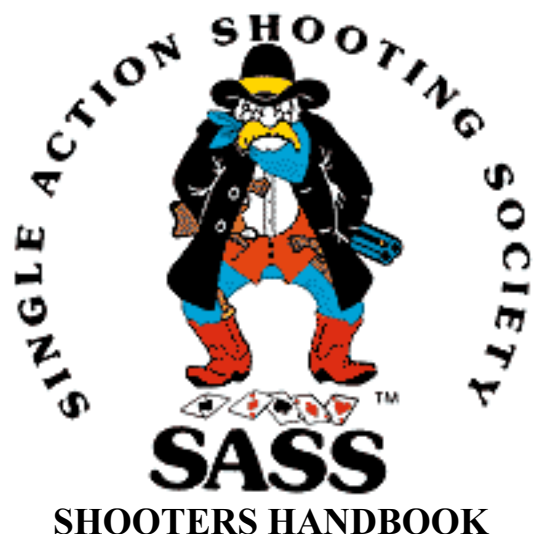


TABLE OF CONTENTS



ELEVENTH EDITION
January 2005

COPYRIGHT 1987, 1989, 1992, 1995, 1996, 1997, 1999,
2000, 2002, 2003, 2004, 2005
Single Action Shooting Society®, Inc.
All Rights Reserved

| | |
|--|----|
| SINGLE ACTION SHOOTING SOCIETY | 1 |
| SPIRIT OF THE GAME | 4 |
| EQUIPMENT AND SHOOTING CATEGORIES | 4 |
| RIFLES | 5 |
| SHOTGUNS | 5 |
| REVOLVERS | 7 |
| MODERN | 7 |
| TRADITIONAL | 8 |
| FRONTIER CARTRIDGE | 9 |
| DUELIST | 10 |
| GUNFIGHTER | 10 |
| FRONTIERSMAN | 11 |
| CLASSIC COWBOY/COWGIRL | 11 |
| AGE AND GENDER-BASED CATAGORIES | 13 |
| SIDE MATCHES | 16 |
| THE PLAINSMAN | 16 |
| POCKET PISTOLS and DERRINGERS | 17 |
| LONG RANGE (or PRECISION) RIFLE | 18 |
| SASS MOUNTED SHOOTING | 21 |
| FIREARMS RESTRICTIONS | 22 |
| HOLSTERS, CARTRIDGE BELTS, AND BANDOLEERS | 24 |
| MAIN MATCH AMMUNITION | 26 |
| SCORING AND TIMING | 27 |
| RANGE OPERATIONS | 31 |
| SAFETY PRACTICES | 35 |
| SELECTING AN ALIAS | 43 |
| CLOTHING AND ACCOUTERMENTS | 45 |
| OUTLAWED | 48 |

i

SASS Shooters Handbook

January 2005
Eleventh Edition

SINGLE ACTION SHOOTING SOCIETY

The Single Action Shooting Society is an international organization created to preserve and promote the fast growing sport of Cowboy Action Shooting™. SASS endorses regional matches conducted by affiliated clubs and annually produces END of TRAIL, the World Championship of Cowboy Action Shooting & Wild West Jubilee™.

Cowboy 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: single action revolvers, lever action rifles, and side by side double barreled, pre-1899 pump, or lever action shotguns. The shooting competition is staged in a unique, characterized, "Old West" style.

Contestants shoot in several one- to four-gun stages (courses of fire) in which they engage reactive steel and cardboard silhouette targets. Scoring is based on accuracy and speed.

SASS Shooters Handbook

January 2005
Eleventh Edition

The truly unique aspect of Cowboy Action Shooting™ is the requirement placed on authentic period or western screen dress. Each participant is required to adopt a shooting alias appropriate to a character or profession of the late 19th century, or a Hollywood western star, and develop a costume accordingly.

Your SASS shooting alias is exclusively yours. In the tradition of the Old West cattle brand registries, SASS prohibits one shooter duplicating another's alias. There is only one Tex, one Kid Curry, and one Loophole Pettifogger.

SASS affiliated clubs are required to respect the sanctity of SASS members' aliases and shooter numbers, using them in their articles for publication in *The Cowboy Chronicle* and giving them preference over local club members who are not SASS members, and are using a duplicate alias.

American history buffs and serious shooters alike agree the use of vintage firearms, authentic costuming, unique targets, and fast action make Cowboy Action Shooting™ one of the most

interesting of all shooting sports for both spectator and contestant.

