



COWBOY MATCH STAGES

September 12 & 13, 2026

Minimum match ammo required:

Rifle: 60

Pistol: 60

Shotgun: 20



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.

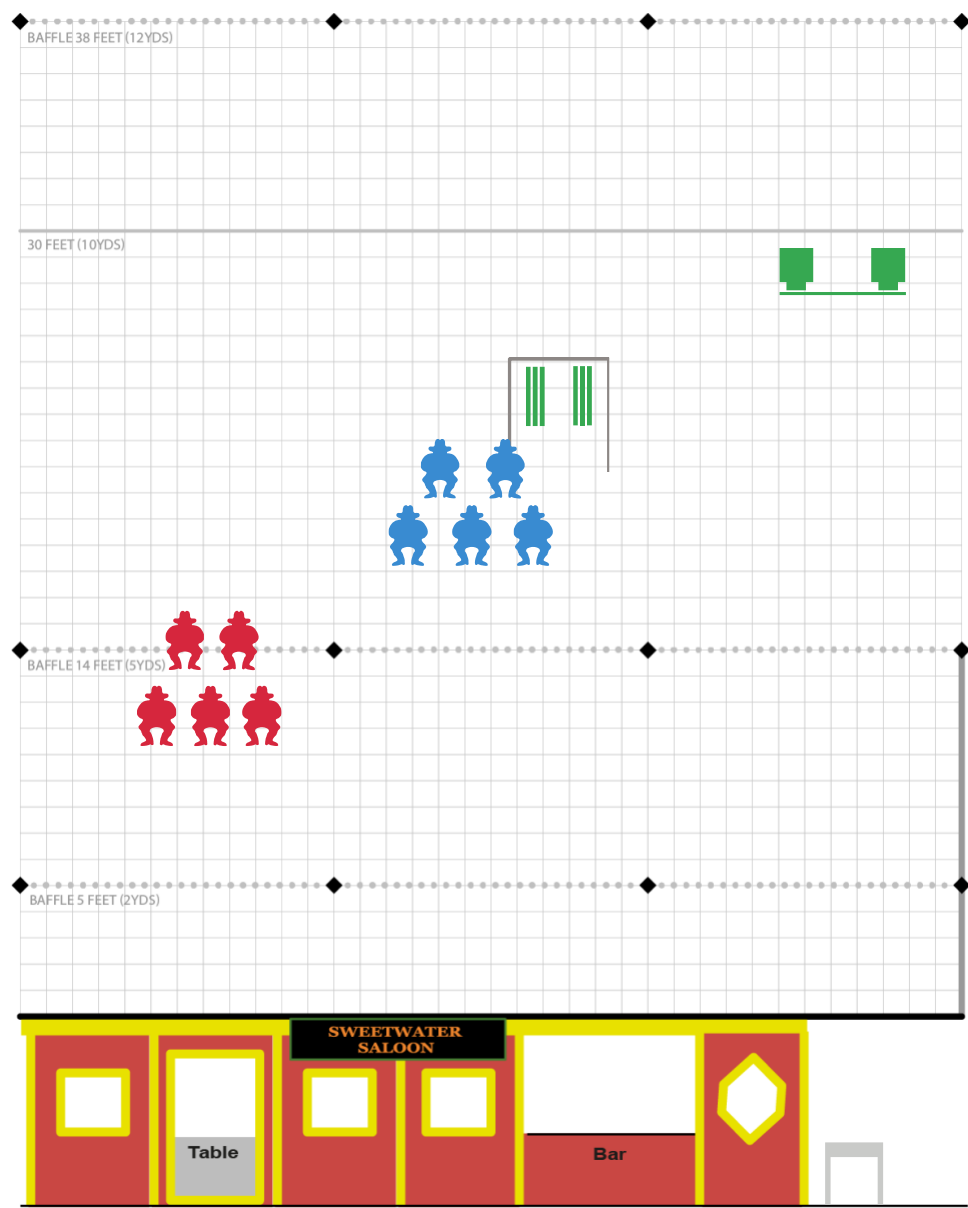
bristolcowboys.com

Stage 1: Warm Up

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

Pistols holstered. Rifle and shotgun staged on bar. Starting in doorway with hands touching doorframe, when ready, say “**Double taps**”.

