

Queensland Rules
Single Action Wild Bunch

NB: These rules, although derived from SASS Wild Bunch Action Shooting rules are NOT the same and have been adapted to comply with Queensland legislation. They are NOT interchangeable with SASS rules and are subject to individual Range and match approvals.

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SINGLE ACTION SHOOTING SOCIETY

The Single Action Shooting Society is an international organization created to preserve and promote the fast-growing sport of Cowboy Action Shooting™ and SASS Wild Bunch™ Matches. SASS governs and sanctions State, Regional, and National matches conducted by affiliated clubs worldwide.

Queensland Wild Bunch shooting matches are derived from SASS Wild Bunch rules but adapted to comply with Queensland legislation and Queensland range templates.

SASS Wild Bunch™ Action Shooting is a multifaceted amateur shooting sport in which contestants compete with firearms typical of those used in the taming of the Old West just after the turn of the 20th century: 1911 single action semi-auto pistols, lever action rifles and Winchester or clone 1887 lever action shotguns and side-by-side shotguns. The shooting competition is staged in a unique, characterized, Old West style.

Contestants shoot in several one-to-three gun stages (courses of fire) in which they engage steel and/or cardboard targets. Scoring is based on accuracy and speed.

The truly unique aspect of SASS Wild Bunch™ Action Shooting is the requirement placed on authentic period or western screen dress. Each participant is required to adopt a shooting alias appropriate to a character or profession of the late 19th century, or a Hollywood western star, and develop a costume accordingly.

Your SASS shooting alias is exclusively yours. In the tradition of the Old West cattle brand registries, SASS prohibits one shooter duplicating another's alias. There is only one Tex, one Kid Curry, and one Loophole Pettifogger.

SASS affiliated clubs are required to respect the sanctity of SASS members' aliases and shooter numbers, using them in their articles for publication in *The Cowboy Chronicle* and giving them preference over local club members who are not SASS members and are using a duplicate alias.

American history buffs and serious shooters alike agree the use of vintage firearms, authentic costuming, unique targets, and fast action make Wild Bunch™ Action Shooting one of the most interesting of all shooting sports for both spectator and contestant. This Handbook includes the specific rules, regulations, and general guidelines adopted by the Single Action Shooting Society. The very latest version of the Wild Bunch™ Shooters Handbook can always be found on the SASS web site, www.sassnet.com. It is the intention and hope of SASS these requirements will serve to preserve and protect Wild Bunch™ Action Shooting from the gimmickry and technical gamesmanship that have had such a negative effect on other shooting disciplines. The founders of SASS believe END of TRAIL and club and annual matches are as much an opportunity for fun and fellowship as they are shooting competitions.

SPIRIT OF THE GAME

As the game of SASS Wild Bunch™ Action Shooting has evolved from Cowboy Action Shooting™, our members have developed and adopted an attitude towards their participation we call "The Spirit of the Game." Competing in The Spirit of the Game means you fully participate in what the competition asks. You do not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. Some folks would call The Spirit of the Game nothing more than good sportsmanship. Whatever you call it, if you don't have it, Wild Bunch™ Action Shooting is not your game.

A "Spirit of the Game" infraction occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage (i.e., taking the penalty would result in a lower score or faster time than following the instructions) and is not assessed simply because a competitor "makes a mistake." In such a case, in addition to any penalties for misses, a 30-second failure to engage/Spirit of the Game penalty is assessed. Two "Spirit of the Game" penalties within a match will result in a Match Disqualification.

It is expected both Match Directors and participants will understand the intent of the Wild Bunch™ rules and abide by them. Any modifications to firearms or any equipment not specifically listed in the Wild Bunch™ Handbook or referenced in this manual is illegal.

SELECTING AN ALIAS

Every SASS member is required to select a shooting alias representative of a character or profession from the Old West or the western film genre. Your alias may not in any way duplicate or easily be confused with any other member's alias. SASS Headquarters is the final arbiter of whether an alias is acceptable or not.

These rules are enforced in accepting a new alias for SASS registry:

- It must be "printable" before a wide audience.
- No duplications are permitted.
- If it SOUNDS the same, it is the same.
- Adding "too," "II," etc. is not acceptable.
- "Ranger" could become "Texas Ranger" but not "The Ranger." "John Henry Chisum" could be modified to "Jack Chisum" but not "John H. Chisum" or "Jon Henry Chisum."
- Historical names may not be modified to make them different. "Wyatt Earp" and "Marshal Wyatt Earp" are considered the same.

The SASS Alias Registry changes daily. Telephone or email the SASS office to confirm the availability of your alias choice.

If an acceptable alias is not selected, the member's SASS number will be used. All subsequent name changes are subject to a "name change fee."

CLOTHING AND ACCOUTREMENTS

SASS Wild Bunch™ Action Shooting is a combination of historical reenactment and Saturday morning at the matinee. Participants may choose the style of costume they wish to wear, but all clothing must be typical of the late 19th century and early 20th century. Emphasis is put on period US military from 1900 to 1916 and Edwardian period fashion. Western dress such as Pike, Dutch, Lyle, or Tector in the closing scene of the Wild Bunch movie (e.g., Western style pants with or without suspenders, and long sleeve western shirt) is appropriate. Vests are optional. Boots must be SASS legal. Mexican dress is also appropriate.

SASS puts a great deal of emphasis on costuming because it adds so much to the uniqueness of our game and helps create a festive, informal atmosphere that supports the friendly, fraternal feeling we encourage in our competitors.

All shooters must be in costume, and we encourage invited guests and family also to be costumed. Shooters must remain in costume at all match events: dinners, award ceremonies, dances, and etcetera.

ALL clothing and equipment MUST be worn appropriately, how it was intended, and how it would have been worn in the OLD WEST or as seen on B-Western movies and television.

SASS FIREARMS COVENANTS

SASS Wild Bunch™ Action Shooting competitions are divided into two separate types of matches: main and side matches. The rules regarding SASS approved firearms depend upon the type of competition in which you are participating.

Original and replicas may be used in competition provided they are in good, safe working order. In each of the respective sections, allowed modifications are listed. Just because a manufacturer designs a part or firearm for this sport or just because a firearm was available, does not necessarily mean it is legal for competition. Only the modifications referenced here as allowed are approved. All others are illegal. As any firearm related sport can be inherently dangerous, SASS does not recommend or suggest the modification of any firearm or the removal of any safety device. Participants in this sport accept responsibility for the use and/or modifications of their firearms and do not depend upon SASS or any of its affiliated clubs or members to make that judgment for them. Please consult with the firearm manufacturer prior to making any firearm modifications. Firearms must operate as intended by the original designs they depict. Firearms must function in a safe manner.

SASS recognizes the desire to enhance firearm performance. Firearms manufacturers, importers, gunsmiths, and the membership as a whole must use caution in any quest to develop mechanisms designed to enhance the operation of firearms for SASS Wild Bunch™ Action Shooting. Any firearm modification not referenced in this Handbook is prohibited. Parties interested in having modifications, parts, or firearms considered for approval and inclusion in the SASS accepted

modification text can request a Firearms Modification Consideration Application from SASS Headquarters. Written receipt of acceptance from SASS Headquarters will be the ONLY source of approval. Unless referenced within these Covenants, any modifications, parts, or firearms used without this approval are illegal.

ALL FIREARMS

- All firearms must be designed to fire by use of an impact mechanism such as required by centerfire primers. All other firing mechanisms are illegal.
- Internal modifications not referenced here that cannot be seen while the firearm is at rest (action closed) are allowed provided they do not affect the external operation or directly conflict with one of the modifications listed here.
- Modifying the firing, cocking, chambering, or levering mechanism to long guns in any way that changes the process from an entirely manual operation to any other style operation (e.g., blowback operation, gas operation, or recoil operation) is expressly prohibited.
- All firearms may be repaired and/or restored to their original condition.
- Replacement parts may be made from materials other than the original unless such material is specifically prohibited.
- All parts may be smoothed, re-profiled, polished, deburred, or replaced provided they are not prohibited in these Covenants.
- Factory screws may be replaced with socket head cap or other type screws.
- Frames and receivers may be drilled and tapped (such as to accept approved type sights).