This handbook includes the specific rules, regulations, and general guidelines adopted by the Single Action Shooting Society. The SASS Range Operations Basic Course and SASS Range Officer Training Course offer an in-depth interpretation and further clarification of these rules. The very latest version of the Shooters Handbook can always be found on the SASS web site, <www.sassnet.com>. It is the intention and hope of SASS these requirements will serve to preserve and protect Cowboy Action Shooting™ from the gimmickry and technical gamesmanship that have had such a negative effect on other shooting disciplines. The founders of SASS believe END of TRAIL and club and annual matches are as much an opportunity for fun and fellowship as they are shooting competitions.

RIFLES

Main, Team, and Side Matches (not Long Range or Precision Rifle)

Any lever or slide action, tubular fed, exposed hammer rifle or carbine manufactured between 1860 and 1899, or any reproduction thereof.

- Centerfire, .25-20 caliber or larger.
- Rifle must be in a "pistol" caliber (examples include, but are not limited to, .32-20, .38 Special, .38-40, .44-40, and .45 Colt. No "rifle" calibers such as .30-30 or .38-55 are allowed.)
- Only 1860 to 1899 period style original or replica open iron sights or tang-mounted peep sights are allowed.
- Barrel must be over 16" in length.
- Rifles with box magazines may not be used.

SHOTGUNS

Any side-by-side or single shot shotgun typical of the period from approximately 1860 until 1899 without automatic ejectors,

SPIRIT of the GAME

As the game of Cowboy Action Shooting™ has evolved, our members have developed and adopted an attitude towards their participation we call "The Spirit of the Game." Competing in "The Spirit of the Game" means you fully participate 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 "The Spirit of the Game" nothing more than good sportsmanship. Whatever you call it, if you don't have it, Cowboy Action Shooting™ is not your game.

EQUIPMENT and SHOOTING CATEGORIES

Originals and reproductions of firearms manufactured during the early to late 1800's, including Colts, Winchesters, Remingtons, Smith & Wessons, Marlins, Sharps, and Henrys, are allowed in SASS competitions, so long as they are in safe shooting condition.

is allowed. Lever or slide action single barrel, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas. Military configurations are not allowed. Certain shooting categories require a specific type of shotgun and ammunition to be used. Please see the shooting categories for further information.

- No larger bore than 10 gauge and no smaller than 20 gauge.
- All shotguns must have a barrel over 18" in length.
- Number 4 **lead birdshot** or smaller must be used in all events (no steel or plated shot).
- Magnum and high-velocity loads are not allowed.
- Pump and lever action shotguns are allowed to load no more than two rounds at a time in the main match stages unless specified in the stage description. In team events, shotguns may be loaded to their maximum magazine capacity.

REVOLVERS

Cowboy Action Shooters are divided into six basic categories: Modern, Traditional, Frontier Cartridge, Duelist, Gunfighter, and Frontiersman. A shooter's category is determined by the type of "six-gun," propellant, and shooting style used.

Although the .32 caliber revolvers and .36 caliber cap and ball pistols are legal, they may not be powerful enough to handle all reactive targets. To the extent possible, reactive targets are set to fall when squarely hit with a standard .38 Special 158 gr. factory load.

MODERN

Any .32 caliber or larger single action revolver with adjustable sights.

Two Traditional revolvers **cannot** be used in the Modern category. For two-revolver stages, it is permissible for one revolver to be a Traditional style handgun. For one-revolver stages, a Modern handgun must be used.

ditional style" pistol. The same gun in the model having adjustable rear sights must compete in the Modern category.

FRONTIER CARTRIDGE

Traditional style percussion or cartridge single action revolvers of original manufacture prior to 1896 or reproductions thereof.

- .32 caliber or larger.
- Must use blackpowder in all loads (rifle, six-gun, and shotgun).
- Must use a side by side or lever action shotgun in the main match stages.
- Any SASS legal pistol caliber rifle is acceptable.

Frontier Cartridge Duelist is also recognized. See Duelist description below for required shooting technique.

NOTE: Frontier Cartridge competitors may use any SASS legal firearms and propellants in team and side matches.

Examples: Colt New Frontier, Ruger Blackhawk and .32 caliber Single Six, and Ruger New Model Bisley.

TRADITIONAL

Single action cartridge, percussion, or blackpowder cartridge conversion revolver manufactured prior to 1896, or reproduction thereof.

