

SASS® Wild Bunch Action Shooting™

Range Operations & Match Director Guide



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

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Range Operations & Match Directors Guide

There are many factors that must be taken into consideration when conducting a Wild Bunch match. This guide should be used in conjunction with the SASS Wild Bunch Action Shooting Shooter's Handbook- 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 pump 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.

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.

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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; 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. Wild Bunch Action Shooting stages are not bullseye shooting, but smaller and more distant targets than encountered in Cowboy Action Shooting™ are common and expected.

Since the shotgun used is the 1897 Winchester or Model '12 and 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. Typical round count for the rifle is 7 – 10 rounds. If the rifle sequence is similar to a one magazine pistol sequence, seven rounds is 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, it is recommended that quality **pistol targets should not be placed closer than 10 yards and low-quality targets should be placed even further away to avoid excessive ricochet/splash-back**.

Recommended Steel Target Engagement Distances:

Pistol Targets	10 – 20 yards
Rifle Targets	15 – 30 yards
Shotgun Targets	13 – 25 yards

Size, type, and quality of targets will enter into a decision on distance.

Total round counts of 35 – 42 per stage are common. All three guns do not need to be used in every stage. At a 12-stage 2-day match, one could expect to see two stages with pistol only, two stages with pistol and rifle, two stages with pistol and shotgun, and the remaining six with all three guns. Typical round count for a pistol-only stage is 42 rounds.

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.

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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.**

SCORING AND TIMING

All SASS Wild Bunch Action Shooting sanctioned matches will be scored on total time. A Stage Disqualification (SDQ) and a Did Not Start (DNS) will be scored at 5 seconds times the total number of targets on that stage. A Did Not Finish (DNF) will be scored as the time already taken for what was shot plus 5 seconds times the number of targets not engaged plus any misses and other penalties already incurred on the stage.

The male and female competitors with the "Best Score" are recognized as the Overall Wild Bunch Action Shooting winners regardless of what category in which they shoot.

ADDITIONAL CONSIDERATIONS

1. Two Categories are always offered: Traditional and Modern. These two categories are "open" categories and may be shot by men, women, and juniors. Ladies may opt for protected categories: e.g., Lady Modern and Lady Traditional. Juniors (15 years and younger) may opt for protected Junior categories: Junior Boy and Junior Girl. Seniors (65 and older) may opt for protected Senior categories: Senior Modern and Senior Traditional (also "open" categories) as well as Senior Lady Modern, and Senior Lady Traditional. It is the Match Director's decision as to which (if any) protected categories are offered ... and based upon the number of entries, which protected categories will be honored. Firearm covenants and power factor must be met in all categories.
2. Side match guidelines for BOLT ACTION MILITARY MATCH, TEDDY ROOSEVELT, AND DOUGH BOY can be found in the WBAS Handbook.
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. 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.

Range Officers

The purpose of trained club Range Officers is to provide the sport of Wild Bunch™ Action Shooting with competent, firm, and fair officials at all levels of competition and allow Range Officers to perform any duty on the posse.

The main objective of the Chief Range Officer is to assist the competitor safely through the course of fire and be an authority in all areas of gun safety, any time, any place.

Range Officer's Motto:

THE PURPOSE OF THE RANGE OFFICER IS TO SAFELY ASSIST THE SHOOTER THROUGH THE COURSE OF FIRE.

The two words in this statement paramount to why a Range Officer is even necessary on the firing line are assist and safely. Let's look at these two words separately and how they affect one's actions and attitudes.

Assist

As a Range Officer, you are there to assist the shooter. You will notice the word “penalize” doesn't appear anywhere, but the word “assist” does. This is not to say you won't be called upon to assess penalties when they are appropriate, but it is NOT your first priority. You are there to prevent safety violations before they occur.

Assisting the shooter may take many forms. Some of the more important ways in which you can achieve this are:

1. **Information.** The best way to assist the shooter is to give consistent, complete information about the stage, such as starting position, starting location, round count for each gun, where to stage each gun, and the intent of the stage. Most of the basic information will appear on the stage description, however, many of the smaller details will not. For example, the shooter may know to sit in the chair at the start but may not know he can re-position the chair to fit his or her size.

BE CONSISTENT in what you say and how you say it. Make sure only one Range Officer answers any questions for that stage. This way the same question is answered the same way every time. Every posse must hear the same information the same way. Always read the stage description word for word as it appears on the sheet, whether you have it memorized or not.

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2. **Shooter Inventory.** Another good way to assist the shooter is to visually inventory each shooter at the line just before starting your range commands. This means you should inspect the shooter to see if they have all the equipment to complete the course of fire. For example, if you know the shooter is supposed to have shotgun shells on their person, but you don't see them, simply ask where they are. Also, look for the appropriate safety equipment. We all know how disconcerting it is to fire your first shot only to realize your earplugs aren't in!
3. **Assessment.** Assess the shooter's condition. We have all seen a shooter who is suffering from a bad case of match nerves. Even though this person may have plenty of experience, adrenaline is a strong drug and has many adverse effects. A person suffering from the effects of match nerves may be a hazard to himself or others, so it is important to pay special attention to a shooter who may be shaking violently, has trouble talking, or seems a little lost about the stage requirements. It may be wise to suggest the shooter sit down and wait a while longer before he shoots.
4. **Anticipate.** With time and experience, you will be able to anticipate the shooter's next move. If you can anticipate the shooter's next move, you may prevent him or her from acquiring penalties or committing an unsafe act. This is the mark of a truly good Range Officer.
5. **Attitude.** The best Range Officers have the best attitude. If you can do your job well and have fun too, then you will find the posse generally also has a good time. You will additionally find you are less likely to have any serious confrontations, and the posse as a whole will work more efficiently. Remember, it's your attitude that sets the mood for the entire match.
6. **Coaching.** This is the most direct way to assist the shooter after the course of fire begins. The Chief Range Officer should coach only when someone looks momentarily confused or lost, if they attempt to put down a long gun with the action closed or address the wrong target. However, it's not your job to "shoot the stage" for the competitor, coaching him in every action, and some shooters don't like to be coached at all. It is prudent to determine if there is anyone on the posse who doesn't want to be coached. Appropriate coaching is not considered RO interference and, therefore, will never be grounds for a re-shoot. Improper coaching that either impedes the shooter's progress or results in a procedure penalty may be grounds for a reshoot.

Safely

Safely, as it applies here, has nothing to do with the rules per se. When we talk about assisting the shooter through a course of fire safely, we mean "without incident." An accident or incident, which has the potential for injury, is of grave concern to all who are exposed to the danger, which naturally includes the Range Staff. Therefore, it is critical to do what is necessary to avoid or prevent such incidents from occurring. How is this accomplished?

