

SASS Wild Bunch Match Directors Handbook

**Compiled and Edited
By The Wild Bunch RO Committee**

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SINGLE ACTION SHOOTING SOCIETY
Wild Bunch Range Operations / Match Directors Handbook

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MATCH DIRECTOR'S GUIDE

There are a large number of factors that must be taken into consideration when conducting a Wild Bunch match. Many of these are covered in the SASS Match Director's Guides. This guide should be used as a supplement to those publications as it covers things specific to Wild Bunch matches.

Philosophy of Wild Bunch Matches

Wild Bunch matches are typified by the use of large caliber firearms, high power factor ammunition, and high round count for each stage. Wild Bunch stages require different target placement, engagement sequences, and prop locations than normal Cowboy Action Shooting™ stages.

One of the best ways to grow your club's attendance for Wild Bunch matches is to provide a training session to interested shooters. The first time a Wild Bunch match participant fires a 1911 pistol should not be on the first stage of the match. Training, not only for the pistol, but for the 1897 shotgun should likewise be considered.

Wild Bunch competitors should NOT be intermixed with Cowboy Action Shooting™ competitors during a match. Wild Bunch is not intended to be a Cowboy Action Shooting™ category. **It is a totally separate match.**

Part of the appeal of Wild Bunch is the high power factor ammunition coupled with the higher round count per stage, especially with the pistol. The shotgun round count should typically be five or six rounds.

Because Wild Bunch matches use the 1911 pistol instead of revolvers, it is vitally important each posse have at least one or more members who are intimately familiar with the pistol's operation. Malfunctions WILL occur. Not only will this familiarity allow the shooter to be coached safely through the course of fire, but if the shooter is unable to clear the pistol during the course of fire, someone must clear the pistol before it leaves the stage.

A greater emphasis is placed on shooting accuracy in Wild Bunch matches. Therefore, shotgun targets are designated as non-comstock (no makeups).

The high power factor is an integral portion of Wild Bunch matches, and checking pistol and rifle ammunition to ensure compliance should be expected by participants.

Targets and Engagement Recommendations

Because Wild Bunch matches are shot with large caliber firearms with much higher power factor ammunition, the use of reactive pistol and rifle (knockdown) targets is easily accommodated.



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Since the rifle must also use higher power factor ammunition, one may end a stage with the rifle without concern the sound of the final shot won't be picked up by the timer.

The use of more difficult targets, such as plate racks, dueling trees, and hostage targets, is both common and encouraged. The higher power factor ammunition easily makes these targets react, and the higher skill level required is appreciated by many Wild Bunch competitors. **It is important to remember, however, Wild Bunch is an Action Shooting sport that promotes speed, action, and accuracy. It is not a bullseye competition.**

Wild Bunch Match Directors should ensure targets and sequences are appropriate for all skill levels. A smaller or more distant difficult target placed strategically in one or two stages in a match is fine, but this concept should not dominate stage design.

Since the shotgun used is the 1897 Winchester, and it can be loaded at the loading table with the required number of shells for the shooting sequence, **split shotgun sequences are discouraged.** Normal round count for the shotgun is five or six rounds.

The rifle is the least emphasized firearm in a Wild Bunch match. Stages with round counts lower than 10 are common.

Stage writing should center on shooting the pistol. The enjoyment and challenge of shooting the 1911 is what causes almost every Wild Bunch participant to sign up for a Wild Bunch match.

Given the added emphasis on the pistol and because of the high power factor, quality **pistol targets should never be placed closer than 7 yards and low quality targets should be placed even further away to avoid excessive ricochet/splash-back.**

Average pistol round count for a stage should be 15 to 25, although in some circumstances this can vary. Unusual stage designs (e.g., requires excessive setup time, only uses two firearms, and the like) may dictate a deviation from these guidelines.

The use of multiple “dump” targets on a single stage for the sole purpose of increasing round count is generally discouraged as a common component of stage design. When used judiciously throughout a match, dump targets can provide action and fun. However, they should be considered the exception and not the rule.

Remember you **MUST** provide a safe staging prop at **EVERY** location where the 1911 may be fired. Even if the sequence is not split and the pistol isn't required to be re-staged, a malfunction may occur and **the pistol CANNOT be re-holstered until the stage is completed and it is checked clear by a stage official.**



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There are a number of sample stages included in the Appendices of this document. They provide examples of how to utilize various targets and engagement scenarios. Clubs should consider using some of these stages and use them as guidelines when developing one's own Wild Bunch stages.

ADDITIONAL CONSIDERATIONS

1. If the Match Director chooses to add a category, the following guidelines *must* be followed:
 - a. The primary category must have a minimum of 10 shooters. For instance, Traditional *must* have 10 shooters before a Senior Traditional Category can be added.
 - b. The new category *must* have a minimum of five shooters.
 - c. To qualify for a Senior Category, the competitor *must* be at least 65 years old.

Example: There would have to be at least 10 Traditional and 5 Senior Traditional competitors before the match would qualify for a Senior Traditional Category. If there are 16 shooters, 9 Traditional and 7 Senior Traditional, the match would *not* qualify for a Senior Traditional Category.
2. If the Match Director chooses to have a Bolt Action Military Rifle Side Match, the rifles must comply with the following requirements: 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 iron battle sights and **NO** external modifications. Internal modifications are allowed. Faithful reproductions are allowed.
3. During the Safety Meeting be sure to stress the trigger finger must remain outside the trigger guard while moving or reloading. Also encourage shooters to be mindful of muzzle direction while reloading the 1911.
4. Have a checklist for the Posse Marshals to use before the match begins so they can verify the pistols are legal for category and all other equipment meets the rules.
5. Even though the 1911 is stressed in Wild Bunch, it is a three-gun match, and stages without all three guns should be the exception rather than the rule.
6. The equipment for checking Power Factor should be set up and checked before the match begins. Instructions for conducting Power Factor testing are found in Appendix A.
7. **INCLUDE** in your match announcement/application verbiage similar to the following: **“The Wild Bunch match to be held by (*insert match or club name*) will be conducted using the SASS Wild Bunch rules.**

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Please make yourself aware of these rules. The up to date rules can be downloaded from the SASS web site.”

As a friendly reminder to shooters, make sure they are aware all Wild Bunch match pistol and rifle ammunition has a minimum power factor of 150. Power factor testing should be performed.

SAMPLE EQUIPMENT CHECK LIST

Traditional Pistol

- Visually examine the pistol to determine if sights, hammer, trigger, grips, safeties, magazine, and slide releases are correct.
- Also examine slide and frame to ensure no illegal serrations or checkering are present.
- No guide rods or bull barrels are allowed.
- No extended magazine wells.
- Check operation of thumb and grip safeties.



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Modern Pistol

- Visually examine pistol to determine if sights, grips, and magazine release are correct.
- No magazine wells or bull barrels allowed.
- Examine guide rod, if present, to ensure it doesn't provide recoil reduction.
- Full-length dust covers and extra weights are not allowed.
- Check operation of thumb and grip safeties.

Pistol Magazines

- Standard length only.
- NO base pads of any kind.
- Magazine must fit flush with bottom of frame when inserted.

Rifle

- Must be a SASS main match legal rifle in .40 caliber or larger.

Shotgun

- Must be a Winchester 1897 or clone in 12 gauge. Civilian or Military style.