Shooting order: P-R-S. **ATB:** With pistols, double tap each cowboy in any order. Then with rifle from bar, repeat pistol instructions. Then with shotgun, engage each set of chimes once, then move behind right table and engage knockdowns until down.



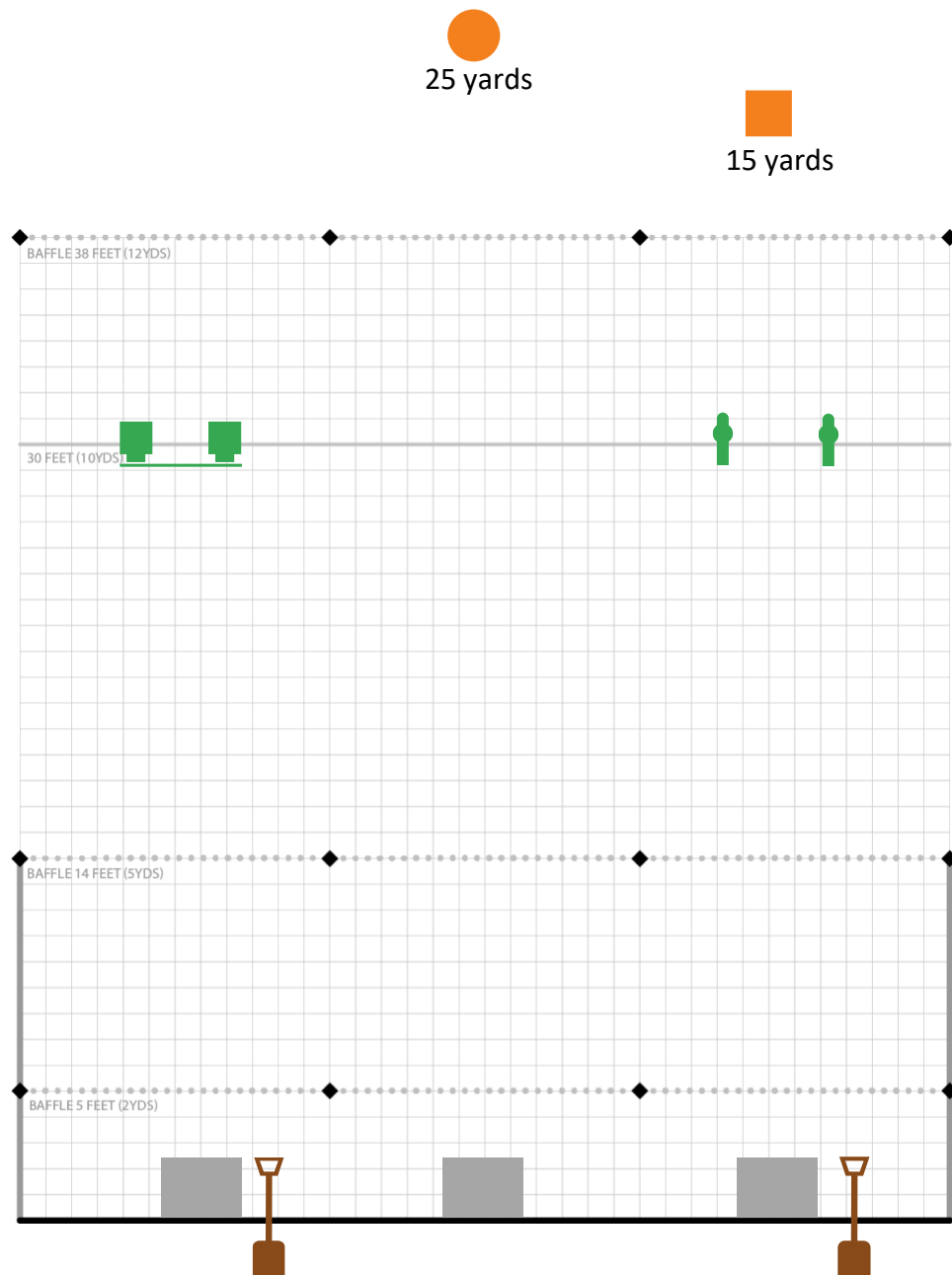
Stage 2: No Misses

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



Pistols holstered. Rifle staged on center table. Shotgun staged on left or right table. Starting behind either left or right table holding shovel with both hands, when ready, say “**Where’s the Missus?**”.

