



CCKC Steel Skirmish Stages

October 17, 2026 – 8:30 am*

Minimum match ammo required: 113

* Arrive earlier to allow time to register
and have your ammo and equipment checked.

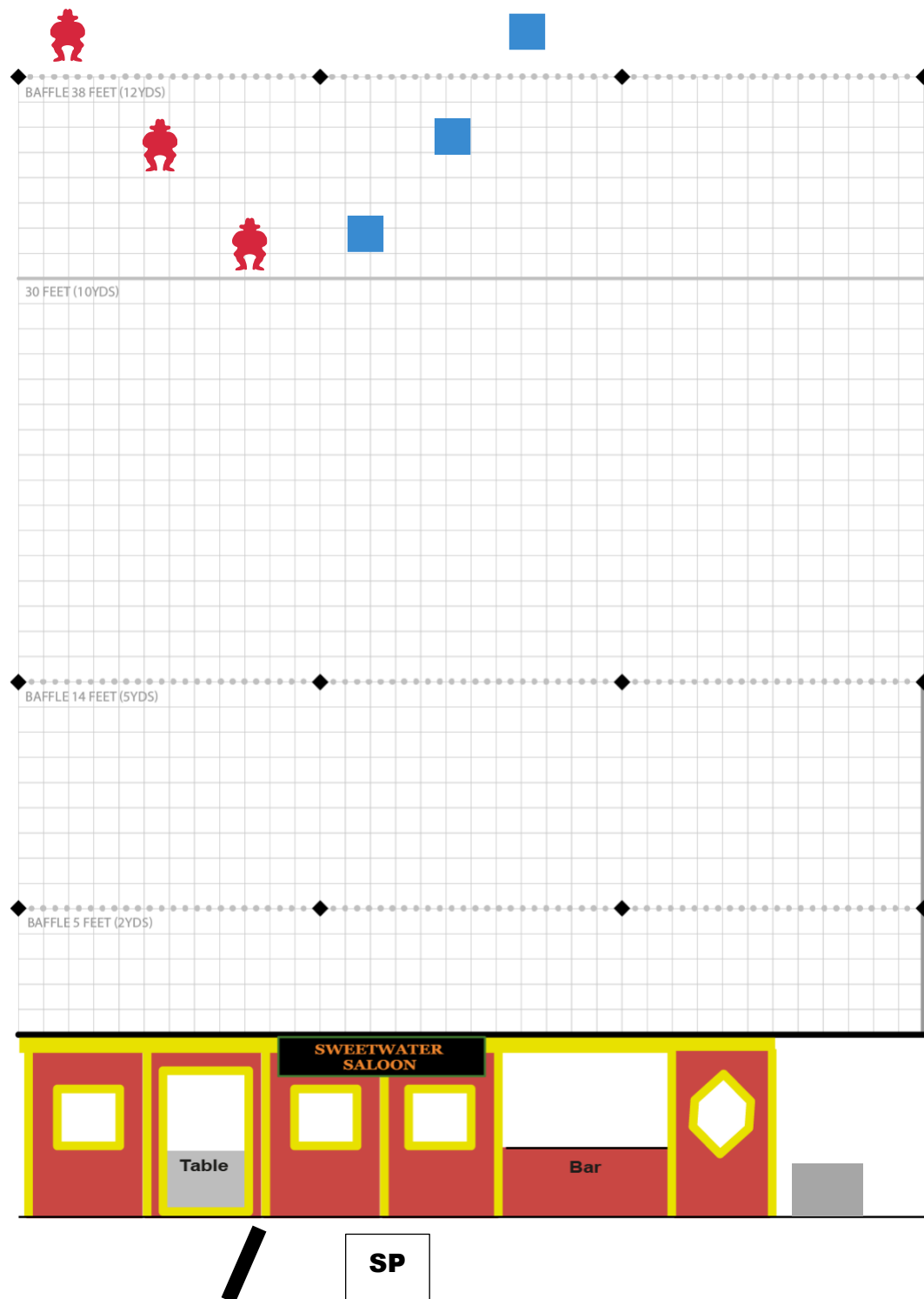
**All participants MUST be registered and
approved prior to the safety meeting at 8:30 am.**

NOTE: All lead bullets only (polymer coatings are okay).
Arrive at match with firearm unloaded and no magazine inserted.

