

STANDARD OPERATING PROCEDURES

Wild Bunch Side Match

I. Overview/Description of Discipline

A. The Fort White Cowboy Cavalry is affiliated with the Single Action Shooting Society, which administers the sport of Cowboy Action Shooting (CAS). “Wild Bunch” matches are an outgrowth of CAS. These are based on SASS range rules, but allow 1911-style semiautomatic pistols, as used in the 1969 western movie, **The Wild Bunch**, which was set in the year 1913.

II. Equipment Required

A. Firearms

- 1. Handgun:** One 1911-style steel frame single stack semiautomatic pistol in .45 ACP with up to four spare magazines.
- 2. Rifle:** Any SASS-legal main match rifle.
- 3. Shotgun:** Any 1897-style shotgun, including military configurations.

B. Ammunition

- 1.** In order to prevent damage or excessive wear to the steel targets, conventional rules for cowboy action ammunition shall be applied to all guns used in Wild Bunch matches.
- 2.** Bullets may not be jacketed, semi-jacketed, gas-checked, plated, or copper washed. They must be all lead. Molydisulfide coated bullets or equivalent are acceptable.
- 3.** The maximum allowable velocity for handgun ammunition will be 1,000 feet per second (FPS). The minimum bullet weight for handguns is 200 grains.
- 4.** The maximum allowable velocity for rifle ammunition will be 1,400 feet per second. No minimum bullet weight.
- 5.** Shotgun loads will be standard velocity #6 lead shot or smaller.

C. Targets

1. Reactive steel plates as provided on the range. Clay birds may be allowed for shotgun targets.

D. Ear and Eye Protection

1. Ear and eye protection must be worn at all times when shooting is in progress.

E. Clothing/Costuming

1. Period western outfits or U.S. military dress from the 1910-1916 era or earlier will be allowed.

F. Holsters, Magazine Pouches, Cartridge Belts, & Bandoliers

1. Holsters, magazine pouches, cartridge belts, and bandoliers must be of traditional or military design and made from traditional materials (e.g. leather or canvas).
2. Pistol magazines may be carried on the body in a pocket or pouch, or may be staged if necessary.
3. No metal or plastic “competition” type equipment will be allowed.
4. No shoulder holsters or cross-draws may be used in competition.
5. All other SASS regulations pertaining to these items apply.

III. National Affiliate Organization

- A. Single Action Shooting Society (SASS).

IV. Rules Observed in Addition to Fort White Gun Club

- A. The Single Action Shooting Society (SASS) does not currently recognize Wild Bunch competition as an official side match, but SASS has sanctioned rules for Wild Bunch side matches at End of Trail (EOT) and Winter Range (WR), which are national cowboy action shooting championships. In addition, The Last Stand (TLS), which is the SASS-sanctioned Florida state cowboy action championship, has sponsored Wild Bunch side matches. The *SASS Range Operations Basic Safety Course* and rules from EOT, WR and TLS have all been carefully considered in developing safe and appropriate guidelines for Wild Bunch competition at the Fort White Gun Club.

V. Special Local Rules

- A. A pistol or rifle round fired over the berm is a match disqualification
- B. A shotgun round fired over the berm is a stage disqualification.

VI. Overall Safety Rules

A. Firearm Handling

- 1. The entire range is a “cold range” except at the loading and unloading tables, the designated safe area, and on the firing line. This means NO handling of firearms until it is time for the competitor to go to the loading table. All firearms are to be unloaded at all times, including when being removed from the shooter’s vehicle. Handguns will remain holstered until at the loading table and long guns will be “action open” at all times until loaded. All guns will be carried “muzzle up” when transported to and from the loading and unloading tables. While on the firing line, movement with the firearms will be within a 170° cone related to the placement of the targets and the berm.

B. Firearm Storage

- 1. Most shooters have a gun cart to transport their guns, ammunition, and necessities from stage to stage. These carts should be designed to carry long guns muzzle up.

C. Loading Areas

- 1. There is a designated “Loading Table” on each stage where the shooter will be supervised by a Loading Officer while loading before it is his/her turn to shoot.

D. Unloading Areas

- 1. There is a designated “Unloading Table” on each stage where each shooter will be observed by an Unloading Officer to verify that all firearms are unloaded after shooting each stage.

E. “Safe Area”

- 1. There will be a designated area where any gun malfunction or repair may be dealt with safely. Other than on the firing line, including the loading and unloading tables, this is the only location where firearms may be manipulated.

VII. Special Procedures for Specific Firearms

A. Handguns: 1911 Pistols

- 1.** At the loading table, the pistol will be shown clear, then the slide closed to battery and the hammer lowered with NO magazine inserted.
- 2.** Magazines may be loaded at any time, with a maximum of five rounds. Overloading will incur a Minor Safety Penalty (MSV).
- 3.** The shooter may bring extra loaded magazines to the firing line.
- 4.** At the firing line, under the supervision of the Chief Range Officer/Timer Operator, the shooter shall insert a loaded magazine in the pistol but NOT operate the slide. The pistol may then be held, reholstered or staged per instructions, with the slide forward and the hammer down on an empty chamber.
- 5.** Movement/changing positions with the pistol in hand during the course of fire is permitted provided the slide is locked open and the trigger finger remains outside the trigger guard (finger in trigger guard – MSV, slide closed – SDQ).
- 6.** Replacement magazines may only be inserted after one foot has been planted (basketball traveling rule applies).
- 7.** Magazines dropped during the course of fire, whether loaded or unloaded, may not be picked up until the stage has been completed.
- 8.** The 1911 pistol must be restaged safely at the end of each shooting string with the slide locked open, unless the handgun is the last firearm used on the stage. The pistol may contain an empty magazine or no magazine when restaged.
- 9.** At the end of the stage or course of fire, the handgun must be shown “clear” to the RO on the firing line. Under the supervision of the RO, 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, the muzzle pointed safely downrange, and the hammer dropped before holstering.