- .32 caliber or larger.
- Must have non-adjustable, traditional, notch-style sights. Dovetailed front or rear sights are acceptable for percussion and blackpowder cartridge conversion firearms if they conform to sights commonly found on the originals.
- May use any appropriate propellant.

Examples: Colt SAA; Ruger Vaquero; Smith & Wesson American, Russian, or Schofield; Remington Models '75 or '90; Bisleys; and their reproductions.

The Ruger Old Army percussion revolver with traditional, non-adjustable sights is a "Tradi-

DUELIST

Requires a Traditional style single action revolver **cocked and fired** one-handed, unsupported. The revolver, hand, or shooting arm may not be touched by the off-hand except when resolving a malfunctioning pistol problem or when transferring the revolver from one hand to the other. Any SASS legal shotgun, rifle, or propellant (blackpowder or smokeless) may be used.

GUNFIGHTER

This category requires two Traditional style single actions, both shot Duelist style, one right handed and the other left handed. Any SASS legal shotgun, rifle, or propellant may be used. Two standard holsters are required, one on each side. No cross-draw or "butt-forward" configurations are allowed.

When a stage calls for 10 pistol rounds in a single sequence or the use of only one pistol for the stage, the Gunfighter may draw both pistols and engage the targets. The Gunfighter shall shoot

the targets in exactly the same sequence as prescribed in the stage scenario.

Both pistols may be cocked at the same time, but must be shot one at a time to facilitate scoring. A Gunfighter may not holster pistols until all rounds are expended unless the pistols were drawn at the wrong time or a pistol/ammunition malfunction has occurred.

If the stage scenario requires the use of another firearm between the pistol sequences or the shooter's hands are otherwise constrained (e.g., rolling the dice between pistol sequences), the pistols must be drawn and shot one at a time.

FRONTIERSMAN

Same as Frontier Cartridge except handguns are limited to .36 caliber or larger percussion pistols shot Duelist style.

CLASSIC COWBOY/COWGIRL

- *Handguns:* Any SASS legal Traditional Category pistols shot Duelist Style

- In addition to the above items, ladies may choose from the items listed below in order to compete within this category:
Period watch, split riding skirt, bustle, hoops, corset, Victorian style hat (straw allowed), period jewelry, period hair ornaments (e.g. feathers), snood, reticule (period handbag), period lace up shoes, camisole, bloomers, fishnet stockings, feather boa, cape.
- No Buscadero or drop loop holster rigs allowed.
- All boots must be of traditional design with leather or smooth rubber non-grip enhancing soles.
- Hats must be worn for the entire match.

AGE AND GENDER-BASED CATAGORIES

SASS additionally recognizes protected shooting categories based upon age and gender. These categories incorporate the following standards. Unless otherwise stated, any SASS legal firearm,

- *Calibers:* .40 caliber rimmed cartridges or larger - pistols and rifle (e.g., .38-40, .44 Special, .44 Russian, .44 Mag, .44-40, .45 Schofield, .45 Colt) or .36 caliber cap & ball or larger.
- *Ammo:* SASS legal ammo - smokeless or blackpowder
- *Rifles:* Any 1873 or earlier manufacture SASS legal rifle or a replica there of (e.g., 1866 Winchester, 1860 Henry, 1873 Winchester)
- *Shotguns:* SASS legal external-hammer double barrel or lever actions
- *Costuming:* Must choose at least five of the requirements listed below. All clothing items must be worn appropriately during all shooting events and awards ceremonies.
Chaps, spurs, cuffs, tie or scarf worn loosely around the neck or with scarf slide, vest, pocket watch with full-length chain, jacket, sleeve garters, knife, botas, leggings, braces; no straw hats allowed.

propellant, and (non-Gunfighter) shooting style can be used.

- Juniors are persons aged 16 and under. The category may be sub-divided by age and gender. Suggested divisions are "Young Guns" aged 14 through 16 and "Buckaroos" 13 and under. Caution is urged in allowing competitors under age 14. Local laws, regulations, and insurance requirements may prevent matches from offering some age groups.
Parental consent and supervision is required for all competitors under twenty-one years of age.
"Buckaroos," aged 13 and under, may use pistols, rifles, and shotguns meeting the external standards but may be chambered in .22 LR for pistols and rifles and .410 caliber for shotguns. Standard velocity ammunition for these firearms must be used.
- The women's category may be sub-divided according to the use of Modern and Tradi-

tional handguns as well as shooting style, e.g., Lady Duelist.

