

END OF TRAIL 2025

TENTATIVE SCHEDULE OF EVENTS

Please see your Shooter's Book for the Final Times and Locations

WILD BUNCH

Sunday February 23

Registration Open
Wild Bunch Posse Marshal Walk Through

Monday February 24

Wild Bunch Opening Ceremony & Mandatory Safety Meeting
Wild Bunch Action Shooting Match Day 1, Five Stages
Wild Bunch Costume Contest Judging

Tuesday February 25

Wild Bunch Action Shooting Match Day 2, Five Stages
Wild Bunch Top 16 Men's and Ladies' Shoot-off
Wild Bunch Shooters' Social & Main Match Awards

Wednesday February 26

Wild Bunch RO Class

SIDE MATCHES

Tuesday February 25

Cowboy Trap, Skeet, and Sporting Clays – Clay Target Center

Wednesday February 26

Mandatory Safety Meeting for Side Match Shooters
Warm-up Matches
Speed and Long Range Events
Plainsman Match

COWBOY

Sunday February 23

Registration Open

Monday February 24

Registration Open

Tuesday February 25

Registration Open

Tuesday February 25 cont.

RO I Class
RO II Class
Doily Gang Shooting Clinic

Wednesday February 26

Registration Open
Posse Marshal Walkthrough
Rough Rider Saloon Open
Opening Ceremony
Shooter/Sponsor/Vendor Dinner

Thursday February 27

Registration Open
Mandatory Safety Meeting – Posses 1-12
Main Match Stages – Morning Wave
Mandatory Safety Meeting - Posses 13-24
Main Match Stages – Midday Wave
Cowboy Shooting Costume Judging
Mandatory Safety Meeting – Posses 25-36
Main Match Stages – Afternoon Wave
Rough Rider Saloon Open
Territorial Governor's Meeting
Cowboy Swap Meet

Friday February 28

Cowboy Main Match Stages – 3 Waves
Rough Rider Saloon Open
Friday Night Mexican Dinner – Ticket Required
Side Match Awards
World Championship of Cowboy Bingo

Saturday March 1

Cowboy Main Match Stages – 3 Waves
Entertainment in Main Tent
Rough Rider Saloon Open
Evening Costume Contest – Registration and Judging
Banquet – Ticket Required
Evening Entertainment
LOCAS Cowgirl of Honor Award
Costume Contest and Promenade

Sunday March 2

Cowboy Church
Top 16 Cowboys & Cowgirls Shoot-Off
Awards Ceremony