

End of Trail at Camden Mills

2021 was the 40th anniversary for the Single Action Shooting Society's world championship match - End of Trail (EOT).

EOT 2021 was held east of the Mississippi River for the first time ever at Paradise Pass in Etna Green, IN.

For various reasons the match was limited to approximately 500 shooters. These 500 shooting slots were filled within 3 hours after registration was opened.

Some of our local shooters were very lucky and got registered to shoot on that first day. Others were wait listed and got to spend months biting their nails to see if they would make it. Some did and others did not.

Our October match is using 6 of the 12 EOT stages from this year to give a taste of EOT for the shooters who were not able to make it. For those who did make it to EOT, it may help them relive some good memories. For at least one of our local shooters (Count Sandor) two of the stages may give him a chance for redemption.

Stage 1 – EOT Stage 1

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in the left window.

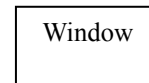
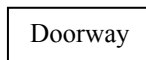
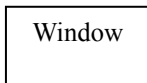
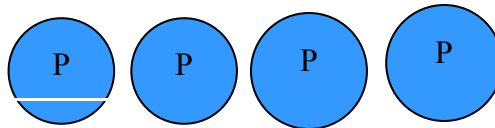
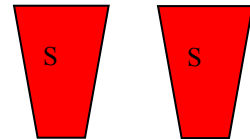
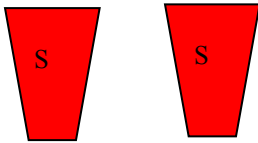
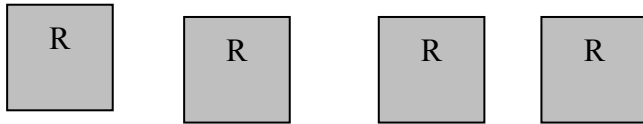
4+ Shotgun – Empty, action open, rounds on person, staged in either window.

Shooting Order: *Shooters choice. Rifle may not be last.*

Starting Position: *Either window or door. Hands on hat.*

Course of Fire: Timer will start when the shooter says “*You Dig!*”

- Targets are numbered from either end.
- At the beep, engage rifle, pistol, or shotgun targets as follows:
- Engage rifle targets: 11,222,333,44 (2-3-3-2)
- Engage shotgun targets two from each window, makeups can be made from anywhere.
- From the doorway, draw pistols as appropriate and engage pistol targets same as the rifle.



Stage 2 - EOT Stage 2

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in LEFT window.

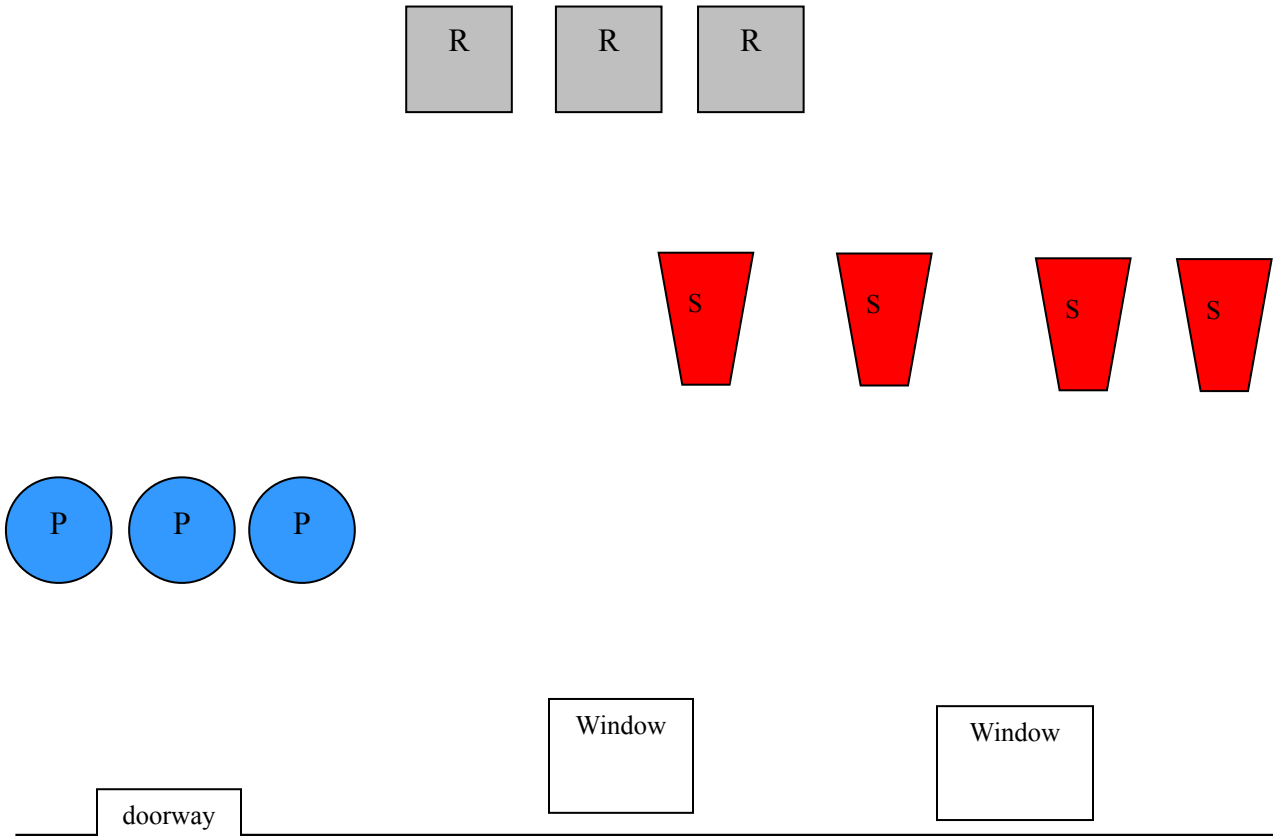
4+ Shotgun – Empty, action open, rounds on person, staged in the RIGHT window.