COSMETIC EMBELLISHMENT

- Period style tacks, carving, engraving, checkering, inlays, and other such embellishments are allowed provided they do not constitute any kind of radical or target type grip enhancement. (See specific requirements for pistols.)
- Receiver, frame, grip frame, or barrel engraving is permitted provided it does not constitute a grip enhancement.
- A light bead blasted finish may be applied to the exterior of any Wild Bunch™ Action Shooting firearm.

1911 PISTOL REQUIREMENTS

A full-size single stack steel frame 1911 style semi-auto pistol in .45 ACP caliber is required. Throughout this document the term "1911 pistol" is used but includes the 1911A1 model as well as its clones. No more than one main match pistol may be carried to the firing line.

TRADITIONAL CATEGORY MODIFICATIONS

The frame and slide must conform to the "military style" 1911 or 1911A1 configuration (e.g., no light rails, enlarged dust covers, and so forth).

The finish on traditional pistols varies from polished blue to very matted Parkerizing. All these finishes are legal. Also allowed are any dull color such as OD green, flat dark earth, desert tan etc. No bright color such as red, yellow, orange or white is allowed. Pistols may also be plated, color case finished or painted. When checkering, matting, or stippling is mentioned, it means actually cutting a pattern in the frame or slide.

- Barrel length must be five inches. No barrel porting or compensators or other recoil reducing devices allowed.
- Unloaded pistol weight may not exceed 40 ounces with an empty magazine inserted.
- Barrel with standard barrel bushing. No Bull barrels allowed.
- Magazine wells may be beveled, but may not be oversized, extended, or flared.
- Only non-adjustable "military style" simple blade rear and front sights allowed. The 10-8 National Match and the Harrison Design 003 are approved rear sights.
- Front sights may be dovetailed, pinned, or staked.
- Sights may be the color of the slide or any combination of the slide color, including, but not limited to, blue, black, or natural stainless (natural colored) steel. The back of a colored front sight may be polished to natural steel color.
- Stainless steel pistols are permitted.
- Wrap around grips that cover a portion of the front strap are illegal. No target style or thumb rests allowed. A groove can be cut in the grip to facilitate the shooter reaching the magazine release, but no material may extend beyond the original profile of the grip. Grips that are thinner at one end or the other but have a straight taper are allowed.
- Only rear slide checkering or serrations. No front slide checkering or serrations.
- Magazines must be standard length and may be loaded with up to seven rounds. Overloaded rounds that are fired are scored as "illegally acquired" ammunition.
- A base pad may be added to the magazine if it meets the following requirements: It must be made from natural leather material only. It must be no larger than the contour of the base of the magazine. The total thickness of the pad may not extend more than 1/4" beyond the original base plate.
- Empty magazines may not weigh more than three ounces.
- Only standard grip safeties. No beavertail style grip safeties.
- Standard length magazine release. May not be extended or oversized.
- Standard thumb safeties only. May not be extended.
- Standard slide release. May not be extended.
- Standard recoil spring guide. No full-length guide rods allowed.
- Short or long solid trigger permitted. No flat or lightweight match triggers allowed.
- Flat, wedge, or arched mainspring housings permitted. Mainspring housing may be serrated or checkered.
- Lowered and flared ejection port is allowed.
- Checkered front strap or trigger guard not allowed.
- Standard spur type hammer only.
- Lanyard loop is optional.
- Internal accurizing and action tuning is allowed.

- Thumb and grip safeties must function correctly.
- Note: "Standard" in all cases means Standard Military Specs.

MODERN CATEGORY MODIFICATIONS

Pistol finishes vary widely. Bluing, plating, polishing, painting, etc. are all legal.

- Barrel length must be five inches. No barrel porting or compensators or other recoil reducing devices allowed. No recoil reducing devices are allowed. This means no Springcoil, STI, Fire Dragon, Hartts, tungsten, or similar recoil reducing guide rods, full length dust covers, extra weights, and the like. Dust cover light rails are legal.
- Unloaded pistol weight may not exceed 42 ounces with an empty magazine inserted.
- Barrel with standard barrel bushing. No Bull barrels allowed.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Adjustable or non-adjustable rear sights and blade type front sights are allowed.
- Sights may not be optical or fiber optic. Laser sights are not allowed. Sights may be painted or have colored dots or inserts.
- Stainless steel pistols are permitted.
- Wrap around grips that cover a portion of the front strap are illegal. No target style or thumb rests allowed. A groove can be cut in the grip to facilitate the shooter reaching the magazine release, but no material may extend beyond the original profile of the grip. Grips that are thinner at one end or the other but have a straight taper are allowed.
- Front and rear slide checkering or serrations allowed.
- No external "rib" allowed on top of slide. This means no external rib such as a BoMar may be attached to the top of the slide by screws, welding, or any other means. The top of the slide may be flattened, serrated, and/or matted to reduce glare. Original Colt Gold Cup ribs are legal. Ribs machined as part of the slide by the manufacturer, such as the Colt Gold Cup rib are approved.
- Extended beavertail grip safeties allowed.
- Magazines must be standard length and may be loaded with up to seven rounds. Overloaded rounds that are fired are scored as "illegally acquired" ammunition.
- A base pad may be added to the magazine if it meets the following requirements: It must be made from natural leather material only. It must be no larger than the contour of the base of the magazine. The total thickness of the pad may not extend more than 1/4" beyond the original base plate.
- Empty magazines may not weigh more than three ounces.
- Magazine release may be extended but not oversized.
- Thumb safeties may be extended and be ambidextrous.
- Slide release may be extended.
- Full-length recoil spring guide rod allowed.
- Lowered and flared ejection port allowed.
- Match trigger allowed.
- Lanyard loop is optional.
- Lightweight competition hammer allowed.

- Checkered front strap and trigger guard allowed. This means any type of checkering, stippling, and/or serrations are legal.
- Finger grooves on the front strap are illegal.
- Flat, wedge or arched mainspring housing allowed. Mainspring housing may be serrated or checkered.
- Internal accurizing and action tuning is allowed.
- Thumb and grip safeties must function correctly.
- External extractor allowed.

PISTOL RANGE OPERATIONS

When handling the 1911, the shooter's trigger finger must be OUTSIDE the trigger guard when moving, reloading, or clearing a malfunction after the pistol is first charged. Typically, a shooter is given the verbal warning, "FINGER!" the first time. A repeat violation earns the shooter a MSV penalty. Charging means the act of placing a live round in the chamber of the pistol.

- Magazines may be loaded with up to seven rounds at any time.
- Movement is allowed with the 1911 in hand with the slide closed on an empty chamber with no magazine or a loaded/empty magazine until the pistol is first charged during the stage.
- When moving with the 1911 in hand, after the pistol has been charged, the trigger finger must be outside the trigger guard. (MSV)
- After being first charged, the shooter may move with the 1911 as long as the chamber is empty of a live round. The slide may be forward or locked back. It may have no magazine or an empty or loaded magazine
- A loaded pistol may leave the shooter's hands after a malfunction has been declared. Otherwise the 1911 must be discarded with the chamber empty of a live round. The slide may be forward or locked back. It may have no magazine or an empty magazine.
- Changing magazines on the move is allowed as long as the trigger finger remains outside the trigger guard (Trigger Finger, MSV). Once the slide moves into battery and a live round is in the chamber the "basketball travelling rule" is in effect (slide closed on a live round, SDQ).
- At the end of the course of fire the 1911 must be shown clear on the firing line. At the end of the course of fire and before holstering the pistol, the following RO commands <u>shall be used</u>.

