	6	7	8	9	10	11	12	1	2	3	4

Each day the posses will rotate through four stages (1 – 4, 5 – 8, or 9 – 12), starting as indicated above. Shooting each day is expected to wrap up around 1:00PM. After shooting Stages 1 – 4, report to Bay 8 for a Posse Photo. Different side matches are offered each day following main match shooting. See Wild Bunch™ Side matches described on page 16.

IT STARTED *with* OUR HANDS.

OUR JOB & OUR PASSION GO HAND IN HAND.

Behind every one of our meticulous processes is a South Dakotan with a special skill-be it a picky-as-hell approach to quality or a machine like ability to sort rounds. Our 60,000-square-foot factory is staffed with longtime employees who are also gun aficionados, former servicemen, and an old hand or two. In other words: experts.

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Wild Bunch™ STAGES

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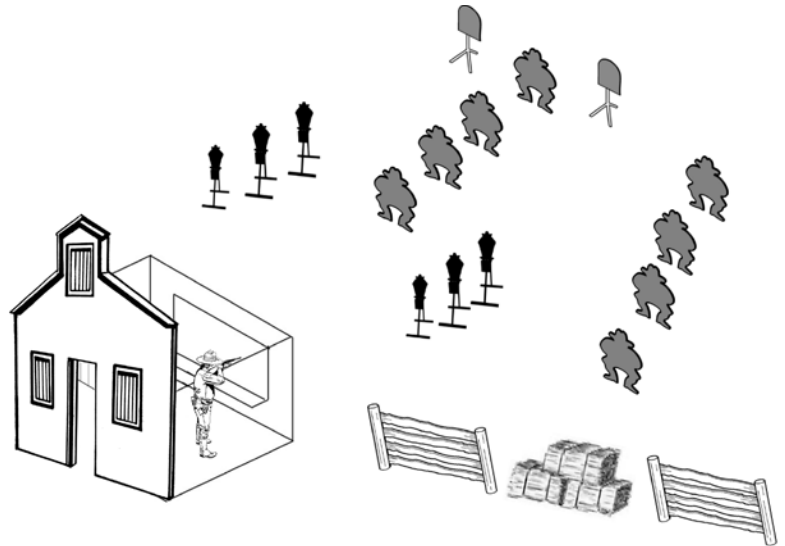
STAGE 1, BAY 1

20 PISTOL, 6 RIFLE, 6 SHOTGUN

STAGING: Rifle staged on the shelf in the barn. Pistol holstered.

STARTING POSITION: Standing in the barn. Shotgun in hands.

PROCEDURE: At buzzer, engage the shotgun targets. With the rifle, engage the three furthest rifle targets twice each. With your pistol, engage the left four cowboy targets at least twice each. Move to the hay bales and repeat the instructions on the right cowboy targets.



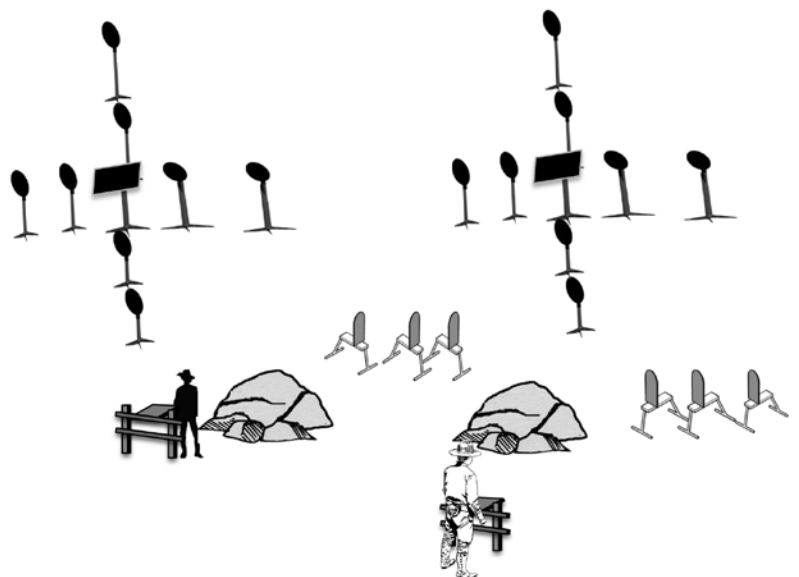
Stage 2, Bay 2

20 PISTOL, 10 RIFLE, 6 SHOTGUN

STAGING: Rifle and shotgun on right shelf. Pistol holstered.

STARTING POSITION: Start at right shelf, both hands on your hat.

PROCEDURE: At buzzer, with the shotgun, engage the six shotgun targets. With the rifle, engage the middle target twice and the other eight targets once each in any order. Move to the left shelf, and with your pistol, engage the middle target four times and the other eight targets twice each in any order.



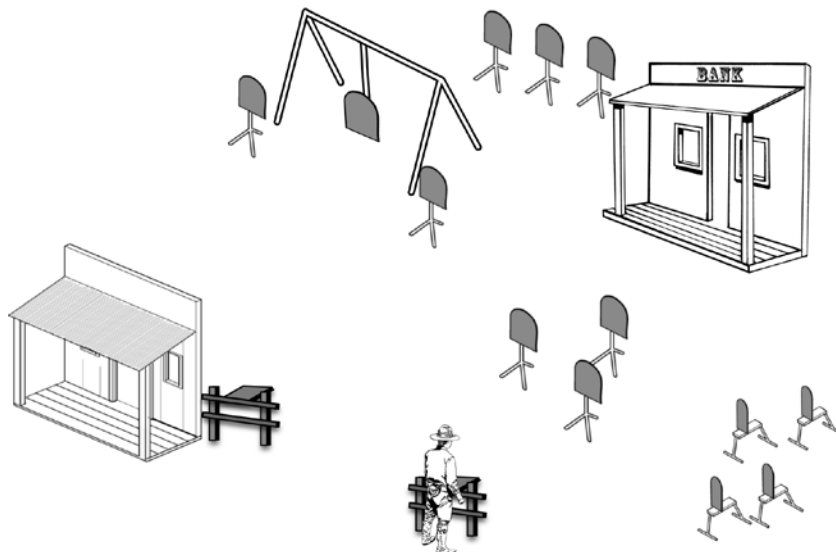
Stage 3, Bay 3

**25 PISTOL, 10 RIFLE,
4 SHOTGUN**

STAGING: Rifle on shelf next to building, shotgun on right shelf, pistol holstered.

STARTING POSITION: Standing at right shelf with both hands in a full Gabby Hayes surrender.

PROCEDURE: At buzzer, with rifle engage the far three rifle targets in a double tap Nevada sweep. With the shotgun, engage the four shotgun targets. With the pistol, engage the right three pistol targets in a double tap Nevada sweep. Move to the left table, release the swinger, and repeat the instructions using the swinger as the middle target then engage the swinger five times.



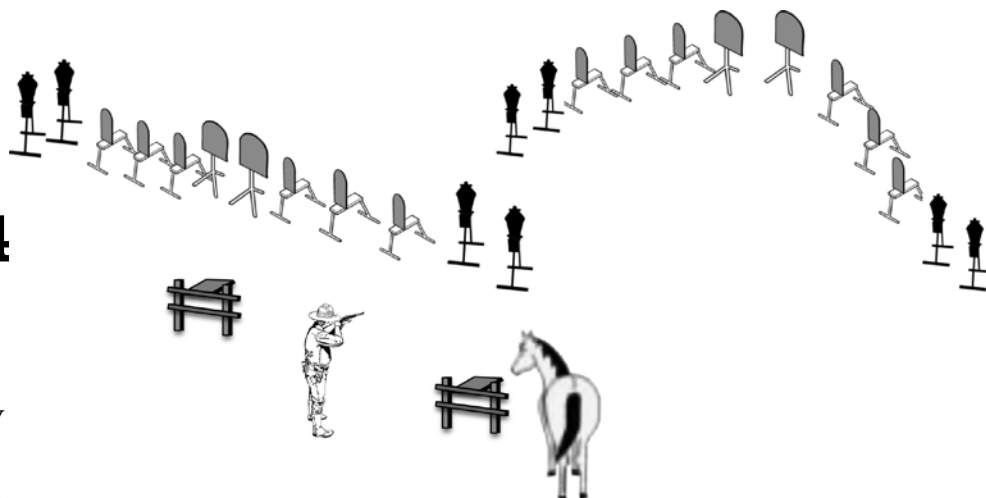
Stage 4, Bay 4

**20 PISTOL, 8 RIFLE,
0+ SHOTGUN**

STAGING: Shotgun open and empty on either shelf. Pistol holstered.

STARTING POSITION: Anywhere between the shelves, rifle in hand.

PROCEDURE: At buzzer, engage the four stationary targets twice each. With the pistol, from either shelf, engage the ten knockdowns. Move to the other shelf and repeat instructions. Any knockdowns still standing may be picked up with the shotgun anywhere between the shelves.



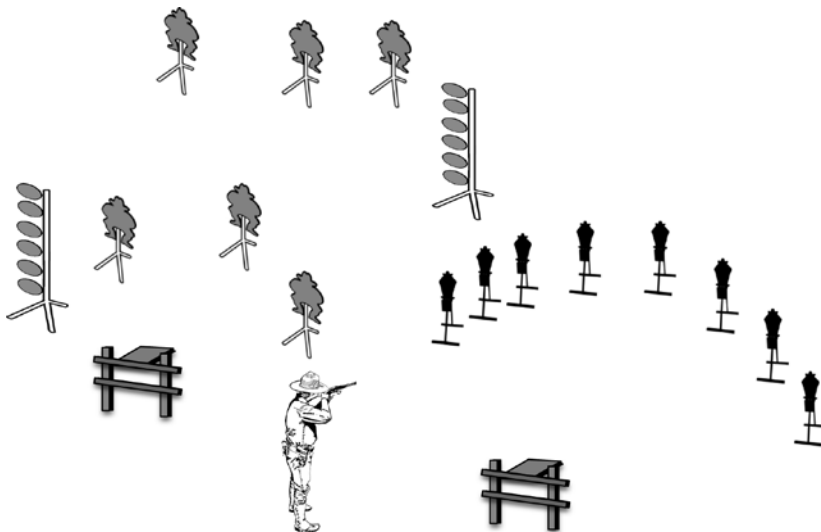
Stage 5, Bay 5

**25 PISTOL MINIMUM, 5 RIFLE,
8 SHOTGUN**

STAGING: Shotgun on right shelf. Pistol holstered.

STARTING POSITION: Standing anywhere between the shelves, rifle in hands.

PROCEDURE: With rifle, engage the right dueling tree targets once each (“must be hit to count”). With the shotgun, engage the shotgun targets. Move to the left shelf and with your pistol engage the dueling tree targets once each (“must be hit to count”). Then engage all stationary targets at least three times each. If there are any shotgun knock-down targets still standing, you may move to the right shelf and knock them down with your pistol.



