LSTR-27 Side Matches – What are they?

Here is a brief look at our side matches for Friday afternoon, January 15th. The events run from 11:00 – 1:00 pm, except . . .

- **The Mild/Wild Bunch Match** starts at 1:00 pm and is only run once.

You can shoot each side match (except Mild/Wild Bunch) as many times as you wish, just as long as your ammo holds out.

We do ask that you go to the end of the line, if any, for your subsequent attempts.

Specific instructions will be given by the on-site judges.

Clay Pigeon Shoot (both rifle and pistol) 11:00 – 1:00

(Two events: one for each firearm type)

Stage 1, The Cheyenne Social Club

- Several clay birds are standing up on a board down range
- Shooter breaks the birds
- Shortest time is the winner

Poker Hand Pistol 11:00 – 1:00

Stage 1, The Cheyenne Social Club

- A deck of cards is pasted to a poster board downrange
- Shooter has 5 shots to hit the best hand they can
- Best hand is the winner (Side Match Judges will determine the winner of a tie)

All Zero Time Events:

- Shooter guesses their time before they shoot

•Must hit all targets

•The closest guess to the actual time is the winner

All Fastest Time Events:

•Must hit all targets

•Fastest time is the winner

Zero Time & Fastest Shotgun events 11:00 – 1:00

Stage 3: Dixie-Cullen

•All types of shotguns are grouped together for these side matches

Zero Time & Fastest Rifle events 11:00 – 1:00

Stage 4: Tombstone Jail

•All types of rifles are grouped together for these side matches

Zero Time & Fastest Main Match Pistols events 11:00 – 1:00

Stage 5: Frio's Cantina

•All types of pistols are grouped together for these side matches

Zero Time & Fastest Derringer/Pocket Pistol 11:00 – 1:00

Stage 6, TRR Land & Cattle Company

•Two categories

- Derringers
- 5-shot Pocket Pistols

Old School Stage 11:00 – 1:00

Stage 7, Hooker's Hotel

•Relive the early days of Cowboy Action Shooting

•Additional requirement for the shooter besides shooting the targets

Wild/Mild Bunch Mini-Match, 1:00 – 2:00+

Stages 8, 9, 10

•Three stages of Wild Bunch excitement and fun

•SASS Wild Bunch legal firearms

•Can use any .22 semi-auto pistol and pump or lever action rifles

•Any SASS approved shotgun may be used

•Magazines loaded with seven rounds each; bring at least four magazines

•The shortest overall time is the winner