

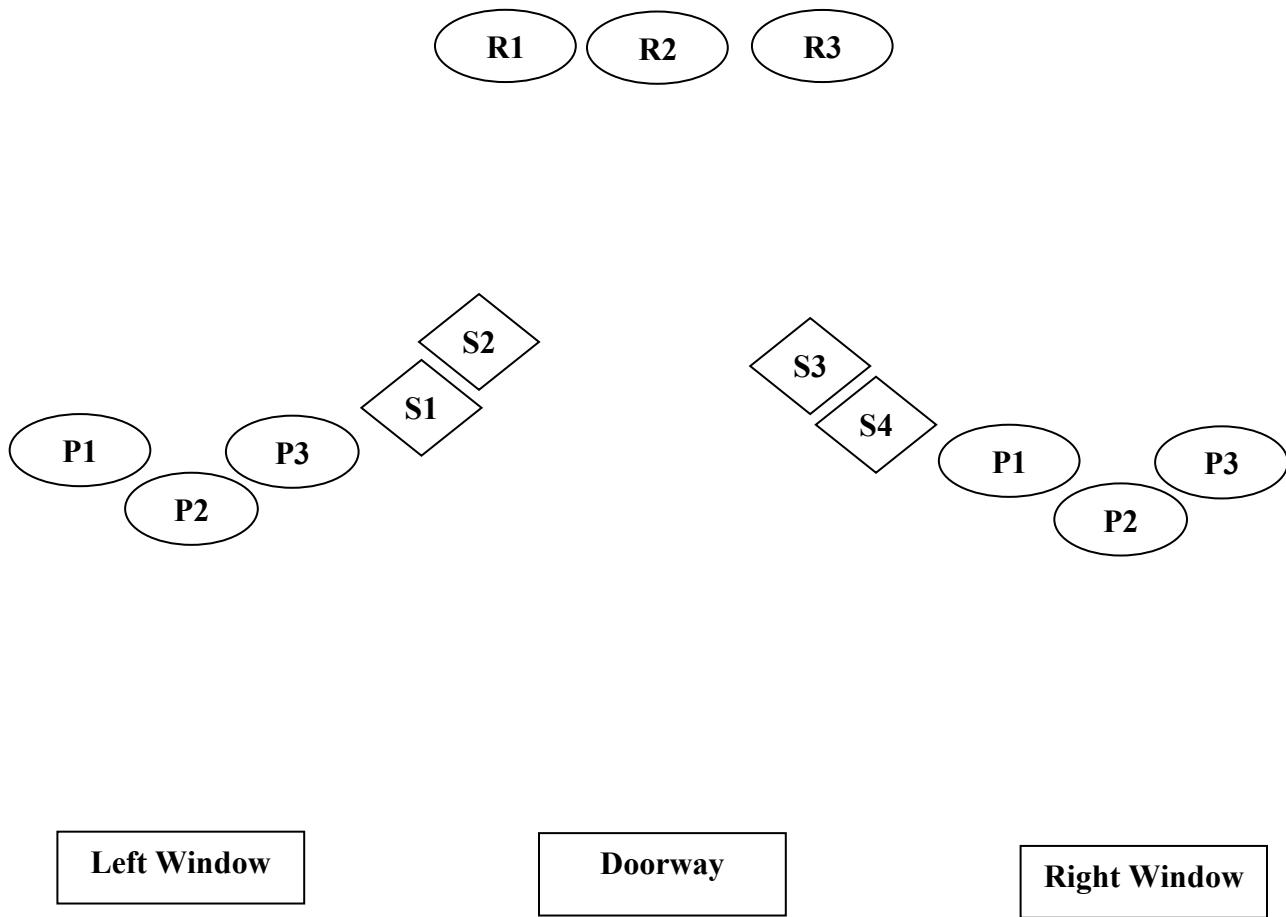
Colorado State Shoot, 2026 The Fort (Saturday)

Rifle with 10 rounds, staged anywhere

Pistols with 5 rounds each, **STAGED** at either window

Shotgun with 4+/- rounds on person, open and empty, staged in doorway

Shooter starts at choice of window, hands on hat. Indicate ready by saying, "Time to start!"
At the beep using pistols as necessary engage pistol targets in a 4-2-4 sweep, starting on either end. Pistols may be restaged or holstered. Move to doorway and engage the rifle targets using pistol instructions. Make rifle safe and with shotgun engage S1-S4 any order, all must fall. At TO direction take long guns to unloading table.



