

SASS® WILD BUNCH ACTION SHOOTING™

SHOOTER'S HANDBOOK



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SINGLE ACTION SHOOTING SOCIETY®

The Single Action Shooting Society (SASS) is an international membership organization formed in 1987. Originally formed to preserve and promote the sport of Cowboy Action Shooting™, Wild Bunch Action Shooting™ joined the SASS Shooting Sports family in 2009. SASS serves as the governing and sanctioning body of the sport, promulgating the rules to ensure safety and consistency in competitions worldwide. SASS sanctions championship matches including State, Regional, Territorial, National, and the World Championship — all held annually across the nation and internationally.

JOINING SASS

Membership in SASS means different things to different people, and the reasonings behind each individual varies greatly. While there may be a simple, single reason for joining for some, most point to a combination of both tangible and intangible benefits that comprise the true value of their membership. SASS is one of the few shooting organizations that actively supports family participation and camaraderie above competition. SASS members are the very best folks you're likely to meet ... anywhere.

A membership in SASS ensures the organization can continue to provide a codified set of rules and regulations for the sport, provide exemplary member services, and remain vital to the longevity of the sport as the internationally recognized activity we participate in today.

SASS MEMBERSHIP BENEFITS

- Registered SASS number, alias, and badge.
- Travel, rental car, and hotel discounts.
- Prescription discount plan.
- Entry to SASS Sanctioned shooting events.
- Subscription to *The Cowboy Chronicle*.
- Full access to the SASS Wire Forum.
- Exclusive member pricing on merchandise.

SELECTING A SASS ALIAS

Your SASS Alias is exclusively yours. Every SASS member is required to select an alias that closely represents a character or profession from the Old West, western or military film genre. In the tradition of the Old West cattle brand registries, your alias may not in any way duplicate or be easily confused with any other member's alias. Full guidelines for choosing an alias are available on the SASS website. The SASS Alias registry changes daily. Please reach out to SASS Headquarters to confirm the availability of your alias choice.

WILD BUNCH ACTION SHOOTING™

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 century; 1911 semi-automatic pistols, lever action rifles, and shotguns. The shooting competition is staged in a unique, characterized, Old West style.

Contestants shoot in several firearm stages (courses of fire) utilizing one to three firearms in which they engage steel and/or cardboard targets in a specifically designed scenario and shooting sequence. Scoring is based on accuracy and speed.

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.

CLOTHING & ACCOUTREMENTS

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 the game and helps to 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, including dinners, award ceremonies, dances, and other SASS related activities.

All clothing and equipment must be worn appropriately and how it was intended, or how it would have been in the Old West or as seen on B-Western movies and television.

EYE & EAR PROTECTION

Hearing protection is highly recommended, and eye protection is mandatory in and around the shooting areas. While small, period glasses may look great, full protection/high impact glasses are strongly recommended. Such protection is *recommended* for everyone when in the range area, however eye protection is *mandatory* for spectators when within direct line of sight of steel targets.

SASS AFFILIATED CLUBS

SASS Affiliated Clubs are the backbone of SASS and the sport of Wild Bunch Action Shooting™. SASS Clubs are numerous — located in every state in the nation as well as 15 foreign countries. These clubs are your local resource and facilitator of monthly and annual matches for Cowboy Action and Wild Bunch Action Shooting™. SASS Clubs foster the organized growth of the sport in a manner consistent with all SASS rules and regulations. SASS Affiliation ensures no matter where your travels take you, you know exactly what to expect in terms of safety and consistency in enjoying the sport. Finding a local SASS Club near you is the first step in your journey of exploring Wild Bunch Action Shooting™. You'll meet amazing people, receive a warm welcome, and all the advice for which a new member and shooter could ask! You can count on SASS' 45+ year track record- do not be fooled by imitators who may put your safety in jeopardy. To find a local SASS affiliated club near you and to review their monthly shooting schedules, please visit our website at www.sassnet.com.

SHOOTING CATEGORIES

Wild Bunch Action Shooting offers the following categories. The two basic categories always offered are Modern and Traditional. These two categories are open categories and can be shot by men, women, and juniors of all ages. At the match director's discretion, there are two additional categories recognized by SASS as main match categories- Teddy Roosevelt and Doughboy. Additionally, at the match director's discretion, all categories may be further divided into Junior boy/girl (Junior category is 16 years of age and under), Ladies categories, and Senior categories (Senior category is 65 years of age and older). Age, gender, and residency are all to be confirmed/determined by the declaration on the individual's state issued ID. It is the Match Director's decision as to which of the additional categories are offered, and based upon the number of entries, which of the additional expansion categories will be honored. *Parental/Guardian consent and supervision is required for any competitor under the age of 18.

MODERN CATEGORY

Modern Category is an open main match category, carries no age or gender restrictions and carries the following parameters:

- Modern and Traditional style pistols are allowed.
- May be shot in any shooting style.
- May use any SASS legal main match shotgun and any legal main match rifle, .38 caliber or greater.
- May use any SASS legal ammunition.

TRADITIONAL CATEGORY

Traditional Category is an open main match category, carries no age or gender restrictions and carries the following parameters:

- Only traditional style pistols are allowed.
- Must be shot one handed unsupported (duelist style). Support hand may be used for loading, racking the slide, and in case of malfunctions.
- May use any SASS legal main match shotgun and any legal main match rifle, .38 caliber or greater.
- May use any SASS legal ammunition.

TEDDY ROOSEVELT CATEGORY

Teddy Roosevelt Category is an open main match category, carries no age or gender restrictions and carries the following parameters:

- Teddy Roosevelt substitutes a rifle caliber lever action rifle for the SASS main match rifle with the rifle targets for Teddy Roosevelt contestants set further out.
- Rifle caliber lever action or pump action as manufactured before WW 1 ended. Rifle caliber is defined as having a minimum 1.8" cartridge case length. The 1895 Winchester and the Savage 99 originals or reproductions along with period correct receiver mounted peep sights are legal for Teddy Roosevelt.

It is recommended that the rifle targets for Teddy Roosevelt be set at a distance between 25 to 75 yards using AR 500 steel for targets. Rifles will be loaded at the loading table with no more than the number or rounds specified in the stage description- up to a maximum of 7 rounds and will be staged in accordance with the stage description. With an empty chamber,

the bolt will be fully forward, or lever or pump action closed with the hammer down. Unless otherwise stated by the Match Director, lead bullets will be used. Gas checked bullets are allowed- no jacketed bullets.

DOUGHBOY CATEGORY

Doughboy Category is an open main match category and carries no age or gender restrictions and carries the following parameters:

- Doughboy substitutes a bolt action military rifle for a SASS main match rifle with the rifle targets for Doughboy contestants set further out.
- The rifle must be an original caliber bolt action rifle issued by any country to its military forces through the end of WWII. It must be as issued with original period battle sights and no external modifications. Original scoped rifles are not allowed.
- Internal modifications are allowed.
- Faithful reproductions are allowed.
- Unless stated by the Match Director, lead bullets will be used. Gas checked bullets are allowed- no jacketed bullets.

Doughboy rifles will be loaded with no more than 5 rounds and will be staged in accordance with the stage description. The bolt will be fully open. Reloads can be individually or with stripper clips. The Garand is not allowed.

MINIMUM ENTRANT CATEGORY MANDATES

In the interest of ensuring and promoting a true competitive environment at the SASS Sanctioned Championship level of competition (State, Regional, National, and World Championships), all possible category breakdowns *may* be offered, however, categories above the base categories will only be honored if they meet the minimum entry mandates decreed by SASS and the Championship agreements.

*Shooting categories offered at any match, including Teddy Roosevelt and Doughboy as Main match categories, are ultimately at the discretion of the Match Director/Officials to ensure the success and viability of each match individually unless the individual contract indicates otherwise.

PARTICIPANT GUIDELINES

SPIRIT OF THE GAME

As SASS Shooting sports evolved, our members have developed and adopted an attitude toward their participation we call the “Spirit of the Game.” When a shooter has Spirit of the Game, it means one fully participates 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 Spirit of the Game nothing more than good sportsmanship. Whatever you call it, if you do not 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 to obtain a competitive advantage (e.g., taking the penalty would result in a lower score or faster time than following the instructions). In such case, a 30-second Failure to Engage/Spirit of the Game penalty is assessed, in addition to any penalties for misses, procedurals, and minor safety violations. It is not assessed simply because a competitor “makes a mistake.” Shooting ammunition that does not meet the power factor, or minimum velocity is also a “Spirit of the Game” infraction. Two “Spirit of the Game” infraction penalties within a match result in a Match Disqualification penalty.

