

The Norsemen Trail

16 - 19 September 2026



2026 TNT, DM AND WOE PROGRAM

DAY	TIME	ACTIVITY	APPROX. TIMES
WEDNESDAY	11:00 – 12:00	WB PM/D WALKTHROUGH	LUNCH 12-13
	12:00 – 13:00	REGISTRATION (CANTINE)	
	13:00 – 14:00	PLAINSMAN PM/D WALKTHROUGH	
	14:00 – 18:00	PLAINSMAN 4 STAGES (RANGE 4)	
	18:00 – 20:00	REGISTRATION (CANTINE)	DINNER 18:30-19:30
THURSDAY	8:00 – 8:30	REGISTRATION (CANTINE)	LUNCH 12-13
	08.45	WB SHOOTERS MEETING (RANGE 4)	
	9:00 – 15:00	WILD BUNCH 5 STAGES & SPEED	
	15:30 - 17:30	LONG RANGE	
	16:30 - 17:30	MAIN MATCH PM/D WALKTHROUGH	
	18.30	OPENING CEREMONY	
	17:00 - 19:00	REGISTRATION (CANTINE)	DINNER 17:00 - 18:30
FRIDAY	08.45	SHOOTERS MEETING (RANGE 4)	LUNCH 12-13
	9:00 – 12:00	4 STAGES MAIN MATCH	
	13:00 – 15:30	2 STAGES MAIN MATCH & SPEED	
	16:00 - 17:00	GENERALFORSAMLING I DANISH WESTERN SHOOTERS	
	19.00	SIDEMATCHES AWARD CEREMONY	DINNER 17:00 - 18:30
SATURDAY	9:00 – 12:00	4 STAGES MAIN MATCH	LUNCH 12-13
	13:00 – 15:30	2 STAGES MAIN MATCH & SPEED	
	16.00	TOP SHOOTERS SHOOTOFF	
	20.00	AWARD CEREMONY	OLD WEST DINNER 19:00
SUNDAY	8:00 - 12:00	DEPARTURE	

Emergency services contact is ☎ 112

Address: KSC, Selinevej 5, 2300 KBH S

Match Director: Oswego Ron / Rune Larsen: +4521820201

STAGE CONVENTIONS

- SASS rules must be observed as well as all normal safety precautions when handling firearms.
- 170° rule must be observed. At Copenhagen Shooting Center it is essential that no round go over the Berm. A muzzle pointing over the Berm with a LIVE ROUND in the chamber is a Minor Safety penalty which may accumulate to multiple Minor Safety penalties. A round over the Berm is a MDQ and shooting is ceased until the Match Director determines that the incident is fully investigated and appropriate actions are taken.
- The shooter alone is responsible for loading and unloading. Both must be checked by the Load and Unload Officer at the appropriate areas.
- Knock Down targets must go down to count. Buckaroos require a hit only. Re-engaging a knocked down target, is not allowed (SDQ) unless otherwise indicated by the stage description.
- Long Guns are to be restaged open and empty within the 170 degree cone. Levers that close after being restaged are subject to SASS rules.
- Weapons and ammunition are not to be left unsupervised.
- 112 is the Emergency Services number and a Defibrillator is located at Range 6.
- EVERY shooter is a safety officer. If you see an unsafe action immediately take action and politely notify the shooter. In the case of repeated unsafe actions inform the Posse Marshall.
- Starting position is “both feet behind”
- If there is a pole or a window frame the position starts “as soon as the shooter is around it”

WB STAGE CONVENTIONS

- SASS Wild Bunch rules must be observed.
- 170° rule must be observed. At Copenhagen Shooting Center it is essential that no round go over the Berm. A muzzle pointing over the Berm with a LIVE ROUND in the chamber is a Minor Safety penalty which may accumulate to multiple Minor Safety penalties. A round over the Berm is a MDQ and shooting is ceased until the Match Director determines that the incident is fully investigated and appropriate actions are taken.
- The shooter alone is responsible for loading and unloading. Loading and unloading MUST be checked by another shooter in the loading/unloading areas.
- **Danish rules: Max. 2 rounds in a shotgun:**
Pumpgun & Leveraction shotguns are loaded with 1 in the magazine with closed action and hammer down on an empty chamber, on the loading table, the rest are loaded as reloads on the clock. SxS may NOT be loaded under RO supervision on the firing line, due to unfair advantage, under Danish shotgun rules.
- Knock Down target must be down to count as a hit.
- Re-engaging a knocked down target, is not allowed (SDQ) unless otherwise indicated by the stage description.
- Finger may only be on the trigger when you intend to shoot. By Magazine change or movement with a gun the finger must be outside the trigger guard. Failure to comply is a Minor Safety.
- Pistol is restaged on flat surface open and empty pointing down range after the shooting string. Pistol is only reholstered after RO control.
- Long Guns are to be restaged open and empty within the 170°. Long guns that close UNINTENTIONALLY after being restaged are subject to SASS rules.
- Targets are engaged in any order unless otherwise written in the Stages description.
- Weapons and ammunition are not to be left unsupervised at the range.
- Starting position is both feet behind
- If there is a pole or a window frame the position starts as soon as the shooter is around it

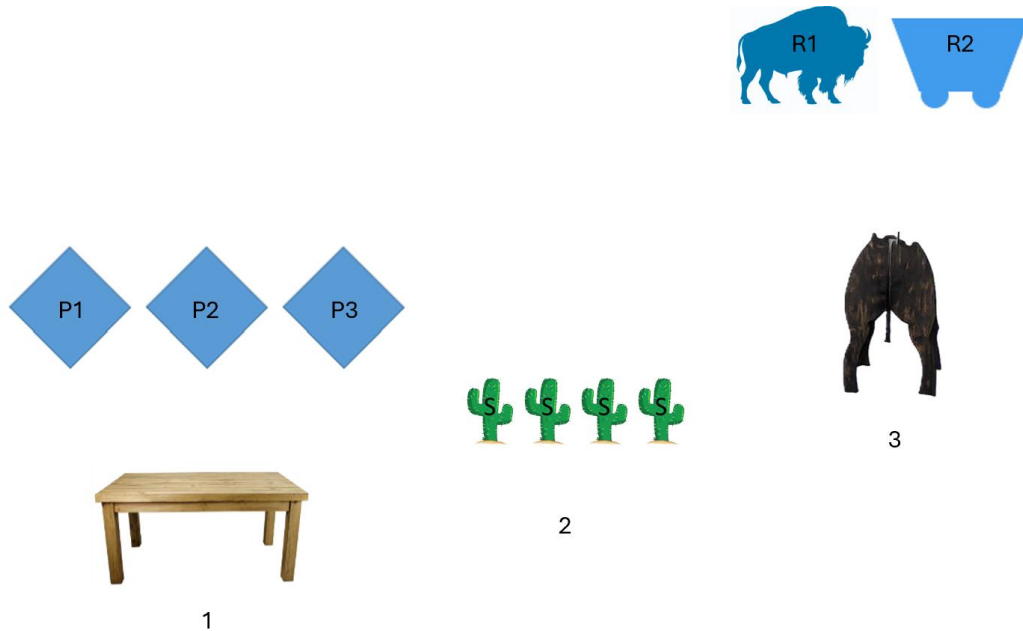
RANGE & STAGE & POSSE PLAN:

MORNING		AFTERNOON
THURSDAY: SHOOTERS MEETING ON RANGE 4 @ 8:45		
WB POSSE 1	1, 2 & 3	4 & 5 + SPEED P
WB POSSE 2	3, 4 & 5	1 & 2 + SPEED P
FRIDAY: SHOOTERS MEETING ON RANGE 4 @ 8:45		
POSSE 1	1, 2, 3 & 4	5&6 + SPEED S (M)
POSSE 2	3, 4, 5 & 6	1 & 2 + SPEED R+P
POSSE 3	5, 6, 1 & 2	3 & 4 + SPEED R+P (M)
SATURDAY (NO SHOOTERS MEETING)		
POSSE 1	11, 12, 7 & 8	9 & 10 + SPEED R+P (M)
POSSE 2	7, 8, 9 & 10	11 & 12 + SPEED S (M)
POSSE 3	9, 10, 11 & 12	7 & 8 + SPEED S

HAVE FUN!

