



Grand Army of the Frontier-Division of Texas Muster
Presented by Willow Hole Cowboys
North Zulch, TX
March 21-22nd, 2026

FAQ

What is the Grand Army of the Frontier (GAF)?

The Grand Army of the Frontier serves to honor the memories and achievements of the late Victorian-era military of all nations between 1860 and 1902, with a particular emphasis on American army on the Western Frontier between 1860 and 1900, through the pursuit and sharing of knowledge, and by actively participating in the hobbies of Cowboy Action Shooting, historical reenacting, living history programs, skirmishing, social events, and other activities while wearing appropriate military attire.

<https://www.grandarmyofthefrontier.org/>

<http://www.cascity.com/forumhall/index.php/board,20.0.html>

Do I have to be a member of GAF to participate in the Muster?

Yes. You will be enlisted when you submit your registration for the Muster. There is no cost, and no hassle. Your information will not be shared. You will be notified of upcoming Musters or other GAF related events.

What is a Muster?

In “civilian” terms, it is a match. A Muster will consist of skirmishes (stages), a long range and precision pistol competition, and often a side match(es). This Division of Texas Muster will consist of two (2) skirmishes, a long range and precision pistol competition, and a Sharpshooter side match.

What is a skirmish?

A skirmish would be referred to as a “stage” in a CAS match. A skirmish is often modeled after an historic battle, or a battle scenario. There are several things that distinguish a skirmish from the typical CAS stage:

- There are typically a dozen or more rifle targets, and four sidearm targets. Expect to reload your rifle on the clock, and be prepared to reload your sidearm as well.
- You will come to the line with empty weapons, and load under the observation of the assigned Skirmish Master. You will start all runs with actions closed on empty chambers.

- Skirmish targets are typically at longer ranges (12 to 20 yards for sidearm, and 30 to 80 yards for long gun).
- There will be downrange movement in some, if not all skirmishes.
- No movement is allowed with a loaded round in the chamber. You may ONLY move if:
 1. The action is open or closed on an empty chamber, or
 2. The action is open or closed with a spent cartridge in the chamber.
 You may NOT move with a chambered round: If you chamber a round, you will fire that round before any movement takes place.
- You may reload at any time, as long as the above conditions are satisfied.
- There is no preset course of fire. You will engage targets as you acquire them. All targets must be hit. The timer will start when the first shot is fired, and stop when the last target is hit.
- You may use any shooting position you feel comfortable with. You may brace your weapon as you see fit, using whatever props or natural elements are available.
- At the end of the run, you will clear all weapons, and show safe to the Skirmish Master. Movement up range will be done with open empty weapons.
- Should you run out of ammunition for all weapons prior to completion of the run, you will engage in Hand to Hand combat: IE you will run about yelling and knocking down the targets with bayonet/knife/bare hands. Your fellow Skirmishers will enjoy this even if you do not.

You can check out some videos of a skirmish from the Grand Muster here:

<https://www.youtube.com/watch?v=g6hYFnkHuPQ&t=78s>

<https://www.youtube.com/watch?v=iBU3mK6OVLQ>

<https://www.youtube.com/watch?v=CIJHUUEvB-Q>

Will I have to reload during a skirmish?

Yes, efficient reloading was a skill the soldier needed to be proficient at. We carry our arms and ammunition just as the soldier did and reload them when necessary.

Do I have to wear a uniform?

No. You do not have to wear a uniform, unless you are registering in a Military Class.

Can I shoot my “cowboy” guns at the Muster?

Yes, there's a place for cowboy guns. GAF was started by CAS shooters who liked to shoot in uniform. So, the “civilian” categories are for participants that don't have both a uniform and military firearms.

How much ammunition do I need?

Since the skirmishes are “no misses”, it depends on how good of a shot you are! For the main match of Division of Texas Muster (including the Long Range and Precision Pistol), the suggested ammo supply is

75 rifle rounds and

30 sidearm rounds

For the Sharpshooter side match you will take 21 shots.

What is the format for the Muster Long Range match?

The same rifle used in the skirmishes MUST be used in the Long Range.

You will be given 15 shots to engage targets from 100 to 300 yards. You will begin on the closest target, and must make three (3) hits to advance to the next distance. The closest distance must be shot “off-hand” with no support. You may kneel or sit for the next closest distance. For the longest distance you may use any position including prone. There will be NO shooting sticks allowed. Slings may be used on military rifles if sling hardware was on original issues. This is a timed event, with a maximum of 6 minutes to engage all targets. Any ties will be distinguished by time.

What is the format for the Muster precision Pistol match?

The same sidearm used in the skirmishes MUST be used for the Pistol match. On the clock, you will shoot 10 shots at a bull’s eye type target. You may shoot either one- or two-handed. One-handed shooters will be given a 5 point handicap. The winner will be determined by the highest score, and time will serve as a tie-breaker.

What is the format for the Sharpshooter side match?

You may use ANY period correct firearm. From a bench or stick rest, you will engage targets at three different distances from 200 up to 500 yards. There will be two (2) targets at each distance: one large and one small. The targets will have points assigned for a hit with the points increasing as the difficulty increases. It is your choice of what target to engage. You will declare which target you are engaging on each shot. At each distance, you will be allowed two (2) sighting-shots and a total of five (5) shots for score. Your first two (2) shots must be called. No shot called for sighting will be scored. Once you have taken your five scored shots, you will move to the next longer distance, and repeat. The winner will be

determined by the highest number of points. Should time allow, a tie for first place will be broken with a shoot-off.

What firearms are allowed in the Military categories?

Any military issued firearm in military configuration for any country from the period of 1860 to 1902. To make a complete list would be exhaustive.

Here is a rather complete list:

<https://www.cascity.com/forumhall/index.php?topic=17271.0>

Please contact me with any questions and I'll get you an answer.

Here are some examples of rifles seen at musters:

Springfield Trapdoor

Krag bolt actions

Spencer Repeaters

Here are some examples of sidearms:

Colt SAA '73

S&W Schofield models

S&W Model 1899

S&W Russian