



COWBOY MATCH STAGES

October 10 & 11, 2026

Minimum match ammo required:

Rifle: 60

Pistol: 60

Shotgun: 18 or 20+



NOTE: Later start — safety meeting at 9:45am, match starts at 10am

All participants MUST attend the safety meeting at 9:45 am, match begins at 10:00 am.

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

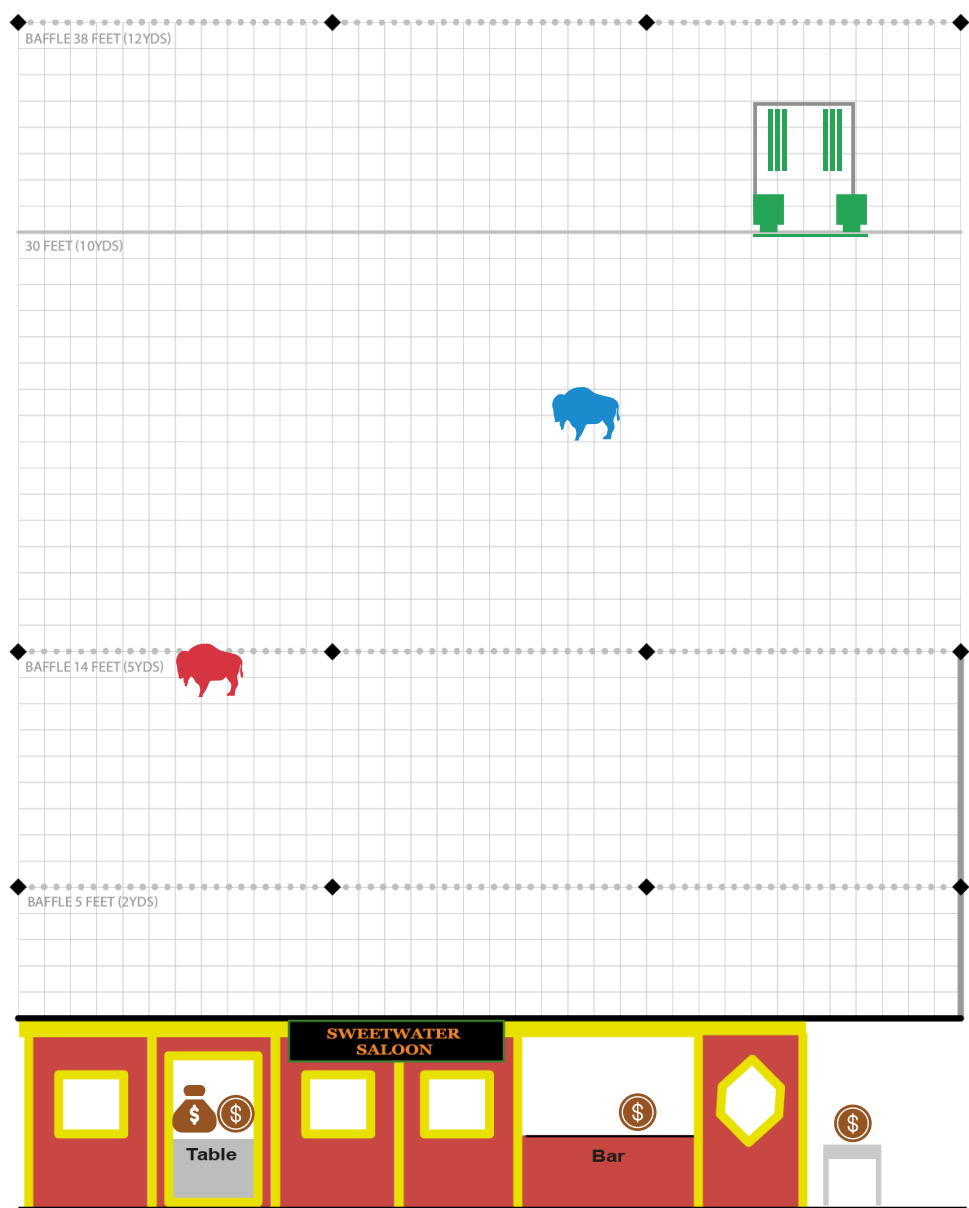
bristolcowboys.com

Stage 1: Trick or Treat

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

At end of the scenario you should have 3 coins in the bag to avoid a “P”. Pistols holstered. Rifle staged on bar. Shotgun staged on right table. Starting in doorway with both hands holding bag, when ready, say “**Trick or treat**”.