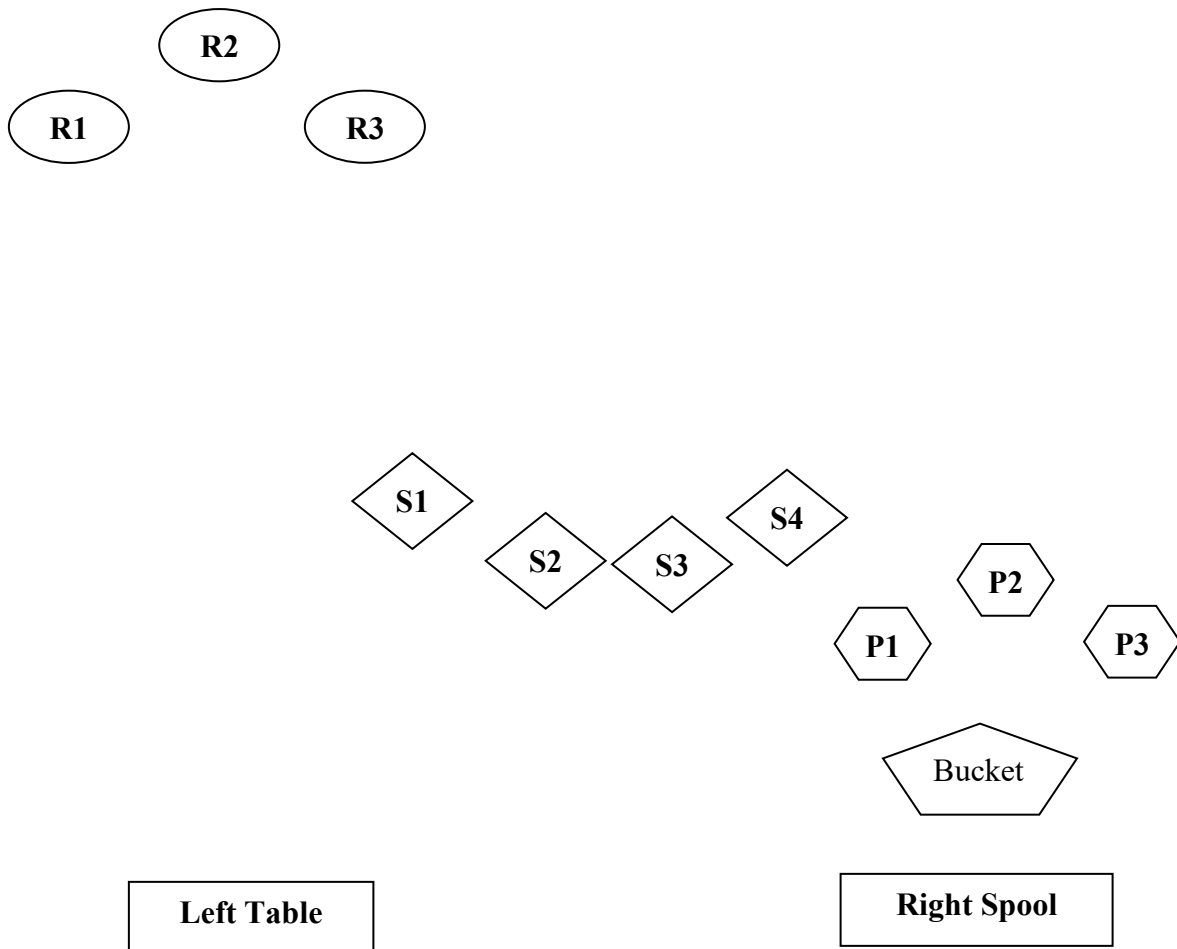
Colorado State Shoot, 2026 Yellow Bird Mine (Saturday)

Rifle with 10 rounds staged on left table.

Pistols with 5 rounds each, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged on right spool.

Take the dynamite bundle and toss it into the bucket for an entry into a prize drawing, off the clock, THEN shooter starts at the ready, When ready, say “glad that’s over”, at the beep using pistols as necessary engage the 3 Pistol targets as follows, P2x5, then sweep P1, P2, P3 in a 2-1-2 sweep starting on either end. Using shotgun engage the four KD’s, S1-S4 in any order from any single point between Right Spool and Left Table. Must fall to count. Make shotgun safe on left table, From the left table with rifle engage the three Rifle targets using pistol instructions. At TO direction take long guns to unloading table.



