

## SMLPSA Cops and Cowboys Match With Shotgun

1. Shoot from down range as in IDPA.
2. Cowboys shoot 2 SA revolvers (5 rounds each), lever action pistol cartridge rifles with 10 rounds and double barrel or Winchester Model 97 shotgun. "Cops" shoot semiautos with 2 mags loaded with 5 rounds each, semiauto pistol cartridge rifles with 10 rounds and any shotgun. Shotgun shells will use 7 – 8 bird shot in low power target loads.
3. Procedure
  - A. Cowboys load rifle and pistols at loading table when downrange is clear.
  - B. Cops load shotgun with number of rounds for the number of shotgun targets and insert magazine in pistol and holster at loading table when downrange is clear.
  - C. Cowboys carry rifle to appropriate table for the stage with muzzle pointing downrange. They then retrieve the shotgun with action open and empty and stage on the appropriate table.
  - D. Cops carry shotgun to appropriate table for the stage with muzzle pointing downrange. They then retrieve the rifle with action open and empty and stage on the appropriate table.
  - E. Cops insert magazine in the rifle with action closed and empty.
  - F. Both return to correct starting position for that stage.
  - G. After stage is shot, RO confirms Cowboy pistol has hammer down and the rifle and shotgun are open and empty. RO confirms Cop pistol has slide back. If not, instructs Cop to rack the slide then point the pistol down range and pull trigger. RO checks rifle and shotgun to ensure both are open and empty. Both holster pistol(s).
  - H. Cowboys go to unloading table and remove brass.
4. The RO will need a shot timer. RO will call the next shooter to the starting position specified in the stage directions. Shooter's hands will be in the position specified in the stage directions. When ready the RO will ask the shooter to "Give me the line" (specified in the stage directions). When the shooter says the line, the RO will say "Shooter ready". The RO will then activate the timer. The RO must follow the shooter to make sure shots are recorded.
5. Rifle and pistol targets will be IDPA targets or cardboard. Shotgun targets will be self-healing polymer mounted on a 2 x 3 that will knockdown when hit.
6. There is a 5 second penalty for a miss and a 10 second penalty for a procedural (such as shooting the targets out of sequence). Fastest time wins.