Order: P-R-S. **ATB:** Put coin in bag. Then with pistols, engage buffalo with 10 rounds. Move to bar and put coin in bag, then with rifle repeat pistol instructions. Move behind right table and put coin in bag, then with shotgun engage each set of chimes once and knockdowns until down in any order.

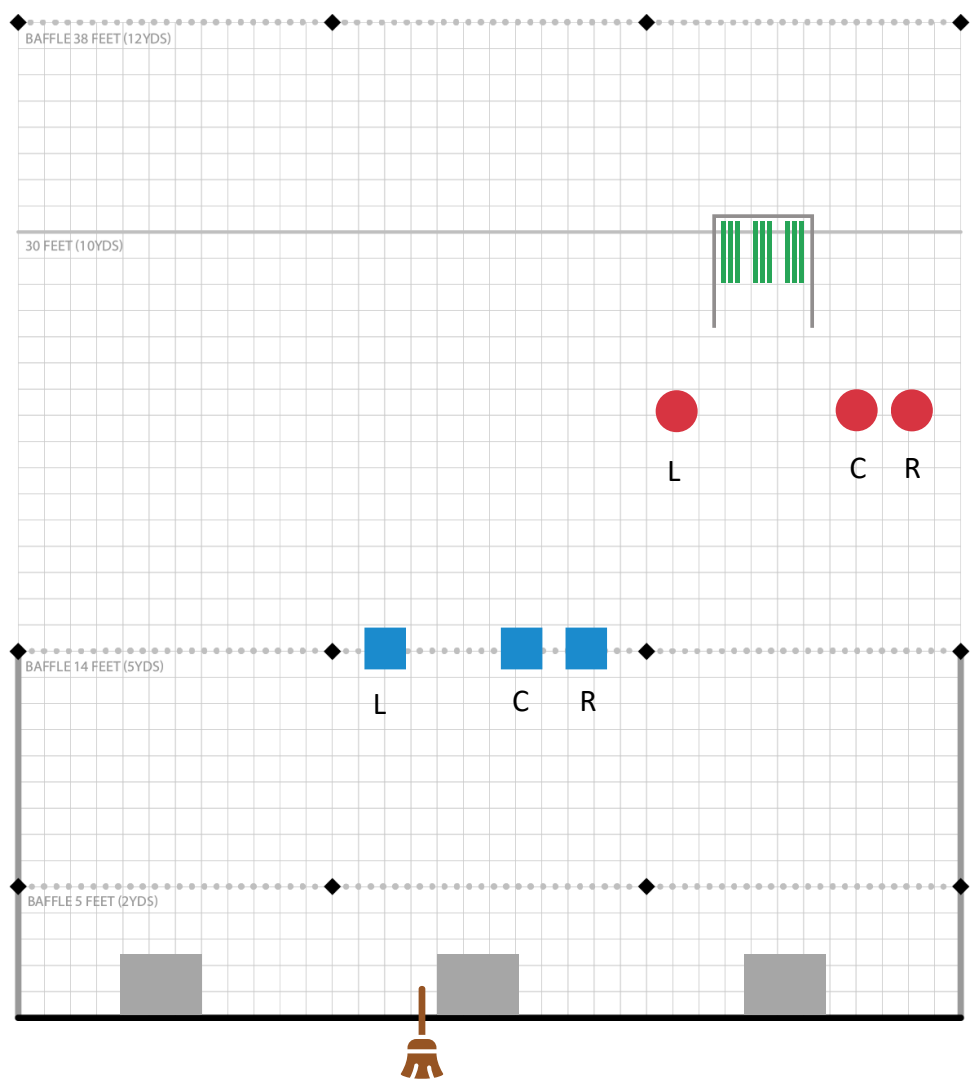


Stage 2: Witch's Ride

Rifle: 10 / Pistol: 10 / Shotgun: 4

Pistols holstered. Rifle and shotgun staged on right table. Holding broom between legs with both hands, when ready, **cackle like a witch**.