Holsters, Cartridge Belts

- Loose ammunition (i.e., ammunition not in magazines) must be carried in a SASS main match legal manner.
- Holsters and Cartridge belts must be made of traditional materials, (e.g., canvas or leather).
- No metal or plastic "competition" type equipment.
- Holster must cover the entire length of the slide and barrel from the muzzle TO the ejection port. (ejection port need not be covered)
- Magazine pouches must be worn on the opposite side of the body from the handgun. They may hold one or two magazines.
- Magazine pouches must be worn vertical and conform to the shooter's body. (i.e., not tilt out from the shooter's body)

Appeals, Challenges, and Protests

As outlined in detail within the Wild Bunch™ Action Shooting Range Operations Basic Safety Course materials, each course of fire has specific duties filled by members of each shooting group (posse) in order to facilitate a match. These members are referred

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to as the assigned Range Officers. While every participant is a safety officer, the assigned Range Officers are the ONLY persons who may judge a shooter, whether on or away from the firing line. These judging responsibilities range from watching for misses and hits, correct target order engagement, appropriate completion of stage instructions, safety violations, legal or illegal equipment, appropriate ammunition, appropriate dress, and any category specific requirements. The shooter is the ONLY person who may question a call made by any of the Range Officers on the line. A shooter should always feel welcome to politely question any call made by the assigned Range Officers. If a shooter feels unfairly judged by the assigned Ranger Officers on any stage, it is required to follow this process and observe an appropriate chain of command. Remember, attitudes affect perception, and poor attitudes and shooting sports don't mix well.

If there is a question, the shooter should politely approach the assigned Chief Range Officer (the timer operator) upon completion of the stage after all firearms have been made safe. These discussions must not cause backups for an entire shooting group, so they are held away from the firing line. The Chief Range Officer shall politely discuss any discrepancies or questions with regard to safety, penalties, or rules with the shooter. In an effort to resolve any discrepancies, The Chief Range Officer should ONLY include other assigned Posse Officials in these discussions. Other members of the posse or spectators are NOT to be included in any discussions. The use of recorded audio, video, or still photography cannot be used to make or challenge the call of Posse or Match Officials. Remember, the benefit of the doubt ALWAYS goes to the shooter. At this point, the Chief Range Officer must remain completely objective, review the evidence presented, research the rules, if necessary, and ultimately make the decision. So, if there is not absolutely conclusive evidence of a missed target, shooter error, safety or rule violation, the Chief Range Officer must make every effort to assist the shooter by relating any necessary scoring changes to the score keeper immediately upon resolution. In the event a Chief Range Officer's call is challenged by either the shooter or one of the other assigned Posse Officials, the Chief Range Officer should know the chain of command to the next level of authority to settle any dispute.

Any challenge must be taken directly to the Range Master for assistance in the resolution. The Range Master should politely conduct interviews with the individual challenging the decision as well as any and all of the assigned Posse Officials or individuals involved in the initial call being questioned. No video, recorded audio, still photography, or other persons should be included in these interviews. The Range Master must endeavor to research the situation, apply the evidence to the rules of the event, and ultimately make a decision on whether or not the original call will be upheld. In most cases, the Range Master will be at a distinct disadvantage in that s/he will not have been a witness to the initial call and therefore must look at the evidence presented very closely, often by visiting the stage where the call occurred. Challenges, such as questions of illegal ammunition, illegal firearms and/or modifications, illegal costuming, calls made away from the firing line, and such will generally require some sort of inspection or documentation process and should be handled with generous respect for the shooter being questioned. The assigned Posse Officials making the call should take all of these type



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challenges directly to the Range Master for assistance in resolution. Some of these type situations may require additional information from the shooter being challenged. The Range Master should gather any ammunition required for testing from the shooter being questioned while at the loading table position after completion of the loading process for all of their firearms. Ammunition velocities in question should be measured easily via chronograph. Costuming or equipment in question should be carefully referenced to the Wild bunch™ Action Shooting Handbook and RO materials. Objectivity is the key element here. The Range Master must attempt to see the situation from all aspects presented while applying the rules fairly. From here, if the initial call is upheld by the Range Master, the individual challenging the call has one other option available.

ONLY the individual who was the subject of the original call may file an official protest. A fee is usually attached to any official protests and must be collected at the time the protest is filed. It is also a good idea to have some sort of official protest form available that can list the identification of the shooter, information specific to the call being questioned, the identification of the Posse and Match Officials previously involved in the call, the date, time, and stage where the call was made. This official protest must be made ONLY to the Match Director. Once the Match Director has received the completed paperwork and any associated fees, s/he will appoint a jury to make the FINAL decision. This jury should be made up of at least three experienced people knowledgeable of the rules and preferably not aware of any details of the situation. At state level matches and higher, three Wild Bunch™ Committee members or Ambassadors, posse marshals, or RO Instructors should be used as the jury. The Match Director will serve only in an administrative role to assure the protest is handled fairly and will be responsible for conveying any changes of the shooter's score to the appropriate scoring personnel. The jury must objectively research the situation with all means available to them, apply the evidence to the rules of the event, and make the FINAL decision on whether or not the original call will be upheld. If the original call is overturned, any protest fees collected from the shooter should be refunded.



APPENDIX A – Power Factor Testing procedures

This document contains the best current information on chronograph testing procedures. It includes information that can be used to set up the chronograph stage at any size match. At some matches the use of all the equipment and procedures outlined may not be practical. It is the Match Director's decision to determine how the chronograph stage will be run. The decision of the Match Director on equipment and testing/inspection procedures is final.

Chronograph Station Procedures

The chronograph station is not just for the purpose of checking power factor. The chronograph station is also the time to do a final check for legality of firearms as well as ammunition. The operator should be prepared with a ruler or calipers to check rifle lever travel, a powder scale to weigh bullets, a scale to weigh pistols, and a bullet puller as well as the necessary chronograph equipment and forms to record the results. Firearm rules should also be available so any firearms that appear to have legality problems can be brought to the appropriate match official's attention.

Setting up the Chronograph Area

The chronograph area needs to be laid out for efficiency and safety. Make sure there is a position marked for the shooter to wait until their turn. The actual table from which the firing will occur needs to be large enough to accommodate the chronograph operator and all associated equipment. Designate a location on the table for the shooter to place their firearms for testing and another area for the operator to place them after testing. Provide a chair for the operator. They will be firing many rounds and comfort is important. If possible, cover the table to protect the operator and equipment from sun and precipitation.

The Chronograph Operator

The chronograph operator should be familiar with all the firearm regulations as well as the chronograph procedures. The operator shall load the collected ammunition and fire all the firearms through the chronograph. Shooters may NOT fire their own firearms. Try to keep the same cadence with each round and for each shooter. If one round sits in the chamber significantly longer than another the heat may affect velocity. Do NOT tip the barrel up or down between shots. Try to maintain it as level as possible. A pistol rest is helpful to maintain accuracy of shots through the chronograph.



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Setting up the Chronograph

The distance from the muzzle to the first start screen of the chronograph shall be 10 feet.

For maximum accuracy the chronograph should be enclosed in a box with controlled lighting. A chronograph out in the open is affected by ambient lighting conditions. Significant variations in velocity readings are possible on a sunny day, depending upon the direction of the sun. When building the chronograph enclosure, remember do NOT use fluorescent lighting. The flicker and intensity will cause inaccurate or loss of readings. Only incandescent lighting should be used. The lights need to be placed directly over the skyscreens. The container needs to be at least a foot longer than the chrono/s and have fairly small openings (6-8") to limit outside light. Add a replaceable entrance port cover with a smaller 4-6" opening to act as a blast shield. Sub-sonic bullets need a blast shield as the gasses can reach the sensors before the bullet and give false readings. Due to the lighting it is important to have 120V power available for the chronograph station. A small generator at least 25' away will work. 12 Volt light bulbs are available, but they are expensive and draw down batteries quickly.

The chronograph in use, regardless of the brand or whether it is enclosed, is the OFFICIAL match chronograph, and the test results are final.

Ammunition Samples

Ammunition samples should be collected in a RANDOM fashion. Samples should be collected early in the match. Collect five rounds for each firearm. Some posses will reach the chronograph stage early. Ammunition from each shooter should be placed in a zip closed bag with their name and posse number label placed inside the bag to avoid loss. Ammunition from the entire posse will then be placed in a large zip closed bag with the posse number label placed inside the bag to prevent loss. All collected samples must be carefully controlled and available at the chronograph station when the posse arrives. Additional samples may be collected from any shooter at any time non-compliant ammunition is suspected by match officials.

