

STANDARD OPERATING PROCEDURE

Cowboy Action

Overview/Description of Discipline

- Shooting authentic or replica guns from the period of 1860 to 1900 while dressed in the garments of that era. Most targets are silhouettes of characters or objects of the era.

Equipment Required

Weapon (s)

- This is a general listing, for more information go to www.sassnet.com
- Two (2) single-action revolvers (there is a club category for one revolver).
- 2 single-action center fire revolvers – .32 to .45 caliber
- 2 single-action percussion revolver - .36 to .45 caliber
- One (1) lever or slide action rifle with exposed hammer, tube-fed magazine chambered for a “pistol caliber” cartridge, (eg., 32-20, 38 Spl/357 Mag., 38-40, 44-40, 44 Spl/44 Mag., or 45 Colt)
- One (1) Single barrel, side-by-side double barrel, slide action (Winchester Model 97 or Clones) or lever action shotgun. (the Slide-action and lever action shotguns must have exposed hammers). Automatic ejectors are not allowed. Shotgun may be chambered in 20 ga., 16 ga., or 10ga., with the 12 ga. Being the most common.
- Belt with holsters, and shotshell loops or pouch.

Ammunition

- ALL LEAD bullets, because the targets are reactive steel plates. NO jacketed or gas-checked bullets are allowed. Velocity is limited to 1000 fps for revolvers and 1400 fps for rifles. Most shooters use ammunition that is well below the maximum. Shotshells use lead birdshot of size #4 or smaller. NO magnum or express shotshells are allowed. Mild target loads of #8 are the most common.

Target

- Reactive steel plates - as provided on the range.

Ear and Eye Protection

- Must be worn at all times when shooting is in progress.

Clothing/Costuming

- The spirit of the match is to recreate the feel of the Old West during the latter part of the 1800’s. Generally, a cowboy hat and boots along with a long-sleeved shirt are the basic requirements. There are categories that are clothing and equipment specific. For more details see the SASS handbook.

www.sassnet.com

National Affiliate Organization: Single Action Shooting Society (SASS)

Rules observed in addition to FWGC: SASS

Special Local Rules

- A pistol or rifle round fired over the berm is a match disqualification.
- A shotgun round fired over the berm is a stage disqualification.
- Any shooter wishing to shoot in the Gunfighter category must either be a recognized Gunfighter competitor or demonstrate proficiency in this category to the Match Director before shooting Gunfighter. It is recommended that shooters considering this category should shoot a several matches as a double-duelist first.
- Re-shoots are allowed on one stage per monthly match due to a gun malfunction, but not a squib or a dead primer.

Overall safety rules

Firearm handling

- The entire range is a “Cold range” except at the loading and unloading tables and on the firing line. This means NO handling of firearms until it is time for the competitor to go to the loading table. All firearms are to be unloaded at all times, including when being removed from shooter’s vehicle. The revolvers will remain holstered until at the loading table and long guns will be “action open” at all times until loaded. All guns will be carried “muzzle up” when transported to and from the loading and unloading tables. While on the firing line, movement of the firearms will be within a 170° cone related to the placement of the targets and the berm.

Firearm storage

- Most shooters have a gun cart to transport their guns, ammunition and necessities from stage to stage. These carts should be designed to carry long guns muzzle up.

Loading areas

- There is a designated “Loading Table” on each stage where a shooter will be instructed by a loading officer to load before it is their turn to shoot.

Unloading areas

- There is a designated “Unloading Table” on each stage where a shooter will be observed by an unloading officer to verify that all weapons are unloaded after shooting each stage.

“Safe area”

- There is a designated area where any gun malfunction or repair may be dealt with. Other than on the firing line, this area is the only location where firearm may be manipulated.

Match Information

Pre-requisite training required

- All new shooters will have basic safety rules explained to them individually before the match begins. A new shooter will be assigned to an experienced group of shooters who will help guide them through their first match.

Match Director

- Is in charge and has the final word regarding issues of safety and competition.

