

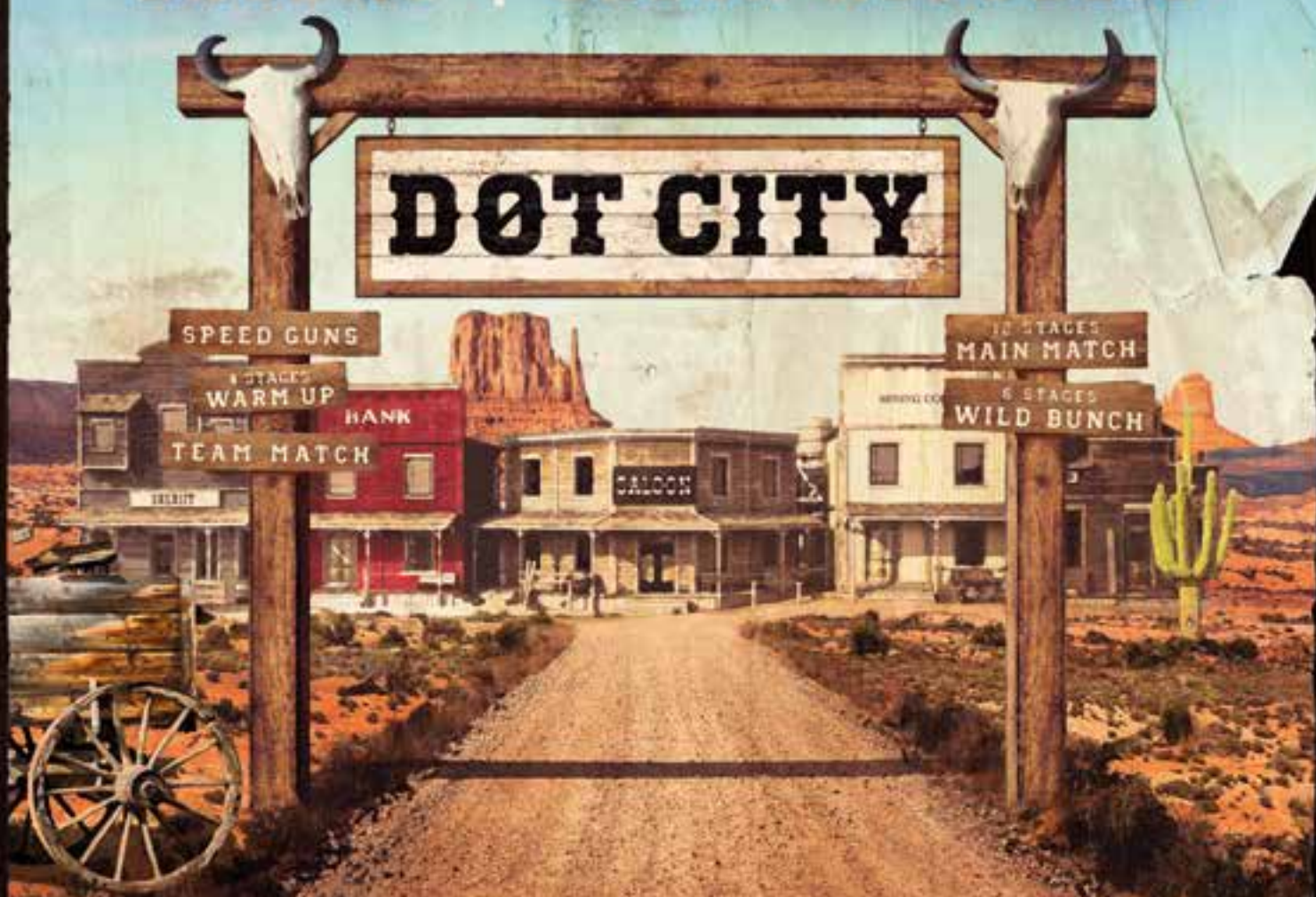


7. 7. — 13. 7. 2025

DAYS OF TRUTH

XX. EUROPEAN CHAMPIONSHIP OF COWBOY
ACTION SHOOTING AND WILD BUNCH

ZNOJMO | CZECH REPUBLIC



AWS-CZECH.CZ
CASSCORING.COM





DOT 2025 00000 ORGANIZING TEAM

MR. SEAN

Match Director
Cowboy Action
Wild Bunch
Warm Up
Untouchables



JOE LOCO

Rang Master
Team Match



LITTLE LENA UČITEL

Camping
Parking
Speed Guns
Technical Support



HIGHLAND KID

Plainsman
Long Range
Sniper Assault



MR. UGLY

Technical Support



SHADOWS

Technical Support



BLONDE ROCKY

Technical Support



COLBERT

Stats
Officer





XX. Days of Truth 2025

Program:

Monday

08³⁰ - 09³⁰

10⁰⁰ - 13⁰⁰

TBA

16⁰⁰ - 18⁰⁰

18⁰⁰ - 19⁰⁰

18⁰⁰ - 19⁰⁰

20⁰⁰

July 7th 2025

Registration Open

Plainsman, 4 stages

RO II Class Cowboy Action Shooting

Speed Guns - Revolvers, Rifle, Shotgun,

Registration Open

Briefing of Posse Marshals and Deputies for Wild Bunch

Award Ceremony of Plainsman match

Tuesday

08³⁰ - 09³⁰

10⁴⁵

TBA

11⁰⁰ - 16⁰⁰

16⁰⁰ - 18⁰⁰

14⁰⁰ - 18⁰⁰

19⁰⁰ - 20⁰⁰

20⁰⁰ - 21⁰⁰

July 8th 2025

Registration Open

Mandatory Safety Briefing Wild Bunch

RO I Class Cowboy Action Shooting

Wild Bunch, 6 stages

Speed guns Wild Bunch - M1911 pistol, 1897 Shotgun

Long Range Day 1

casscoring.com presentation and news in CAS scoring app

Registration Open

Wednesday

08³⁰ - 09³⁰

10⁰⁰ - 13⁰⁰

10⁰⁰ - 18⁰⁰

13⁰⁰ - 16⁰⁰

16⁰⁰ - 18⁰⁰

17⁰⁰ - 18⁰⁰

18⁰⁰ - 19⁰⁰

20⁴⁵

21⁰⁰

July 9th 2025

Registration Open

Warm-up, 4 stages, Wave 1

Long Range Day 2

Warm-up, 4 stages, Wave 2

Untouchables, 4 stages

Briefing of Posse Marshals and Deputies for CAS

Registration Open

Mandatory Safety Briefing CAS

Opening Ceremony

Thursday

08³⁰ - 09³⁰

10⁰⁰ - 14⁰⁰

16⁰⁰ - 18⁰⁰

19⁰⁰ - 20⁰⁰

20⁰⁰ - 21⁰⁰

21⁰⁰

July 10th 2025

Registration Open

Main Match, 4 stages

Speed Guns - Revolvers, Rifle, Shotgun,

Ladies Prosecco in Main Tent / Music

Costume Contest+ Award ceremony

Award Ceremony of Wild Bunch and Long Range

Raffle / Music



Friday

09⁰⁰ - 13⁰⁰

15⁰⁰ - 17⁰⁰

17⁰⁰ - 19⁰⁰

18⁰⁰ - 19⁰⁰

20⁰⁰

21⁰⁰

July 11th 2025

Main Match, 4 stages

Team Match: 0-120 year, 121-200 years, over 201 years)

Fast Draw

Derringer

Cowboy Swap Meet

Board of Representatives meeting in Main tent

Raffle / Music

Award Ceremony of Side matches – Speed guns, Team Match, Fast Draw, Derringer

Saturday

09⁰⁰

09⁰⁰ - 13⁰⁰

16⁰⁰

20⁰⁰

20³⁰

July 12th 2025

One sip Coffee at the Range

Main Match, 4 stages

Top 16

Raffle / Music

Award Ceremony of Main match DOT 2025



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SERIES

DOT 2025 - Schedule Side matches

Plainsman					
7-VII. 2025	LR1	LR1	LR2	LR2	Bay
	1	2	3	4	Stage
Posse 1	10:00	10:45	11:30	12:15	Time
Posse 2	11:30	12:15	10:00	10:45	

Untouchable					
9-VII. 2025	3	4	7	11A	Bay
	1	2	3	4	Stage
Posse 1	16:00	16:45	17:30	18:15	Time
Posse 2	17:30	18:15	16:00	16:45	

Wild Bunch							
8-VII. 2025	12L	12R	3	5	6	7	Bay
	1	2	3	4	5	6	Stage
Posse 1	10:00	10:45	11:30	12:15	13:00	13:45	Time
Posse 2	13:45	10:00	10:45	11:30	12:15	13:00	
Posse 3	13:00	13:45	10:00	10:45	11:30	12:15	
Posse 4	11:30	13:00	13:45	10:00	10:45	11:30	
Posse 5	10:45	11:30	13:00	13:45	10:00	10:45	
Posse 6	14:30	10:45	11:30	13:00	13:45	10:00	

Warm Up Wave 1					
9-VII. 2025	12R	5	8	11A	Bay
	1	2	3	4	Stage
Posse 1	10:00	10:45	11:30	12:15	Wave 1
Posse 2	12:15	10:00	10:45	11:30	
Posse 3	11:30	12:15	10:00	10:45	
Posse 4	10:45	11:30	12:15	10:00	

Warm Up Wave 2					
9-VII. 2025	12R	5	8	11A	Bay
	1	2	3	4	Stage
Posse 5	13:00	13:45	14:30	15:15	Wave 2
Posse 6	15:15	13:00	13:45	14:30	
Posse 7	14:30	15:15	13:00	13:45	
Posse 8	13:45	14:30	15:15	13:00	



DOT 2025 - Schedule CAS

Cowboy Action Shooting

IO-VII. 2025	12L	12R	3	4	5	6	7	8	11A	10	9	11B	Bay
	1	2	3	4	5	6	7	8	9	10	11	12	Stage
Posse 1	10:00	11:00	12:00	13:00									
Posse 2	13:00	10:00	11:00	12:00									
Posse 3	12:00	13:00	10:00	11:00									
Posse 4	11:00	12:00	13:00	10:00									
Posse 5					10:00	11:00	12:00	13:00					
Posse 6					13:00	10:00	11:00	12:00					
Posse 7					12:00	13:00	10:00	11:00					
Posse 8					11:00	12:00	13:00	10:00					
Posse 9									10:00	11:00	12:00	13:00	
Posse 10									13:00	10:00	11:00	12:00	
Posse 11									12:00	13:00	10:00	11:00	
Posse 12									11:00	12:00	13:00	10:00	



II-VII. 2025	12L	12R	3	4	5	6	7	8	11A	10	9	11B	Bay
	1	2	3	4	5	6	7	8	9	10	11	12	Stage
Posse 1					9:00	10:00	11:00	12:00					
Posse 2					12:00	9:00	10:00	11:00					
Posse 3					11:00	12:00	9:00	10:00					
Posse 4					10:00	11:00	12:00	9:00					
Posse 5									9:00	10:00	11:00	12:00	
Posse 6									12:00	9:00	10:00	11:00	
Posse 7									11:00	12:00	9:00	10:00	
Posse 8									10:00	11:00	12:00	9:00	
Posse 9	9:00	10:00	11:00	12:00									
Posse 10	12:00	9:00	10:00	11:00									
Posse 11	11:00	12:00	9:00	10:00									
Posse 12	10:00	11:00	12:00	9:00									



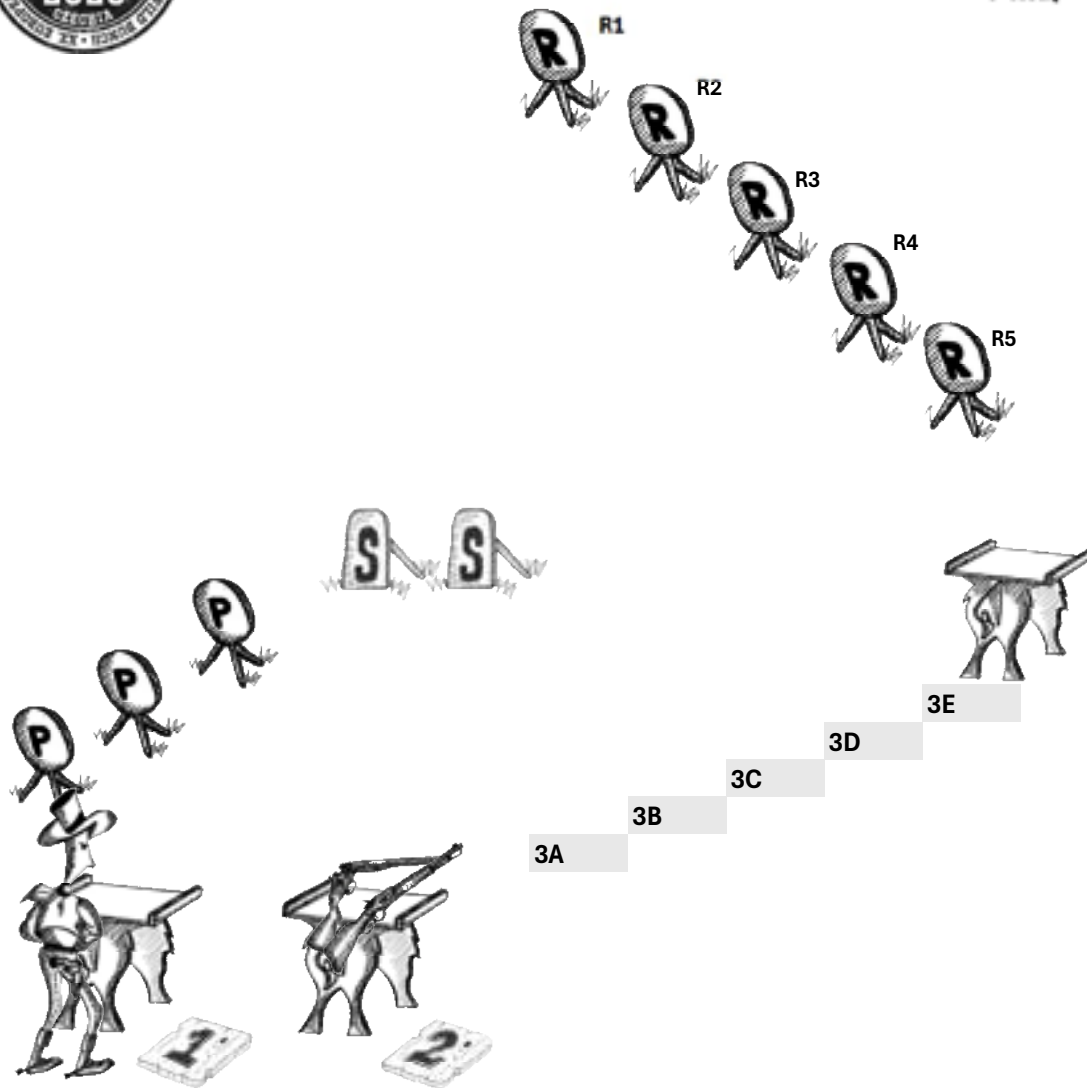
II-VII. 2025	12L	12R	3	4	5	6	7	8	11A	10	9	11B	Bay
	1	2	3	4	5	6	7	8	9	10	11	12	Stage
Posse 1									9:00	10:00	11:00	12:00	
Posse 2									12:00	9:00	10:00	11:00	
Posse 3									11:00	12:00	9:00	10:00	
Posse 4									10:00	11:00	12:00	9:00	
Posse 5	9:00	10:00	11:00	12:00									
Posse 6	12:00	9:00	10:00	11:00									
Posse 7	11:00	12:00	9:00	10:00									
Posse 8	10:00	11:00	12:00	9:00									
Posse 9					9:00	10:00	11:00	12:00					
Posse 10					12:00	9:00	10:00	11:00					
Posse 11					11:00	12:00	9:00	10:00					
Posse 12					10:00	11:00	12:00	9:00					





PLAINSMAN I

BAY 3
HIGHLAND KID
© VTTM



Revolvers 5+5, Rifle 5+2, Shotgun 2

Standing: Revolvers holstered, rifle and shotgun staged at position 2

Starting: At position 1, Hands on the belt buckle.

