



LEGENDS OF WYATT EARP & DOC HOLLIDAY

PRESENTED BY THE LONG RIDERS

In the introduction of the book, *Wyatt Earp: The Life Behind the Legend*, author Casey Tefertiller wrote;

"He was not an angel," former Tombstone resident George Parsons wrote in 1928, "but his faults were minor ones, and he never killed a man who did not richly deserve it. The real Wyatt led a life that was authentically Western. He was a gambler and a saloonkeeper, and he enjoyed the charms of several women, even leaving his common-law wife to take up with a dancer. Most of all, he was as tough as men came when toughness earned respect. He was loved and hated, a man who drew strong allegiances and made devoted enemies. Wyatt Earp was a natural leader with a coterie of followers who always believed he did right. He believed it too."

Of Doc Holliday, Wyatt Earp said,

"I found him a loyal friend and good company. He was a dentist whom necessity had made a gambler; a gentleman whom disease had made a vagabond; a philosopher whom life had made a caustic wit; a long, lean blonde fellow nearly dead with consumption and at the same time the most skillful gambler and nerviest, speediest, deadliest man with a six-gun I ever knew."

A LONG, LASTING FRIENDSHIP

Born into a large family in 1848, Wyatt Berry Stapp Earp held many jobs and had many wives. Heartbroken after the death of his first wife in 1870, he meandered around until 1874 when he joined his brother Virgil in Wichita, Kansas as a part-time police officer.

By the spring of 1876, the cattle trade had shifted west to Dodge City and soon Wyatt was offered the position of Chief Deputy Marshal from Dodge City's mayor. A burgeoning settlement, Dodge City had already acquired its infamous stamp of lawlessness and gun slinging. Many buffalo hunters, railroad workers, drifters and soldiers streamed into the town after long excursions on the prairie and quickly found the saloons, gambling houses and brothels. Inevitably, gunfights were common and the people of Dodge feared for their lives.

Marshal Larry Deger, the last of a long line of officers, was overwhelmed by the crime and heartily welcomed Wyatt. Soon, four assistant deputies were hired -- Bat Masterson, Wyatt's old buffalo hunting friend; Charlie Basset; Bill Tilghman; and Neal Brown. One of the first things the new lawmen did was to initiate a "Deadline" north of the railroad yards on Front Street to keep the commercial part of the city quiet. This city ordinance stated that guns could not be worn or carried in the commercial part and the city jail was soon filled.

As Dodge City Chief Deputy Marshal, he soon went after famed train robber, Dave Rudabaugh. Following the outlaw robber led him to the Bee Hive Saloon, owned by John Shanssey, in Fort Griffin, Texas. John said Rudabaugh had left town, but introduced him to a gambler who might know where he went -- Doc Holliday.

John Henry "Doc" Holliday was born in 1851 and eventually earned a dentistry degree and opened a practice. Unfortunately, he was soon diagnosed with tuberculosis, which took his mother's life. To ease the symptoms, he moved to Texas for drier air. Soon his disease ruined his dental practice and he started to rely on his hobby of gambling for income. In 1877, he was introduced to Wyatt Earp and the legends began.

SATURDAY SCENARIOS

WYATT EARP

Stage 1

Doc first met Wyatt Earp in Fort Griffin, while Earp was looking for the killer Dave Rudabaugh. Doc followed Wyatt to Dodge City and is dealing Faro in the Long Branch when some rowdy cowboys arrive, out to kill Wyatt. An unsuspecting Wyatt enters the saloon and finds himself facing drawn guns, but Doc comes up from behind and gets the drop on them, saving Earp's life. Responding later, Wyatt said. "The only way anyone could have appreciated the feeling I had for Doc after the Driskill-Morrison business would have been to have stood in my boots at the time Doc came through the Long Branch doorway."

Ammo 5 pistol (10 for two-gun shooters), 10 Rifle, 4 shotgun.

Starting Position Standing at window pistol(s) safely holstered loaded.
Rifle, loaded with ten rounds, Shotgun safely staged on window sill

Procedure When ready, say "*Any of you bastards pulls a gun and your leader here loses what's left of his brains!*"

At the buzzer, engage pistol targets, 1-1-1-2-2, 2-2-3-3-3 Make pistol safe.

Engage rifle targets, 1-1-1-2-2, 2-2-3-3-3. Make rifle safe.

