

# Wild Bunch Match Rules

## **Firearms:**

- Handgun: Full size Single stack steel frame **1911 style semi-auto pistol in 45 ACP caliber.**
- Rifle: Any SASS legal main match **rifle in 40 caliber or larger.**
- Shotgun: **1897 Winchester pump 12 gauge**, civilian or military style.

## **Ammunition:**

- Handgun: Minimum bullet weight 180 grns. Minimum power factor 150. Max velocity 1000fps.
- Rifle: Minimum bullet weight 180 grns. Minimum power factor 150. Max velocity 1400fps.
- Shotgun: Standard velocity #6 lead shot or smaller.
- All other SASS main match ammunition requirements must be met.

## **Firearm Covenants:**

### **Traditional Handgun:**

- Must be shot one handed, unsupported. Weak hand may be used for loading, racking slide and in case of malfunctions.
- Barrel length must be 5 inches. No barrel porting or compensators or other recoil reducing devices.
- Barrel with standard barrel brushing. No "Bull" barrels.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Only non-adjustable dovetail rear sights and blade type front sights.
- No sight inserts or colored sights. Sights must be black or blued
- Stainless steel is permitted.
- Grips must be "GI" style wood or plastic. Other natural materials allowed, but no rubber grips. No target style or thumb rests.
- Only rear slide may be checkered or serrated. (None on front slide)
- No external "ribbing" or "ribs" on top of slide.
- Magazines must be of standard length and may not hold more than 8 rnds. No extended base pads.
- Only standard grip safeties. No beavertail style grip safeties.
- Standard length magazine release. (May not be extended or oversized)
- Standard length thumb safeties and slide releases. (No extensions)
- Standard recoil spring and guide. No full length guide rods. Short or long solid trigger allowed
- Flat or arched mainspring housings allowed. Lowered and flared ejection port allowed only if factory original. Standard ejection ports may NOT be modified.
- No checkering on front strap or trigger guard. Standard spur type hammers only.
- Internal accurizing and action tuning is permitted.

**NOTE:** "Standard" in all cases refers to Standard Military Specifications

**Modern Handguns:**

- May be shot using any shooting style.
- Barrel length must be 5 inches. No barrel porting or compensators or other recoil reducing devices.
- Barrel with standard barrel brushing. No "Bull" barrels.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Adjustable or non-adjustable dovetail rear sights and blade type front sights.
- Colored inserts or dots permitted. No optical or fiber-optic sights.
- Stainless steel is permitted.
- Grips must be wood or plastic or other natural materials. No target style or thumb rests.
- Front and rear slide checkering and serrations, and "ribbing" or "ribs" on top of slide permitted.
- Magazines must be of standard length and may not hold more than 8 rnds. No extended base pads.
- Extended beavertail grip safeties permitted.
- Magazine release may be extended, but NOT oversized.
- Thumb safeties and slide releases may be extended. Thumb safeties may be ambidextrous.
- Full length recoil spring guide rod, and lowered and flared ejection port allowed.
- Lanyard loop is optional. Match trigger and checkering on front strap or trigger guard permitted.
- Lightweight competition style hammer permitted.
- Internal accurizing and action tuning is permitted.
- Flat or arched mainspring housing, internal accurizing and action tuning permitted.

**Rifle:**

- Must meet SASS main match requirements and be 40 caliber or larger.

**Shotgun:**

- Must meet SASS main match requirements for pump shotgun, except that military configurations are permitted. Must be 12 gauge.

**Holsters, Cartridge Belts, Magazine Pouches and Bandoliers:**

- Holsters and magazine pouches must be of traditional or military design and made from traditional materials. (e.g. canvas or leather)
- Holsters must cover the entire barrel and completely cover the ejection port. No open front speed holsters allowed.
- Holster flaps and straps need NOT be closed during competition.
- No metal or plastic "competition" type equipment allowed.
- No shoulder or cross-draw may be used during competition.
- Magazine pouches must be worn on the OPPOSITE side of the body from the handgun.
- Magazine pouches must be worn vertically, and may hold either one or two magazines.
- At least 2 inches of the magazine must be covered by the magazine pouch.
- All other SASS regulations pertaining to these items apply.

## **Costuming:**

- Recommendations: Period US Military from 1900 to 1916 or period western dress similar to that worn by “Pike”, “Dutch”, “Lyle” or “Tector” in the closing scene of the Wild Bunch movie. Western style pants with suspenders and long sleeve shirt. Vests are optional. Jeans are NOT recommended. Boots must be SASS legal. Hats must be worn, and must be of felt. NO straw hats. Any SASS legal western clothing is considered the absolute minimum.

## **Firearms Rules and Penalties:**

- Handguns must be safely restaged at the end of each shooting string, with the slide locked open, unless the handgun is the last firearm used on the stage. Failure to comply will result in a Stage DQ. (As per SASS Rules shooter has until engaging the next firearm to correct without penalty)
- Magazines may be loaded at anytime.
- Magazines shall be loaded with 5 rnds maximum. Overloading will result in a Minor Safety Penalty. (MSV)
- Dropped loaded or unloaded magazines may not be picked up until the course of fire is complete. Failure to comply will result in a MSV.
- Changing magazines on the move is permitted, providing the slide remains open and the trigger finger remains outside the trigger guard until at least one foot reaches the shooting position. (Trigger finger in trigger guard – MSV. Slide closed – SDQ)
- Changing locations with handgun in hand is permitted provided the slide is locked open and the trigger finger remains out of the trigger guard. (Trigger finger in trigger guard – MSV. Slide closed – SDQ)
- At the end of the course of fire (stage) the handgun must be shown “clear” to the R.O. on the firing line. Under the supervision of the R.O. the magazine will be removed, the slide will be cycled if not locked open and the chamber checked. The slide will then be closed to battery, and the hammer dropped before holstering. (Failure to comply with these unloading procedures- SDQ)
- Shotgun magazines may be loaded up to the number of initial rounds required by the stage description. Any additional rounds required must be reloaded from the body or other specified staging location. (Overloading firearms – MSV)
- Shotguns may be staged loaded, but actions must be closed with hammer down on an empty chamber. (Failure to comply – SDQ)
- ALL other SASS Rules pertaining to handling firearms apply.

## **Shooting Procedures, Rules and Penalties Specific to Wild Bunch Match:**

### **Operations at the loading table:**

- A loaded magazine may be inserted in the handgun, the slide is NOT to be cycled, and the handgun holstered. (Magazine not inserted – NO CALL. Slide cycled – SDQ unless corrected before leaving the shooter's hands)
- The shotgun magazine will be loaded after closing the action and lowering the hammer on an empty chamber. (Failure to load – NO CALL. Overloading – MSV. Closing action after loading – SDQ, unless corrected before leaving shooter's hands)
- Rifle handling as per normal SASS Rules.

### **On the firing line:**

- Unless specifically called for by the stage description, a live round will be chambered in the handgun on the clock when needed in the firing sequence.

### **Operations at the unloading table:**

- The handgun should have already been cleared on the firing line, as per previous instructions contained herein. The already cleared handgun should remain holstered. Shotguns and rifles are to be cleared as per normal SASS Rules.