10. At the unloading table, the handgun may remain holstered, as it has already been cleared by the RO on the firing line.
11. Live ammunition remaining in magazines need not be unloaded.

B. Rifles

1. Rifles will be handled as per normal SASS rules.

C. Model 1897 Shotguns

1. At the loading table, the shotgun shall be shown clear, then the action closed and the hammer lowered on an empty chamber.
2. Shotguns may be loaded with up to four rounds in the magazine at the loading table, with the hammer left down on an empty chamber. Any additional rounds needed during the course of fire must be loaded “on the clock” from the shooter’s body or other designated staging location.
3. All other SASS rules pertaining to handling long guns apply.

VIII. Match Information

A. Prerequisite Training Required

1. All new shooters will have basic safety rules explained to them individually before the match begins. Each new shooter will be assigned to an experienced group of shooters who will help guide them through their first match.

B. Match Director

1. The Match Director is in charge and has the final word regarding issues of safety and competition.

C. Schedule

1. Wild Bunch side matches may be held subsequent to the completion of the awards ceremony after regularly scheduled cowboy action shooting matches, on the second Saturday of each month.

D. Shooting Categories

1. Traditional

- a. Any G.I. issue type 1911 pistol with fixed sights (dovetail only) in .45 ACP. Blued, parkerized, or nickel finishes and stainless steel will be allowed.

Internal tuning is permissible. Traditional G.I. type wood or plastic grips only.

- b. Commander sized guns are allowed.
- c. Traditional shooters may use a two-hand hold.

2. Duelist

- a. Any G.I. issue type 1911 pistol with fixed sights (dovetail only) in .45 ACP. Blued, parkerized, or nickel finishes and stainless steel will be allowed. Internal tuning is permissible. Traditional G.I. type wood or plastic grips only.
- b. Commander-sized guns are allowed.
- c. The pistol must be shot with one hand, unsupported. The weak hand may be used for loading, racking the slide, or in case of malfunctions.

3. Modern

- a. Any 1911 type pistol in .45 ACP with any modifications except compensators and electronic sights will be acceptable.
- b. Modern shooters may use a two-hand hold.

E. Shooting Commands

- 1. Per Standard Operating Procedures for Cowboy Action.

F. Starting Position

- 1. Determined by the written stage instructions.

G. Firing Position

- 1. Determined by the written stage instructions.

H. Scoring Procedures

- 1. Raw time plus penalties will determine total time.

I. Awards

- 1. Ribbons will be awarded to category winners.

J. Safety Violations

- 1. Any person exhibiting erratic behavior or suspected of being under the influence of alcohol or other substances will be asked to leave the club property immediately.

2. Minor Safety Violations

- a. Minor safety violations (MSV) will incur a ten-second penalty added to the shooter's total time.

3. Major Safety Violations

- a. Stage Disqualification (SDQ) will incur a penalty of 999.00 seconds for the stage. Two (2) SDQs will result in a Match Disqualification.
- b. Match Disqualification (MDQ) will incur a penalty of 999.99 seconds on all stages and the shooter will not be permitted to continue the match.

4. Incident Reports

- a. Incident Reports will be prepared and filed for all Match Disqualifications.
- b. Incident Reports will be filled out on forms provided by the Fort White Gun Club.

IX. Fees and Registration

A. Fees will be determined by the Match Director with approval of the FWGC Board of Directors.

B. Registration

1. Shooters may register for Wild Bunch competition either before or after the regular cowboy action match, at the discretion of the Match Director.
2. Each shooter will receive a score sheet and will sign a waiver of responsibility.

X. Emergency Procedures

A. Emergency Access

1. The entry/exit road shall remain clear and both the main and range gates shall remain open on match days to allow access by emergency vehicles. At least one lane of vehicular access to the shooting area must remain open on match days.

B. Telephone

1. The telephone in the range sign-in box will be used to activate the 911 emergency response system when necessary.

C. First Aid Kit

1. A first aid kit shall be maintained in the registration building.

D. In the event of an emergency...

1. The Match Director or Assistant Match Director will designate someone to stand at the main gate to direct emergency vehicles down to the range.
2. Incident Reports will be completed and filed for all injuries.

XI. Practice

- A. Independent shooting practice on the cowboy action range will be limited to FWGC members who have completed NRA Range Safety Officer (RSO) training and/or the *SASS Range Operations Basic Safety Course* (RO-1).
- B. Other FWGC members and guests may practice shooting on the FWGC cowboy action range only when accompanied and supervised by a FWGC member who has met the requirements specified in Section **XI. A.**, above.
- C. All persons who shoot centerfire semiautomatic pistols on the FWGC cowboy action range must agree to abide by all of the specified guidelines in these Standard Operating Procedures regarding firearms, ammunition, and gun handling while practicing on the range.

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