Trigger Guard Cowboy Action

**Concept:** The Trigger Guard Cowboy Action Match (TGCAM) Is a 3 Gun match using “Old West” style firearms. Participants will shoot steel targets using single action revolvers, a lever action rifle and either a double barrel shotgun or a Winchester model 97 pump shotgun

**Safety:** Trigger Guard is a “cold” range and weapons will not be handled or loaded except in the designed staging areas as and directed by the range officer. Shooters are not to break the “180” plane with their weapons and the stages will be designed to minimize that possibility. Safety glasses MUST be worn by everyone while on the range. Trigger Guard range safety rules will apply.

**Equipment:**

Revolver – 2 Single Action Revolvers with a minimum caliber of .38 special for the center fire division, and .22 caliber for the Rim Fire division

Rifle – Lever action pistol caliber rifle with iron sights. Preferably with a 10 round magazine tube. For the Rimfire division a .22 pump rifle with a 10 round magazine tube is allowed

Shotgun – Side by side double barrel shotgun, with or without exposed hammers and without a spring-loaded extractor. The only pump shotgun allowed is a Winchester model 97 with an exposed hammer

**Ammunition:** Lead bullets and shot only

**Divisions:** There are 2 Divisions - Center Fire and Rim Fire

**Stage design**: There will typically be five stages. Each stage typically will contain no more than 10 rifle, 10 pistol, and 4 to 6 shotgun rounds per engagement.

Revolver targets minimum distance is 7 yards; maximum distance is 10 yards.  
Shotgun targets minimum distance is 8 yards; maximum distance is 15 yards.  
Rifle targets minimum distance is 10 yards; maximum distance is 20 yards.

**Procedure:**

**Pistols** loaded with 5 rounds each and staged on the table or holstered with hammers resting on empty chambers.

**Rifle** staged on the table, loaded with up to rounds, hammer down on an empty chamber.

**Shotgun** also staged on the table, open and empty. At least four shotgun rounds to be loaded from your person, extras in case you miss.

**Targets:** Static and knock over steel targets will be used.

**Scoring:** Your time minus bonuses and plus penalties. Misses add 5 seconds to you time

**Dress Code:** Competitors are encouraged to wear an [Old West](https://en.wikipedia.org/wiki/Old_West) or Victorian era style outfit and apparel. One exception to this is that safety glasses and hearing protection must be worn when shooting, but at the very least boots and a cowboy hat are requested.