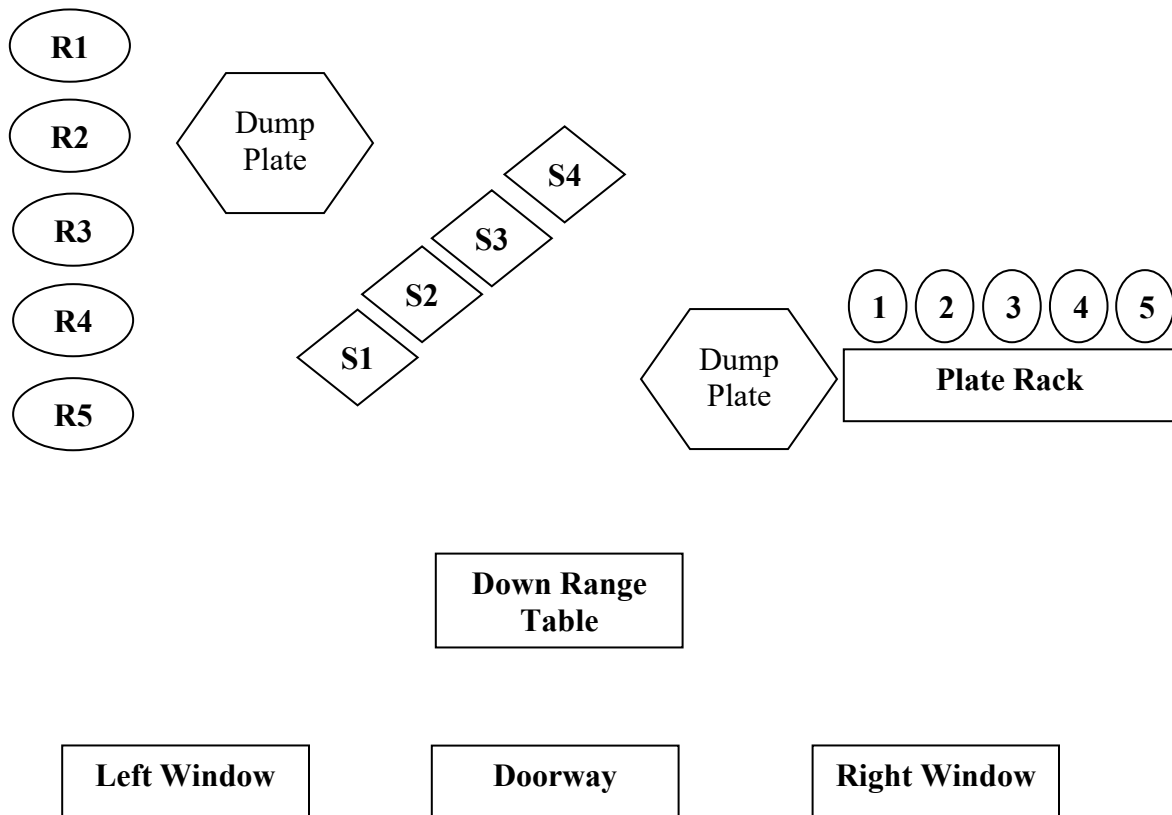
Colorado State Shoot 2026 Saloon (Saturday)

Rifle with 10 rounds, in hand at left window

Pistols with 5 rounds each, holstered

Shotgun with 4+/- rounds on person, open and empty, staged at down range table

Shooter starts standing at left window, rifle in hand. When ready TO will give standby and timer will start. With rifle engage the five dueling tree targets with one shot each, then put any remaining rounds on dump plate. Dueling tree plates need not go around, only be hit. Misses on dump plate or unhit dueling tree plates count as misses. Make rifle safe pointing at or to left of dueling tree. From downrange table, shooter's choice of pistol or shotgun first. Engage the 4 KD's, S1-S4 until down, any order, all must fall to count. Engage the pistol plate rack targets till down THEN put remaining rounds on dump plate. Misses on dump plate or plates left standing count as misses. At TO direction take long guns to unloading table.



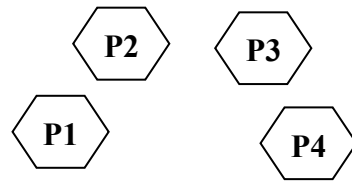
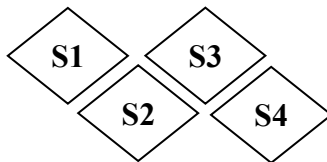
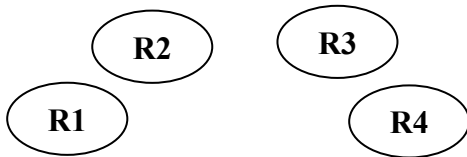
Colorado State Shoot, 2026 Train (Saturday)

Rifle with 10 rounds, staged in the locomotive.

Pistols with 5 rounds each, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged on the coal car.

Shooter starts in locomotive, hands touching both sides of window frame. Indicate ready by saying, "Time to do this!" At the beep using rifle sweep the rifle targets starting on either outside target in a 1,2,3,4 Lawrence Welk sweep. Make rifle safe anywhere. From coal car using shotgun engage four KD's, S1-S4 any order, must fall to count. Make shotgun safe anywhere. From caboose using pistols as necessary repeat the rifle instructions. At TO direction take long guns to unloading table.