- Forty-Niners are competitors 49 years of age or greater. Forty-Niner Ladies Category is also recognized.
- Seniors are competitors 60 years of age or greater. Senior Ladies and Senior Duelist are also recognized senior categories.
- Elder Statesmen/Grand Dames are competitors 70 years of age or greater.

Note: Only juniors may shoot as Juniors. Only females may shoot as Women. Only seniors may shoot as Seniors. Only Forty-Niners can shoot as Forty-Niners. There are no men's categories. No competitor is compelled to shoot in one of these categories by reason of his or her age or gender. A competitor may compete in any category for which they qualify. Any woman, junior, or senior who wishes to compete under one of the six basic shooting categories may do so. For example, a junior female shooting a Colt one handed with blackpowder rounds may elect to shoot as a Junior, a Woman, a Tra-

POCKET PISTOLS and DERRINGERS

Pocket pistols and Derringers are popular for use in side matches and are occasionally introduced as an additional firearm in main match stages.

- A pocket pistol is a small frame, fixed sight, pre-1900 design revolver having a barrel length of four inches or less. Pocket pistols must be .31 caliber or larger. Model "P" Colts and clones and revolvers with swing out cylinders are specifically not allowed regardless of caliber, frame size, or barrel length.
- A Derringer is defined as an external hammer, fixed sight, breech-loading or percussion ignition, small frame pre-1900 design firearm having one to four barrels up to three and one-half inches long. Derringers must be .22 caliber or larger. The Remington style over/under barrel configuration and the Sharps four-barreled Pepperbox are typical SASS legal Derringers.

ditional, a Frontier Cartridge, or a Duelist competitor.

SIDE MATCHES

THE PLAINSMAN

The event requires two .36 caliber or larger Traditional style percussion revolvers, shot Duelist style.

- Must use a SASS legal single-shot rifle firing a traditional blackpowder rifle or pistol caliber cartridge (e.g., not a .30-30). The rifle may have spring-actuated ejectors if they are standard for that rifle.
- Must use a side by side, with or without exposed hammers, or lever action shotgun.
- Must use blackpowder in all loads (rifle, pistol, and shotgun).

.22 Magnum Derringers are not allowed.

LONG RANGE (or PRECISION) RIFLE

SASS long range or precision rifle competition is different than main match rifle competition with more emphasis placed on precision shooting at longer ranges, with time being a secondary scoring factor. Scoring for these matches is determined by the number of hits, with either of two methods used to break ties. At the match director's option, either total time used to shoot the required number of shots or a shoot-off may be used to break ties.

There are four categories in long range or precision rifle competition, plus one optional category:

- Lever action, pistol caliber
- Lever action, rifle caliber
- Single Shot
- Buffalo Single Shot
- Open Category (may be used at the match directors option to include those firearms not

covered by the four official Long Range Categories)

Blackpowder categories can be added to any or all of the basic categories at the option of the match director. Each category competes within itself.

Basic Rules for the Long Range Competitions

- Front barrel sights may vary from simple blades to period hooded *wind gauge* designs using interchangeable sight inserts and having a spirit level mounted integral with the sight or sight base.
- Rear sights must either be open iron sights mounted on the barrel or original style tang or stock wrist mounted peep sights. Long range rear barrel mounted sights of the flip-up ladder type may use a peephole drilled through the sliding sight leaf. An example of this is the various ladder type sights used on the Springfield trapdoors.
- Optical and receiver mounted sights are not allowed.

1899. Lever or slide action, tubular feed, exposed hammer rifles or carbines are allowed, providing they are in safe working condition.

Single Shot and Buffalo Single Shot firearms must be originals or replicas of single shot rifles manufactured during the period from approximately 1860 until 1899. All rifles **MUST** have exposed hammers. The caliber and cartridge rules for the “Rifle Caliber” firearms noted above under basic rules also apply to Single Shot and Buffalo Single Shot rifles with the exception Buffalo Single Shot rifles must be .375” caliber or larger.

Buffalo Single Shot competition has further restrictions requiring original or replica rifles to be a design of US manufacture. Spring-loaded ejectors are also prohibited, except for Springfield Trapdoor Rifles.

