



COWBOY MATCH STAGES

May 17 & 18, 2025

Minimum match ammo required:

60 Rifle

60 Pistol

22 Shotgun

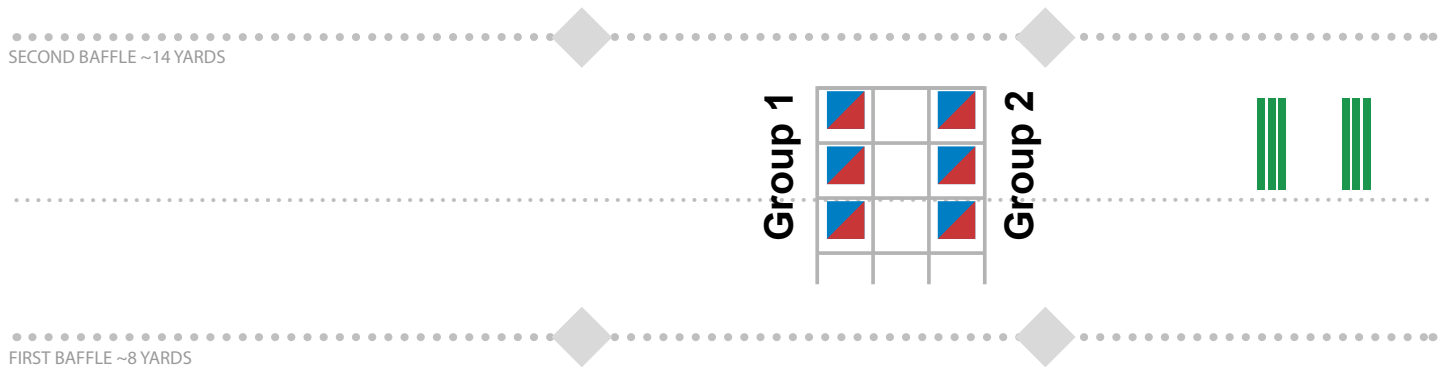
bristolcowboys.com

All participants MUST attend the safety meeting at 8:45 am, match begins at 9:00 am.
NOTE: Lead bullets only (polymer coatings are okay). Shotshell load lead 7 1/2# or smaller.

Stage 1: Sweetwater Saloon

Ammo required: 10 Rifle / 10 Pistol / 4 Shotgun

Pistols and Rifle loaded with hammer down on empty chamber. Shotgun open and empty.



Story: You see the bartender is piling up the old drinking glasses to get rid of them.

Starting Position: Pistols holstered. Rifle staged on bar. Shotgun staged on right table. Starting behind bar with hands relaxed at sides. When ready, say “**Stack ’em up**”.