PLAINSMAN STAGE 1

BAY 1



Pistols: 5+5, Rifle: 5, Shotgun: 4(+)

Staging: Pistols holstered, Rifle at pos. 3, Shotgun anywhere safe

Start position: Texas Surrender at pos. 1

Procedure:

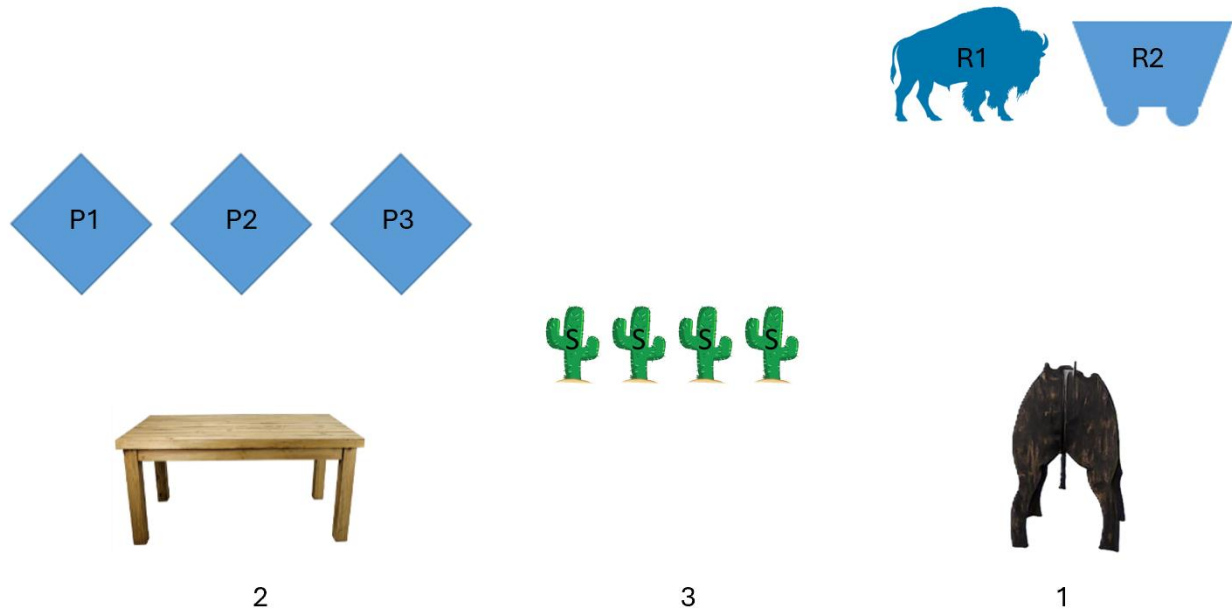
Starting line is “I’m ready”

ATB.

- From pos. 1 with Pistols engage P targets with a single tap Nevada sweep twice, starting from either end
- From pos. 2 with the Shotgun engage 4S Targets till down
- From pos. 3 with Rifle engage R targets alternating, starting from either end

PLAINSMAN STAGE 2

BAY 1



Pistols: 5+5, Rifle: 5, Shotgun: 4(+)

Staging: Pistols holstered, Rifle in hands, Shotgun anywhere safe

Start position: Rifle in hands at pos. 1

Procedure:

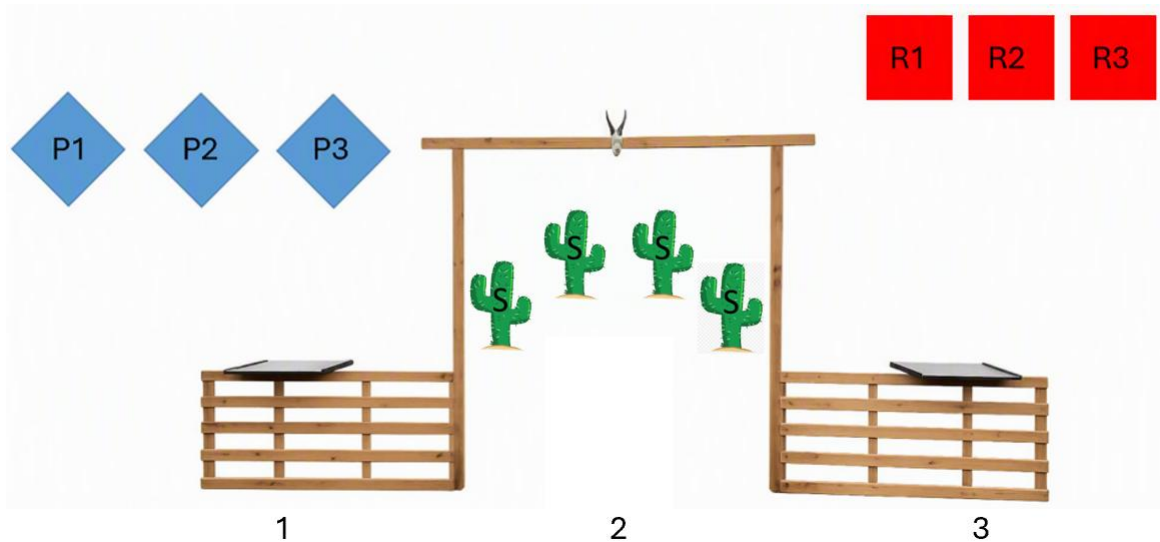
Starting line is **“Let’s dance!”**

ATB.

