

Montana Territory Peacemakers September 26th 2026 Cowboy Shoot.

Introduction: After nearly succumbing to the ruthless banditos the previous night Mule Cobbler and Tater Tot turned north after a short sleep. They found themselves in the fertile valley of the Jellystone, filled with lush green grass and ornery desperados. Tater says to Mule "Seems like we can't catch a break, Mule. Let's get this shootin over with in a hurry cause I could sure use some vittles". And so it began....

There are no required opening lines for the stages. The shooter may indicate that they are ready in any way they please.

Example: Damn it Swede

Stage Conventions:

Foot falls:

Both feet must be behind the starting position.

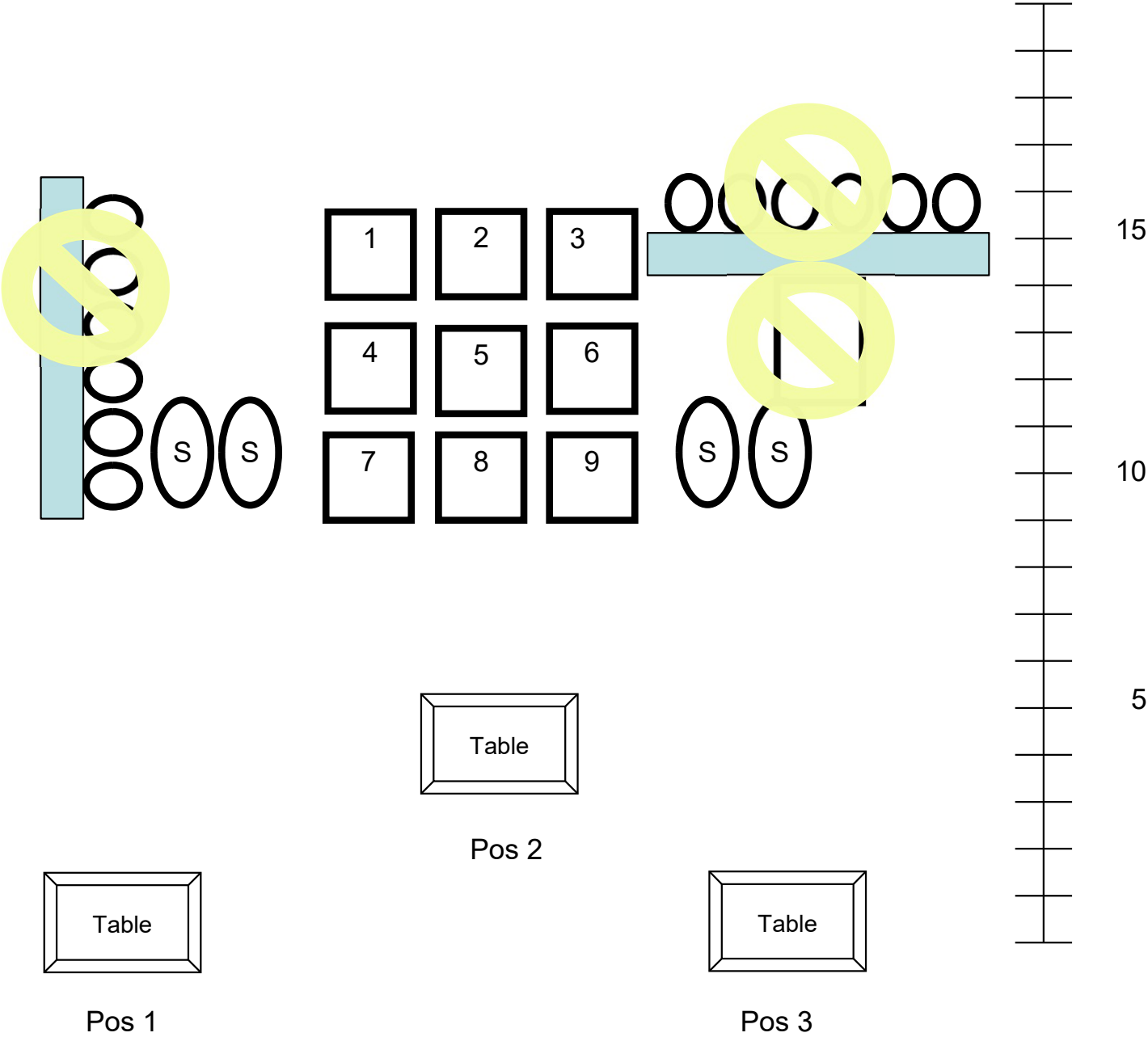
Unless otherwise stated one foot behind additional positions.