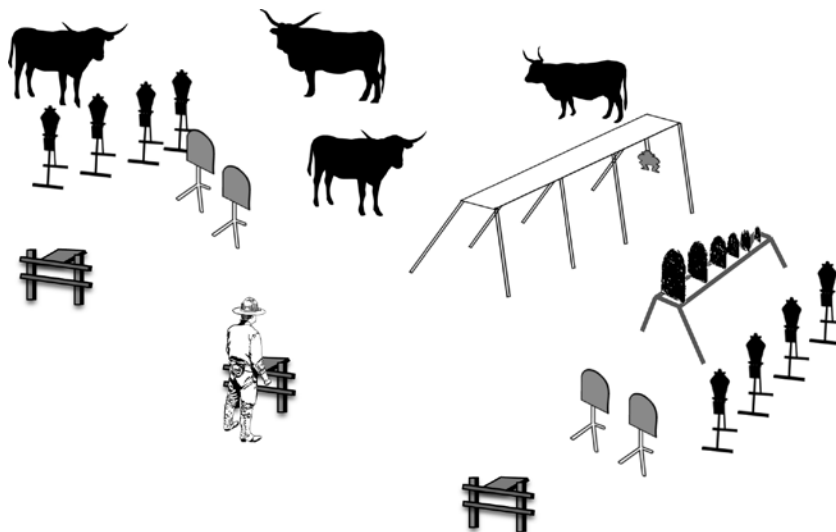
Stage 6, Bay 6

25 PISTOL, 5 RIFLE

STAGING: Rifle on right shelf, pistol holstered.

STARTING POSITION: Start at middle shelf standing upright holding rope in both hands.

PROCEDURE: At buzzer, pitch the rope over the shelf. With your pistol, engage the moving target five times. Move to the left shelf, engage the four knockdowns once each and the stationary targets twice each (this includes the “moving” target). Move to the right shelf and repeat the pistol instructions. With the rifle, engage the “Tombstone” plate rack targets once each. All knockdown targets must fall to count.



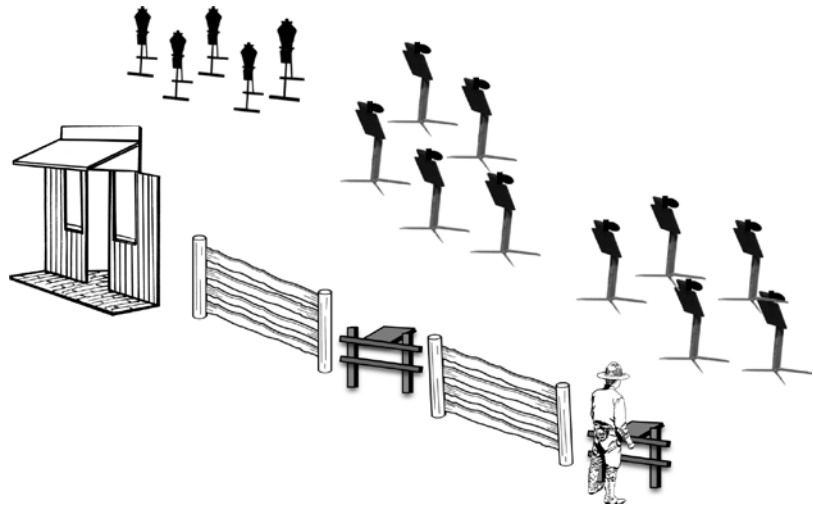
Stage 7, Bay 7

30 PISTOL, 5 SHOTGUN

STAGING: Shotgun on left shelf, pistol holstered.

STARTING POSITION: Standing at the right shelf, thumbs tucked into your gun belt (in the front).

PROCEDURE: At buzzer, engage the “hostage head” targets once each (“must be hit to count”), then engage the stationary targets (“body”) twice each. Move to the left shelf and repeat the instructions. With the shotgun, move to the doorway and engage the shotgun targets.



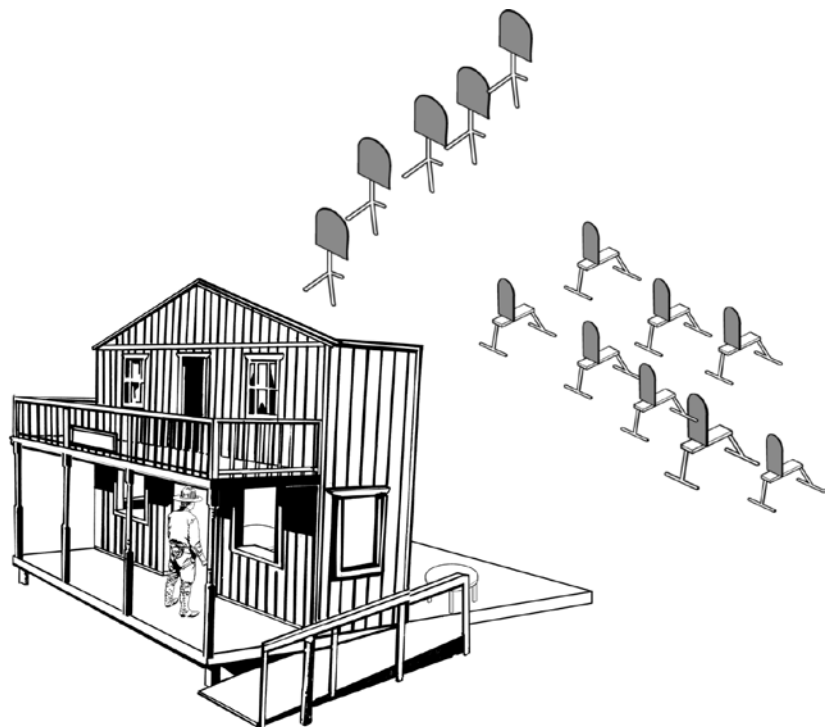
Stage 8, Bay 9

30 PISTOL, 8 RIFLE, 5 SHOTGUN

STAGING: Rifle on the left table, shotgun on the right table, pistol holstered.

STARTING POSITION: Standing in the doorway, hands on door jamb.

PROCEDURE: At buzzer, you may start with shotgun, rifle, or pistol. Rifle order is engage stationary targets once each and any three knockdowns. Shotgun order is engage any five knockdowns. Pistol order is a progressive sweep on the stationary targets starting on the closest target, then a regressive sweep starting on the far target.



Stage 9, Bay 11

20 PISTOL, 8 RIFLE,
7+ SHOTGUN

STAGING: Shotgun on table left of bar, pistol holstered.

STARTING POSITION: Standing at the middle of the bar, rifle in hands.

PROCEDURE: At buzzer, with rifle engage the plate rack targets once each and the far three rifle targets once each. With the pistol, engage all stationary targets three times each and any two knockdowns. With the shotgun engage any knockdowns still standing.



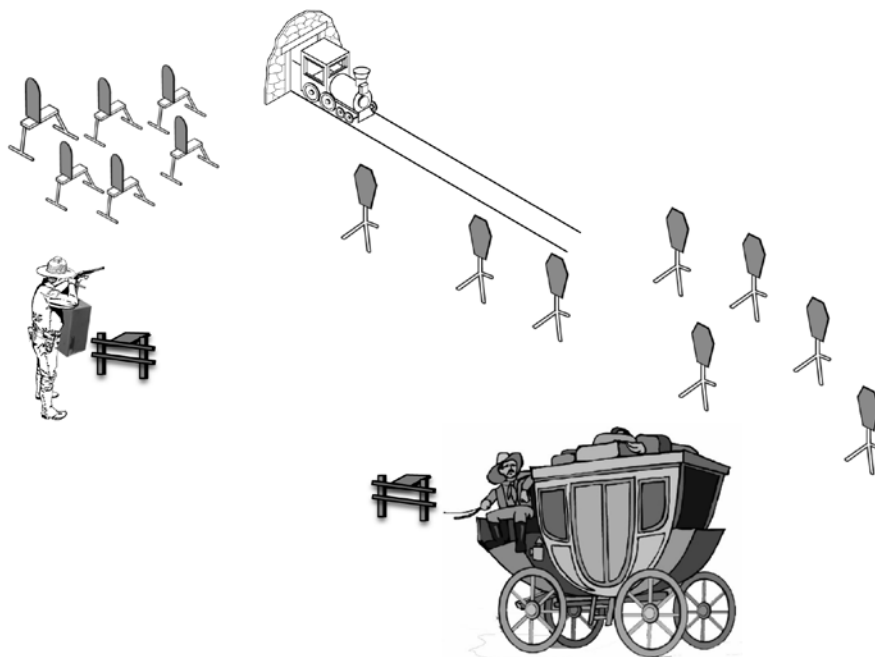
Stage 10, Bay 12

20 PISTOL, 6 SHOTGUN

STAGING: Pistol holstered.

STARTING POSITION: At left shelf, shotgun in hands.

PROCEDURE: At buzzer, with the shotgun engage the six shotgun targets. Start the moving target, and with the pistol engage the moving target seven times and three stationary targets once each in any order. Move to the right shelf and engage right side targets twice each.



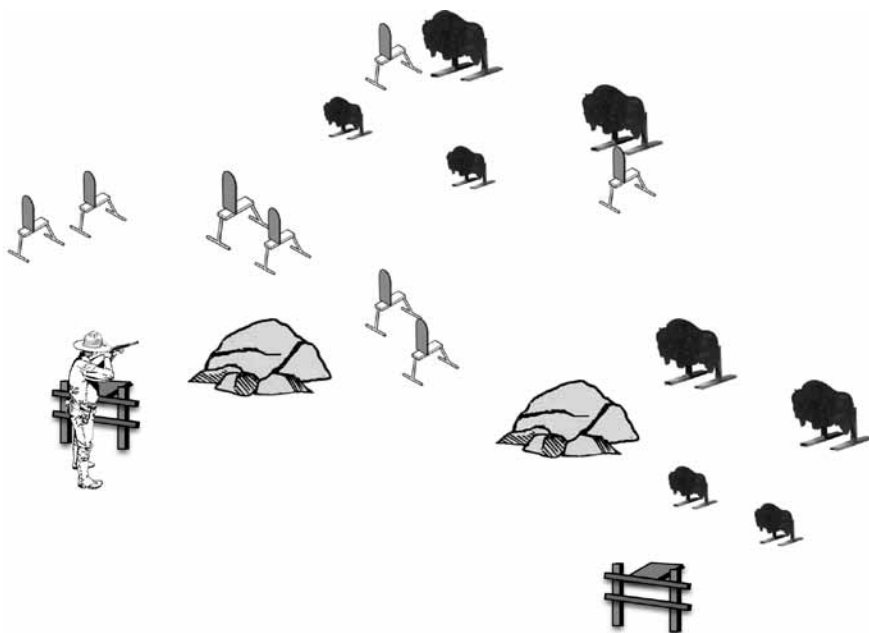
Stage 11, Bay 13

20 PISTOL, 10 RIFLE, 6 SHOTGUN

STAGING: Shotgun on the left shelf, pistol holstered.

STARTING POSITION: Rifle in hands at the left shelf.

PROCEDURE: At buzzer, with the rifle, engage the far buffalo targets twice each and any two knockdowns. With the shotgun, engage the remaining knockdowns. With the pistol, engage the buffalo targets at least twice each. Move to the right shelf and repeat the instructions.