  UNLOAD and SHOW CLEAR: This means remove any live rounds and the magazine if one is inserted, and with the slide open hold the pistol so the official can see there is no magazine inserted and the chamber is empty.

  SLIDE FORWARD: This means allow the slide to go forward to battery.

  HAMMER DOWN: While the pistol is pointed in a safe direction pull the trigger allowing the hammer to drop, unimpeded.

  HOLSTER: Place the cleared, safe pistol in the holster. (Failure to comply, SDQ)

OPERATIONS AT THE LOADING TABLE

- A magazine will be inserted in the 1911. The pistol can remain holstered or will be re-holstered. (Magazine not inserted, NO CALL; slide cycled, after inserting magazine is a SDQ unless corrected before leaving shooter's hands.)

ON THE FIRING LINE

- Unless specifically instructed otherwise, a live round will be chambered in the pistol on the clock when needed in the firing sequence.

Safe conditions of pistol during a course of fire are as follows:

- Safe for movement in hand prior to the first charging.
  - Slide closed on an empty chamber with no magazine or loaded/empty magazine.
- Safe for movement in hand after the first charging.
  - Chamber empty of a live round. Slide may be forward or locked back. Pistol may contain a loaded magazine, empty magazine, or no magazine.
- Safe to leave the shooters hand.
  - Chamber empty of a live round. Slide may be forward or locked back. Pistol may contain an empty magazine or no magazine.
- Safe for re-holstering.
  - Before the 1911 is charged, if drawn at the wrong time or place.
  - Slide closed and hammer down on an empty chamber with no magazine. Only after RO inspection at firing line.

OPERATIONS AT THE UNLOADING TABLE

- The already cleared pistol shall remain holstered.

RIFLE REQUIREMENTS

Rifles or carbines used in the main and team matches must be original or replicas of lever or slide action rifles manufactured during the period from approximately 1860 until 1899, incorporating a tubular magazine and exposed hammer. Rifles with box magazines may not be used. Rifle must be chambered in a pistol caliber of .40" or larger.

HAMMERS, TRIGGERS, AND TRIGGER GUARDS

- Hammers may be replaced or exchanged with hammers of the original design for the same firearm.
- Triggers may be profiled.
- Trigger position may be adjusted.
- Trigger shoes are not allowed.

BARRELS

- Original barrels may be replaced with new barrels of correct styles for that particular model firearm.
- Barrels may be shortened and/or crowned.
- Barrels must maintain a length of at least 16 inches.
- Barrels may be altered to accept mounting hardware for an alternative tube magazine configuration and capacity appropriate to the model of firearm being altered.
- Barrels may be altered to accept period style sights as described within the Sights Section.
- Barrels must be made of steel or iron only.
- Visible counter-weighting devices are not allowed.
- Compensating ports are not allowed.

STOCKS AND GRIPS

- The length or style of stock may be altered or replaced (e.g., a carbine style stock may be interchanged for a rifle stock and vice-versa).
- Checkering, carving, or laser engraving is allowed on fore-stocks and buttstocks.
- A permanently fitted, non-adjustable, lace on, or slip-on recoil pad is allowed on the buttstock of rifles.
- Buttplates may be changed to a buttplate style that was generally available from the original manufacturer.
- A piece of leather or similar natural material may be attached to the buttplate or butt stock. This includes the “wrist”/grip portion of the buttstock.
- Grips or stocks of simulated or natural materials are acceptable provided they are not customized to constitute a “target” grip or stock. That is, they must be of the same basic shape as grips or stocks found on original firearms.

SIGHTS

- Tang mounted rear sights may utilize changeable "peep" apertures and eyecups.
- No bolt or receiver mounted sight is permitted.
- Dovetails may be milled in the barrel for sight replacement.
- Beach style front sights and sight hoods are allowed.
- Front sights may be blue, black, or stainless or may include a bead or insert of steel, ivory, faux ivory, brass, gold, pewter, copper, or silver. The bead or insert shall be the color of the afore mentioned materials.
- Rear sights may be blue, black, or stainless or any color allowed for the front sight. Rear sights may utilize an insert of any color allowed for the front sight.
- Ramp style front sights are allowed if original to the firearm.
- Modern style click adjustable barrel or receiver sights are not allowed.

LEVERS

- "John Wayne" style levers may be substituted on rifles for the standard factory lever.
- Levers may be wrapped or padded with leather or other natural material.
- Filler "blocks" or other such mechanisms designed to prevent all or drastically limit movement of the fingers within the lever loop are not allowed.
- With the exception of the "John Wayne" levers, any replacement lever must maintain the same basic contour and size as the original lever.
- The lever may be cut and welded provided the basic exterior contour and size is not changed.
- The exchange of an 1873 rifle lever with an 1866 rifle lever is allowed.
- All lever action rifles must have a lever travel distance of not less than 4-1/8 inches when measured as follows:

  With the action closed, measure three inches back from the back edge of the trigger at the point where it enters the frame. Mark this point on both the bottom of the buttstock and the lever opposite the buttstock mark. Open the lever to its maximum extension and measure the distance between the two marks.

FEED / LOADING MECHANISMS

- The carrier and/or lifter mechanisms in rifles may be lightened, welded, modified, or replaced.

FIRING PINS

- The length of the firing pin may be extended.
- The visible contour of the rear portion of firing pins or firing pin extensions may not be altered.
- Friction reducing devices such as roller bearings are not allowed on the rear portion of firing pins or firing pin extensions.

RANGE OPERATIONS

- Rifles may be loaded with the number of rounds required for the initial target sequence, but NOT exceeding 10 rounds. Any additional rounds needed must be loaded from the body or other specified staging position. Any rounds loaded beyond the required number that are fired are treated as "illegally acquired ammunition."
- Rifles are always staged muzzle down range with the action closed, the chamber empty, and hammer either on the safety notch or fully down. If vertically staged, the muzzle must be tilted down range.
- Safe conditions of rifle during a course of fire are as follows:
  - Safe to leave the shooters hands.
    - NO LIVE round in the chamber, action cycled, and muzzle safely downrange.
    - Hammer fully down on an empty chamber or expended round, action closed (restaged for further use)
  - Safe for movement rifle in hand only
    - Hammer down on empty chamber or expended round, action closed.
    - Action open, round on carrier.

Rifles must be checked cleared at the unloading table. (Not following Loading and Unloading procedures, SDQ)

SHOTGUN REQUIREMENTS

Side-by-side and 1887 lever action shotguns in 12 gauge are allowed.

HAMMERS / TRIGGERS AND TRIGGER GUARDS

- Hammers may be replaced or exchanged with hammers of the original design for the same firearm.
- Shotgun triggers may be profiled to narrow their width.
- Shotgun trigger position may be adjusted.
- Shotgun trigger guards may be wrapped with leather or other natural material.
- Trigger shoes are not allowed.

BARRELS

- Original barrels may be replaced with new barrels of correct styles for that particular model firearm.
- Shotgun barrels may be shortened and/or crowned.
- Shotgun barrels may be altered to accept mounting hardware for an alternative tube magazine configuration and capacity appropriate to the model being altered.
- Shotgun barrels must maintain a length of at least 18 inches.
- Shotgun barrels may have internal choke tubes installed provided they do not extend beyond the muzzle.
- Shotgun barrels must be made of steel or iron only.
- Visible counter-weighting devices are not allowed.
- Compensating ports are not allowed.