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1. **Course Design.** Some course designs are unsafe and should be avoided or changed. Example: a shooter leaves one shooting position and runs up-range (towards the spectators) to pull a pistol from his holster. This would mean the shooter, if he draws the pistol too early, could sweep the crowd with the muzzle of the gun. Solution: either stage the pistol so the competitor can't get to it until he or she is pointed in a safe direction or change the stage so the competitor has to run down-range.
Don't be afraid to refuse to allow your posse to shoot an unsafe stage. Insist the stage be made safe before proceeding.
2. **Anticipate.** Again, if you can anticipate what the shooter may do next, you may be able to stop an unsafe act from occurring. This is not to suggest you are expected to put yourself in danger in order to stop the unsafe act, but you might be able to prevent it from happening through verbal direction or physical action.
3. **Watch the Gun.** Many shooters acting as the Timer Operator rarely know what or where to actually look. Often, you will see them counting misses or looking around at the spotters. If you want to really know how to make more exact calls and anticipate the shooter's next move, watch the gun! By actually looking at the gun, you can identify where the gun is pointing and usually what target the shooter is engaging. This is critical if you have to make a call pertaining to correct target engagement. By watching the gun, you can also identify squib loads, warn the shooter if he or she is getting close to the 170° safety limit, or stop the shooter if there is a problem with the gun itself.
4. **Stay Within Arm's Length.** In order to stop an unsafe act, the Chief Range Officer must be within arm's length of the shooter. In fact, the appropriate position for the Chief Range Officer is behind and off to the strong side of the shooter. In other words, if the shooter is right-handed, the Chief Range Officer should be within arm's length of the shooter, to the rear and right of centerline. In this way, you can see the shooter operate the gun with his or her strong hand. NEVER let the competitor get away from you.

After you have run five or six competitors over a stage, you may get tired or lazy about staying up with the shooter, but remember, if that person commits an unsafe act, such as breaking the 170° safety rule, you will not be in a position to prevent it. If you are more than three feet away, you may not be able to see the gun. If you are getting tired, pass the timer to another Range Officer.

These are just some of the ways the Range Officer can apply safety in a practical manner.

Range Officer Attitude

1. Be courteous and considerate of your fellow competitors. Never be over-zealous in your duties.
2. Always be firm, but fair.

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3. When penalizing a contestant, do not allow yourself to be intimidated by the competitor. Stand your ground but do so in a professional manner.
4. Don't be a "hard-ass."
5. Be helpful to the competitor—learn to identify the seasoned shooters from the newer shooter—you can usually tell by their manner and confidence. If seasoned shooters need to know something, they'll ask; if newer shooters need help or coaching, give them all they need. Pay closer attention to newer shooters—from loading to unloading.
6. Always refer to the Wild Bunch™ Action Shooting Handbook when stating the rules. Don't quote them from memory; you may be wrong. Enforce the rules as written, not what you think they mean. This document offers interpretations and clarifications of the rules and procedures referenced within the Wild Bunch™ Action Shooting Handbook that will be helpful in making the correct call.
7. Make the call and call them the way you see them!!! There are checks and balances in place. In cases of rule and policy interpretation, you may be overruled. If you are overruled, don't take it personally. Be glad for the competitor if it goes in his/her favor.
8. Never allow a competitor to badger, abuse, or argue with you or any other match official. Be firm and fair, but if they persist, don't argue with them. This is a gun sport, not a tennis match! Heated words between folks wearing firearms are not acceptable. Bring this type of behavior immediately to the attention of the Range Master or Match Director.
9. Always read the Handbook from the contestant's viewpoint.
10. Always give the contestant the benefit of doubt.

Range Commands

Standard Range Commands are used in almost every established shooting sport. It is the most efficient way to run a shooting line. Also, it allows shooters from all over the world to understand range procedures, even if they don't speak English fluently. We're not saying you have to say the range commands exactly word for word, but the closer the better. For instance, instead of "Is the Shooter Ready" the term "Is the Trooper Ready" is certainly acceptable. After all, the western flavor and spirit of our game allows for colorful individuality. There is no reason Safety, Efficiency, and Having Fun can't all co-exist! Remember, SPEAK UP! Many of our competitors are a bit hard of hearing, and all are wearing hearing protection.

1. "Is the Shooter Ready?" is normally the Timer Operator's initial command and should always be said just before the "Stand By" command. If the competitor is not ready or doesn't understand the stage, he will ask you questions. If they are ready, they'll just nod their head, and they're ready to hear the "Stand By" command. If they ask a question, answer it to their satisfaction. While the primary goal is to assist the shooter, questions regarding the negotiation of the stage should be kept to a minimum at the firing line.

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After it is apparent they understand the stage, say again, “Is the Shooter Ready?” Don’t just say “Stand By.” It’s better when shooters are comfortable and given the courtesy of a starting rhythm. We are not trying to surprise them with the start signal. Don’t rush the shooter, but sometimes it is up to the Timer Operator to keep things moving efficiently.

2. “Stand By” should always be the last words spoken with a one- to three-second pause before the start signal unless the stage calls for the shooter to say a line or use a prop before the time starts. “Indicate Ready by Saying the Line” can optionally be used to cue the competitor to self-start the stage. The “Stand By” command should still be used after the competitor says their line.
3. “Show Clear” is the command at the end of the stage instructing the shooter to drop the magazine (if still in the pistol and show the RO the pistol is empty.
4. “Slide Forward, Hammer Down, Holster” are the next RO commands. Trigger MUST be pulled to allow the hammer to fall unimpeded, and the pistol is then holstered ... and not taken from leather again until a new magazine is inserted at the loading table.
5. “Muzzle up, Please move to the Unloading Table” should be stated at the end of a shooting sequence. Often the competitor stops thinking—after all, his shooting problem is finished! He simply needs a gentle reminder of what to do next.
6. “Range Clear.” This command is given only after the shooter has completed their run, the pistol holstered, the long guns are picked up and pointed in a safe direction with the actions open, and the shooter is on the way to the unloading table. It is now safe to gather brass and prepare for the next shooter.
7. “Down Range” is announced prior to proceeding down range to reset/repair targets.
8. “Unload and Show Clear.” The command used by the Unloading Officer when a competitor comes to the unloading table (applies only to all long guns taken to the line).
9. “Gun Clear” is the appropriate Unloading Officer response as each firearm is successfully inspected empty at the unloading table. “Thank You” is appropriate after all guns have been inspected.

Additional Commands

1. “Muzzle!” This command warns the shooter their muzzle is getting close to the 170° limit and should be pointed back down range.
2. “Cease Fire!” or “Stop!” If at any time an unsafe condition develops, the Timer Operator will immediately shout “Cease Fire!” or “Stop!” The shooter is to stop firing or moving immediately. Failure to heed this command is serious and may result in a Match Disqualification. (“Whoa!” sometimes works just as well!)
3. “Yellow Flag.” On ranges where multiple stages are run in parallel using a common firing line with no separating berms, it is sometimes necessary to go

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down range to repair broken or malfunctioning targets. Once the “Yellow Flag” command has been given, each stage affected will allow any shooter already engaged in that stage to complete the course of fire. As shooting finishes on each stage, all in-use guns are laid down at the loading and/or unloading tables and the competitors will “stand back.” Once the firearms are secure, each stage will signal compliance by showing its own “Yellow Flag.” Once all affected stages are displaying their “Yellow Flag,” the initiating Range Officer may advance down range. When the offending targets have been fixed and the Range Officer is behind the firing line, an “All Clear” command will be given, the Yellow Flags withdrawn, and normal range operations can resume.

4. “Red Flag” means “Cease Fire!” As in “Yellow Flag” above, flags are often used and generally accompanied by a horn, whistle, or shout (“Cease Fire!”). All shooting must immediately stop, and firearms must be laid down or otherwise made safe. Once the ceasefire condition is resolved, an “All Clear” command is given, the Red Flags withdrawn, and normal range operations resumed. Any shooter stopped while shooting a stage is given a reshoot.

During the Course of Fire

Incidents

As each shooter engages a course of fire, CROs should be prepared for any or all of the following incidents to occur and should be expeditious in his or her necessary corrective action. CROs must never be tentative with a safety call. If a safety command is given by the CRO, that is later determined to be errant, (e.g., if a squib call is determined to actually be clear), the shooter will automatically receive a re-shoot.

