



COWBOY MATCH STAGES

July 11 & 12, 2026

Minimum match ammo required:

Rifle: 61

Pistol: 60

Shotgun: 22

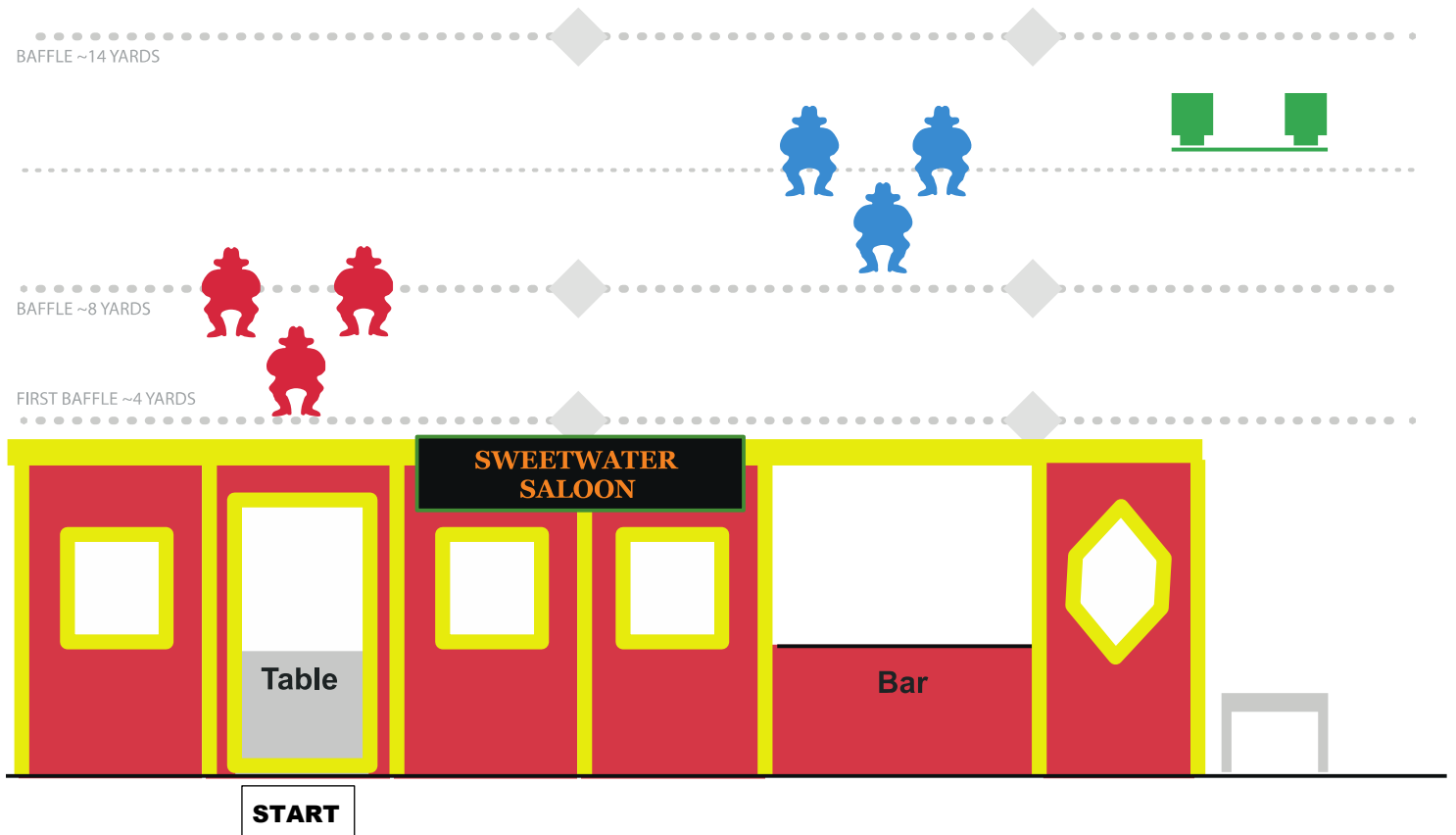
All participants MUST attend the safety meeting at 8:45 am, match begins at 9:00 am.