SASS MOUNTED SHOOTING

SASS Mounted Shooting is a special event where experienced riders traverse a course of

- “Rifle Caliber” competition rifles must use traditional, period, rimmed cartridges. No cartridge chambered for use in any SASS approved main match pistol or rifle may be used in the “Rifle Caliber” competition. Thus, .30-30 WCF, .38-55 Marlin & Ballard, .43 Spanish, or .45-70 Government cartridges would be legal, while a .375 Winchester, .444 Marlin, .32-20 WCF, or .44-40 WCF would not be legal.
- Any propellant powder may be used (with the exception smokeless powder is not allowed in the Buffalo Single Shot competition).
- Regardless of category or caliber, bullets used in long range and precision rifle matches must be made of pure lead or lead alloy having a plain base, gas checked, or paper patched configuration.

Lever Action Rifles used in long-range matches, whether pistol or rifle calibers, must be originals or replicas of rifles manufactured during the period from approximately 1860 until

fire in the shortest period of time shooting balloons with match supplied .45 caliber blanks. Please see the SASS Mounted Shooters Handbook for additional information.

FIREARMS RESTRICTIONS

A number of general restrictions are listed below. **A far more inclusive list of allowable firearm modifications is available in the Range Operations Basic Safety Course materials.**

- Firearms of all approved types should be maintained in as original exterior condition as possible. The firearm must “look” period.
- No visible external modifications other than (non-rubber) grips, recoil pads on shotguns, and leather wrapping (e.g., rifle levers) are allowed.
- Contemporary rubber grips, modern target grips, and grip tape are not allowed. Replacement grips of wood, ivory, pearl, stag horn, bone, and the like are perfectly acceptable so long as they are not severely custom-

- ized to constitute a "target" grip. That is, they must be of original shape and scale.
- Minor exterior modifications and cosmetic engraving are acceptable so long as the overall outward appearance of the firearm is not altered. Cosmetic embellishment such as engraving is permitted to the extent it does not create a competitive advantage. For example, back strap checkering or stippling is not allowed. Engraving your alias on the back strap is permissible.
 - Modifying the stock length to fit you or changing a barrel to a different legal length is acceptable.
 - Colored sights and sight inserts are not allowed. Sight outlines or inserts must be blackened or removed (e.g., Marlin's Cowboy Rifle factory sights).
 - Trigger shoes, compensating ports, counter weights, bull barrels, and all other such modifications are prohibited.

- A stage disqualification is issued for use of any non-legal SASS firearm at matches above the club level.
- Sights may be altered to allow the gun to shoot to point of aim so long as the resulting sights appear to be "period."
- No more than two main-match pistols may be worn to the firing line.

General "Spirit of the Game" guidance ... if you have to ask permission to use something because it offers you a competitive advantage, the response will nearly always be "no."

HOLSTERS, CARTRIDGE BELTS, and BANDOLEERS

- All handguns must be carried in a safe holster capable of retaining the firearm throughout a normal range of motion.
- Main-match holsters must be located one on each side of the belly button and separated by at least the width of two fists at the belt. (Note: Pocket pistol and Derringer holsters are not "main-match" holsters.)

- Holsters may not depart from the vertical by more than 30 degrees when worn.
- Ammunition required for reloads during the course of any stage must be carried on the shooter's person in a bandoleer, belt, pouch, or pocket. Rifle and pistol ammunition may not be carried in a shotgun loop. No ammunition may be carried in the mouth, ears, nose, cleavage, or any other bodily orifice.
- 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. Leather belt slide ammo loops are acceptable, however, shotgun shell slides may not be worn over shotgun belts.
- Cartridge loops must not have a metal or plastic liner.

- Shotgun ammo loops may not accommodate more than two rounds per loop, and rifle/pistol ammo loops shall accommodate only one round per loop.
- Ammo belts must be worn so all ammo is positioned at or below the belly button.
- Shotgun ammo loops must conform to the shooters contour (i.e., not tilt out from the belt).
- Cartridge loops mounted on a firearm's stock or forearm are not allowed.

MAIN MATCH AMMUNITION

- Revolver ammunition must have a muzzle velocity less than 1,000 fps. Rifle ammunition must have a muzzle velocity less than 1,400 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.

- Revolver 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.
- Revolver and rifle ammunition must be of “single-projectile” design. “Multiple-projectile” bullets are illegal.
- Ammunition with bullets recessed below the case mouth is disallowed.
- Throughout this manual, blackpowder means blackpowder, Pyrodex, 777, APP, or comparable propellants intended for muzzle loading firearms. Propellants containing nitrocellulose are prohibited. Any combination of smokeless and blackpowder (so called duplex loads) is specifically prohibited.

SCORING and TIMING

SASS matches are scored based upon elapsed shooting time and added penalty points for missed targets. Each stage is scored individually and, in most club matches, the total combined

second additions to the competitor’s raw time for the stage (at annual matches and above).