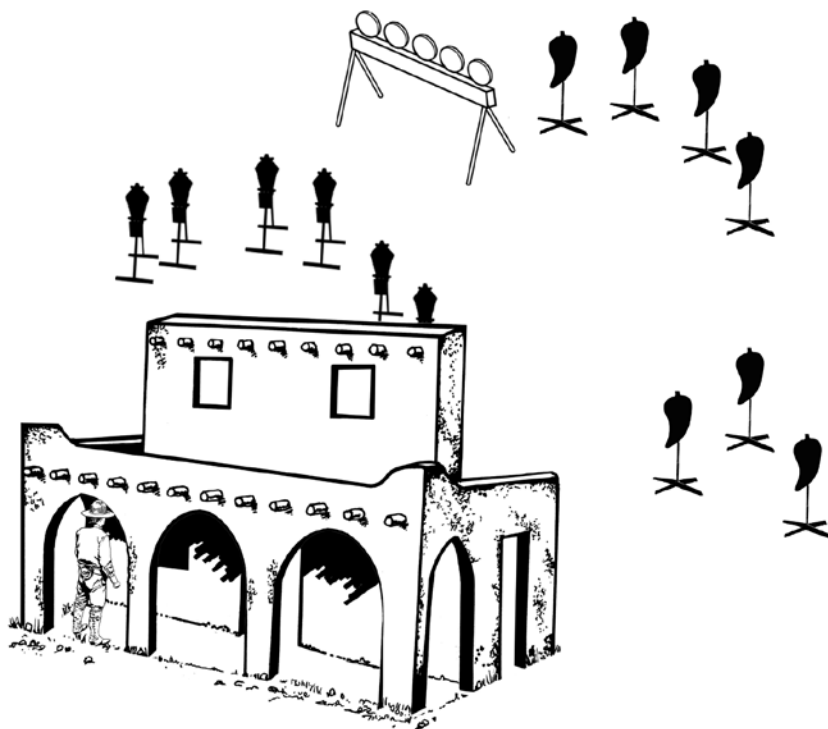
Stage 12, Bay 14

25+ PISTOL, 10 RIFLE, 6 SHOTGUN

STAGING: Rifle in the right corner, shotgun in the left corner, pistol holstered.

STARTING POSITION: Start at the left window, both hands on hat.

PROCEDURE: At the buzzer, grab the shotgun and engage the shotgun knockdowns. Put the shotgun back where you got it. Move to the right window and with the rifle engage the targets outside twice, outside twice, middle once, then repeat the sequence. Put the rifle back where you got it. Move through the doorway to the shelf, and with the pistol, engage the plate rack targets once each, then the right bank of stationary targets at least three times each for ten rounds, then the middle bank of targets at least twice each for ten rounds. Any targets on the plate rack still standing may, at this time, be re-engaged until down.



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COWBOY ACTION SHOOTING SCHEDULE

Thursday, June 26

Time/Stage	1	2	3	4	5	6	7	8	9	10	11	12
7:30AM	1	2	3	4	5	6	7	8	9	10	11	12
8:15AM	4	1	2	3	8	5	6	7	12	9	10	11
9:00AM	3	4	1	2	7	8	5	6	11	12	9	10
9:45AM	2	3	4	1	6	7	8	5	10	11	12	9

Posse Team Shoot: Poses 9 – 12 ~ 10:30 AM

10:30AM	13	14	15	16	17	18	19	20	21	22	23	24
11:15AM	16	13	14	15	20	17	18	19	24	21	22	23
Noon	15	16	13	14	19	20	17	18	23	24	21	22
12:45PM	14	15	16	13	18	19	20	17	22	23	24	21

Posse Team Shoot: Poses 33 – 36 ~ 1:00 PM / Posse Team Shoot: Poses 21 – 24 ~ 1:30 PM

1:30PM	25	26	27	28	29	30	31	32	33	34	35	36
2:15PM	28	25	26	27	32	29	30	31	36	33	34	35
3:00PM	27	28	25	26	31	32	29	30	35	36	33	34
3:45PM	26	27	28	25	30	31	32	29	34	35	36	33

Friday, June 27

Time/Stage	1	2	3	4	5	6	7	8	9	10	11	12
7:30AM	21	22	23	24	13	14	15	16	17	18	19	20
8:15AM	24	21	22	23	16	13	14	15	20	17	18	19
9:00AM	23	24	21	22	15	16	13	14	19	20	17	18
9:45AM	22	23	24	21	14	15	16	13	18	19	20	17

Posse Team Shoot: Poses 18 - 20 ~ 10:30AM

10:30AM	33	34	35	36	25	26	27	28	29	30	31	32
11:15AM	36	33	34	35	28	25	26	27	32	29	30	31
Noon	35	36	33	34	27	28	25	26	31	32	29	30
12:45PM	34	35	36	33	26	27	28	25	30	31	32	29

Posse Team Shoot: Poses 5 – 8 ~ 1:00PM / Posse Team Shoot: Poses 29 – 32 ~ 1:30PM

1:30PM	9	10	11	12	1	2	3	4	5	6	7	8
2:15PM	12	9	10	11	4	1	2	3	8	5	6	7
3:00PM	11	12	9	10	3	4	1	2	7	8	5	6
3:45PM	10	11	12	9	2	3	4	1	6	7	8	5

Saturday, June 28

Time/Stage	1	2	3	4	5	6	7	8	9	10	11	12
7:30AM	29	30	31	32	33	34	35	36	25	26	27	28
8:15AM	32	29	30	31	36	33	34	35	28	25	26	27
9:00AM	31	32	29	30	35	36	33	34	27	28	25	26
9:45AM	30	31	32	29	34	35	36	33	26	27	28	25

Posse Team Shoot: Poses 25 – 28 ~ 10:30AM

10:30AM	5	6	7	8	9	10	11	12	1	2	3	4
11:15AM	8	5	6	7	12	9	10	11	4	1	2	3
Noon	7	8	5	6	11	12	9	10	3	4	1	2
12:45PM	6	7	8	5	10	11	12	9	2	3	4	1

Posse Team Shoot: Poses 13 – 16 ~ 1:00PM / Posse Team Shoot: Poses 1 – 4 ~ 1:30PM

1:30PM	17	18	19	20	21	22	23	24	13	14	15	16
2:15PM	20	17	18	19	24	21	22	23	16	13	14	15
3:00PM	19	20	17	18	23	24	21	22	15	16	13	14
3:45PM	18	19	20	17	22	23	24	21	14	15	16	13

NEW STAGES!

COWBOY ACTION STAGES

STAGE 1, BAY 1

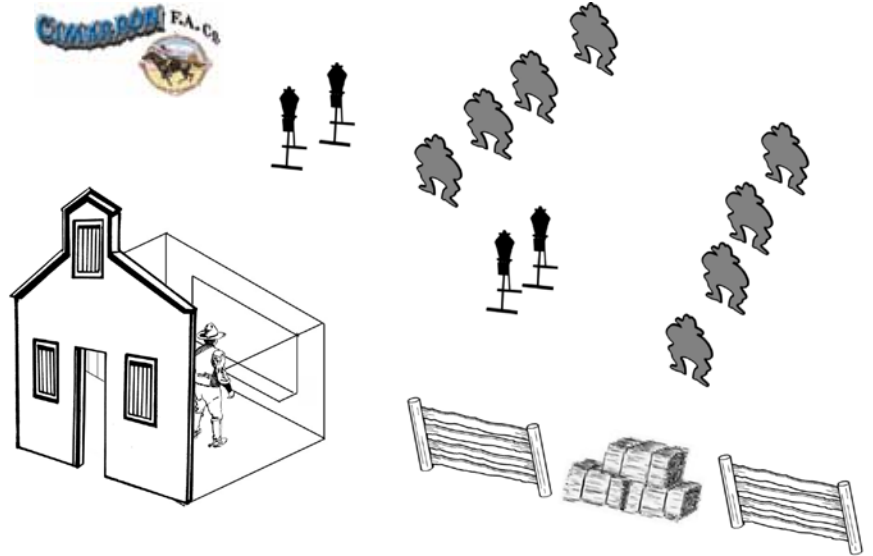
10 PISTOL, 10 RIFLE, 4+ SHOTGUN

STAGING: Rifle and shotgun staged on shelf in barn. Pistols holstered.

STARTING POSITION: Standing upright anywhere in the barn. Shooter cries, "Don't shoot, Chance! It's me!"

PROCEDURE: At buzzer with rifle put two shots on the closest rifle target followed by one shot on the each of the other three rifle targets then repeat instructions. With shotgun engage the four shotgun targets. Exit the barn, and at any one point between the barn and the hay bale engage the pistol targets using same instructions as rifle.

STAGE SPONSORED BY



After I left that dark eyed girl in town with her gentleman friend, it seemed like a good idea to move on. Blaze had heard Chance had a spread down south, so thought I'd look him up. Ma would be anxious to know how he was doing. Poor Chance, he never did learn to write. The only time he showed up at the schoolhouse was when we had a pretty schoolmarm, and we didn't have many of them. Figured I was getting' close when I heard some gunfire. Since Chance drew trouble like flies to an outhouse, it must be his place. I snuck up to the barn and sure enough, there was Chance holding off a bunch of unfriendly cowhands. DON'T SHOOT, CHANCE, IT'S ME!

Stage 2, Bay 2

10 PISTOL, 10 RIFLE, 4+ SHOTGUN

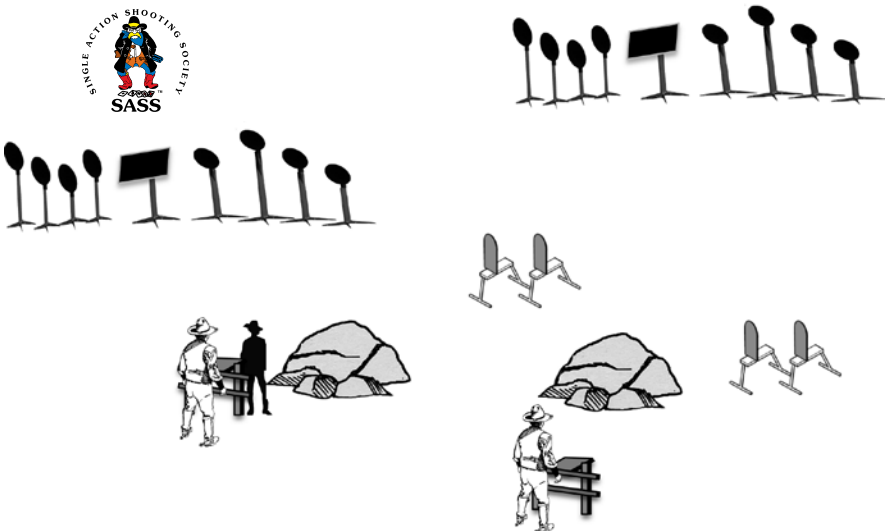
STAGING: Rifle and shotgun on right shelf. Pistols holstered.

STARTING POSITION: Start at left or right shelf, both hands on shelf. Shooter hisses, "You better surrender, boys."

PROCEDURE: At buzzer if you start at left shelf with pistols put one shot on each round pistol target and two shots on the square pistol target in any order. With rifle shoot the rifle target using same instructions as pistol. With shotgun shoot the four shotgun targets. If you start at right shelf you can start with either rifle or shotgun. Rifle one shot on each round rifle target and 2 rounds on the square rifle target. Four shots on the shotgun targets. Move to left shelf and engage pistol targets same instructions as rifle.