STOCKS AND GRIPS

- The length or style of stock on a shotgun may be altered or replaced.
- Checkering, carving, or laser engraving is allowed on fore-stocks, buttstocks, and grips.
- A permanently fitted, non-adjustable, lace on, or slip-on recoil pad is allowed on the buttstock of rifles and shotguns.
- Buttplates may be changed to a buttplate style that was generally available from the original manufacturer.
- A piece of leather or similar natural material may be attached to the buttplate or butt stock.
- Grips or stocks of simulated or natural materials are acceptable provided they are not customized to constitute a “target” grip or stock. That is, they must be of the same basic shape as grips or stocks found on original firearms.
- Leather on a pump shotgun’s fore end or grip surface is not allowed.

SIGHTS

- Front sights may be bead or simple post types.
- Mid-barrel sights are allowed and must be the same color as the front sight.
- Front sights may be blue, black, steel, ivory, faux ivory, brass, gold, pewter, copper, or silver.

RECOIL REDUCERS

- Internal recoil reducing devices may be added.

RANGE OPERATIONS

- Shotguns may be loaded to legal capacity. Any additional rounds needed must be loaded from the body or other specified staging position. Any rounds loaded beyond the required number that are fired are treated as "illegally acquired ammunition."
- Loaded lever action shotguns must be staged with the muzzle downrange, the action closed, with the hammer down on an empty chamber.
- Side-by-side shotguns must be staged with the muzzle downrange, empty with the action open.
- Safe conditions of shotgun during a course of fire are as follows:
  - Safe to leave the shooters hands.
    - NO LIVE round in the chamber and muzzle safely downrange.
    - Hammer fully down on an empty chamber or expended round, action closed (restaged for further use)
  - Safe for movement shotgun in hand only
    - Action open, round on carrier.
    - Hammer fully down on an empty chamber or spent round, action closed.
- Must be checked cleared at the unloading table. (Not following Loading and Unloading procedures, SDQ)

ANY EXTERNAL MODIFICATION TO ANY FIREARM NOT SPECIFICALLY REFERENCED IN THIS HANDBOOK IS EXPRESSLY PROHIBITED!

HOLSTERS, CARTRIDGE BELTS, AND BANDOLEERS

- All pistols must be carried in a safe holster capable of retaining the firearm throughout a normal range of motion.
- Loose ammunition (i.e., ammunition not in magazines) required for reloads during the course of any stage must be carried on the shooter's person in a bandoleer, cartridge/shot shell belt loop, pouch, holster, or pocket or be safely staged. Rifle and pistol ammunition may not be carried in a shot shell loop. No ammunition may be carried in the mouth, ears, nose, cleavage, or any other bodily orifice.
- Bandoleers, cartridge belts, and pouches for loose ammunition (i.e., ammunition not in magazines) must be of traditional design (e.g., bandoleers must be loose and not secured in any way to prevent movement). Modern drop pouches, combat style shotgun loops, cartridge loops on the shooter's arm or wrist or a firearm's stock or forearm, and such are not allowed. Pouches shall have a flap and must carry their contents loose, with no special provisions to organize the contents for rapid retrieval. Leather belt slide ammo loops are acceptable; however, shotgun shell slides may not be worn over shotgun loops. Shotgun loops must be in a single row.
- Cartridge loops must not have a metal or plastic liner. However, the entire loop may be made of metal.
- Shotgun ammo loops may not accommodate more than two rounds per loop, and rifle/pistol ammo loops shall accommodate only one round per loop.
- Ammo belts must be worn so all ammo is positioned at or below the belly button.
- Shotgun ammo loops must conform to the shooters contour (i.e., not tilt out from the belt).
- Holsters and magazine pouches must be of traditional or military design made from canvas or leather. Holsters must not depart from the vertical by more than 30° when worn.
- The holster must cover the entire length of the barrel and slide from the muzzle to the ejection port. No "open front" speed holsters allowed.
- If a holster has a flap or strap, it need not be closed during competition.
- No metal or plastic "competition" type equipment allowed.
- No shoulder or cross-draw holsters may be used during competition.
- Magazine pouches must be worn vertical and conform to the shooter's body (i.e., not tilt out from the shooter's body).
- Magazine pouches may hold multiple magazines, one magazine per loop. Magazines may not be worn over other magazine holders or over shotgun or bullet loops.
- At least two inches of the magazine must be covered by the magazine pouch.
- The flat side of the magazines must be parallel to the body. Magazine pouches may not hold magazines with the thin edge next to the belt. The flat side of the magazine must be parallel to the belt.

- Pouches holding one magazine may be sewn directly on a belt but must hold the magazines in the same manner as other magazine pouches.
- Additional magazines or loose ammunition the shooter may wish to have beyond those the shooter can carry in magazine pouches or ammunition loops may be staged at locations and manner of their choice. Additional magazines and loose ammunition to be staged may be brought to the line in any safe manner.

AMMUNITION

The minimum standard for center-fire smokeless ammunition used in all SASS Wild Bunch™ Action Shooting competitions is not less than a minimum power factor of 150. The maximum velocity standard for pistols is 1000 fps. The maximum velocity standard for rifles is 1400 fps. It is a MDQ for scoring purposes ONLY, for shooting any ammunition that does not meet the power factor. The shooter will be allowed to continue shooting the match, but all times from previous stages will be deleted, and no times for future stages will be recorded. Ammunition that exceeds the maximum velocity is a MDQ. Any major safety violations during the match will be recorded and could result in a shooter being disqualified from the match entirely.

Power factors are calculated by simply multiplying the bullet weight times the velocity and then dividing the resulting number by 1000. Some examples are as follows:

200 gr bullet traveling at 750 fps has a power factor of 150: (200 x 750) / 1000 = 150.00
250 gr bullet traveling at 800 fps has a power factor of 200: (250 x 800) / 1000 = 200.00
Ammunition will be checked via the chronograph provided at the match.
Distance from the muzzle to the start screen of the chronograph shall be 10 feet.

- Shooters will be held responsible for damage caused to a target or injury to personnel due to "bounce back" because of inappropriate ammunition. This major safety violation is grounds for "instant disqualification" and ejection from the match.
- Pistol and rifle ammunition may not be jacketed, semi-jacketed, plated, gas checked, or copper washed. It must be all lead. Molydisulfide coated bullets, polymer coated bullets, or equivalent are acceptable.
- Pistol and rifle ammunition must be of "single projectile" design. "Multiple projectile" bullets are illegal.
- Pistol and rifle ammunition must have a minimum bullet weight of 180gr (11.66 grams).
- Shotgun shot size must be number six lead birdshot or smaller for all events (no steel or plated shot).
- Magnum and high velocity shotgun shell loads are not allowed.
- Shotgun shells shall not be sized down by the use of any die not manufactured for the specific gauge. (MDQ)
- Shotgun shells shall not be scored (ringed) as to cause the shot-shell case, wad, and shot column to be shot from the firearm as one projectile. (MDQ)

TARGET GUIDELINES

The use of more difficult targets such as plate racks, dueling trees, hostage targets, and so forth is both common and encouraged. The higher power factor ammunition makes these targets react easily and many Wild Bunch™ Action Shooters appreciate a higher skill level. It is important to remember, however, Wild Bunch™ Action Shooting is an Action Shooting sport that promotes speed, movement, and accuracy. It is not a bullseye competition. Wild Bunch™ match directors should keep targets and sequences appropriate for all skill levels. Smaller or more distant difficult targets placed strategically in the match are fine, but this concept should not dominate the design.

CATEGORIES

SASS Wild Bunch™ Matches recognize two basic shooting categories based on the 1911 pistol. The two categories are Modern and Traditional. Requirements are as follows:

MODERN

- Modern and Traditional style pistols are allowed.
- May be shot in any shooting style.
- Any legal rifle or shotgun may be used.