Squibs

In the event a Chief Range Officer suspects a squib load has been encountered, an immediate command shall be given to the shooter to make that firearm safe and continue on with the next procedure. The CRO will instruct the shooter to make the firearm safe on a nearby and appropriate horizontal surface (box, table, straw bale, ground, etc). Multiple squibs by a shooter will be cause for the Timer Operator to request the shooter change ammo.

Target Failure

In the event a target fails or falls to the ground, the Chief Range Officer should instruct the shooter to “shoot where it was.” This call will never result in a penalty of any kind to the shooter. This process has been found to be far less confusing, and thereby safer, to the shooter than requiring an alternate target to be engaged, although it is perfectly acceptable for the shooter to engage an alternate target and be scored for hits and misses in the normal manner. Do not allow the shooter to engage a downed target as this may cause further damage to the target, or worse, may result in dangerous ricochets.

Prop Failure

Given the nature of “Old West” props and stage fronts, failures sometime happen. Prop failures include: Fronts falling down, gun blocks falling over, tables collapsing, fences falling over, activating mechanisms of targets not working, and other such occurrences. In the event of a prop failure, the Chief Range Officer should be prepared to make a determination of whether or not the shooter can continue the course of fire or ceasefire immediately. The shooter will not be penalized for a prop failure.

Breaking the 170° Safety Rule

A CRO/TO/Spotter shall make an immediate “Cease-Fire” call if any gun breaks the 170° safety rule. This call will result in a Stage or Match Disqualification to the shooter. The Chief Range Officer shall make a good faith effort to prevent the shooter from breaking the safety rule by verbal command or physical contact, if necessary.

Tripping or Falling

In the event a shooter accidentally trips or falls during a course of fire, the Chief Range Officer shall make an assessment of the shooter’s condition and give a “Cease-Fire” command only if a safety infraction has occurred. Otherwise, the shooter will be allowed to regroup and continue with the course of fire.

The 10 “Commandments”

- Safety
- Keep it fun
- Use common sense
- The benefit of the doubt goes to the shooter
- Treat everyone as you would like to be treated
- Treat everyone equally (Sam Colt made us that way)
- Keep the stage moving (if a problem arises, take it away from the firing line)
- Make sure all the assignments are covered
- Coach when needed
- Keep it simple

MATCH PROCEDURES AND TERMS

All match positions described below are Range Officers. The Timer Operator is the Chief Range Officer during shooting stage operations.

1. Match Director is in charge of the overall match and is required to ensure qualified officials are in place in all tournament areas.
2. Range Master is in charge of and oversees all stages and ensures qualified officials are in place on all stages. He reviews all stages and ensures they are designed and constructed to operate in a safe manner for both competitors and officials.
3. Posse Marshal (Required)
Posse Marshals cannot perform all the Range Officer functions themselves but must ensure Range Officer assignments are made and the rules and

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regulations are being followed. It is recommended all posse leaders be trained in this Basic Range Operations Course.

Is in charge of a posse and is required to ensure all positions are manned to safely and efficiently run the posse through each course of fire.

Will understand all stages, conduct a walk-through, and answer all questions before beginning each stage.

Will appoint at least one deputy if one is not assigned.

At larger matches with additional personnel available the Posse Marshal should not act as the Timer Operator. The Posse Marshal is the next part of the appeal process if the shooter is not satisfied with the Timer Operator's call.

4. Deputy (Required)

Acts on behalf of the Posse Marshal when the Marshal is shooting or otherwise unavailable.

The Marshal and Deputy should be separated in the shooting order.

5. Timer Operator (Required)

Is the Chief Range Officer for the stage and is in charge of the firing line, as long as he/she is running the timer.

Is responsible for assigning and identifying three Spotters. It is a good idea to have bandanas or batons for the spotters to hold. This helps identify the spotters and keeps them on the line until they hand off the baton or bandana to the next spotter.

The Timer Operator does not have the authority to overrule the spotters in regard to misses but can question spotters as to location of misses. The Timer Operator is often in the best position to see the direction the muzzle is pointed, which is helpful in determining edge hits.

The Timer Operator should be aware of the skill level of the competitors and very attentive to newer shooters, helping and coaching them through the course of fire, as needed, and always ready to control the newer shooter.

Give seasoned shooters a little more room since they tend to move very fast. Don't let them run over you because you're crowding them.

The Timer Operator never starts a competitor in a faulted position or location. It is not considered a faulted position or location for allowing a shooter to start without appropriately loaded guns or available ammunition on their person.

The Timer Operator should not count misses, but watches the shooter for unsafe acts, correct target engagement, and stage procedures in addition to counting shots fired, if possible. However, the Timer Operator is often times in the best position to evaluate hits or misses if in question.

The Timer Operator holds the timer in a manner ensuring the last shots fired in a stage are recorded.

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Don't feel you have to record every shot on the timer through the course of fire. Make sure the last one is recorded. It's the one that really counts, but it is always best to record as many shots as possible in the event of a gun malfunction.

Once the stage begins, the Timer Operator stays within arm's length of the competitor until the stage is finished.

When the stage is completed, the Timer Operator immediately announces the stage time to the shooter (and shows the shooter the timer readout). An RO immediately inspects the 1911 to ensure it is cleared and can be holstered. The Timer Operator conveys the time to the Score Keeper in a loud, clear voice. The Spotters are then polled for misses, procedures, and safeties and this information is called to the Score Keeper and the competitor in a loud, clear voice. Final determination regarding assessment of penalties is made by the Timer Operator.

Only after the pistol is holstered and long guns are action opened, muzzles pointed in a safe direction, and the shooter is heading towards the unloading table does the Timer Operator, declare, "Range is Clear." Only the competitor may handle their firearms.

Only the Timer Operator or Expediter calls the next shooter to the firing line.

6. Expediter or XP Officer (Optional)

The Expediter or XP Officer is in charge of making sure the posse stays on time and on task during their assigned time on each stage.

The XP Officer's primary concern is the next shooter to be called to the line—otherwise known as the "On-deck" shooter. The XP Officer makes sure the "On-deck" shooter is ready, understands the course of fire, and proceeds promptly to the firing line to stage firearms and ammunition as quickly as possible.

The following is a guideline for the duties of the XP Officer:

1. At the first shot of the shooter on the firing line, the XP Officer calls the next shooter from the loading table to the "On-deck" position.
2. When the shooter arrives at the "On-deck" position, the XP Officer asks the following questions and assists the shooter with appropriate answers:
 - Do you understand the course of fire?
 - Do you have any questions about the stage?
3. The XP Officer should not engage in any unnecessary conversation with the "On-deck" shooter, allowing them time to mentally prepare for the stage.
4. Once the XP Officer feels the "On-deck" shooter is ready, s/he should focus attention on the firing line. Once the line is clear, targets are set, and brass removed (if allowed), the XP Officer instructs the "On-deck" shooter to move to the firing line and stage firearms and

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ammunition as required by the stage description, then proceed immediately to the starting position.

5. At this point, the Timer Operator will take charge of the shooter on the line.

The XP Officer can be a Posse Member, Berm Marshal, or Stage Driver.

The “On-deck” position should have a low table in addition to the loading table in order to accommodate the long guns of the “On-deck” shooter. It is also a good idea to have a copy of the scenario at the “On-deck” position. The XP Officer does not count misses, reset targets, score, run the timer, or pick up brass.