Shooting Order: *Shooters choice. Rifle must not be last.*

Starting Position: *Either of the windows or door. Both hands touching gun(s).*

Course of Fire: Timer will start when the shooter says “*That’ll be the day!*”

- Targets are numbered from either end.
- Pistol: From the doorway, engage targets as follows: Starting from either end. 1,22,3,22,1,22,3. (Continuous Nevada sweep double tapping the center target.)
- Rifle: Engage rifle targets same as pistols.
- Shotgun: Engage shotgun targets in any order



Stage 3 - EOT Stage 4

Ammo requirements:

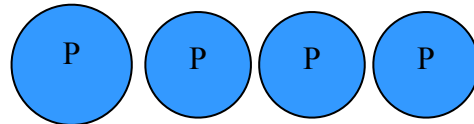
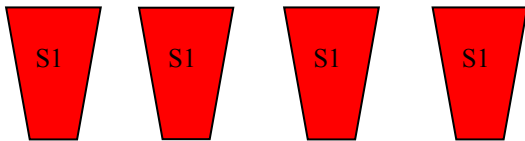
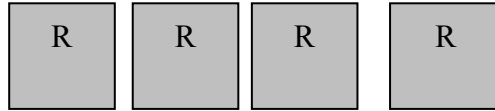
- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.
- 10 Rifle – Loaded, hammer down on empty chamber, staged in the window.
- 4+ Shotgun – Empty, action open, rounds on person, in hands at the doorway.

Shooting Order: *Shotgun, Rifle, Pistols.*

Starting Position: *At the doorway, shotgun in hands.*

Course of Fire: Timer will start when the shooter says “*Say When!*”

- Targets may be engaged from either end.
- Shotgun: From the doorway, engage shotgun targets in any order until down. Make shotgun safe.
- Rifle : From the window engage the rifle targets in a Hoot Sweep from either end (single tap an outside target, DOUBLE tap the center two targets twice each, then single tap the remaining outside target.)
- Pistol: From the window engage the targets using the same instructions as the rifle.



Stage 4 – EOT Stage 6

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in either window.