- From pos. 1 with Rifle engage R targets with 2 on R1, then 1 on R2, then 2 on R1
- From pos. 2 with Pistols engage P targets with a 2-1-2 sweep twice, starting from either end
- From pos. 3 with the Shotgun engage 4S Targets till down

PLAINSMAN STAGE 3

BAY 4



Pistols: 5+5, Rifle: 5, Shotgun: 4(+)

Staging: Pistols holstered, Rifle at pos. 3, Shotgun anywhere safe

Start position: Ready at pos. 1 or 3

Procedure:

Starting line is **“Count’em!”**

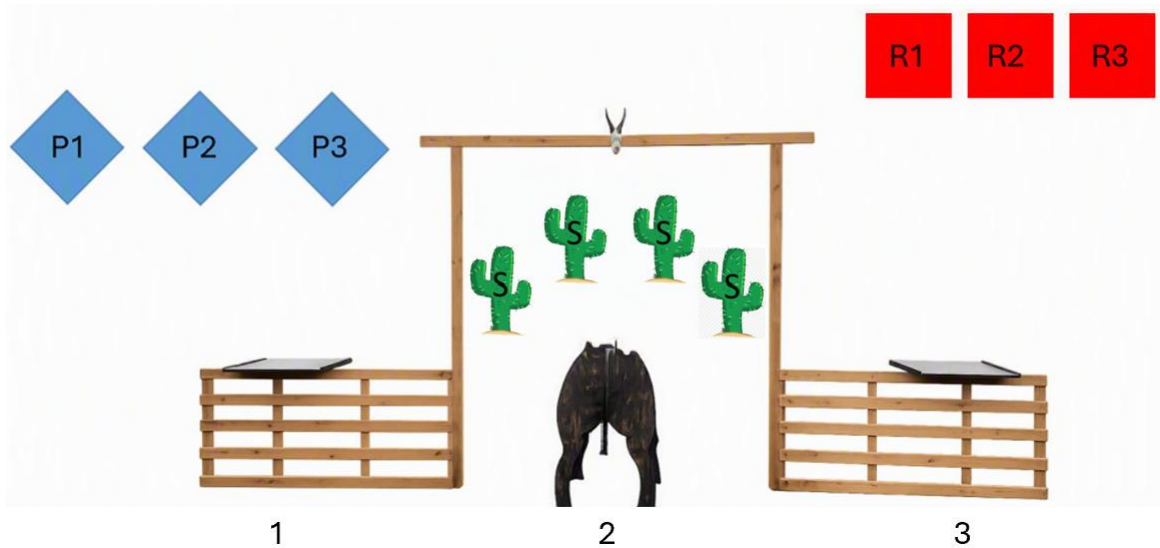
ATB.

- From pos. 1 with Pistols engage p targets with at least 3 on each
- From pos. 2 with the Shotgun engage 4S Targets till down
- From pos. 3 with Rifle engage R targets with at least 1 on each

Stage may be shot 1,2,3 or 3,2,1

PLAINSMAN STAGE 4

BAY 4



Pistols: 5+5, Rifle: 5, Shotgun: 4(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Hands on hat at pos. 1,2 or 3

Procedure:

Starting line is **“Stay sharp”**

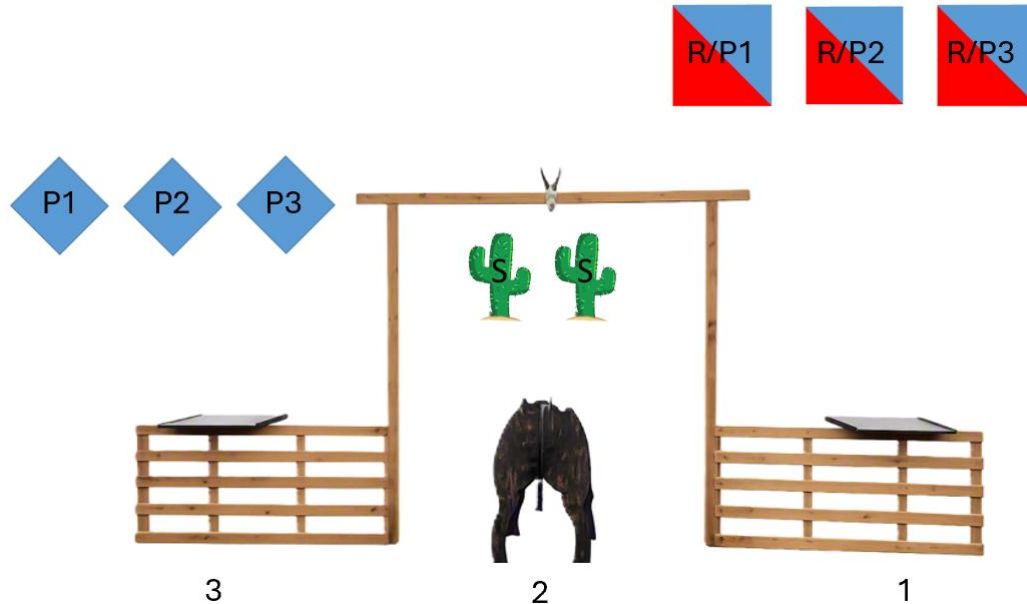
ATB.

- From pos. 1 with Pistols engage p targets with a single tap, then double tap on the first target, twice (P1-P2-P3-P1-P1 OR P3-P2-P1-P3-P3)
- From pos. 2 with the Shotgun engage 4S Targets till down
- From pos. 3 with Rifle engage R targets with the same instructions as pistol

Stage may be shot any order

WILD BUNCH STAGE 1

BAY 4



Pistol: 21, Rifle: 7, Shotgun: 2

Staging: Pistol holstered, Rifle at Pos. 1, Shotgun anywhere safe

Start position: Rifle Port arms at pos. 1

Procedure:

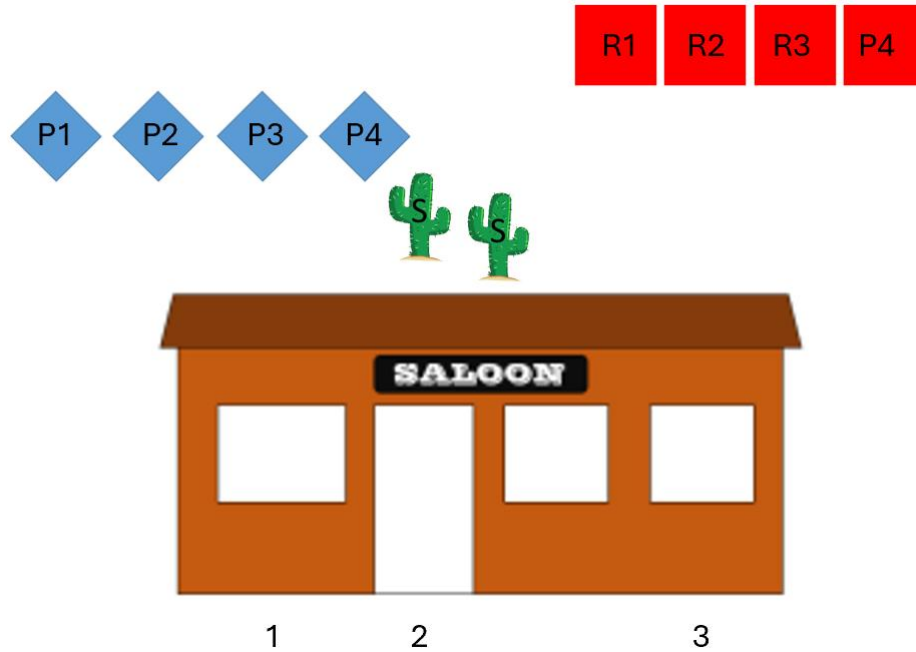
Starting line is **“Ready”**

ATB.