Shooting order: Rifle not last. **ATB:** With shotgun, engage knockdowns until down from behind appropriate tables – keep muzzles down range when moving. With pistols from behind right table, engage square bonus target with 10 rounds – each hit is a 1 second bonus, misses are not misses. With rifle from behind center table, repeat same instructions as pistols on round bonus target. Spotters – you are counting hits! Minimum score will be 0.01 seconds.



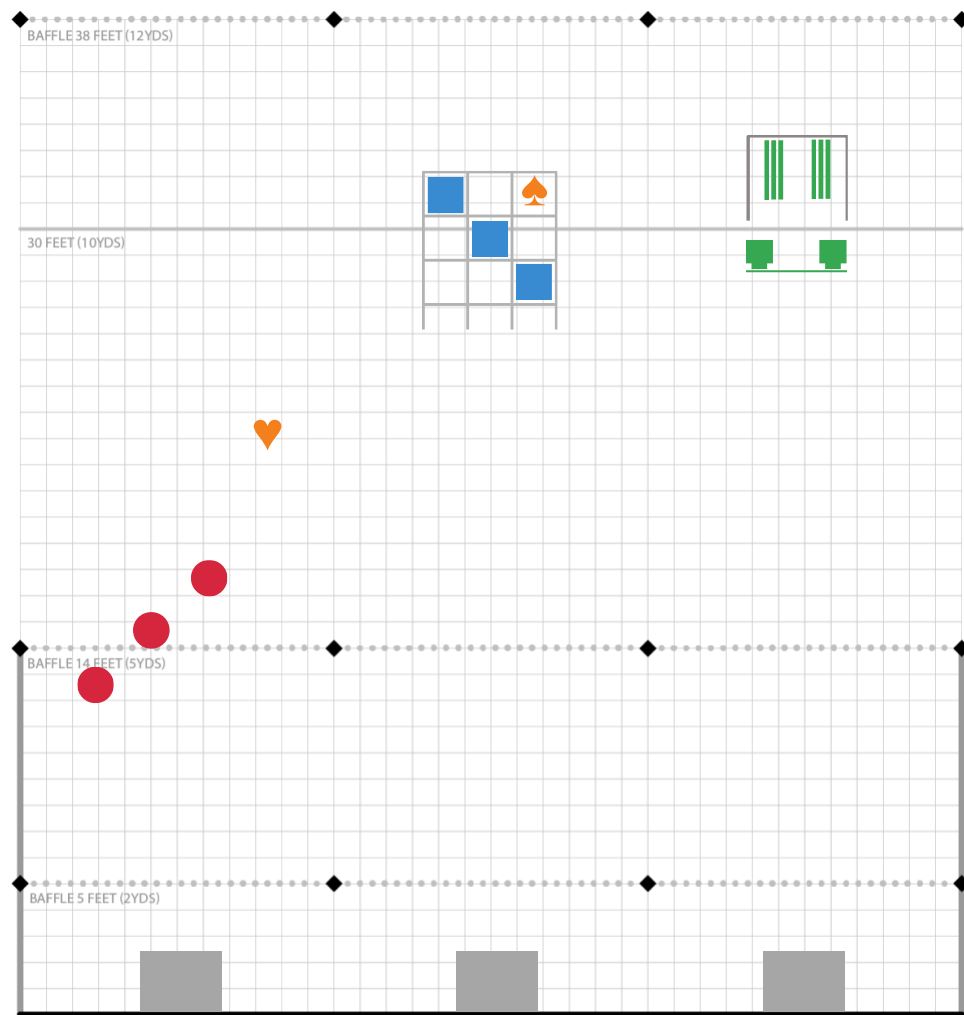
Stage 3: Double Bonus

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



Pistols holstered. Rifle staged on center table. Shotgun staged on right table. Standing behind center table with hands on hat, when ready, say “**Bonus time**”.