Procedurals are unintentional “mistakes” where the competitor engages the stage in a manner other than the way it is supposed to be shot. Procedurals are scored as ten-second additions to the competitor’s raw time for the stage, no more than one per stage.

A stage disqualification is issued for each stage in which a non-SASS legal firearm is used at matches above the club level.

Minor safety infractions occurring during a course of fire that do not directly endanger persons result in a ten-second penalty being added to the shooter's time per occurrence for that stage. "Minor" safety infractions are occurrences such as failure to open a long gun's action at the conclusion of a shooting string or failure to return a handgun to its holster at the conclusion of a shooting string.

Major safety infractions result in the shooter’s disqualification from the stage or the match. A

score for all stages fired is ranked for place of finish, either over all or by category.

At END of TRAIL, SASS Regionals, and at the discretion of each affiliated club, rank scoring is used.

Rank scoring is recommended when all the stages in a match are not of approximately the same duration and degree of difficulty.

The alternative to rank scoring is scoring based upon total time (total raw time plus penalties).

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.

Rifle, pistol, and shotgun targets must be engaged with the appropriate type firearm. A “miss” is defined as the failure to hit the appropriate target type using the appropriate type firearm. Missed targets are scored as five-

second major infraction in the match shall result in the shooter’s ejection from the range. “Major” infractions include a dropped gun, an accidental discharge that impacts within ten-feet of any person (an impact within five-feet is a match disqualification), violation of the 170 degree safety rule, “sweeping” any person with the muzzle of a firearm, and similar acts that have high potential for personal injury.

In the event a competitor feels a range officer’s ruling is in error, the ruling may be politely and immediately appealed to the Rangemaster/Match Director. The Rangemaster/Match Director will consider the appeal on grounds of policy and rules interpretation only, and their decision is final. At major matches special protest juries comprised of Territorial Governors may be empanelled to aid the Range Master/Match Director in making a reasonable judgment.

Failure to Engage

A “failure to engage” occurs when a competitor willfully or intentionally disregards the stage

instructions in order to obtain a competitive advantage (i.e., taking the penalty would result in a lower score or faster time than following the instructions) and is not assessed simply because a competitor “makes a mistake.” In such a case, in addition to any penalties for misses, a 30-second failure to engage/Spirit of the Game penalty is assessed.

RANGE OPERATIONS

Cowboy Action Shooting™ **is not** intended to be a precision shooting competition. Small targets and long distances take the “action” out of the game and make it more discouraging for newer shooters.

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 the targets are too difficult to hit, discourage folks from continuing to play, especially the less proficient shooters.

Ask any experienced Cowboy Action Shooter, and she or he will tell you there is no such thing as a target too big or too close to miss!

A more detailed guide to match design is available in the Match Directors Guide.

- Metal 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. There are no absolute rules, but we suggest the following distances, by firearm, if using a target approximately 16” X 16”:

 - Revolver - 7 to 10 yards
 - Shotgun - 8 to 16 yards
 - Rifle - 13 to 50 yards

- Derringer/Pocket Pistol - Point blank to three yards (paper, cardboard, or balloons only. It's too close to safely shoot steel.)
- Handguns are returned to leather (reholstered) with hammer down on an

empty chamber or a spent case at the conclusion of the shooting string, unless the shooter has been specifically directed otherwise.

- Only Gunfighters may have two loaded pistols in their hands at once.
- Competitors choosing to use six-shot percussion revolvers may load and cap **only five** chambers. If a particular stage requires a one shot reload, the sixth chamber may be charged at the bench and then capped “on the clock.” A complete reload is handled by staging a loaded, uncapped revolver down range or switching uncapped cylinders and capping under the clock.
- 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 shooting problem to the best of his ability. Reshoots are not awarded for ammunition or firearm malfunctions. However, if there is a range failure (failure of props, timer, or the range officers) beyond the competitor’s control, a

reshoot may be granted. On a reshoot, the competitor starts over clean, carrying only accrued safety penalties with him.

- The role of the Range Officer 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.
- Failure to stage guns or ammunition at the designated position(s) is the fault of the competitor and scored as a procedure unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under the clock.
- It is expected the Range Officers will be the responsible parties for observing and resolving all safety related matters occurring in the loading, unloading, and firing line areas. However, any shooter who observes a safety infraction not seen by the Range Officer(s) should call the infraction to the Range Officer's attention, at which time the matter will be resolved.

