

Fall Round-Up Side Match Rules

Side Matches will end at 4:00 PM SHARP.

Side matches may be tried as many times as your ammunition supply and time allows. Black powder shooters will be scored separately. Brief descriptions below. Full instructions at each event location.

Running Buffalo – Rifle loaded with ten rounds on table. Release and engage moving target. Miss = 5 seconds.

Running Buffalo, Team – Rifles loaded with ten rounds on table. Release and engage moving target alternating shooters. Miss = 5 seconds.

Speed Derringer – Two rounds loaded, held at low ready, muzzle touching the table. Engage target with two rounds. Clear, and reload off the clock. Repeat for a total of 4 rounds. Miss = 5 seconds.

Pocket Pistol – Five rounds loaded, held at low ready, muzzle touching the table. Engage targets in a Nevada Sweep with five rounds. Miss = 5 seconds.

Speed Pistols – Two pistols loaded five rounds each. Duelists/two-handed, stage second pistol on table, hold first pistol at low ready, muzzle touching table. Gunfighters, both pistols in hand, muzzles touching table. Engage targets in two separate Nevada Sweeps with ten rounds. Miss = 5 seconds.

50-Yard Pistol – One pistol loaded with 5 rounds, held at low ready. Engage target with 5 rounds. Pistol cleared and reloaded off the clock. Repeat. Scoring on number of hits, total time used as the tie breaker.

100-Yard Rifle, Pistol Caliber (main match rifle) – Rifle loaded with 10 rounds, at the ready. Engage target with 10 rounds. Scoring will be on number of hits, time used as the tie breaker.

100-Yard Rifle, Rifle Caliber (lead bullets only) – Rifle loaded with 5 rounds, held at the ready. Engage target with 5 rounds. Rifle cleared and reloaded off the clock. Repeat. Scoring will be on number of hits, total time used as the tie breaker.

Shotgun Star, SXS – 6 rounds on person, shotgun in both hands, any safe position. Knock down red support arm, then engage five birds. Unbroken bird = 5 seconds.

Shotgun Star, Stoked '87/'97 – 6 rounds loaded, shotgun at the shoulder. At TO command, chamber first round. Knock down red support arm, then engage five birds. Unbroken bird = 5 seconds.

Granny's Revenge, two SXS – Team competition – Two shooters, 6 rounds each on persons, shotguns at low ready, muzzles on table, chambers empty. 1st shooter engages four knockdowns, 2nd shooter engages four birds. 1st shooter then reloads and engages the fifth cowboy and bird. Shooters switch places and repeat the sequence. Unbroken bird = 5 seconds.

Oliver's Revenge, Two Stoked '87/'97's – Team competition – 2 shooters, each shotgun stoked with 5 rounds, chambers empty. Shotguns at low ready, muzzles on table. 1st Shooter knocks down cowboys, 2nd shooter engages birds. Shooters switch places and repeat sequence. Unbroken bird = 5 seconds.

Long Range, approximately 285 yards – Single shot and/or lever. Two sighting shots will be allowed. 10 rounds, scored on hits, time used as the tie breaker.

Winchester '73 – Rifle loaded with 1 round held at low ready with muzzle on table. Engage 1.5" diameter target at 25'. Repeat 4 times. Fastest time for one hit is scored. Number of hits is tie breaker.

Support your Local Sheriff – Pistol loaded with 5 rounds held at low ready with muzzle on table. Engage 1.5" diameter target at 12'. Repeat 4 times. Fastest time for one hit is scored. Number of hits is tie breaker.

Grudge Match Shoot-off – Two shooters compete against each other, side by side in a simple single stage.