Shooting order: Rifle not last. **ATB:** With rifle triple tap each square then engage spade for a 5 second bonus (a miss is not a miss). With pistols from behind left table, repeat rifle instructions using the circles and heart as the bonus. With shotgun, engage each set of chimes once and knockdowns until down.

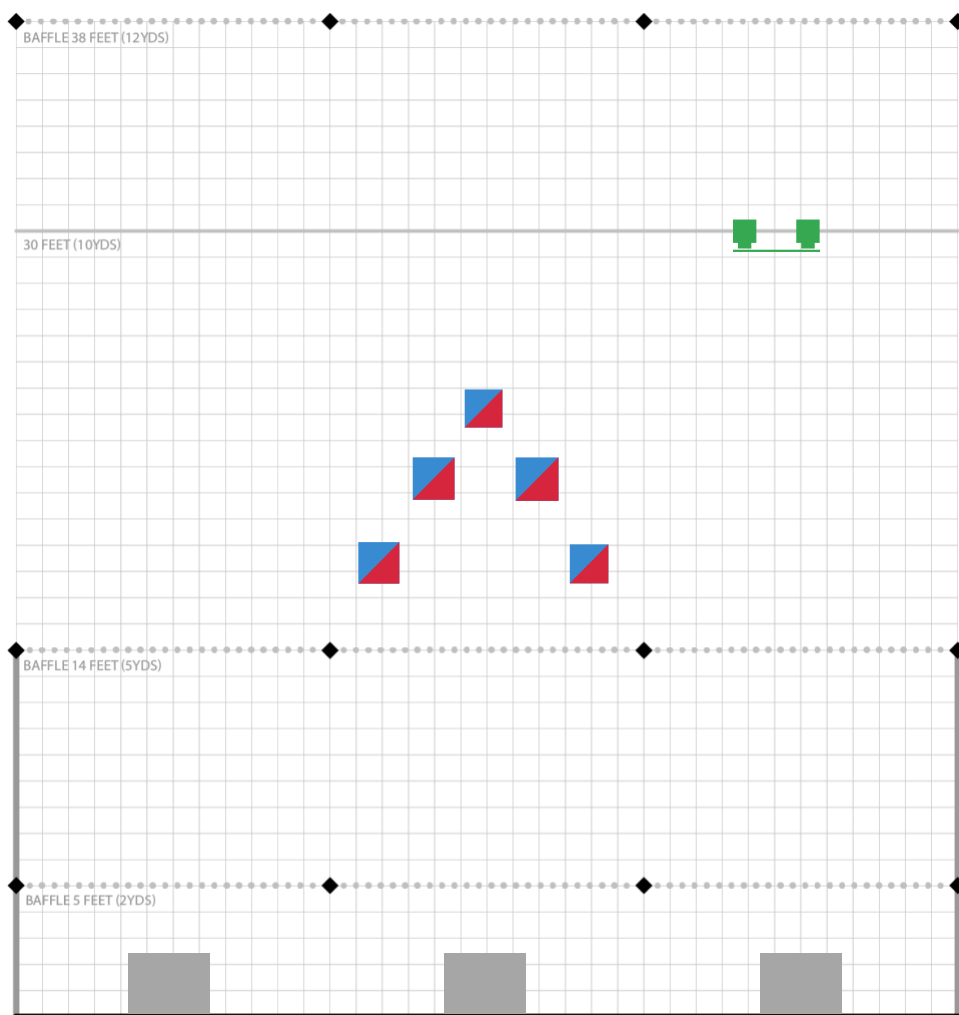


Stage 4: Simple Sweeps

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

Pistols holstered. Rifle staged on center table. Shotgun staged on either table. Starting behind table of choice with both arms fully extended and a finger pointing at targets, when ready, say “**Which way?**”.

Shooting order: Rifle not last. **ATB:** Pistols and rifle: from behind center table, starting on either outside square, engage 3 targets with a 2x-2x-1x sweep (double-tap, double-tap, single-tap), then repeat in opposite direction starting on opposite outside square. Shotgun: from behind right table, engage knockdowns until down.