tinyurl.com/steelskirmish

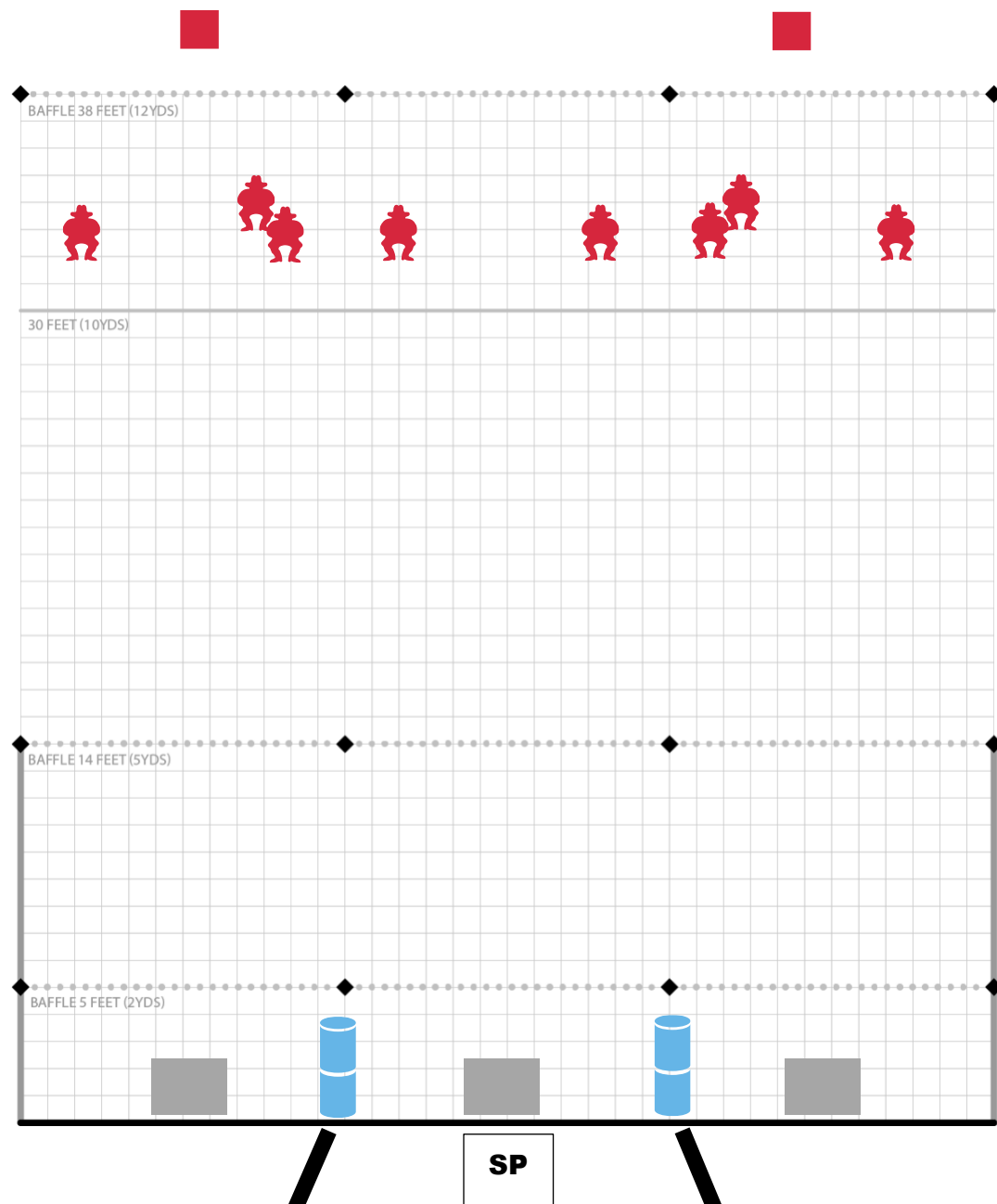
Stage 1

Warm up: 6 rounds limited. From behind bar, 2 hits on each square (scores will NOT be recorded). **Stage 1: Round count:** unlimited. **Minimum rounds:** 20. Starting in SP box with both hands touching wall. Left cowboys must be engaged from behind fault line, right circles must be engaged from bar. **ATB:** Engage each set of targets as follows. Starting on either outer target: 1 hit outer, 2 hits center, 1 hit opposite outer, 2 hits center, 1 hit first outer, 2 hits center, 1 hit opposite outer.