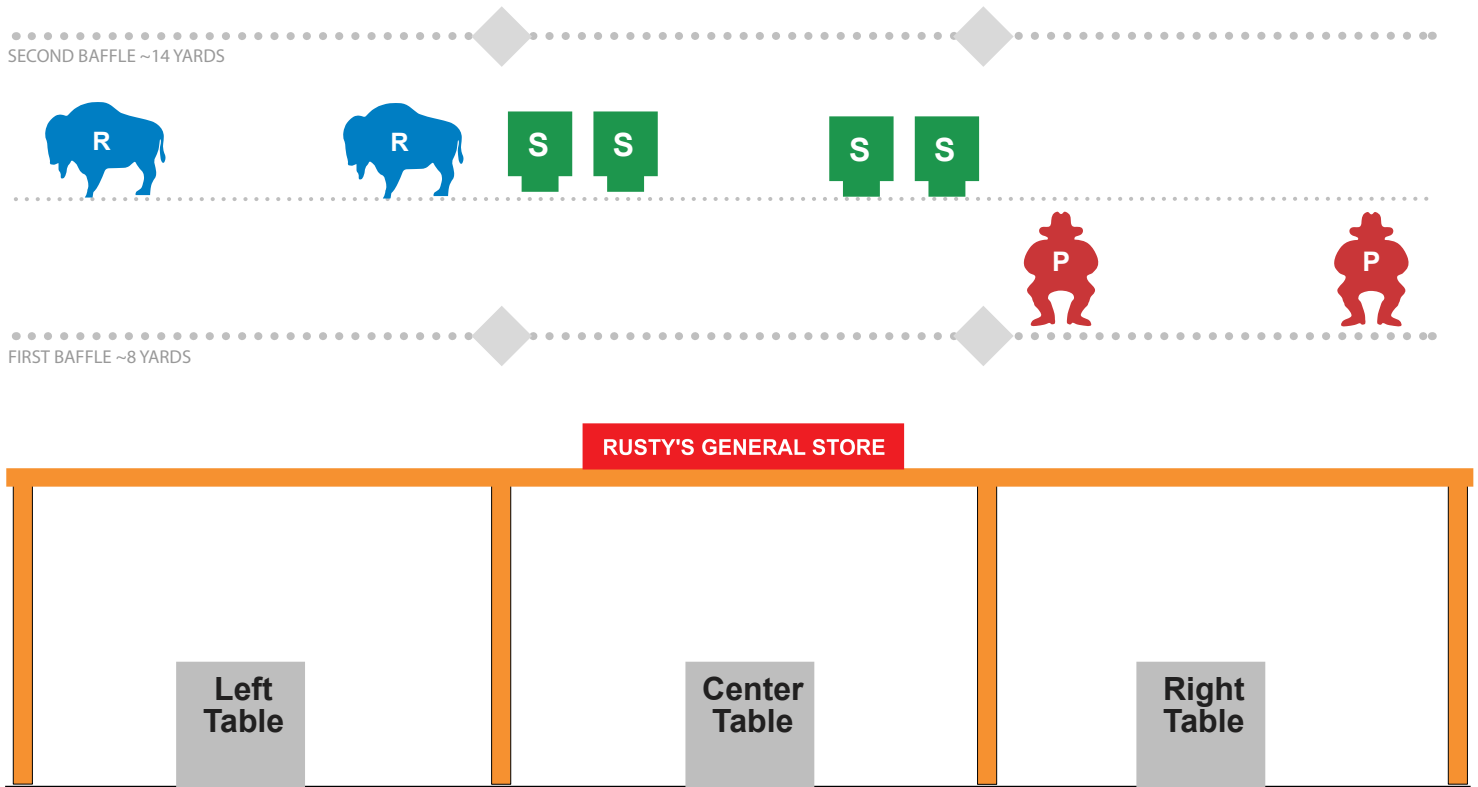
At the Beep: With first pistol: starting with either top or bottom target on either left or right group, engage targets vertically with a 5-round Nevada Sweep. With second pistol, engage opposite group in the same order as the first group. With rifle, repeat same exact order as used for pistols. Move behind right table, with shotgun engage each set of chimes twice – double taps are OK.

Working cowboy: With rifle, starting with either top or bottom target on either left or right group, engage that group of targets vertically with a 5-round Nevada Sweep, then engage the second group the same as the first. With pistol: starting with either top or bottom target on either group, engage targets vertically with a 5-round Nevada Sweep.

Stage 2: Rusty's General Store

Ammo required: 10 Rifle / 10 Pistol / 4+ Shotgun

Pistols and Rifle loaded with hammer down on empty chamber. Shotgun open and empty.



Story: Rusty's having trouble counting – see if you can help him.

Starting Position: Pistols holstered. Shotgun staged on center table. Starting behind left table with rifle at cowboy port arms, when ready, say “**One two three**”.