Move to doorway and engage shotgun targets, 1-2-3-4.

ED BAILEY

Stage 2

In 1877 while Doc was dealing cards in Fort Griffin, Texas, local bully Ed Bailey sits down across from him. He's unimpressed with Doc's reputation and begins to irritate him by picking up the discards and looking at them. Doc warns Bailey twice, but Ed continues to look at the discards. Finally, Doc rakes in the pot and neither shows his hand nor says a word. Bailey responds by pulling a pistol out under the table. Doc pulls a knife, and eviscerates Bailey on the poker table. Stunned patrons stared in disbelief, Doc picked up the money and casually walked out of the saloon.

Ammo 5 pistol (10 for two-gun shooters), 10 Rifle, 4 shotgun, pocket pistol or derringer

Starting Position Standing behind wagon, pistol(s) safely holstered.
Pocket pistol/Derringer safely staged on table. Rifle, loaded with ten rounds, safely staged.
Shotgun safely staged

Procedure When ready, say "*Why Ed, does this mean we're not friends anymore?*"

At the buzzer, engage derringer/pocket pistol targets for bonus. Engage pistol targets. 1-2-3-4-5, 2-3-4-3-2. Engage rifle targets 1-2-3-4-5, 2-3-4-3-2. Make rifle safe. Engage shotgun 1-2-1-2.

FRANK MCLAURY AND THE OK CORRAL

Stage 3

October 26th found Doc and the three Earp brothers walking into immortality down in the alley by the OK Corral. Doc carried Virgil's scattergun under his coat and whistled as they four walked down the street to meet the cowboys and disarm them. Doc kept an eye on Frank McLaury as Virgil told them to disarm. The air was tense until the sound of cocking hammers lit the fuse for the most famous 30 second gunfight in history.

Ammo 5 Pistol (10 for two-gun shooters), 10 Rifle, 6 shotgun

Starting Position Standing at fence, pistol(s) safely holstered loaded.
Rifle, loaded with ten rounds, safely staged at the fence.
Shotgun held in hands

Procedure When ready, say "*Hold. We don't want this!*"

At the buzzer, engage shotgun targets 1-2-3-1-2-3.

Make shotgun safe.

Move to rifle and engage rifle targets in a Nevada Sweep; (1-2-3-4-3-2-1-2-3-4).

Make rifle safe.

Move back to center and engage pistol targets in a sweep; (1-2-3-4-5). Two-gun shooters, repeat.

Make pistol safe.

THE LAST RIDE

Stage 4

The ride of Wyatt Earp's Immortals is coming to an end; most of the Cowboys have been killed except for a small group with Ringo. You agree to meet with Ringo alone in the oak grove at the mouth of Sulphur Springs Canyon to settle this once and for all. When you arrive, you find Doc has beaten you to him and killed Ringo in a duel. Now all that's left is to finish off the rest of the gang.

Ammo 5 Pistol (10 for two-gun shooters), 10 Rifle, 4 shotgun, pocket pistol or derringer

Starting Position Standing beside horse, safely holstered loaded pistol(s).

Rifle safely staged.

Shotgun safely staged.

Procedure When ready, say "*You're no daisy at all.*"

At the buzzer, engage derringer/pocket pistol targets for bonus. Then sweep pistol targets 1-1-2-2-3, 3-4-4-5-5. Safely holster pistol. Retrieve rifle and repeat pistol sequence. Engage shotgun targets twice each; 1-2-1-2.

WYATT EARP'S SPEED LONG RANGE SHOOT

Long Range Stage Match your shooting skills with those of the legendary Wyatt Earp's.

Ammo

10 Per Rifle, 5 pistol, 4 shotgun.

Targets

3 rifle caliber rifle, 2 pistol caliber rifle, 2 pistol/shotgun, .22 gallery target (weather permitting)

Starting Position

Standing with low ready pistol(s), Rifle safely held at Cowboy Port Arms, or
Shooter in position with single-shot rifle

Procedure

At the buzzer, shooters engage the appropriate target for their caliber, alternating shots on 2 targets, except for the .22 target.

POSSE MEMBERS: you will keep your same work assignments on this stage!

POSSE LEADERS: Keep the action moving- run this stage like any other. Try to accommodate two shooters at once, shooting different banks of targets. Position shooters so brass falls on mat.