- From pos. 1 with Rifle engage R/P targets with a 2-3-2 sweep, starting from either end
- From pos. 2 with the Shotgun engage 2 S Targets in any order
- From pos. 3 with Pistol engage P targets with a 2-3-2 sweep, starting from either end, 2 times
- From pos. 1 with Pistol engage R/P targets with a 2-3-2 sweep, starting from either end

WILD BUNCH STAGE 2

BAY 4



Pistol: 21, Rifle: 7, Shotgun: 2

Staging: Pistol holstered, Shotgun anywhere safe, Rifle anywhere safe

Start position: Relaxed Cowboy at pos. 1

Procedure:

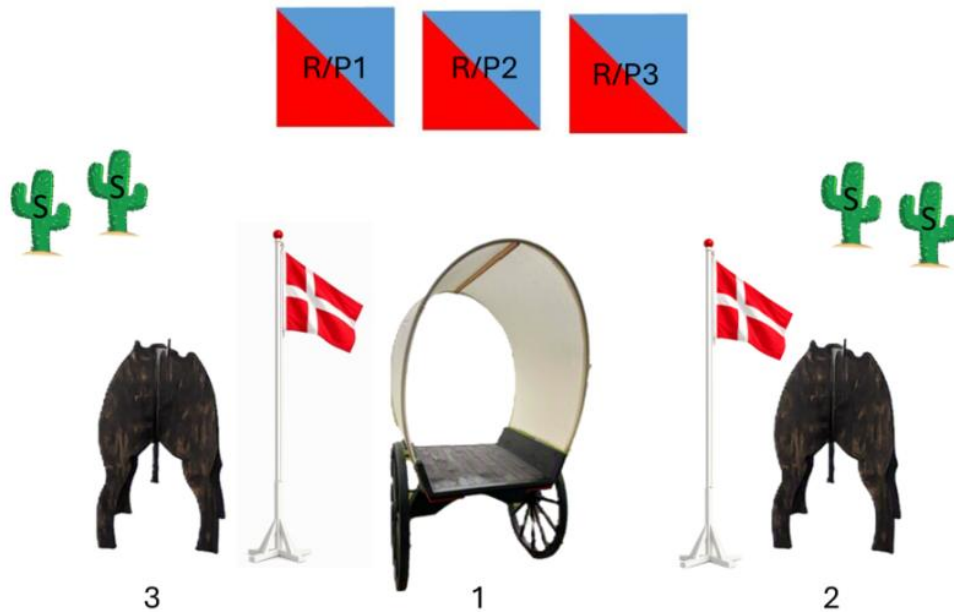
Starting line is **“Ready”**

ATB.

- From pos. 1 with Pistol engage P targets with a 3-4-4-3 sweep, starting from either end
- From pos. 3 with Rifle and pistol engage P targets with a 3-4-4-3 sweep, starting from either end
- From position 2 with the Shotgun engage 2S Targets in any order.

WILD BUNCH STAGE 3

BAY 14



Pistol: 14, Rifle: 7, Shotgun: 2

Staging: Pistol holstered, Rifle at pos. 1, Shotgun in hands

Start position: Shotgun in hands at position 2 or 3

Procedure:

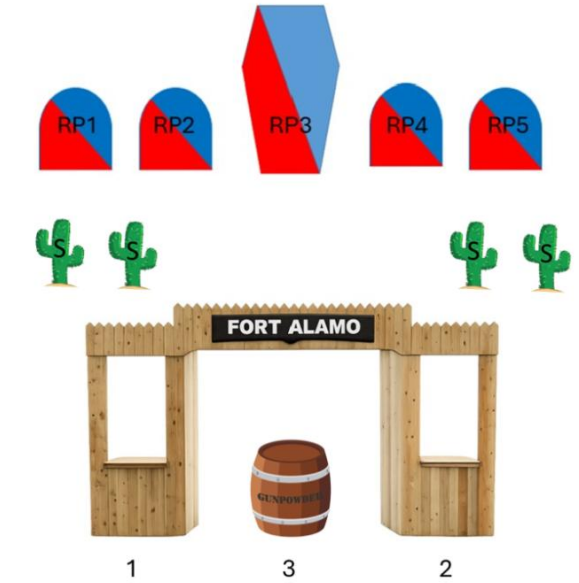
Starting line is **“Ready”**

ATB.

- From pos. 2 OR 3 with the Shotgun, engage 2S Targets in any order.
- From pos. 1 with Rifle engage R/P targets with a continuous 1-2 sweep (R/P1-R/P2-R/P2-R/P3-R/P2-R/P2-R/P1)
- From pos. 1 with Pistol engage R/P targets with the same instructions as Rifle
- From position 2 OR 3 (opposite start position) with Pistol engage R/P targets with the same instructions as Rifle

WILD BUNCH STAGE 4

BAY 15



Pistol: 28, Rifle: 7, Shotgun: 2

Staging: Pistol holstered, Rifle at pos. 3, Shotgun anywhere safe

Start position: Texas Surrender at pos. 1

Procedure:

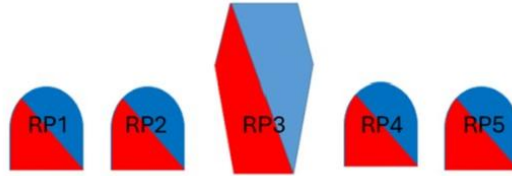
Starting line is **“Ready”**

ATB.

- From pos. 1 with Pistol engage R/P targets with a single tap R/P1-R/P2 then 5 in R/P3
- From pos. 2 with Pistol engage R/P targets with a single tap R/P5-R/P4 then 5 in R/P3
- From pos. 3 with Pistol engage R/P targets with a single tap RP1-RP2 then 5 in RP3, single tap RP5-RP4 then 5 in RP3
- From pos. 3 with Rifle engage R/P targets with a single tap RP1-RP2 then 5 in RP3 OR single tap RP5-RP4 then 5 in RP3
- From pos. 1 OR 2 with the Shotgun engage 2S Targets in any order.

WILD BUNCH STAGE 5

BAY 15



Pistol: 28, Rifle: 7

Staging: Pistol at pos. 1, Rifle at pos. 1

Start position: Low surrender at pos. 1

Procedure:

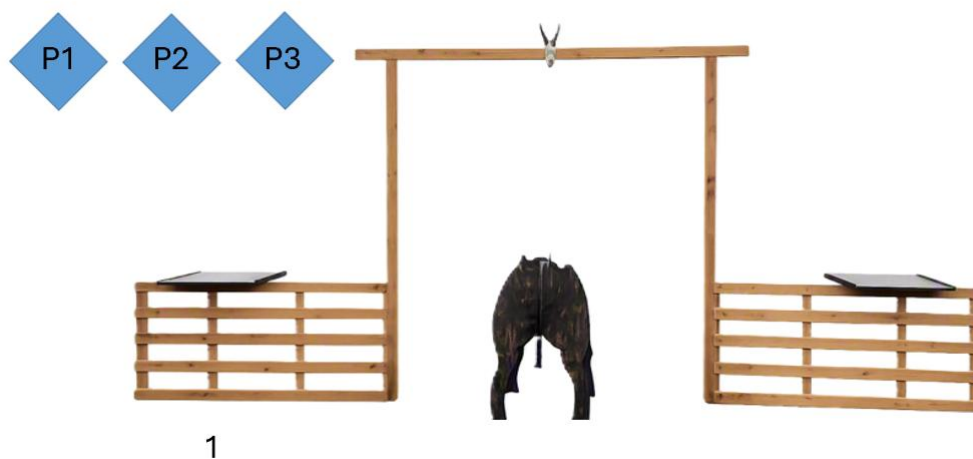
Starting line is **"Ready"**

ATB.