The XP Officer helps assign target re-setters and brass pickers (if allowed).

Not all matches will benefit from an XP Officer, but the majority of time lost in a match is getting the next shooter to the line and staging their firearms. If used correctly, the XP Officer can shave off up to 30 seconds per shooter, thereby leaving more time for socializing after the shooting is finished!

7. Score Keeper (Required)

Score Keepers must never record scores for a family member.

Calls out shooting order and records times and penalties as received from the Timer Operator. If scoring instructions dictate, the Score Keeper will also total the times and penalties to calculate the shooter’s score. It is good practice for the Score Keeper to repeat in a loud, clear voice the scoring time announced by the Timer Operator.

The Score Keeper can be one of the Spotters.

The penalties are recorded in a manner not confusing to the person entering computer data. If there are five misses, for instance, don’t simply write “5,” since that can be confused as just a five second penalty. If there is one miss, don’t write “5” thinking someone will assume it just means five seconds. They may read that as five misses and add on twenty-five seconds. It’s best to write 1/5, 2/10, or 3/15 for misses and 1/10 for a procedural.

The competitor should always be aware of any misses or penalties as they are leaving the firing line. The competitor has the right to know, since once they leave the line and unload, miss penalties should not be questioned.

8. Spotters (Required)

Must never spot for a family member.

Have the responsibility to count shots and misses and to verify the targets were engaged in the correct order for the required number of shots. Spotters will assist the Timer Operator by watching for violations when the competitor retrieves staged firearms and draws pistol since it is

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impossible for the Timer Operator to have an unobstructed view of both sides of the competitor's body. Spotters are obligated to stop a shooter from attempting an unsafe action if the Timer Operator is not in position to see it or react quickly enough.

Should always be in position to see all the targets in the course of fire. At least one spotter should be positioned on either side of the competitor.

Determine misses by both visual and audible means, if possible.

Always give the shooter the benefit of any doubt. Spotters should also consider the Timer Operator's observations and input regarding hits and misses due to the TO's position near the shooter.

There should always be three Spotters—the majority (two out of three) breaks the tie. As mentioned before, bandanas or batons are a good idea.

Remember, the Timer Operator is not relied upon to count shots and misses. His main function is to assist the competitor through the course of fire, and his memory can easily be altered if something out of the ordinary happens or if he becomes occupied coaching a newer shooter through a stage.

It is up to the Timer Operator to verify at least two of the three Spotters agree on misses.

9. Loading Table Officer (Optional)

Unloading Table Officer (Required)

Loading Table Officers are responsible to visually ensure all firearms are loaded with only the correct number of rounds required in a course of fire. They count, along with the shooter, rounds being loaded into rifles and shotguns and noting whether or not a magazine has been inserted in the 1911.

They check to make sure no round is ever under the firing pin of any firearm and all loaded firearm hammers are fully down or on the "safety notch" over empty chambers. While at the Loading Table, shooters must be allowed to make corrections as necessary to be sure no round is under the firing pin and hammers are fully down on empty chambers without the assessment of a penalty. Discharging a round at the loading table is a Match Disqualification. Leaving the Loading Table with a hammer not fully down or not on the safety notch on an empty chamber or with a round under the firing pin of any firearm is a Stage Disqualification.

The Loading Table is also a good place for the Loading Officer to observe the shooter's equipment, especially his firearms, inspecting for illegal modifications. A comment from the Loading Officer may save the shooter an embarrassing disqualification at the shooting line. Any illegal external modifications encountered at the loading table should be brought to the shooter's attention and corrected prior to shooting, if at all possible.

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It is good practice for the Loading Officer to ask the shooter if he understands the stage. Explanations at the Loading Table avoid these questions being addressed at the line by the Timer Operator and prevent unnecessary delays.

These officers ensure safe muzzle direction is strictly observed and enforced when a competitor is at a Loading or Unloading Table, as well as during movement to and from the Loading or Unloading Table.

At the Unloading Table, competitors shall verify each of their long guns is unloaded, and the Unloading Officer must visually inspect the chambers to make sure they are empty. Rifles and shotguns are cycled to verify their magazines are empty. The 1911 is verified unloaded on the firing line and need not be removed from the holster at the unloading table.

Never allow a competitor to leave the loading table with a loaded firearm unless they are proceeding directly to the stage or expeditor position.

Remember: The primary responsibility always rests with the competitor. Shooters should always know the condition of their firearms and should never depend upon the Loading and Unloading Officers to ensure their firearms are correctly loaded and unloaded. The Loading and Unloading Officers are simply an added measure of safety. A competitor may never blame the Loading Officer for an incorrectly loaded firearm, and at no time will this claim be considered grounds for dismissal of penalties.

10. Stage Driver / Stage Marshal / Berm Marshal (Optional)

The primary responsibility of a stage marshal is to ensure consistency between posses and to keep posses running on time. To do this the following procedures should be followed:

For the first posse of each day's shooting rotations, a bit more time may be in order to get the posse organized. Take a few moments to help them get things underway by going over the posse duties as outlined in this Wild Bunch™ Action Shooting Range Operations document. Make sure each posse acknowledges their Posse Marshals and each Posse Marshal understands each of the posse duties to be filled. If a duties list is provided by the match officials, be sure to pass that list on to the Posse Marshal for their personal reference during the match. Ask for questions about any of the posse duties. Only if necessary, assist the posse workers by explaining the role of each worker within the posse in order for the posse to run on time and efficiently.

Before the posse begins shooting the stage, do the following:

- Check the posse schedule to see if the stage is running on time. If the posse is running behind schedule, contact one of the Range Masters and do whatever is necessary to get them back on schedule.
- When a posse arrives, verify they are in the right place at the right time.

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- Record the time each posse starts the stage on the score sheet for that posse on that stage.
- Read the scenario and stage description, do not paraphrase.
- After the stage walk-through, the posse should assign duties to its members.
- Once the assignments have been made, give the appropriate materials (spotting sticks, timer, props, and so forth) to the Posse Marshal.
- Before handing any score sheets to the scorer, verify they are the correct sheets for the correct posse.
- At this point, sit back, relax, and watch the shooters as they shoot the stage.

After the posse has completed shooting the stage, do the following:

- Record the time on the posse score sheet in the scorebook at that stage.
- Get ready for the next posse by making sure the timer is still working, the pens still write, and the stage is completely set.

The Stage Marshal does not have the duty to watch every move of the shooter but does have the duty to make sure each shooter completes the stage according to the directions, and they all complete it in the same way. The Stage Marshal is there to promote consistency, prevent controversies, resolve discrepancies, and do everything possible to keep each posse on schedule. If the match is a “lost brass” match, remind each posse the schedule does not allow time for brass pickup (except brass shotgun shells).

It is recommended each Stage Marshal be a graduate of the Wild Bunch™ Action Shooting Range Operations Course, and as such should be familiar with the rules and guidelines. Watch for illegal equipment, ammunition, or any category specific requirements and enforce the current Wild Bunch™ Action Shooting rules exactly as they are written. Do not attempt to interpret, either liberally or conservatively, any of the rules. If a problem is encountered, be sure to follow the proper chain of command by bringing it to the attention of the RO and posse leader for quick resolution. If the problem is not quickly and appropriately resolved, notify the Range Master.

Do not hesitate to contact the Range Masters if there are ANY questions. Each Range Master should have a current Wild Bunch™ Action Shooting Handbook and all the RO reference materials closely at hand just in case a resolution may require some research.