TRADITIONAL

- Only traditional style pistols are allowed.
- Must be shot one handed unsupported (duelist style). Weak hand may be used for loading, racking slide, and in case of malfunctions.
- Any legal rifle or shotgun may be used.

RECOGNIZED AND ADDITIONAL CATEGORIES

Two Categories are always offered: Traditional and Modern. These two categories are "open" categories and may be shot by men, women, and juniors. Ladies may opt for protected categories: e.g., Lady Modern and Lady Traditional. Juniors (15 years and younger) may opt for protected Junior categories: Junior Boy and Junior Girl. Seniors (65 and older) may opt for protected Senior categories: Senior Modern and Senior Traditional (also "open" categories) as well as Senior Lady Modern, and Senior Lady Traditional. Age, gender, and residency are all to be confirmed/determined by the declaration on the individual's state issued driver's license or ID. It is the Match Director's decision as to which (if any) protected categories are offered ... and based upon the number of entries, which protected categories will be honored. Firearm covenants and power factor must be met in all categories.

SCORING AND TIMING

All SASS Wild Bunch Action Shooting sanctioned matches will be scored on total time.

The male and female competitors with the "best score" are recognized as the Overall Wild Bunch™ Action Shooting Winners at most matches.

Rifle, pistol, and shotgun targets must be engaged with the appropriate type firearm. A "miss" is defined as the failure to hit the appropriate target type using the appropriate type firearm. Missed targets are scored as five-second additions to the competitor's raw time for the stage (at annual matches and above).

Procedurals are unintentional "mistakes" where the competitor engages the stage in a manner other than the way it is supposed to be shot. Procedurals are scored as ten-second additions to the competitor's raw time for the stage, no more than one per stage.

Minor safety infractions occurring during a course of fire that do not directly endanger persons result in a ten-second penalty being added to the shooter's time per occurrence for that stage. "Minor" safety infractions are occurrences such as failure to cycle a long gun's action at the conclusion of the shooting string.

Major safety infractions result in the shooter's disqualification from the stage or the match. A second Stage Disqualification in the match will result in a Match Disqualification. "Major" infractions include a dropped gun, an accidental discharge that impacts within ten-feet of any person (an impact within five-feet is a match disqualification), violation of the muzzle direction safety rule, "sweeping" any person with the muzzle of a firearm, and similar acts that have high potential for personal injury.

In the event a competitor feels a range officer's ruling is in error, the ruling may be politely and immediately appealed to the Range Master. The Range Master will consider the appeal on grounds of policy and rules interpretation only, and their decision is final. At major matches special protest juries will be empaneled to aid the Range Master/Match Director in making a reasonable judgment.

The results of chronograph testing and pistol/magazine weight testing may NOT be appealed.

PENALTY OVERVIEW

SPIRIT OF THE GAME / FAILURE TO ENGAGE

A "Spirit of the Game" occurs when a competitor willfully shoots a stage other than the way it was intended in order to gain a competitive advantage.

A "Failure to Engage" occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage and is not assessed simply because a competitor "makes a mistake." A Failure to Engage applies only to non-shooting situations such as refusing to rope a steer, throw a stick of dynamite, or otherwise make an attempt to complete any other non-shooting procedure written within the stage instructions. In such a case, in addition to any penalties for misses, a 30-second Failure to Engage penalty is assessed. Note: Two Spirit of the Game/Failure to Engage penalties will result in a Match Disqualification.

5-SECOND PENALTIES

Rifle, pistol, and shotgun targets must be engaged with the appropriate type of firearm. A "miss" is defined as the failure to hit the appropriate target type using the appropriate type firearm. Target placement should always allow a shooter the opportunity for a clean miss to be scored without argument. Overlapping targets of the same type should be avoided if at all possible and should not cause a Procedural "trap" by making it difficult to determine the shooter's intent when engaging the targets.

- Each missed target.
- Each unfired round.
- Each target hit with an incorrect firearm, either intentionally or by mistake.

To help understand this concept, a "MISS FLOW CHART" is provided. It is also good to understand "A MISS CANNOT CAUSE A PROCEDURAL."

10-SECOND PENALTIES

PROCEDURAL PENALTIES

Any unintentional procedural errors caused by "brain fade," confusion, ignorance, or mistakes (not to exceed one for any given stage).

- Failure to attempt to fire a firearm.
- Failure to attempt a prop or stage maneuver.
- Shooting targets in an order other than as required by stage description.
- Engaging the stage (firearms, targets, or maneuvers) in an order other than as required by the stage description.
- Failure to adhere to the guidelines of the category in which you are competing.
- Firing any firearm from a position or location other than as required by the stage description.

- Use of "illegally acquired" ammunition. (i.e., NOT carried to the line/staged by the shooter in an approved manner, or overloaded ammunition).
- Use of "illegally acquired" firearm. (i.e., NOT carried to the line/staged by shooter in an approved manner).
- Firing more rounds than called for by the stage description.

Accommodations are always allowed for those unable to comply with specific stage procedures due to physical limitations with no procedural penalties assessed.

MINOR SAFETY PENALTIES

- Not cycling the action of a long gun at the end of the shooting string before the next firearm is fired.
- Failure to have the trigger finger outside the trigger guard while moving with the pistol.
- Failure to have the trigger finger outside the trigger guard while reloading the pistol.
- Failure to have the trigger finger outside the trigger guard when clearing a pistol malfunction.

30-SECOND PENALTIES

- Failure to Engage
- Spirit of the Game

STAGE DISQUALIFICATION

- Any dropped unloaded gun on the firing line (from the loading table to the unloading table).
- Long guns that slip and fall and break the muzzle direction safety rule.
- A discharge striking anything five to ten feet from the shooter. Except for props considered expendable or squib loads.
- Violation of the muzzle direction safety rule / Failure to manage appropriate muzzle control.
- A cocked, loaded firearm leaving the shooter's hand.
- A live round left in the chamber of a gun.
- Second offense, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.
- Changing location with a live round under a cocked hammer or a gun with the hammer down on a live round.
- Unsafe firearm handling.
- The use or presence of an outlawed item.
- Loading at other than the designated loading table or on the firing line (1911 magazines excepted).
- Sweeping anyone with an unloaded firearm.
- Failure to adhere to loading and unloading procedures.
- Restaging a long gun for further use with the hammer NOT fully down on an empty chamber or fired case and the action closed.

- De-cocking a pistol, rifle or shotgun with a live round under the hammer.
- Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage).
- Leaving the firing line after being committed to the stage.
- Re-holstering the pistol AFTER it is first charged without it being cleared by a match official.
- Shooting on the move. (continuous fluid movement while engaging targets) (Violation of the "Basketball Traveling Rule.")
- Dry firing at the loading table is not allowed and results in a stage disqualification. Dry firing is allowed only at designated safe areas. Dry firing is defined as the act of bringing the firearm into a shooting position, cocking the hammer, and pulling the trigger as if to cause the firearm to fire normally.
- Loaded long guns not initially staged with the muzzle downrange, action closed, the chamber empty, and the hammer either down on the safety notch or fully down (once it leaves the shooters hands).
- A live round left in an inserted magazine of a 1911 once the gun leaves the shooter's hands.

MATCH DISQUALIFICATION

- Two accumulated Stage Disqualifications or Two Spirit of the Game / Failure to Engage assessments.
- Belligerent attitude / Unsportsman-like conduct.
- Shooting under the influence of alcohol, prescription, or other medication that may impair the shooter's physical or mental abilities.
- Shooting illegal ammunition. This includes ammunition that exceeds the maximum velocity, and shotgun shells that have been bottle-neck resized or ringed. This does not include ammunition that does not meet the power factor.
- Dropping a loaded firearm.
- Any discharge that hits the ground or stage prop less than five feet from the shooter (except for props considered expendable or squib loads), any discharge at the loading or unloading areas, (except for a declared malfunctioning firearm being handled at the unloading table in a safe manner).
- Sweeping anyone with a loaded firearm.
- Third offense, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.
- Leaving the stage with a malfunctioning firearm containing live ammunition unless under the direct supervision of a match official.
- Willful failure to comply with a "Cease Fire" or "Stop" command given by, and under the positive control of, the Timer Operator.
- Interpersonal conflicts.