PARTICIPANT CONDUCT

Safety

Our sport, by its very nature, has the potential to be dangerous and a serious accident may occur. Every participant in a SASS match is expected to be a safety officer. Each shooter's first responsibility is for his or her own safe conduct. All shooters are expected to remain alert for actions by others that are unsafe. Any Range Officer or shooter may confront any participant about an observed, unsafe situation. It is expected the matter will quickly be corrected and not repeated. Any argument concerning the correction of a safety related matter will result in that shooter being ejected from the range. Please refer to the Safety Rules section of this handbook for all Safety Rules. Participants must also:

- Treat and respect every firearm as if it were loaded.
- Safe firearm handling is the shooter's responsibility. Refer to the Safety section for all firearm handling safety rules.
- All shooters must demonstrate rudimentary familiarity and proficiency with the firearms being used. Shooters are expected to perform within their capabilities at all times.
- SASS matches are not the forums in which to learn basic firearms handling.
- Movement is not allowed with a loaded round under the hammer of any firearm. Movement is defined by the basketball "traveling" rule. Whenever a shooter has a loaded round under the hammer of a firearm in hand, at least one foot must remain in place on the ground. The first violation will result in a Stage Disqualification penalty. The second violation will result in a Match Disqualification penalty assessment. Note: Shuffling the feet to maintain balance or adjust the shooting stance is allowed as long as the shooter does not actually change location.
- "Shooting on the move" or "step shooting" is expressly disallowed. See rules for the safe condition of firearms for movement.
- Alcoholic beverages are prohibited in the range area for all shooters, guests, range officers, and others, until all shooting is done for the day. No shooter may consume any alcoholic beverage until he or she has completed all of their shooting for the day and stored their firearms.
- No shooter may ingest any substance that will affect his or her ability to participate with a maximum state of awareness and in a completely safe manner. Both prescription and non-prescription pharmaceuticals that may cause drowsiness or any other physical or mental impairment must be avoided.

Personal

In addition to the safety rules mentioned above, participants are expected to follow these rules of conduct:

- The Shooter must obey all range commands given by the Timer Operator.
- Once a shooter is committed to the stage (when the first round actually leaves the barrel) the shooter must remain on the stage until it is completed, and the shooter has moved to the unloading area to clear all firearms.
- Any shooter, guest, or match official who uses foul language, is disrespectful, offensive, rude, or becomes belligerent or threatening in any manner will be disqualified from the event and, at the discretion of the Match Director, may be required to leave the property.
- Interpersonal conflicts will not be tolerated.

- Good Sportsmanship best defines “The Spirit of the Game.” Be a good sport. Have fun.

Failure to Engage

A “failure to engage” penalty 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 case, a 30-second “failure to engage” penalty is assessed in addition to any penalties for misses, procedural, or minor safety infractions.

FIREARM COVENANTS

SASS Shooting competitions are divided into separate types of matches: main match, team matches, and side matches. The rules regarding SASS approved firearms depend upon the type of competition in which you are competing.

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 judgement 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 and must function in a safe manner.

SASS recognizes the desire to enhance firearm performance. Firearm 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 used for 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 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 approval are illegal.

RANGE OPERATIONS & SAFETY RULES

“Conventions” refer to standard range behaviors and rules that every shooter is expected to know and follow at all times. ALL SASS Safety conventions are not negotiable and shall never be overruled by match design or shooting course descriptions. Stage Conventions are standard default rules unless otherwise directed by stage design/description (e.g., knockdown targets must go down to count).

STAGE CONVENTIONS

Stage Conventions are standard range behaviors; a list of practices every shooter is expected to know and follow on every stage. The following stage conventions (stage defaults) **must be followed in all SASS matches**, unless otherwise directed in the stage descriptions.

- All knockdown targets (shotgun, rifle, or pistol) must go down to count.
 - o Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
- Knockdown targets that do not fall may not be re-engaged unless otherwise indicated by the stage description.
- No missed target may be re-engaged.
- If no starting position is given, the shooter may start in any position as long as hands are not touching any firearm, ammunition, or magazines.
- In the event a target fails or is downed, the shooter should “shoot where it was.” For safety reasons a target on the ground should never be engaged.
- In the case of a suspected squib, the TO will instruct the shooter to make the firearm safe and continue with the next firearm. If the barrel is later determined to be clear, the shooter will receive a reshoot.
- All staged long guns shall have their barrels pointed safely down range, unless the stage scenario and provided prop calls for vertical staging of the long gun(s). (Vertical staging is not restricted by SASS).
- 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.
- Shooters may not start a stage with ammunition in hand.
- After the shooting string, long guns are made safe with safe muzzle direction, action cycled.
- 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 TO.
- Pistols are shown clear on the firing line at the end of the stage prior to holstering.
- Safe gun handling is the shooter’s responsibility. The 170° safety rule is in effect.
- Only the shooter may handle his/her firearms from the loading table to the unloading table.

FIREARM CONVENTIONS

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)

Levers

- “John Wayne” style levers may be substituted on rifles for the standard factory lever.
- Levers may be wrapped or padded with leather or faux leather.
- 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.
- A “two-shot” drop type system for lever action shotguns may be added.

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.

Cosmetic Embellishments

- 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 firearm.

1911 PISTOL

A full-size single stack 1911 semi-auto pistol is used in Wild Bunch Action Shooting.

- Must be .45 ACP caliber
- The term “1911 pistol” herein refers to the 1911A1 model as well as its clones.
- No more than one main match pistol may be carried to the firing line.

1911 Pistol – Modern & Traditional Category

The Modern and Traditional shooting categories carry a number of the same parameters when it comes to the 1911 Pistol. First, we will list the common parameters for both categories, then in the subsequent sections we will address the parameters specific to each of the categories individually.

Common Parameters

- Barrel length must be five inches.
- No barrel porting or compensators or other recoil reducing devices are allowed.
- Barrel with standard barrel bushing. No Bull barrels are allowed.
- Magazine wells may be beveled, but may not be oversized, extended, or flared.
- Stainless steel full size 1911 pistols are permitted.
- Aluminum frame full size 1911 pistols are permitted.
- Wrap around grips that cover a portion of the front strap are illegal.
- No target style or thumb rests are 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.
- Magazines must be standard length and may be loaded with up to seven rounds.
- Overloaded rounds that are fired are penalized 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 ¼” beyond the original base plate.
- Empty magazines may not weigh more than three ounces.
- Flat, wedge, or arched mainspring housings are permitted. The mainspring housing may be serrated or checkered.
- Lanyard loop is optional.
- Internal accurizing and action tuning is allowed.
- Thumb and grip safeties must function correctly.

1911 Pistol – Traditional Category Modifications

The Wild Bunch Traditional Category has specific parameters that must be adhered to, in addition to the rules Traditional shares with the Modern Category. 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. Note: “Standard” in all cases means Standard Military Specs.

- Unloaded pistol weight may not exceed 40 ounces with an empty magazine inserted
- 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 a natural steel color.
- Only rear slide checkering or serrations. No front slide checkering or serrations are allowed.
- Only standard grip safeties are allowed. No beavertail style grip safeties.
- Standard thumb safety only- it may not be extended.
- Standard slide release only – it may not be extended.
- Standard recoil spring guide only. No full-length guide rods allowed.
- Short or long solid triggers are permitted. No flat or lightweight match triggers are allowed.
- Lowered and flared ejection port is allowed.
- Checkered front strap or trigger guard is not allowed.
- Standard spur type hammer only.
- Standard length magazine release only- it may not be extended or oversized.

1911 Pistol – Modern Category Modifications

The Wild Bunch Modern Category has specific parameters that must be adhered to, in addition to the rules the Modern category shares with the Traditional Category. Pistol finishes vary widely. Bluing, plating, polishing, painting, etc. are all legal.

- Dust cover light rails are legal.
- Unloaded pistol weight may not exceed 42 ounces with an empty magazine inserted.
- 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.
- 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 are allowed.
- Extended magazine releases are allowed.
- Thumb safeties may be extended and be ambidextrous.
- Slide release may be extended.
- Full-length recoil spring guide rod allowed.
- Match trigger allowed.