NOTE: Lead bullets only (polymer coatings are okay). Shotgun lead loads only, 7-1/2# or smaller.

bristolcowboys.com

Stage 1: Sweetwater Saloon

iii Rifle: 10 / Pistol: 10 / Shotgun: 2+



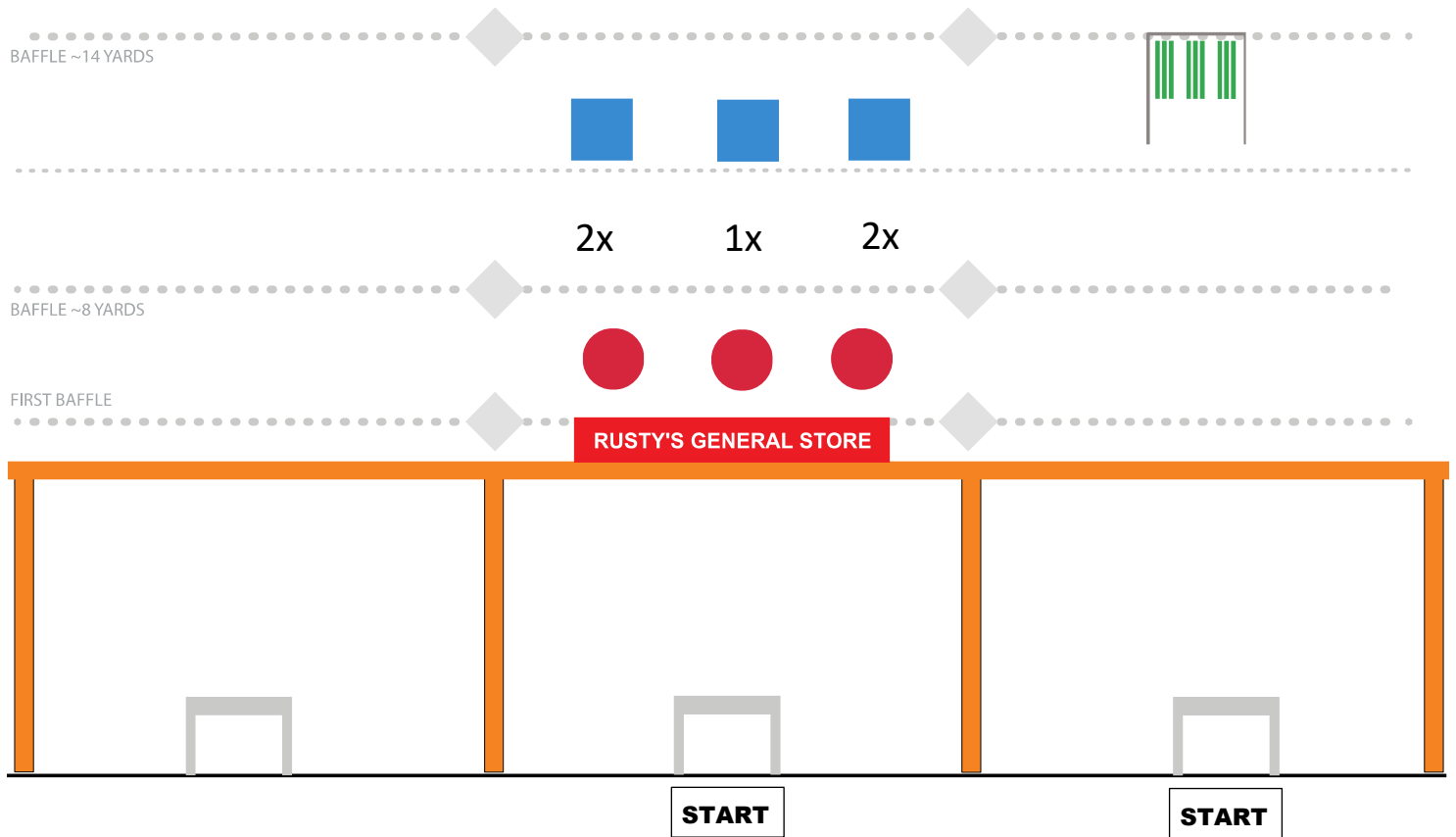
It's too early for trouble, but trouble found you.