MATCH DISQUALIFICATION FOR SCORING PURPOSES ONLY

- Ammunition that does not meet power factor.
- Illegal equipment or an illegal or illegally modified firearm.

RANGE OPERATIONS

Queensland Wild Bunch Shooting matches are shot with large caliber firearms with a much higher power factor than normal SASS matches. The use of reactive pistol and rifle (knockdown) targets is easily accommodated. Since the rifle must also use higher power factor ammunition, you may end a stage with the rifle without concern the sound of the final shot will not be picked up by the timer.

Wild Bunch matches above the club level are "no alibi" matches. Once the first round goes down range, the competitor is committed to the stage and must finish the stage to the best of his or her ability. Reshoots/restarts are not awarded for ammunition or firearm malfunctions. However, if there is a range failure (failure of props, timer, or the range officers) beyond the competitor's control, a restart may be granted. On a reshoot/restart, the competitor starts over clean, carrying only accrued safety penalties forward. Restarts shall be allowed for a competitor to achieve a "clean" start up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the RO are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.

Proper coaching or no coaching at all is not considered RO interference and therefore will never be grounds for a re-shoot. Improper coaching that either impedes the shooter's progress or results in a procedure penalty may be grounds for a reshoot. Purposeful physical contact by the Range Officer with the shooter to prevent a major safety violation is not considered RO interference and is never grounds for a reshoot. Failure to stage guns or ammunition at the designated position(s)/location(s) is the fault of the competitor and scored as a procedural unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time.

In the event a target fails or falls to the ground, the Chief Range Officer should instruct the shooter to "shoot where it was." This call will never result in a penalty of any kind to the shooter. This process has been found to be far less confusing, and thereby safer, to the shooter than requiring an alternate target to be engaged, although it is perfectly acceptable for the shooter to engage an alternate target and be scored for hits and misses in the normal manner. Do not engage a downed target, as this may cause further damage to the target, or worse, may result in dangerous ricochets.

STAGE CONVENTIONS

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage. These stage conventions should be followed in all Wild Bunch™ Action Shooting matches unless otherwise directed in stage descriptions.

1. Knockdown targets that do not fall may not be re-engaged. No missed target may be re-engaged.
2. All knockdown targets (shotgun, rifle, or pistol) must go down to count. Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
3. All staged guns shall have their barrels pointed safely down range. All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
4. Shooters may not start a stage with ammunition in hand.
5. After the shooting string, long guns are made safe with muzzle down range, action cycled.
6. The 1911 must be discarded with the chamber empty of a live round. The slide may be forward or locked back. It may have an empty magazine or no magazine. After being first charged it is never re-holstered until cleared at the end of the stage by the RO.
7. Pistols are shown clear on the firing line at the end of the stage prior to holstering.
8. Safe gun handling is the shooter's responsibility. The muzzle direction safety rule is in effect.
9. If no starting position is given by the match rules or stage description, the shooter may start in any position as long has hands are not touching the guns or ammunition, including magazines.
10. Only the shooter may handle his/her firearms … from the loading table to the unloading table. Under unusual circumstances, a shooter may ask for assistance in handling their firearms, after the course of fire is complete.
11. Interpersonal Conflicts WILL NOT be tolerated.

SAFETY PRACTICES

FIRST, LAST, AND ALWAYS

Our sport, by its very nature, has the potential to be dangerous and a serious accident can occur. Every participant in a Wild Bunch Shooting match is expected to be a safety officer. Each shooter's first responsibility is for his or her own safe conduct, but all shooters are expected to remain alert for actions by others that are unsafe.

Range Officers and shooters may confront any participant about an observed unsafe situation, and it is expected the matter will quickly be corrected and not repeated. Any argument concerning the correction of a safety related matter can be expected to result in that shooter being ejected from the range.

While every participant is a safety officer, the assigned Match officials are the ONLY persons who may judge a shooter- whether on or off the firing line.

The use of an illegally modified firearm or illegal equipment is a MDQ for Scoring Purposes only. If a Range Officer elects not to penalize a shooter that has not complied with a rule, the effect is penalizing all other match participants that did comply.

1. The rules for movement (Basketball Traveling rule) does not pertain to shooting on the move. Shooting on the move is expressly disallowed. (SDQ) The "basketball traveling rule" was originally intended to pertain to a competitor who inadvertently cocks a firearm in a position other than the designated firing position or was moving both feet while engaging targets at the firing position. One foot may be moved to adjust stance or correct balance. "Shuffling" the feet to maintain balance or adjust shooting stance is allowed as long as the shooter does not actually change location. The Basketball Traveling rule was not intended to relate to multiple movements between shots. (e.g., Shooting multiple shots during continuous movement.)
2. De-cocking may not be done to avoid a penalty if cocked at the wrong time, position, or location once a round has gone down range. **NO gun may be de-cocked on the firing line except by pointing it down range and pulling the trigger while under the direct supervision of the Timer Operator.** (This requires a positive indication / acknowledgement from the Timer Operator to the shooter). The penalty for de-cocking is a Stage Disqualification.
3. If a firearm is shot out of sequence or from the wrong position or location, the shooter will be awarded a single procedural penalty. In this situation, if the shooter elects or is forced to miss an appropriate target due to unsafe angles or target availability, a round may be reloaded to avoid a miss penalty (the dreaded "Double Jeopardy" of a procedure and a miss). This does not mean a shooter may reload at any other time to make up a miss. Rounds may also be reloaded to replace unfired, ejected rounds.

4. The shooter with firearm in hand shall never be allowed to move with a live round under a cocked hammer (SDQ). Movement is defined the same as "traveling" in basketball. Once the firearm is cocked, one foot must remain in place on the ground until the firearm is made safe. This means the shooter may move with the 1911 as long as the chamber is empty of a live round. The slide may be forward or locked back. It may have no magazine, an empty magazine or a loaded magazine. You may move with a rifle or shotgun when the action is open with or without a round on the carrier or action closed on an empty chamber or expended case.
5. A round over the berm is always a bad idea but is worse on some ranges than others. Local match regulations establish the appropriate penalty, up to and including a Match Disqualification.
6. Long guns will have their actions cycled at the conclusion of each shooting string. A 10-second minor safety penalty will be assessed if the firearm is not cycled. This condition may be corrected prior to the next round being fired. If the action of a long gun closes after being cycled then the competitor will, at the conclusion of the stage show it to the RO. Appropriate penalties will apply if it is not empty of live ammunition. It is important to read the definition of "Action Cycled" in order to correctly apply this penalty. Checking the gun to assure the hammer is cocked is required to be sure whether the MSV penalty is deserved or not. If the long gun is the last firearm used, it must be cycled prior to leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence and made "safe" and then restaged.
7. Malfunctioning guns still containing rounds will not warrant penalties so long as the malfunction is declared and the gun made safe (placed on a prop or other safe place with the muzzle in a safe direction). At this point, the firearm is still loaded, everyone knows it, and the firearm can be handled in an appropriate manner. It is inappropriate to hand-off the firearm to anyone. It must be grounded safely.
8. Ammunition or magazines dropped or "ejected" by a shooter during the course of loading or reloading any firearm during the stage may be recovered and used.
9. Once a shooter stages their firearms on the firing line, no other person will touch the firearms. The only exception is if the RO deems it necessary to prevent a severe safety violation. (Any penalties would still apply.) The shooter shall be the only person to move their firearms from the firing line to the unloading table. Posse members shall be instructed not to touch or move any firearm from where the shooter restaged them after completing the firing string with the individual firearm. Under unusual circumstances, a shooter may ask for assistance in handling their firearms after the course of fire is complete.
10. The Unloading Officer ***MUST*** inspect all long guns before they leave the unloading table. Rifles and shotguns must have their action cycled for the Unloading Officer and chambers inspected.