- Lightweight competition hammer is 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.
- External extractor allowed.

1911 PISTOL – RANGE OPERATIONS

1911 Safety & Handling

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 Minor Safety Violation (MSV) penalty. Charging means the act of placing a live round in the chamber of a pistol.

- Magazines may be loaded with up to seven rounds at any time, unless limited by stage instructions.
- 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.
- 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.
- 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.
- Changing magazines on the move is allowed as long as the trigger finger remains outside the trigger guard. Once the slide moves into battery and a live round is in the chamber, the "basketball travelling rule" is in effect.
- 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 shall be used:
 - o UNLOAD and SHOW CLEAR: This means removing 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.
 - o SLIDE FORWARD: This means allowing the slide to go forward to battery.
 - o HAMMER DOWN: While the pistol is pointed in a safe direction, pull the trigger allowing the hammer to drop, unimpeded.
 - o HOLSTER: Place the cleared, safe pistol in the holster.

1911 Operations at the Loading table

- A magazine will be inserted in the 1911, with the chamber empty/clear. The pistol can remain holstered or will be re-holstered.
 - o HOLSTER: Place the cleared, safe pistol in the holster.

1911 Operations 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 the firing line.

1911 Operations at the Unloading Table

- The already cleared pistol (cleared on the firing line at the completion of the shooting stage) will remain holstered as clear while the long guns are cleared at the unloading table.

RIFLES

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. (Exception for Teddy Roosevelt and Doughboy Categories). Examples include the Uberti or Winchester 1873, 1892, and 1866, Henry Big Boy, and the 1894 Marlin - among others. Rifles with box magazines may not be used. Certain shooting categories require a specific type of rifle and ammunition to be used. Please see the shooting categories for further information. Rifles are to be shown clear at the unloading table at the end of every stage.

Rifle Calibers

- Must be centerfire of at least .38 caliber and not larger than .45 caliber.
- No rifle calibers are allowed.
- Must be in a caliber commonly available. Examples include, but are not limited to, .357 Magnum, .38 Special, .38-40, .44-40, .44 Special, .44 Magnum, and .45 Colt.
- Teddy Roosevelt and Doughboy shooting categories have specific rifle caliber parameters. Please see the shooting categories for additional regulations.
- BAMM Side match has alternate caliber parameters. See BAMM description for details.

Rifle 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.

Rifle 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.

Rifle Stocks & Grips

- The length and 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 butt stock of rifles.
- Butt plates 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 buttstock. 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.

Rifle 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 include a bead, blade, simple post, or otherwise approved front sights or insert made of materials such as steel, ivory, faux ivory, brass, gold, pewter, copper, or silver. The bead or insert shall be the color of the aforementioned material.
- Rear sights may be blue, black, or stainless- or any color allowed on the front sight above. Rear sights may utilize an insert of any color allowed for the front sight.
- Colors other than those of the materials referenced above or any “fluorescent” materials may not be applied to either front or rear sights.
- Ramp style front sights are allowed if original to the firearm.
- Modern style click adjustable barrel or receiver sights are not allowed.
- The back of the front sight may be serrated.
- The front sight may be raised or lowered to bring point-of-aim and point-of-impact into alignment.
- All rear sights may have their openings adjusted.

RIFLE – RANGE OPERATIONS

Safety & Handling Conventions – Rifles

- Rifles may be staged with the magazine loaded, action closed, hammer fully down on the empty chamber (NOT the safety notch), with the muzzle pointing in a safe direction (adheres to the 170° rule).
- The muzzle is never initially staged on the ground.
- Rifles will be cleared and discarded with their barrels pointing in a safe direction. If the action of a rifle closes after being cleared, the shooter will, at the conclusion of the stage, show it to be clear to the TO. No person other than the competitor may handle the long gun prior to opening the action and showing it to be clear.
- If the rifle is the last firearm used, it must be cleared prior to leaving the shooter's hand(s) at the unloading area. (This does not apply to firearms shot out of sequence, made safe, and then restaged for further use.)
- Once a rifle is cocked, either the round under the hammer must be expended (shot) or the action opened in order for the rifle to be returned to a safe condition.
- Unfired, ejected rifle rounds may be replaced (reloaded) on the clock.

Safe Conditions During a Course of Fire – Rifles

A rifle is considered SAFE to leave the shooter's hands in the following condition(s) only (some conditions may be corrected before firing the next firearm):

- Empty.
- Hammer fully down on an empty chamber or spent round, action closed (restaged for further use).

A rifle is considered SAFE for movement (in hand, while moving through a stage) in the following condition only:

- Hammer fully down on an empty chamber or expended round, action closed.
- Action open, round on carrier or in chamber.

SHOTGUNS

The Winchester model 1897 and model 12 pump in 12 gauge, civilian or military style are allowed. The IAC '93/'97 reproduction Winchester is also approved. This shotgun may be identified by the numbers '93/'97 on the left side of the barrel and the words IAC Billerica, MA on the right side of the barrel. Original Winchester 1893 shotguns were declared unsafe by the manufacturer and are NOT legal for use in Wild Bunch Action Shooting™ matches. Fully accurate reproductions are allowed.

Any side-by-side or single shot shotgun typical of the period from approximately 1860 to 1899 with or without external hammers, having single or double triggers is allowed. Automatic ejectors are allowed on single shot break action, lever, and pump action shotguns ONLY. Side-by-side shotguns may not use automatic ejectors.

Lever action, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas.

Shotgun Gauges

- Side-by-side, single shot, and lever action shotguns must be centerfire of at least 20 gauge and no larger than 10 gauge.

- Slide action shotguns must be centerfire of at least 20 gauge and no larger than 12 gauge.

Shotgun Break Action

- Internal mechanisms to guarantee break action shotguns do not close accidentally may be added or modified.
- The open angle for break action shotguns may be increased.
- The top opening lever on break action shotguns may be bent (re-profiled) by no more than ½" from the center of the tang to the outside edge of the lever.

Shotgun 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.

Shotgun Barrels

- Original barrels may be replaced with new barrels of correct styles for that particular model firearm.
- 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.

Shotgun 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 shotguns.
- Butt plates 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 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.
- Leather on a pump shotgun's fore-end or grip surface is not allowed.

Shotgun 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.

SHOTGUN – RANGE OPERATIONS

Safety & Handling Conventions - Shotguns

- In Wild Bunch Action Shooting, side by side/double barrel shotguns are loaded under TO supervision at the staging location and staged open. The action may not close until “after the beep.” Any additional rounds needed must be loaded from the body or other specified staging position. If vertical staging is used, the double/side by side will have to be staged empty.
- Other shotguns may be loaded with the number of rounds required for the initial target sequence, but NOT exceeding six rounds. The shotgun magazine will be loaded after closing the action and lowering the hammer on an empty chamber. Any additional rounds needed must be loaded from the body or other specified staging position.
- Mule eared shotguns can be cocked at the beginning of a scenario, whether staged or in the shooter’s hands.
- Shotgun shells may be removed without penalty to return the firearm to a safe condition.
- Unloaded shotguns shall be staged with the action open.
- Shotguns will be cleared and discarded with their barrels pointing in a safe direction. If the action closes after being cleared, the shooter will, at the conclusion of the stage, show it to be clear to the TO. No person other than the competitor may handle the gun prior to opening the action and showing it to be clear.

Safe Conditions During a Course of Fire – Shotguns

A shotgun is considered SAFE to leave the shooter’s hands in the following condition only (some conditions may be corrected before firing the next firearm):

- Empty.
- 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)
- Action open.

A shotgun is considered SAFE for movement (in hand, while moving through a stage) in the following conditions only:

- Action open, round in chamber or on carrier.
- Hammer(s) fully down on an empty chamber(s) or expended round(s), action closed.

HOLSTERS, CARTRIDGE BELTS, & BANDOLEERS

Holsters

- All handguns must be carried in a safe holster capable of retaining the firearm throughout a normal range of motion.
- Holsters 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 is allowed.

- No shoulder or cross draw holsters may be used during competition.

