

WILD BUNCH ACTION SHOOTING

Modified for Chatuge Gun Club
by Virgil Ante

Wild Bunch Action Shooting is a multifaceted amateur shooting sport in which contestants compete with firearms typical of those used in the taming of the Old West just after the turn of the 20th century: 1911 semiauto pistols, lever action rifles, and 1897 pump shotguns. The shooting competition is staged in a unique, characterized, Old West style. The truly unique aspect of SASS Wild Bunch Action Shooting™ is the requirement placed on authentic period or western screen dress.

Clothing Dress

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. Your normal SASS get up will do fine. Vests are optional.. Western or military boots of the period.

FIREARMS

1911 PISTOL REQUIREMENTS

minimum magazines required is 4

Full size single stack steel frame 1911 style semi-auto pistol in .45 ACP caliber. No more than one main match pistol may be carried to the firing line. Magazines must be standard length and cannot hold more than 8 rounds. No extended base pads on magazines. Adjustable or non-adjustable rear sights and blade type front sights are allowed. Sights may not be optical or fiber optic. Sights may be painted or have colored dots or inserts. Stainless steel pistols are permitted. No target style grips or thumb rests allowed. Wrap around grips that cover a portion of the front strap are illegal.

RIFLE REQUIREMENTS

Rifles or carbines used in the main and team matches must be original or replicas of lever or slide action rifles manufactured during the period from approximately 1860 until 1899, incorporating a tubular magazine and exposed hammer. Rifles with box magazines may not be used. Rifle must be chambered in a pistol caliber of .38 caliber or larger.

SHOTGUN REQUIREMENTS

SASS legal main match side by sides ; Pumps introduced prior to 1917 such as Winchester Models 97, 01, and 12, Marlin Models 98 through 31, and Remington Models 10A and 17A. The IAC 93/97 pump is also allowed. Original Winchester 1893 shotguns were declared unsafe by the manufacturer and are NOT legal for use in Wild bunch Action Shooting sanctioned matches.

AMMUNITION

The maximum velocity standard for pistols is 1000 fps. The maximum velocity standard for rifles is 1400 fps. Shooters may be held responsible for damage caused to a target or injury to personnel due to “bounce back” because of inappropriate ammunition. This major safety violation is grounds for “instant disqualification” and ejection from the match. Pistol and rifle ammunition may not be jacketed, semi-jacketed, plated, gas checked, or copper washed. It must be ALL LEAD. Molydisulfide coated bullets or equivalent are acceptable. Pistol and rifle ammunition must be of “single projectile” design. “Multiple projectile” bullets are illegal.

Ammunition with bullets recessed below the case mouth is disallowed. Shotgun shot size must be number six lead birdshot or smaller for all events (no steel or plated shot). Magnum and high velocity shotgun shell loads are not allowed. Shotgun shells shall not be sized down by the use of any die not manufactured for the specific gauge. 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

HOLSTERS, CARTRIDGE BELTS, AND BANDOLEERS

Holsters and magazine pouches must be of traditional or military design and made from traditional materials, (e.g., canvas or leather). The holster must cover the entire length of the barrel and slide from the muzzle to the ejection port. No “open front” speed holsters allowed. If a holster has a flap or strap it need not be closed during competition. No metal or plastic “competition” type equipment allowed. No shoulder or cross-draw holsters may be used during competition. Magazine pouches must be worn on the opposite side of the body from the handgun.

RANGE OPERATIONS

The 1911 must be restaged safely at the end of each shooting string with the slide locked open, unless the 1911 is the last firearm used. It may contain an empty magazine or no magazine when restaged. (Failure to comply, SDQ. Magazines may be loaded at any time. Magazines may be loaded with up to five rounds. (Overloading, MSV)

Movement is allowed with the 1911 in hand with the slide closed on an empty chamber with no magazine or a loaded/empty magazine until the pistol is first charged during the stage. When moving with the 1911 in hand, after the pistol has been charged, the slide must be locked open and the trigger finger must be outside the trigger guard. (Trigger finger, MSV; slide closed, SDQ) Changing magazines on the move is allowed as long as the slide remains locked open and the trigger finger remains out of the trigger guard until at least one foot reaches the shooting position. (Trigger finger, MSV; slide closed, SDQ) At the end of the course of fire the 1911 must be shown clear on the firing line. Under the supervision of the TO or other match official, the magazine is removed, slide cycled if not locked open, and the chamber checked. Then the slide is closed to battery, and the hammer is dropped before holstering. (Failure to comply, SDQ)

Operations at the loading table:

A magazine will be inserted in the 1911, the slide NOT cycled, and the pistol reholstered. (Magazine not inserted, NO CALL; slide cycled, SDQ unless corrected before leaving shooter's hands.)

On the firing line:

Unless specifically instructed otherwise, a live round will be chambered in the pistol on the clock when needed in the firing sequence. All reloads shall be from slide lock, no "tactical reloads." You may not reload the pistol with a round in the chamber. Reloads done safely after malfunctions are allowed. (Failure to do so, MSV)

Operations at the unloading table:

The already cleared pistol shall remain holstered.

OUTLAWED

The use or presence of any outlawed item is a Stage Disqualification. Modern shooting gloves. Short sleeve shirts (Male competitors only) Short sleeve tee shirts, long sleeve tee shirts, and tank tops for all competitors. Long sleeved Henley type shirts with buttons are acceptable. Modern feathered cowboy hats (Shady Bradys). Designer jeans Ball caps All types of athletic shoes or combat boots no matter the material from which they are constructed. Nylon, plastic, or Velcro accouterments. The displaying of manufacturer's, sponsor's or team logos on apparel. Manufacturer's labels on such apparel or equipment are acceptable.

SAFETY PRACTICES FIRST, LAST, AND ALWAYS

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

1. Every firearm must be treated with respect! Covering or sweeping an individual or group with the muzzle of an empty gun will result in a Stage Disqualification. Covering or sweeping an individual or group with the muzzle of a loaded gun will result in a Match Disqualification. Handling guns away from the firing line should be avoided, but, if necessary, should be limited to safe areas.

2. Long guns will have their actions open with chambers and magazines empty and muzzles pointed in a safe direction when being carried to the designate loading area and to and from the unloading area for each stage. Chambers and magazines must be empty and actions open for all firearms transported at a match. Muzzle direction is important between, before, and after shooting a stage. A muzzle must not be allowed to "sweep" the other participants between stages, or when moving the firearms from the gun cart to the loading tables. The muzzles of all long guns must be maintained in a safe direction (generally "up" and slightly down range), even when returning to the unloading table. A holstered pistol (loaded or empty) with the hammer fully down on an empty chamber is considered safe and may not be interpreted as sweeping another shooter while safely secured in the holster. Failure to manage safe muzzle direction, even though no individual is swept, is grounds for a Stage Disqualification, and for repeated offenses, a Match Disqualification.

3. 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. Failure to adhere to loading and unloading procedures will result in a Stage Disqualification. Leaving the unloading table without clearing all long guns is failure to adhere to unloading procedures and will result in the penalty being assessed on the stage where the infraction was committed.

4. No cocked loaded pistol may ever leave a shooter's hand (Stage Disqualification). This also means from one hand to the other. This does not apply to clearing malfunctions.