Locomotive

Coal Car

Caboose

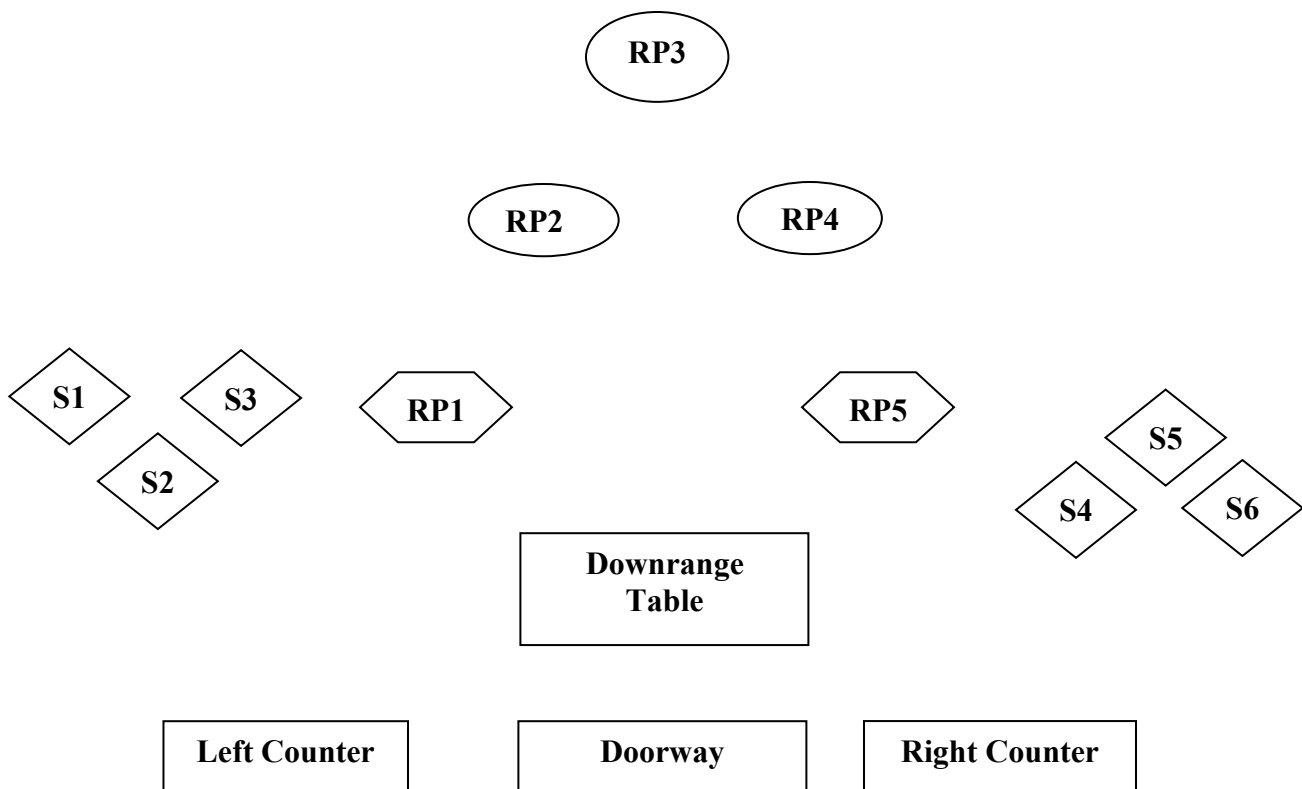
Colorado State Shoot, 2026 Livery (Saturday)

Rifle with 10 rounds; staged anywhere shot at doorway.

Pistols with 5 rounds each, holstered shot from downrange table.

Shotgun with 6+/- rounds on person, open and empty, in hand.

Shooter starts at choice of counter, shotgun in hand. Indicate ready by saying "Burn it down!" At the beep with shotgun engage the three KD's in front of you, any order till down, must fall to count. Move to opposite counter and repeat with the three KD's there. Must fall to count. Make shotgun safe pointed into berm. From doorway with rifle sweep the five targets as follows. RP1x1, RP2x2, RP3x4, RP4x2, RP5x1. Make rifle safe at downrange table. **THEN** using pistols as necessary repeat the rifle instructions. At TO direction take long guns to unloading table.



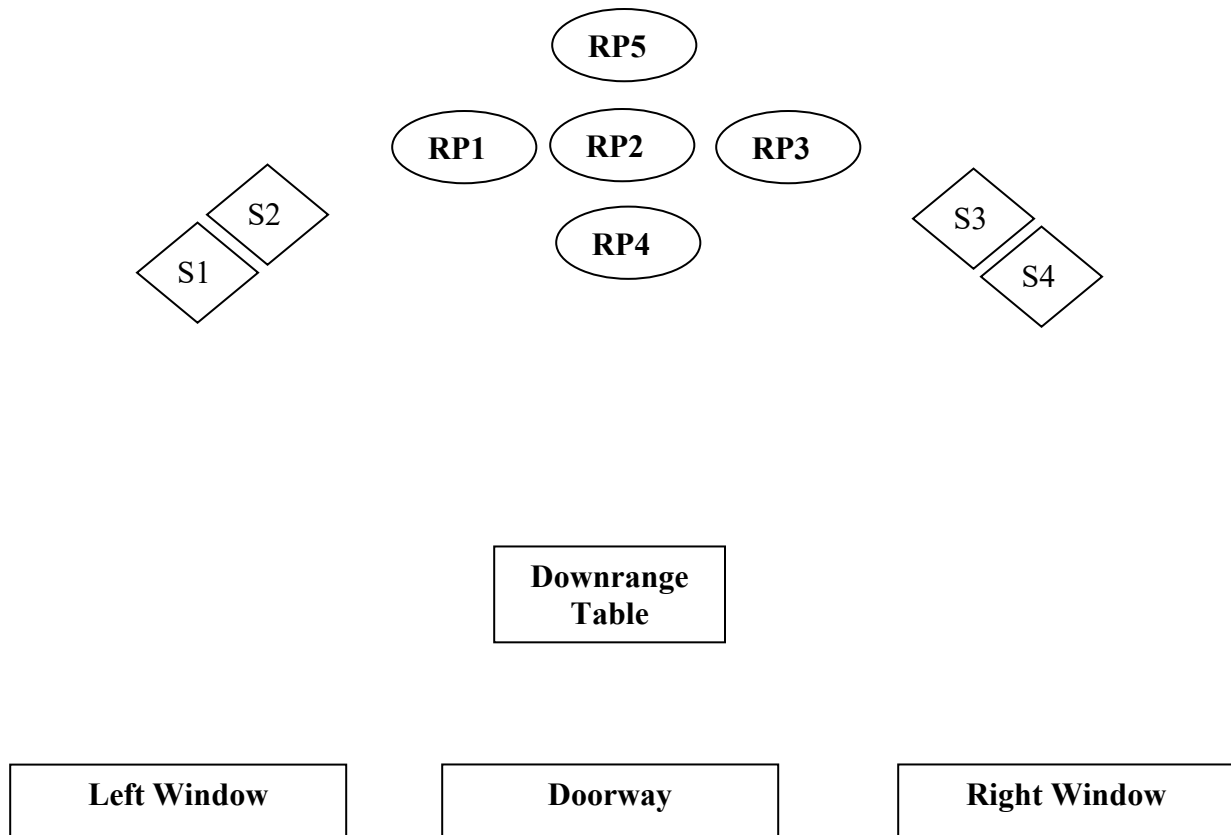
Colorado State Shoot 2026 Lulu's (Saturday)