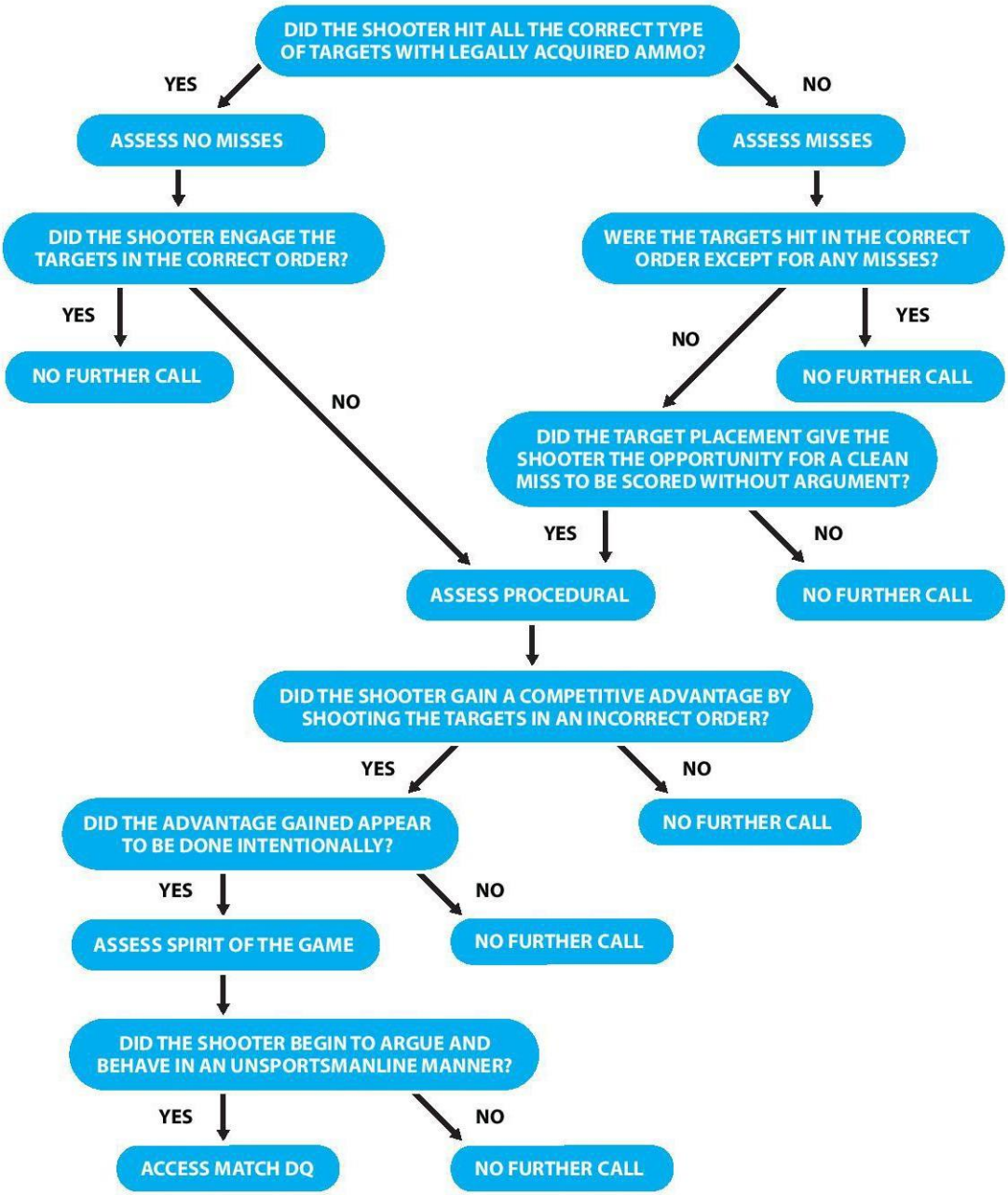
11. Hearing protection is highly recommended and eye protection is mandatory in and around the shooting areas. While small, period glasses look great, full protection, high impact glasses are strongly recommended. Eye protection is mandatory for all shooters and spectators within direct line of sight of steel targets.
12. Only the shooter can physically clear a malfunctioning firearm during the course of fire. If the shooter cannot clear the firearm it must be staged on a suitable prop or other safe place with the muzzle pointing in a safe direction. Once the malfunctioning firearm leaves the shooters hand it may not be used again in the stage. Reuse is treated as an illegally acquired firearm. The penalty is a Procedural and any targets hit with rounds fired from it are counted as misses. No adjustment will be made to the stage raw time.
13. If a competitor has a firearm malfunction that cannot be cleared on the line, the firearm may not be removed from the firing line/unloading area until the firearm has been cleared. A Match Disqualification will be awarded to the shooter if the shooter leaves the firing line/unloading area with the firearm unless under the direct supervision of a Match Official.
14. The penalty for using "illegally acquired" ammunition (i.e., NOT carried to the line/staged by the shooter in an approved manner) or **OVERLOADED ROUNDS** that are fired will be a PROCEDURAL. NO adjustments will be made to the stage raw time. Illegally acquired ammunition that is fired will not be considered fired for scoring purposes. If it hits an unhit target in the stage, that target will still be a miss. If it hits a target extra to the stage, it will not count for scoring purposes.
15. Muzzle direction
    - Muzzle direction and muzzle control is important between, before, during, and after shooting a stage.
    - All shooting must be done parallel to the centreline of the range in accordance with the range template.
    - A muzzle must not be allowed to "sweep" the other participants at any time.
    - Long guns shall have their actions open with chambers and magazines empty and muzzles pointed in a safe direction when transported at a match.
    - A holstered pistol (loaded or empty) with the hammer fully down on an empty chamber or expended case is considered safe and may not be interpreted as sweeping another shooter while safely secured in the holster.
    - Failure to manage safe muzzle direction is grounds for a Stage Disqualification penalty assessment, and for repeat offenses, a Match Disqualification penalty.
    - NOTE: Further exception is given when retrieving and returning vertically staged double barrel shotguns without penalty

ILLEGAL ITEMS

The use or presence of any outlawed item is a Stage Disqualification.

- Modern shooting gloves.
- Slings or bayonets on main match long guns.
- Short sleeve shirts (Male competitors only)
- Short sleeve tee shirts, long sleeve tee shirts, and tank tops for all competitors. Long sleeved Henley type shirts with buttons are acceptable.
- Modern feathered cowboy hats (Shady Bradys).
- Ball caps
- All types of athletic shoes or combat boots no matter the material from which they are constructed. Note: Period military boots with non-grip enhancing soles if appropriate for the costume are legal for Wild Bunch™ Action Shooting.
- Nylon, plastic, or Velcro accouterments.
- Holsters departing from the vertical by more than 30° when worn.
- The displaying of manufacturer's, sponsor's or team logos on apparel. Manufacturer's labels on such apparel or equipment are acceptable.