Tables are not expendable. If you shoot a table, you will earn a stage DQ.

If it doesn't say you can't, you can (as long as it does not violate SASS and or local range rules).

Range 1 Stage 1

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 1

10 Rifle 10 Pistol 4+ Shotgun

Starting at position 1 or 3, Rifle in hands. Shotgun Staged at position 2.
Pistols holstered.

At the signal:

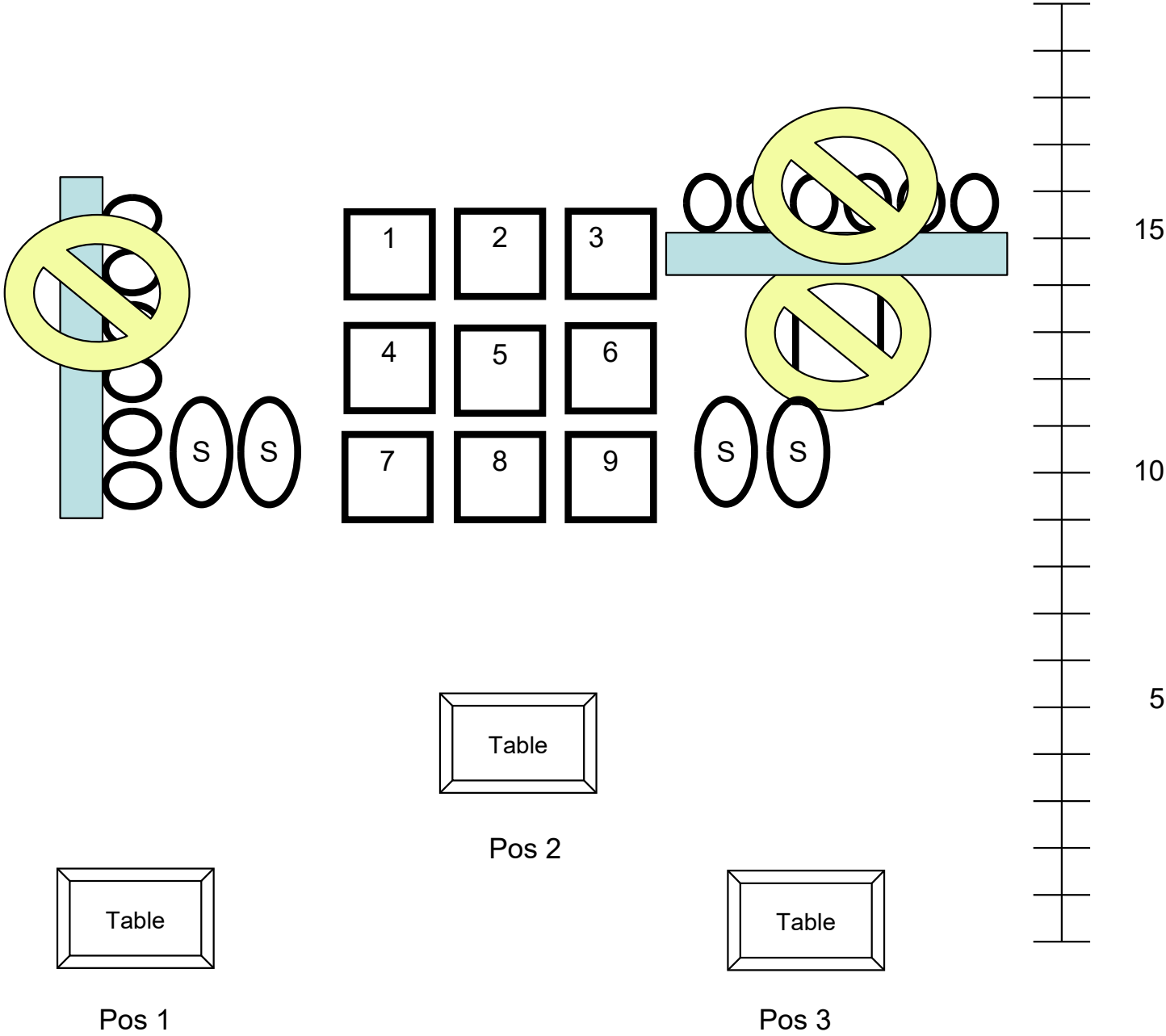
Position 1 or 3 Rifle: engage targets in this order, double tap the inside target **then** single tap the outside targets. Take the rifle with you to position 2 and stage safely.