Cartridge Belts, Bandoleers, Magazines, and Pouches

- Bandoleers, cartridge belts, and pouches 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, wrist, or forearm bandoleers, 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.
- Magazine pouches must be worn vertical and conform to the shooter's body (i.e., not tilt out from the shooters 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.
- The flat side of the magazine 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 Belts and Loops

- Ammunition required for loading/reloading during the course of any stage must be carried on the shooter's person, in a bandoleer, cartridge/shot shell belt loop, pouch, pocket, or be safely staged as required by stage instructions.
- 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.
- Cartridge loops must not have a metal or plastic liner. However, the entire loop may be made of metal.
- Use of ammo from cartridge loops mounted on a firearm's stock or forearm is not allowed.
- Leather belt slide ammo loops are acceptable; however, shotgun shell slides may not be worn over shotgun loops on an ammo belt.
- Ammunition belts must be worn so all ammo is positioned at or below the belly button.
- Shotgun ammo loops may not accommodate more than two rounds per loop, and rifle/pistol ammo loops shall accommodate only one round per loop.
- Shotgun Ammo loops must conform to the shooter's contour (i.e., not tilt out from the belt).
- Laterally angled cartridge loops on belts and ammo slides are allowed.

OUTLAWED ITEMS

SASS wants our participants to be safe, have fun, develop their competitive shooting skills, and enjoy the rich traditions of the Old West and early military. We ask you join us in the

friendly spirit of competition and preservation of our heritage. The use or presence of any of the listed outlawed items, equipment, or the use of a non-SASS legal firearm will result in a Stage Disqualification penalty for each stage on which the illegal item(s) is used. Penalties are not awarded in arrears but should be corrected before the competitor shoots the next stage.

- Modern shooting gloves
- Slings or bayonets on main match long guns. (Slings are allowed in the Doughboy category)
- Short sleeve shirts (male competitors only)
- Short sleeve tee shirts, long sleeve tee shirts, and tank tops for all competitors. (Long sleeve Henley type shirts with buttons are acceptable.)
- Modern feathered cowboy hats (Shady Bradys)
Straw hats of traditional design are acceptable (e.g., Stetson, Baily, Sombreros, etc.)
- Designer jeans are not allowed. Designer jeans include modern jeans that have slogans or logos embroidered, silk screened, and such, saying things like “PINK” or “BABY.” Jeans with fancy or flashy adornments are acceptable.
- 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 accoutrements.
- Holsters departing from the vertical by more than 30° when worn.
- The displaying of any manufacturer’s, sponsor’s, or team logos on apparel. (Manufacturer’s labels on such apparel or equipment are acceptable)

SAFETY

SAFETY & HANDLING CONVENTIONS

All Firearms

- All staged firearms must have their barrels pointed in a safe direction.
- All long guns initially staged on a horizontal surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area.
- A pistol initially staged on a horizontal flat surface must be staged with the entire handgun on the staging surface.
- All firearms will remain unloaded except while under direct observation of a designated person on the firing line or in the designated loading and unloading areas.
- The muzzles of all long guns must be maintained in a safe direction at all times (generally “up” slightly downrange).
- As long as the shooter has contact with the firearm, it is considered in their control.
- If a shooter trips and falls during the course of fire, provided no safety rules have been violated, the shooter will be allowed to regroup and continue the course of fire.
- Any unloaded firearm dropped on the firing line will result in a Stage Disqualification penalty assessment. This does not apply to a holstered pistol that remains “in leather” in the event of an equipment failure (e.g., broken belt buckle)

- causing the gun belt or ammo belt to fall. Shooter may safely recover a fallen gun/ammo belt and continue finishing the stage without penalty or wait until finishing the stage for retrieval.
- Any dropped loaded firearm will result in a Match Disqualification penalty assessment.
 - o A shooter should not be allowed to pick up a dropped firearm. The TO should recover the firearm, examine it, clear it (if necessary), return it to the shooter, and assess the appropriate penalty.
 - o This does not apply to a holstered pistol that remains “in leather” in the event of an equipment failure (e.g., broken belt buckle) causing the gun belt or ammo belt to fall. Shooter may safely recover a fallen gun/ammo belt and continue finishing the stage without penalty or wait until finishing the stage for retrieval.
 - If a firearm is shot out of sequence or from the wrong position or location, the shooter will be assessed 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 assessment (the dreaded “Double Jeopardy” of a procedural and a miss). This does not mean a shooter may reload a rifle or pistol at any other time to make up for a miss.
 - If a competitor has a firearm malfunction that cannot be cleared during the course of fire, the shooter may not leave the firing line until the firearm has been cleared. A Match Disqualification penalty will be assessed to the shooter if they leave the firing line with the malfunctioning firearm unless under the direct supervision of a Match official.
 - There is no penalty for an empty case/hull in a gun that is open or that the shooter has cycled. If a proper attempt has been made to cycle the gun, it will be cocked.
 - De-cocking may not be done to avoid a penalty if cocked at the wrong time, position, or location once a round has gone downrange. 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 (TO). This requires a positive indication/acknowledgement from the TO to the shooter. The penalty for de-cocking is a Stage Disqualification.
 - The shooter with firearm in hand shall never be allowed to move with a live round under a cocked hammer. 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.
 - Long guns will have their actions cycled at the conclusion of each shooting string. 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 TO. Appropriate penalties will apply if it is not empty of live ammunition/unfired rounds.
 - 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.

- 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 shooter's hand, it may not be used again in the stage. Reuse is treated as an illegally acquired firearm. The penalty is a Procedural violation, and any targets hit with rounds from it are counted as misses. No adjustment will be made to the stage raw time.
- 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 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.

The Magnificent Seven

- 1- Always treat every firearm as if it is loaded.
- 2- Never let the muzzle of a firearm break the 170° rule.
- 3- Be sure of your target and what is beyond.
- 4- Keep your finger off the trigger until ready to fire.
- 5- Firearms remain unloaded outside of the normal course of fire — loading area to unloading area.
- 6- Treat all firearms with respect.
- 7- Speak Up.

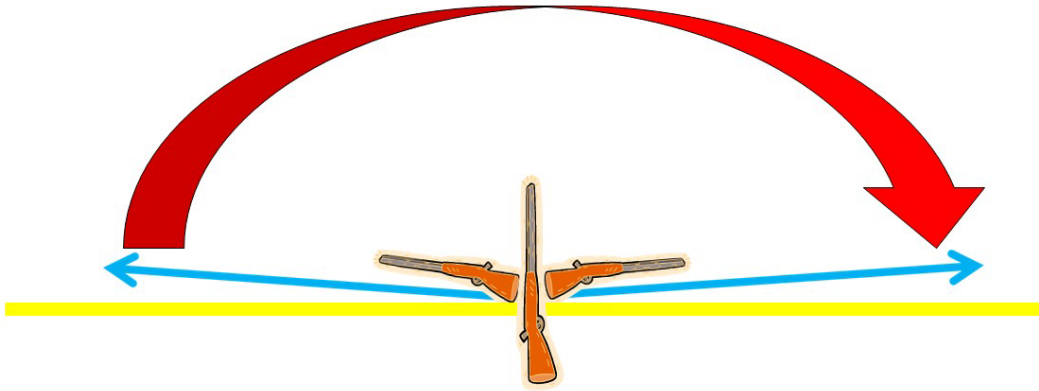
The 170° Rule

The 170° rule means the muzzle of a firearm must always be straight down range (+/- 85° in any direction). Muzzle direction and muzzle control is important between, before, during, and after shooting a stage. The 170° rule is the backbone of all safe firearm handling and is always in effect.

- 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

The 170° Rule



170° rule means that the muzzle of firearm must always be straight down range +/- 85° in any direction

Safety Officers - Timer Operator – TO

The role of the Timer Operator TO is to safely assist the shooter through the course of fire. Coaching and constraining the shooter from unsafe acts are expected when appropriate, minimizing procedural and safety penalties whenever possible. 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.

Proper coaching or no coaching at all is NOT considered RO interference and will never be grounds for a reshoot. Improper coaching that either impedes the shooter's progress or results in a procedural penalty may be grounds for a reshoot.

Failure to stage firearms 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. The penalty of using "illegally acquired" ammunition (i.e., NOT carried to the line/staged by the shooter in an approved manner) is a PROCEDURAL penalty. Any targets hit using that ammo are scored as MISSES. NO adjustments will be made to the stage raw time.

It is expected the Timer Operator will be the responsible party for resolving all safety related matters occurring in the loading, unloading, and firing line areas. However, as all shooters are considered Safety Officers, any shooter who observes a safety infraction not witnessed by the TO should call the infraction to a TO's attention, at which time the matter will be resolved.