Stage 2

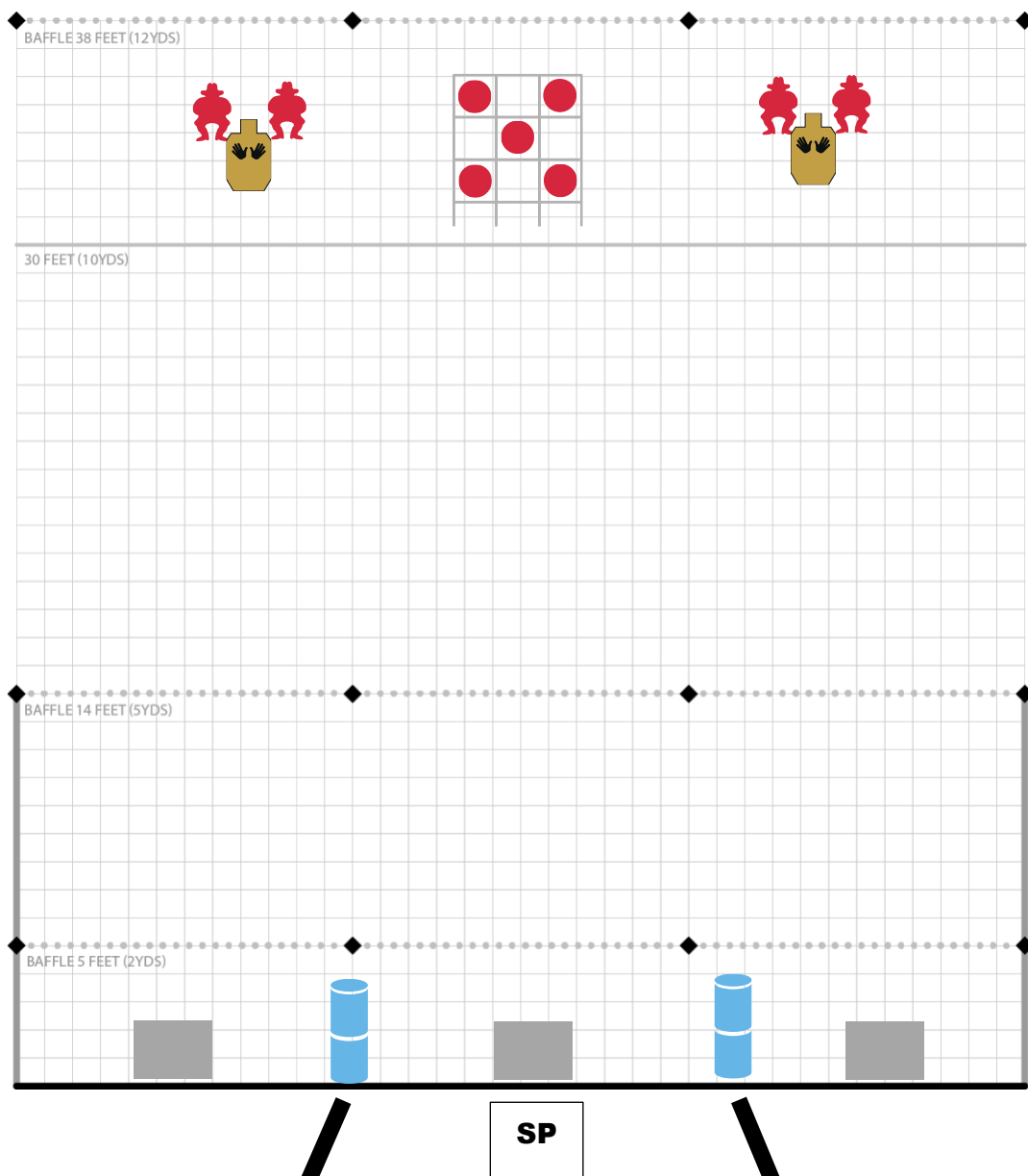
Round count: unlimited. **Minimum rounds:** 20. Start standing in SP box with hands at sides. **ATB:** Engage two cowboys in center bay with 2 hits each. Then from either left and left of barrels or right fault line and right of barrels, engage each steel target with 2 hits each. Then repeat from opposite fault line.