RANGE OPERATIONS

1. Range Officials have specific duties to facilitate a match. These responsibilities range from watching for hits and misses, correct target order engagement, following stage instructions, safety violations, illegal equipment, appropriate ammunition and category equipment requirements. The Timer Operator will make the final determination of penalties and score for the shooter they are timing. The shooter may appeal the TO's decision to the Posse Marshal and further if they think that the decision is wrong. See **6. Appeals** below. A shooter should always feel welcome to politely question any call made by the assigned Timer Operator. The Posse Marshal's call can be overruled only in the case of a rule or policy interpretation. From here, the shooter's question/concern can be taken to the Match Range Officer, if one is assigned and then to the Match Director. The shooter is required to follow this process and observe the chain of command. Any concerns must be presented to the TO or Posse Marshal before the posse leaves that stage.

2. Minor safety infractions occurring during a course of fire that do not directly endanger persons will result in a 10-second penalty being added to the shooter's time for that stage. "Minor" safety infractions are occurrences such as failure to cycle a long gun's action at the conclusion of a shooting string.
3. Major safety infractions will result in the shooter's Disqualification from the Stage or Match. "Major" infractions include: a dropped gun, a discharge that is unsafe or a discharge that impacts less than ten feet from the shooter, violation of the 170° safety rule, "sweeping" any person with the muzzle of a firearm, and similar acts that have high potential for personal injury. There are circumstances where a single Major Safety violation will result in a Match Disqualification.
4. A safe and sturdy place should be provided at each stage to position the shooter's firearms. It is the shooter's responsibility to take reasonable care in putting down their firearms. If a gun falls, the Range Officer shall make the determination of fault: either Prop Failure or Safety Violation as appropriate.

5. Re-shoots and Restarts - 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 stage to the best of their ability. Reshoots/restarts 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 restart may be granted. On a reshoot/restart, the competitor starts over clean, carrying only accrued safety penalties forward. At all SASS annual club, state, Regional, National, and World Championship matches, no reshoots/restarts will be given after the first

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shot goes down range as determined by the Chief Range Officer and the Match Director, except for:

- Prop or match equipment failure
- A Range Officer impeding the progress of the shooter
- Timer failure or unrecorded time

For example, if the Range Officer stops a shooter from completing a shooting sequence because of a suspected squib load, and the gun turns out to be “clear,” the Range Officer has impeded the progress of the shooter, and a restart is in order. In this case, the shooter starts over with no misses or penalties (except safeties).

Proper coaching or no coaching at all is not considered RO Interference and therefore will never be grounds for a reshoot/restart.

Restarts shall be allowed for a competitor to achieve a “clean” start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the Timer Operator are seen to be taking advantage will not be entertained as they are not in the spirit of the game.

6. Appeals - In the event a competitor doesn't agree with a Timer Operator's final assessment, the competitor (only the competitor) has the right to “politely” request a Posse Marshal to review the call.

Any challenge must be taken directly to the Posse Marshal for assistance in the resolution. The same process outlined, is used in larger matches when the concern is first taken to the Posse Marshal, then the Match RO and then the Match Director. The Posse Marshal/Match RO should politely conduct interviews with the individual challenging the decision as well as any 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 Posse Marshal must endeavor to research the situation, apply the evidence to the rules of the event, and ultimately decide on whether the original call will be upheld. In most cases, the Posse Marshal will be at a distinct disadvantage in that they 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 challenges directly to the Match RO/Match Director for assistance in resolution. Some of these type situations may require additional information from the shooter being

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challenged. The Posse Marshal 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 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 Posse Marshal/Match Director must attempt to see the situation from all aspects presented while applying the rules fairly. From here, if the initial call is upheld, the individual challenging the call has one other option available.

7. Protest Committee - 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, they 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, RO Instructors or if necessary, Posse Marshals 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 the original call will be upheld. If the original call is overturned, any protest fees collected from the shooter must be refunded.

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SIDE MATCHES

TEAM MATCHES

- All handgun and rifle ammunition must meet the Wild Bunch™ Action Shooting power factor requirements.
- All rifles must be Wild Bunch™ Action Shooting legal (at least .40 caliber). 1911s, of course, are .45 ACP.

Team matches may be conducted in accordance with the Match Director's desire. In order to be true to the final scene of the Wild Bunch movie, the following is recommended:

- Four shooters on a team. One each as Pike, Dutch, Lyle, and Tector.
- Firearms for Pike: 1911 pistol and 1897/Model 12 shotgun.
- Firearms for Dutch: 1911 pistol and 1897/Model 12 shotgun.
- Firearms for Lyle: 1911 pistol and 1897/Model 12 shotgun.
- Firearms for Tector: 1911 pistol and Wild Bunch™ Action Shooting legal rifle.
- Team Matches may be shot by all competitors with their main match costuming, but to be true to the characters of the movie the following is a recommendation:
 - Pike: Dark pants, light colored long sleeve shirt, dark vest, SASS legal boots, and hat.
 - Dutch: Dark pants, light colored long sleeve shirt, dark vest, SASS legal boots, and hat.
 - Lyle: Dark pants, light colored long sleeve shirt, NO vest, SASS legal boots, and hat optional.
 - Tector: Dark pants, light colored long sleeve shirt, dark vest, SASS legal boots, and hat.

BOLT ACTION MILITARY MATCH

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. Unless an exception is listed for a specific match, ALL BAMM bullets must be of pure lead or lead alloy. Gas checks are allowed but NOT jacketed bullets.

TEDDY ROOSEVELT STAGE (TR)

This category substitutes a rifle caliber lever action rifle for a SASS main match rifle with rifle targets set further out.

Rifle caliber lever action or pump action as manufactured before WW1 ended. Rifle caliber is defined as having a minimum 1.8" cartridge case length. The 1895 Winchester and the Savage 99 originals or reproductions along with period correct receiver mounted peep sights are legal for TR.

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It is recommended that rifle targets be set at 25 to 200 yards using AR 500 steel for targets 25-to-75-yard distance. Rifles will be loaded at the loading table with no more than the number of rounds specified in the stage description- up to a maximum of 7 rounds and will be staged in accordance with the stage description. Bolt will be fully forward on lever or pump action with the hammer down. Unless otherwise stated by the Match Director, lead bullets will be used. Gas checked bullets are allowed.

DOUGH BOY STAGE (DB)

This category substitutes a bolt action military rifle (as defined in the BAMM match) for a SASS main match rifle with rifle targets further out. Unless otherwise stated by the Match Director, lead bullets will be used. Gas checked bullets are allowed.

DB rifles will be loaded with no more than 5 rounds and will be staged in accordance with the stage description. The bolt will be fully open. Reloads can be individually or with stripper clips.

The Garand is not a part of WBAS.

APPENDIX A – Sample Equipment Checklist

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.

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.

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Pistol Magazines

- Standard length only.
- A pad may be added to the base of magazines so long as it conforms to the following requirements:
 - It is made of natural leather material only.
 - It is no larger than the contour of the base of the magazine.
 - The total thickness of the base pad may not extend more than 1/4" beyond the original base plate.

Rifle

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

Shotgun

- Winchester 1897 or clone in 12 gauge. Civilian or Military style. Winchester Model '12 in 12 gauge is also allowed.

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 vertical and conform to the shooter's body (i.e., not tilt out from the shooter's body).

APPENDIX B – Power Factor Testing Procedures

This document contains the best current information on chronograph testing procedures. 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.

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.