Schedule

- Second Saturday of the month.

Equipment

- See above: weapon, clothing & costuming.

Shooting Categories: The following is a list of the most common, see the SASS handbook for complete list of all the categories. www.sassnet.com.

Style Specific

- Traditional/ Ladies Traditional - Fixed sight revolvers fired with both hands supporting the gun.
- Modern/Ladies Modern - Adjustable sight revolvers fired with both hands supporting the gun.
- Duelist - Fixed sight revolvers operated with only one hand touching the gun.
- Gunfighter - Both fixed sight revolvers drawn and operated simultaneously.
- Classic Cowboy - Certain clothing requirements, revolvers and rifles of .40 cal or larger, designed no later than 1873 and a side-by-side external hammered shotgun.
- Frontier Cartridge - Ammunition must be loaded with black powder or one of the substitutes (Pyrodex, Triple 7, etc.) that meet the SASS requirements.
- Frontiersman - Cap and Ball revolvers and black powder loads for both rifle and shotgun.

Age Specific

- Men's /Ladies 49er - 49 years and older
- Men's /Ladies Senior - age 60 years and older
- Elder Statesman - Men aged 70 years and older
- Grand Dames - Ladies aged 70 years and older
- Junior - Aged 16 years and under. The Junior category may be divided into: Young Guns - ages 14-16 and Buckaroos - age 13 or under. (Buckaroo category allows the use of .22 cal rimfire pistols and rifle and a .410 bore shotgun is also allowed).

Local Club Specific

- Local Cowboy - Shooter uses one revolver and reloads in on-the-clock to shoot the second pistol's sequence. This category is not offered at our annual match.
- Just for Fun – Shooter may shoot any acceptable weapon with time not to be submitted for competition.

Shooting Commands

- “Do you understand the course of fire?” – Range officer verifies that the shooter understands the scenario's course of fire.
- “Is the shooter ready?” – Range officer confirms that the shooter is composed and ready to shoot.
- “Indicate ready by saying your line” – Range officer confirms that the shooter is ready to shoot and awaits scenario line.
- “Stand by” – Range officer indicates that the timer signal is pending.
- Audible buzzer signal from a timer. – Shooter will begin shooting scenario.
- “Stop” – Range officer indicates that the shooter must stop immediately and safely lay guns to rest.
- “Down range” – Range officer indicates that it is safe for individuals to go down range a reset targets or props.
- “Cold range” – Range officer indicates that entire firing line is “cold” and all guns must be grounded.
- “Line is hot” – Range officer indicates that the firing line is “hot” and shooter can begin shooting.
- “Clear” – Loading and unloading officer will indicate that the guns are clear of

ammo.

Starting Position

- Will be determined by the stage scenario.

Firing Position

- Will be determined by the stage scenario.

Scoring Procedures

- Raw time plus penalties equates for at total time.

Awards

- To be determined by the Match Director.

Safety Violations

- Any person exhibiting erratic behavior or suspected of being under the influence of alcohol or other substance will be asked to leave the club property immediately. The match director will determine what is a Major and a Minor safety violation.

Major: A match disqualification. An Incident Report will be prepared and filed for all match disqualification.

Minor: A stage disqualification

Incident Reports

- Will be filled out on club provided form.

Fees and Sign in: Each shooter will receive a score sheet and waiver of responsibility. Fees are \$ 10.00 for club members and \$12.00 for non-members.

Emergency Procedures: The entry/exit road shall remain clear and both the main and range gates shall remain open on match days to allow access by emergency vehicles. At least one lane of vehicular access to the shooting are must remain open on match days. There is a telephone on the range sign in box which will be used to activate the 911 emergency response system when necessary. There is also a first aid kit in the sign-in building. In the event of an emergency, the Match director or assistant will designate someone to stand at the main gate to direct the emergency vehicle down to the range. An Incident Report will be completed and filed for all injuries.

Practice: Practice will abide by the FWGC range rules and the special range rules for the Cowboy range.