

Match Information

Downtown Cody and the Cody Shooting Complex (3-1/2 miles north of town) are about 5000 feet in elevation and in June we can have morning, afternoon, or evening thunderstorms with hail and wind, and, yes, we can even have snow! Average temperatures in June range from lows in the mid 40s to highs in the mid 70s, but it can get colder or hotter. So, be prepared for just about anything. We will shoot rain, wind, snow; sunshine or no. For the main match, plan on 100 rounds of pistol, 93 rounds of rifle, and 44 rounds of shotgun ammo, but as always, bring lots more for the side matches.

Side matches will be shot on Thursday. All side matches are included in your entry fee and you may shoot as much as you want, but, ***your first time through is for score.***

- ✓ 22 Rim-fire: 15 rounds pistol and rifle. (8 – 2:30) *22 long rifle ammo only*
- ✓ Long-Range Rifle, Single-Shot and Repeater: 8 rounds rifle caliber for each. (8 – 11:30)
- ✓ Four stage warm up match: 40 pistol, 36 rifle, 16 shotgun. (sign up at registration; limited to first 80 shooters; start shooting at 9)
- ✓ Hunting Party: 10 rounds pistol-caliber rifle. (12 – 3:30)

Friday: Main Match begins with five stages. Opening ceremonies begin at 8:10 sharp near the registration building with flag salute, announcements, and safety briefing.

Saturday: Main Match concludes with five more stages. At 5 pm cash bar opens and costume contest judging begins at the Cody Auditorium. Supper buffet begins at 6 pm with awards and socializing around 7 pm.

Match registration hours

Wednesday	12 pm to 4 pm
Thursday	7 am to 5 pm
Friday	7 am to 8 am

Awards breakdown

1 to 3 shooters in category:	1 award
4 to 6 shooters in category:	2 awards
7 to 9 shooters in category:	3 awards
10 or more in category:	4 awards
All Juniors	
Wyoming State Champions	
Wyoming Top Guns	

Notes:

The final schedule will be in your program - see website.
Written confirmations will be sent for outside U.S. entries only.
There is no food service at the range.
Everything is subject to change.