Rifle with 10 rounds, staged at shooters choice of window, shot from doorway

Pistols with 5 rounds each, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at shooters choice of window

Shooter starts at choice of window hands touching shotgun. Indicate ready by saying "it's the same up or down!". TO will give standby and timer will start. From window engage two SG targets in front of you, must fall to count. Move to opposite window and engage two SG targets there, must fall to count. Any KD misses must be made up where originally shot. Safely restage shotgun, pointed into berm using guide. Take rifle with you to doorway and engage RP targets in two Nevada sweeps, both sweeps starting on an outside target ex RP1, RP2, RP3, RP2, RP1, THEN RP4, RP2, RP5, RP2, RP4, (one sweep vertical and one sweep horizontal), Vertical or Horizontal may be first. Move to downrange table taking rifle with you, safely restage rifle on downrange table. Then using pistols repeat rifle instructions on RP targets. At TO direction take long guns to unloading table.



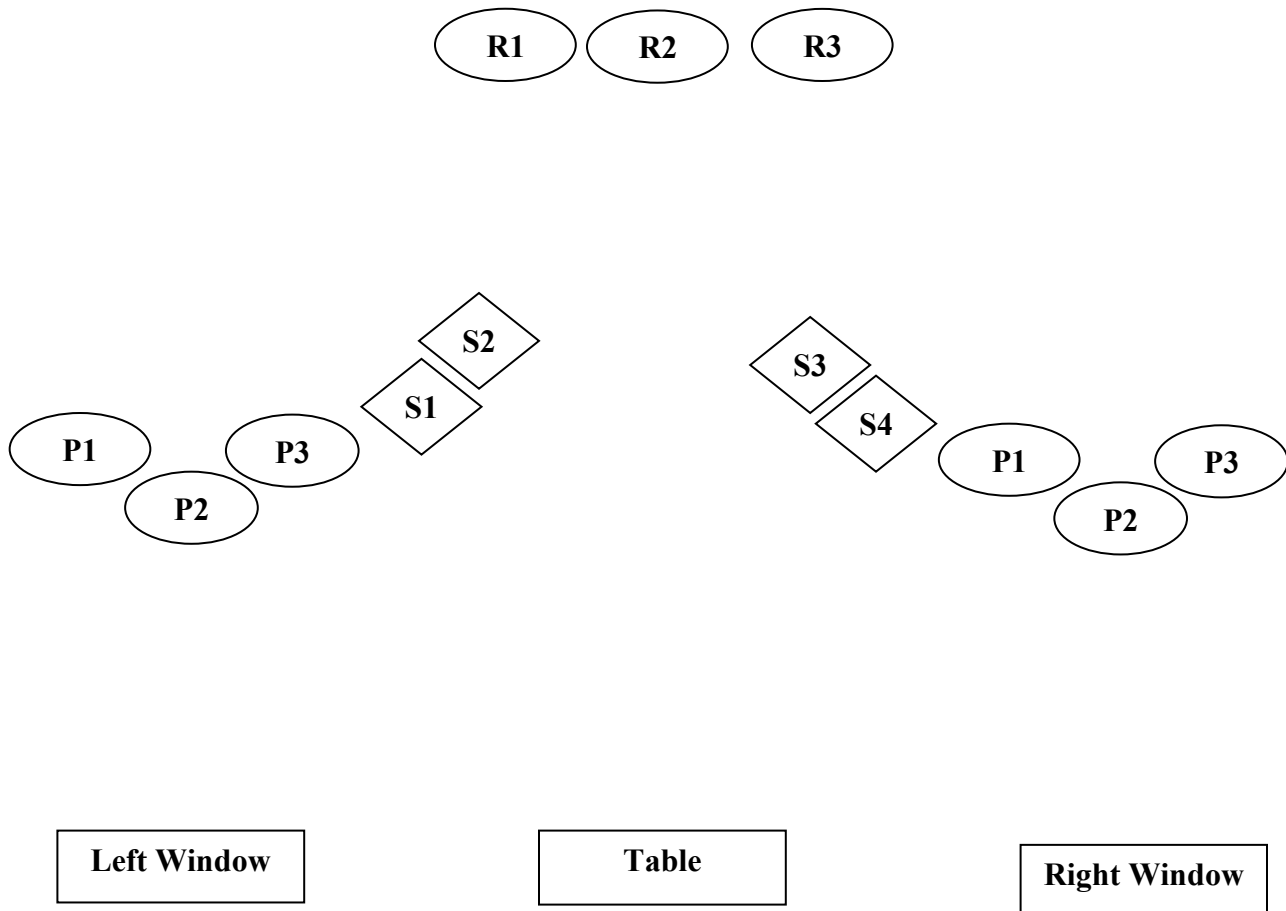
Colorado State Shoot, 2026 The Fort (Sunday)