PLEASE NOTE that there is a SEPARATE scoring sheet for this stage! Do NOT put scores for Long Range on the regular sheets.

Time is not the primary scoring method, hits are. For this stage, the shooter must announce his/her caliber choice to the scorer before the stage begins.

.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.

THIS STAGE IS OPTIONAL!**

SUNDAY SCENARIOS

AMBUSH AT THE STATION

Stage 5

The Cowboys have ambushed both of your brothers, crippling Virgil and ending with Morgan dyin' in your arms. You decide to send Morgan's body home to California with Virgil and the women, while you take care of the Cowboys. You've just been appointed US Marshal for the territory which will make it all legal. At the train station in Tucson Ike Clanton and Frank Stillwell wait to ambush you - they weren't ready to be ambushed themselves.

Ammo 5 Pistol (10 for two-gun shooters), 10 Rifle, 4 shotgun,

Starting Position Standing at right window, safely holstered pistol(s), loaded.

Rifle safely held in hands.

Shotgun safely staged on window sill, ten rounds in magazine.

Procedure When the shooter is ready, the posse will say "*Hey Mattie, where's Wyatt?*".

The shooter will reply "*Right behind you Stillwell.*".

At the buzzer, engage rifle targets 1-2-2-2-3 and repeat Make rifle safe.

Engage pistols 1-2-2-2-3, two-gun shooters repeat

Move to doorway and engage shotgun targets 1-2-3-4.

IKE CLANTON

Stage 6

The summer of 1880 found Doc arriving in Tombstone, Arizona where he found not only his friend Wyatt, but Earp's brothers as well. He quickly set himself up in the various saloons dealing Faro or playing poker. It was one night in October when a drunken Ike Clanton crossed paths with Doc, making threats. This did not sit well with Doc, and a confrontation seemed likely until acting city Marshal, Virgil Earp, broke them up. The peace would not last long.

Ammo 5 pistol (10 for two-gun shooters), 10 rifle, 6 shotgun, pocket pistol or derringer

Starting Position Standing behind wagon, loaded pistol(s) safely holstered.

Pocket pistol/Derringer safely staged on table.

Rifle, loaded with ten rounds, safely staged. Shotgun safely staged.

Procedure When ready, say "*Why Ike, maybe poker's just not your game.*"

The posse replies, "*I know! Let's have a spelling contest!*"

Engage derringer/pocket pistol targets for bonus. Engage pistol targets 1-5-2-4-3. Two-gun shooters, repeat. Rifle targets shoot 1-5-2-4-3 repeat. Engage shotgun targets 1-2-1-2-1-2.

KID COLTON

Stage 7

Doc wound up in Trinidad, Colorado. A young gambler, known as "Kid Colton", wishing to make himself a reputation, goaded him into a fight.

Out on the street, the Kid faces down Doc and says, "Pray and jerk your gun! Your time has come Holliday!"

Ammo 5 pistol (10 for two-gun shooters), 10 rifle, 4 shotgun

Starting Position When ready, shooter says, "*Kid, you may commence to shooting whenever you like.*"

Procedure At the buzzer, engage pistol targets, 1-2-3-4-5. Two-gun shooters, repeat. Safely holster pistol(s).

Move to rifle and engage rifle targets, same as the pistol targets. Make rifle safe.

Move back to shotgun and engage shotgun targets, 1-2-1-2.

SHOOTOUT AT IRON SPRINGS

Stage 8

You and your posse have been on the trail of Curly Bill and fifteen of his Cowboys. You stop at Iron Springs to get water but they're lying in wait for you and attempt to ambush you in a crossfire. You and your posse start shooting it out but the odds are overwhelming. You begin to wonder if this is the end of your quest for a reckoning. The images of Morgan dyin' in your arms appear and you decide that if this is your last stand you won't take it lyin' down.

Ammo 5 Pistol, 10 Rifle, 4 shotgun, pocket pistol or derringer

Starting Position Rifle held in hands with ten rounds in magazine. Pistol(s) safely holstered.

Shotgun safely staged.

Procedure When ready, say "*No!*".

At the buzzer, engage derringer/pocket pistol targets for bonus. Then sweep rifle targets: 1-1-2-2-5, 3-3-4-4-5 make rifle safe. Engage shotgun targets; 1-2-1-2. Make shotgun safe. Engage pistol targets 1-1-2-2-5, two-gun shooters engage 3-3-4-4-5