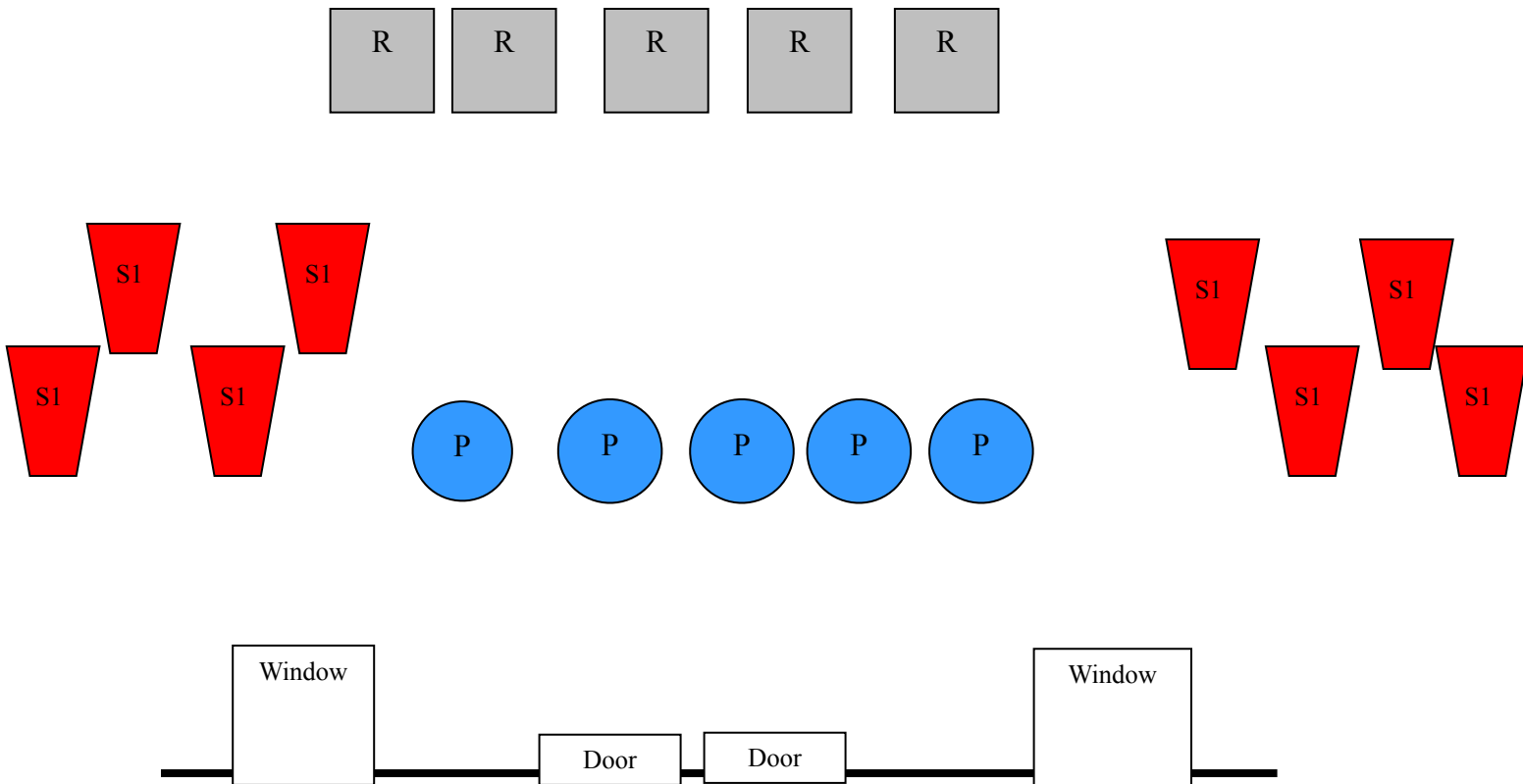
4+ Shotgun – Empty, action open, rounds on person, staged in the window without the rifle.

Shooting Order: *Pistol, Rifle, Shotgun*

Starting Position: Shooter starts with both hands holding post of choice.

Course of Fire: Timer will start when the shooter says “*You gonna do something, or just stand there and bleed?*”

- Targets may be engaged from either end.
- Pistol: From either doorway, engage the targets in two sweeps from either end (yes you can).
- Rifle: Engage rifle targets same as the pistols.
- Shotgun: Engage any four shotgun targets.
- YOU MUST USE FOUR OPENINGS.



Stage 5 – EOT Stage 7 (Count’s Redemption 1)

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged vertically in trough.