Sequence: Positions: 1-2-3A-3B-3C-3D-3E, Guns: P-S-R.

After the beep:

Pistol From position 1 engage P targets in 2-6-2 Sweep starting either end (11-222222-33) or (33-222222-11)

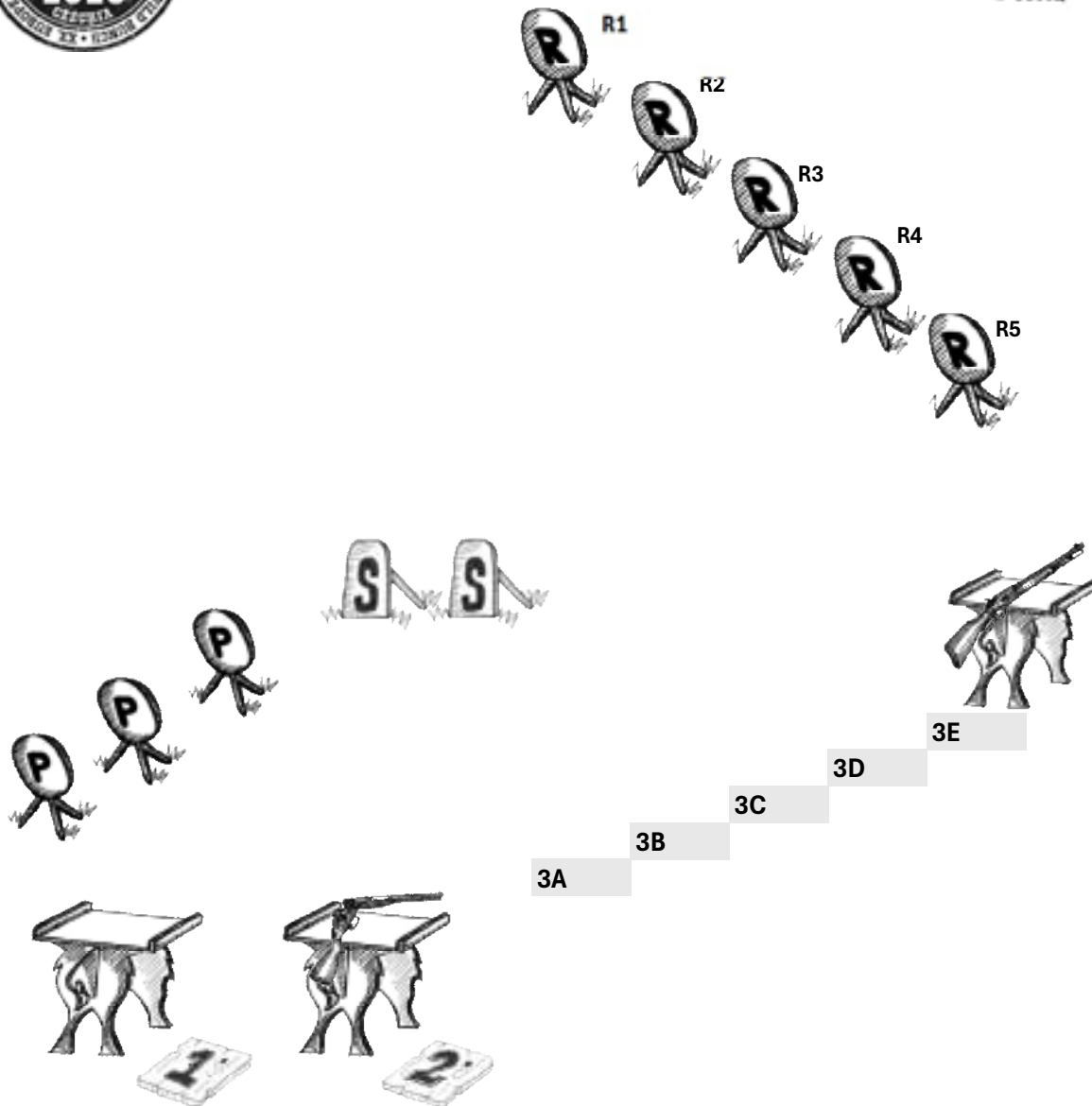
Shotgun From position 2 engage S targets in any order. Shotgun must be staged safely.

Rifle From positions 3A to 3E engage one R targets which stands in front of the position (i.e. R1 from 3A, R2 from 3B etc.). If shooter miss the target, rifle must be reloaded by spare ammo and target must be re-engaged. Reload is mandatory. If target is hit by reloaded ammo, it's not counted as MISS. Shooter has 2 reloads only.



PLAINSMAN 2

BAY 7
HIGHLAND KID
© VITIR



Revolvers 5+5, Rifle 5, Shotgun 2

Standing: Revolvers holstered, rifle staged on position 3E, shotgun on position 2

Starting: At position 3E, Binocular in hands.

Sequence: Positions: 3E-3D-3C-3B-3A-2-1, Guns: R-S-P.

After the beep:

Rifle From positions 3E to 3A engage one R targets which stands in front of the position (i.e. R5 from 3E, R4 from 3D etc.).

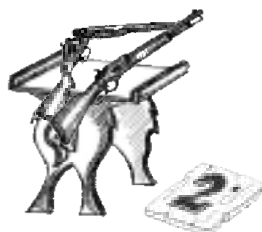
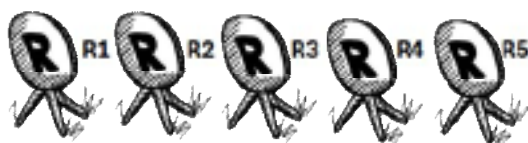
Shotgun From position 2 engage S targets in any order.

Pistol From position 1 engage P targets in 4-2-4 Sweep starting either end (1111-22-3333) or (3333-22-11111)



PLAINSMAN 3

BAY 7
HIGHLAND KID
© VITIR



Revolvers 5+5, Rifle 5, Shotgun 2

Standing: Revolvers holstered, rifle and shotgun staged on position 2

Starting: At position 1. Pistol in hand aiming at targets.

Sequence: Positions: 1-2-3-4-5. Guns: P-S-R.

After the beep:

Pistol From position 1 engage P targets in Continual Nevada Sweep starting either end (1-2-3-2-1-2-3-2-1-2) or (3-2-1-2-3-2-1-2-3-2)

Shotgun From position 2 engage S targets in any order. Stage shotgun safely.

Rifle From position 3 engage targets R4 and R5 in any order, from position 4 engage R3 and from position 5 engage R1 and R2 in any order.



PLAINSMAN 4

BAY HA
HIGHLAND KID
© VITHI



Revolvers 5+5, Rifle 5, Shotgun 2

Standing: Revolvers holstered, rifle staged on position 2

Starting: At position 2. Shotgun port arms.

Sequence: Positions: 2-1-3-5-4. Guns: S-P-R.

After the beep:

Shotgun From position 2 engage S targets in any order. Stage shotgun safely.

Pistol From position 1 engage P targets in Highland Sweep starting either end (11-22-333-22-1) or (33-22-111-22-3)

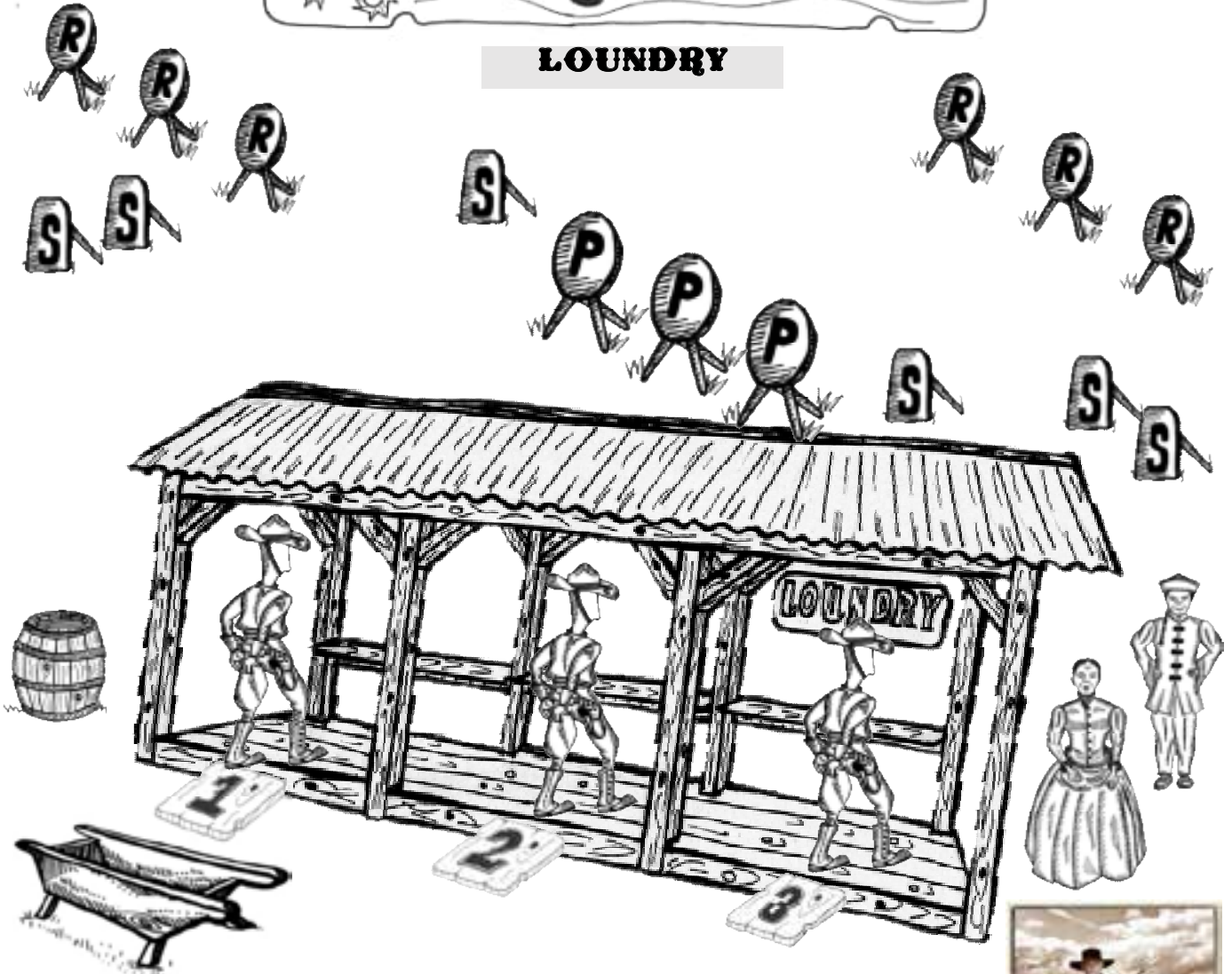
Rifle From position 3 engage targets R4 and R5 in any order, from position 5 engage R1 and R2 in any order and from position 4 engage R3.



BAY 12 L

MR. SEAN
© VITIR

LOUNDRY



Pistol 7+7+7+7, Rifle 7, Shotgun 6

Standing: Pistol holstered, shotgun and rifle staged anywhere.

Starting: At any position, cowboy ready

Sequence: Positions: you can shoot in any order, but rifle mustn't be last.

After the beep:

Rifle From Position 1 or 3 engage three R targets in 11-22-33-2 Sweep starting on either end.

Pistols From Position 1 and 3 engage R targets in 11-22-33-2 Sweep starting on either end. From position 2 engage P targets two times in 11-22-33-2 Sweep starting on either end.

Shotgun From Position 1, 2 and 3 engage two shotgun targets from each position in any order.

Sponsor - Robie the Gun

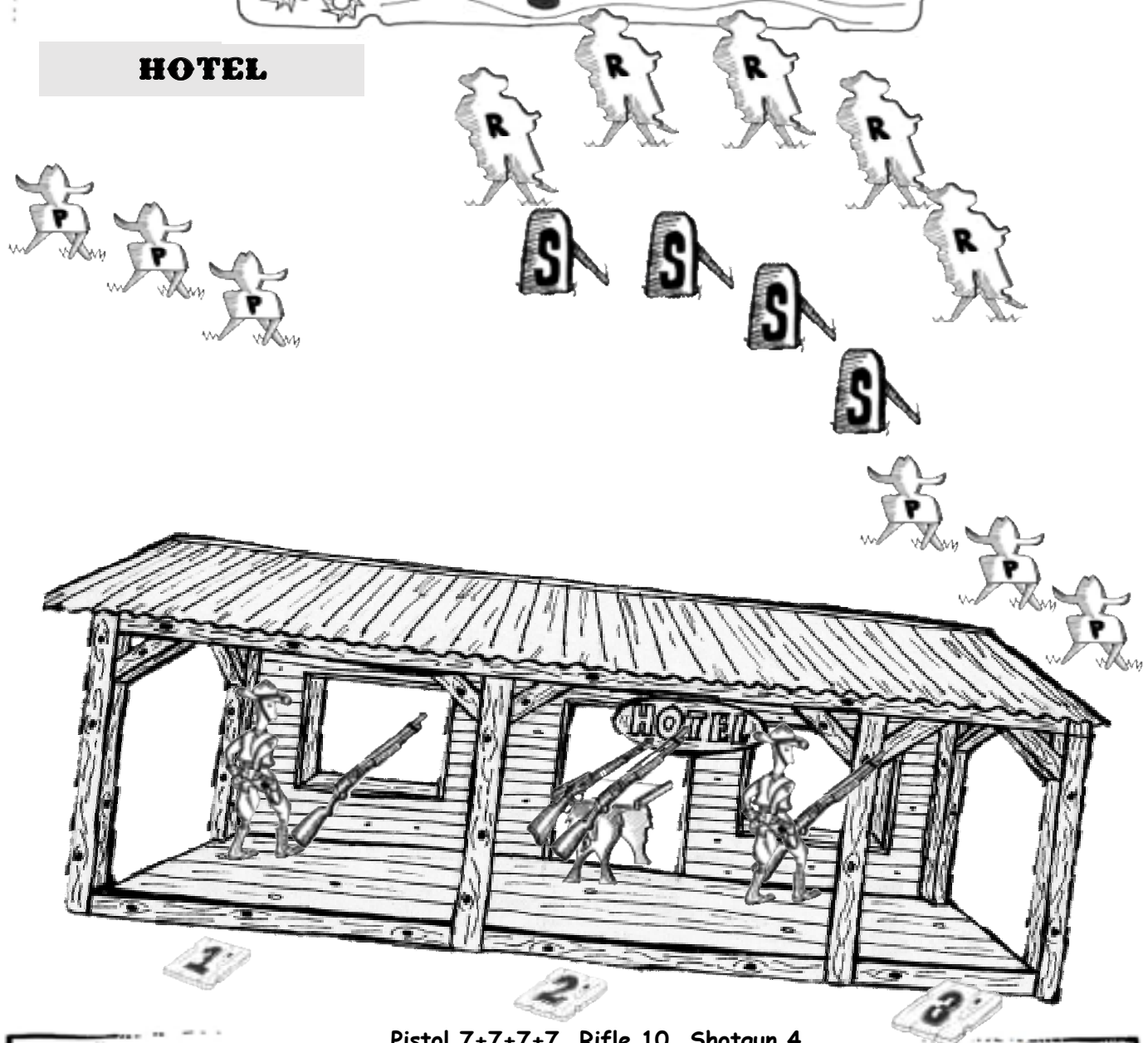




WILD BUNCH 2

BAY 12R
MR. SEAN
© VITIR

HOTEL



Pistol 7+7+7+7, Rifle 10, Shotgun 4

Sponsor

Standing: Pistol holstered, shotgun staged anywhere, rifle at position 2.