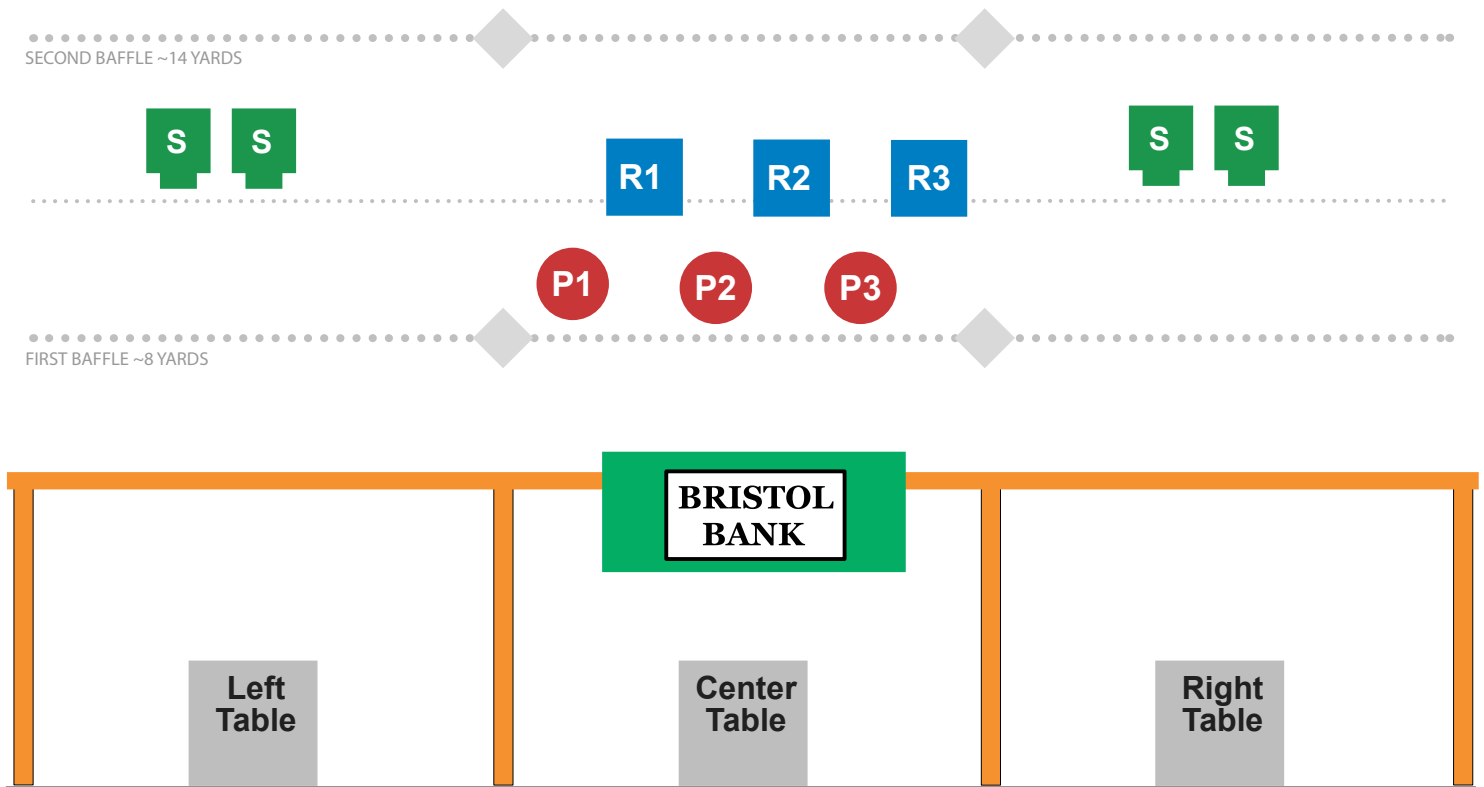
At the Beep: With rifle, engage each target with at least three rounds. Move behind center table and with shotgun engage knockdowns until down. Move behind right table and with pistols engage each target with at least three rounds.

Working cowboy: With rifle, engage each target with at least three rounds. Move behind right table and with pistols engage each target with at least two rounds.

Stage 3: Bristol Bank

Ammo required: 10 Rifle / 10 Pistol / 4+ Shotgun

Pistols and Rifle loaded with hammer down on empty chamber. Shotgun open and empty.