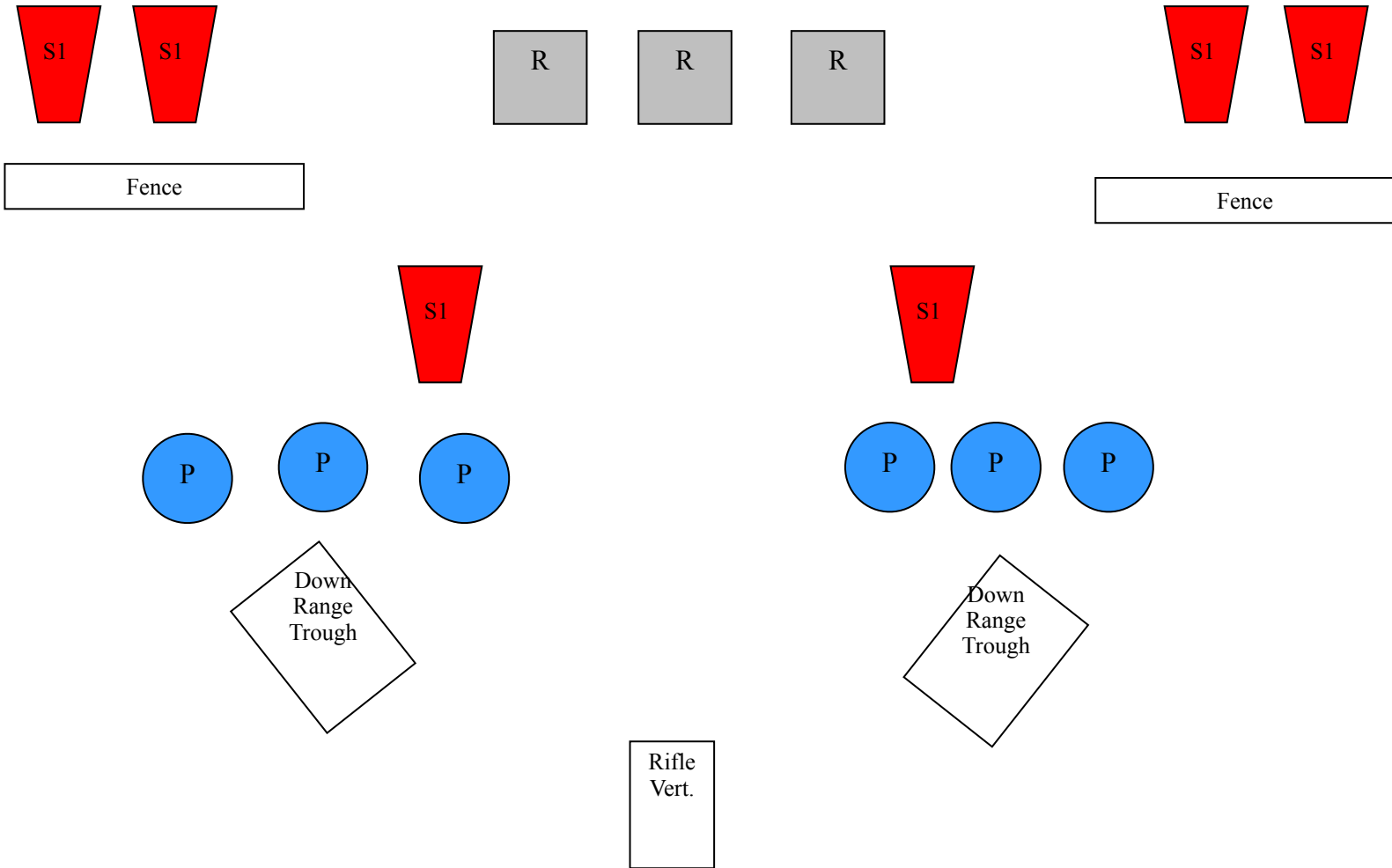
6+ Shotgun – Empty, action open, rounds on person, staged in left or right flat trough.

Shooting Order: *Rifle, pistols, shotgun.*

Starting Position: Standing at vertical rifle trough hands on hat.

Course of Fire: Timer will start when the shooter says “*Smile when you call me that!*”

- Rifle: ATB engage the rifle targets in a 3, 4, 3 sweep from either end. VERTICALLY RESTAGE THE RIFLE.
- Pistols: From either down range flat trough engage the pistol targets the same as the rifle.
- Shotgun: Engage the two shotgun targets that are visible until down, move to a position you can see the other shotgun targets and engage them until down.



Stage 6 – EOT Stage 9 (Count's Redemption 2)

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber. Staged in doorway.

4+ Shotgun – Empty, action open, rounds on person, staged in left window.

Shooting Order: *Shotgun, Rifle, Pistols.*

Starting Position: At the left window. Hands on window frame.

Course of Fire: Timer will start when the shooter says “*This ain't Dodge City, and you ain't Bill Hickock!*”

- ATB engage two shotgun targets until down. Move to doorway engage remaining two shotgun targets until down.
- Rifle: From the doorway. Engage targets as follows: 1-1-3-3-1-1 sweep starting at either end (i.e. one on each target, three on each target, one on each target).
- Pistols: From the right window engage the targets the same as the rifle.