Rifle with 10 rounds, staged on table.

Pistols with 5 rounds each, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at table.

Shooter starts at either window, hands touching gun belt or shotgun belt. Indicate ready by saying, "Watch this!" At the beep using pistols as necessary engage each Pistol target at least 3 times each (round count). Move to table and with rifle engage each Rifle target at least 3 times each (round count). Make rifle safe and with shotgun engage S1-S4 any order, all must fall. At TO direction take long guns to unloading table.



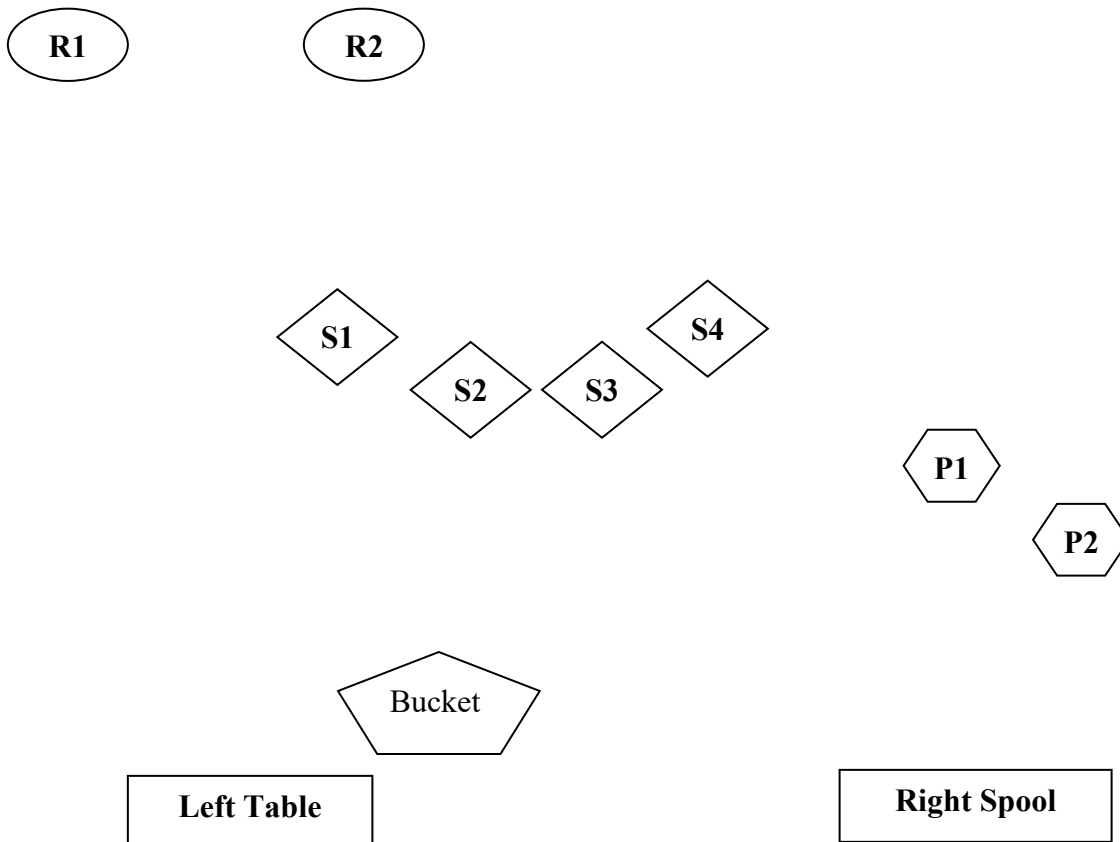
Colorado State Shoot, 2026 Yellow Bird Mine (Sunday)

Rifle with 10 rounds, in hand, shot from the left table.

Pistols with 5 rounds each, holstered, shot from right spool

Shotgun with 4+/- rounds on person, open and empty, staged on left table.

Take stick of dynamite and drop in bucket at left table (for an entry into a prize drawing, off the clock). Shooter then starts at left table, rifle in hand. When ready, TO will give standby and timer will start. Using rifle, engage the two rifle targets in a double tap alternating sweep, (R1, R1, R2, R2, R1, R1, R2, R2, R1, R1) THEN with shotgun engage the four KD's, S1-S4 in any order, from the left table, must fall to count. Make shotgun safe anywhere THEN using pistols as necessary from the right spool, engage the two pistol targets in a double tap alternating sweep (P1, P1, P2, P2, P1, P1, P2, P2, P1, P1) starting on either target. At TO direction take long guns to unloading table.