Position 2 Pistol: engage targets in this order, single tap the outside targets **then** double tap the inside target.

Position 2 Shotgun: engage S targets until down.

Range 1 Stage 2

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 2

10 Rifle 10 Pistol 4+ Shotgun

Starting at position 1 or 3, Hands on rifle. Shotgun staged Safely.
Pistols holstered.

At the signal:

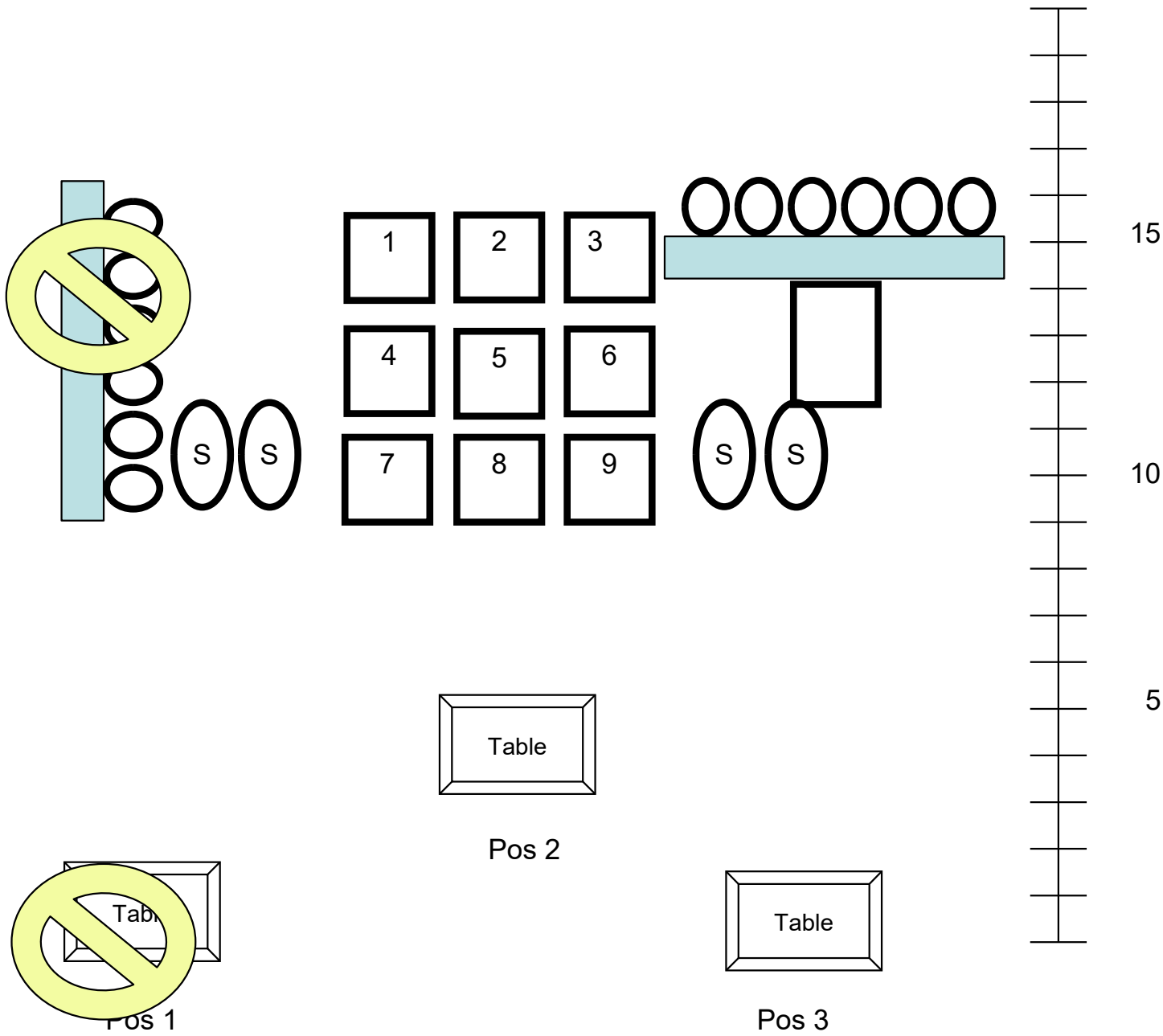
Position 1 or 3 Rifle: From the top left and right target make a diagonal 5 shot Nevada sweep.
Make the rifle safe for down range movement or take it with you to position 2 and stage safely.