Stage 3

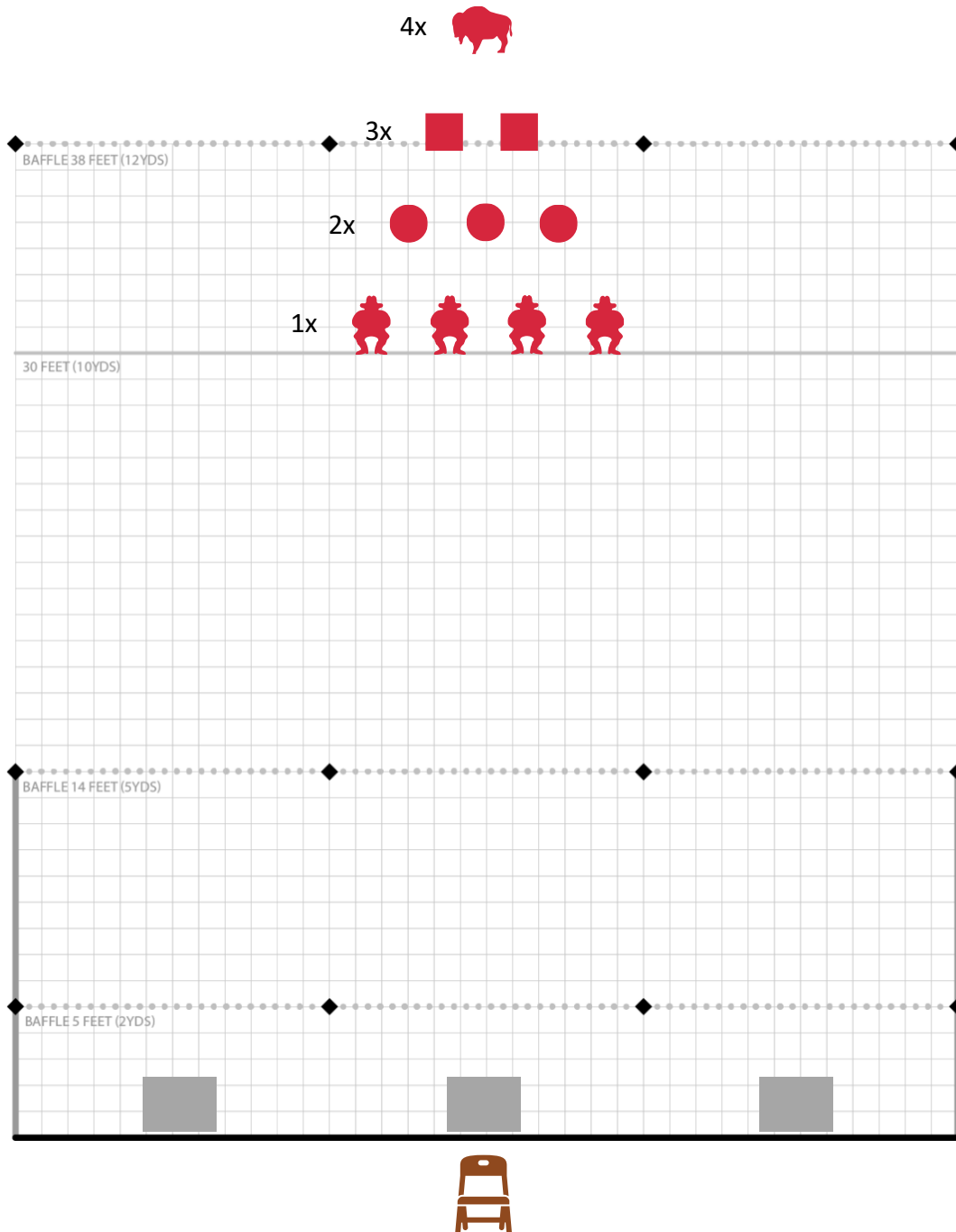
Round count: unlimited. **Minimum rounds:** 18. Each hit on a non-threat incurs a 5-second penalty. Standing in SP box with hands above shoulders.

ATB: Engage all steel with 2 hits each. Left group must be engaged from left fault line, right group must be engaged from right fault line.