Starting: At position 1 or 3, hands behind back.

Sequence: Positions: 1-2-3 / 3-2-1. Guns: P1-R/S-P2.

After the beep:

Pistol 1 From Position 1 or 3 engage P targets in 4-6-4 style (2 mags, round count)

Rifle From Position 2 engage R targets in Double Tap Sweep starting on either end.

Shotgun From position 2 engage 4 shotgun targets in any order

Pistol 2 From Position 3 or 1 engage P targets in 4-6-4 style (2 mags, round count)

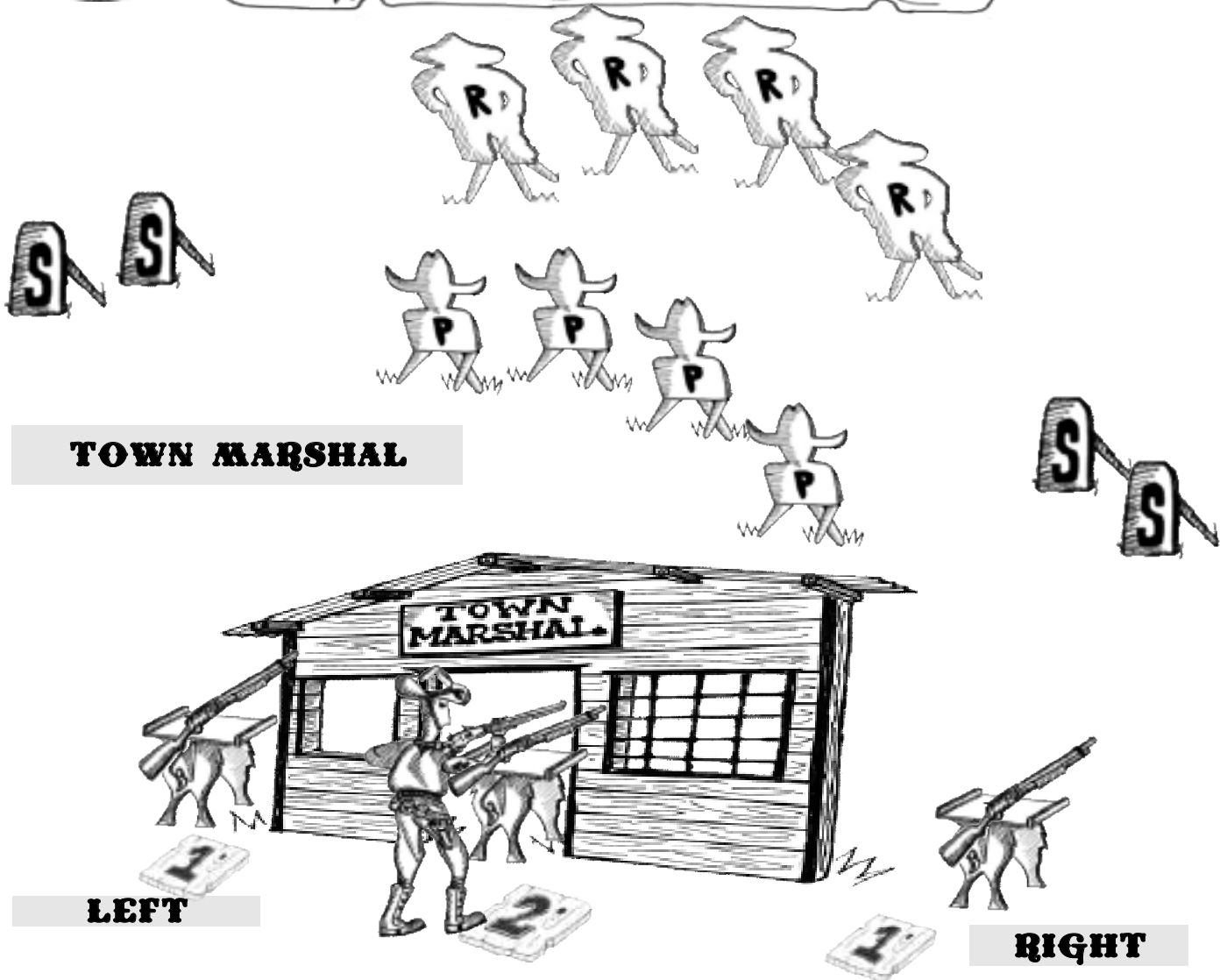


Candy Cane



WILD BUNCH 3

BAY 3
MR. SEAN
© VITIR



Pistol 7+7+7, Rifle 7, Shotgun 4

Standing: Pistol holstered, shotgun staged anywhere.

Starting: At position 2, Rifle in port arms.

Sequence: Positions: 2-1L-1R or 2-1R-1L, Guns: R-P-S.

After the beep:

Rifle From position 2 engage R targets in 3-2-1-1 Sweep starting on either end.

Pistol From position 2 engage R targets in 3-2-1-1 Sweep starting on opposite end than rifle. From position 2 engage P targets two times in 3-2-1-1 Sweep. The 2nd pistol string must start on the opposite end.

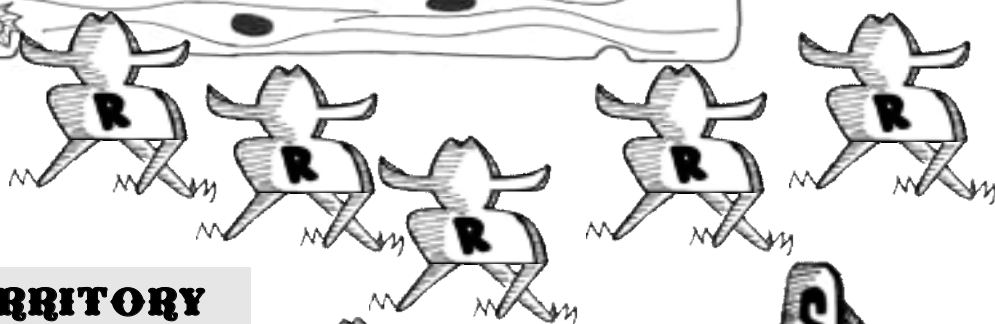
Shotgun From position 1 or 3 engage 2 shotgun targets in any order.

Sponsor

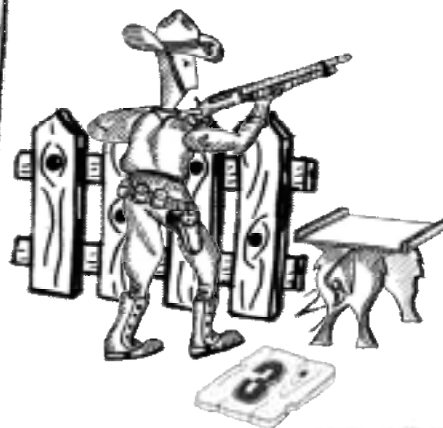
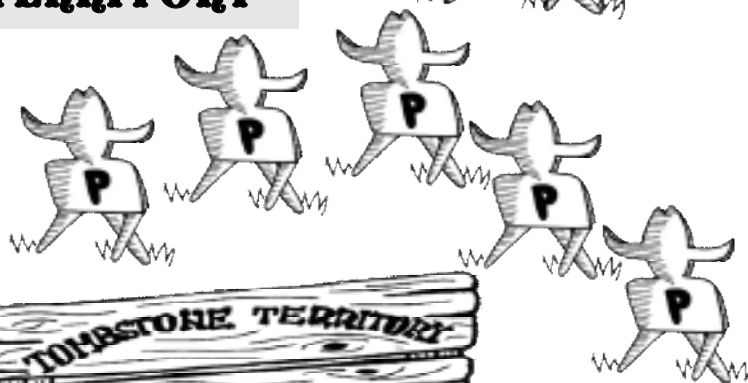




BAY S
MR. SEAN
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TOMBSTONE TERRITORY



Pistol 7+7+7, Rifle 7, Shotgun 4

Sponsor

Standing: Pistol holstered, rifle at position 2.
Starting: At position 1 or 3, shotgun in both hands.
Sequence: Positions: 1-3-2 / 3-1-2. Guns: S-R-P.

After the beep:

Shotgun From position 1 and 3 engage 2 shotgun targets in front of position in any order.
Rifle From position 2 engage R targets in 1-2-1-2-1 style (round count)
Pistol From position 2 engage R targets in 1-2-1-2-1 style (one mag, round count).
From position 2 engage P targets two times in 1-2-1-2-1 style (2 mags, round count)





WILD BUNCH 5

BAY 6

MR. SEAN
© VITIR

COACH



Pistol, 7+7+7+7 Rifle 0, Shotgun 6

Sponsor

Standing: Shotgun staged on position 1 or 3.

Starting: At position 1 or 3, pistol in hand(s).

Sequence: Positions: 1-2-3 -1/ 3-2-1-3. Guns: P-S

After the beep:

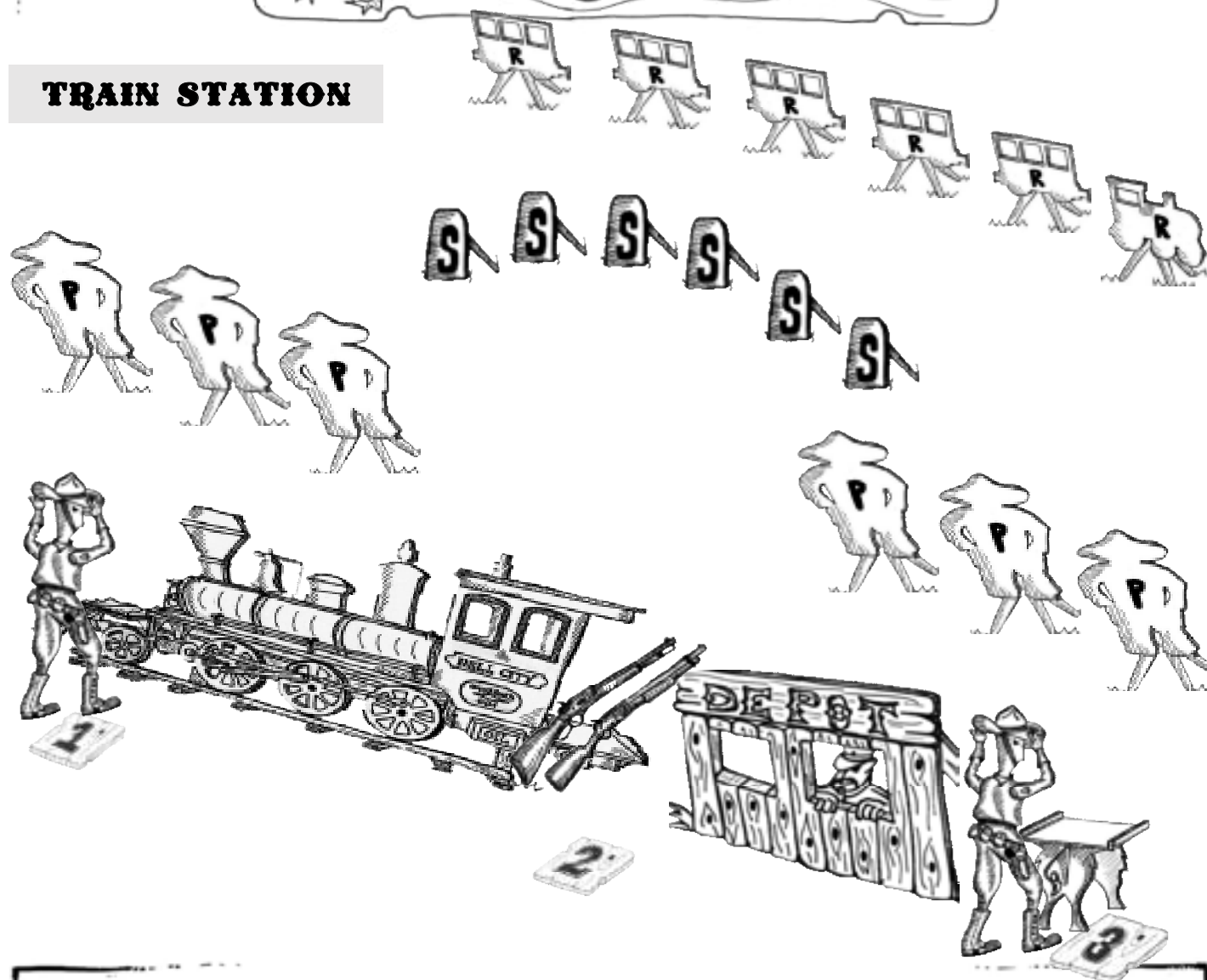
Pistols From position 1 or 3 engage R targets using the following sweep R1-R3-R1-R3-R1-R3-R2 or R4-R6-R4-R6-R4-R6-R5. From position 2 engage P1-P3 group and P4-P6 group using the same instructions. From position 3 or 1 engage R targets using the same instructions.

Shotgun From position 1 and 3 engage 3 shotgun targets in any order.





TRAIN STATION



Pistol 7+7+7+7, Rifle 10, Shotgun 6

Sponsor

Standing: Pistol holstered, long guns staged at position 2.

Starting: At position 1 or 3, Hands touching the hat.

Sequence: Positions: 1-2-3 or 3-2-1. Guns: P-R/S-P.

After the beep:

Pistols From positions 1 and 3 engage P targets in Nevada Double Tap sweep starting on either end (2 mags from each position).

Rifle From position 2 engage R targets in 1-1-3-3-1-1 sweep starting on either end.