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The Chronograph Operator

The chronograph operator should be familiar with the chronograph procedures. The operator shall load the collected ammunition and fire all the ammunition 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.

Setting up the Chronograph

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

Radar-style chronographs are not affected by lighting.

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.

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.

Increasing Efficiency

Ammunition is picked up at random from shooters at the loading table or on the way there. Not everyone is tested, just a random, about 4 or 5 from each

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posse. 5 rounds of pistol and 5 rounds of rifle are used. If the shooter's ammo fails, the shooter comes with their own guns and is re-tested. If they pass, fine-if not, it is a MDQ for SCORING PURPOSES ONLY. They still get to shoot-just for no score. IF a shooter's ammo is not picked but they still want to confirm the power factor, they can attend during testing and their ammo can be tested. If it FAILS, that is still OK. They do not get the DQ because they brought the ammo and we do not know if or when it was used. Of course, they cannot use the ammunition going forward. This allows newer shooters who cannot test pf the opportunity to do so. We strongly recommend that ammo is at least 160 pf to give some leeway for temperature or the difference between chronographs at different matches. For Match Directors, it is recommended that as much testing as possible be done prior to the match starting. NOTE: Shooting for no score is only allowed for specific events of equipment not meeting the rules. Under no circumstances may a shooter be allowed to shoot for no score if they are disqualified for a safety infraction.

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SASS WILD BUNCH ACTION SHOOTING

CHRONOGRAPH RESULTS

MATCH NAME: _____ LOCATION: _____ DATE: _____

ALIAS & SASS#	PBW	AVG V	PPF	RBW	AVG V	RPF	COMMENTS

POSSE # _____

POSSE MARSHAL X _____

CHRONOGRAPH OPERATOR: X _____

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.

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APPENDIX C – Firearm Legality Testing

Pistols shall be weighed with the empty magazine provided by the shooter. 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 three 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.

If at all practical, the firearm legality testing, particularly with the pistol, should be performed before the main match begins. This will help the stages flow more smoothly and prevent the distraction of doing it during the match. It will also give shooters whose firearms fail inspection an opportunity to become compliant before the match begins.

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Wild Bunch Action Shooting Pistol Check Sheet

Maximum weight of empty magazine: 3.0 oz.

Maximum weight of Traditional pistol with empty magazine: 40.0 oz.

Maximum weight of Modern pistol with empty magazine: 42.0 oz.

Match Name: _____ Posse # _____ Date: _____

Weighing Officer(s) _____

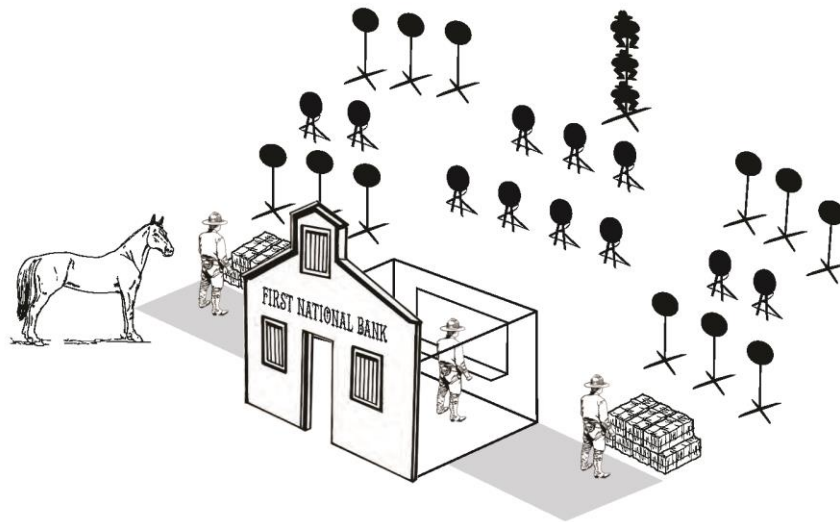
Shooter Alias/Shooter #	Category	Pistol Weight	Total Weight	Pistol Legal for Category & Safeties Work	Shooter Initials

APPENDIX D – Sample Stages

Following are the Wild Bunch stages from the 2018 END of TRAIL World Championship match. They are typical of high-quality stages encountered at this time.

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WILD BUNCH
STAGE 1, BAY 1
28 PISTOL, 7 RIFLE, 6 SHOTGUN

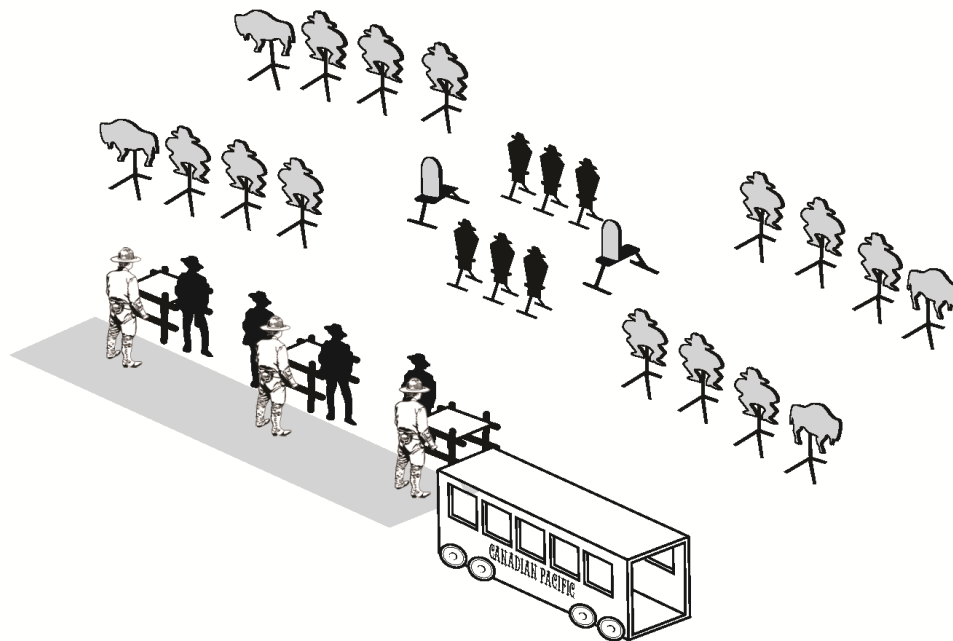


STAGING: Shotgun and rifle staged on shelf in building, pistol holstered.

STARTING POSITION: Standing at any position, when ready, say, ***"I want GOLD ... not washers!!"***

PROCEDURE: In any order, with the rifle from the shelf, engage the far three cowboys twice each and one knockdown. With the shotgun from the shelf, engage six knockdowns. With the pistol, using both outside positions, engage any three stationary pistol targets twice each and a knockdown, then repeat the instructions on the other three stationary targets. Move to the other outside position and repeat the instructions.