Range Commands

Standard Range Commands are the most efficient way to run a shooting line and are used in almost every established shooting sport. As a matter of safety, all shooters are required to obey all range commands given by the TO. For a more in-depth understanding of range commands, schedule your SASS RO 1 Course today.

IMPORTANT COMMON RANGE COMMANDS

- **“Cease Fire” or “STOP!”** – The command called out by the TO or any witnessing Range Officer/Match Official at any time an unsafe condition develops. The shooter must stop shooting and stop moving immediately. Willful failure to comply to a Cease Fire or Stop command given by, and while under the control of the TO will result in a Match Disqualification penalty assessment.
- **“Muzzle!”** – This command quickly and efficiently warns the shooter their muzzle is getting close to the 170° and should be pointed in a safe direction (back down range).
- **“Down Range”** – This command is announced prior to anyone proceeding down range for any reason, including to reset or repair targets. When a “Down Range” command is announced, all participants at both the loading and unloading areas should cease firearm loading/unloading. Common practice is to raise hands in the air as a visual confirmation that no firearms are being handled while someone is down range. (This applies primarily when the loading tables and/or the unloading tables are oriented facing down range.)
- **“Finger!”** – This command quickly and efficiently warns the shooter their finger is inside the trigger guard and must immediately remove their finger from inside the trigger guard. Failure to have the trigger finger outside the trigger guard while moving with the pistol, reloading the pistol, or clearing a pistol malfunction is a Minor Safety Violation.

SASS Certified Range Safety Courses

For a more in-depth understanding and discussion of all SASS Practices, including Range Operations, Match Roles, Rules, Procedures, and Penalties, SASS encourages ALL shooters to schedule and attend a SASS Certified RO Course early in their SASS Shooting sports journey. Additionally, you will learn the fundamentals for all match positions that serve a critical function in the fair, efficient, and SAFE execution of a match. SASS RO Classes are presented by SASS certified Instructors and can be scheduled through your local club(s).

MATCH PROCEDURES & STANDARDS

Range Operations

Wild Bunch Action Shooting™ is not intended to be a precision shooting competition. Wild Bunch Action Shooting typified by the incorporation of targets such as plate racks, dueling trees, and hostage targets. Wild Bunch is an Action Shooting sport that promotes speed, movement, and accuracy. It is not a bullseye competition. Small targets and long distances take the “action” out of the game and make it more discouraging for newer shooters. Smaller or more distant/difficult targets placed strategically in the match are fine, but this concept should not dominate the design.

Both experienced and inexperienced shooters want hits on their targets. Some folks just hit (or miss) a little faster than others. Too many misses, or the perception that targets are too difficult to hit, discourages folks from continuing to play, especially less proficient shooters.

While a more detailed guide to match design and administration is available in the official SASS Match Directors Guide, there are no absolute rules when it comes to target placement.

- Steel (and paper) targets of generous size are used.
- Reactive targets such as pepper poppers and falling plates are used when practical to enhance shooter feedback and spectator appeal.

- Targets are set at close to medium range. While there are no absolute rules, the following are distance recommendations by firearm, if using a target size of approximately 12"-16" in diameter:
 - o Pistol targets: 7 to 15 yards.
 - o Shotgun targets: 8 to 16 yards.
 - o Rifle targets: 13 to 50 yards.

If closer than recommended target distances are used, the target faces must be appropriately angled toward the ground in order to eliminate most “splash back” due to the proximity of targets. The condition of the steel/target faces must also be considered, in that target faces should have no dimpling or damage and should be flat (not convex or concave).

SASS recommends the round count for the pistol (per stage) is a minimum of 28 rounds.

No Alibi/Reshoots/Restarts

SASS 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 are not awarded for ammunition or firearm malfunctions. However, if there is a range failure (failure of props, timer failure/unrecorded time, or Range Officer interference) beyond the competitor’s control, a reshoot may be granted.
- On a reshoot, the competitor starts over clean, carrying only accrued safety penalties forward.
- The Match Director has the authority to override an “RO assisted” MSV penalty for a reshoot.
- Restarts shall be allowed for a competitor to achieve a “clean” start, before the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the TO are seen to be “taking advantage,” will not be entertained as they are not in the Spirit of the Game.

Match Roles & Match Terms

This section is a very basic, summarized listing and definition of Match roles, Match Officials, and terms. For a more in-depth understanding regarding all match roles and the crucial function they serve at any match, please attend a SASS RO 1 Course.

- **Posse** – A group of shooters scheduled to shoot through all stages together during the course of a match.
- **Match Director** – is in charge of the overall match and is required to ensure qualified officials are in place in all competition areas. The Match Director is typically the stage writer/designer of the match and has the authority to override an “RO-assisted” MSV penalty for a reshoot.
- **Range Master** – is in charge of and oversees all stages and ensures qualified officials are in place on all stages. He or she reviews all stages and ensures they are designed and constructed to operate in a safe manner for both competitors and officials.
- **Match RO** – acts as an intermediary between Posse Marshals and the Range Master in resolving issues regarding the application of rules/penalties.
- **Posse Marshal/Deputy Posse Marshal** – is in charge of a posse and is required to ensure all posse positions are staffed to safely and efficiently run the posse through each course of fire, ensuring all rules and regulations are followed.

- **Timer Operator (TO)** –is in charge of the firing line as long as he/she is running the timer and has the primary objective to safely assist the shooter through the course of fire.
- **Spotters/Counters** – have the responsibility to count shots and misses and to verify targets were engaged in the correct order for the required number of shots. Three spotters are required – majority (2/3) break any ties in regard to misses.
- **Scorekeeper** – records the times and penalties appropriately for each contestant on the provided score sheets for each stage.
- **Loading Table Officer** – is responsible for visually checking to ensure all firearms are loaded with only the correct number of rounds, verify no round is ever under the firing pin of any firearm, and all loaded firearms’ hammers are fully down on an empty chamber.
- **Unloading Table Officer** – is responsible for visually checking to ensure all firearms are unloaded (clear) at the completion of the shooting stage.

PENALTIES OVERVIEW

There are five types of Penalties in SASS matches: 5-second penalties, 10-second penalties, Stage Disqualification penalties, Match Disqualification penalties, and Failure to Engage/Spirit of the Game penalties. A SASS Certified RO Course will provide a more in-depth understanding of all penalties.

5-Second Penalties

Misses are 5-Second penalties. Pistol, rifle, 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 of firearm and includes:

- Each missed target.
- Each unfired round.
- Each target hit with an incorrect firearm – either intentionally or by mistake.
- Each target hit with illegally acquired ammunition.

Double Jeopardy applies- a miss cannot cause a procedural. To help understand this concept, please reference the Miss Flow Chart in Section 7 of this handbook.

10-Second Penalties

10-second penalties include “Procedural” (P) penalties and Minor Safety Violations (MSV). Procedural errors are simple, unintentional mistakes made as a result of “brain fade” or confusion, where the competitor engages the stage in a way other than how it was intended. Procedural penalties cannot exceed one per stage. Minor Safety Violations (MSV) are lesser safety infractions that do not directly endanger persons.

Procedural (P) infractions include:

- Failure to attempt to fire a firearm, engage a prop, or perform a stage maneuver.
- Shooting targets in the wrong order.
- Engaging the stage in the wrong order.
- Use of illegally acquired ammunition (i.e., not carried to the line/staged by the shooter in an approved manner).
- Use of an illegally acquired firearm (i.e., not carried to the line/staged by the shooter in an approved manner).

Overloaded rounds that are fired are a procedural penalty. No adjustments will be made to the stage raw time. 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.

- First offense in the same match for “shooting out of category.”
- Firing more rounds than specified in the stage instructions.
- Firing any firearm from a position or location other than as required 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 Violation (MSV) infractions include:

- 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, reloading the pistol, or clearing a pistol malfunction.
- Open, empty long guns that slip and fall – but do not break the 170° safety rule or sweep anyone.

Stage Disqualification Penalty (SDQ)

A Stage Disqualification (SDQ or “Stage DQ”) is generally a safety violation of a more serious nature and means the competitor’s time and performance on the course of fire is disqualified as a result of the violating action by the shooter.