Setup/Start: Pistols holstered. Rifle staged on bar. Shotgun staged on right table. In doorway with hands on pistols, when ready, say “**Let’s go**”.

At the Beep: With first pistol double tap outside target, then single tap center target, then double tap other outside target. Repeat in either direction with second pistol. Then from behind bar with rifle repeat same instructions as for pistols. Then from behind right table with shotgun engage knockdowns until down.

Stage 2: Rusty's General Store

Rifle: 10 / Pistol: 10 / Shotgun: 4



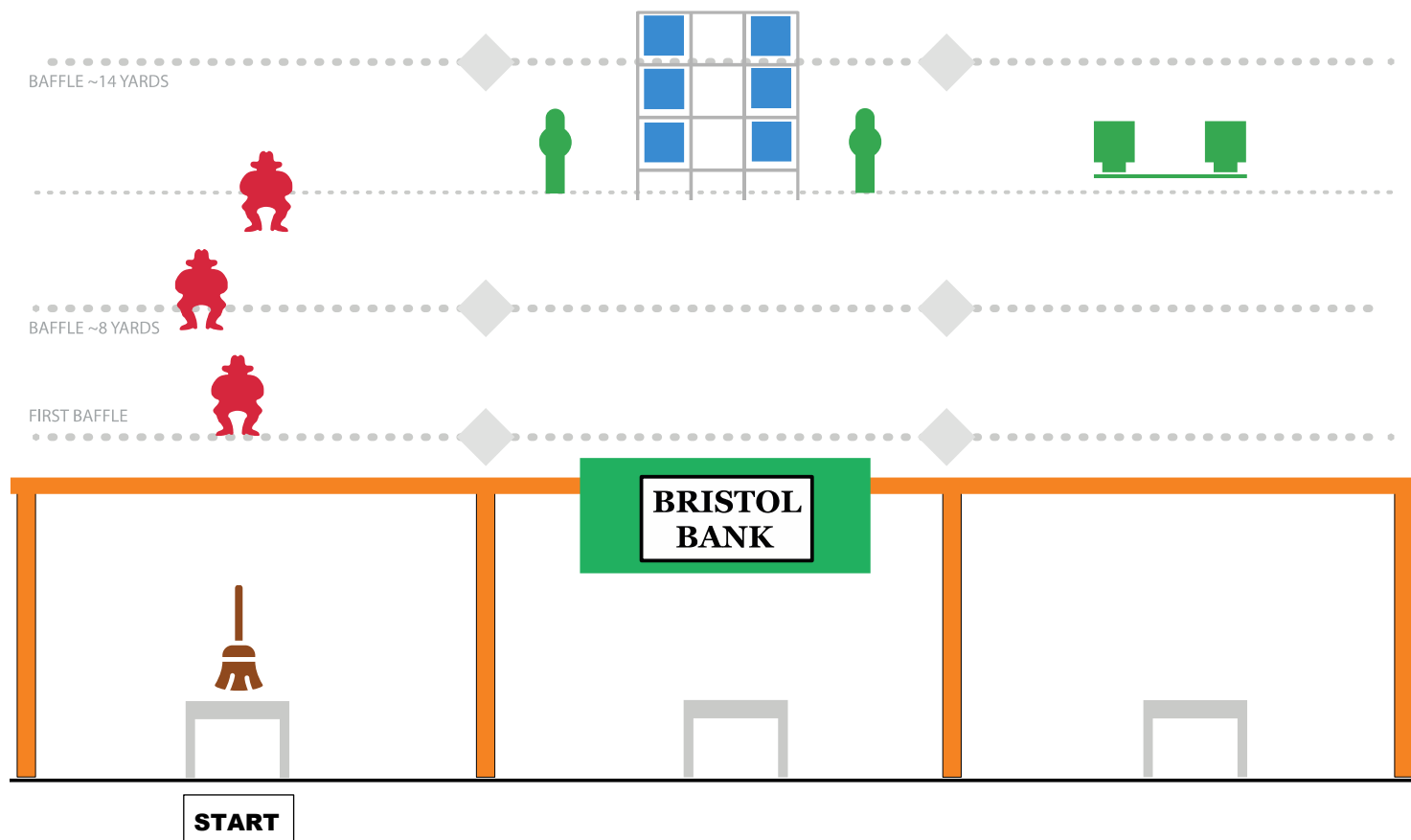
Maybe you can help Rusty make up his mind.