WILD BUNCH
STAGE 2, BAY 2
28 PISTOL, 8 SHOTGUN



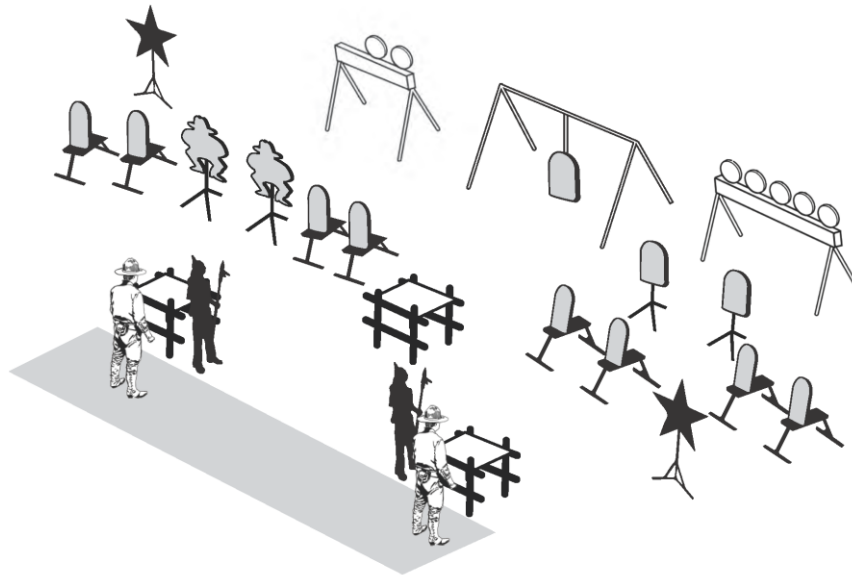
STAGING: Shotgun staged at the center position; pistol holstered.

STARTING POSITION: Shooter starts at any position, when ready, say, *"They're after the rifles!"*

PROCEDURE: At buzzer, from either outside position, with the pistol Nevada sweep the close pistol targets, then repeat on the far pistol targets. From the other outside position repeat the instructions. With the shotgun from the center position, engage the eight knockdowns. You may start and end at any position.

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WILD BUNCH
STAGE 3, BAY 3
42 PISTOL



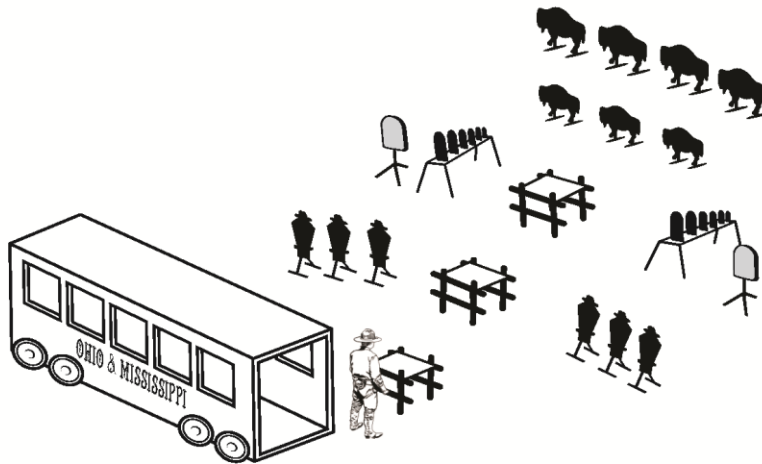
STAGING: Unloaded pistol staged on either outside position. Slide forward, hammer down.

STARTING POSITION: Standing at either outside position, hands in the surrender position with one magazine in hand. When ready, say, ***“Here come the Cabernets!”***

PROCEDURE: At buzzer, engage the knockdowns once each, the stationary targets twice each and the star six times. The star can only be engaged three times with each magazine. Move to the other outside table and repeat. Move to the center position, release the lever and beginning on the swinger, alternate with the plate rack targets and swinging target for fourteen rounds.

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WILD BUNCH
STAGE 4, BAY 4
28 PISTOL, 7 RIFLE, 6 SHOTGUN



STAGING: Shotgun and rifle are staged on the first shelf, pistol holstered.

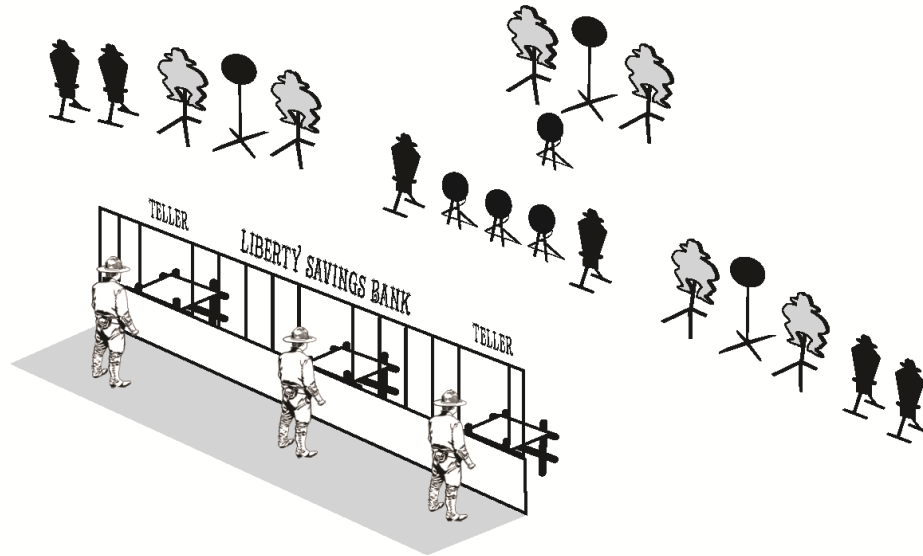
STARTING POSITION: Shooter starts behind the first shelf facing up range, hands on hat. When ready, say, *"Lookout! They blew the bridge!"*

PROCEDURE: At buzzer, with the rifle, engage the buffalo targets once each, Make the rifle safe **vertically**. With the shotgun, engage the six knockdowns. Make the shotgun safe **vertically**. Move to the second shelf and with the pistol, engage the five plate rack targets with seven rounds, and repeat on the other side. If the plates fall before seven rounds are expended, put the extra rounds on the dump target. Move to position three and sweep the buffalo targets from either end, then repeat the instructions.

Any plates left standing or misses on the dump target are counted as misses.

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WILD BUNCH
STAGE 5, BAY 5
28 PISTOL, 7 RIFLE, 5 SHOTGUN



STAGING: Shotgun and rifle staged at the center position, pistol holstered.

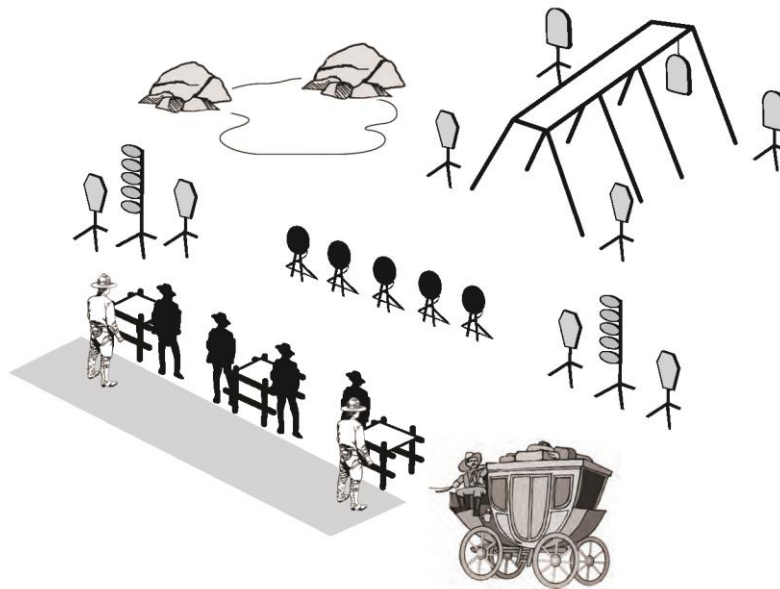
STARTING POSITION: Standing at any position, hand(s) on firearm. When ready, say, *"We're here to make a withdrawal!"*

PROCEDURE: At buzzer, with the shotgun engage the five shotgun targets. With the rifle, engage the far stationary targets twice and a knockdown. From either end position with the pistol, use the same instructions as the rifle, twice. Move to the other end position and repeat.