- Shooting on the move (continuous, fluid movement while engaging targets).
- Any dropped unloaded firearm on the firing line. (from the loading table to the unloading table)
- Long guns that slip, fall, and break the 170°.
- Violation of the 170° Safety Rule/Failure to maintain appropriate muzzle control.
- Any discharge that hits the ground or non-expendable stage prop 5 – 10 feet from the shooter. (Except for declared expendable props or squib loads)
- A cocked, loaded firearm leaving the shooter’s hand.
- Staging or discarding a long gun containing a live round in the chamber (once it leaves the shooter’s hands).
- Restaging a long gun for further use with the hammer not fully down on an empty chamber or fired case and the action closed.
- A live round left in the chamber of a gun.
- Re-holstering the pistol after it is first charged without it being cleared by a match official.
- Second offense, in the same match, for “shooting out of category.”
- Changing location/moving with a live round under a cocked hammer or firearm with the hammer down on a live round.
- Changing location with a long gun with the action closed and the hammer cocked (exception for long guns from the loading table to the stage with no round chambered).
- Unsafe firearm handling.
- Loading at other than the designated loading position or firing line.
- Use of an illegal or illegally modified firearm.
- The use or presence of outlawed items or illegal equipment.
- Holstering or staging a pistol with the hammer down on a live round.
- Sweeping anyone with an unloaded firearm.
- Failure to adhere to loading and unloading procedures.

- Leaving the firing line once the stage has begun for any reason.
- Dry firing at the loading or unloading areas.
- De-cocking a pistol, rifle, or hammered shotgun to avoid penalty *without* positive direction to do so from the TO.
- A live round left in an inserted magazine of a 1911 once the gun leaves the shooter's hands.
- Failure to clear firearms in compliance with unloading procedure- arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage).

Match Disqualification Penalty (MDQ)

A Match Disqualification (MDQ or "Match DQ") penalty is of the most serious in nature, and means the shooter puts his/her firearms away and is done shooting for the duration of the match.

- Two accumulated Spirit of the Game or Failure to Engage penalty assessments.
- Two accumulated SDQ penalties (even on the same stage). *This does not apply to a single action that carries multiple penalties (e.g. breaking the 170° with an unloaded firearm AND simultaneously sweeping someone).
- Belligerent attitude or unsportsmanlike conduct.
- Willful failure to comply with a "Cease Fire" or "Stop" command given by, and while under the positive control of the TO.
- Shooting under the influence of alcohol, prescription drugs, or any substance or medication that may impair the shooter's physical or mental abilities.
- A shooter leaving the firing line with an un-cleared, malfunctioning firearm unless under the direct supervision of a Match Official.
- Shooting illegal ammunition (e.g., Ammo that exceeds the max velocities and ringed or necked shotgun shells. This does not include ammo that does not meet the power factor).
- Dropping a loaded firearm.
- Any discharge that hits the ground or non-expendable stage prop less than five feet from the shooter.
- Leaving the stage with a malfunctioning firearm containing live ammunition unless under the direct supervision of a match official.
- Any discharge at the loading or unloading areas.
- Any discharge that is deemed unsafe.
- Sweeping anyone with a loaded firearm.
- Third offense, in the same match, for "shooting out of category."
- Interpersonal conflicts.

*A round over the berm is always a bad idea but is worse on some ranges than others. Local match and facility regulations establish the appropriate penalty, up to and including a Match Disqualification.

Failure to Engage Penalty / Spirit of the Game Penalty

A Failure to Engage or a Spirit of the Game infraction carries a 30 second penalty. The accumulation of two Failure to Engage/Spirit of the Game penalties in the same match results in a Match Disqualification Penalty.

- Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage (Spirit of the Game).

- Shooting ammunition that does not meet the power factor or minimum velocity. The penalty is applied for each stage a competitor is checked, and their ammunition is found to not meet the power factor or minimum velocity (Spirit of the Game).
- Willfully refusing to make an attempt to complete any non-shooting procedure written within the stage instructions (Failure to Engage).

ASSESSING PENALTIES AND PROTESTS

During the course of fire, a shooter may on occasion incur penalties which need to be assessed. The immediate authority on the stage to that end is the Timer Operator (TO), assisted by the input of the spotters. The scope of assessing penalties includes safety violations, procedural errors, appropriate completion of stage activities, illegal firearms and equipment, appropriate ammunition, appropriate dress, and other category specific requirements. The TO may unilaterally assign penalties for safety violations and procedural errors when they have clearly occurred (this does not include assessing misses). Assessing misses is purely in the purview of the spotters.

In the event a competitor feels a TO's ruling is in error or has been unfairly assessed, and the firearms have been made safe and unloaded, the ruling may be **politely** and **calmly** appealed, initially to the TO and/or Posse Marshal, and **only by the competitor** involved. The discussion should be taken off the firing line so as not to incur any delays in the shooting flow, **involving only those officials** on the line at that time and the shooter (the shooter, TO and spotters). The TO must remain completely objective, consider the facts and evidence as it is, and must be prepared to discuss the details addressing any questions the shooter may have. Recorded video/audio or photographic data will never be allowed to be presented as evidence in either regard. Remember: The benefit of any doubt always goes to the shooter. Competitors are typically required to register their appeal or protest **prior to leaving the stage** or bay where the event in question took place.

If the matter is not resolved to the satisfaction of the shooter by the TO and /or Posse Marshal, and they wish to take the matter further, they may then elevate their appeal to a Match RO or Range Master. The Match RO or Range Master will objectively and without bias consider the appeal on grounds of policy and rules interpretation only and should conduct their own investigation by interviewing those persons directly involved in the matter (TO, Spotters and the Shooter). For issues involving illegal equipment and/or firearms, illegal modifications, questionable ammunition, illegal clothing or dress, a direct inspection must be made, including if necessary, following the procedure for assessing power factor/smoke production.

If the matter is still not resolved to the satisfaction of the shooter by the Range Master, and they wish to take the matter further, they may then elevate their appeal to the Match Director (MD). The MD will conduct their own review as per the above procedure using the same guidelines. **The MD's decision is final.**

At the discretion of the MD, a special protest jury comprised of three Territorial Governors (TGs) not from the shooter's home state, may be empaneled to aid the MD in making a reasonable judgment. The process for convening a jury of experienced and knowledgeable TGs or RO Instructors who are not familiar with the matter may require that the shooter pay a "protest fee" and complete a "protest form." Once the fee is paid and appropriate documentation is collected by the MD, the jury will be convened. A thorough investigation of the facts should take place in the same objective and unbiased manner. Should the outcome of the protest be in favor of the shooter, the fee will be refunded. In this case the MD will act purely as an administrator of the process.

Scoring

SASS matches are scored based upon elapsed shooting time (Total Time Scoring), plus penalty points for missed targets, procedural errors, and various other rules infractions. Each stage is scored individually, and the total combined raw time score plus any penalties incurred for all stages is used to determine place of finish, either by category, overall, or both.

When using Total Time scoring, a maximum allowed time for each stage is to be calculated prior to the match and is used as the Stage Disqualification score (SDQ) and maximum stage score.

The maximum time allowed for a stage is the total of all available targets/miss penalties plus 30 seconds.

(Example: 5 seconds each for all available targets (10 rifle, 21 pistol, 6 shotgun = 37 targets x 5 seconds = 185 seconds. Add 30 seconds for a maximum score of 215 seconds).

The score for a SDQ is the maximum allowed time for that stage, as per the above description for calculating maximum allowed time. The score for a DNF (not finishing a stage) is the same as a Stage Disqualification penalty — the maximum allowed time for that stage. The score for a Match Disqualification Penalty (MDQ) is “NO SCORE.” A MDQ results in the removal of the contestant from all score sheets; thus, removal from the match entirely. Two SDQ/DNFs (or one of each) in the same match results in a MDQ.

Overall winners, often including both the top male and top female competitors are traditionally recognized at SASS matches. The “best score” for the main match stages determines the overall winner.

AMMUNITION COVENANTS

Power Factor for the 1911 Pistol

The minimum bullet weight for the 1911 pistol is .45 ACP and the minimum power factor of 150. The maximum velocity standard for the 1911 Pistol is 1000 fps.

Power Factor for the Rifle

The minimum standard for center-fire smokeless ammunition used for the rifle in all Wild Bunch Action Shooting competitions is not less than the minimum power factor of 60. The maximum velocity standard for the rifle is 1400 fps.