Shooters Responsibility

The shooter shall provide the chronograph operator with their firearms in a safe condition (rifle open and empty, pistol no magazine inserted, slide locked open). Firearms are to be placed on the chronograph table at the designated position. In addition to the firearms, the shooter shall provide one empty pistol magazine to be used during testing. The shooter must then wait until testing is completed and their firearms placed in the designated testing completed area. The shooter may then retrieve his/her firearms and magazine and exit the chronograph station.

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Power Factor Testing Procedure

One round will have the bullet pulled and weighted. Then, the remaining four rounds will be fired over the chronograph. The average velocity of the three fastest recorded rounds will be used to calculate power factor. A minimum of two readings on the chronograph will be necessary to determine power factor. If fewer than two velocities are recorded, new samples must be collected and the ammunition retested. Power factor shall be calculated by multiplying the bullet weight in grains by the average velocity in feet per second and dividing the result by 1000.

Firearm Legality Testing

Pistols shall be weighed with the empty magazine provided by the shooter inserted. They shall be examined for category compliance and any non-military style parts (magazine release, grip safety, slide release, guide rod, and the like) examined for compliance. Rifle lever travel must be not less than 4 1/8" and shall be checked by the following procedure: With the action closed measure 3 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.

Increasing Efficiency

If large numbers of shooters need to be tested, two operators can be used. One would load the firearms and fire the rounds through the chronograph and the other would weigh bullets and check firearms for legality. This might require two separate tables for the operators.



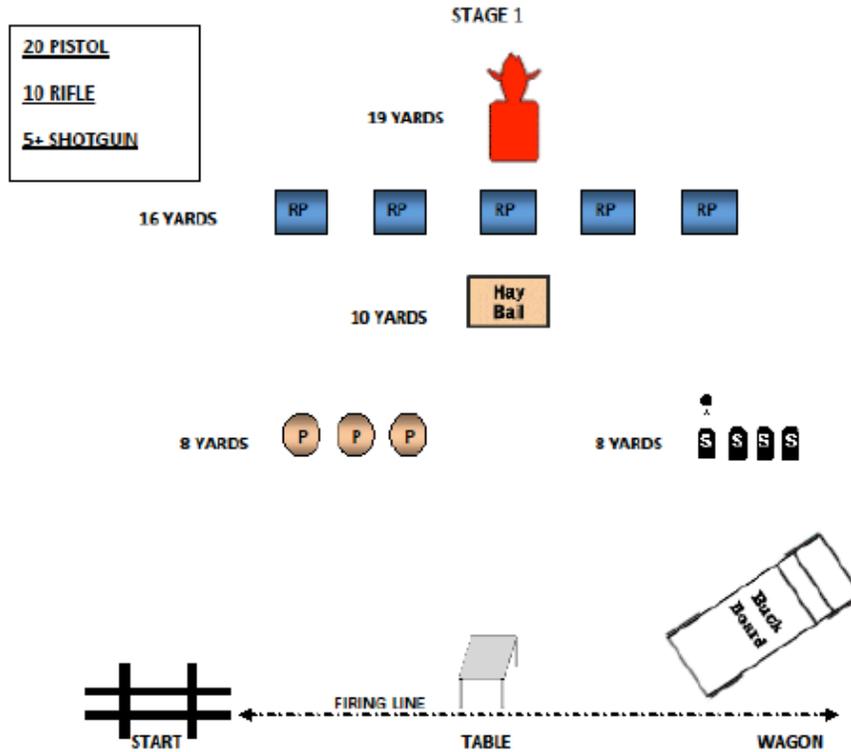
Cartridge Weight vs. Power Factor

Cal.	Bullet Weight	Cartridge Weight	Velocity
38-40	180gn.	285gn.	834fps.
44-40	180gn.	290gn.	834fps.
44-40	200gn.	310gn.	750fps.
44-40	225gn.	315gn.	667fps.
44Spec.	180gn.	294gn.	834fps.
44Spec.	185gn.	299gn.	811fps.
44Spec.	200gn.	314gn.	750fps.
44Spec.	230gn.	343gn.	653fps.
44Spec.	240gn.	353gn.	625fps.
44Mag.	180gn.	300gn.	834fps.
44Mag.	185gn.	305gn.	811fps.
44Mag.	200gn.	320gn.	750fps.
44Mag.	230gn.	350gn.	653fps.
44Mag.	240gn.	360gn.	625fps.
45 Colt	180gn.	300gn.	834fps.
45 Colt	185gn.	305gn.	811fps.
45 Colt	200gn.	320gn.	750fps.
45 Colt	230gn.	350gn.	653fps.
45 Colt	250gn.	370gn.	600fps.
45ACP	180gn.	275gn.	834fps.
45ACP	185gn.	280gn.	811fps.
45ACP	200gn.	294gn.	750fps.
45ACP	215gn.	309gn.	698fps.
45ACP	230gn.	324gn.	653fps.

Velocity listed is minimum required to make a 150 power factor.



APPENDIX B – Sample Stages



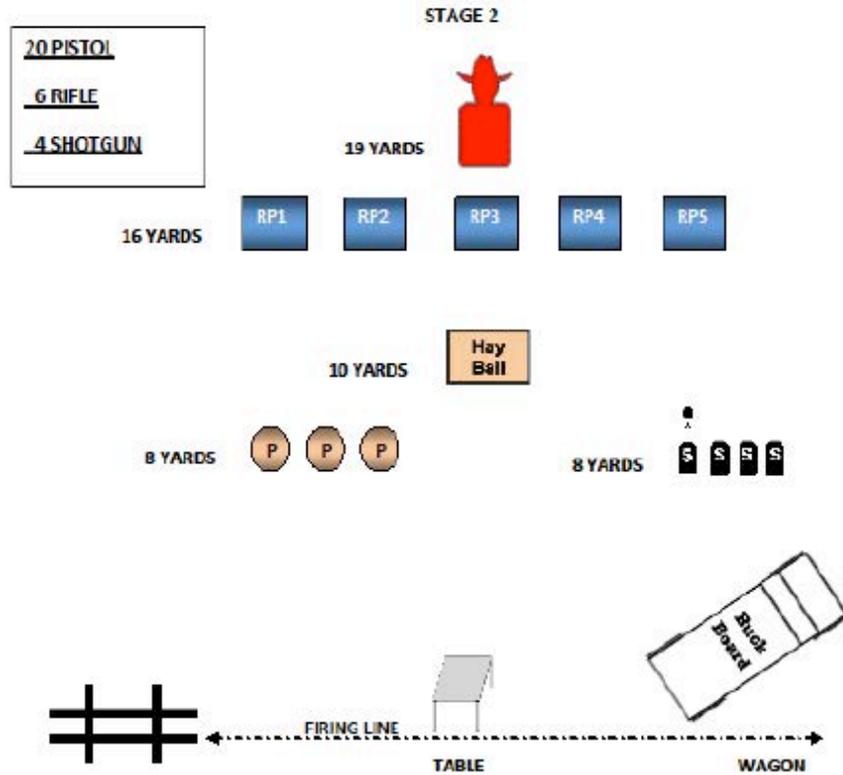
Pistol loaded with 5 round magazine and holstered. Rifle in hands at the fence, and shotgun loaded with 5 rounds in the wagon.

At the signal engage the five R targets in a 9 round Nevada sweep starting on either end. Place the 10th round on the large cowboy. Take the rifle to the wagon and make safe. With the shotgun engage the knockdown/ flyer first. You may re-engage the flyer while it is in the air if you miss your first shot. Then engage the standard knockdown targets. (If you fired more than one round at the flyer you may reload the extra round(s) to engage all the standard knockdowns). Make the shotgun safe.