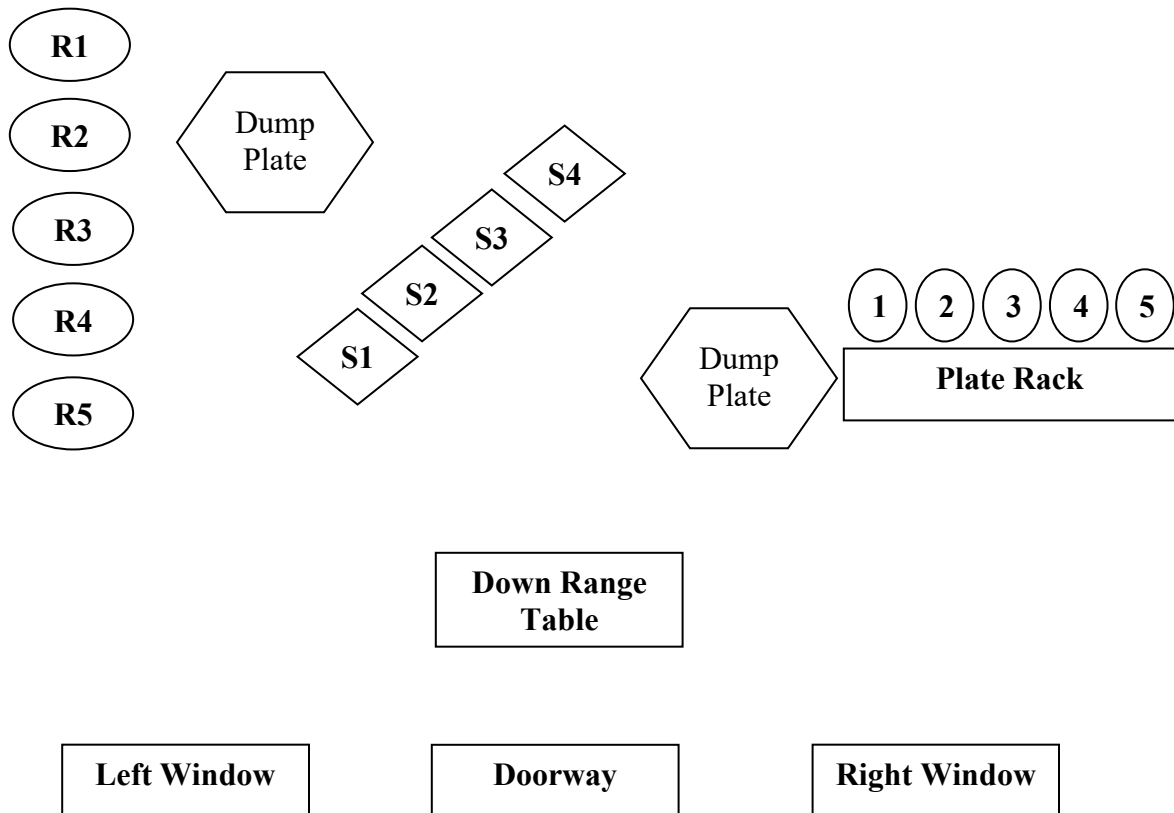
Colorado State Shoot, 2026 Saloon (Sunday)

Rifle with 10 rounds, staged at left window

Pistols with 5 rounds each, holstered

Shotgun with 4+/- rounds on person, open and empty, staged at down range table

Shooter starts standing at right window, hands touching pistol butt(s). When ready TO will give standby and timer will start. Engage the pistol plate rack targets with five rounds THEN put five rounds on dump plate. Misses on dump plate or plates left standing count as misses. From left window, with rifle engage the five dueling tree targets with one shot each, THEN put five rounds on dump plate. Dueling tree plates need not go around, only be hit. Misses on dump plate or unhit dueling tree plates count as misses. Make rifle safe pointing at or to left of dueling tree. From downrange table using shotgun, engage the 4 KD's, S1-S4 until down, any order, must fall to count. At TO direction take long guns to unloading table.



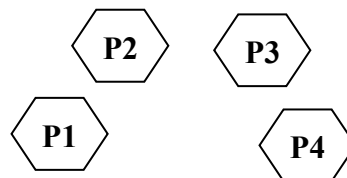
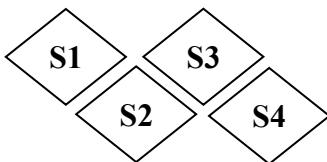
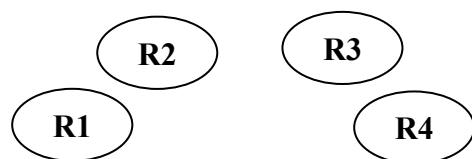
Colorado State Shoot, 2026 Train (Sunday)

Rifle with 10 rounds, staged anywhere safely, shot from locomotive

Pistols with 5 rounds each, holstered.