Story: Stop another bank robbery.

Starting Position: Pistols holstered. Rifle staged on center table. Shotgun staged on either left or right table. Starting behind table with staged shotgun, hands above shoulders in surrender, when ready, say “**Freeze!**”.

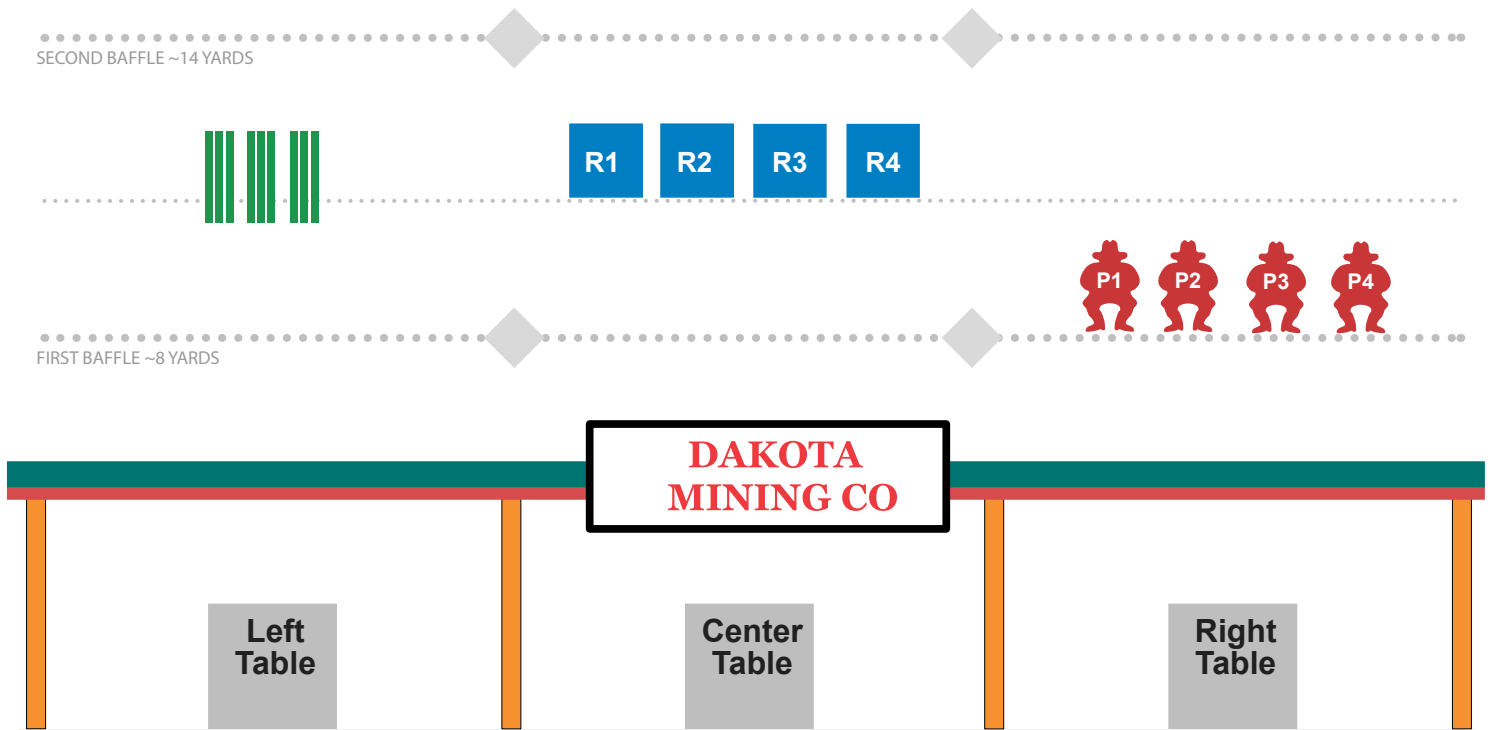
At the Beep: With shotgun engage knockdowns until down. Carry and stage shotgun safely on center table. With rifle and pistols, engage appropriate targets as follows: 1-1-3-3-2 then repeat. Carry shotgun safely behind table with standing shotgun targets and engage until down.