From the table with pistol engage the 3 P targets in a 5 round Nevada sweep. Repeat starting on the opposite end. Move to the bale and engage each R/P target once each, and then the Cowboy target 5 times.

All knockdowns must fall to count as a hit.

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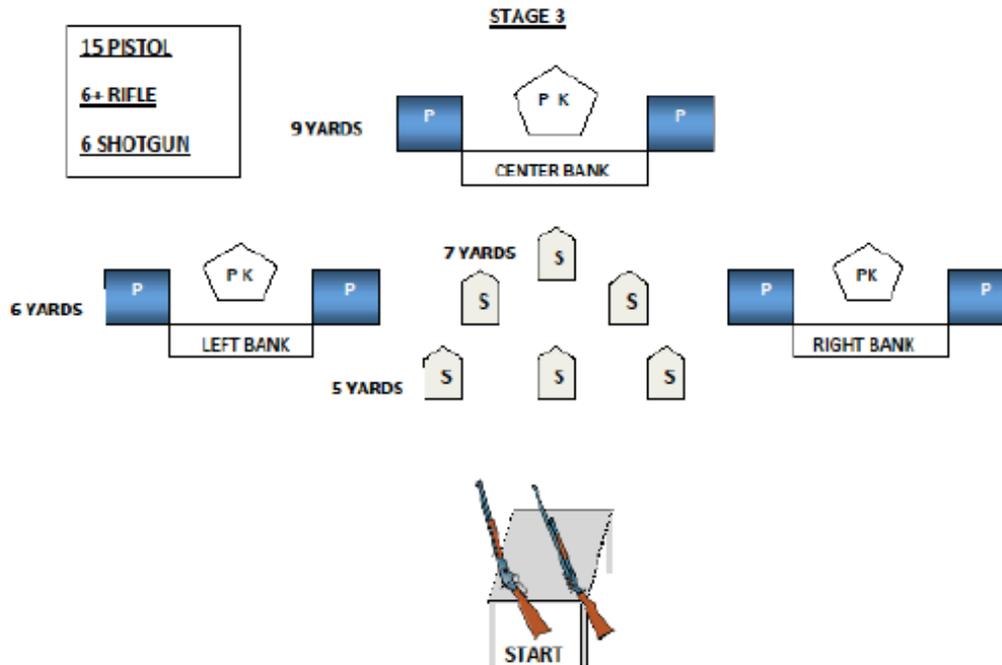


Shooter standing at table with hands in the surrender position. Pistol loaded with 5 round magazine and holstered. Rifle on table loaded with 6 rounds, and shotgun loaded with 4 rounds in the wagon.

At the signal engage the cowboy and any 3 RP targets alternating the shots starting on the cowboy for 6 rounds. Make rifle safe. From the wagon with the shotgun engage the 4 knockdowns once each (NON COMSTOCK). Make shotgun safe. From the table shoot the 3 P targets in a 2-1-2 sweep from either direction, and repeat. Then with pistol starting on the cowboy alternate between the cowboy and each of the RP targets for 10 rounds.



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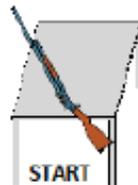
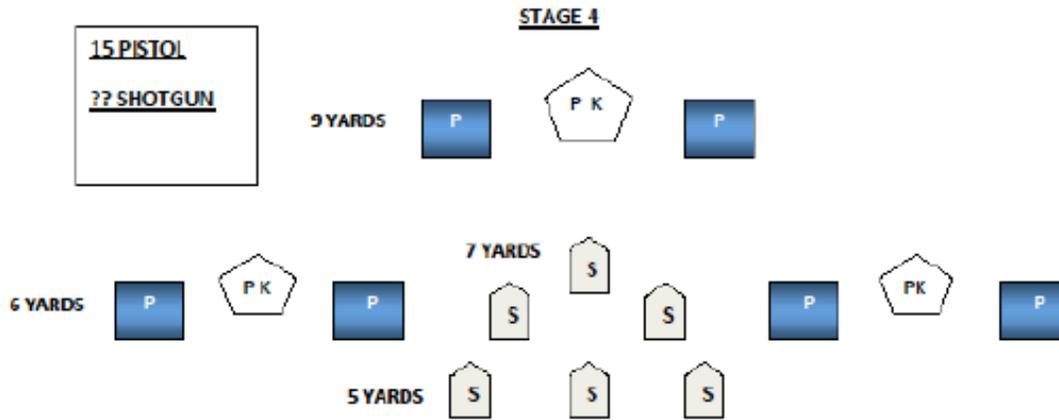


Both rifle and shotgun loaded with 6 rounds each staged on table. Pistol loaded with a 5 round magazine and holstered. Shooter standing with hands on hat.

At the signal with shotgun engage all 6 shotgun targets (NON COMSTOCK) and make shotgun safe. With pistol engage the left bank stationary targets twice each and the knockdown once, any order. Repeat on the middle bank, and repeat on the right bank. Make pistol safe on table. With rifle shoot all 6 stationary targets once each. If any pistol knockdowns are standing you may reload the rifle and engage the standing knockdown(s) until down.

ALL KNOCKDOWNS MUST FALL TO COUNT AS A HIT.

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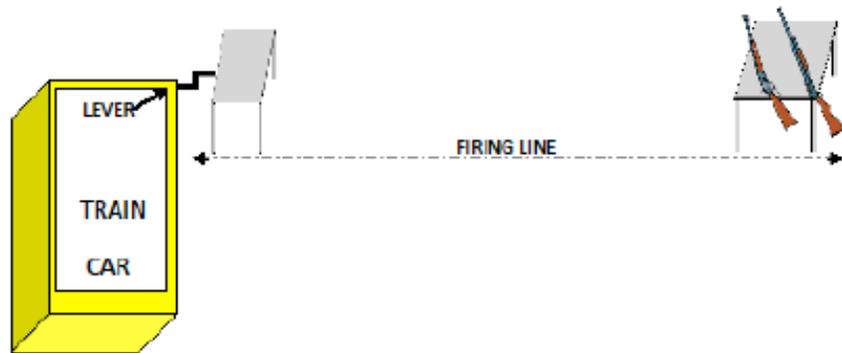
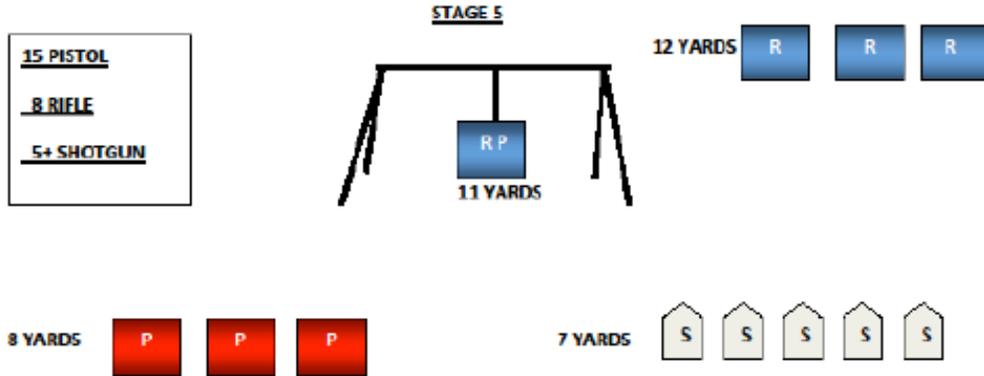
Shooter standing with both feet behind table, hand on pistol. Pistol loaded with a 5 round magazine and holstered. Open empty shotgun staged on table.

At the signal with pistol engage all 15 targets with one round each. Any knockdown left standing may be re-engaged with the shotgun. Stationary targets not hit are counted as a miss and may not be made up.

ALL KNOCKDOWNS MUST FALL TO COUNT AS A HIT.