The **maximum velocities are 1000 fps for pistols and 1400 fps for rifles.** Ammunition that exceeds these velocities is considered illegal (this does not include ammunition that does not meet the power factor). Teddy Roosevelt Category, Doughboy Category, Side matches, and long-range rifles are exempt from the power factor and velocity requirements.

Power factors can be calculated by multiplying the bullet weight (in grains) x the velocity (in feet per second) and then the resulting number divided by 1000.

Power Factor

A Range Master, Match RO, or Match Director may, at their discretion, require the testing of any ammunition suspected of not meeting SASS ammunition specifications at any time during the match. If a competitor’s smokeless ammunition is being checked for power factor, they will be asked to provide five rounds from each suspect firearm, already loaded at the loading table. From the five rounds, one round will have the bullet pulled and weighed. The other four rounds will be chronographed using the competitor’s firearm to record velocity data. The muzzle should be raised to at least 80 degrees vertically before each shot is fired.

The competitor may not choose the firearm to be evaluated, all firearms regardless of caliber are subject to testing at any time.

If the average velocity of the four rounds meets or exceeds the calculated power factor of 60 for rifle and/or 150 for the 1911 pistol, AND the minimum velocity of 400 fps, the loads will be considered legal. If the loads do not meet the 60-power factor for rifles and/or the 150-power factor for the 1911 pistol, OR the minimum velocity of 400 fps, the competitor will be assessed a 30 second Spirit of the Game (SOG) penalty for the last stage completed. Any subsequent stages completed with the illegal ammunition will result in the SOG penalty being assessed for those stages. Two SOG penalties will result in a Match DQ.

Ammunition Requirements

Shooters may be held responsible for damage caused to a target or injury to personnel due to “bounce back/splatter” because of inappropriate and/or illegal ammunition. This major safety violation is grounds for instant disqualification and ejection from the match (MDQ).

1911 Pistol and Rifle Ammunition

- May not be jacketed, semi-jacketed, hollow point, plated, or gas checked*. It must be all lead. Moly-Disulfide coated, polymer coated bullets, or equivalents are acceptable. *Gas checked is allowed in the *Teddy Roosevelt and Doughboy* categories, as well as the *BAMM* side match.
- Must be of “single projectile” design. “Multiple projectile” bullets are illegal.
- Ammunition with bullets recessed below the case mouth is not allowed.
- All center-fire ammunition must be designed to package the bullet, gunpowder, and primer into a single metallic case precisely made to fit the firing chamber of the firearm. The primer must be of the type that uses only a small charge of impact sensitive chemical located at the center of the case head.
- 1911 Pistol ammunition must have a minimum bullet weight of 177gr.
- Electrically fired ammunition is illegal.

SHOTGUN AMMUNITION

- Shot size must be number 6 lead birdshot or smaller for all events (no steel or plated shot).
- Magnum and high velocity shotgun shells are not allowed.
- Shotgun shells shall not be sized down (necked) by the use of any die not manufactured for the specific gauge.
- “Coned” shotgun ammunition (partially crimped or ogival crimped) is not allowed.
- Shotgun shell 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.

Ammunition Conventions

- Shooters may not start a stage with ammunition in hand(s).
- Any ammunition dropped by a shooter in the course of reloading any firearm during a stage or ejected from any firearm *may be retrieved and replaced*, or alternatively, must be replaced from the shooter’s person or other area as allowed by stage description.
- Dropped rounds or rounds safely placed onto a prop from their original loading area may be recovered and used. In any case of recovery of a dropped or safely placed round must be performed carefully so as to not create a loss of muzzle control.

- Illegally acquired ammunition is any ammunition not carried to the line and/or staged by the shooter in an approved manner.
- Failure to bring enough ammunition to the line to complete a stage is scored the same as misses for any un-fired rounds.
- A shooter may not leave the line once the stage has begun to retrieve ammo or firearms until all firearms brought to the line are verified as clear. The penalty for this violation is a Stage Disqualification.
- A live round left in the chamber of a long gun carries a Stage Disqualification penalty.
- Malfunctioning firearms still containing rounds will not warrant penalties so long as the malfunction is declared, and the firearm is made safe.

Uncontrolled Discharge

Uncontrolled discharge (also known as “Accidental Discharge/AD”) is defined as any discharge of a firearm that was not controlled or intended by the shooter, either by accidental discharge or by shooting a round in an unsafe manner (e.g., over the berm).

- A round over the berm carries varying penalties. Site specific match & range rules establish the penalty, up to and possibly including a Match Disqualification.
- Uncontrolled discharges have penalties:
 - o Any discharge that hits the ground or non-expendable stage prop 5 – 10 feet from the shooter: Stage Disqualification.
 - o Any discharge that hits the ground or non-expendable stage prop less than five feet from the shooter, any discharge at the loading or unloading areas, any discharge off the firing line, or any discharge that is deemed unsafe result in a Match Disqualification.
 - o The impact distance should be measured from the toe of the shooter’s foot closest to the point of impact where s/he was standing at the time of discharge.
 - o Any discharge in a safe direction after stage engagement during the process of correcting a malfunction by a gunsmith or reasonably competent person will not be penalized.
- Match Directors have the latitude to place props so that shooters must negotiate them. In doing so, Match Directors may declare props as expendable (shootable) without penalty.

Loading and Unloading Area Conventions

Shooting stages/areas at all SASS matches provide a loading and unloading area in proximity to the firing line. The primary responsibility for loading and unloading firearms always rests with the competitor. Shooters should always know the condition of their firearms and should never depend upon the Loading and Unloading officers to ensure their firearms are correctly loaded or unloaded.

- All loading and unloading shall be conducted only in the designated areas.
- The competitor may never blame the Loading or Unloading Officer for an incorrectly loaded firearm, or a firearm not unloaded. At no time will this claim be grounds for dismissal of penalties.
- All firearms will remain unloaded except while under the direct observation of a designated person on the firing line or in the designated loading and unloading areas.

- Any competitor's failure to adhere to loading and unloading procedures will result in a penalty of a Stage Disqualification.
- Failure to adhere to loading/unloading procedure, resulting in a Stage Disqualification penalty, is assessed at the following point: Once control of the firearm(s) is relinquished; be it in a rack on the stage or at the shooter's gun cart. (i.e., leaves the shooter's hand(s), having **bypassed** the loading/unloading table.
- Leaving the unloading table without clearing all firearms will result in the penalty being assessed on the stage where the infraction was committed. Competitors arriving at the designated loading area with uncleared firearms after completing a stage **within the same day** will be assessed a Stage Disqualification penalty on the previously completed stage.
- Competitors shall not leave the designated loading area with a loaded firearm unless they are called to the stage as the next competitor to begin the stage by the Timer Operator or Expeditor.
- 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.
- Competitors shall unload each of their firearms at the designated unloading area and have them visually inspected to make sure all chambers are empty. Rifles and shotguns must be cycled to verify their magazines are empty. The 1911 Pistol, already cleared on the firing line, may remain holstered.

Lead Precautions

An often-overlooked aspect of shooter safety is exposure to lead. Lead exposure concerns are not limited to the Reloading process. Shooters handle lead ammunition while loading their firearms and may be exposed to lead dust in the air on or near the firing line. Over time, lead exposure can result in lead levels that are higher than most Doctors recommend.

Simple precautions can help lessen and/or eliminate high lead levels. After shooting, handling ammunition, or reloading, you should always wash your hands thoroughly, especially prior to eating or smoking. Hand wipes will help at the range where water may be sparse. There are specialized wipes and hand soaps designed to clean lead from the skin.

SIDE MATCHES & TEAM MATCHES

Side matches and Team Matches are a fun addition to a main match event. Side matches carry no costume or shooting category requirements tied to the main match registration. (example: a competitor registered as a Traditional category shooter for the main match can compete in the Modern speed pistol side match) This includes shoot-off competitions.