Setup/Start: Staging is shooters choice, rifle cannot be shot last. If pistols are staged on a table they must return to the table. Standing behind a table facing *uprange* with arms folded, when ready, say “**Monkey in the middle**”.

At the Beep: Engage squares with rifle and circles with pistols in the following order: 1x center-2x left-1x center-2x right-1x center-2x left-1x center. From behind right table, with shotgun engage outer chimes once and center chimes twice in any order.

Stage 3: Bristol Bank

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



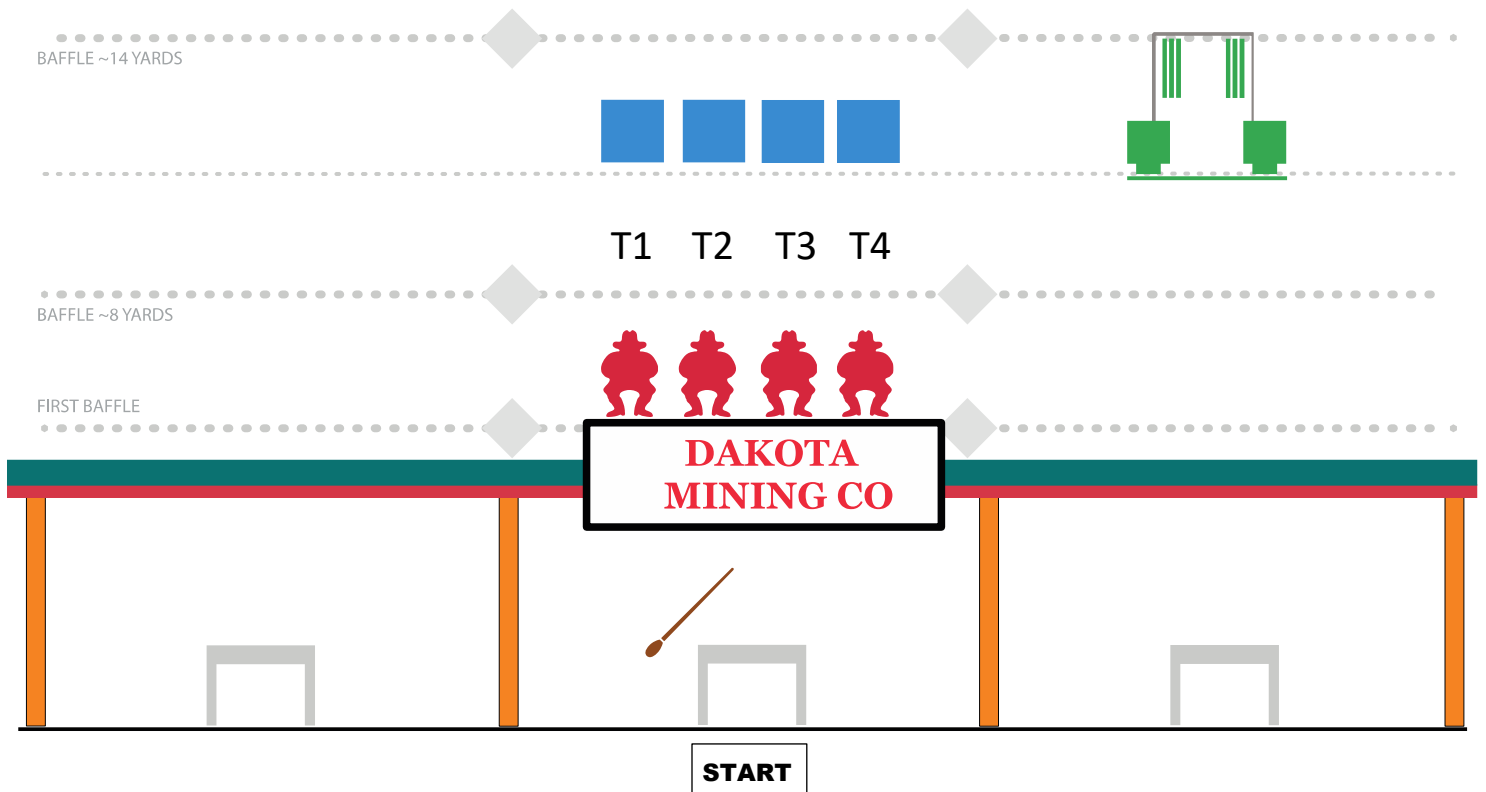
Let's clean these chimneys.