Working cowboy: Start at center table. With rifle, engage rifle targets as follows: 1-1-3-3-2 then repeat. With pistol, engage targets as follows: 1-1-3-3-2.

Stage 4: Dakota Mining

Ammo required: 10 Rifle / 10 Pistol / 4 Shotgun

Pistols and Rifle loaded with hammer down on empty chamber. Shotgun open and empty.



Story: It's time to clean up the mine with a fancy sweep.

Starting Position: Pistols holstered. Rifle and shotgun staged on any table – shooters choice (make sure to keep muzzle pointed down range if moving with rifle or shotgun). Rifle cannot be last. Standing behind a table with hands at sides, when ready, say “**Sweep this**”.

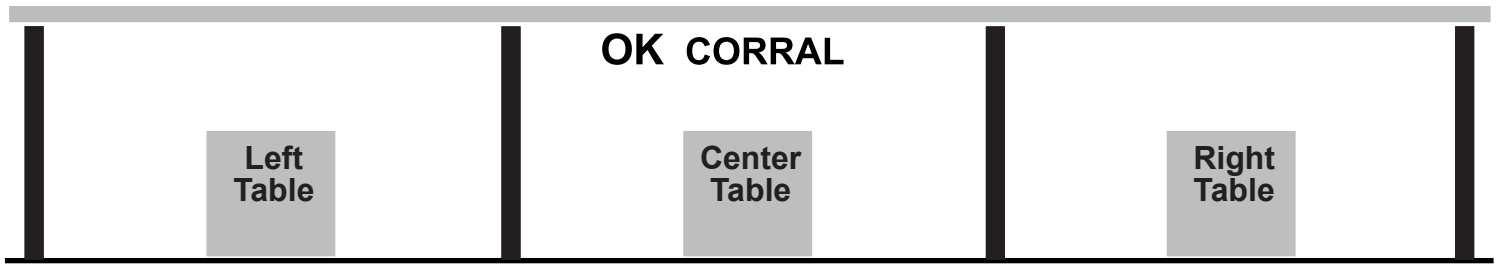
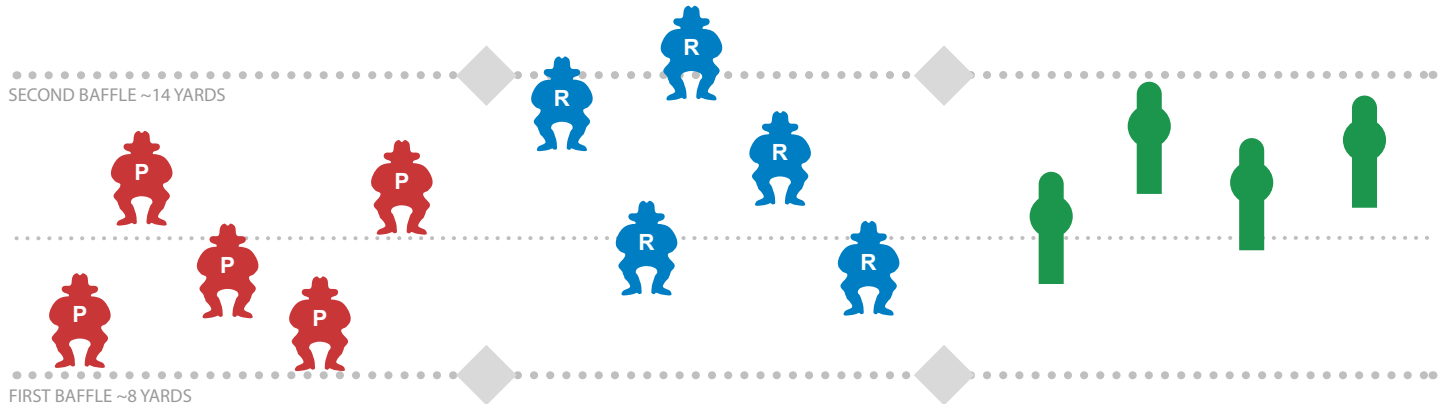
At the Beep: With shotgun, engage each set of chimes once and then one set with a fourth round - no double tap. Then with rifle from behind center table, engage targets as follows: 1, 1-2, 1-2-3, 1-2-3-4. Then with pistols from behind right table, engage targets same as rifle.

