

STAGES FOR JULY 17, 2016
BY FLATBOAT BOB

My Heroes Have Always Been Cowboys

Hugh O'Brien

Hugh O'Brien, born Hugh Charles Krampe, was born on April 19, 1925 in Rochester, New York.

In 1943, at age 17, he enlisted in the United States Marine Corps. He became the youngest Drill Instructor in Marine Corps' history, and during his four year "hitch," won a coveted Fleet appointment to the United States Naval Academy. After passing the entrance exams, he declined the appointment, deciding instead to enroll at Yale University to study law.

At 18 he met John Wayne who became his lifelong friend. O'Brien has the distinction of being the last man John Wayne "killed" in a movie in "The Shootist."

In 1948, Ida Lupino saw one of his performances and signed him for his first starring role in the film "Never Fear" which Ms. Lupino directed. This brought him a contract with Universal Studios. He then signed a contract with 20th Century Fox and made three more movies and several television shows.

The "big break" in his career came in 1955, when he was chosen to portray the legendary U.S. Marshall, Wyatt Earp, on TV.

Hugh is the founder and Chairman of the Executive Committee of Hugh O'Brien Youth Leadership (HOBY), founded in 1958 to seek out, recognize, and develop leadership potential in high school sophomores.

He has 8 honorary doctorate degrees

The perennial bachelor finally "settled down" and tied the knot in 2006 at age 81 with long-time companion Virginia Barber who is close to three decades his junior.

(From SASS PA State Championship, 2016)

STAGE ONE (Bay 2)

10 rifle, 10 pistol and 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged safely. Open, empty shotgun is staged safely. Shooter must have at least four shotgun shells on his person.

The shooter starts standing at the horse at the right with both hands on the horse and says "I'm Duke's friend." At the beep, draw pistols according to category and engage the pistol targets in the following order: P5, P6, P4, P6, P3, P9, P6, P8, P6, P7. Holster pistols. Move to the barrel at the left and engage the rifle targets in the following order: R3, R4, R2, R4, R1, R7, R4, R6, R4, R5. Make rifle safe. Pick up shotgun and engage S1 through S4 engaging the low targets first and then the high targets. Make shotgun safe. Pick up rifle and move to the unloading table.

STAGE TWO (Bay 2)

10 pistol, 9 rifle, 6 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with nine rounds, action closed, hammer down on empty chamber and staged safely. Open, empty shotgun is pointed safely down range. Shooter must have at least six shotgun shells on his person.

Shooter starts standing at the high table with shotgun pointed safely down range and says, "I'm Duke's friend" At the beep engage S5 and S6. Make shotgun safe, Move to the barrel at the left and with the rifle, engage the rifle targets in the following order: R1, R4, R7, R5, R4, R3, R2, R4, R6. Make rifle safe; pick up shotgun and engage S1, S2, S3, and S4 in any order. Move to the horse at the right and with the pistols engage P3, P6, P9,, P7, P6, P5, P4, P6, P8; and with the 10th round engage a 24-in. diamond down range for a five second bonus. A miss does not count. Holster pistols. Pick up long guns and move to the unloading table.

STAGE THREE (Bay 2)

10 pistol, 10 rifle, and 2 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and staged on the high table. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the high table. Open, empty shotgun is staged on the high table. Shooter must have at least two shotgun shells on his person.

The shooter starts standing behind the high table with both hands on the table and says, "I'm Duke's friend!" At the beep, (Guns may be shot in any order, but the rifle cannot be last.) with the rifle engage all ten rifle targets in any order. Make rifle safe. With the pistols place five rounds on each 24-in. square, but only four rounds can be placed on a square consecutively. (Pistols may be holstered or returned to the table.) With the shotgun engage S5 and S6 in any order. Make shotgun safe. After shooting is complete, pistols will be holstered and open empty long guns will be picked up; and the shooter will move to the unloading table

STAGE FOUR (Bay 3)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged safely. Open, empty shotgun is staged safely. Shooter must have at least four shotgun shells on his person.

The shooter starts standing at the bull in the center and yells! "My name is Wyatt Earp" At the beep the shooter picks up the rifle and engages the rifle targets in the following order: R1, R3, R5, R7, R9, R10, R8, R6, R4, R2. Make rifle safe. With the shotgun engage S3, and S4 in any order. Make shotgun safe. Move to the barrel at the left; draw pistols according to category and engage the pistol targets in the following order: P1, P3, P5, P4, P2, P5, P3, P1, P2, P4. Holster pistols. Pick up shotgun and engage S1 and S2 in any order. Make shotgun safe. Pick up rifle and move to the unloading table.

STAGE FIVE (Bay 3)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the horse. Open, empty shotgun is held at port arms. Shooter must have at least four shotgun shells on his person.

Shooter starts standing by the horse with the shotgun held at port arms and says, "My name is Wyatt Earp!" At the beep the shooter engages the shotgun targets in the following order: S5, S8, S6, and S7. Make shotgun safe. With the rifle engage the rifle targets in the following order: double tap R6, R7, R8, R9, and R10. Make rifle safe. Move to the barrel at the left; draw pistols according to category, and double tap sweep the pistol targets. Holster pistols. Pick up long guns and move to the unloading table.

STAGE SIX (Bay 3)

10 pistol, 10 rifle, 2 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged on the bull. Open empty shotgun is staged on the bull. Shooter must have at least two shotgun shells on his person.

Shooter starts standing at the bull with both hands on his hat and says, "I'm the last man that John Wayne ever shot." At the beep (Guns may be fired in any order; rifle cannot be fired last.) the shooter engages the rifle targets in the following order: R5, R4, R3, R2, R1, R6, R7, R8, R9, R10. Make rifle safe. Draw pistols according to category and engage the close 24-in. diamond with four rounds placing the last round on a far 24-in. diamond; then repeat. If both pistol rounds hit the far diamond, then there is a five second bonus. Misses do not count. Holster pistols. Pick up shotgun and engage S3 and S4 in any order. Make shotgun safe. Pick up rifle and move to the unloading table.