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.

during loading and have fired or cleared all capped chambers prior to leaving the unloading area. It is not permissible to seat percussion caps on a revolver's nipple using the gun's hammer.

5. Dry firing at the loading table is not allowed and results in a stage disqualification. Dry firing is allowed at designated safe areas. Dry firing is defined as the act of bringing the gun into a shooting position, cocking the hammer, and pulling the trigger as if to cause the gun to fire normally.
6. Six-guns are always loaded with only five rounds and the hammer lowered and left resting on the empty chamber. Five shooters may load five rounds, but the hammer must rest on a dummy chamber or safety slot in the cylinder so the hammer does not rest on a live round/cap.
7. No cocked revolver may ever leave a shooter's hand.
8. Once a pistol is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition. Once a rifle

Shooters shall adhere to the following safety rules:

1. Treat and respect every firearm at all times as if it were loaded.
2. Muzzle direction is important between, before, during, and after shooting a stage. 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.** Failure to manage safe muzzle direction is grounds for disqualification from the stage, and for repeated offenses, from the match.
3. All firearms shall remain unloaded except when under the direct observation of a Range Officer on the firing line or in the loading area.
4. All loading and unloading shall be conducted only in the designated areas. NOTE: Percussion revolver shooters must exercise care to ensure they maintain safe muzzle direction

is cocked, the round under the hammer must be expended or ejected in order for it to be returned to a safe condition. Shotgun shells may be removed if necessary without penalty in order to return the firearm to a safe condition.

9. If a firearm is **shot** out of sequence or from the wrong position, the shooter will be awarded 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 (the dreaded "Double Jeopardy" of a procedure and miss). This does not mean a shooter may reload a rifle or pistol at any other time to make up a miss. Unfired and ejected rifle rounds may be reloaded.
10. The shooter shall not cock his revolver until the firearm is pointed safely down range. Any accidental or premature discharge of any firearm impacting within ten-feet of the shooter is unsafe and will result in disqualification from the stage or, if less than five-

feet, from the match. A second stage disqualification shall result in the shooter's ejection from the match.

11. Rifles may be staged down range from the shooter with the magazine loaded, action closed, hammer down, and **chamber empty**.
12. Shotguns are always staged open with magazine and chambers empty and are loaded on the clock unless the stage begins with the shotgun in the shooter's hands. Mule-eared shotguns can be cocked at the beginning of a scenario, whether staged or in the shooters hands. Long guns are never staged with their muzzles on the ground.
13. Long guns will be left open with magazines and chambers empty at the conclusion of each shooting string (i.e., whenever the gun leaves the shooter's hands during or at the end of a stage). This does not apply to "re-staged" guns.
14. A live round left in the chamber constitutes a stage disqualification. Any other rounds, live or empty, left anywhere in a long gun in which it was loaded is a ten-second minor

safety violation. Broken guns still containing rounds do not warrant penalties so long as the malfunction is declared and the gun made safe.

15. 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.
16. SASS matches **are not** fast draw competitions. Any unsafe gun handling in the course of a draw from the holster or any "fanning" will result in the shooter's disqualification from that stage. "Slip-hammering" is not the same as fanning and is legal.
17. Extreme care must be exercised when drawing a pistol from a cross-draw or shoulder holster or returning the pistol to leather. The user must "twist" their body, if necessary, to ensure the muzzle never breaks the 170-degree safety rule during the process. Failure to ensure the muzzle is always down

range is grounds for an immediate stage disqualification. A second infraction during the same match is grounds for match disqualification. (Note: The 170° safety rule means the muzzle of the firearm must always be straight down range +/- 85 degrees in any direction. If a competitor "comes close" to breaking the 180-degree safety plane, the 170-degree safety rule has been violated, and the competitor is at fault.)

18. When changing location during a stage, all firearms being carried must either have the hammer down on an empty chamber or spent case, or have the action open.
19. A dropped unloaded gun on the firing line (loading table to unloading table) results in the shooter's disqualification from the stage. A dropped loaded firearm results in a match disqualification. A shooter may not pick up a dropped gun. The Range Officer will recover the gun, examine it, clear it, and return it to the shooter.
20. Ammunition dropped by a shooter in the course of reloading any firearm during a

stage or "ejected" from any firearm is considered "dead" and may not be recovered until the shooter completes the course of fire. The round must be replaced from the shooter's person or counted as a missed shot. Staged ammunition dropped back where it was staged is not considered "dead."