Setup/Start: Pistols holstered. Rifle and shotgun staged on center table. Starting behind left table holding broom with both hands, when ready say “**It's an ash hole**”.

At the Beep: With first pistol starting with nearest cowboy, engage cowboys with a 5 shot Nevada sweep. Repeat with second pistol. From behind center table, engage squares in 2 separate chimney sweeps (starting with the top square on either left or right group, engage squares with a vertical 5 shot Nevada sweep, then repeat on other group). Then with shotgun engage poppers until down. Safely move behind right table and engage knockdowns until down.

Stage 4: Dakota Mining

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



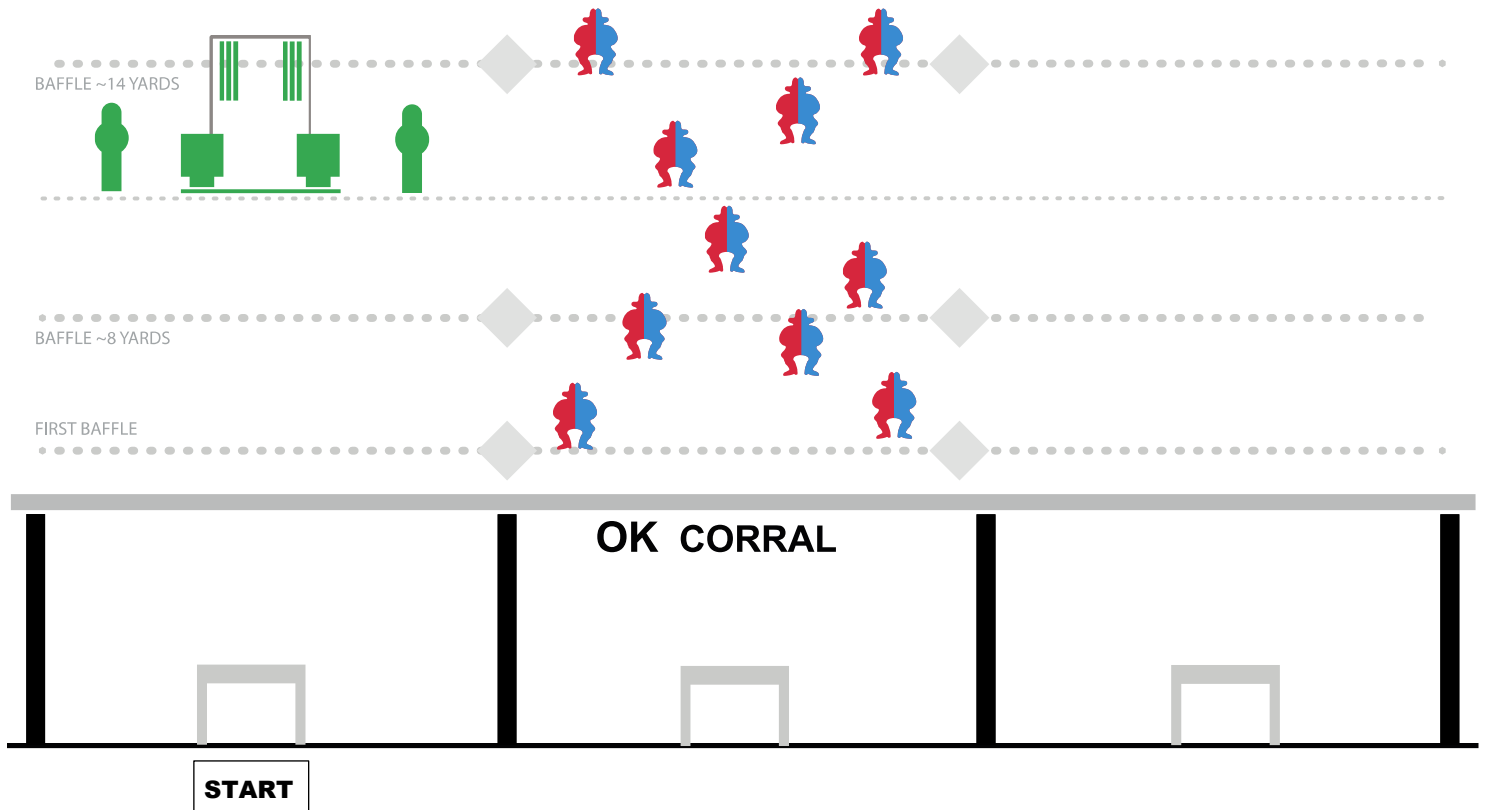
Help the band play a little dance music.

Setup/Start: Pistols holstered. Rifle and shotgun staged on a table. Holding conductor baton in one hand with both hands at shoulder height, when ready, say “**a 3 and a 2 and a 1**”.

At the Beep: Same instructions for pistols and rifle. Starting with either pistols or rifle, engage cowboys in a reverse Lawrence Welk sweep (T1-T2-T3-T4-T2-T3-T4-T3-T4-T4). Then from behind right table with shotgun engage each set of chimes once and knockdowns until down.