Order: P-R-S. **ATB:** With pistols engage squares with a single-tap in the following order: L-C-L-R-L, then repeat (yes you must). Move behind right table and with rifle repeat pistol instructions. Then with shotgun engage outer chimes once and then center chimes twice.

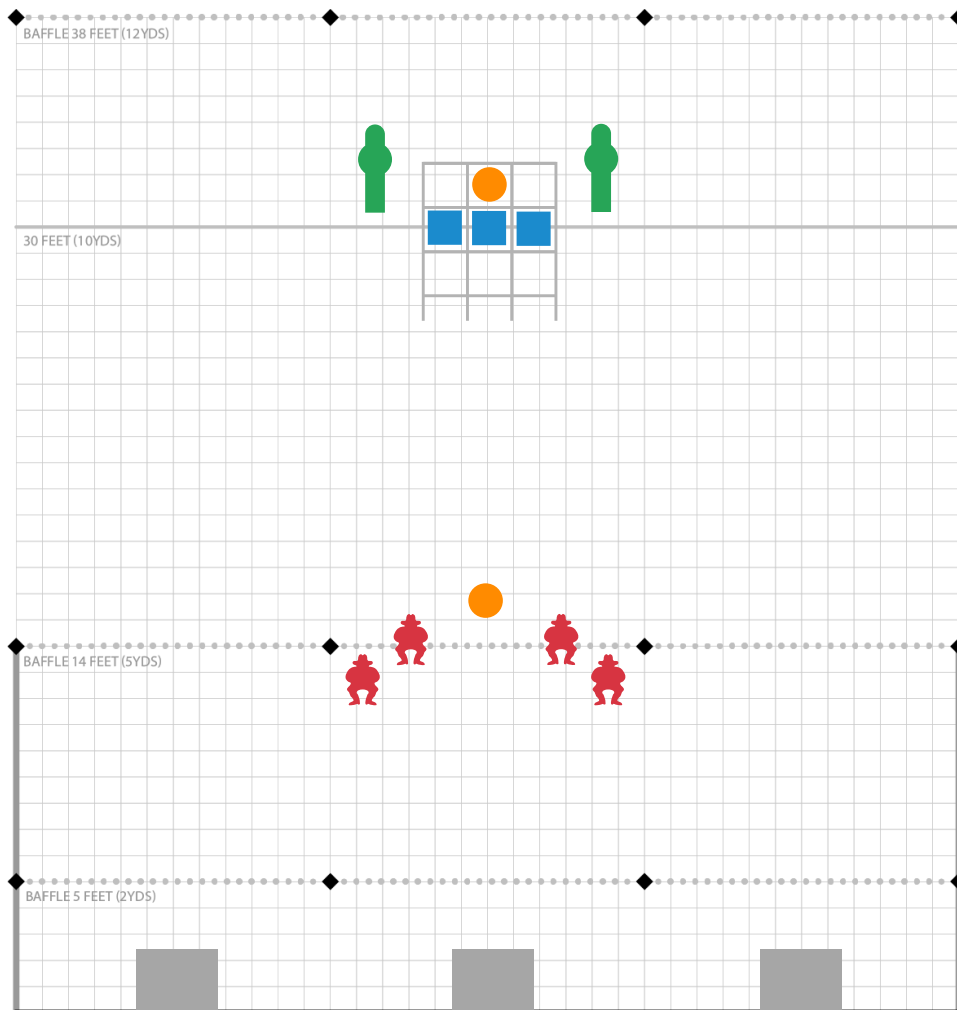


Stage 3: Maybe a Shotgun

Rifle: 10 / Pistol: 10 / Shotgun: 0 or 1 or 2+

Pistols holstered. Shotgun staged on center table. With rifle in hands, when ready, say “**Pumpkin first**”.

Order: R-S-P. **ATB:** With rifle, starting on circle in rack, engage each target in rack with a single round in any order, then engage one round on one of the poppers (a miss on the popper is not a miss) – then repeat instructions ending on opposite popper. Then with pistols, starting on near circle, engage each target (circle and cowboys) with one round each, then repeat. Then if any poppers are still up, use shotgun to engage until down.