21. The unloading officer or Range Officer MUST inspect all firearms before they leave the shooting stage. All rifles and pump or lever action shotguns must have their action cycled for the inspecting official. All pistols, whether used or not in the stage, must also be inspected.
22. Alcoholic beverages are prohibited in the range area for all shooters, guests, range officers, and others, until 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.
23. 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.

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

SELECTING an ALIAS

Every SASS member is required to select a shooting alias representative of a character or profession from the Old West or the western film genre. Your alias may not in any way duplicate or easily be confused with any other member's

If an acceptable alias is not selected, the member's SASS number will be used. All subsequent name changes are subject to a "name change fee."

CLOTHING and ACCOUTERMENTS

Cowboy Action Shooting™ is a combination of historical re-enactment 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, a B-western movie, or Western television series.

SASS puts a great deal of emphasis on costuming because it adds so much to the uniqueness of our game and helps 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: dinners, award ceremonies, dances, etcetera.**

alias. SASS headquarters is the final arbiter of whether an alias is acceptable or not.

These rules are enforced in accepting a new alias for SASS registry:

- It must be "printable" before a wide audience.
- No duplications are permitted.
- If it SOUNDS the same, it is the same.
- Adding "too," "II," etc. is not acceptable.
- "Ranger" could become "Texas Ranger" but not "The Ranger." "John Henry Chisum" could be modified to "Jack Chisum" but not "John H. Chisum" or "Jon Henry Chisum."
- Historical names may not be modified to make them different. "Wyatt Earp" and "Marshal Wyatt Earp" are considered the same.

The SASS Alias Registry changes daily. Telephone or fax the SASS office to confirm the availability of your alias choice.

The best way to develop a costume is to first decide on a character or profession you wish to portray. (This is also a good way to decide on your shooting alias.) SASS members have adopted the personas of bankers, blacksmiths, lawmen, gunslingers, railroad engineers, saloon girls, schoolmarms, East Indian British cavalry, U.S. Army cavalry, mountain men, trail cowboys, prairie women, American Indians, and silver screen heroes ... you name it!

Once you have adopted your character, do a little research. Go to the library and look at historical photographs depicting your character. Determine the clothing items you need, and begin your search.

There are many commercial suppliers of traditional western clothing and accouterments who advertise in *The Cowboy Chronicle*.

The other way to go is on your own. Visit your neighborhood thrift stores. Look for lightweight wool slacks with plaid or vertical stripe patterns or old formals, for example. Men, remove the

belt loops from the slacks, add suspender buttons, and presto, you have a pair of Old West trousers. Ladies, take the old satin, silk, or whatever formal, add a little lace, change a hem line, add a feather boa, and a hair comb ... voila, you're a saloon girl.

Another possibility exists with the commercial costume rental companies. Many of these firms offer a good selection of authentic western wardrobes.

Don't want to get that involved in developing your costume? Well, okay.

Denims of the Wrangler, Levi, and Lee variety are acceptable. Designer jeans (the ones with the colored piping and name embroidered on the pocket) are not allowed.

Contemporary cowboy shirts with snap fronts are okay, but not even very B-western. Inexpensive cotton work shirts with button fronts are available at Sears, Wal-Mart, K-Mart, and J.C. Penney stores. These are much more

- Clothing displaying manufacturer's or sponsor's logos.
- Nylon, plastic, or Velcro accouterments

Mainly, SASS wants our participants to be safe, have fun, develop their competitive shooting skills, and enjoy the rich traditions of the Old West. We ask you join us in the friendly spirit of competition and preservation of our heritage.

representative of the type of shirt worn in the late 1800's.

If you know a good seamstress or tailor, many patterns for Old West clothing are available. Any large fabric shop will carry cotton goods adaptable to great western wardrobes.

Visit with the other shooters at your local club. They have great ideas about how to assemble a Cowboy Action Shooting™ wardrobe.

OUTLAWED

- Modern shooting gloves
- Short sleeve shirts
- Modern feathered cowboy hats (Shady Bradys). Straw hats of traditional design (e.g., Stetson, Bailey, sombreros,) are acceptable.
- Designer jeans
- Ball caps
- All types of athletic shoes or combat boots no matter the material from which they are constructed.

SINGLE ACTION SHOOTING SOCIETY

23255 La Palma Avenue
Yorba Linda, CA 92887

(714) 694-1800

FAX: (714) 694-1815

e-mail: SASSEOT@aol.com

Web Page www.SASSNet.com