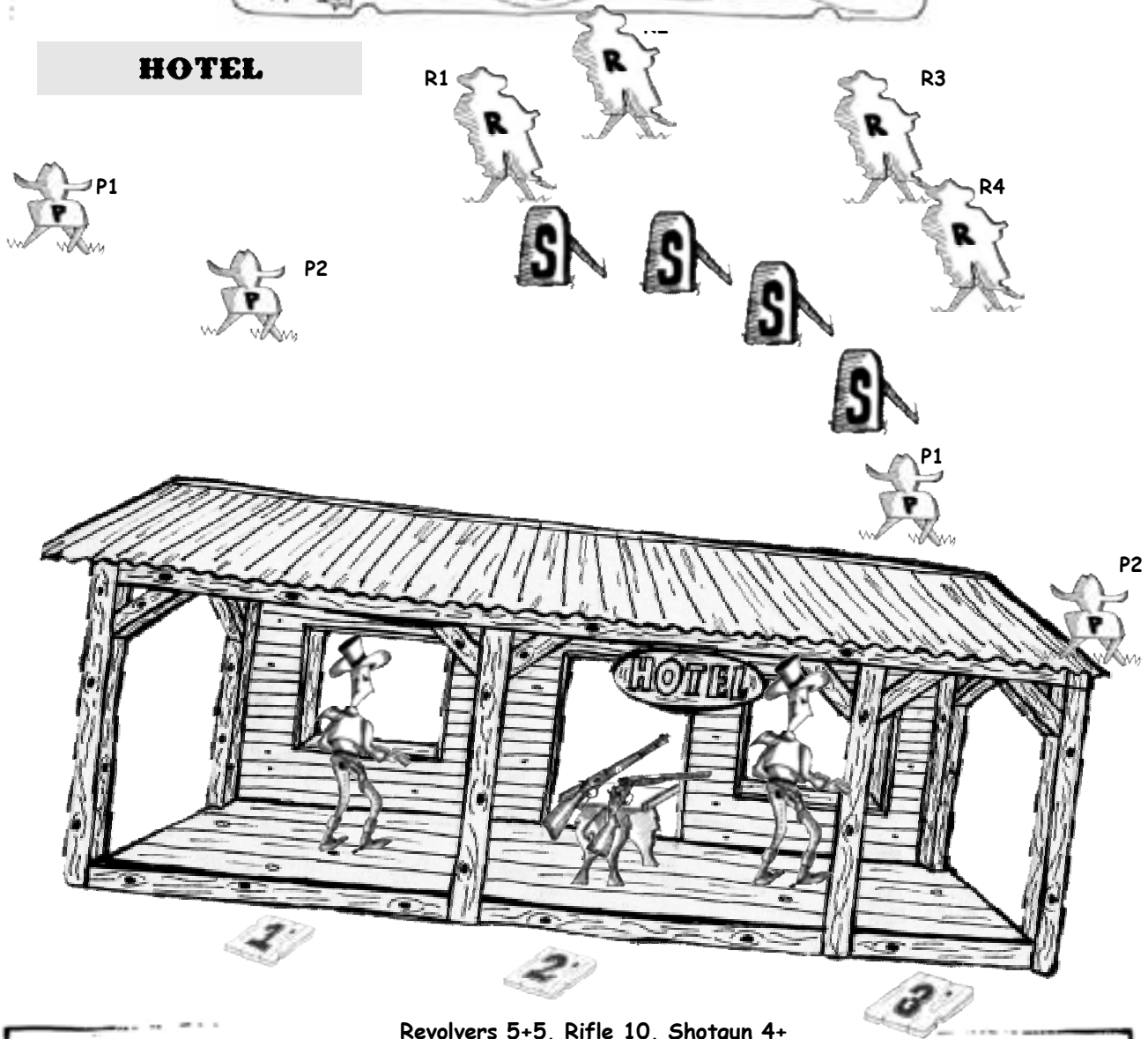
Shotgun From position 2 engage shotgun targets in any order.



**BLACK BEAVER
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HOTEL



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, shotgun and rifle at position 2.
Starting: At position 1 or 3, cowboy ready (hands not touching weapons/ammo).
Sequence: Positions: 1-2 / 3-2. Guns: P-R-S

After the beep:

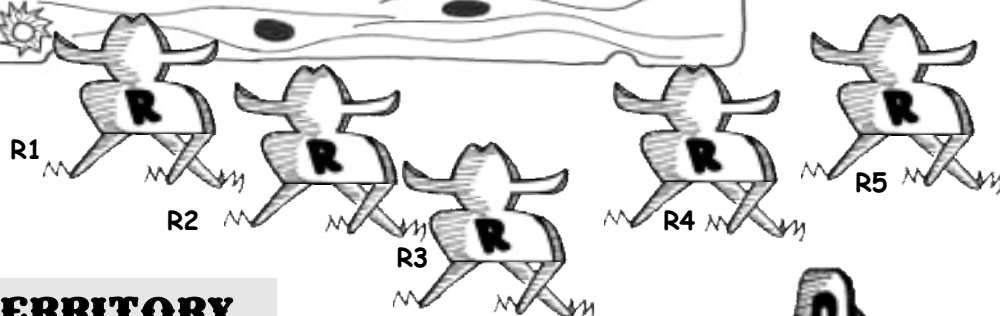
Pistol From Position 1 or 3 engage P targets in Double Tap Alternate Sweep starting on either end.
Rifle From Position 2 engage R targets in Alternate Sweep starting on either end- 1st five shots alternate between R1 and R2, 2nd five shots between R3 and R4
Shotgun From position 2 engage 4 shotgun targets in any order till down

Double Tap Alternate Sweep
(P1P1;P2P2;P1P1;P2P2;P1P1)

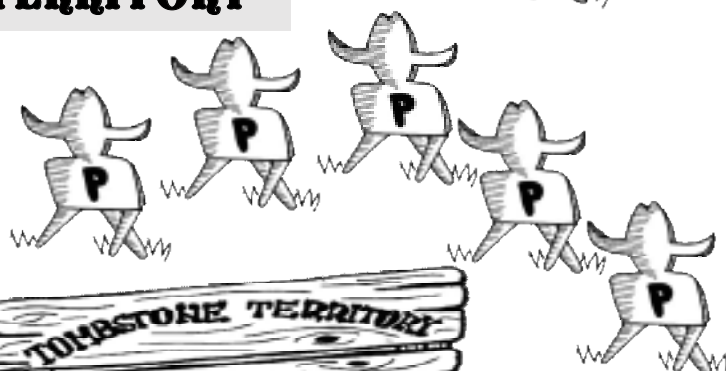


WARM UP 2

BAY 5
MR. SEAN
© VITIR



TOMBSTONE TERRITORY



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, shotgun staged anywhere.

Starting: At position 2, rifle in both hands.

Sequence: Positions: 2-1-3 / 2-3-1. Guns: R-P-S.

After the beep:

Rifle From Position 2 engage R targets in two Nevada Sweeps- 1st 5 shots at targets R1,R2,R3, 2nd 5 shots at targets R3,R4,R5 starting on either end.

Pistol From position 2 engage P targets using the same instructions as for rifle.

Shotgun From position 1 and 3 engage 2 shotgun targets in front of position in any order.

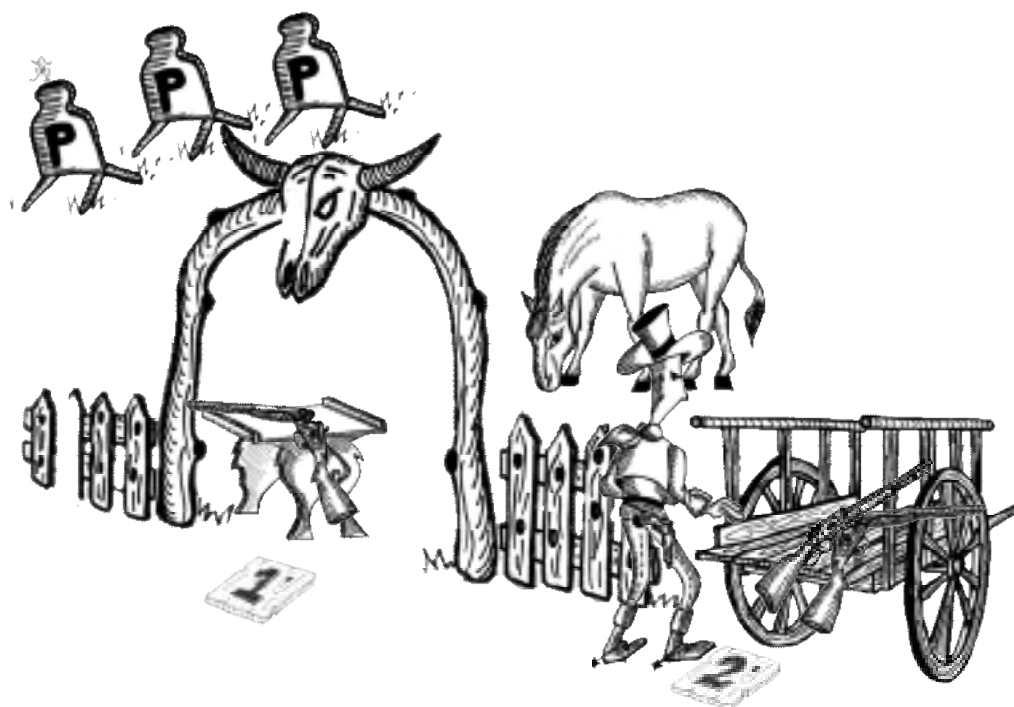
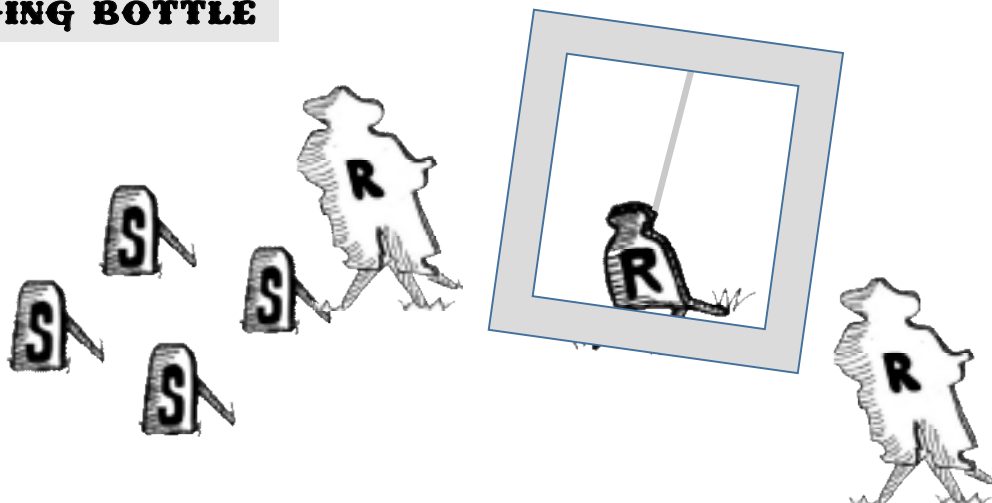
Nevada Sweep

(R1;R2;R3;R2;R1 and R3;R4;R5;R4;R3) or (R3;R2;R1;R2;R3;R3;R4;R5;R4;R3)



BAY 8
COLBERT
© YITIR

SWINGING BOTTLE



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, rifle staged at position 2, Shotgun staged anywhere.

Starting: At position 2, both hands on the swinger release lever.

Sequence: Positions: 2-1, Guns: R-P/S.

After the beep:

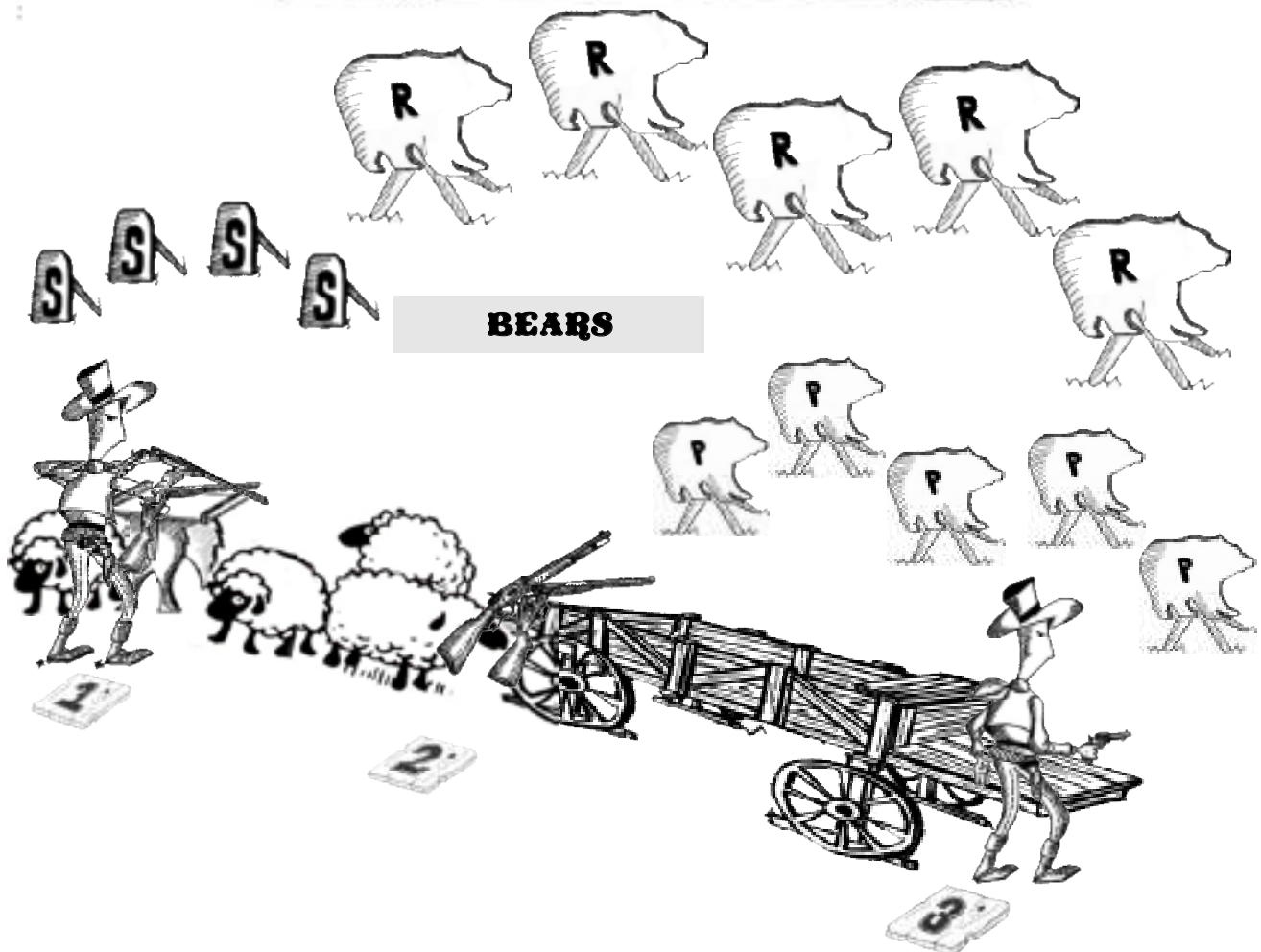
Rifle Release the swinger and from position 2 engage R targets in 2222;111;333 or 2222;333;111 Sweep starting on swinger.

Rifle From Position 2 engage P targets using the same instruction as for the rifle.

Shotgun From position 1 engage 4 shotgun targets in any order.



BAY HA
MR. SEAN
© VITH



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, rifle staged at position 2, Shotgun staged at position 1 or 2.

Starting: At position 1 or 3, Pistol(s) or shotgun aiming on targets.

Sequence: Positions: 1-2-3/3-2-1. Guns: S-R-P/P-R-S.

After the beep:

Shotgun From Position 1 engage S targets in any order.

Rifle From Position 2 engage R targets in Joe Loco Sweep starting on either end.

Pistols From Position 3 engage P targets in using the same instruction as for the rifle.

Joe Loco Sweep

(11;2;3;4;55;4;3;2) / (55;4;3;2;11;2;3;4)

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BAY 12L
COLBERT
© VITIR



LOUNDRY



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, shotgun is staged anywhere.

Starting: At position 1 or 3, Rifle in port Arms.

Sequence: Positions: 1-2-3 / 3-2-1, Guns: R-P-S. When ready say - Lazy Laundry !

After the beep:

Rifle From Position 1 or 3 engage three R targets twice in Lazy Sweep starting on either end.