NOTE: Pistols must be fired from left side (north) of silhouette.

STAGE SPONSORED BY



Some of them bank robbers took off. Blaze rounded up 10 good men for his posse and me and Windy joined up with them. That posse did some pretty hard ridin' before we caught up with them bank robbers. They were holed up in the rocks in Devil's Canyon. We jumped off our horses and took cover. Blaze yelled at them to surrender. I figure they had heard about Judge Harshly in town and didn't like the idea of being strung up, cause they started pepperin' us with their long guns. We didn't have no choice but to return fire. YOU BETTER SURRENDER, BOYS!

Stage 3, Bay 3

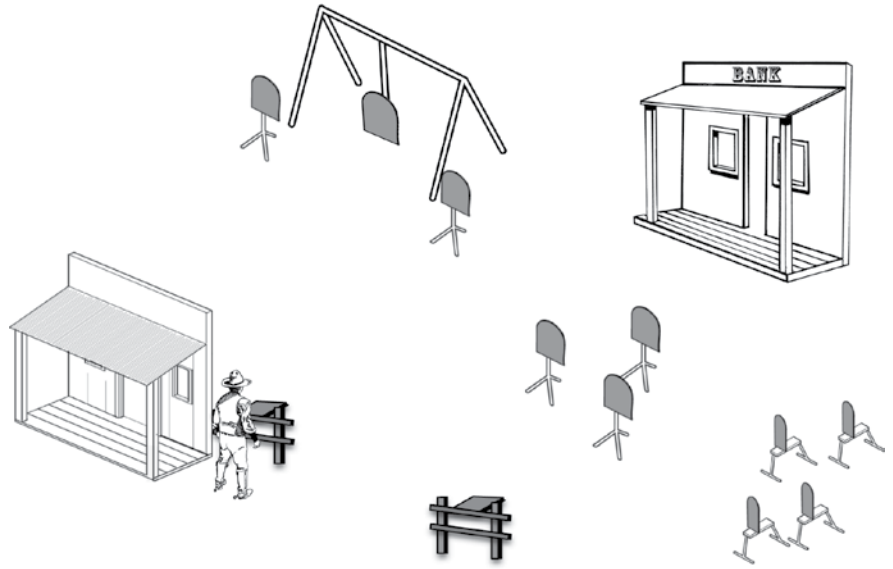
10 PISTOL, 10 RIFLE, 4+ SHOTGUN

STAGING: Rifle on shelf next to building, shotgun on right shelf, pistols holstered.

STARTING POSITION: Standing at left shelf with both hands on swinger lever. Shooter asks, "Need a hand, Blaze?"

PROCEDURE: At buzzer, release swinger and with rifle shoot the three rifle targets (swinger and two stationary targets) in a 1-3-1 SWEEP starting at either end then repeat the instructions. From right shelf you can shoot either pistols or shotgun first. With pistols shoot the pistol targets using same instructions as rifle. With the shotgun shoot the four shotgun targets.

STAGE SPONSORED BY



After we ran those rustlers off, the drive moved right along. Big Billy was right. Them short fat cows took right to the trail. They was moving so smooth, Windy Walker and me took a ride into town. We'd heard Blaze was Sheriff there so thought we ought to pay him a visit. Ma gave Blaze a real fine name, but after he burned the outhouse down, we just called him Blaze. Sure enough Blaze was sitting on the porch of the Sheriff's office. We were just catchin' up on the news from home when the shootin' started. Someone was robbin' the bank. I figured I'd best give Blaze a hand. Pa always said "You boys best stick together." NEED A HAND, BLAZE?

Stage 4, Bay 4

10 PISTOL, 10 RIFLE, 4+ SHOTGUN

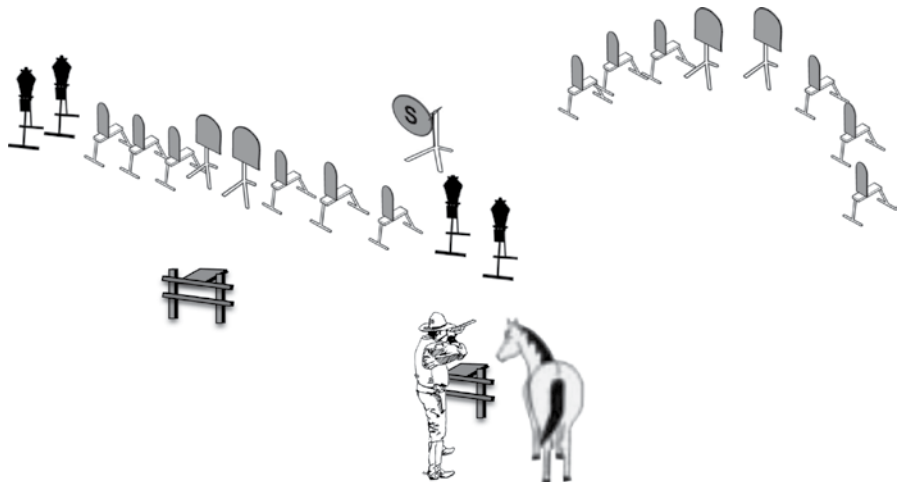
STAGING: Shotgun on left shelf, pistols holstered.

STARTING POSITION: At right shelf, rifle in hand. Shooter hollers, "Let's go, Bo!"

PROCEDURE: At buzzer from right shelf, engage knock down rifle targets with one round each and stationary rifle target with two rounds in any order. From left shelf with pistols engage the pistol targets using same instructions as rifle. Shoot the four shotgun targets.

NOTE: Any pistol or rifle knockdown target left standing can be made up with shotgun on the stationary target.

STAGE SPONSORED BY



Since Pa always said, "Mind your Ma", I did what Ma said. I rode. I figured there was a passel of Fulfords right on my tail, so I didn't waste time on the trail. Bo was a dern good horse and would go sun up to sun down. We passed right thru St. Joe and hit the wagon trail west. We were moving along right smart, when I heard gunfire. I gave Bo the spurs and topped a ridge. Just below a wagon train was being attacked by Indians. We can't have that, so I pulled my long gun and headed down to lend a hand. LET'S GO, BO!

Stage 5, Bay 5

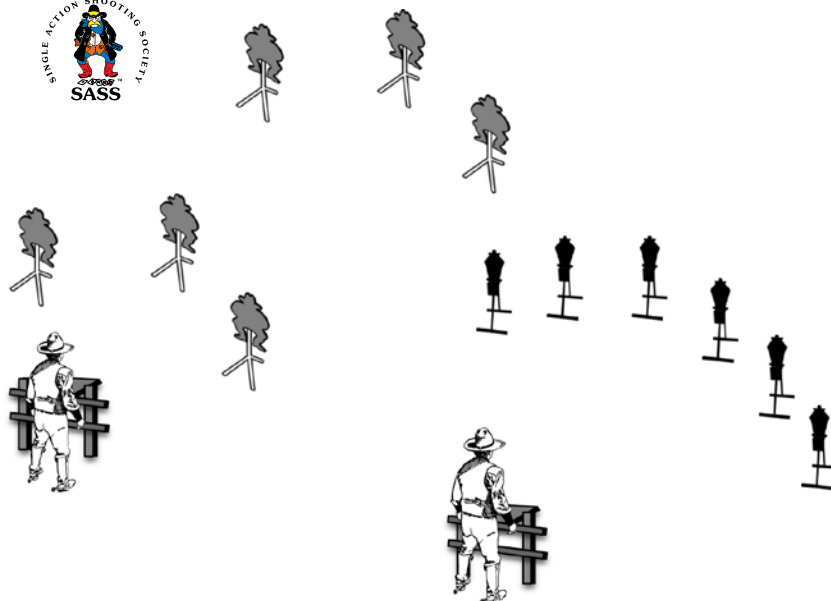
10 PISTOL, 10 RIFLE, 6+ SHOTGUN

STAGING: Rifle on left shelf, shotgun on right shelf. Pistols holstered.

STARTING POSITION: Standing upright at either left or right shelf, arms crossed at chest. Shooter declares, "I ain't getting hitched!"

PROCEDURE: If starting at the left shelf, with pistols double tap Nevada sweep the three pistol targets starting on either end. With rifle shoot the rifle targets with same instructions as pistol. Shoot the six shotgun targets. If starting from right shelf, firearm order is shotgun, rifle, then pistol.

STAGE SPONSORED BY



Turns out riding into a band of Indians can be somewhat risky. The arrow I took to my arm didn't mess me up much since it went straight thru. Hurt like the dickens tho. Texas Jack, the wagon master, figured I oughta ride with them for a spell. Seemed like a good idea, since there was this pretty blue eyed gal wantin' to fix me up, well, fix my arm up. My arm was feeling just fine when I slipped it around the middle of that pretty blue eyed girl. But then her brothers showed up with shotguns and talkin' about preachers. Looks like I'll have to shoot my way out. I AIN'T GETTING HITCHED!

Stage 6, Bay 6

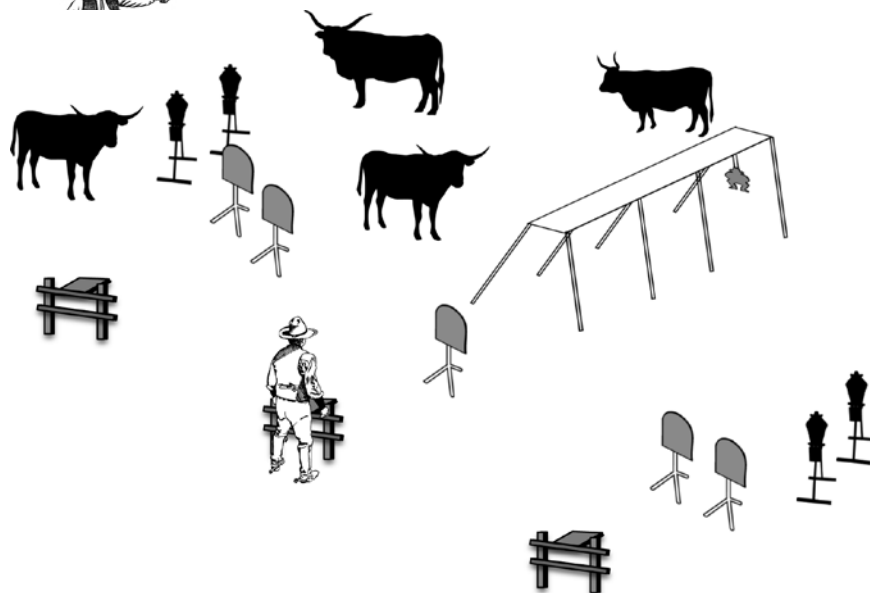
10 PISTOL, 10 RIFLE, 2+ SHOTGUN

STAGING: Rifle on middle shelf, shotgun on left or right shelf, pistols holstered.

STARTING POSITION: Start at middle shelf standing upright holding rope in both hands. Shooter insists, "You ain't getting Big Billy's herd!"