BAM – Bolt Action Military Rifle Side Match

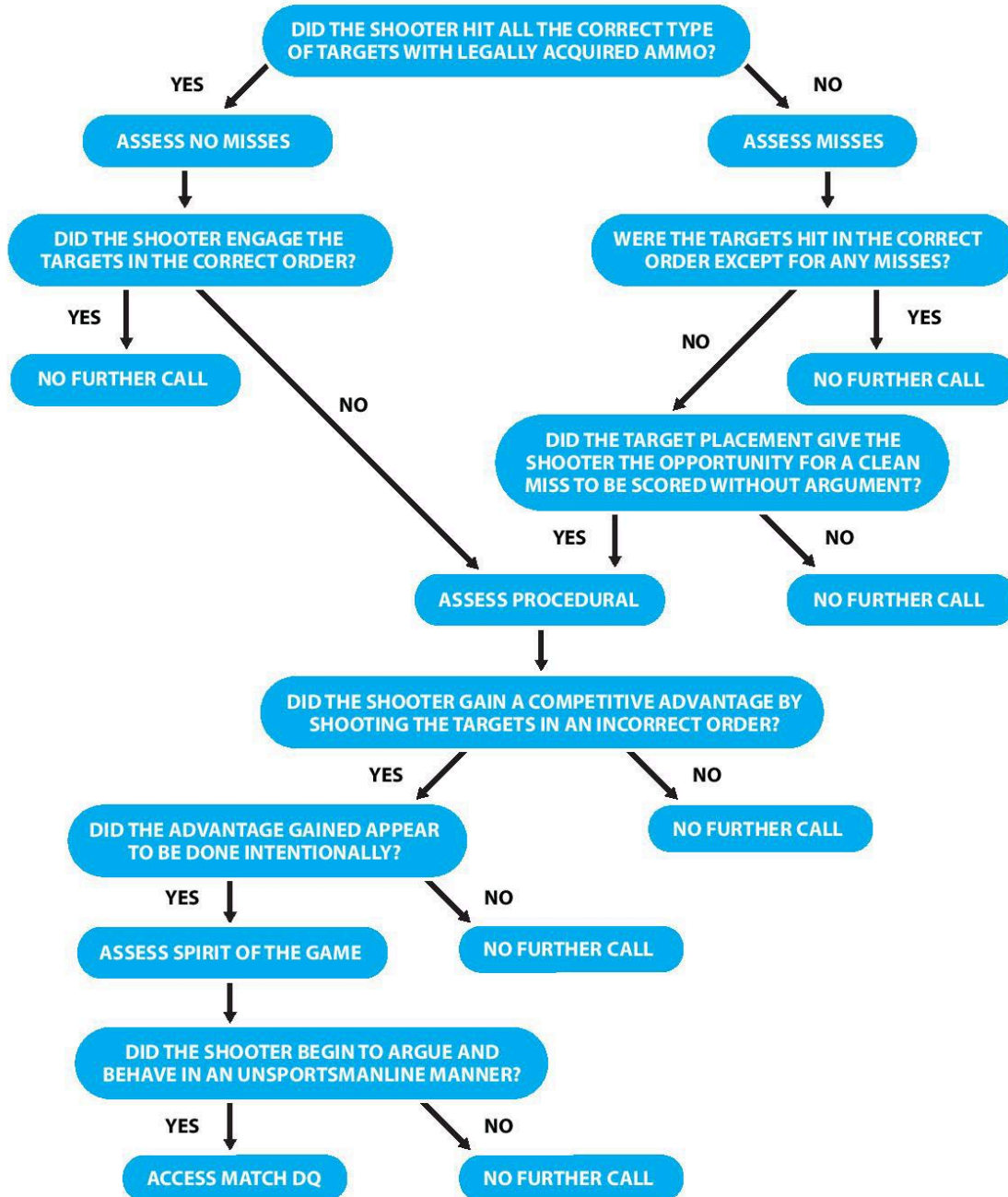
The rifle must be an original caliber bolt-action rifle issued by any country to its military forces through the end of WWII. It must be as issued with original period battle sights and NO external modifications. Original scoped rifles are not allowed. Internal modifications are allowed. Faithful reproductions are allowed. Unless an exception is listed for a specific match, All BAM bullets must be of pure lead or lead alloy. Gas checks are allowed, but not jacketed bullets.

The Wild Bunch Team Matches Team matches may be conducted in accordance with the Match Directors desire. Team matches are a long-time favorite of competitors at SASS matches and encourage the spirit of camaraderie. More information and resources are available for Match Directors in the SASS Wild Bunch Range Operations and Match Directors Guide.


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

SECTION 7 – MISS FLOW CHART

SECTION 7 – MISS FLOW CHART




SECTION 8 – RO POCKET CARD

SASS® Range Operations WBAS Basic Safety Course	Pocket RO Card — Current as of January 2025 “MSV” Minor Safety Violation = 10 Second penalty “SDQ” = Stage Disqualification; “MDQ” = Match Disqualification		M S V	S D Q	M D Q
Empty long guns that slip and fall but don't break 170 or sweep anyone			X		
Leaving the stage anytime between when the first and last shots have been fired on the stage				X	
Leaving the firing line after stage has begun before all firearms have been verified as clear				X	
Loading at other than designated location				X	
Any dropped unloaded firearm on the firing line				X	
Discharge impacting 5-10 feet from shooter, while on the firing line				X	
Changing location or leaving the designated loading area with a live round chambered in a long gun with the action closed				X	
Unsafe gun handling				X	
Use of illegal or illegally-modified firearm				X	
Dry firing at the loading or unloading table(s)				X	
Violation of 170 rule (without sweeping anyone)				X	
Sweeping anyone with unloaded firearm				X	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage)				X	
De-cocking to avoid a penalty if cocked at the wrong time, position or location				X	
Not adhering to loading or unloading procedures				X	

SASS® Wild Bunch Action Shooting

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SEE REVERSE FOR PAGE 2

SASS® Range Operations WBAS Basic Safety Course	Pocket RO Card — Current as of January 2025 “MSV” Minor Safety Violation = 10 Second penalty “SDQ” = Stage Disqualification; “MDQ” = Match Disqualification		M S V	S D Q	M D Q
Shooting on the move (shooting multiple shots during continuous movement)				X	
Leaving the designated loading area with a RIFLE having a live round under a cocked hammer/hammer down on a live round				X	
Staging or discarding a long gun containing a live round in the chamber (once it leaves the shooter's hands)				X	
Use or presence of outlawed/illegal items				X	
Dropped gun (loaded)					X
Discharge impacting within 5 feet from shooter, while on the firing line or any discharge away from the firing line. Any discharge in the loading or unloading areas.					X
Sweeping anyone with loaded firearm					X
Willful failure to comply with a “cease fire” or “Stop” command given by, and while under the positive control of, the CRO/TO					X
Any two (2) stage DQ penalties or 2 F.T.E./S.O.G.s during the course of a match					X
Belligerent attitude/unsportsmanlike conduct					X
Shooting under the influence of alcohol, drugs, or impairing medications					X
Leaving the firing line with a malfunctioning firearm unless under direct supervision of a match official					X
Shooting out of category. e.g., Not wearing the correct items in Classic Cowboy or not making enough smoke in B/P Categories 1st violation is a procedure, 2nd violation is SDQ, 3rd violation is MDQ			P	2	3
<p>Procedural: Unintentional errors caused by confusion or mistakes. 10 seconds; no more than one procedural penalty may be assessed per stage.</p> <p>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, not meeting the Ammunition Power Factor or willfully disregarding a non-shooting procedure. 30 seconds.</p> <p>Reshoots are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure.</p> <p>Reshoots for failure of shooter equipment or firearms may be granted at the discretion of the Match Director (except at annual or state/regional champion-ships and above). 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 as they are not in the spirit of the game.</p>					

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GLOSSARY OF TERMS

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

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

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

170° Safety Rule – means the muzzle of the firearm must always be pointed down range +/- 85 degrees in any direction.

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 comes 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 of firearm.

Overloaded Rounds – *Rifle*: Loading more rounds than 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.

Squib – 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.

SASS®, *Single Action Shooting Society®*, *END of TRAIL®*, *EOT®*, *The Cowboy Chronicle™*, *COWBOY ACTION SHOOTING™*, *CAS®*, *bow-legged cowboy design*, *Wild Bunch®*, *Wild Bunch Action Shooting®*, and the *rocking horse design* are all trademarks of *The Single Action Shooting Society®*, *Inc.*

Single Action Shooting Society® (SASS)

World Headquarters

102 E. Rochester Street

PO Box 960

Akron, Indiana 46910

Local: 574-598-2987

Toll free: 877-411-SASS

Website: www.sassnet.com

General Inquiry E-mail: sass@sassnet.com