Pistols From Position 2 engage three P targets using the same instruction as for the rifle.

Shotgun From Position 2 engage two shotgun targets in any order till down and then...
...from Position 3 or 1 engage two shotgun targets in any order till down.

Note

Lazy Sweep (1;2;3;3;2)

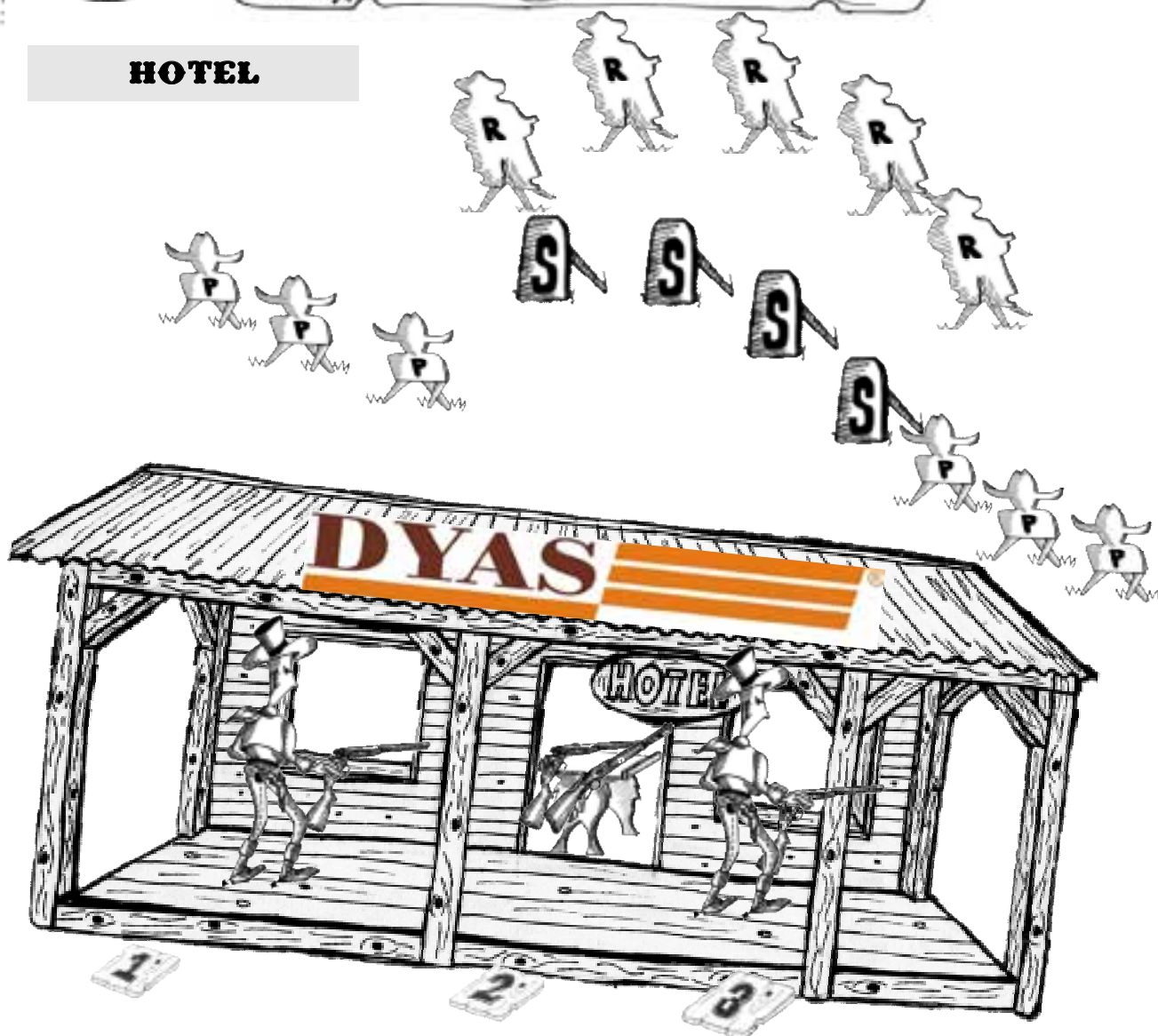
Note

Two Shotgun targets in front of position.



BAY 12R
COLBERT
© VITIR

HOTEL



Revolvers 5+5, Rifle 10, Shotgun 4+

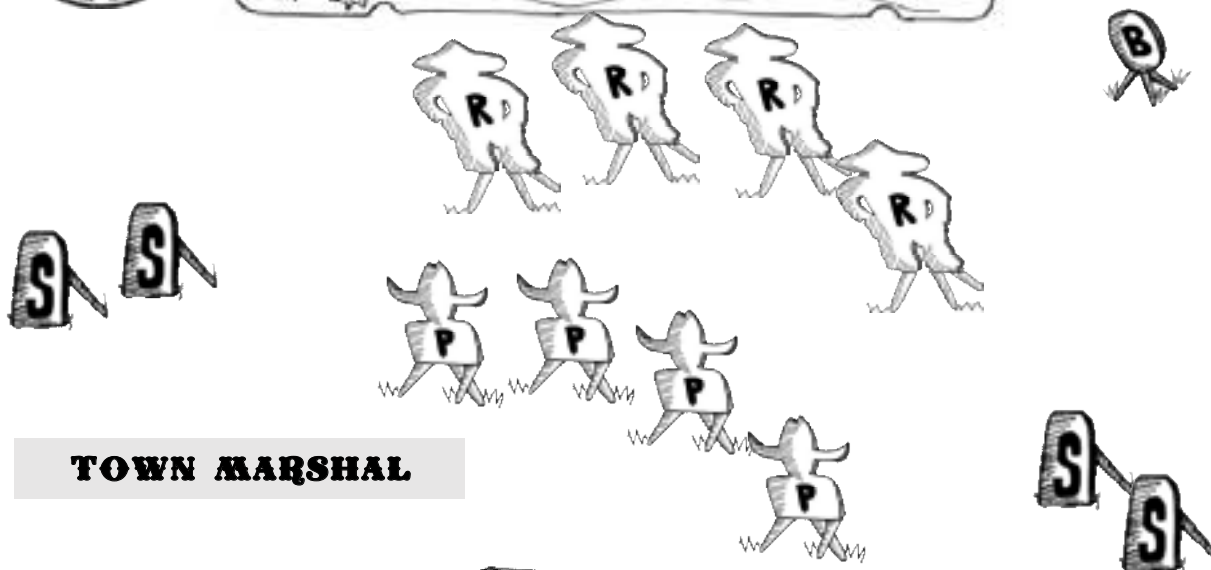
- Standing:** Revolvers holstered, shotgun staged anywhere, rifle at position 2.
- Starting:** At position 1 or 3, Hands touching revolvers
- Sequence:** Positions: 1-2-3 / 3-2-1. Guns: P1-R-S-P2/ P1-S-R-P2. When ready say - Sweet cowgirls !!!!
- After the beep:**
- Pistol 1** From Position 1 or 3 engage P targets in Nevada Sweep starting on either end.
- Rifle** From Position 2 engage R targets in Double Tap Sweep starting on either end.
- Shotgun** From position 2 engage 4 shotgun targets in any order till down
- Pistol 2** From Position 3 or 1 engage P targets in Nevada Sweep starting on either end.

Double Tap Sweep
(1;1;2;2;3;3;4;4;5;5)

Nevada Sweep
(1;2;3;2;1)



BAY 3
COLBERT
© VITI



TOWN MARSHAL



LEFT



RIGHT

Revolvers 5+5, Rifle 10+1, Shotgun 2+

Standing: Revalvers holstered, rifle staged at position 2.

Starting: At position 1L or 1R, Shotgun in port arms.

Sequence: Positions: 1L-2 / 1R-2, Guns: S-R-P. When ready say - Give me your shotgun !!

After the beep:

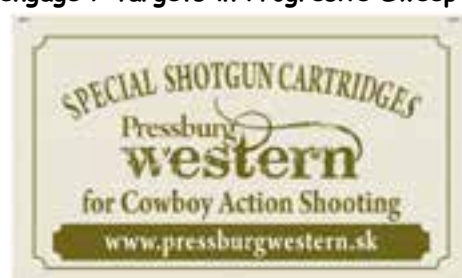
Shotgun From positon 1 or 3 engage 2 shotgun targets in any order.

Rifle From Position 2 engage R targets in Progressive Sweep starting on either end.

Bonus: Then reload one cartrige, engage target B, hit means minus 7 s, miss is not penalized.

Pistols From Position 2 engage P targets in Progressive Sweep starting on either end.

Progressive Sweep
(1;2;2;3;3;3;4;4;4;4)



Sponsor



STAGE 4

BAY 4
COLBERT
© VITIR



SALOON



LEFT

RIGHT

Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, shotgun staged at position 2.

Starting: At position 1. Rifle in hands.

Sequence: Positions: 1-2. Guns: R-P-S / R-S-P. When ready say - Attack, shoot as fast as you can !

After the beep:

Rifle From Position 1 Left or Right engage P+R targets in front of shooter (Left or Right) twice in Crow Hop Sequence !

Pistols From Position 2 engage with five rounds left or right P+R targets in Crow Hop Sequence and repeat instruction for next P+R targets with next 5 rounds.

Shotgun From position 2 engage 4 shotgun targets in any order.

Sponsor

Crow Hop Sequence

(1;3;2;1;3) dirty sweep is allowed or

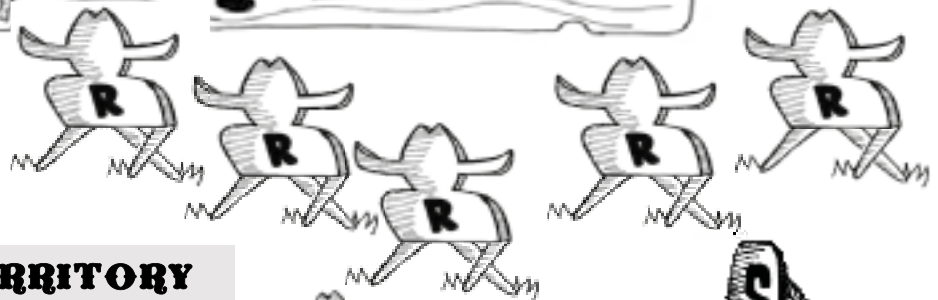
(3;1;2;3;1) dirty sweep is allowed

SHADOWS - Šedivec s.r.o.

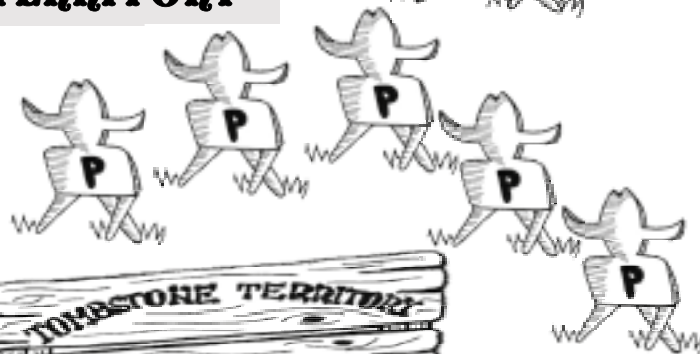
GRANULACE PLASTU



BAY S
COLBERT
BY VITIK



TOMBSTONE TERRITORY



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, shotgun staged anywhere, rifle at position 2.

Starting: At position 2, revolver(s) aiming to P targets.

Sequence: Positions: 2-1-3 / 2-3-1. Guns: P-R-S. When ready say - Cowboys !!!!

After the beep:

Pistols From Position 1 engage P targets in Bison Sweep starting on either's end.

Rifle From Position 1 engage R targets using the same instruction as for the pistols.

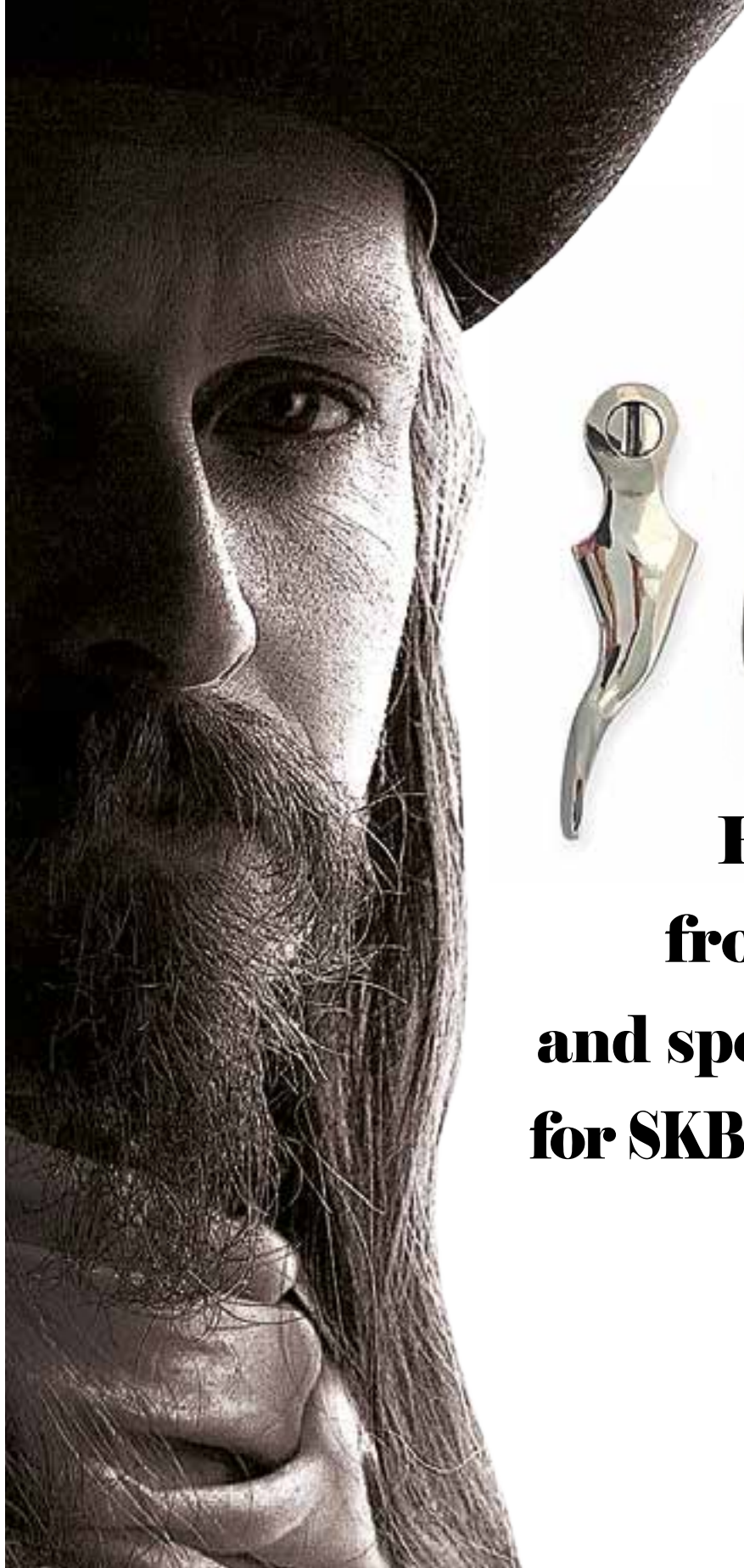
Shotgun From position 1 and 3 engage 2 shotgun targets in front of position in any order.