Position 2 Pistol: engage targets same as rifle instructions.

Position 2 Shotgun: engage S targets until down.

Range 1 Stage 3

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 3

10 Rifle 10 Pistol

Start at pos 3 Rifle in hands with muzzle on the table.
Pistols holstered.

Shooting order: Pistols must be last

At the signal:

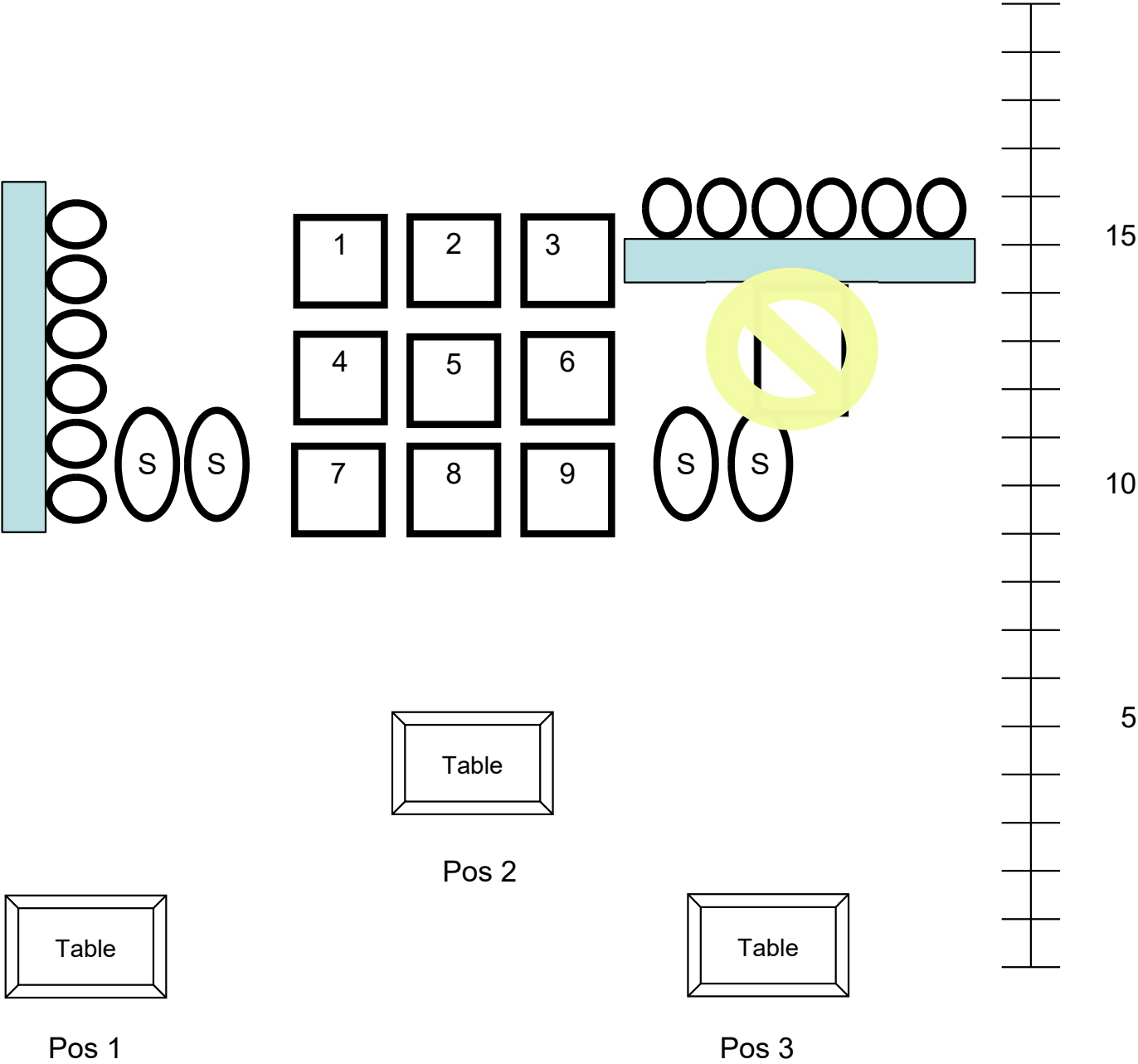
Position 3 Rifle: engage plate rack with rifle until all plates are down. If there are any rounds remaining in rifle after all plates are down put them on the dump plate. Misses on dump plate are counted as misses. **If rifle is re-staged at position 3 barrel must be pointed into berm for down range movement.**