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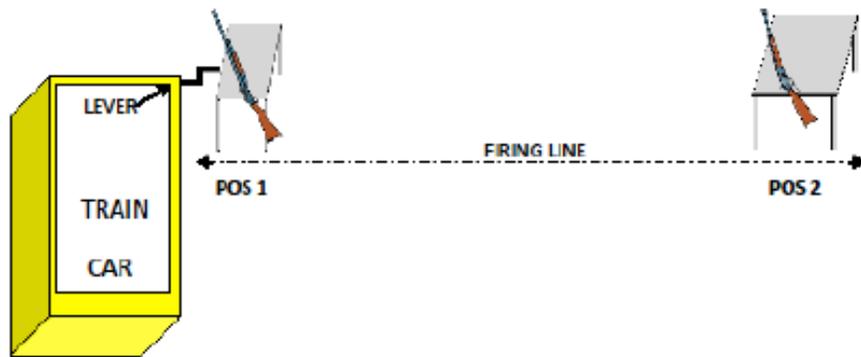
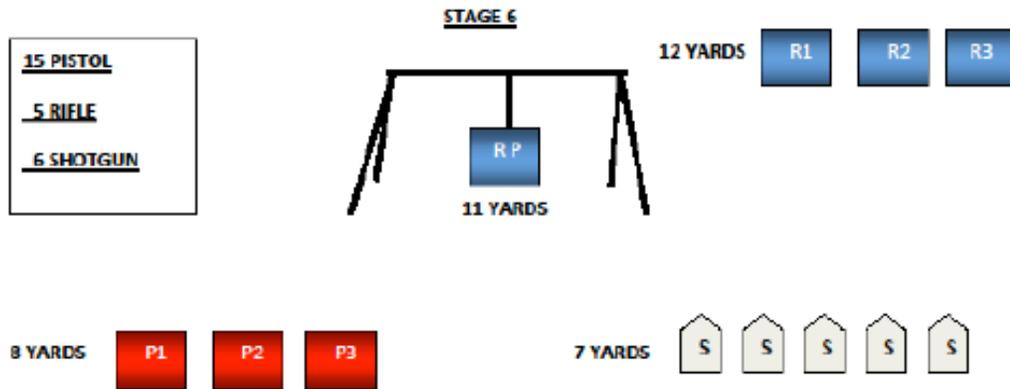


Shooter starts standing at train car with both hands on the lever. Pistol loaded with 5 round magazine, holstered. Rifle loaded with 8 rounds and shotgun loaded with 5+ rounds both staged on the table.

At the signal activate swinger target. With pistol engage swinger 5 times, then engage the 3 pistol targets in a double tap Nevada sweep from either end for 10 rounds. Take pistol to the table and make safe. With rifle engage the swinger and the 3 rifle targets twice each any order. With shotgun knock down the 5 shotgun targets (COMSTOCK RULE APPLIES).

Shotgun targets may be re-engaged until down.

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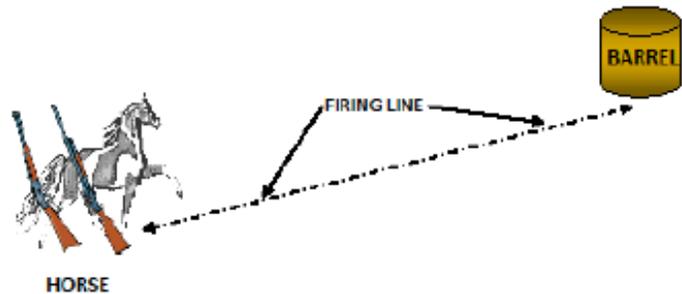
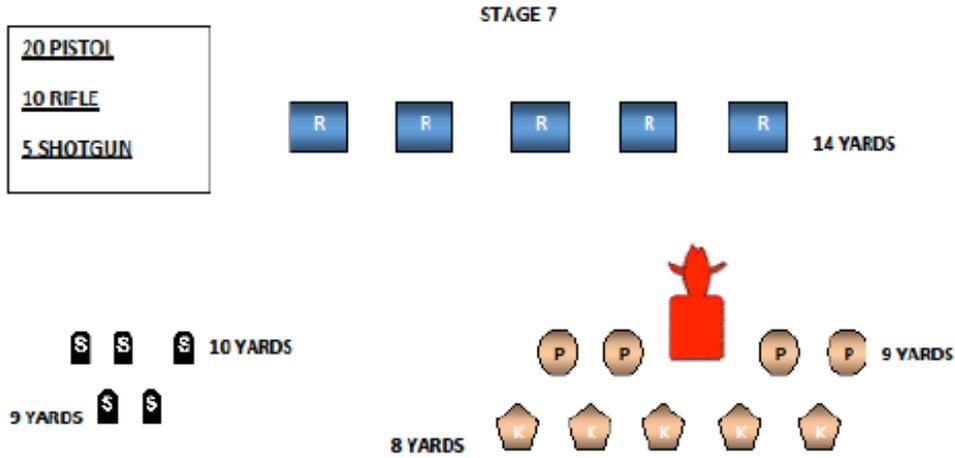
Shooter starts standing at POS 1 hands at sides. Pistol loaded with 5 round magazine, staged on the table at POS 1. Shotgun loaded with 6 rounds staged on the table at POS 1. Rifle loaded with 5 rounds on table at POS 2.

At the signal activate swinger target. With pistol engage P1, P2, and P3 once each and the swinger twice in any order for 5 rounds. Repeat the sequence for a 2nd 5 rounds, and then repeat a 3rd time. (total of 15 rounds). Make pistol safe on the table. With shotgun shoot the swinger target once, and moving to position 2 (with the hammer down on an empty shell, or the action open with a round on the carrier). From POS 2 shoot the 5 shotgun knockdowns in any order, and make shotgun safe (NON COMSTOCK). With rifle engage R1, R2, and R3 once each and the swinger target twice, in any order.

Shotgun targets are NON COMSTOCK and may not be re-engaged if missed.



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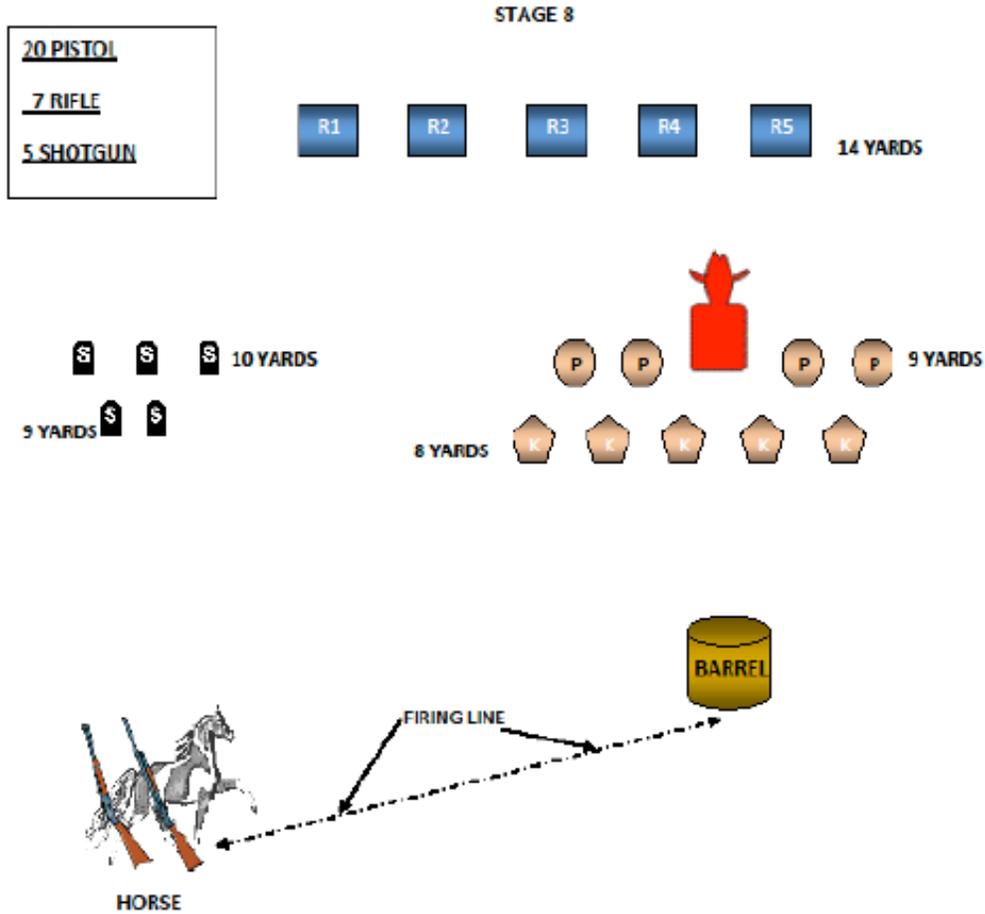


Shooter standing at Horse with hands at side. Rifle loaded with 10 rounds, and shotgun loaded with 5 rounds staged on the horse. Pistol loaded with a 5 round magazine, holstered.