Bison Sweep

(1;1;2;3;3;3;3;4;5;5)



Sponsor



**Heartless
front sights
and speed levers
for SKB shotguns**



**HEARTLESS
GAMER PRODUCTS**



BAY 6

**COLBERT
© VITH**

COACH



Revolvers, 5+5 Rifle 10, Shotgun 4+

Standing: Revolvers holstered, shotgun staged any where, rifle staged either at position 1 or 3.

Starting: At position 1 or 3, hands dont touche guns.

Sequence: Positions: 1-2-3 / 3-2-1. Guns: R-P-S. When ready say - Charlie, Shoot them Wildly !!

After the beep:

Rifle Either from Position 1 or 3 engage R targets in Wild Charlie Sweep starting on either end.

Pistols From Position 2 engage P targets using the same instruction as for the rifle.

Shotgun From position 3 or 1 engage 4 shotgun targets in any order.

Wild Charlie Sweep
(1;2;2;3;4;4;5;6;6;7)

Sponsor

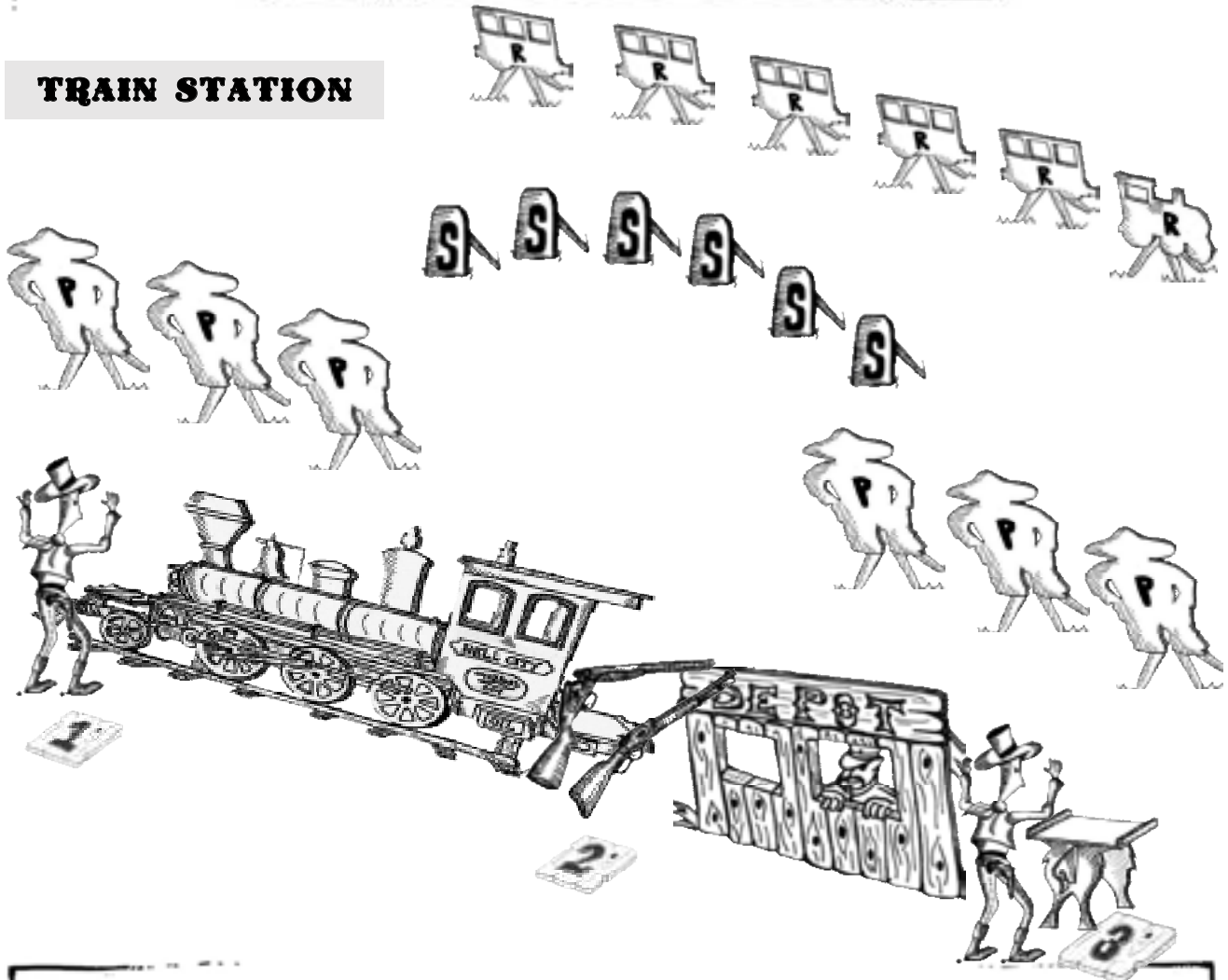
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The Worlds Finest Handgun Grips



BAY 7
COLBERT
© VITIR

TRAIN STATION



Revolvers 5+5, Rifle 10, Shotgun 6+

Standing: Revolvers holstered, long guns staged at position 2.

Starting: At position 1 or 3, Hands touching the hat.

Sequence: Positions: 1-2/3-2. Guns: P-R-S. When ready say - Three horses are extra !!!

After the beep:

Pistols From pos. 1 or 3 engage twice P targets in Harmonica Sweep from either end.

Rifle From Position 2 engage R targets in Sean Sweep from from either end.

Shotgun From position 2 engage six shotgun targets in any order.

Harmonica Sweep
(1;2;3;2;2)

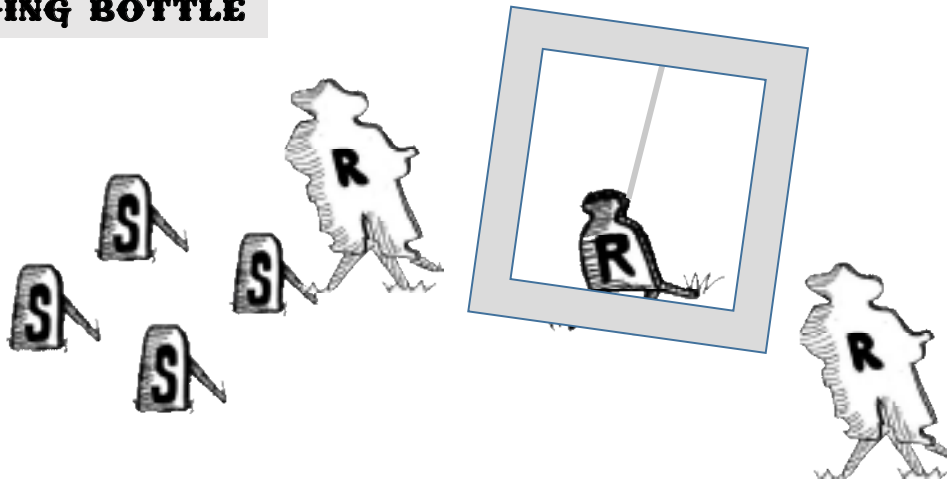
SPONSOR

Sean Sweep
(1;2;3;4;5;6;1;1;6;6)

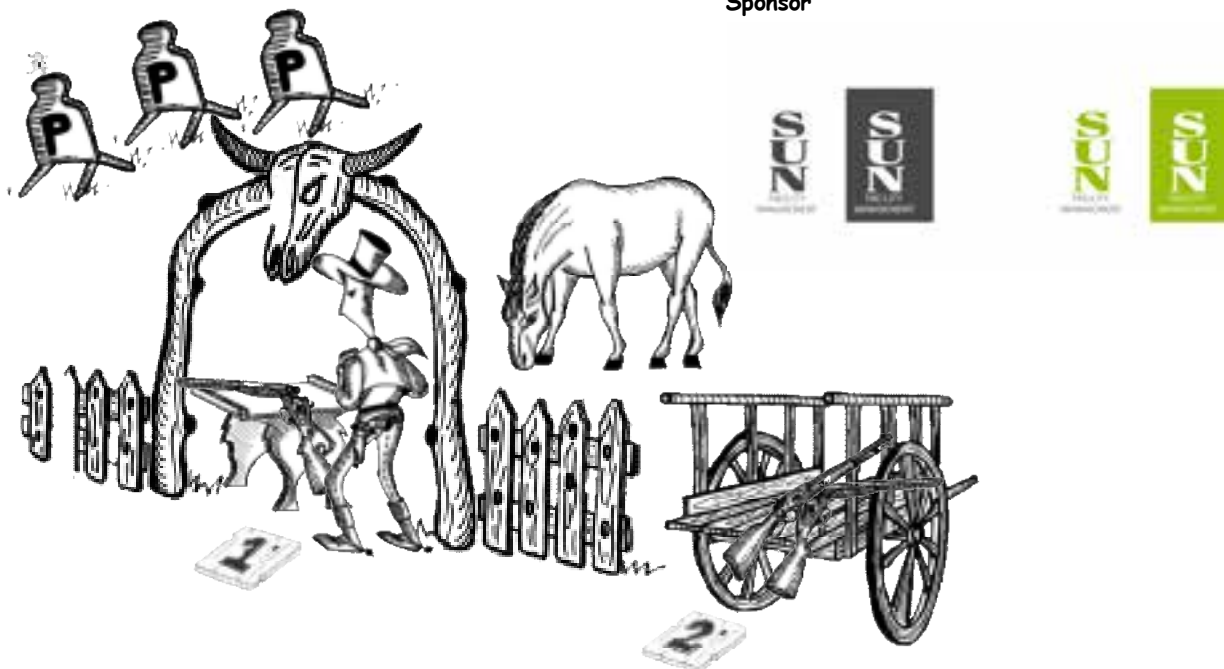




SWINGING BOTTLE



Sponsor



Revolvers 5+5, Rifle 10, Shotgun 4+

- Standing:** Revolvers holstered, rifle staged at position 2, Shotgun staged anywhere.
- Starting:** At position 1, Hands cross on the chest.
- Sequence:** Positions: 1-2-1, Guns: P-R-S / S-R-P. When ready say - Hit the swinging bottle !!!!
- After the beep:**
- Pistols** From position 1 engage P targets in 4-2-4 style in any order.
Before shooting with the rifle release the Swinger.
- Rifle** From Position 2 engage R targets using the same instruction as for the pistols.
- Shotgun** From position 1 engage 4 shotgun targets in any order.

4-2-4 Style

4 x Outside targets, 2x Central target.

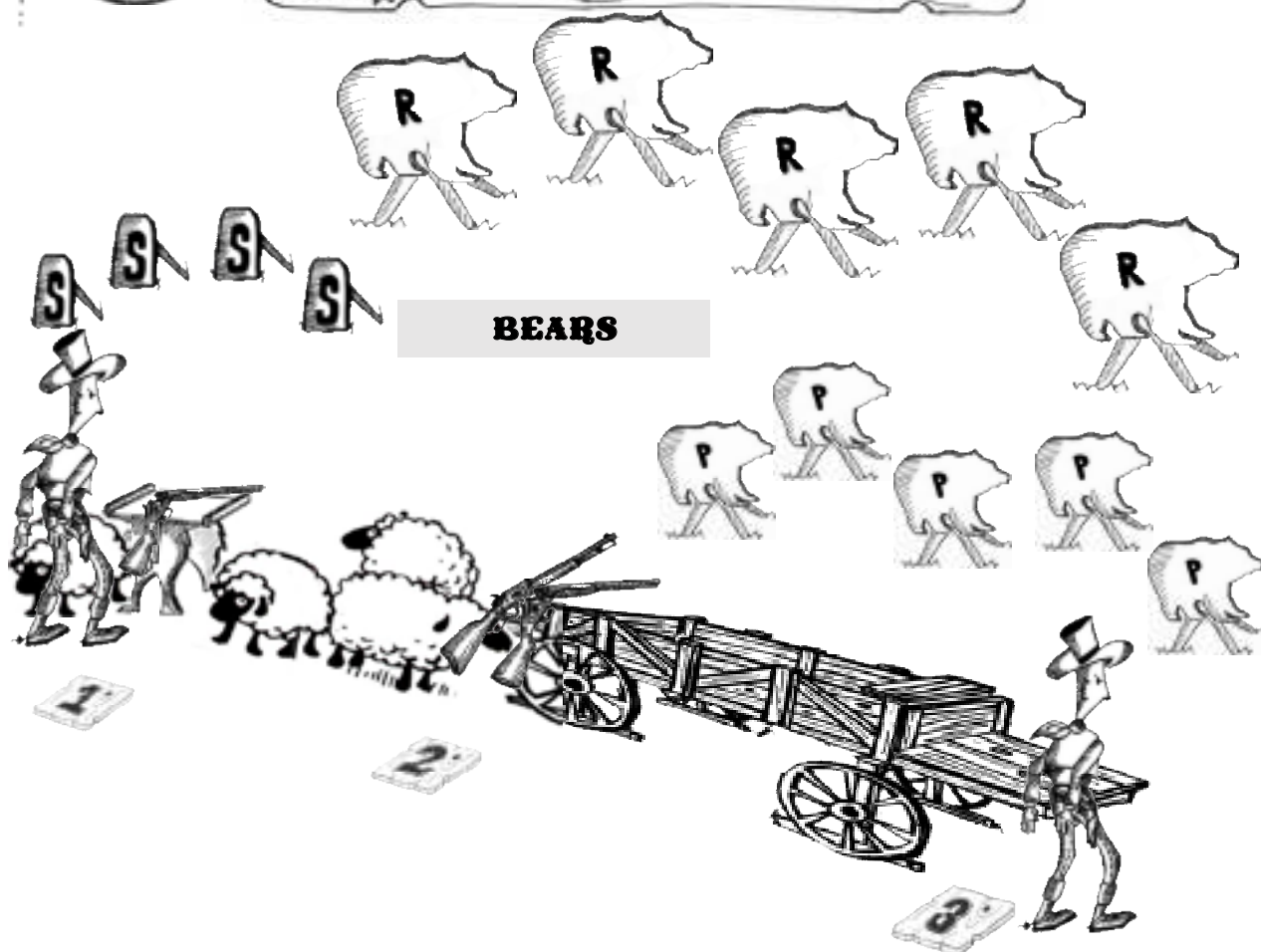
Note:

The Swinging bottle is the central target



STAGE 9

BAY IIIA
COLBERT
© VITHR



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Revolvers holstered, rifle staged at position 2, Shotgun staged at position 1 or 2.

Starting: At position 1 or 3, Hand behind the back.

Sequence: Positions: 1-2-3/3-2-1. Guns: S-R-P/P-R-S. When ready say - Too many Bears !!

After the beep:

Shotgun From Position 1 engage S targets in any order.

Rifle From Position 2 engage R targets in Bears Sweep starting on either end.

Pistols From Position 3 engage P targets in using the same instruction as for the rifle.