Stage 4: Outlaw 60-second Bonus



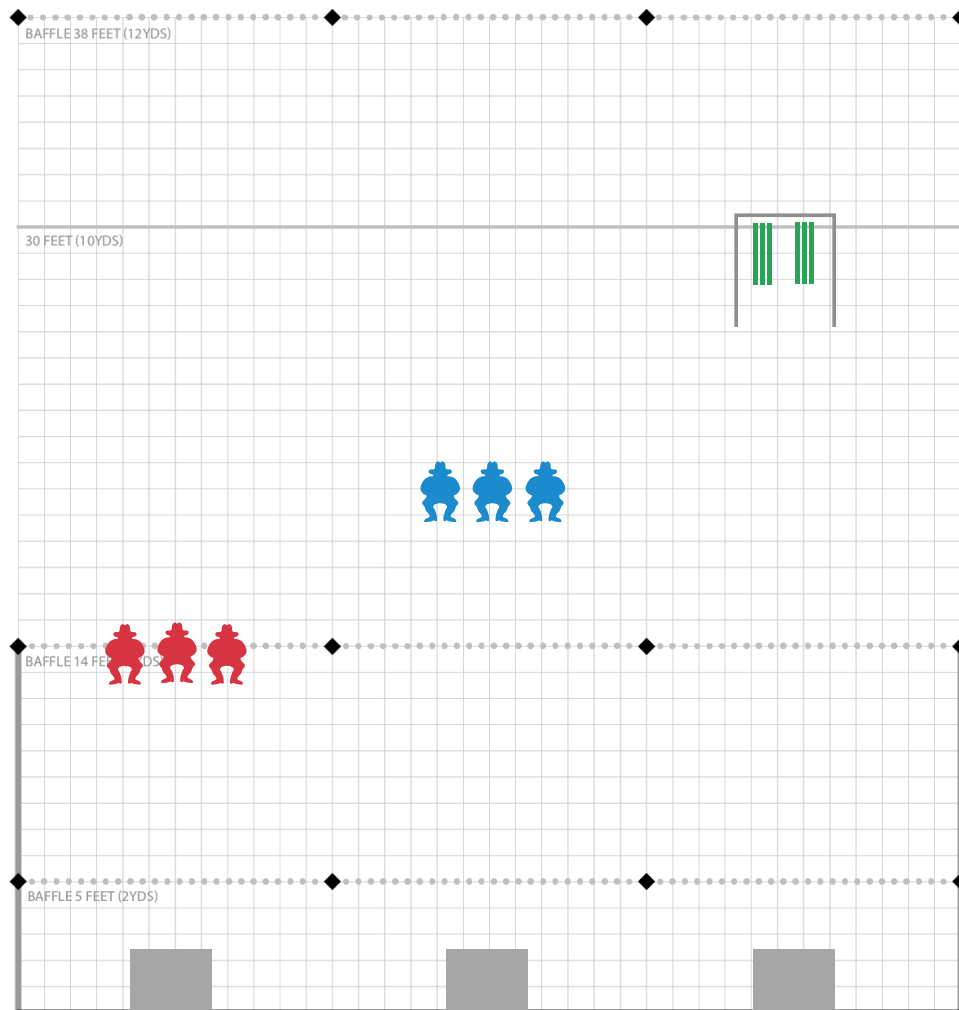
Rifle: 10 / Pistol: 10 / Shotgun: 2

It's a train robbery – but you can be the outlaw. **Try ‘Outlaw’ style* for a 60 second bonus.**

Pistols holstered. Rifle staged on center table. Shotgun staged on right table. Starting behind left table in a Texas Surrender (both hands on pistols), when ready, say “**Hands up!**”.

Shooting order: P-R-S. **ATB:** With pistols engage cowboys with a double-tap Nevada sweep in either direction. Move behind center table. With rifle engage cowboys same instructions as pistols. Move behind right table. With shotgun engage each set of chimes once.