Position 2 Pistol: Engage left and right sets (3) of vertical targets as well as 4 knock downs. Knock downs must fall to count.

Into the Berm: The angle of the barrel must intersect the side berm before it connects to the back berm.

Range 1 Stage 4

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 4

10 + 2 Rifle 10 Pistol 4+ Shotgun

Starting at position 1 or 3, rifle at port of arms. Shotgun staged safely.
Pistols holstered.

At the signal:

From position 1 & 3 Rifle: engage the plate rack and the dueling tree with 6 rounds each. Both positions must be used. The additional 2 rounds may be loaded any time after the buzzer.

Plate rack must fall to count, dueling tree must move to count. **If shooter chooses to move forward after completing the rifle sequence the rifle must be restaged so that it is pointing into the berm or taken forward.**

Pistol: engage plates in a "Z" with 5 rounds and repeat.

"Z" 1,3,5,7,9

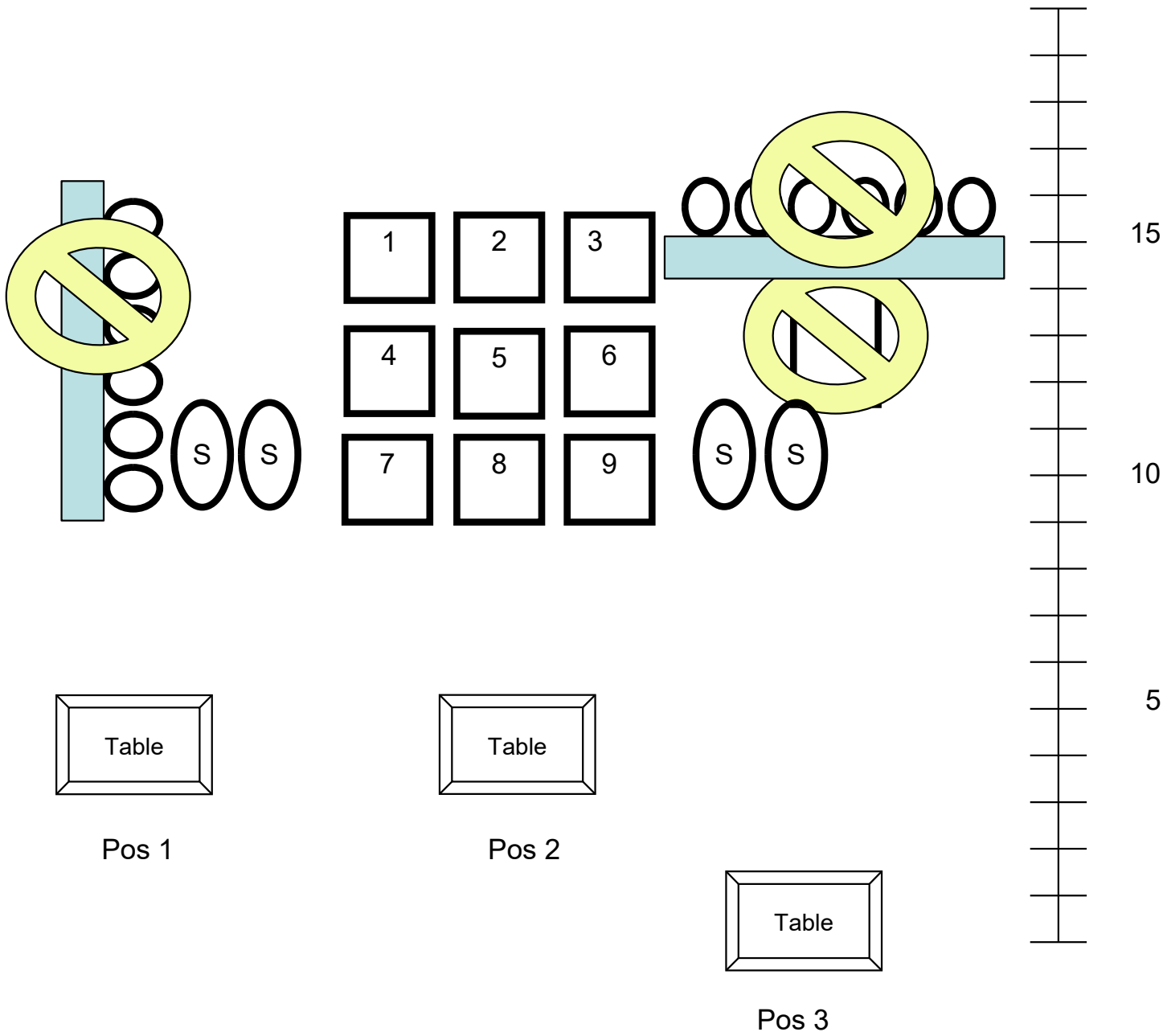
Shotgun: engage shotgun targets anywhere between position 1 & 2 or 3 & 2 until down.

At least two shooting positions must be used.

Into the Berm: The angle of the barrel must intersect the side berm before it connects to the back berm.

Range 1 Stage 5

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Rack

Range 1 Stage 5

10 Rifle 10 Pistol 4+ Shotgun

Starting at position 1 or 3, hands touching hat. Long guns staged safely.
Pistols holstered.

At the signal:

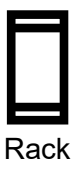
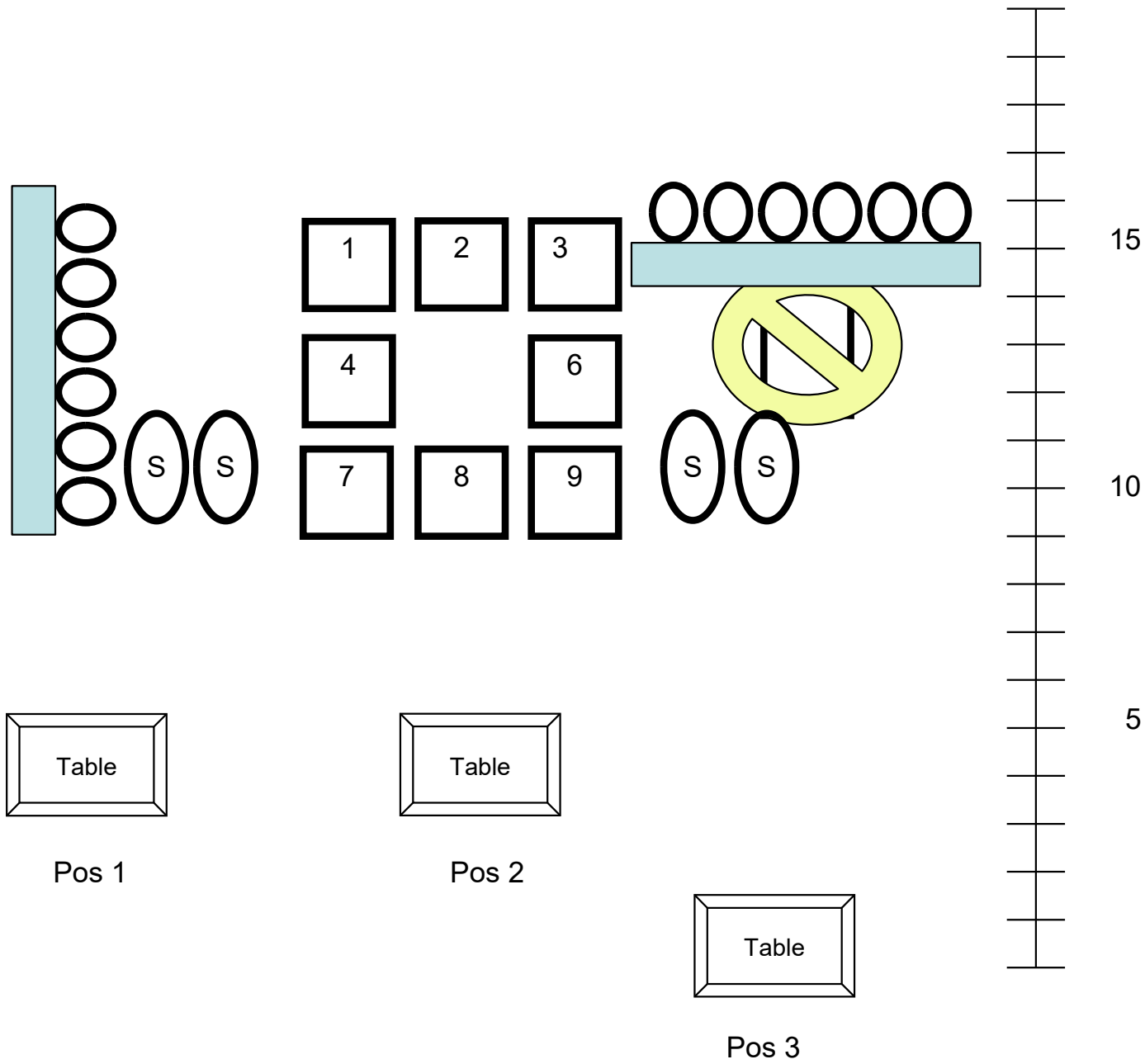
Position 1 or 3 Rifle Starting on any corner shoot in a clockwise rotation finishing with 2 shots on the center target. Take rifle to position 2.

Position 2 Pistol: engage targets same as rifle instructions **except in a counter clockwise rotation..**

Position 2 Shotgun: engage S targets until down.

Range 1 Stage 6

Pistols 7 Yards Shotgun 10 Yards Rifle 15 Yards



Range 1 Stage 6

10 Rifle 10 Pistol 4+ Shotgun

Starting at position 3 hands on rifle.

Shotgun staged safely

Pistols holstered.

At the signal:

Position 3 Rifle: engage 4 stationary targets and the plate rack. Plates must go down to count.

If rifle is re-staged at position 3 barrel must be pointed into berm for down range movement.

Position 1 and or 2 Pistols: engage the **other** 4 stationary targets and the dueling tree. Dueling tree plates must move to count as a hit.

Anywhere from position 3 to position 1 Shotgun: engage S targets until down.

Into the Berm: The angle of the barrel must intersect the side berm before it connects to the back berm.