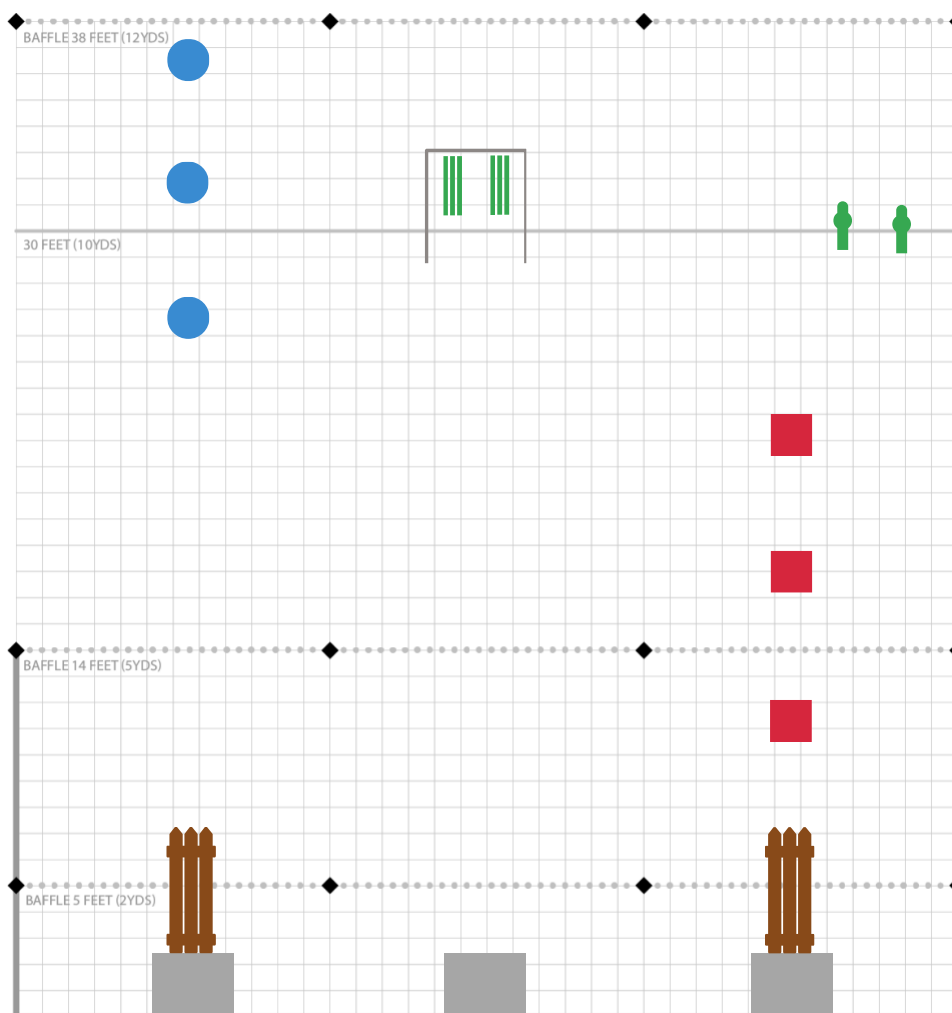


Stage 5: Time to Look Up

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

Pistols holstered. Rifle staged on left table fully behind fence. Shotgun staged on center table. Starting behind left table with hands in a low surrender, when ready, say “**Up and down**”.

Shooting order: R-S-P. ATB: With rifle, starting on nearest circle, engage targets with two separate 5 shot Nevada sweeps, one from each side of the fence – be careful not to chamber a round before moving from side to side of fence. Then with shotgun from behind center table, engage each set of chimes once. Then move with shotgun to right table and from right side of fence engage knockdowns until down. Then with pistols, repeat rifle instructions.



Stage 6: Speed Stage

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

All firearms on a table or pistols can be holstered – pistols can be returned to table or holsters. When ready, say “**Let’s go**”.

Shooting order: Rifle not last. **ATB:** Engage dump target with all pistol and rifle rounds. With shotgun, from right of post, engage knockdowns until down.