* **Outlaw style:** shooting un-aimed, arms bent, firearm held below the chest, pistols shot single-handed (duelist, double duelist or gunfighter) – *a miss is a miss*. NOTE: if a round hits within 5 feet, a baffle, or goes over the berm it will be an MDQ. Negative scores carry through match.

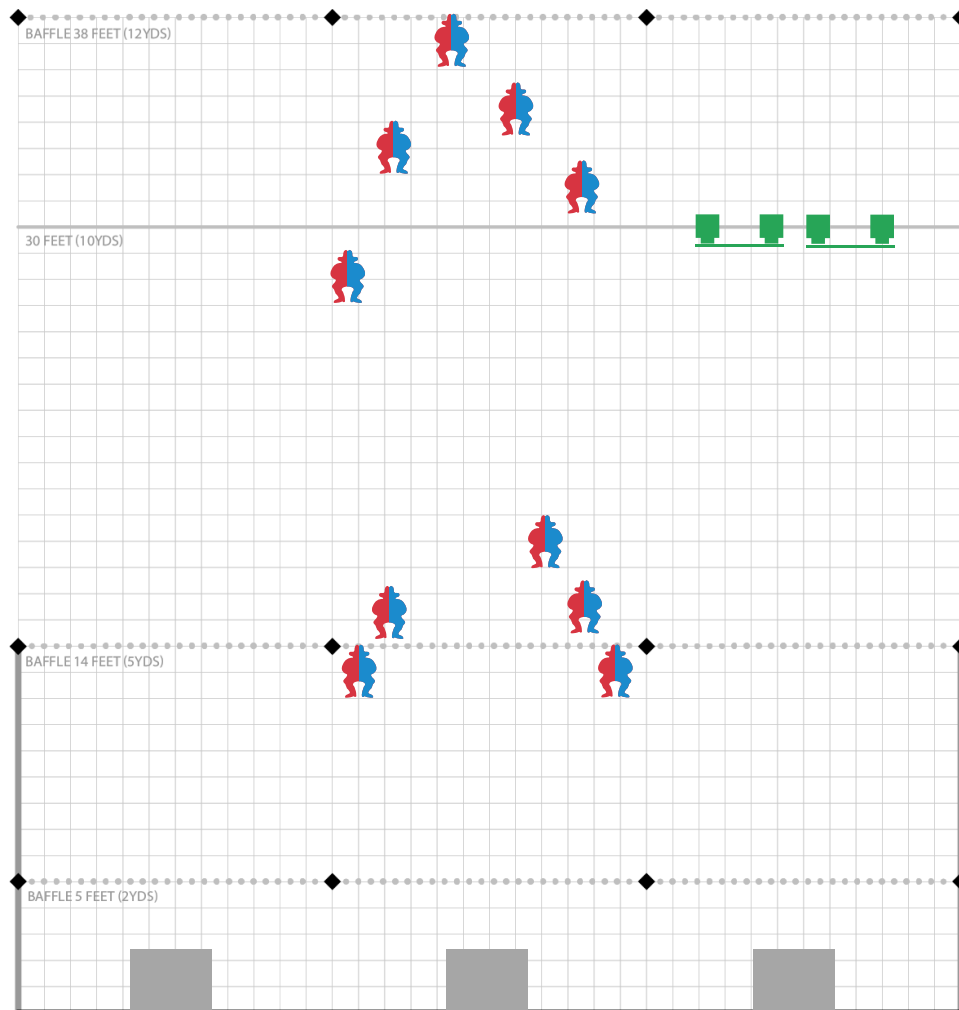


Stage 5: Cowboy Zombies

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

Pistols holstered. Shotgun staged on right table. Standing behind center table with rifle at cowboy port arms, when ready, say “**No brains today**”.

Order: Rifle not last. **ATB:** With rifle and pistols engage each zombie cowboy twice – double taps are okay. Then move behind right table and with shotgun engage knockdowns until down.



Stage 6: Speed Sweeps

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

Pistols holstered. Rifle and shotgun staged on a table. With both hands holding hatchet, when ready, say “**Chop chop**”.

Order: Rifle not last. **ATB:** With pistols engage cowboys in a double-tap Nevada sweep in either direction. With rifle repeat pistol instructions. With shot gun from right of post engage knockdowns until down.