PROCEDURE: At buzzer, pitch the rope over the shelf. With rifle engage the moving target five times THEN the stationary rifle target five times. Go to either left or right table and with pistols engage one pistol target five times, THEN the other pistol target five times. With shotgun engage the two shotgun targets.

STAGE SPONSORED BY



Cattle are more to my likin', so I signed on a drive with Big Billy. I about quit when I got my first look at them cows. Why, they had short legs, fat bodies, and all of them were brown with white faces. They were never gonna make it south. Big Billy figured they were tougher than they looked and nowhere as wild as them longhorns he had on his ranch. He's the boss, so we headed out. Some outlaws must have agreed with Big Billy, cause the third night out, outlaws figured to move in on the herd. Big Billy loved those short, fat cows and we weren't about to let rustlers get them. YOU AIN'T GETTING BIG BILLY'S HERD!

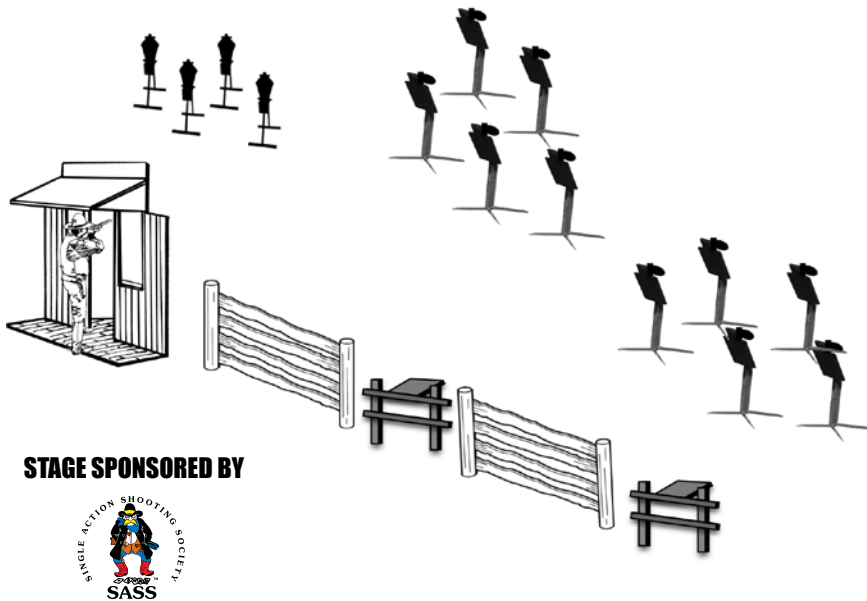
Stage 7, Bay 7

10 PISTOL, 10 RIFLE, 4+ SHOTGUN

STAGING: Rifle on left shelf, pistols holstered.

STARTING POSITION: Standing in doorway, shotgun in both hands. Shooter opens the conversation with, "Howdy, Judge!"

PROCEDURE: At buzzer, engage the four shotgun targets in any order. With rifle from left shelf sweep the five rifle targets two times from the same direction. With pistols shoot the five pistol targets using same instructions as rifle. Pistols can be shot from any one position between left and right shelves.



When I got back to the farm after my little dust up in town, Ma was waiting on the porch. "You best get ready to pull out," she said. "I hear the Fulfords are gonna come looking for you. You go west and look up Blaze and Chance." I picked up Pa's old shotgun and headed for the door and just then the Fulfords rode up. Thinking they might want to talk a bit, I stepped out on the porch. But, when old Judge Fulford pulled his six shooter, I figured the time for talking had passed. HOWDY, JUDGE!

Stage 8, Bay 9

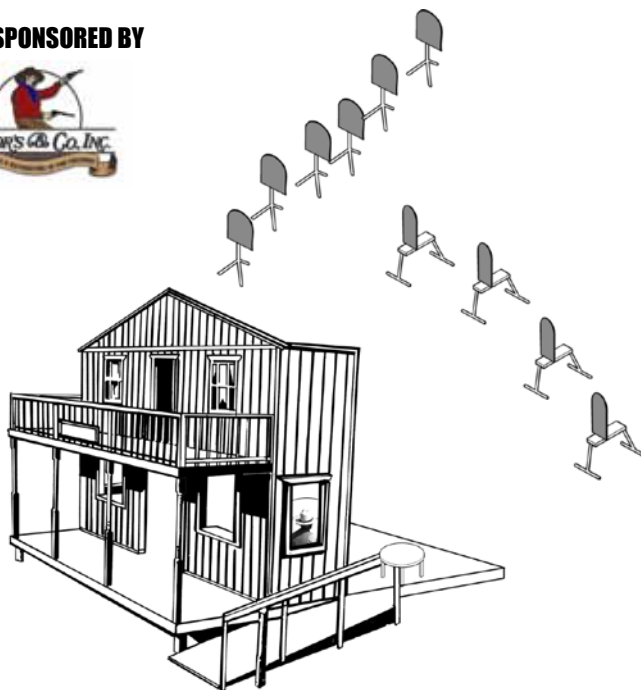
10 PISTOL, 10+1 RIFLE, 4+ SHOTGUN

STAGING: Rifle on left table, shotgun on right table, pistols holstered.

STARTING POSITION: At left table, hand on hands on pistols. Shooter declares, "Those are MY hides, Boogie!"

PROCEDURE: At buzzer, start with pistols and using rifle as needed progressive sweep the six targets (1 on 1, 2 on 2, 3 on 3, 4 on 4, 5 on 5, 6 on 6) starting on either end. Load one in the rifle any time after the first shot is fired down-range. From right table shoot the four shotgun targets.

STAGE SPONSORED BY



Found out buffalo hunting ain't my style. It doesn't seem fittin' to shoot something that just stands there and looks at you. Besides, they stink. Skinning em' ain't no fun either. But, Deadly and I got a whole mess of meat to sell to the army and a wagon load of hides to sell to Boogie in town. Me and Deadly were in Taylors stockin' up when Boogie and his gang got other ideas. They figured to just shoot me and Deadly and help themselves to them hides. They didn't shoot them, they didn't skin them, and they weren't getting 'em. THESE ARE MY HIDES, BOOGIE!

Stage 9, Bay 11

10 PISTOL, 10 RIFLE, 4+ SHOTGUN

STAGING: Rifle on carpet at right end of bar, shotgun on table left of bar, pistols holstered.

STARTING POSITION: Standing upright at bar with both hands on beer mug. Shooter mutters, "Them dang Fulfords!"

PROCEDURE: At buzzer, with rifle engage rifle targets four shots on middle rifle target THEN double tap sweep the three rifle targets. From any one spot along the bar to the table, with pistols engage the pistol targets using same instructions as rifle. Shoot the four shotgun targets.



STAGE SPONSORED BY



It was a mighty fine day when I rode into town to see that yellow haired girl. But, when I walked into Long Hunters, there she sat with A Z Fulford, and they're looking mighty friendly. A Z was the meanest, lowdown skunk in town. Whoa, Hotshot Fulford was there, too, with his boys, Mean and Onry, and right behind them was Major Fulford and his boys, Dirty and Evil. Now the Fulfords and the Johnsons don't have much use for each other, ever since my great grandpappy sold Foxie Fulford that blind horse. Looked like I best defend myself. **THEM DANG FULFORDS!**

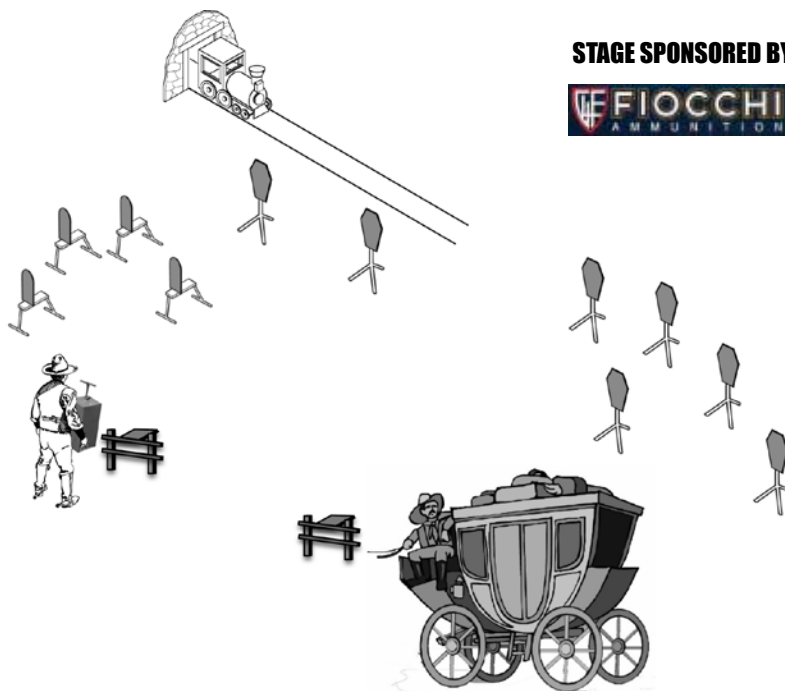
Stage 10, Bay 12

10 PISTOL, 10 RIFLE, 4+ SHOTGUN

STAGING: Rifle and shotgun on left shelf. Pistols holstered.

STARTING POSITION: At left shelf both hands on plunger. Shooter shouts, "You can't have the money box!"

PROCEDURE: At buzzer, start moving target. With rifle engage the two stationary rifle targets two times each and the moving target six times in any order. With shotgun engage the four shotgun targets. From any one spot between left and right shelf engage the pistol targets six on the middle pistol target and once each on the other four pistol targets in any order.



STAGE SPONSORED BY



Too much excitement in Blaze's town, so I signed on to ride shotgun on the stage south. Didn't have anything to do with that pretty dark eyed girl that was gonna be on the stage, but if I got to know her better, it would be okay. Was gonna be a three day trip, so I figured we would have a chance to get friendly. Was going pretty good, too, that dark eyed girl had a right friendly nature, but on the last day out the Cooley gang decided they wanted the money box. They coulda had the money box, but hated to lose that dark eyed gal. Guess we better keep 'em both. **YOU CAN'T HAVE THE MONEY BOX!**

Stage 11, Bay 13

10 PISTOL, 10 RIFLE, 6+ SHOTGUN

STAGING: Shotgun and rifle on left shelf. Pistols holstered.

STARTING POSITION: Start standing upright at right shelf, one hand on a pistol and the other shading your eyes. Shooter exclaims, "Look at all them buffalo!"

PROCEDURE: At buzzer, with pistols shoot one of the smaller buffalo two times, then the larger buffalo behind it three times. Then shoot the other smaller buffalo two times and the other larger buffalo three times. From the left shelf with rifle, shoot the rifle targets using same instructions as pistol. Shoot the six shotgun targets.

