

SOUTHERN SPORT SHOOTERS CHALLENGE

Tri State Gun Club

COWBOY RIFLE

Match overview.

The Cowboy rifle match is held on the primitive range, north side of the gun club. The match starts at 10:00 am. The match consists two timed strings, 10 shots per string. Targets range from 10 yards to 128 yards consisting of a large marshmallow, square and round plates, a chain, and a big buffalo! There is a rimfire and a centerfire category.

Division Rules

Center fire Division.

- I. Caliber, Center fire Pistol caliber up to 44 Special. (no .44 magnums)
- II. Action; Lever, pump, rolling block, high wall, low wall. (Any rifle with a design date prior to 1915 in Pistol Caliber.)
- III. Weight, any.
- IV. Sights. Front sight aperture and a rear sight aperture (blade, post, peep, globe, ect.). No magnifying optics or electronic optics i.e. red dot or LPVO.

Rim Fire Division.

- V. Caliber, Rim fire .22 S/L/LR (no Magnums)
- VI. Action; Lever, pump, rolling block, high wall, low wall. (Any rifle with a design date prior to 1915 in .22 s/l/lr.)
- VII. Sights; Front sight aperture and a rear sight aperture (blade, post, peep, globe, ect.). No magnifying optics or electronic optics i.e. red dot or LPVO.

Division/equipment regulations will be enforced by the Match Director and the SSSC Match Coordinator.

*** Types of firearms: Designs created prior to 1915 and their replicas. Below is a list of allowed rifles, this is not all inclusive. Replicas of the following rifles are also allowed. Final decision with questionable rifles lies with the match director.

Lever actions: Henry 1860 & 1866; Winchester 1873, 1892, & 1894; 1883 Colt Burgess; Marlin 1894 and most .22 rimfire of any make.

Slide action: Colt 1884 Lightning, Winchester 1890, 1906, 1910 & Model 62, Rossi Model 12 & 62, Henry Pump actions (octagon barrel) and Remington Model 12s.

Any rolling block or sharps type-actions in approved calibers.

Semiauto: Browning SA-22

This is a 'Cold Range' match. All bolts, breaches, or actions must be open. A rifle rack will be provided for anyone's use. Once a rifle is placed in the rifle rack it may not be handled until instructed to bring it to the line or permission is given by the Match Director to remove the rifle for other reasons (returning to a vehicle or moving to a safe area). Competitors may keep their rifle in a case until instructed to bring their rifle to the line.

Any competitor's action, (point a muzzle at any person or in an unsafe direction, loaded or not, unsafe handling of a fire arm, ammunition in a 'safe area'), or any action that another competitor, by-stander, Match Director or the SSSC Match Coordinator deems to be unsafe or a danger to others will receive a Match DQ and be asked to leave the range.

Match Operations and Course of Fire

- This is a 'Cold Range' match.
- Match Registration will open at 9:00AM for competitors (other than Staff)
- The match will begin at 10:00AM for competitors (other than Staff)
- Competitors should arrive at the range (Primitive range) and proceed to the registration table to sign in to your divisions, sign waiver, and pay entry fees.
- Once your registration is complete and the range is CLEAR, no one down range, no one shooting the course of fire, you may 'Rack' your rifle. If you wish to keep you rifle in a case or in your vehicle until your shooting time, you may do so.
- Rifles must have their actions open unless the rifle is in a 'safe area' or on the firing line and the range is HOT. NO AMMUNITION is allowed in the 'safe area'!!!

Range Operations.

Clear Range

- a. No one allowed down Range
- b. Competitors may move their unloaded rifles to and from vehicles, bags and the rifle rack.
- c. Competitor will move to and from the firing line with an unloaded, action open, muzzle up rifle.

Cold Range

- a. NO fire arms will be handled in any way.
- b. Competitors and Staff may go 'down range' of the firing line.
- c. Scoring and Painting of steel will be done at this time.

Hot Range

- a. NO ONE allowed 'down range' of the firing line.
- b. NO handling of fire arms not on the firing line.
- c. Competitors on the firing line may handle their rifles, make any needed adjustments, and make last minute preparations.
- d. Competitors WILL NOT load their rifles until instructed to make ready.

Course of fire.

Two timed strings of fire, 10 targets per string with one round fired per target. (no make-up shots) If there is a rifle or ammunition malfunction and a round is not fired the competitor may load and fire an additional round per malfunction. Any round fired that exceeds the 10 round count, per string, will result in one "hit" being removed from the competitors score card.

When the range is called 'CLEAR' by the SO the competitor will move to the firing line with an empty, action open, muzzle up rifle. Once the competitor is at the firing line the SO will call the range 'HOT'. Once the range is 'hot' the shooter will not leave the firing line.

On the command of 'load and make ready', the competitor will load, up to 10 rounds, and make any adjustments.

On the command of 'Shooter ready' the competitor may 'shoulder their rifle' and await the start signal (audible beep from a shot timer)

The competitor will engage 10 targets, either the right or left side. Once all 10 rounds are fired the competitor will stand at ease with the rifle action open and await the next 'load and make ready' command. The SO will give the Time to the score keeper.

Repeat for the second 10 round string.

***Any competitor shooting a rifle that does not hold 10 rounds will be responsible for safely reloading 'on the clock'.

Once both strings have been shot the SO will give the command to 'unload and show clear'. The competitor will show both an empty chamber and an empty magazine tube. Once cleared by the SO, and the range called 'clear' the competitor must leave the action open, point the muzzle UP and return the rifle to the rifle rack, bag, or vehicle.

The SO will call the range 'Cold' and begin scoring the 'hits' once the scoring is complete and targets will be painted/reset.

Once the Staff and competitors have returned from down range the MD/MC will call a CLEAR range. Rifles may be unracked and returned to vehicles or cases.

SCORING

This Course of fire uses 18 steel targets of varying size and shapes at distances from 15 yards to 128 yard. There is a 10 yard target which is a large marshmallow inside a 4" pipe ('possum in a holler) as well as a loggin chain hanging in a tree at 25 yards (hangin' tree snake)

Each of the 19 steel targets must show a visible mark of being hit, the marshmallow must also show a visible mark of being hit. Each steel target will be painted and the marshmallow replaced between each competitor. Once the targets are painted no scoring disputes will be allowed. The MD/MC will handle all disputes.

CoF will be scored as 'Hits' or 'Misses' with string times recorded for use as a tie breaker only.