Stage 5: OK Corral

Rifle: 10 / Pistol: 10 / Shotgun: 6+



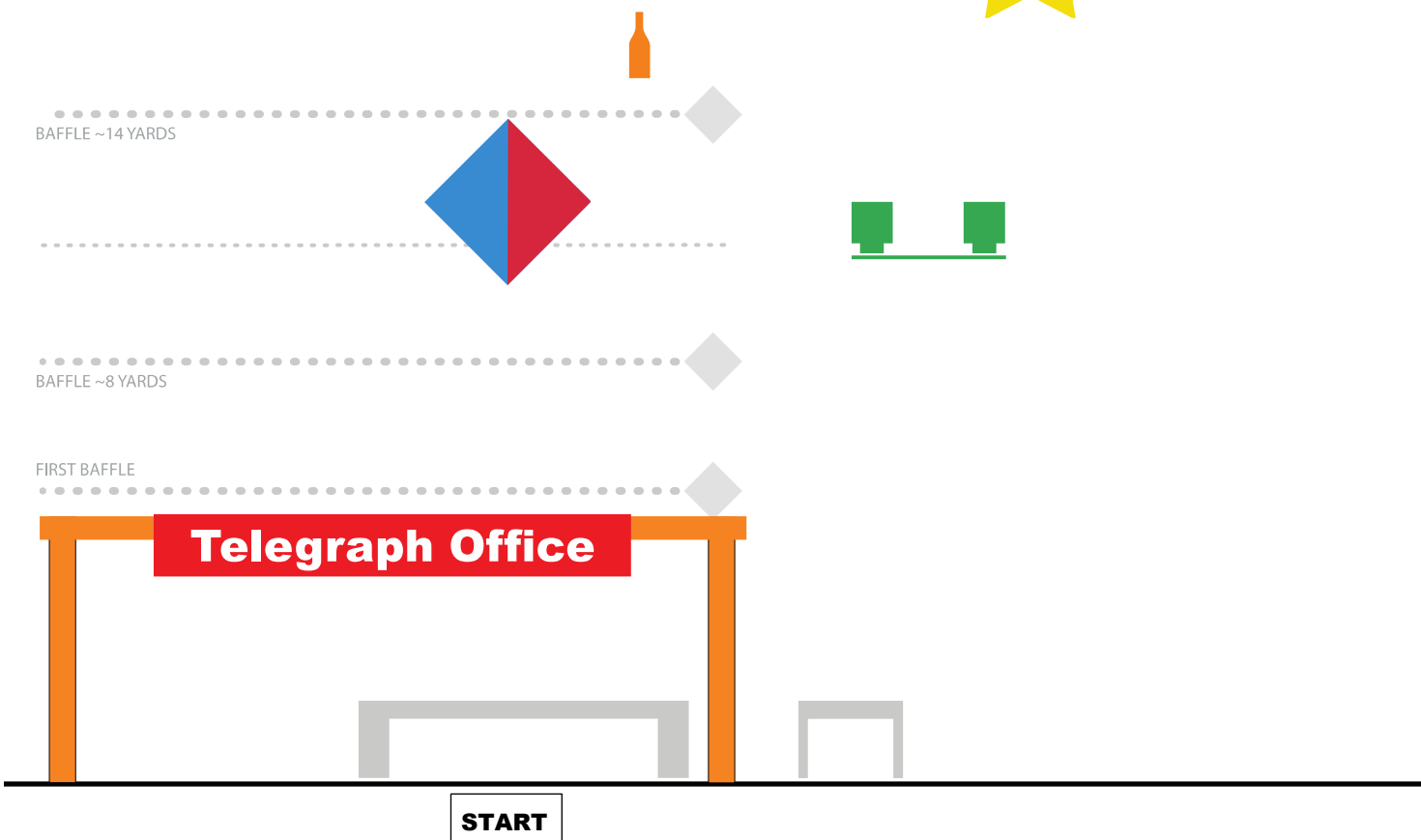
Stop the cowboy zombie attack.

Setup/Start: Pistols holstered. Rifle staged on center table. Starting behind left table with shotgun at cowboy port arms, when ready, say “**No brains today**”.

At the Beep: Engage each set of chimes once and knockdowns until down in any order. Then from behind center table, with rifle engage each cowboy once. Repeat with pistols.

Stage 6: Telegraph Office

Rifle: 10+1 / Pistol: 10 / Shotgun: 2+



You feel the need for speed, and a bonus.

Setup/Start: Pistols holstered. Rifle and shotgun staged on a table. Shotgun must be shot from right of post. Bonus round staged anywhere. With hands relaxed at sides, when ready, say “**I’d rather have a bottle in front of me than a frontal lobotomy**”.

At the Beep: Let’r rip! Rifle not last. Rifle reload can be loaded any time after the beep. Bonus bottle (10 seconds) must be engaged any time after the beep but if missed is not a miss. With shotgun, from right of post, engage knockdowns until down.