MISS FLOW CHART



Wild Bunch Pocket RO Card

January 2022

"SDQ" = Stage Disqualification; "MDQ" = Match Disqualification

"MSV" Minor Safety Violation = 10 Second penalty

	MSV	SDQ	MDQ
Failure to have the trigger finger outside the trigger guard while moving, reloading, or when clearing a malfunction.	■		
Not cycling a long gun's action at the end of a shooting string.	■		
Staging a long gun with the hammer cocked/action closed (once it leaves the shooter's hands)		■	
Moving with a live round under the hammer		■	
Live round left in the chamber of a long gun		■	
A cocked pistol with a live round in the chamber or in the inserted magazine leaving the shooter's hand		■	
Re-holstering the pistol after it is charged without it being cleared by a stage official.		■	
Discharge impacting 5-10 feet from shooter, while on the firing line		■	
Leaving the firing line after the first round goes down range		■	
Violation of 170 rule (without sweeping anyone)		■	
Sweeping anyone with unloaded firearm		■	
Not adhering to loading or unloading procedures		■	
Dropped gun (unloaded/empty)		■	
Manually de-cocking any firearm on the firing line		■	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage)		■	
Dry firing at the loading table		■	
Shooting on the move (shooting multiple shots during continuous movement)		■	
Empty long guns that slip, fall, and break the 170		■	
Improperly staged long gun		■	
Loading other than at the loading table or on the firing line (1911 magazines excepted)		■	
Restaging a long gun for further use, hammer not fully down on an empty chamber or expended round, action closed.		■	

Wild Bunch Pocket RO Card

January 2022

"SDQ" = Stage Disqualification; "MDQ" = Match Disqualification

"MSV" Minor Safety Violation = 10 Second penalty

	MSV	SDQ	MDQ
Presence of an outlawed item		■	
Shooting on the Move (continuous fluid movement while engaging targets)		√	
Use of ammunition that does not meet power factor (for scoring purposes only)			■
Discharge impacting within 5 feet from shooter while on the firing line, or any discharge away from the firing line, or any discharge in the loading or			■
Sweeping anyone with loaded firearm			■
Any two (2) stage DQ's or 2 F.T.E./S.O.G.'s during the course of a match			■
Dropped gun (loaded)			■
Belligerent attitude/unsportsmanlike conduct/interpersonal conflicts			■
Shooting under the influence of alcohol, drugs, or impairing medications			■
Willful failure to comply with a "cease fire" or "stop" command given by, and while under the positive control of the TO.			■
Shooting illegal ammunition			■
Firing overloaded rounds	P		
Shooting out of category. 1st violation is a procedure, 2nd violation is SDQ, 3rd violation is MDQ.	P	2	3

Procedural: Unintentional errors caused by confusion or mistakes. If unable to comply with stage instructions due to physical limitations or handicap, the RO may make allowances for the shooter to complete the stage w/o penalty, adhering as closely as possible to the spirit of the game. **10 seconds; no more than one procedural penalty may be assessed per stag**

Failure to Engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage or willfully disregarding a non-shooting procedure. **30 seconds**

Not meeting Power Factor OR an Illegal or Illegally modified firearm is a MDQ for Scoring purposes only.

Re-shoots are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure. Only safety penalties carry over.

Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained

WILD BUNCH POCKET RO CARD

GLOSSARY OF TERMS

Action Cycled (lever action long guns) – Opening the action far enough to cock the hammer.

Action Closed (lever action long guns) – Bolt in "full battery," i.e., unable to further close by manipulation of the lever or pump mechanisms.

Action Open (lever action long guns) – Bolt not closed completely.

Basketball Traveling Rule – aka movement with a firearm. Once the firearm is cocked, one foot must remain in place on the ground until the firearm is made safe. This means with the pistol one may move when the chamber is empty and the trigger finger is outside the trigger guard. One may move with a rifle or shotgun when the action is open or hammer down on an empty chamber or an expended case, action closed.

Charging – the act of placing a live round in the chamber of the pistol.

Firearm Cleared – no live or empty cases in or on the chamber, magazine, or carrier.

Cocked – hammer not down (on full or half-cock).

Committed to a Firearm – the point at which a firearm would have to be made safe to leave the shooter's hand.

Committed to a Stage – when the first round is fired down range.

Commonly Available – obtainable by anyone given ordinary circumstances with ordinary means.

Course of Fire – once the shooter has signified "ready," from the beep of the timer to the last shot fired.

Down Range – 180 degrees from the shooter toward the targets of a stage.

Dropped Firearm – a firearm that has left the shooter's control and come to rest at a location or position other than where it was intended.

Dry Firing – defined as the act of bringing an unloaded firearm into a shooting position, cocking the hammer, and pulling the trigger as if to cause the gun to fire normally.

Duelist Shooting Style – a pistol fired one handed, unsupported. The pistol, hand, or shooting arm, may not be touched by the off-hand except when reloading or resolving a malfunctioning problem. This shooting method is required for Wild Bunch™ Action Shooting Traditional competitors.

Engaged – attempting to fire a round at the target.

Equipment – any non-apparel item that you take to the firing line.

Failure to Engage – willfully or intentionally disregarding the stage instructions in order to obtain a competitive advantage and is not simply because a competitor "makes a mistake." Applies only to non-shooting situations such as refusing to rope a steer, throw a stick of dynamite, or otherwise make an attempt to complete any other non-shooting procedure written within the stage instructions.

Firing Line – From first firearm placed on the loading table until all firearms are confirmed as cleared at the unloading table.

Free Style – shooter has the option of shooting Two-handed style or Duelist style.

Allowed in Wild Bunch™ Action Shooting Modern category.

Hammer Down – hammer fully down at its final resting position.

Illegally Acquired Ammunition – ammo NOT carried to the line or staged by the shooter in an approved manner or overloaded rounds that are fired.

Loaded Firearm – Any firearm with unfired rounds in the chamber.

Location – a physical point on a stage (e.g., "behind the door …")

Major Safety Violation – a safety infraction that has a high potential for personal injury.

Minor Safety Violation – handling or firing a gun in a manner that is unsafe but does not directly endanger persons.

Miss – a failure to hit the appropriate target type using the appropriate type firearm.

Muzzle Direction Safety Rule – means the muzzle of the firearm must always be pointed down range parallel to the centreline of the range in accordance with the range safety template **(see SAFETY PRACTICES Item 15)**

Overloaded Rounds – *Rifle*: Loading more rounds that the stage requires or more than 10, whichever is less. *Shotgun:* Loading more rounds than the stage requires or more than 6, whichever is less. *Pistol:* Loading more than 7 rounds in a magazine.

Pistol in Hand – when the muzzle of the pistol clears the mouth of the holster, or breaks contact with a prop where it was staged.

Position – the posture and stance of the shooter (e.g., "the shooter starts with hands touching hat …").

Power Factor – Bullet weight (in grains) times the velocity (in feet per second) divided by 1000. The minimum standard in all Wild Bunch™ Action Shooting matches is not less than 150. Maximum velocity for pistols is 1000 fps. Maximum velocity for rifles is 1400 fps.

Procedural – an unintentional action where the competitor does not follow the Stage instructions and can include actions/omissions other than firing a round (e.g., failure to adhere to category requirements).

Progressive Penalty – Procedural for the first infraction; Stage Disqualification for the second infraction; Match Disqualification for the third infraction. Example: failure to adhere to category requirements.

Reshoot – score recorded, the competitor starts over clean, carrying accrued safety penalties. Both scores turned in.

Restart – no recorded score, shooter is given a clean restart.

Shooting String – shots from one type of firearm prior to use of the next type of firearm engaged.

S**quib** – Any part of a cartridge lodged inside the barrel of a firearm or a projectile that exits the barrel at an extremely low velocity.

Stage – Synonymous with "Course of Fire," from the beep of the timer once the shooter has signified "ready" to the last shot fired.

Two Handed Shooting Style – The shooter holds and fires a pistol with two hands. This shooting method is allowed for Wild Bunch™ Action Shooting Modern competitors.

Up Range – 180 degrees from the shooter away from the targets of a stage.