- From pos. 1 with Rifle engage the three middle R/P targets with a double tap, then 1 in R/P3
- From pos. 1 with Pistol engage the three middle R/P targets with a double tap, then 1 in R/P3
- From pos. 2 with Pistol engage the three left R/P targets with a double tap, then 1 in R/P2
- From pos. 3 with Pistol engage the three right R/P targets with a double tap, then 1 in R/P4
- From pos. 1 with Pistol engage the three middle R/P targets with a double tap, then 1 in R/P3

WILD BUNCH SPEED PISTOL

BAY 4



Pistol: 14

Staging: Pistol in hands

Start position: Pistol in hands at pos. 1

Procedure:

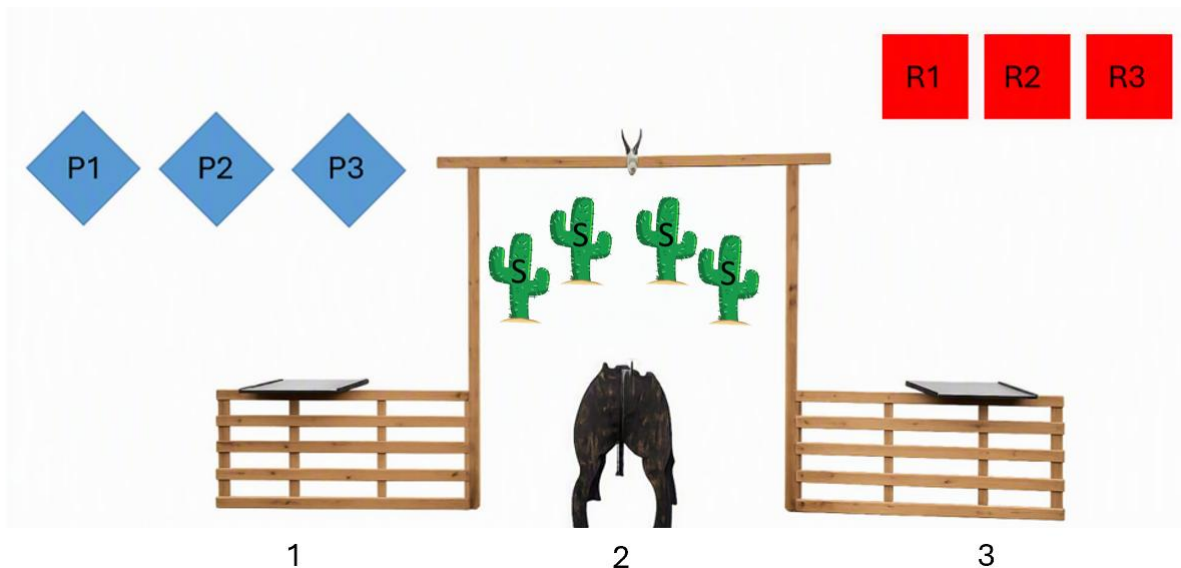
Starting line is “**Ready**”

ATB.

- From pos. 1 with the Pistol, engage P targets a 3-3-1 sweep twice, starting from either end.

STAGE 1

BAY 4



Pistols: 5+5, Rifle: 10, Shotgun: 4(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Hands on hat at pos. 1, 2 or 3

Procedure:

Starting line is **“Ready”**

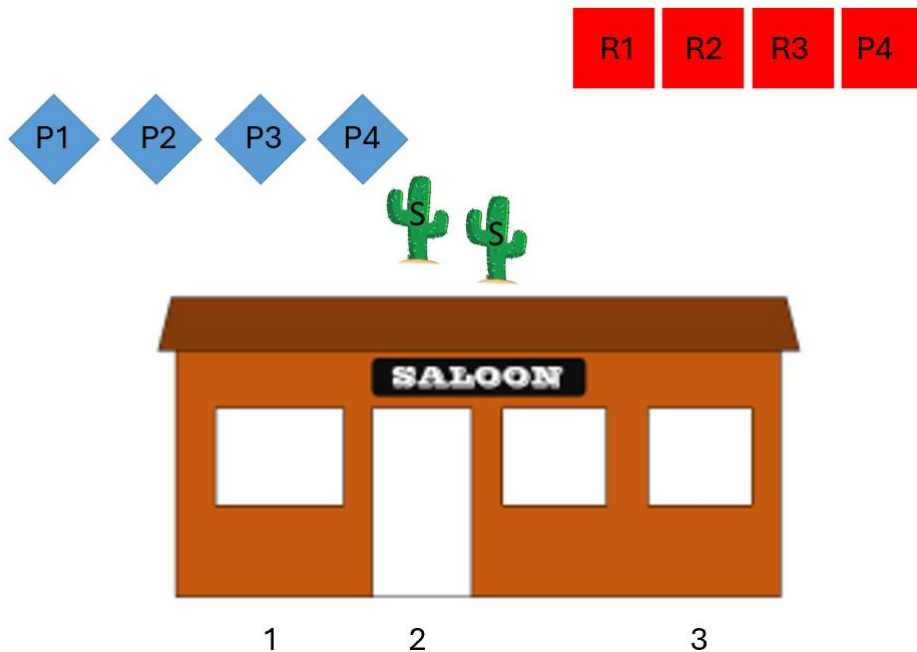
ATB

- From pos. 1 with Pistols engage P targets with a double tap on outer targets, then 1 on the middle target, twice
- From pos. 2 with Shotgun engage 4 S targets till down
- From pos. 3 with the Rifle engage R targets with the same instructions as pistols

Stage may be shot any order

STAGE 2

BAY 4



Pistols: 5+5, Rifle: 10, Shotgun: 2(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Hands on window frame at pos. 1 or 3

Procedure:

Starting line is **“Ready”**

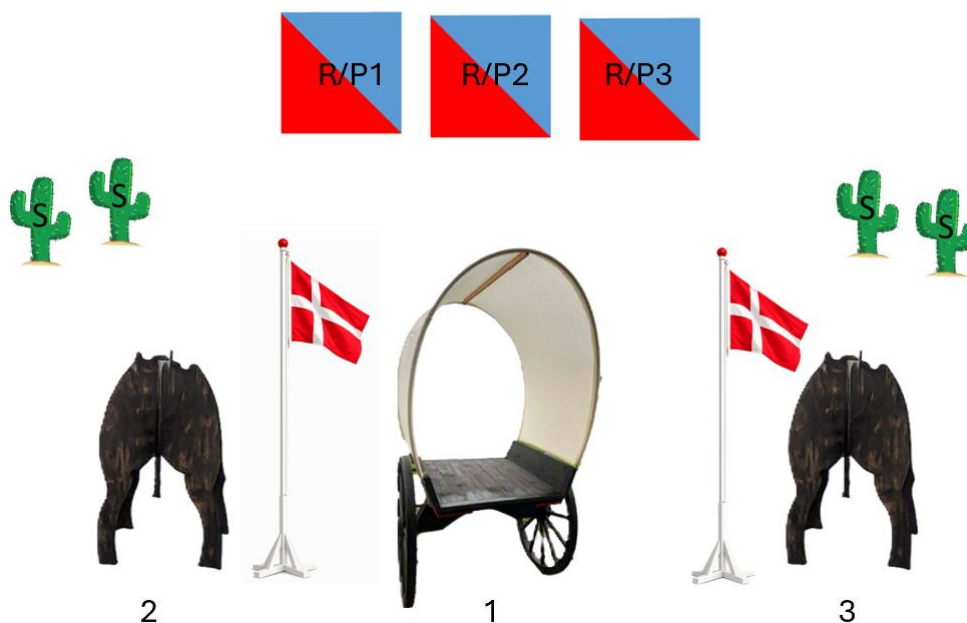
ATB

- From pos. 1 with Pistols engage P targets with a 2-3-3-2 sweep, starting from either end
- From pos. 2 with Shotgun engage 2 S targets till down
- From pos. 3 with the Rifle engage R targets with the same instructions as pistols