STAGE SPONSORED BY



Me and Bo were just moving on west when Deadly caught up with us. I had talked with him some on the wagon train. Seems he had a mighty fine still back home and brewed the best moonshine in the county. Except he got tired of keeping ahead of the law and headed west. We got to lookin' at all them buffalo and decided buffalo huntin' was a good way to get some travelin' money. No lawman was gonna get Deadly for that, so we're goin' buffalo hunting. **LOOK AT ALL THEM BUFFALO!**

Stage 12, Bay 14

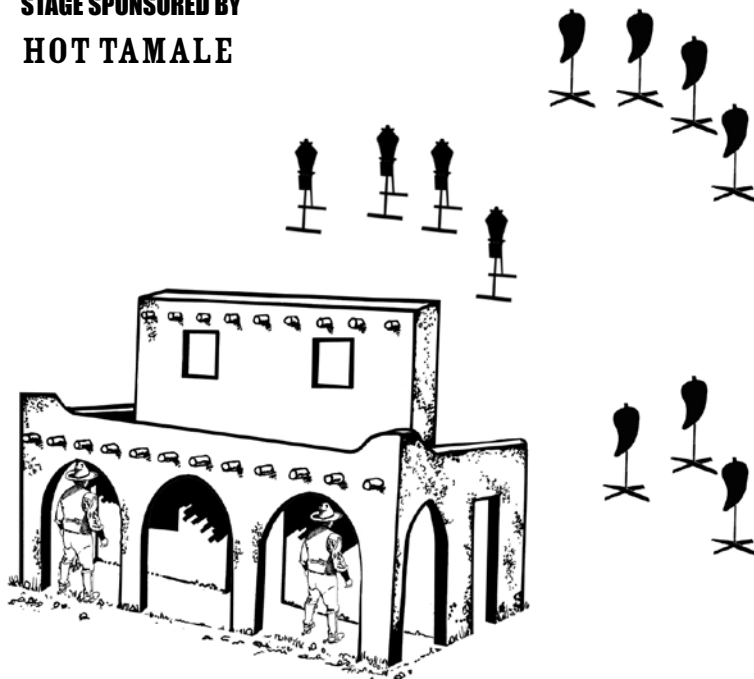
10 PISTOL, 10 RIFLE, 4+ SHOTGUN

STAGING: Rifle in door, shotgun at left window, pistols holstered.

STARTING POSITION: Start at either left or right window, holding sack of chili peppers with both hands. Shooter snarls, "You ain't getting our place!"

PROCEDURE: If you start at left window, with shotgun shoot the four shotgun targets. From door with rifle continuous Nevada sweep the rifle targets. From right window with pistols shoot two separate Nevada sweeps on the pistol targets. If you start at right window, reverse the order of the firearms.

**STAGE SPONSORED BY
HOT TAMALE**



Seems Chance was having trouble with Pecos Slim. He figured to run Chance off and take over his spread. Chance had a right nice place. The ranch house wasn't much, but he figured to fix it up. What his spread did have was water, and in that part of the country water was gold. Seemed like a good idea to stick around awhile, maybe even teach Chance to write. We worked pretty hard and earned a trip to town. Of course, the first stop was the Cantina, and there was Pecos Slim and his bunch. Figured it was a good time to get this settled. **YOU AIN'T GETTING OUR PLACE!**

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PROUDLY PRESENTS

@COSTUME @CONTESTS

AT END OF TRAIL 2014

BY CAT BALLOU, SASS #55

*W*elcome to the Costume Contests at the 33rd END of TRAIL! For over three decades, costuming has been a major factor in maintaining END of TRAIL's uniqueness as a shooting competition. Costuming creates both the environment and shared attitude that sets the tone for camaraderie unequaled in other shooting events. Because costuming is such an important aspect of our sport and is embraced with much effort and fervor by so many members, our costume winners

have consistently shared honors with our shooters.

As they have been for so many years, Wild West Mercantile is our costume contests' proud sponsor. And we are so appreciative of their on going support, as well as their support of costuming events at many SASS matches throughout the country. Thanks so much!

All costume contest entrants **MUST** be active SASS members.





**MONDAY, JUNE 23
WILD BUNCH COSTUME JUDGING
ON THE RANGE**

Monday is the day to suit up as your favorite character from The Wild Bunch film or in a military uniform of that era to be judged by a panel of roving judges while you are participating in the Wild Bunch Match. Categories are Male and Female and awards will be given from 1st – 3rd place at the Costume Contest Awards Ceremony to be held in the Belle Union Saloon, Friday, June 27 from 5:30PM – 6:00PM.

**THURSDAY, JUNE 26
11AM-1PM &
FRIDAY, JUNE 27
10:30AM - 12:30PM
SHOOTING COSTUME JUDGING
AT THE GEM SALOON**

Note: The costume being judged MUST be the costume in use on the range. All of the following awards will be presented in the Belle Union Saloon Friday, June 27 from 5:30PM – 6:00PM.

Daytime Costumes Contest – The majority of the END of TRAIL costume contests will occur during the day on Thursday and Friday, June 26 and 27. Daytime shooting costume contest categories are Male, Female, and Juniors. Daytime costumes will be judged by a panel of judges. Regardless of which shooting relay you are on, you should have time to participate. You do not have to pre-register. Just show up at the designated times and sign in at the Gem Saloon. Awards are for 1st to 3rd place.

Best Dressed Conventioneers – Conventioneers received their own awards



and are judged at the same times as the Daytime Costume Contest. No pre-registration required. Just show up and sign in at the Gem Saloon. Categories are Male, Female, and Juniors. Awards will be given from 1st – 3rd place.

Waddie Costume Award – Waddies are those hard-working volunteers that have made END of TRAIL a success for over three decades, and they deserve their own costume awards.

If you are a Waddie, you must take a break from your duties and come to the Gem Saloon during judging times to participate. A first place Waddie Shooting Costume Award will be given to a Male and Female Waddie.

Best Guncart – Bring that fancy guncart to the Gem Saloon for judging on Thursday and Friday, June 26 and 27, during designated judging times. Awards will be given from 1st to 3rd place.

Best Dressed Sutler – Sutlers participate in END of TRAIL in order to sell their goods. So, our judges will be roaming Sutlers' Row taking photos during the event. A first place award will be given to the Best Dressed Male and Female Sutler.



**FRIDAY, JUNE 27
6:00PM - 9:00PM
DERRINGERS & DAGGERS SALOON
SHOW & SOILED DOVE/PARLOR
HOUSE MADAMS COSTUME CONTEST
AT THE BELLE UNION SALOON**

Be at the Belle Union Saloon by 5:30 PM to sign up and participate in the Soiled Doves/Parlor House Madams Contest. Costumes must be era-appropriate. Soiled Dove costumes should reflect the spirit of the “Cheyenne Social Club,” a bordello working girl. Parlor House Madam costumes should portray the “older, but wiser business woman” of the era—the proprietress or manager of the “salon.” Awards from 1st to 3rd place in each category will be given immediately after the judging by a panel of judges.

**SATURDAY, JUNE 28
6:00PM - 7:30PM
BEST DRESSED COSTUME CONTEST
JUDGING AT THE GEM SALOON**

Best Dressed categories are Male, Female, Couples, Military, B-Western/Silver Screen Male and Female, and Juniors. All categories will be awarded 1st-3rd place. No pre-registration is required. Just come to the Gem Saloon, sign in, and present your costume to our panel of judges.

**SATURDAY, JUNE 28
8:30PM - 9:00PM
BEST DRESSED COSTUME AWARDS
AT THE BELLE UNION SALOON**

Time to Promenade those fantastic costumes in front of the audience at the Best Dressed Awards Ceremony.

Thanks to all who participate in this year's numerous costume contests at END of TRAIL. You are all winners in my book!

TOP GUN SHOOT-OFF SHOWCASE OF CHAMPIONS

**SUNDAY, JUNE 29
AT 9:00AM
BAY 10/BAHIA DE COTO**

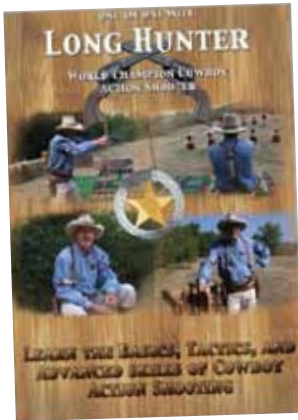
Hold onto your hats for the most thrilling way you'll ever watch a Top Gun Shoot-Off!

The dust has settled, and the chips have fallen where they may... but the fun and competition is still going strong! Make your way to the center bay Sunday morning and cheer for our Champions as the best of the best in Cowboy Action Shooting™ and Wild Bunch Action Shooting™ square off for honors and glory in the END of TRAIL World Championship Top Gun Shoot-off.

Emceed and produced by the incomparable Dooley Gang, this is one SHOW you don't want to miss—complete with music, leader boards, commentary, and bios with a Dooley Gang twist, the Top Gun Shoot-off at the 33rd Annual END of TRAIL will truly be a SHOWCASE!

The Top 16 Cowboy Action Ladies and Men and the Top 8 Wild Bunch™ Ladies and Men will be announced and posted Saturday evening.





One on One with Long Hunter Learn the Basics, Tactics, and Advanced Skills of Cowboy Action Shooting with World Champion Action Shooter Jim Finch, aka Long Hunter. The first step to getting started in Cowboy Action Shooting is breaking down the mental block preventing you from success. This sport is a lot of fun and not as complicated as it looks. Let Long Hunter demonstrate simple steps toward success.

Manage three different types of firearms on the clock while maintaining the course of fire. Long Hunter will start from the very beginning, taking the prospective new shooter through proper equipment requirements and show you what to expect at the first match. This DVD will take you from the basics to the advanced skills, opening up the door to a fun sport enjoyed by over 100,000 shooters worldwide. Even the old dogs might pick up a thing or two from Long Hunter.

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AT END OF TRAIL!**

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Founders Ranch is proud to be home of one of the few surviving H. W. Terping 1950s vintage .22 shooting galleries. The SASS Western Heritage Museum and Cowboy Action Shooting™ Hall of Fame acquired this piece almost six years ago, and it's a true treasure to behold! Much like many of us saw and shot at the carnivals, fairs, and even at Disneyland in our early years, we have painstakingly replaced the almost priceless original targets with faithful and precise reproductions—ducks, rabbits, squirrels, pipes, eagles, and all!

A recent partnership with Henry Repeating Arms Co. has equipped the gallery with the finest .22 rifles the world has to offer, and it is set up



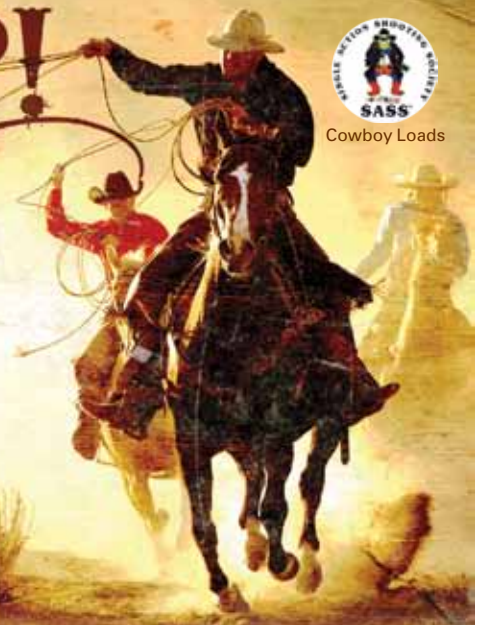
and ready to be shot as intended, here at END OF TRAIL. As one of only a handful of original shooting galleries that can still be shot, don't miss this rare opportunity to try your hand at this traditional turn of the Century arcade entertainment for ALL AGES!