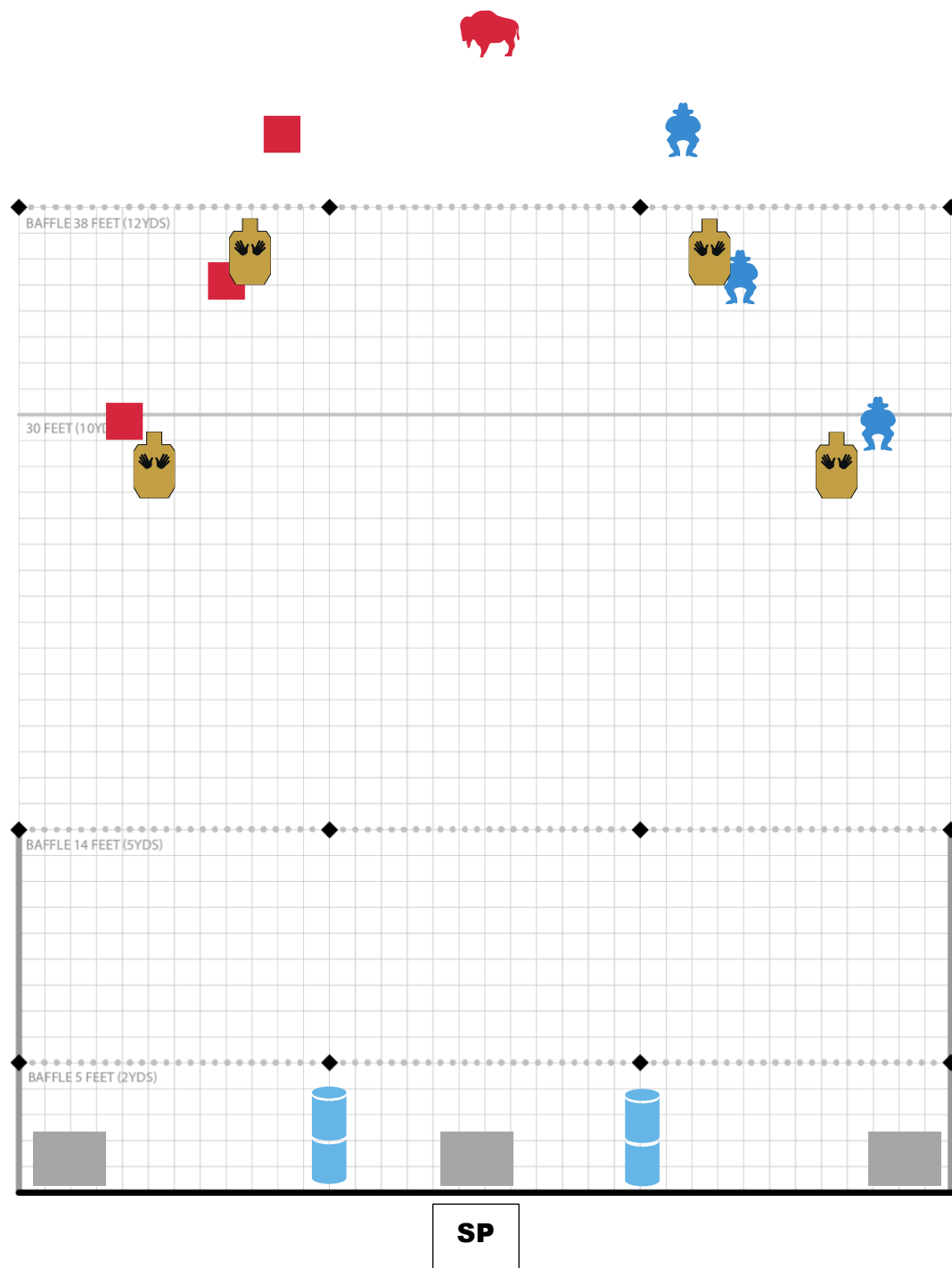
Stage 4

Round count: unlimited. **Minimum rounds:** 20. Empty pistol and all magazines staged on center table. Start seated on chair with back against backrest. **ATB:** Engage targets in the following order: cowboys with 1 hit each; then circles with 2 hits each; then squares with 3 hits each; then buffalo with 4 hits.



Stage 5

Round count: unlimited. **Minimum rounds:** 18. Standing in SP box with hands at sides. Each hit on a non-threat incurs a 5-second penalty. **ATB:** From between both sets of barrels, engage buffalo with 2 hits. Then from either left of left barrels or right of right barrels, engage each steel target with 2 hits each (squares on left, cowboys on right). Then from between both sets of barrels engage buffalo with 2 hits. Then from opposite set of barrels engage each steel target with 2 hits each. Then engage buffalo with 2 hits.



Stage 6

Round count: unlimited/limited combo. **Minimum rounds:** 11. Standing in SP box with arms folded. **ATB:** Starting from either side of fence: from left side of fence engage left set of knockdowns and from right side of fence engage right set of knockdowns until down (unlimited round count). If a knockdown falls from vibration, shoot one round where the target was. THEN engage large dump target with only 5 rounds (limited – a miss on the dump target will be counted as a miss).