At the signal with the shotgun shoot the 5 knockdown targets any order (NON COMSTOCK), and re-stage shotgun on horse. With rifle sweep the 5 "R" targets from left to right, for 5 rounds then from right to left for 5 rounds, and re-stage rifle on horse. Move to the barrel and with pistol engage the 5 stationary "P" targets with 1 round each, then the front "K" targets with one round each, and then the 5 stationary targets with one round each, and finally engage the large cowboy stationary "P" target with 5 rounds.



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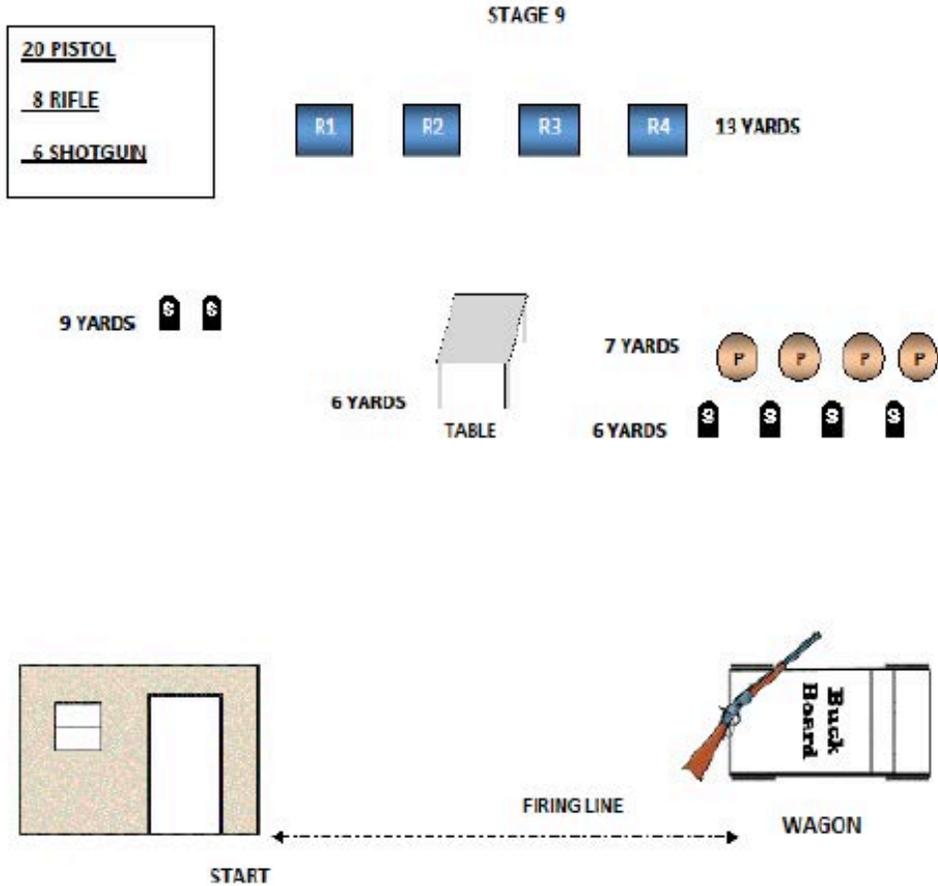
Shooter standing at horse with hands at side. Rifle loaded with 7 rounds, and shotgun loaded with 5 rounds both staged on the horse. Pistol loaded with a 5 round magazine, holstered.

At the signal with rifle sweep the R-1 through R-5 from either end in a 1-2-1-2-1 sweep, and restage the rifle on the horse. With shotgun engage the 5 shotgun targets (NON COMSTOCK), and restage the shotgun on the horse.

Move to the barrel and with pistol starting on any knockdown target alternate shots from the knockdown to the cowboy for 10 rounds. Then double tap sweep the 5 stationary pistol targets for 10 rounds.



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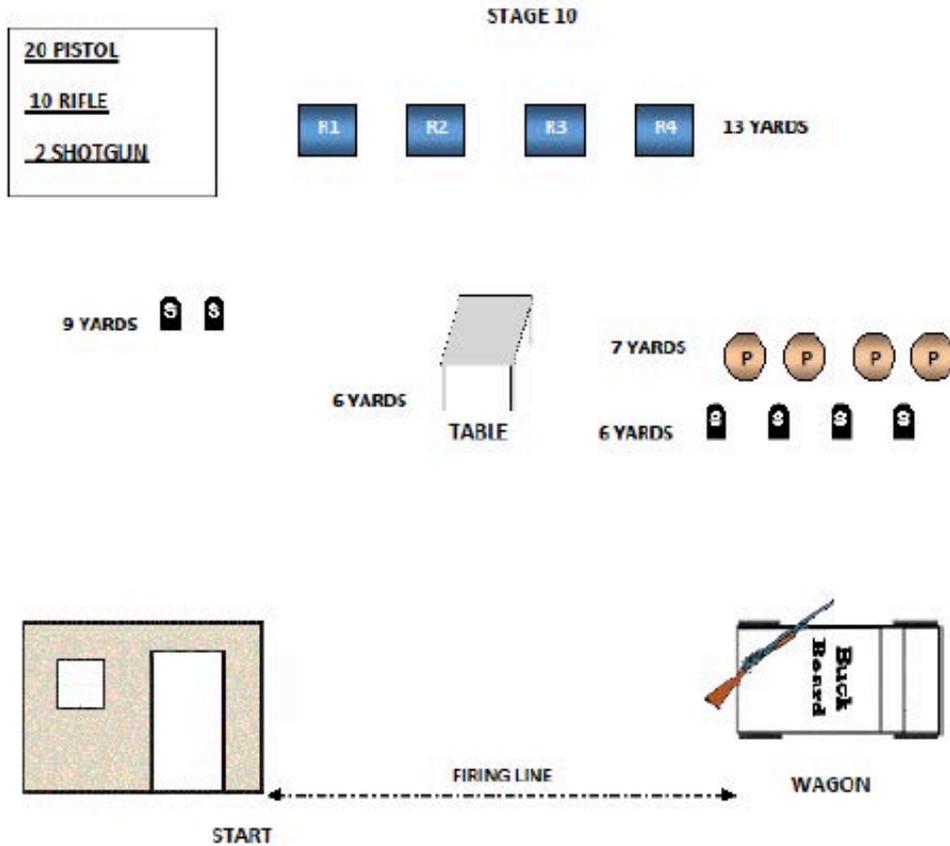


Shooter starts standing at building with shotgun in hand. Rifle loaded with 8 rounds, staged in wagon. Pistol loaded with a 5 round magazine, holstered.