So, step right up, put a fine Henry Repeating Arms Rifle in your hands, set your sites on a target, and “Win the little lady a Kewpie Doll!”

All proceeds benefit the SASS Western Heritage Museum and Cowboy Action Shooting™ Hall of Fame.

COWBOY UP!

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SINCE 1876





COWBOY MEMORIAL CHAPEL

By Tex, SASS #4

The Cowboy Memorial Chapel is a non-denominational chapel available for use by any of our SASS members. It is one of the most elegant buildings on Founders Ranch, and continues to

be a "work in progress."

All efforts to date have been accomplished through volunteer efforts of interested SASS members. In addition to these volunteers, the Chapel Committee is to be congratulated for their very successful efforts getting this project off the ground and funded in accordance with the original plan. Unfortunately, the job is not

yet entirely complete, and we're not through asking for donations!

While the exterior of the Chapel looks great, the interior still requires considerable work. There are plans for a ceiling, wall coverings, electrical hookups, lights and fans, stained glass windows, a pulpit, and the like. Donation opportunities still exist for memorial plaques on pews and in other prestigious locations.

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SHOOTER DOOR PRIZES FRIDAY ONLY! 10:00AM-5:00PM BELLE UNION SALOON

Between the hours of 10:00AM and 5:00PM Friday ONLY, every registered shooter may present himself or herself at the Belle Union Saloon and draw a prize!

To draw a prize you must present your individual shooter's scorecard so it can be validated.

When you draw your prize you will be given the thank you postcard associated with your prize. A thank you note is to be written to each sponsor, and your postcard must be returned to us at the time you claim your prize.

You may complete the postcard and claim your prize immediately.

All prizes must be claimed by Friday 5:00PM. Prizes not claimed by Friday 5:00PM will be considered forfeited.

If you win a cartridge firearm, be aware of the following:

- You will be required to sign a "firearms prize roster" at the time you draw your

prize. We have found this step necessary as a double-check in tracking the volume of guns we give away.

- You must pay any transfer and shipping fees.

- If you hold a valid Federal Firearms License, bring a signed copy of it and a photo I.D. to Diamond J's Gunsmithing, opposite the Ruger Firearms Building, on Sunday morning, and we will transfer your prize to you.

- If you are not a Federal Firearms Licensee, we will not transfer a firearm to you at END of TRAIL. We will record your name, alias, and SASS membership number as the winner/owner of the firearm. You will be required to locate and notify us of a federal firearms licensee (dealer) convenient to your home address to whom we can ship your gun. We will require a signed copy of that dealer's FFL prior to shipping. That dealer will complete all required transfer paperwork. You will be responsible for any costs associated with the transfer. END of TRAIL will pay the

shipping cost to your dealer.

Percussion firearms are not subject to the above procedures. You can take immediate delivery of these reproduction "antique" firearms.



Proud 2014 END of TRAIL Stage Sponsor!

WADDIES... WHAT ARE THEY? WHO ARE THEY?

END of TRAIL Waddies are a group of dedicated volunteers, who, like their Old West namesakes, do the things that help make the operation run smoothly. The Old West definition of a Waddie was a temporary hired hand, paid a dollar a day and “found” (food), and with a place to throw his bedroll. Our dedicated team of Waddies travel from all over the country to lend a hand wherever they are needed. These are the folks who “make it happen,” from the friendly Waddie who greets you at the front gate when you arrived to stocking water for our valued guests. These folks are the first ones up in the morning and the last to bed at night. Waddies perform literally hundreds of necessary tasks before, during, and after END of TRAIL. For over 30 years Waddies have been an



integral and crucial element of END of TRAIL. We are proud of each and every one of them, past and present.

We thank them for their spirit, their “can do” attitude, and for carrying on this proud Old West Tradition.

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The poster features a central image of a woman in a cowboy hat holding a revolver, set against a background of a stone building. Three inset images show a city street at night, a large hotel building, and a street view of a building.

Calling All Posses!

POSSE ROSTER

You will find the Posse Roster posted at the Scoreboard on the side of the Cimarron Mercantile. To the extent possible, all requested "pairings" were accommodated.

We squad one posse into each shooting slot of 45 minutes. This amounts to approximately two minutes for each shooter, beep-to-beep. It is very important everyone make every possible effort to keep us on schedule.

IT IS IMPERATIVE you find your scheduled shooting times on the enclosed shooting schedule. You must be at the designated individual and team events by your scheduled times.

IMPORTANT: Range officers will not allow anyone other than a specially designated competitor to shoot out of squaded order. If you miss your assigned shooting time, you will be DNF'd for that stage. Should a stage be operating ahead of schedule, (it can happen!) shooters will not be penalized as long as they report to the range officer by their originally scheduled time.

COWBOY ACTION POSSE SHOTS

Action Shooting posses shooting stages 9 – 12 are to report to the Long Range Bay (Bay 16) for the Team Shoot. *The first and second relays* each day will shoot the team event **AFTER** shooting their main match stages. The *third replay* will shoot **JUST BEFORE** their main match stages. **Pay Attention!**

Thursday

Posses 9 – 12, ~10:30AM
Posses 33 – 36, ~1:00PM
Posses 21 – 24, ~1:30PM

Friday

Posses 17 – 20, ~10:30AM
Posses 5 – 8, ~1:00PM
Posses 29 – 32, ~1:30PM

Saturday

Posses 25 – 28, ~10:30AM
Posses 13 – 16, ~1:00PM
Posses 1 – 4, ~1:30PM

Bring a rifle and **ONE** six-gun and plenty of ammo for each posse member. This is a log-splitting side match with a revolver shot to end the event by breaking a clay bird.

(The posses assigned to shoot at the same time will RO for each other.)

POSSE PHOTO SCHEDULE

Artie and Sadie at Major Photography are set up in the walkway near Bay 8. The photo schedule is listed below. It takes less than three minutes to "pose" and "snap" for each posse. When you're finished shooting for the day, gather your posse for a memorable Posse Photo!

Friday, June 20

Immediately prior to Wild Bunch™ Posse Marshal Walk Through (at Bay 1) ~ 3:45PM
Posse Marshals

Saturday, June 21

At end of Wild Bunch™ shooting day ~ 1:00PM
Wild Bunch Posses 1, 2, 3, & 4

Sunday, June 22

At end of Wild Bunch™ shooting day ~ 1:00PM
Wild Bunch Posses 9, 10, 11, 12

Wednesday, June 25

Immediately prior to Cowboy Action Posse Marshal Walk Through (at Bay 1) ~ 2:45PM
Posse Marshals

Thursday, June 26

At end of first Cowboy Action Shooting™ launch ~ 10:30AM
Main Match Posses 1 – 8

At end of second Cowboy Action Shooting™ launch ~ 1:30PM
Main Match Posses 13 – 20

At end of third Cowboy Action Shooting™ launch ~ 4:30PM
Main Match Posses 29 – 32

Friday, June 27

At end of first Cowboy Action Shooting™ launch ~ 10:30AM
Main Match Posses 21 – 24

At end of second Cowboy Action Shooting™ launch ~ 1:30PM
Main Match Posses 25 – 28 and 33 – 36

At end of third Cowboy Action Shooting™ launch ~ 4:30PM
Main Match Posses 9 – 12





A MOUNTED SHOOTING WELCOME TO END OF TRAIL!

The Buffalo Range Riders Mounted Shooters welcome you all to END of TRAIL 2014, and encourages all Action Shooters to come watch the mounted cowboys and cowgirls run their ponies through a maze of “bad guys,” killing them all “deadern’ a beaver hat” — and Saturday afternoon, about 1:30, you can pit your skill against the mounted folks in a quick draw competition—see you there!



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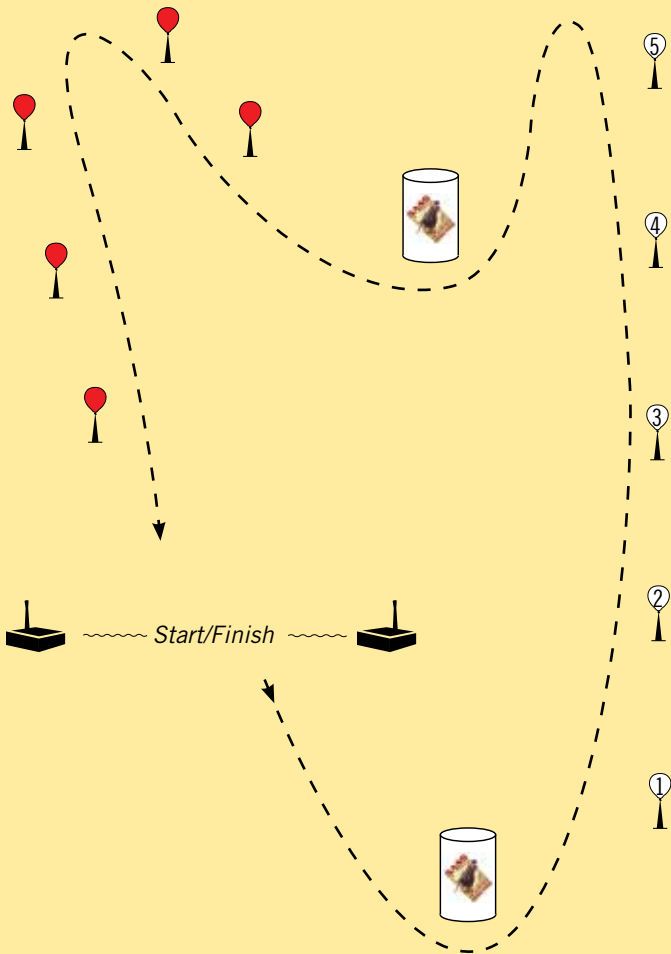
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MOUNTED STAGE 1



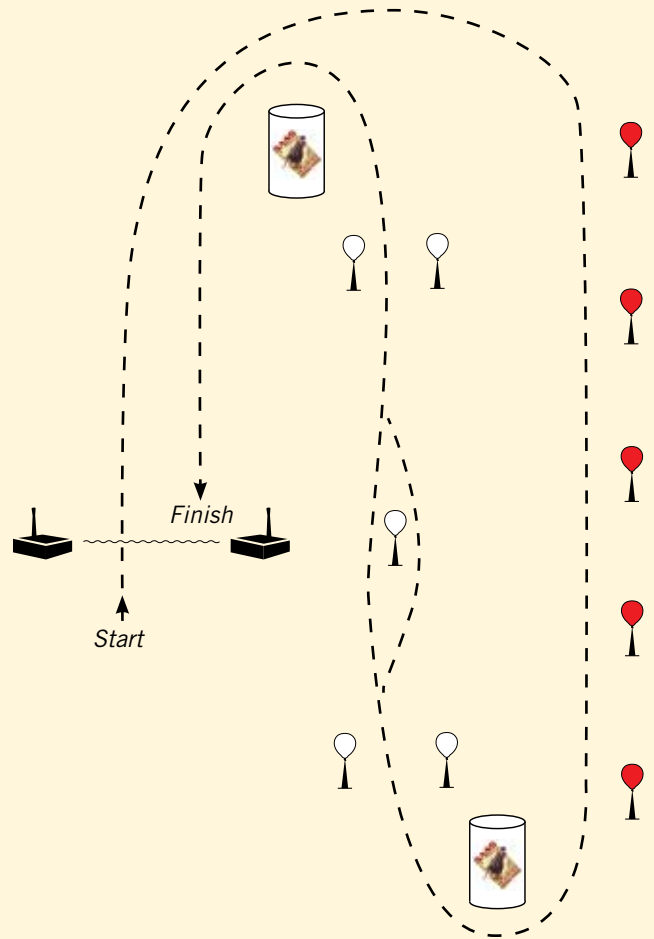
Shoot per diagram.