Stage may be shot 1,2,3 or 3,2,1

STAGE 3

BAY 14



Pistols: 5+5, Rifle: 10, Shotgun: 4(+)

Staging: Pistols holstered, Rifle in hands, Shotgun anywhere safe

Start position: Rifle in hands at pos. 1

Procedure:

Starting line is **“Ready”**

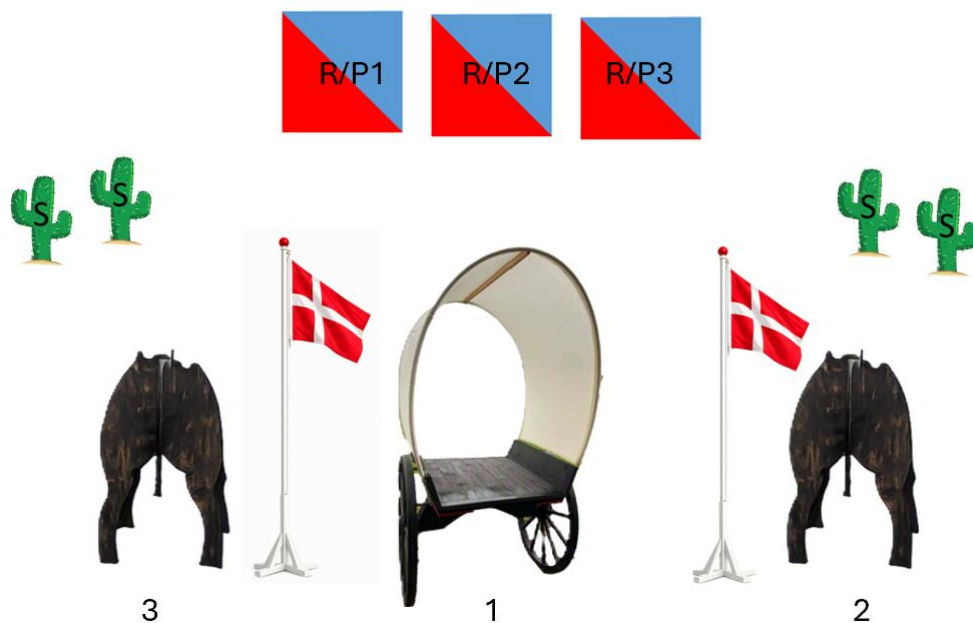
ATB

- From pos. 1 with Rifle engage R/P targets with at least 2 on each
- From pos. 1 with Pistols engage R/P targets with the same instructions as Rifle
- From pos. 2 with Shotgun engage 2 S targets till down
- From pos. 3 with Shotgun engage 2 S targets till down

Stage may be shot 1,2,3 or 1,3,2

STAGE 4

BAY 14



Pistols: 5+5, Rifle: 10, Shotgun: 2(+)

Staging: Pistols holstered, Rifle at pos. 1, Shotgun anywhere safe

Start position: Hands flat on the table at pos. 1

Procedure:

Starting line is **“Ready”**

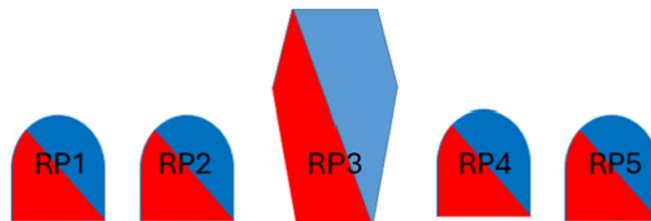
ATB

- From pos. 1 with Rifle engage R/P targets with a 2-6-2 sweep, starting from either end
- From pos. 1 with Pistols engage R/P targets with the same instructions as Rifle
- From pos. 2 OR 3 with Shotgun engage 2 S targets till down

Rifle and Pistol may be shot any order

STAGE 5

BAY 15



1

Pistols: 5+5, Rifle: 10, Shotgun: 2(+)

Staging: Pistols anywhere safe, Rifle at pos. 1, Shotgun at pos. 1

Start position: Ready

Procedure:

Starting line is **“Ready”**

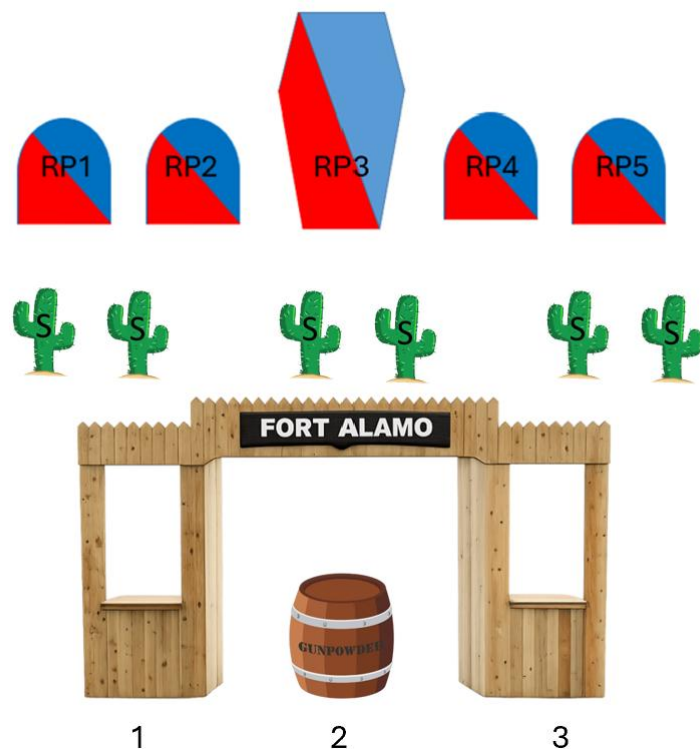
ATB

- From pos. 1 with Pistols engage R/P targets with a single tap sweep, starting from either end, then 5 in the middle
- From pos. 1 with Rifle engage R/P targets with the same instructions as Pistols
- From pos. 1 with Shotgun engage 2 S targets till down

Stage may be shot any order. Pistols may be returned to the table or holstered

STAGE 6

BAY 15



Pistols: 5+5, Rifle: 10, Shotgun: 6(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Hands behind your back

Procedure:

Starting line is **“Ready”**

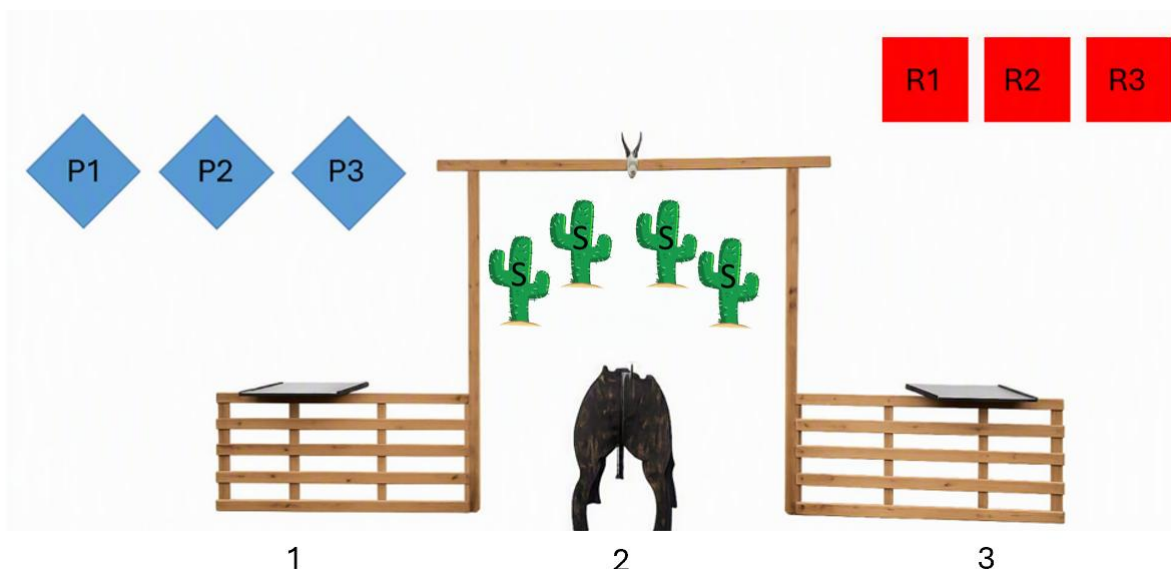
ATB

- From pos. 1, 2 and 3 with Shotgun engage 6 S targets till down, at least one shot from each position
- From pos. 2 with Pistols engage R/P targets with one on each of the outer targets, then 3 in the middle, one on each of the inner targets, then 3 in the middle
- From pos. 2 with Rifle engage R/P targets with the same instructions as Pistols

Stage may be shot any order

STAGE 7

BAY 4



Pistols: 5+5, Rifle: 10, Shotgun: 4(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Hands on gun at pos. 1 or 3

Procedure:

Starting line is **“Ready”**

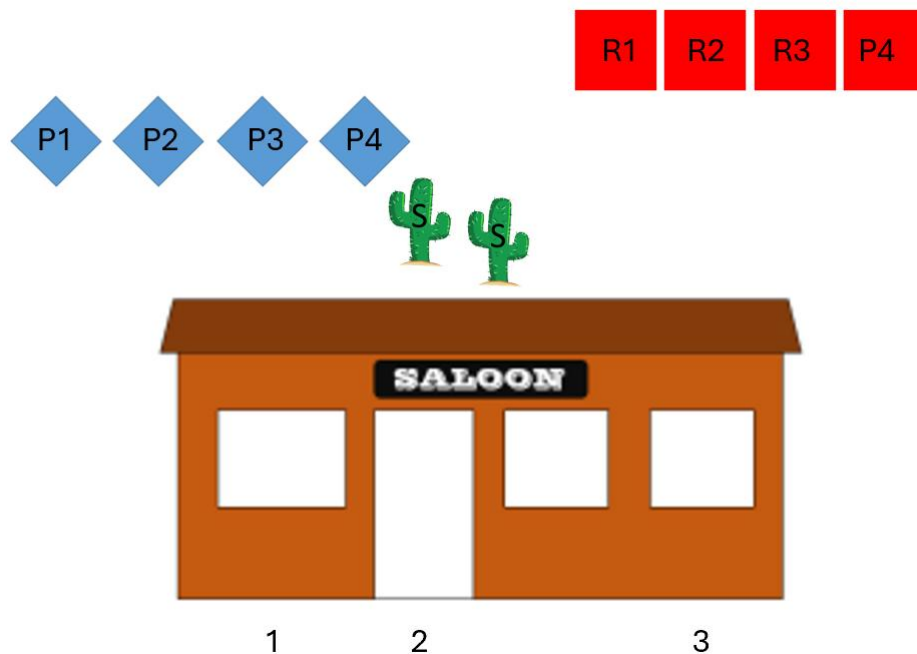
ATB

- From pos. 1 with Pistols engage P targets with a P1-P2-P3-P1-P2 sweep twice
- From pos. 2 with Shotgun engage 4 S targets till down
- From pos. 3 with the Rifle engage R targets with the same instructions as Pistols

Stage may be shot 1,2,3 or 3,2,1

STAGE 8

BAY 4



Pistols: 5+5, Rifle: 10, Shotgun: 2(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: High surrender at pos. 1,2 or 3

Procedure:

Starting line is **“Ready”**

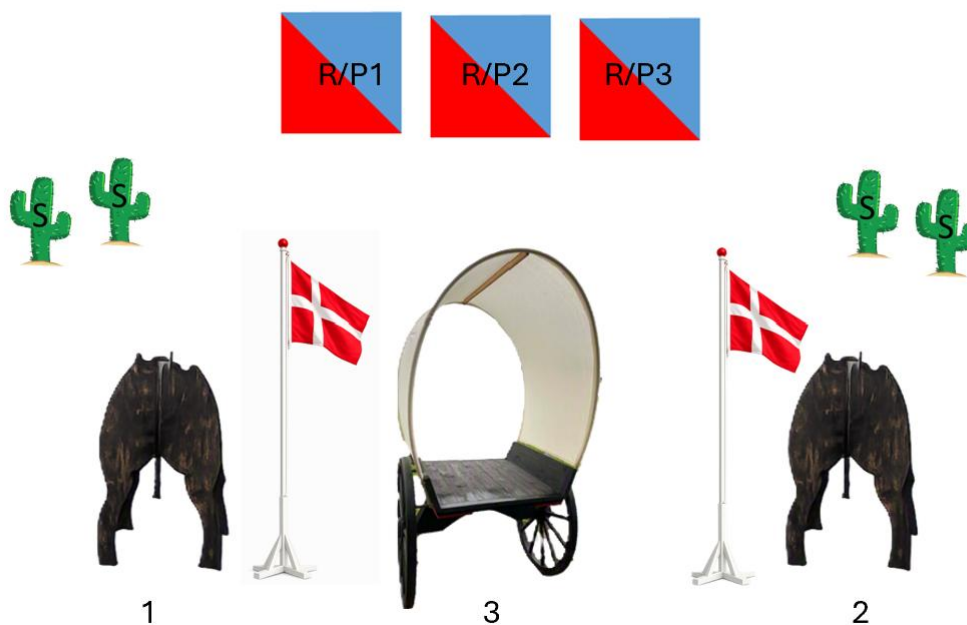
ATB

- From pos. 1 with Pistols engage P targets with a progressive sweep, starting from either end
- From pos. 2 with Shotgun engage 2 S targets till down
- From pos. 3 with the Rifle engage R targets with the same instructions as Pistols