At the signal with shotgun engage the 2 shotgun targets. Move safely to the wagon and engage the 4 shotgun targets. (Shotgun is NON-COMSTOCK). Stage shotgun in the wagon. With rifle engage the rifle targets twice each. Re-stage rifle in wagon. With pistol engage the 4 pistol targets AT LEAST twice each. Move to the table and with pistol engage the 4 "R" targets AT LEAST twice each.



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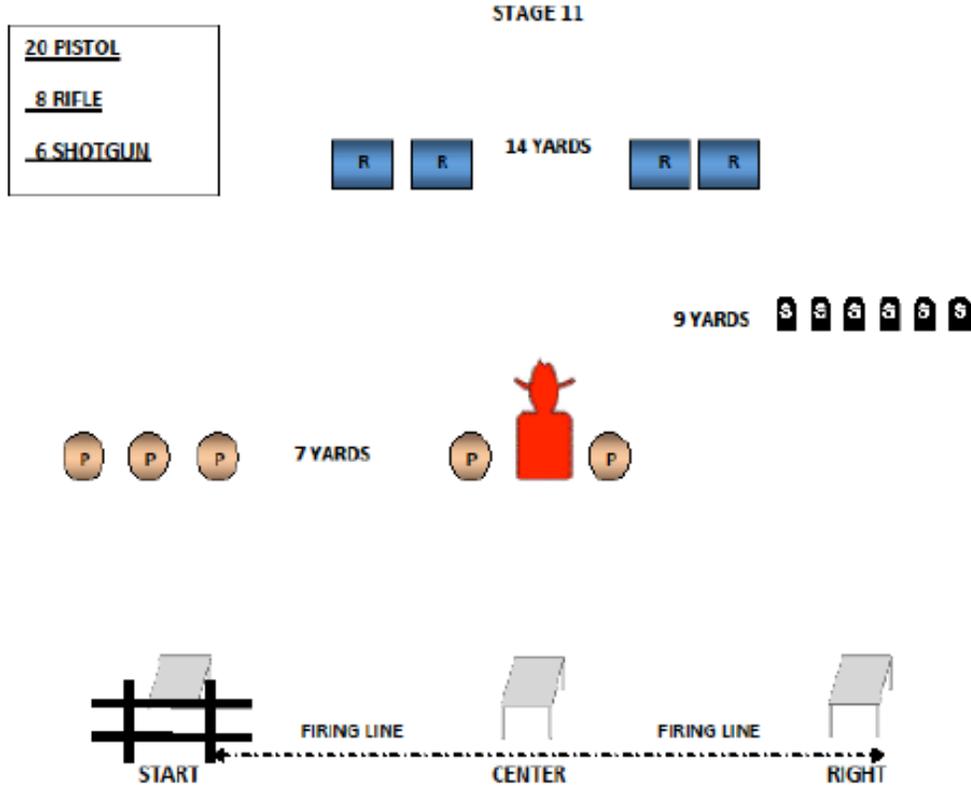
Rifle in hand loaded with 10 rounds, starting on the right side of the building. Shotgun loaded with 2 rounds staged in the wagon. Pistol loaded with 5 rounds and holstered.

At the signal with the rifle shoot 1 shotgun knockdown on the right side of the stage with the rifle and sweep R1-R4, then shoot the 2nd shotgun target with the rifle and sweep R1-R4 with the rifle. Take the rifle to the wagon and stage safely. With shotgun shoot any 2 shotgun targets. Re-stage shotgun in wagon.

With pistol shoot 1 knockdown and sweep the 4 "P" targets, and repeat. Move forward to the table and with pistol shoot R1-R4 in a 10 round continuous Nevada sweep.



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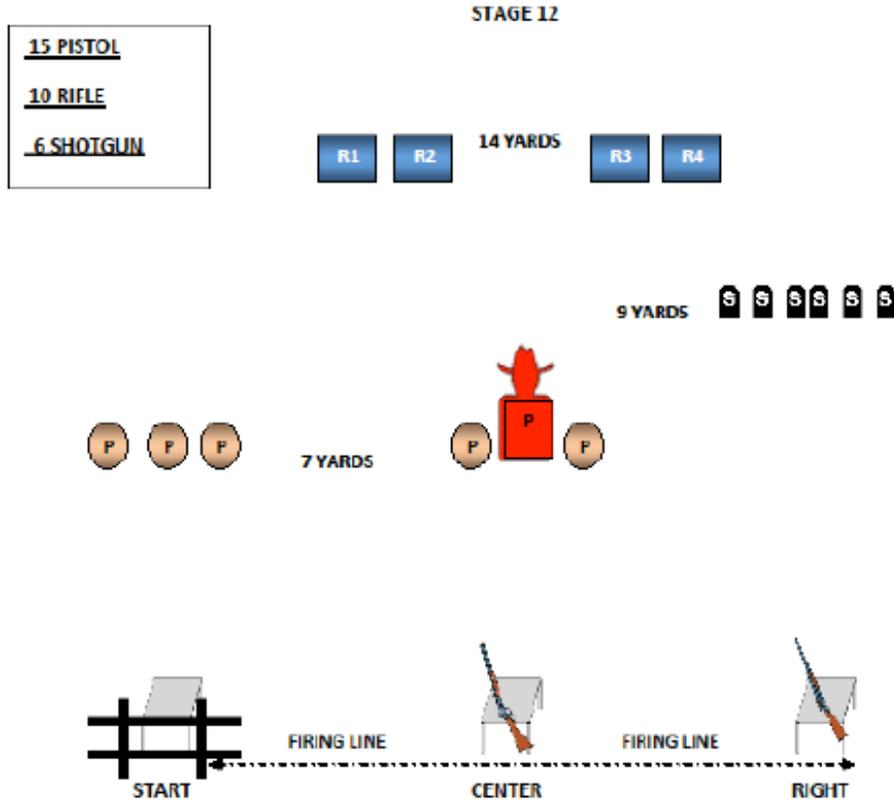
Shooter starts standing at the fence with both hands on hat. Pistol loaded with 5 rounds and holstered. Rifle loaded with 8 rounds staged on the center table. Shotgun loaded with 6 rounds staged on the right table.

At the signal engage the 3 "P" targets in front of the fence with a double tap Nevada sweep. Move to the center table, and with pistol engage the 2 "P" targets and the cowboy in a 5 round Nevada sweep. Then engage the cowboy for 5 rounds. Make pistol safe on table.

With rifle engage the 4 "R" targets twice each. Re-stage the rifle on the table. Move to the right table and shoot the 6 knockdown targets. (NON COMSTOCK)



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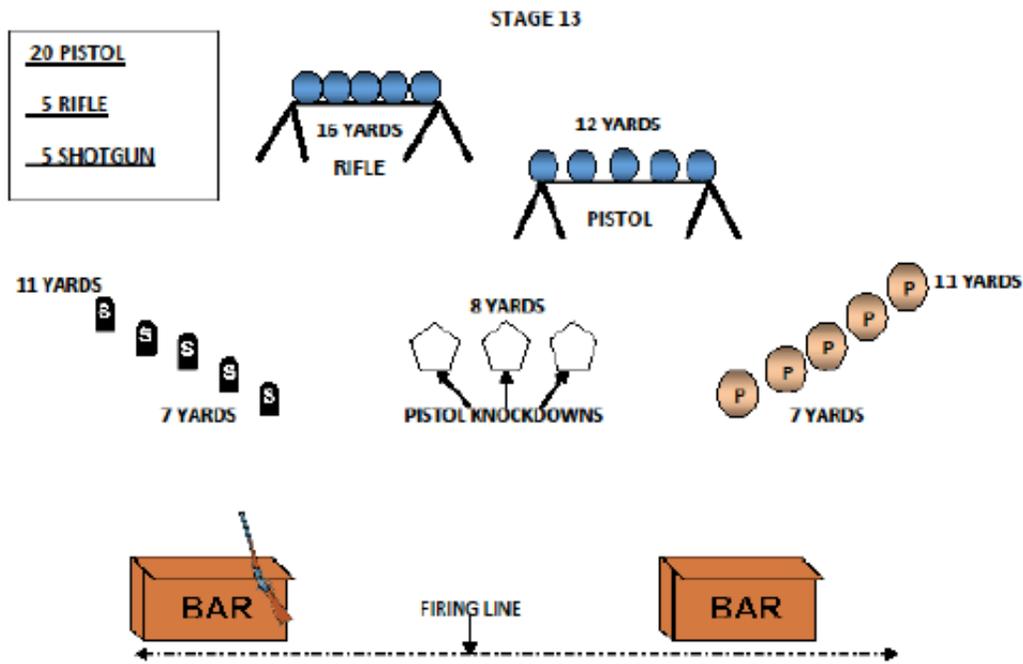


Shooter starts standing at the fence with both thumbs hooked in gun belt. Pistol loaded with 5 rounds and holstered. Rifle loaded with 10 rounds staged on the center table. Shotgun loaded with 6 rounds staged on the right table.