Procedurals:

Failure to round the barrel.

Failure to follow the prescribed pattern.

MOUNTED STAGE 2



Shoot per diagram.

Procedurals:

Failure to shoot the targets in proper order.

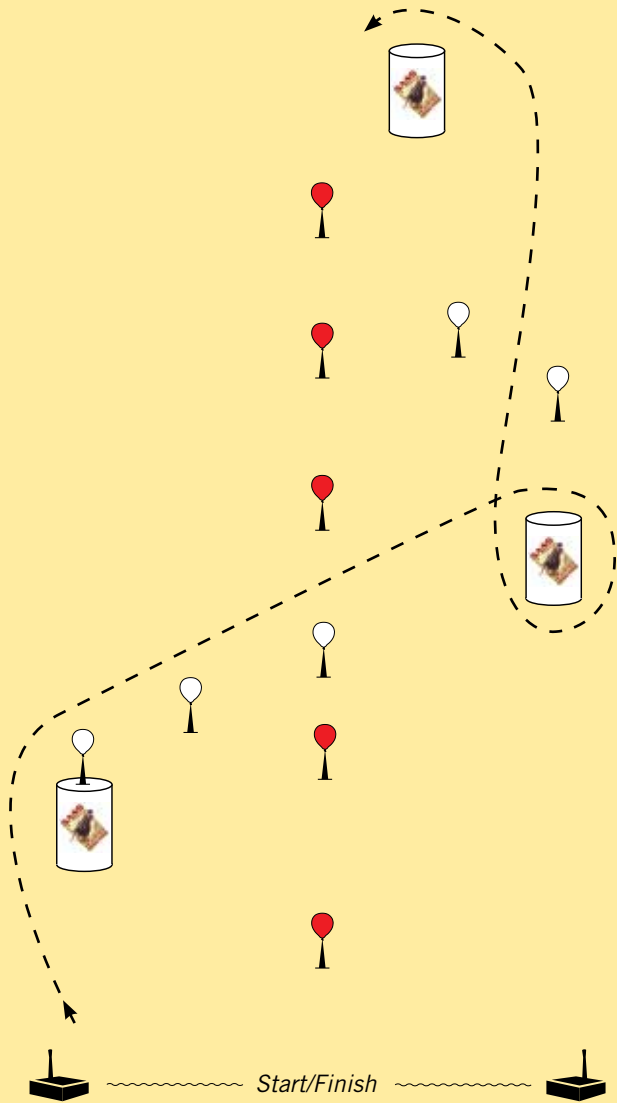
Failure to round the barrel.

Failure to follow the prescribed pattern.



LEFT HANDED SHOOTERS MAY ENGAGE ANY COURSE BACKWARDS

MOUNTED STAGE 3



Shoot the entire Random course first, then round the Rundown barrel.

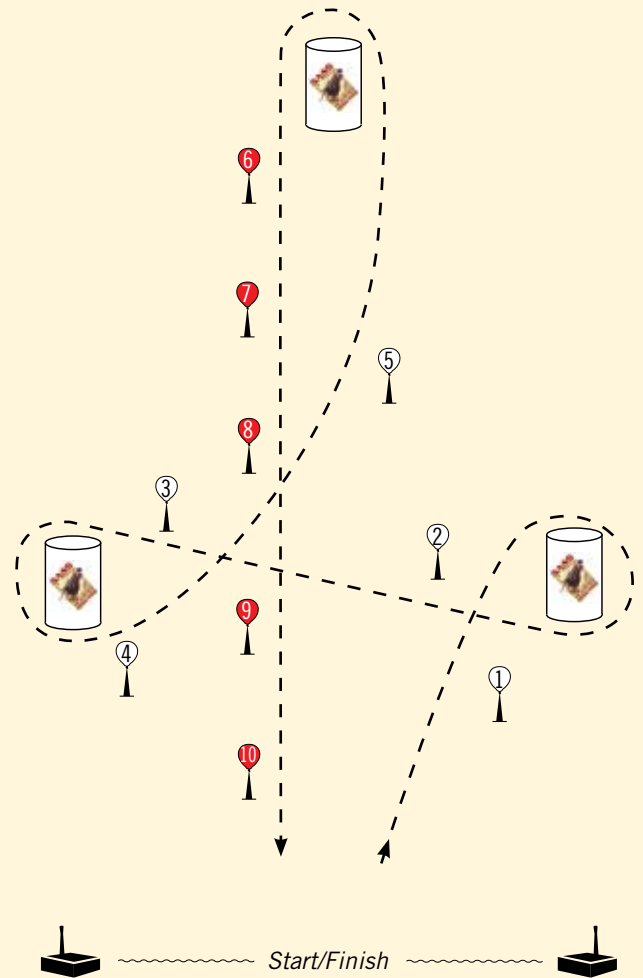
Shoot per diagram.

Procedurals:

Failure to round the barrel.

Failure to go through the gate.

MOUNTED STAGE 4



Shoot per diagram.

Gates may be shot going in or coming out.

Procedurals:

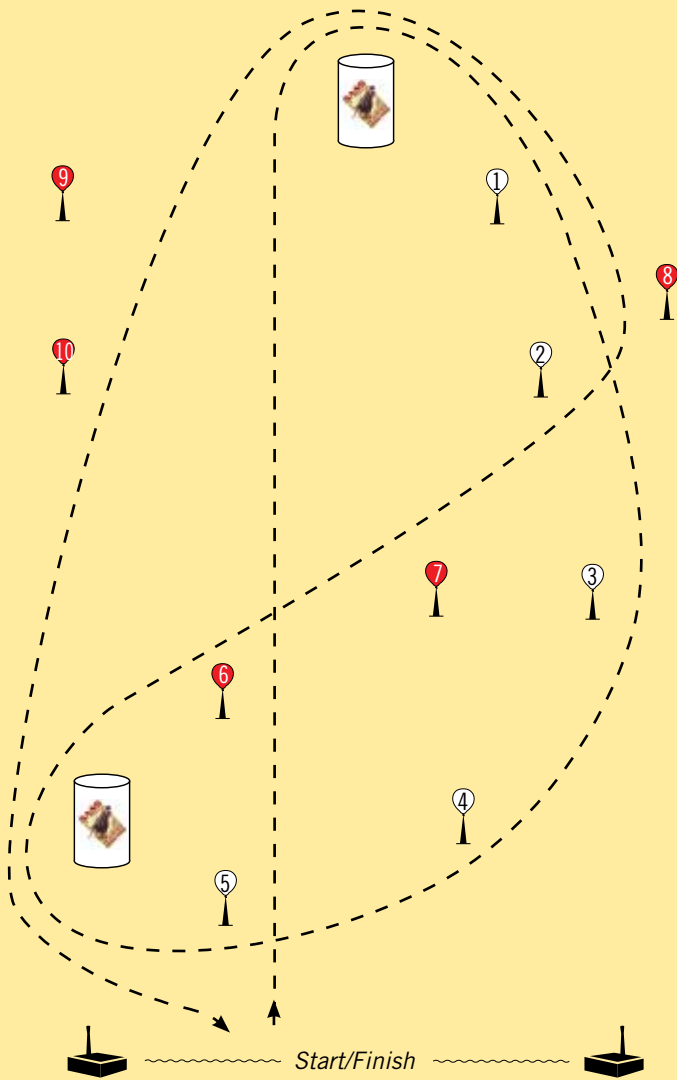
Failure to shoot the targets in proper order.

Failure to follow the prescribed pattern.



LEFT HANDED SHOOTERS MAY ENGAGE ANY COURSE BACKWARDS

MOUNTED STAGE 5

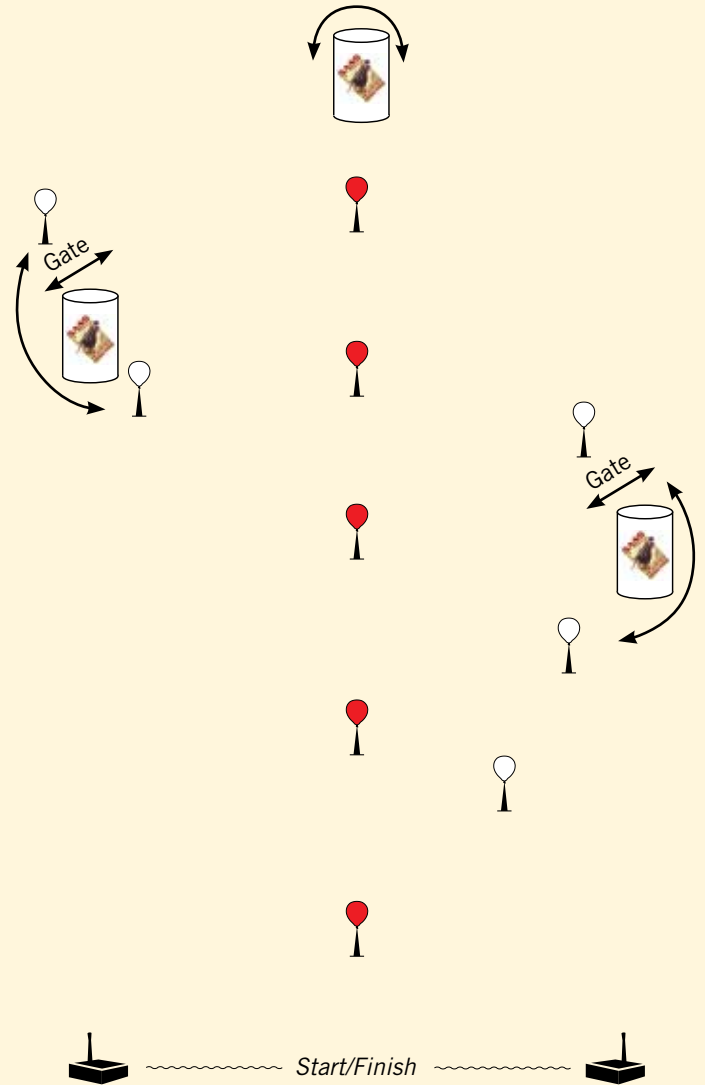


Shoot per diagram.

Procedurals:

- Failure to shoot the targets in proper order.
- Failure to follow the prescribed pattern.

MOUNTED STAGE 6



Shoot the entire Random course first, then round the Rundown barrel.

Procedurals:

- Failure to shoot all the correct targets before rounding the barrel.
- Failure to round the barrel.
- Failure to go through the gate.



LEFT HANDED SHOOTERS MAY ENGAGE ANY COURSE BACKWARDS



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