

# **STANDARD OPERATING PROCEDURE**

## **Urban Cowboy**

### **Overview/Description of Discipline**

- Urban Cowboy is an elapsed time scoring discipline that combines the simplicity of a semi-automatic 22 caliber pistol with the challenge of cowboy action shooting. Using only one pistol and 2 magazines, instead of the traditional 3 guns, Urban Cowboy shoots a variety of themed scenarios that are fun to shoot and, at the same time, challenging to shooters of all levels from novice to expert. Each “alley” contains steel targets in a variety of sizes, shapes, and positions which the shooter must hit in a prescribed sequence, while changing magazines “under the clock”. There will be from 5 to 7 alleys used for each match. The functions of keeping score and acting as “spotters” will be handled by all members of the “gang” at the request of the Match Director. A brief safety meeting will be held before each match starts to ensure all competitors understand all rules.
- Each scenario utilizes two 10 round magazines for a total of 20 rounds. Magazines should be loaded at the storage table prior to being called to the firing line. When called to the firing line by the Range Officer the shooter will proceed to the shooting table with both loaded magazines and with the gun’s muzzle pointed up, action open. The Range Officer will instruct the shooter when to load and assume the starting position. Shooting will commence at the Range Officer’s signal. Upon completion of shooting the Range Officer will verify that the magazine is removed and the action back prior to the shooter leaving the firing line. Loaded pistols will never be placed on the table.
- 1 reshoot is allowed per match for ammo or gun malfunction.

### **Equipment Required**

#### **Weapon**

- Any safe 22 caliber semi-automatic pistol with two 10 round magazines.

#### **Ammunition**

- Any standard or high velocity 22 caliber lead ammunition, with or without copper wash. No 22 caliber magnum ammunition is allowed. Subsonic loads are discouraged as these make it difficult to verify hits and they are not load enough to reliably activate the electronic timers used for scoring. Each shooter will use approximately 120 to 140 rounds for each match.

#### **Target**

- Reactive steel plates as provided on the range.

#### **Ear & Eye Protection**

- Must be worn at all times when the range is “hot”.

#### **Clothing/Costuming**

- No particular type of costuming is required. However, shooters are encouraged to dress in “city gang” or “funky” clothing to support the Urban Cowboy image. Home-made costumes are also encouraged at special pre-announced matches.

### **National Affiliate Organization**

- None

### **Rules observed in addition to FWGC**

- NRA

### **Special local rules**

- All FWGC Range rules will be observed.
- FWGC Special Rules for Cowboy Range will be observed.
- The Match Director will appoint a Range Officer for each gang. The Match Director may act as a Range Officer if he/she so chooses.

### **Overall safety rules**

- Spectators must wear eye and ear protection while the range is “hot” and must stay behind the indicated barrier. Children must be supervised at all times.

### **Firearm handling**

- The entire range is a “cold” range except at the firing line and the storage table. This means no handling of firearms until it is time for the competitor to go to the firing line. All firearms are to be unloaded at all times, including when being removed from vehicles. The pistols will be transported with magazines removed, actions open, and slides back to the storage tables. All guns will be carried muzzle up whenever transported. While on the firing line, movement of firearms will be within a 170° cone related to the placement of the targets and the berm.
- A gun case is acceptable to store a gun when the shooter is not at the firing line. All storage equipment will be kept on the table specified by the Match Director. Pistols on the table will have magazines removed, actions open, and slides back.

### **Firearm storage**

- At a table designated by the Match Director.

### **Loading areas**

- Magazines may be loaded at the storage table at any time but may not be inserted into the pistol until at the firing line.

### **Unloading areas**

- Magazines may be unloaded at the storage table at any time.

### **“Safe area”**

- There is a dedicated area where any gun malfunction or repair may be dealt with. Other than on the firing line, this area is the only location where a firearm may be manipulated. Each Match Director and Range Officer will be familiar with its location.

## **Match Information**

### **Prerequisite training required**

- All new shooters will have basic safety rules explained to them before the match begins.

### **Match Director**

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

### **Schedule**

- The Urban Cowboy is held on the 3<sup>rd</sup> Saturday of each month. Registration begins at 9:00AM and a mandatory safety meeting for all competitors is held at approximately 10:00AM. Shooting commences after the safety meeting.

### **Shooting categories**

- Men's optic sights
- Men's iron sights
- Ladies optic sights
- Ladies iron sights
- Junior's optic sights (16 and under)
- Junior's iron sights (16 and under)

### **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 timer – Shooter will begin shooting scenario.
- "Stop" – Range Officer indicates that the shooter must stop immediately and safely lay gun to rest.
- "Down Range" – Range Officer indicates that it is safe for individuals to go downrange and reset targets or props.
- "Cold Range" – Range Officer indicates that the entire firing line is "cold" and all guns must be grounded (not handled for any reason).
- "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 he guns are clear of ammo and spent cases.

### **Starting position**

- The alley scenario will indicate the starting position. The pistol may be loaded upon command of the Range Officer (with the second magazine staged). The pistol is held with muzzle down at approximately a 45° angle or the pistol and both magazines may be staged on the shooting table. The trigger finger must be outside the trigger guard until the timer buzzer

sounds. Competitors are never required to move with a loaded pistol. The Range Officer will ask each shooter on the firing line if they understand the course of fire before activating the timer.

**Firing position**

- Will be determined by the scenario.

**Scoring procedures**

- This is an elapsed time scoring event. Final score will be elapsed time plus penalties A 5 second penalty will be added for each target missed and a 10 second penalty will be added for a procedural error. The scoring timer is operated by the Range Officer who has sole responsibility for shooting safety. There are 3 “spotters” recording misses and procedural errors for each shooter. Any disagreements will be decided by the Match Director who may consult with the spotters and Range Officer.

**Awards**

- To be determined by the Match Director.

**Safety Violations**

- Major safety violations shall result in a Match Disqualification. A competitor that is disqualified must stop firing and remove their equipment from the firing area. A minor safety violation will result in a ten second penalty added to the competitor’s total time for the stage. Examples are as follows:

**Major**

- Firing over the berm
- Firing a round that hits within 5 feet of any person
- Breaking the 170° rule with a loaded gun
- Dropping a loaded gun

**Minor**

- Breaking the 170° rule with an unloaded gun
- Handling a gun while not on the firing line
- Dropping an unloaded gun on the firing line

**Incident reports**

- Will be filed on the Club provided form for all injuries and Match Disqualifications. Stage and Match Disqualifications will be noted on scoresheets as SDQ or MDQ.

**Fees and Sign-in**

- \$5.00 per shooter. Registration is at 9:00AM.

**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 area 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 filed for all injuries.

**Practice**

- Practice will be accomplished using FWGC Range Rules and FWGC Special Rules for Cowboy Range.