At the signal engage any 2 of the "P" targets in front of the fence by alternating for 5 shots. Move to the center table and make pistol safe. With rifle, engage R1 and R2 for 5 rounds alternating, and R3 and R4 for 5 rounds alternating. Make rifle safe and with pistol engage any 2 "P" targets in front of the table for 5 shots alternating. Then with pistol engage any 2 R targets alternating for 5 rounds. Take pistol to right table and make safe. With shotgun engage the 6 shotgun targets. (NON COMSTOCK)



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Shooter starts standing behind left bar with a shotgun loaded with 5 rounds in hand. Rifle loaded with 5 rounds staged on the bar, and a pistol loaded with 5 rounds holstered.

At the signal, with shotgun engage the 5 shotgun knockdown targets (NON COMSTOCK) . Stage shotgun on bar. With rifle engage the 5 plates on the rifle knockdown rack, and stage the rifle safely on the bar.

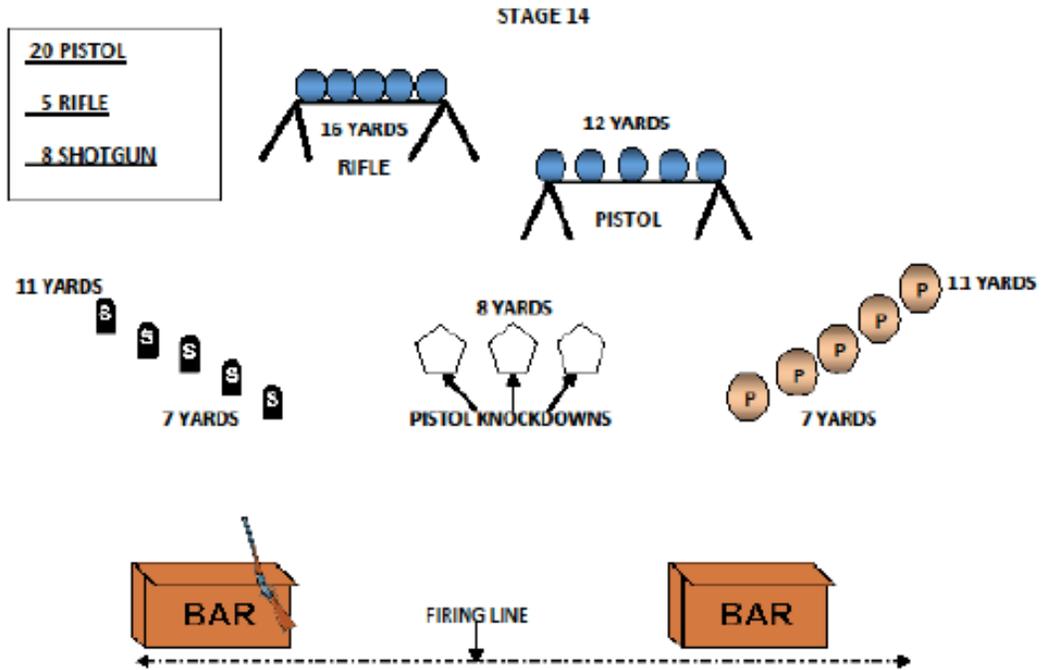
Move to any position between the left and right bar, and with pistol engage the 3 pistol knockdowns and the 5 plates on the pistol knockdown rack with 10 rounds. After knocking down all 8 targets if you have any extra rounds remaining shoot them safely down range.

Move to the right side bar and engage the "P" targets in two 5 round sweeps from the same direction.

ALL KNOCKDOWN TARGETS MUST FALL TO COUNT AS A HIT.



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Shooter starts standing behind right bar with hands on bar. Shotgun loaded with 6 rounds on the left bar. Rifle loaded with 5 rounds staged on the bar, and a pistol loaded with 5 rounds holstered.

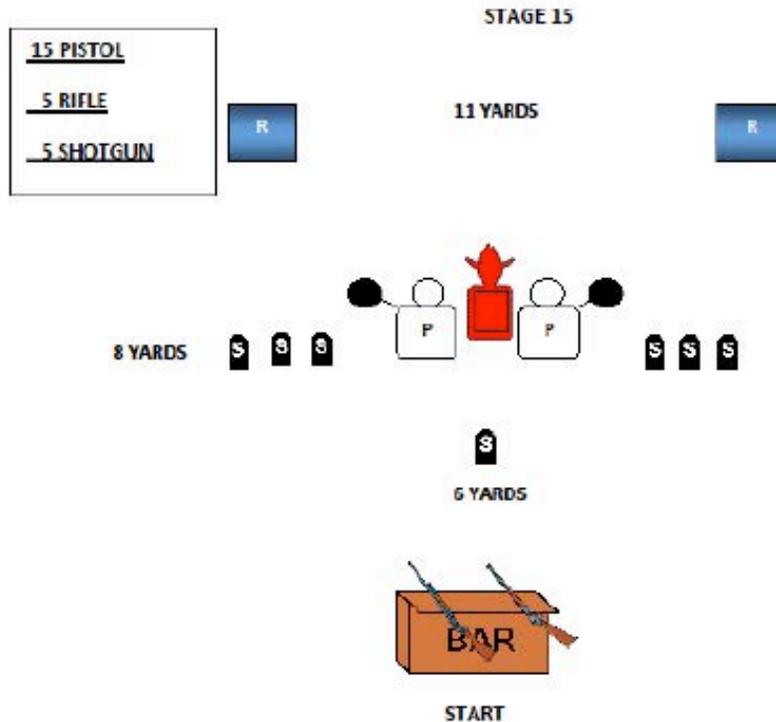
At the signal, with rifle engage the 5 plates on the rifle knockdown rack. Stage rifle on bar. With the pistol engage the "P" targets in a 15 round progressive sweep starting on either end. Then engage the 5 plates on the pistol knockdown rack. Stage the pistol safely on the right bar.

Move to the left side bar. With shotgun engage the 5 shotgun knockdown targets and the 3 pistol knockdown targets in any order. (NON COMSTOCK)

ALL KNOCKDOWN TARGETS MUST FALL TO COUNT AS A HIT.



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Shooter starts standing behind the bar with hands on pistol. Shotgun loaded with 5 rounds and rifle loaded with 5 rounds both staged on the bar. Pistol loaded with 5 rounds holstered.

At the signal, with pistol engage either of the small black targets with one round. Then engage the 3 stationary pistol targets at least once each with 4 rounds. Repeat the sequence starting on the opposite small black target.

Then with pistol shoot one shotgun knockdown target, and place one round each on the stationary pistol targets, and with the last round shoot any other shotgun knockdown target. Make pistol safe on the bar.

With shotgun shoot the remaining 5 shotgun knockdown targets (NON COMSTOCK), and make shotgun safe.

With rifle engage all stationary Rifle and Pistol targets once each.

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