

# **STANDARD OPERATING PROCEDURE**

## **Rimfire Ruckus**

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

- Rimfire ruckus is a cowboy action style of competitive shooting, using .22 rimfire revolvers and rifles, and single-shot shotguns. Recognizing that the startup costs for cowboy action shooting may be prohibitive, the Rimfire Ruckus was conceived by Fort White Gun Club Members as a lower-cost venue for shooters to try out this style of shooting before investing in the equipment and costuming required by the Single Action Shooting Society (SASS) for the centerfire competition which is cowboy action shooting. While this is a form of competitive shooting, the emphasis of the Rimfire Ruckus is on participation and camaraderie rather than competition.
- Shooters are organized into squads or “posses”, each of which will have a designated leader. Posse members may rotate through other necessary positions such as Scorekeeper, Loading Officer, Unloading Officer, and Spotter.

### **Equipment Required**

#### **Weapon**

- Any safe single-action revolver chambered for .22 Long Rifle cartridges. Fixed or adjustable iron sights may be used on revolvers. Optical sights are not allowed. Recessed cylinders must be marked to indicate an empty chamber.
- Any manually-operated repeating rifle chambered for .22 Long Rifle cartridges will be allowed, provided it is equipped with iron sights. Rear sights may be open, or may be receiver or tang mounted peep or ghost-ringing apertures. Optical sights are not allowed.
- Smoothbore single-shot shotguns in any gauge from .410 thru 10-gauge may be used. Automatic ejectors are allowed. Optical sights are not allowed. Repeating or multiple-barrel shotguns are not allowed, with the exception of break-open over-under rifle/shotgun combination guns, which may be used to fire shotgun ammunition only. Rifled “shotguns” designed for shooting sabots/slugs are strongly discouraged.

#### **Ammunition**

- Competitors are encouraged to use .22 Long Rifle ammunition, standard velocity or high velocity, lead only, no jacketed rounds. It is permissible to use .22 Long ammunition. .22 Magnum ammunition is prohibited. CB and BB caps, Colibris, .22 Shorts and “subsonic” ammunition is discouraged as these rounds make it difficult to verify hits and they are not loud enough to reliably activate the electronic timers used for scoring.

- Shotgun ammunition must have all lead shot, size #4 or smaller. Magnum and high velocity shotgun loads are prohibited. The use of steel shot is strictly prohibited.
- Competitors using prohibited ammunition will be immediately disqualified from the match, and may be asked to leave the range. A FWGC Incident Report will be filed.

#### **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**

- Participants are encouraged to “dress cowboy”, with preference given to cowboy-style gunleather and equipment.

#### **National Affiliate Organization**

- None

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

- NRA

#### **Special local rules**

- All FWGC Range Rules will be observed.
- FWCG Special Rules for Cowboy Range will be observed.
- Guidelines established by the Single Action Shooters Society (SASS), detailed in their *Shooters Handbook* and *Range Operations Basic Safety Course*, and customary procedures for Cowboy Action Shooting, are used as a basis for organization of the Rimfire Ruckus.
- The Match Director will appoint a Range Officer for each posse. 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 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 vehicles. 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 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**

- A gun cart is recommended for carriage of 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 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 Rimfire Ruckus is held on the fourth Saturday of each month. Registration begins at 8:00AM and a mandatory safety meeting for all competitors is held at approximately 9:00AM. Shooting commences after the safety briefing.

#### **Shooting categories**

- Similar to SASS with a few differences.
- Traditional/Ladies Traditional: Revolvers with fixed or adjustable sights, shot freestyle.
- Duelist/Ladies Duelist: Revolvers with fixed or adjustable sights, cocked and fired with one hand, unsupported.
- Buckaroo: Age 13 and under
- Young Guns/Young Ladies: Age 14 through 16
- 49'er/Lady 49'er: Competitors age 49 and up
- Senior/Senior Ladies: Competitors age 60 and up
- Elder Statesman/Grand Dame: Competitors age 70 and up

#### **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 guns 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**

- Will be determined by the stage scenario.

**Firing position**

- Will be determined by the stage scenario.

**Scoring procedures**

- This is an elapsed time scoring event. Final score will be elapsed time plus penalties. Penalty time is added for targets missed and procedural errors. A procedural error is assessed when the shooter fails to shoot the scenario as indicated.

**Awards**

- Ribbons by category and overall

**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 that hits within 5 feet of any person
- Breaking the 170° rule with an 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 8AM.

**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.