Stage may be shot any order

STAGE 9

BAY 14



Pistols: 5+5, Rifle: 10, Shotgun: 4(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun port arms

Start position: Shotgun port arms at pos. 1 or 2

Procedure:

Starting line is **“Ready”**

ATB

- From pos. 1 with Shotgun engage 2 S targets till down
- From pos. 2 with Shotgun engage 2 S targets till down
- From pos. 3 with Rifle engage R/P targets with a 1-3-1 twice, starting from either end
- From pos. 3 with Pistols engage R/P targets with the same instructions as Rifle

Stage may be shot 1,2,3 or 2,1,3. Pistol and Rifle may be shot in any order

STAGE 10

BAY 14



Pistols: 5+5, Rifle: 10, Shotgun: 4(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Pointing at targets at pos. 1

Procedure:

Starting line is **“Ready”**

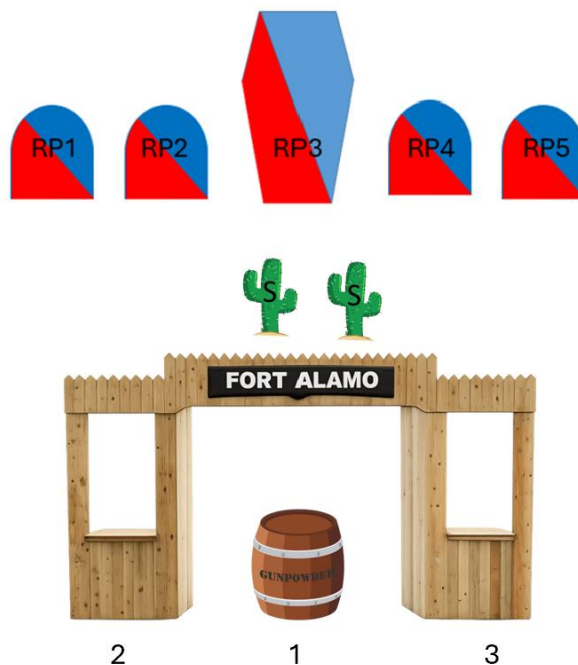
ATB

- From pos. 1 with Rifle engage R/P targets with a double tap Nevada sweep, starting from either end
- From pos. 2 with Shotgun engage 2 S targets till down
- From pos. 3 with Shotgun engage 2 S targets till down
- From pos. 1 with Pistols engage R/P targets with the same instructions as Rifle

Stage may be shot 1,2,3,1 or 1,3,2,1. Pistols and Rifle may be shot any order

STAGE 11

BAY 15



Pistols: 5+5, Rifle: 10, Shotgun: 2(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Relaxed at pos. 1, 2 or 3

Procedure:

Starting line is **"Ready"**

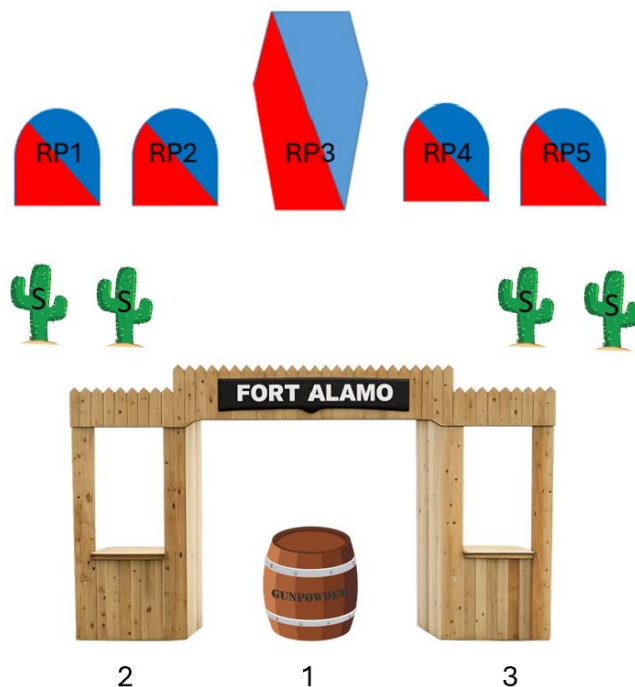
ATB

- From pos. 1 with Rifle engage R/P targets with a 1-2-4-2-1 round-count
- From pos. 1 with Shotgun engage 2 S targets till down
- From pos. 2 and 3 with one Pistol on each position, engage R/P targets with a 1-2-4-2-1 round-count

Stage may be shot any order

STAGE 12

BAY 15



Pistols: 5+5, Rifle: 10, Shotgun: 2(+)

Staging: Pistols holstered, Rifle anywhere safe, Shotgun anywhere safe

Start position: Ready at pos. 1, 2 or 3

Procedure:

Starting line is **“Ready”**

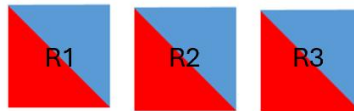
ATB

- From pos. 1 with Pistols engage R/P targets with a single tap sweep with one in the middle before every target (R/P3- R/P1- R/P3- R/P2- R/P3- R/P3- R/P3- R/P4- R/P3- R/P5)
- From pos. 1 with Rifle engage R/P targets with the same instructions as Pistols
- From pos. 2 OR 3 with Shotgun engage 2 S targets till down

Stage may be shot any order

SPEED RIFLE

BAY 14



Rifle: 10

Staging: Rifle Port arms

Start position: Rifle port arms at pos. 1

Procedure:

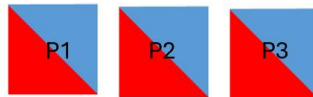
Starting line is **“Ready”**

ATB.

- From pos. 1 with Rifle engage R targets with at least 3 on each

SPEED PISTOL

BAY 14



Pistols: 5+5

Staging: Pistols holstered

Start position: Ready at pos. 1

Procedure:

Starting line is **“Ready”**

ATB.

- From pos. 1 with Pistols engage P targets with at least 3 on each

SPEED SHOTGUN

BAY 15



Shotgun: 6(+)

Staging: Shotgun Port arms

Start position: Shotgun Port arms at pos. 1

Procedure:

Starting line is **“Ready”**

ATB.

- From pos. 1 with Shotgun engage 6S Targets till down

MAP KSC

(Selinevej 5, 2300 København S)



Range 1

Range 4

WC / AED

Main camping areas

Main camping entrance

Main Gate

WC/shower

Canteen

Range 14/15

Entrance from Selinevej

Main gate is open weekdays 9-20 / weekends 9-16.

CAMPING INFO:

- Camping spots will be assigned upon arrival
- No cars in the camping area, parking is adjacent to camping area
- Max. 1 meter between units, no camping in designated drive zones

2026 TNT SCORES

WILD BUNCH:

Stage	Raw Time	Misses	MS	P	SDQ	Total Time
1						
2						
3						
4						
5						
Overall Time						

MAIN MATCH:

Stage	Raw Time	Misses	MS	P	SDQ	Total Time
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
Overall Time						