Shotgun with 4+/- rounds on person, in hand, shot from coal car

Shooter starts at coal car, shotgun in hand. Indicate ready by saying, "Here we go!" At the beep with shotgun engage four KD's, S1-S4 any order, must fall to count. Make shotgun safe anywhere. From locomotive using rifle engage the four rifle targets in a 2-3-3-2 sweep, starting on either end. Make rifle safe anywhere. Move to caboose and using pistols as necessary repeat the rifle instructions. At TO direction take long guns to unloading table.



Locomotive

Coal Car

Caboose

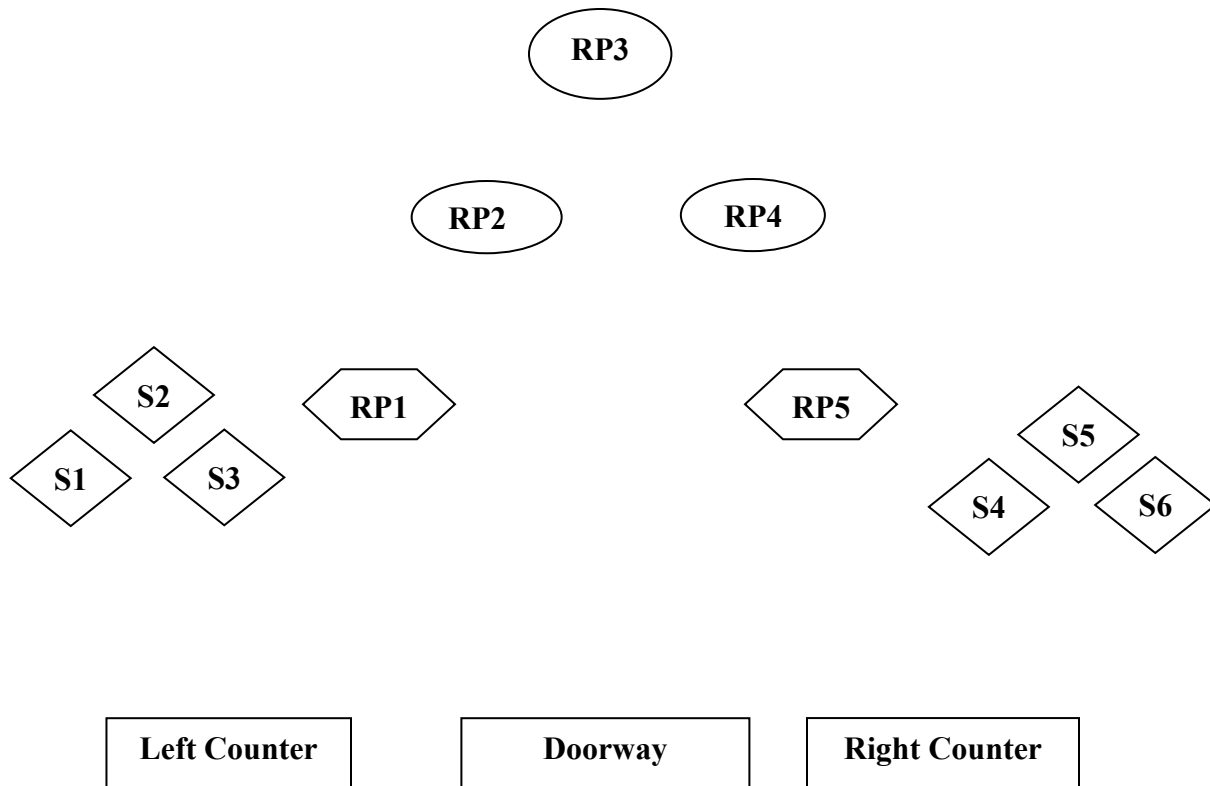
Colorado State Shoot, 2026 Livery (Sunday)

Rifle with 10 rounds, in hand at doorway.

Pistols with 5 rounds each, holstered.

Shotgun with 3+/- rounds on person, open and empty, staged on left or right counter.

Shooter starts at doorway, rifle in hand. Indicate ready by saying, "Fast is relative!!". TO will give standby and timer will start. With rifle engage the five targets in outside, outside, inside, inside, center order, (RP1, RP5, RP2, RP4, RP3). Then reverse center, inside, inside, outside, outside (RP3, RP4, RP2, RP5, RP1). (Dirty is ok). Make rifle safe. Move to choice of counter and with shotgun, engage the three KD's in front of you, any order must fall to count. Make shotgun safe. Return to doorway and using pistols as necessary repeat the rifle instructions. At TO direction take long guns to unloading table.



Colorado State Shoot, 2026 Lulu's (Sunday)

Rifle with 10 rounds, in hand at doorway

Pistols with 5 rounds each, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at either window

Shooter starts at doorway with rifle in hand. Indicate ready by saying, "This won't take long!" TO will give standby and timer will start. From doorway engage RP1, RP2, RP3 once each, RP4 and RP5 twice each and RP6 three times. Take rifle with you to either window and make safe into berm using guide. With shotgun engage 2 KD's, in front of you, in any order, repeat at other window, must fall to count. Point shotgun safely into berm using guide. From downrange table, using pistols as needed repeat rifle instructions on RP targets. At TO direction take long guns to unloading table. Both rifle and pistols are round count engagements, any order with each so long as targets are engaged as described.