Working cowboy: Starting behind center table, with rifle engage targets as follows: 1, 1-2, 1-2-3, 1-2-3-4. Move behind right table and with pistol sweep targets either left or right with a double tap on the last target.

Stage 5: OK Corral

Ammo required: 10 Rifle / 10 Pistol / 4+ Shotgun

Pistols and Rifle loaded with hammer down on empty chamber. Shotgun open and empty.



Story: It's an ambush!

Starting Position: Pistols holstered. Rifle staged on center table. Shotgun staged on right table. Standing behind left table with arms folded, when ready, say "**Charge!**".

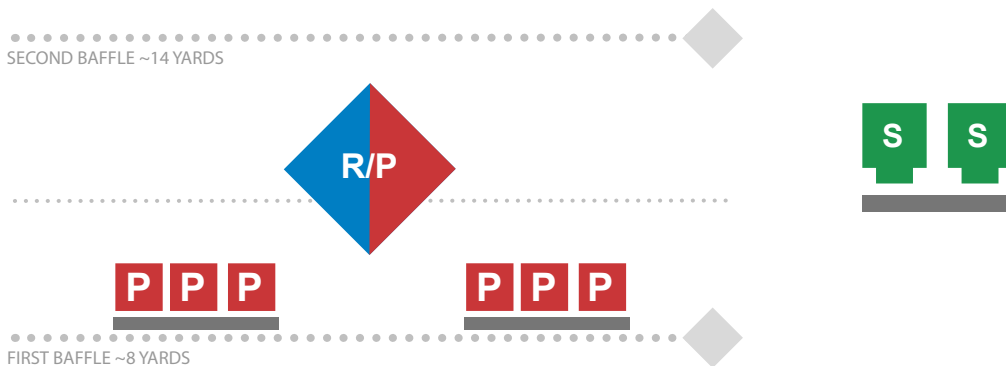
At the Beep: With pistols then rifle, engage each appropriate target with a double tap. From behind right table, engage knockdowns until down.

Working cowboy: Starting at center table, with rifle engage each target with a double tap. Move behind left table, and with pistol engage each target once.

Stage 6: Telegraph Office

Ammo required: 10 Rifle / 10 Pistol / 2+ Shotgun

Pistols and Rifle loaded with hammer down on empty chamber. Shotgun open and empty.



Story: The clerk is gone and you decide sending a telegraph can't be that difficult.

Starting Position: Pistols holstered. Rifle staged on left table. Shotgun staged on either table. Standing behind left table with hands on hat, when ready, say “**I got this**”.

At the Beep: With first pistol engage knockdowns on LEFT plate rack with only THREE rounds, THEN engage large dump target with TWO remaining rounds. Then with second pistol engage knockdowns on RIGHT plate rack with only THREE rounds, THEN engage large dump target with TWO remaining rounds. Then with rifle, first engage any remaining upright knockdowns missed with pistols and then engage dump target with remaining rounds. Remaining upright knockdowns and misses on dump target are counted as misses. With shotgun, from behind right table, engage knockdowns until down.

Working cowboy: With pistol engage knock downs on LEFT plate rack with only THREE shots, THEN engage large dump target with TWO remaining rounds. Then with rifle, first engage any remaining knockdowns on LEFT plate rack missed with pistols then engage dump target with remaining rounds. Remaining upright knockdowns on LEFT plate rack and misses on dump target are counted as misses.