Bears Sweep

(1;3;5;2;4;1;3;5;2;4) / (1;3;5;2;4;5;3;1;4;2)

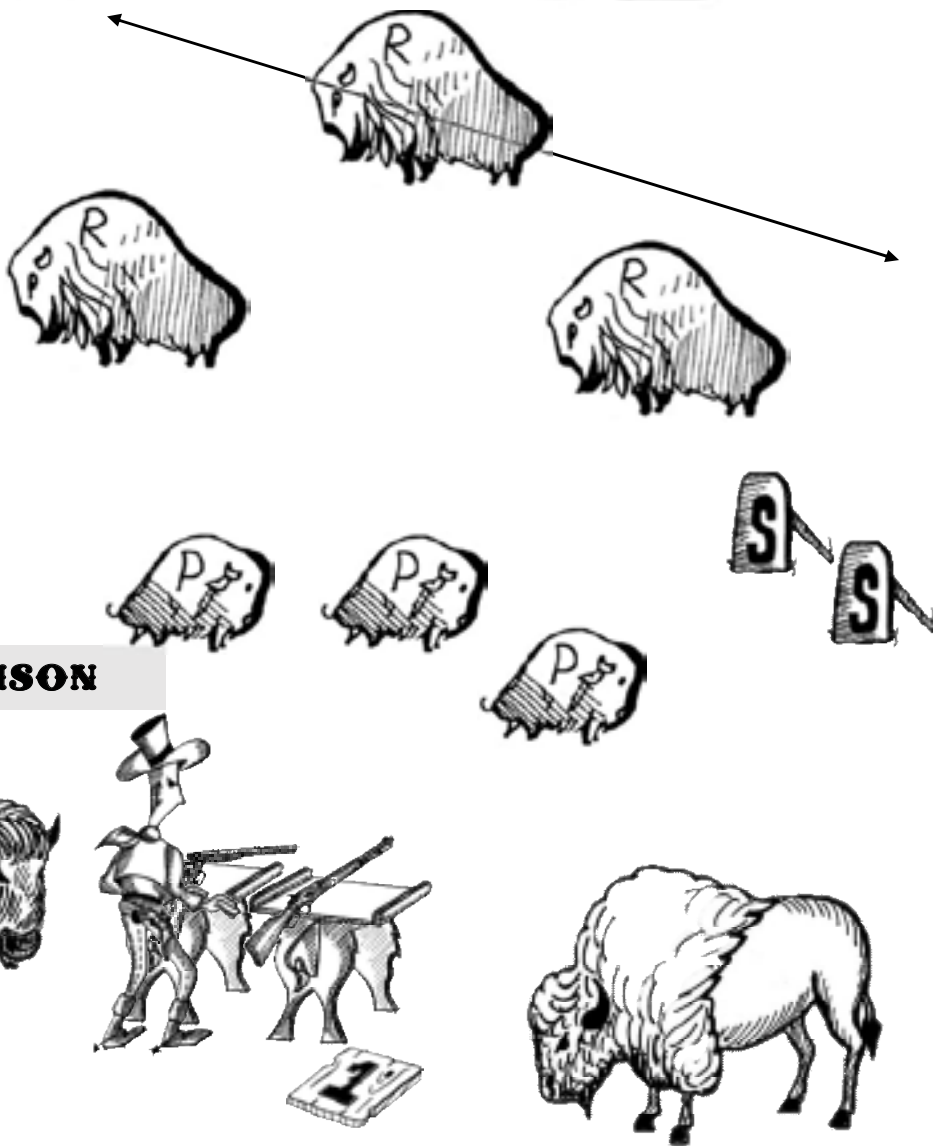
Sponsor



Reload
Swiss^{RS}

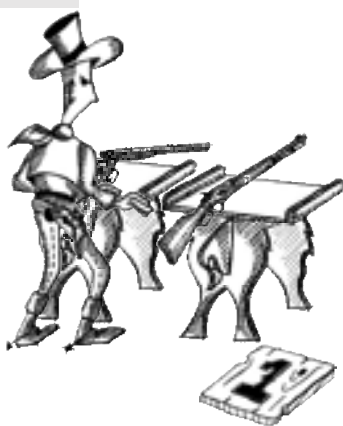


BAY 10
COLBERT
© VITH



Sponsor
Leather Maker Joe

RUNNING BISON



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Pistol holstered, long guns staged at position 1.

Starting: At position 1, hands touching the table.

Sequence: Any order, but rifle not be the last. When ready say - Running Bison !!!!

After the beep:

Pistols From position 1 engage P targets in 3-4-3 Style in any order.

Before rifle shooting push button and release the running Bison.

Rifle From Position 1 engage R targets using the same instruction as for the pistols.

Shotgun From position 1 engage 4 shotgun targets in any order.

3-4-3 Style

3 times Outside targets, 4 times Central target.

Note

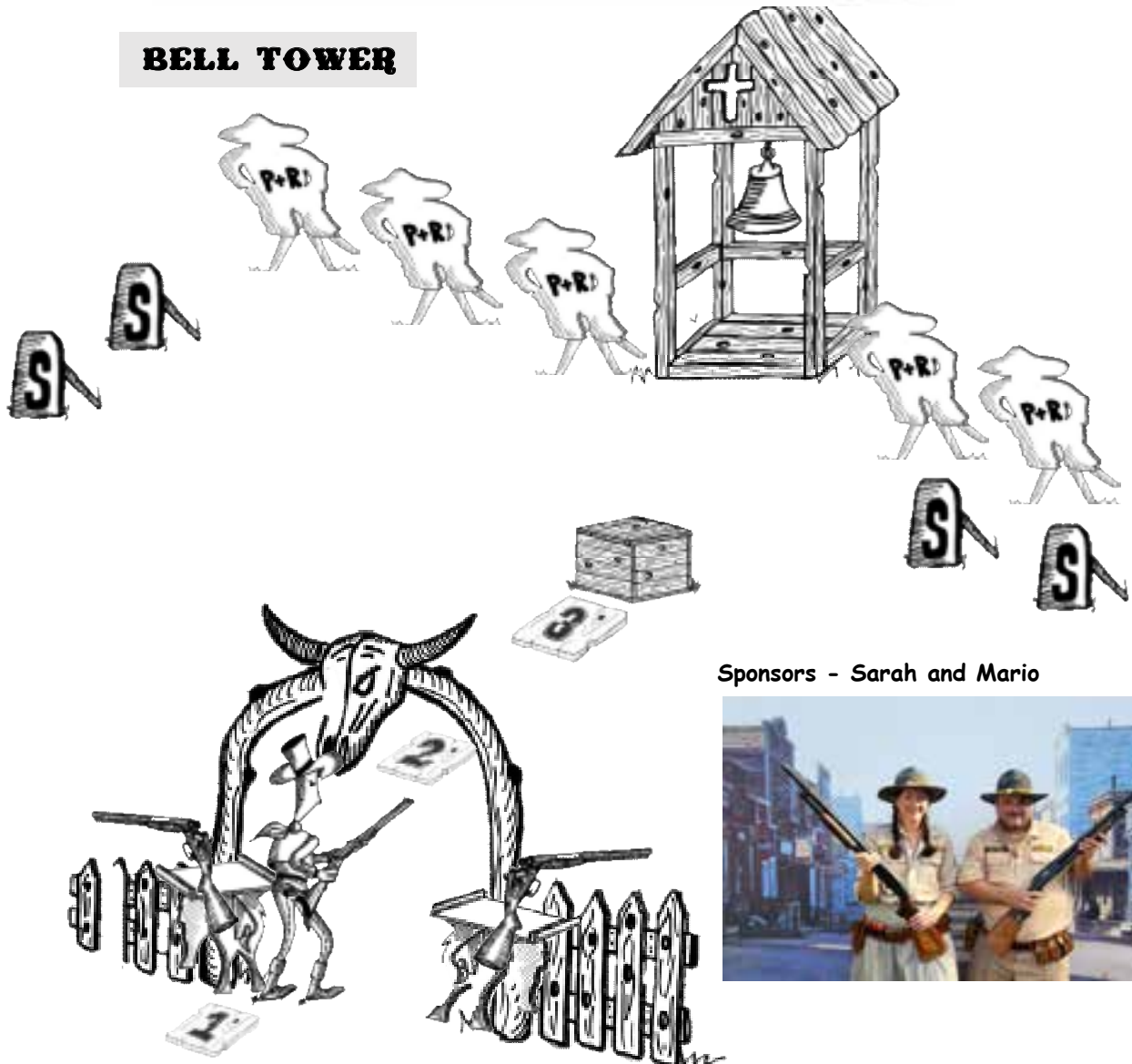
Running Bison is Central Target



STAGE 11

BAY 9
COLBERT
© VITH

BELL TOWER



Sponsors - Sarah and Mario



Revolvers 5+5, Rifle 10, Shotgun 4+

- Standing:** Revolvers holstered, shotgun staged at position 1.
- Starting:** At position 1, rifle in port arms.
- Sequence:** Position: 1-2-3, Guns: R-S-P. When ready say - Hells Bells !!!!
- After the beep:**
- Rifle** From Position 1 engage Bell and P+R targets in Joe Loco Bells style starting on either end.
- Shotgun** From position 2 and/or between 1 and 2 engage 4 shotgun targets in any order.
- Pistols** From Position 3 engage P+R targets in 5 on 3 style any order.

Joe Loco Bells Style:
(B;1;B;2;B;3;B;4;B;5) B=Bell
or (1;B;2;B;3;B;4;B;5;B)

5 on 3 style:
Each target must be hit at least once from one revolver

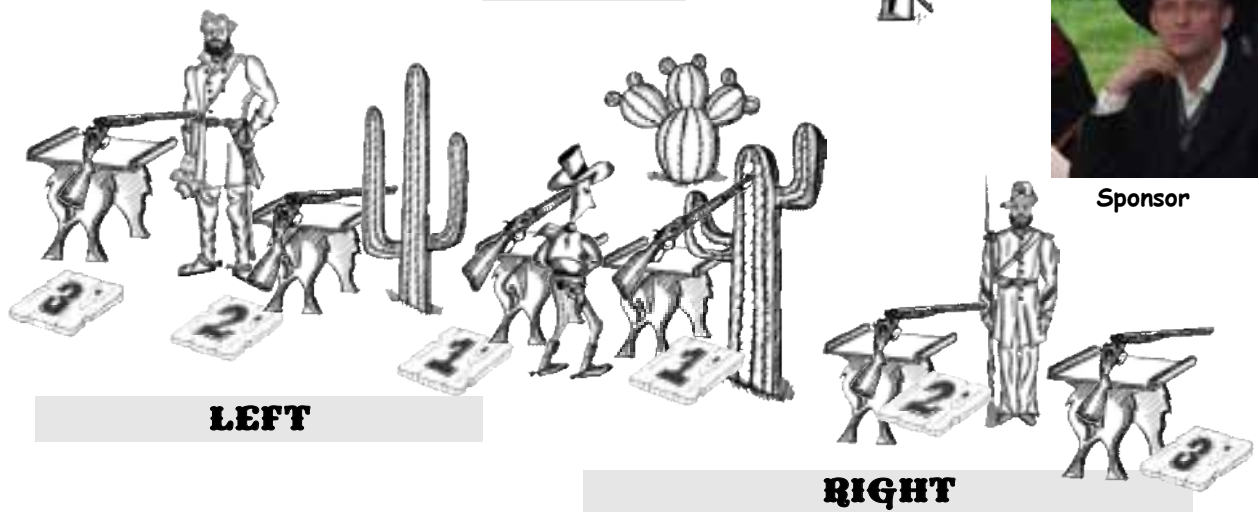


STAGE 12

BAY 11B
SEAN
© YITIN



TEQUILA



Sponsor

LEFT

RIGHT

Revolvers 5+5, Rifle 10, Shotgun 4+

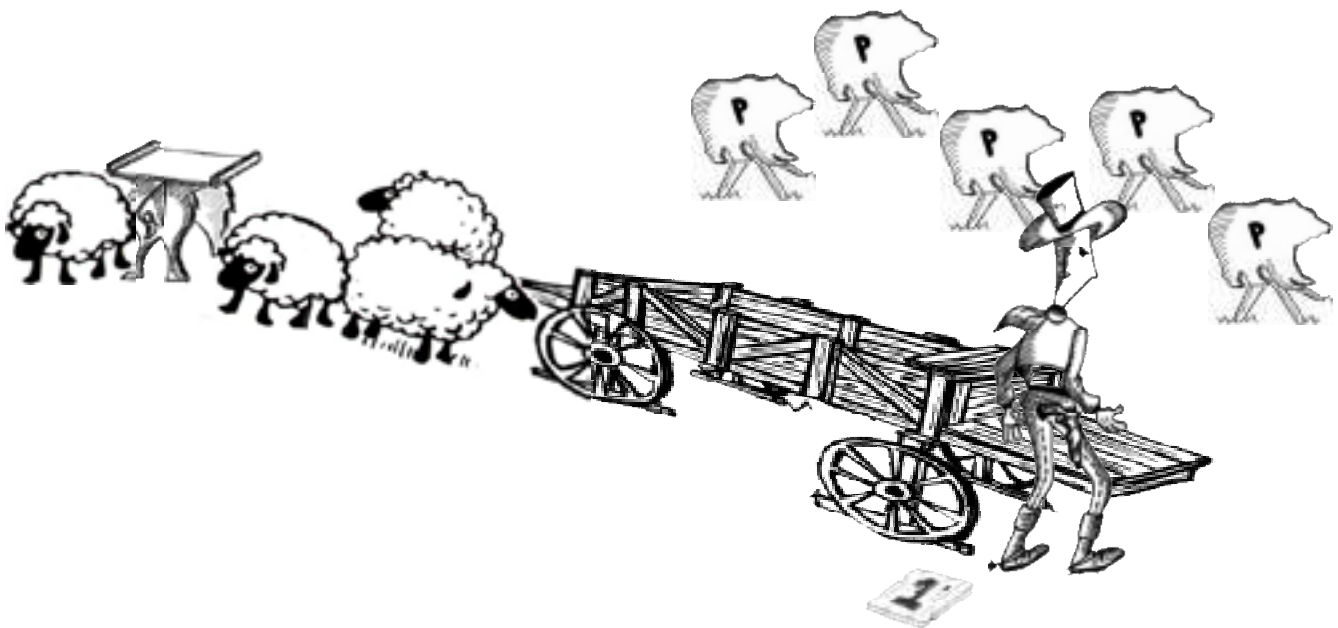
- Standing:** Revolvers holstered, shotgun staged at position 2 or 3, rifle at position 1.
- Starting:** At position 1L or 1R, Hand on the buckle.
- Sequence:** Positions: 1L-2L-3L / 1R-2R-3R, Guns: R-P-S. When ready say - Tequila !!!
- After the beep:**
- Rifle** From Position 1L or 1R engages R knock down targets till down and then stationary R target with any remaining rifle rounds.
 - Pistol** From position 2L or 2R engage P knock down targets until down and then stationary P target with any remaining revolvers rounds.
 - Shotgun** From position 3L or 3R engage four shotgun targets in front of position in any order.



SPEED REVOLVERS

BAY HA
COLBERT
© VTTIR

BEARS



Revolvers 5+5

Standing: Revolvers holstered

Starting: At position 1, Hands touching guns.

After the beep:

Pistols From Position 1 engage P targets in Double Tap Sweep starting in either end.

Double Tap Sweep
(1;1;2;2;3;3;4;4;5;5)

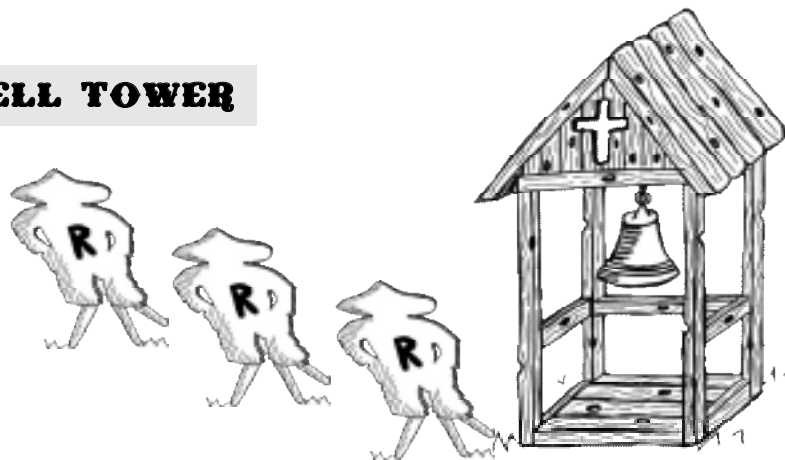


SPEED RIFLE

BAY 9

COLBERT
© VITH

BELL TOWER



Rifle 9

Starting: At position 1, rifle in port arms.

