

2025 High Sierra Shootout

SCHEDULE OF EVENTS

Tuesday May 20th Camping Open—NO WOOD FIRES

Wednesday May 21st

- 11:00 AM - 5:00 PM Registration Open in meadow across from dining area. Side match tickets, Mulligans, General Raffle and Gun Raffle 54:1 cards for sale
- 1:00 PM Wild Bunch Match - 4 stages (Meet near Ore Cart)
- 10:00 PM - 6:00 AM Generators Silent Please

Thursday May 22nd

- 7:30 AM - 4:00 PM Shooter Check-in at the Range, Side Match Tickets, Mulligans, General Raffle, and Gun Raffle 54:1 cards for sale
- 8:30 AM Warm Up Match - 4 stages (Meet near Ore Cart)
- 10:00 AM - 2:00 PM Long Range, Quigley, Rifleman & Rifewoman
- 9:00 AM - 2:00 PM Function/Test Bay Open (Between Stages 10 & 11)
- 12:00 PM Plainsman - 3 Stages (Meet near Ore Cart)
- 2:00 PM Range **CLOSED** to reset for main match
- 4:00 PM Posse Marshal walk thru (posse leaders and assistants only please)
- 10:00 PM - 6 AM Generators Silent Please

Friday May 23rd

- 7:30 AM Shooter Check-in at the Range. General Raffle, Gun Raffle 54:1 Cards and Mulligans for sale.
- 8:30AM Welcome, Opening Ceremonies & Mandatory Shooter Safety Meeting
- 9:00 AM Main match begins - 6 stages
- 2:00 PM Cannon Shoot
- At dusk Black Powder Night Shoot
Meet at the Corral
- 10:00 PM - 6 AM Generators Silent Please

SCHEDULE OF EVENTS (CONTINUED)

Saturday May 24th

- 9 AM Main match continues - 6 remaining stages
General Raffle and Gun Raffle 54:1 cards for sale
- 5:30 PM Pot Luck Dinner—Prime Rib and Chicken Provided.
Please bring a dish to share. If your Alias starts with:
A - I bring a Side,
J - R bring a Salad,
S - Z bring a Dessert.
Side match and main match awards.
General Raffle and 54:1 Gun Raffle Drawings
- 10:00 PM - 6 AM Generators Silent Please

Sunday May 25th

- 9:00 AM Team Shoot and **“Shoot Off at the Ore Cart Corral”**
All are welcome to come and play or just watch the action!

Minimum Ammunition Requirements

12 Stage Main Match



4 Stage Wild Bunch Match



3 Stage Plainsman Match



3 Stage Black Powder Night Shoot



4 Stage Warm Up Match