After the beep:

Rifle From Position 1 engage 3 R targets in Triple Tap Sweep starting on either end.

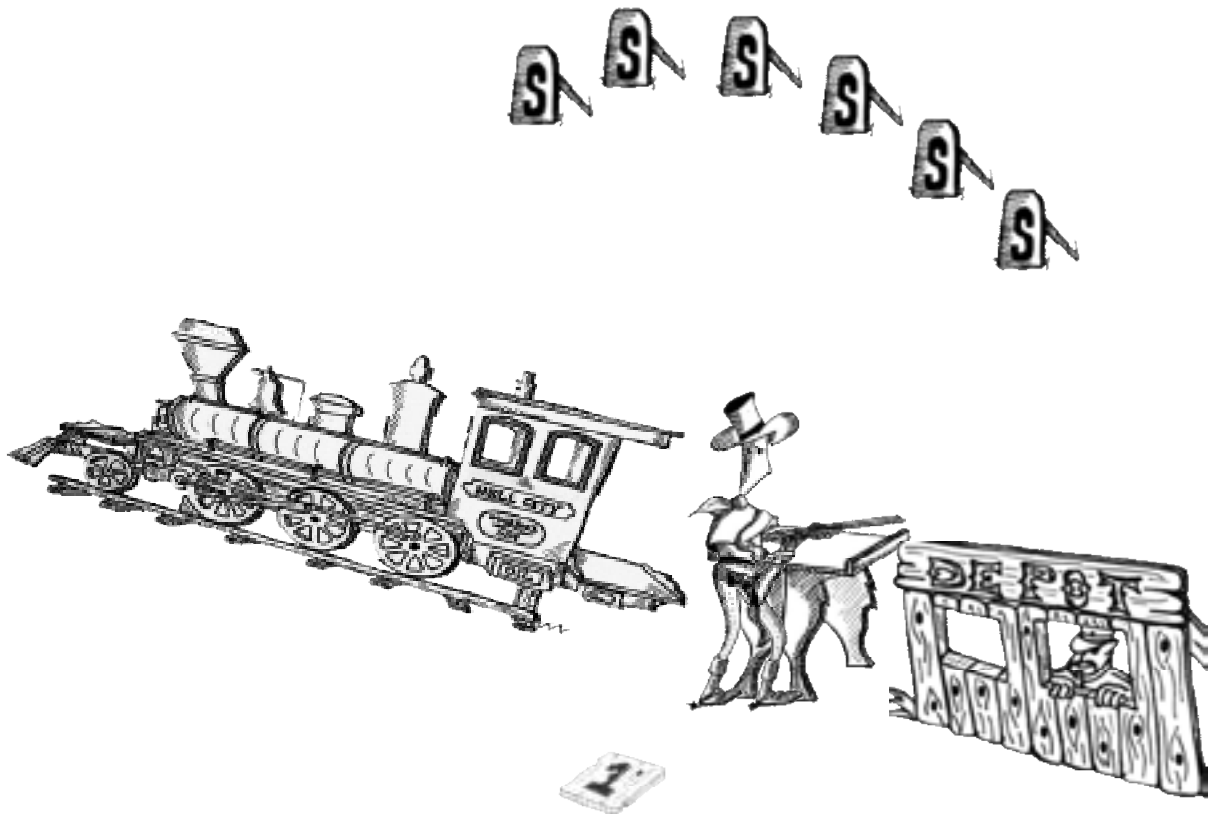
Reiple Tap Sweep
(1;1;1;2;2;2;3;3;3)



SPEED SHOTGUN

BAY 7
COLBERT
© VITIR

TRAIN STATION



Shotgun 6+

Starting: At position 1, Shotgun in port arms.

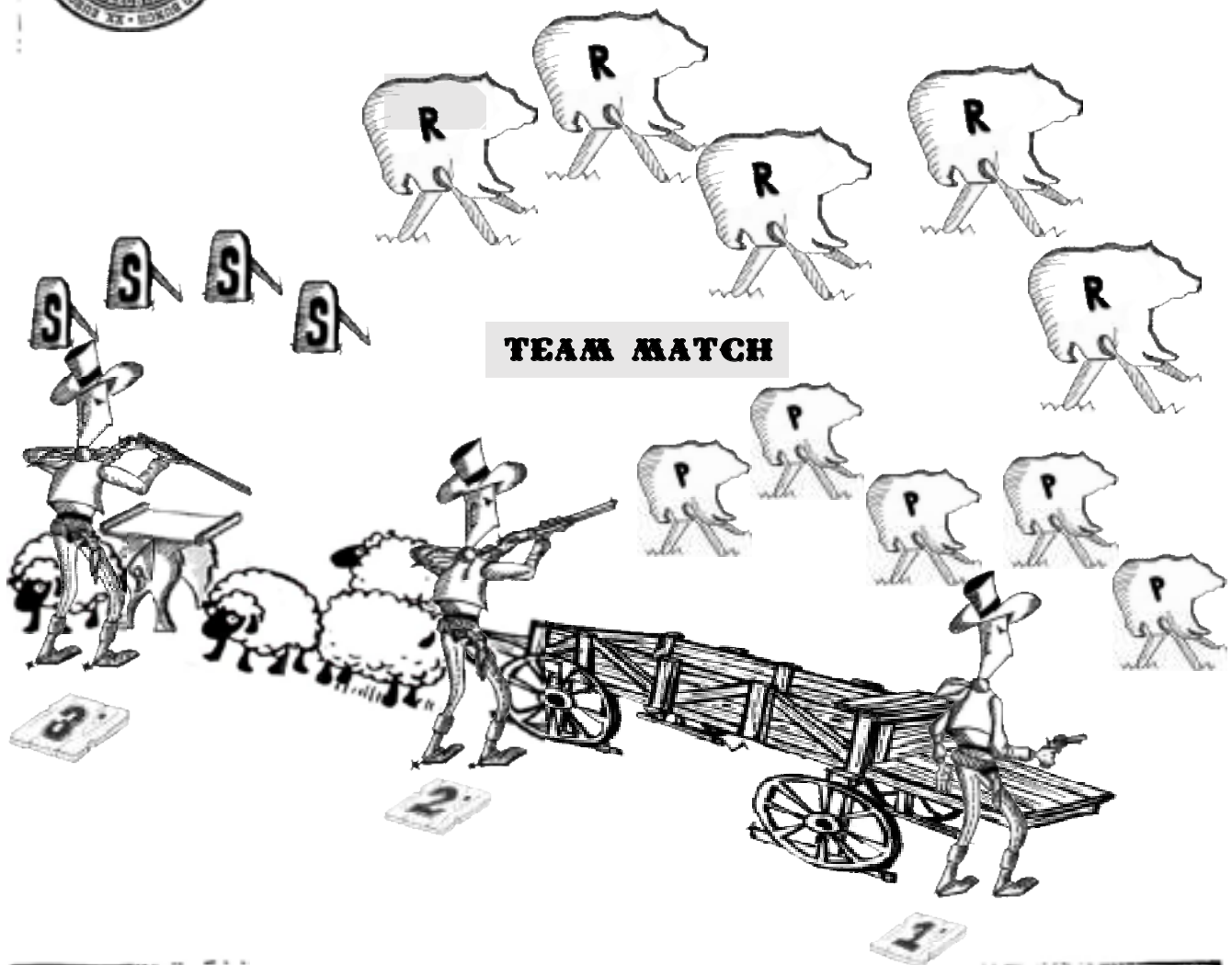
After the beep:

Shotgun From Position 1 engage 3 R targets in Triple Tap Sweep starting on either end.



TEAM MATCH

BAY HA
COLBERT
© VITIR



Revolvers 5+5, Rifle 10, Shotgun 4+

Standing: Shooter 1 with revolver(s) aiming to targets at position 1.
Shooter 2 with rifle in both hands at position 2.
Shooter 3 with shotgun in both hands at position 3.

After the beep:

Pistols Shooter 1 from Pos.1 engage P targets in Double Tap Sweep starting on either end.
Rifle Shooter 2 from Pos.2 engage R targets in Double Tap Sweep starting on either end.
Shotgun Shooter 3 from Pos.3 engage S targets in any order.

Double Tap Sweep
(1;1;2;2;3;3;4;4;5;5)



TOP GUN

BAY IIB

SEAN
© VITIR



Pistols 5+5+, Rifle 8+1+, Shotgun 4+

Standing: Shotgun at position 2, pistols on the table at position 3, rifle at position 4.



Starting position: At position 1, shooters holding each other's hands.

Procedure: After BEEP each shooter moves to his position 2 and with the shotgun engage four S targets in any order. Then move to position 3 and with the revolvers engage P knock down targets until down and then stationary P target with any remaining revolvers rounds. Empty revolvers are staged on the table. Then move to position 4 and with the rifle engages R knock down targets til down and then stationary R target with any remaining rifle rounds. THEN reload one cartridge and hit R Captain target. Winner is the one whose R Captain target ends up on the bottom.

Note

Any knockdown targets (P,R,S) still standing at the end of the stage are scored as misses. This is 10+/8+ on 5 engagement for Rifle and Revolvers. Rounds remaining in the Rifle and Revolvers that are intended for the "R" or "P" stationary plates do not register as penalties. All round must be fired from the Rifle and Revolvers. Ejected live round from the rifle is a miss, it is allowed to reload.
























SHOOTER'S SCORESHEET

DOT 2025 - MAIN MATCH												
STAGE	RAW TIME	BONUS	MISS	PROC	MSV	SOG	DNF	SDQ	MDQ	TOTAL	FEELING	
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
  <div> SPEED REVOLVERS SPEED RIFLE SPEED SHOTGUN </div>												












DOT 2025 - WARM UP												
STAGE	RAW TIME	BONUS	MISS	PROC	MSV	SOG	DNF	SDQ	MDQ	TOTAL	FEELING	
1												
2												
3												
4												

SHOOTER'S SCORESHEET












DOT 2025 - WILD BUNCH

STAGE	RAW TIME	BONUS	MISS	PROC	MSV	SOG	DNF	SDQ	MDQ	TOTAL	FEELING	
1												
2												
3												
4												
5												
6												
												
  <div> SPEED PISTOL SPEED RIFLE SPEED 1897 </div>												
												
												

DOT 2025 - PLAINSMAN

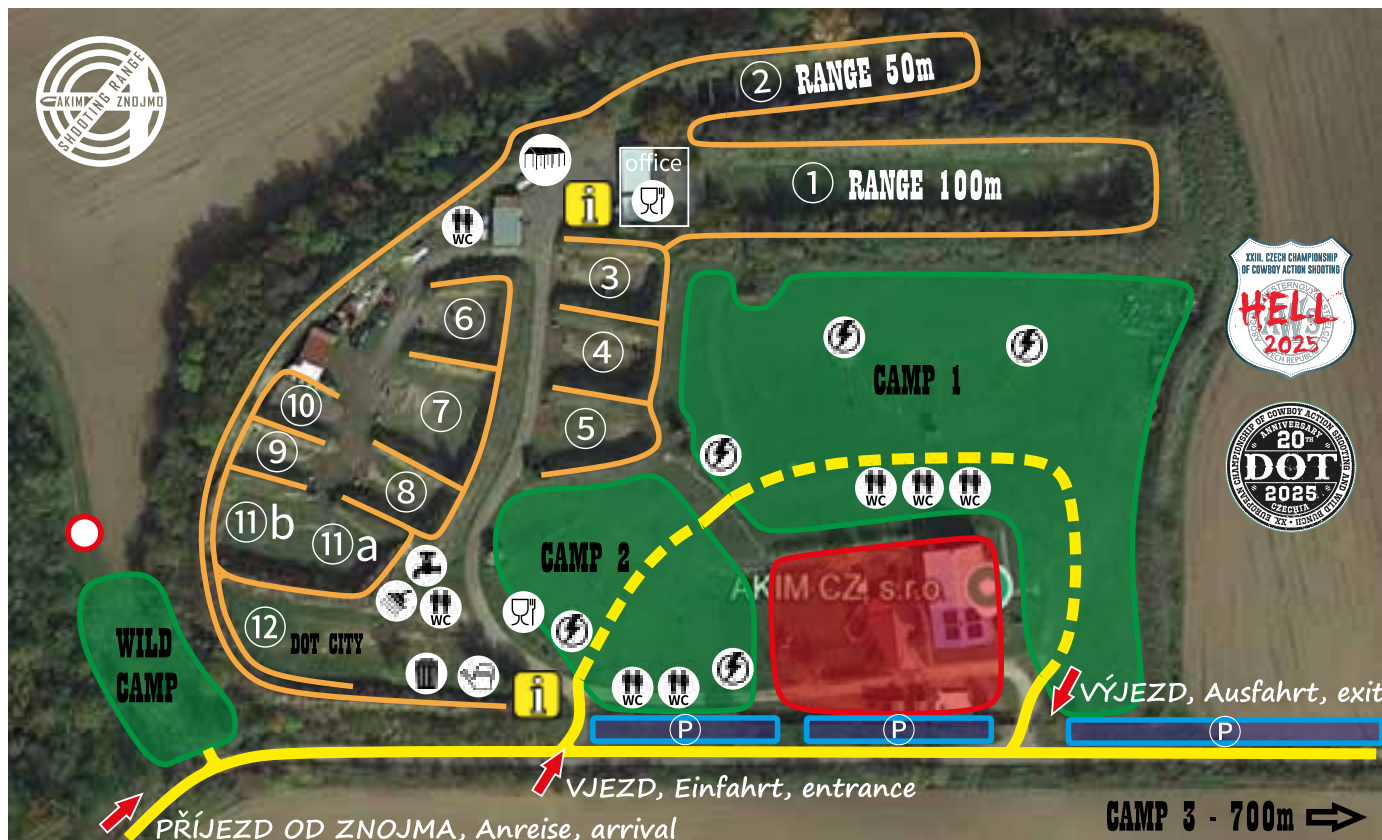
STAGE	RAW TIME	BONUS	MISS	PROC	MSV	SOG	DNF	SDQ	MDQ	TOTAL	FEELING	
1												
2												
3												
4												
												

DOT 2025 - UNTOUCHABLES

STAGE	RAW TIME	BONUS	MISS	PROC	MSV	SOG	DNF	SDQ	MDQ	TOTAL	FEELING	
1												
2												
3												
4												
												



	cesta, Straße, road
	parkoviště, Parkfläche, parking
	plocha pro kempování, Campingplatz, camping area
	nevstupovat, soukromý pozemek, Nicht betreten, Privatgrundstück, do not enter, private property
SHOOTING RANGE AKIM - orientační plán, Orientierungsplan, orientation plan	



	cesta, Straße, road
	parkoviště, Parkfläche, parking
	plocha pro kempování, Campingplatz, camping area
	nevstupovat, soukromý pozemek, Nicht betreten, Privatgrundstück, do not enter, private property
SHOOTING RANGE AKIM - orientační plán, Orientierungsplan, orientation plan	

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