All firearms may be shot in any order.

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WILD BUNCH
STAGE 6, BAY 6
35 PISTOL, 5 SHOTGUN



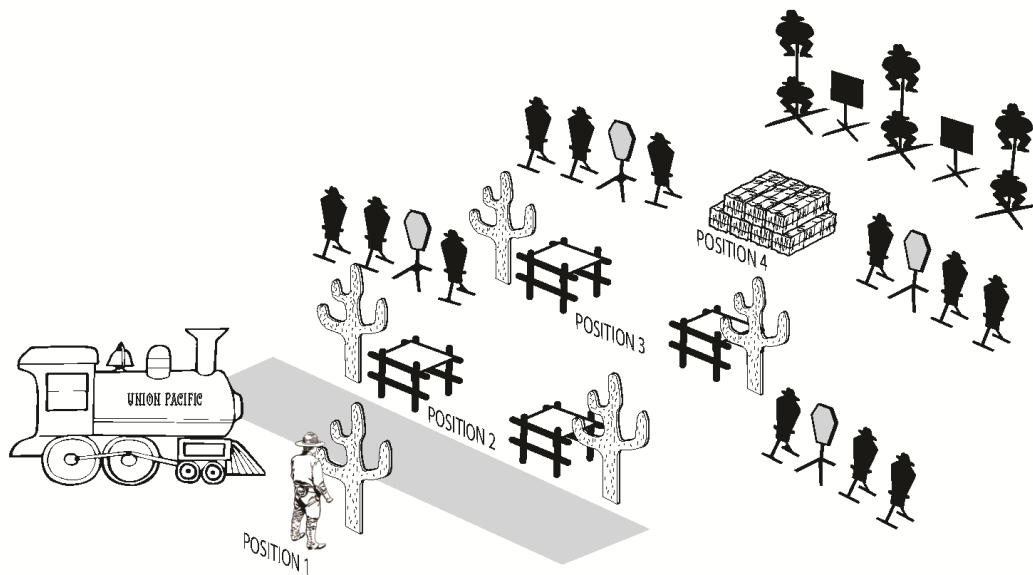
STAGING: Shotgun is staged at the center position, pistol holstered.

STARTING POSITION: Shooter starts at the left or right position, hands at sides. When ready say *"This part of Mexico sure looks a lot like Texas!"*

PROCEDURE: At the buzzer, engage the two stationary targets and the dueling tree targets, move to the other end and repeat. Move to the center position, release the lever, and engage any two stationary targets and the moving target in a continuous Nevada sweep starting on either end. Repeat using the other stationary targets. Then engage any seven stationary targets. Then, with the shotgun, engage five knockdown targets in any order.

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WILD BUNCH
STAGE 7, BAY 7
42 PISTOL



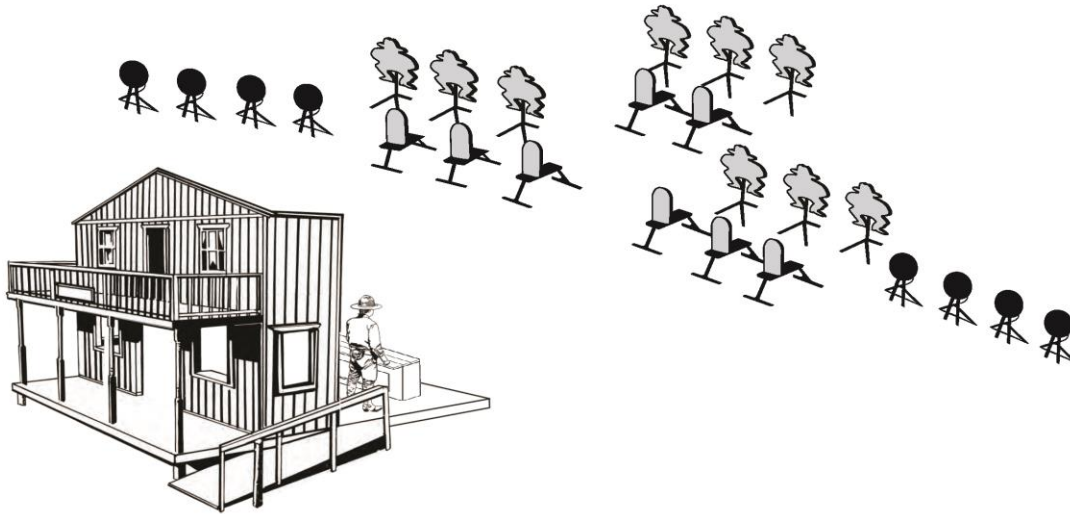
STAGING: Pistol holstered.

STARTING POSITION: Shooter is behind cactus with hands at high surrender. When ready, say, *"Federalizes!"*

PROCEDURE: At buzzer, move to position two. With the pistol, engage any two stationary targets twice each and three knockdowns once each. Repeat on the other side. Move to position three and repeat the instructions. Move to position four and engage all the cowboys twice each and the squares once each.

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WILD BUNCH
STAGE 8, BAY 9
28 PISTOL, 7 RIFLE, 6 SHOTGUN



STAGING: Stage one long gun on either desk, the other long gun in hand(s), pistol holstered.

STARTING POSITION: Shooter starts at any position. When ready, say, *"Whisky for my men!"*

PROCEDURE: At buzzer:

Rifle procedure: twice each on the far outside cowboys, once on the center cowboy and two knockdowns.

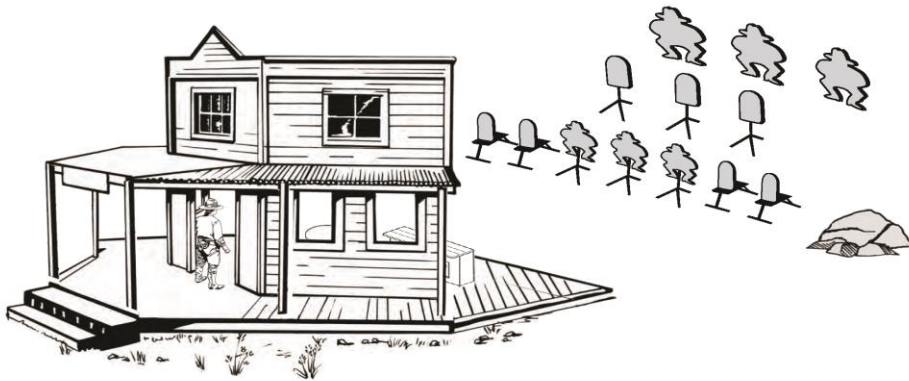
Shotgun procedure: Three knockdowns from each end.

Pistol procedure: Same as the rifle procedure, twice on the left targets and twice on the right set of targets.

All targets may be engaged in any order.

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WILD BUNCH
STAGE 9, BAY 11
28 PISTOL, 9 RIFLE, 4 SHOTGUN



STAGING: Stage rifle and shotgun on either bar, pistol holstered.

STARTING POSITION: Shooter starts standing in the doorway with thumbs in belt. When ready, say ***"This ain't a friendly town!"***

PROCEDURE: At buzzer, move to the bar.

Rifle procedure: Engage all stationary targets.

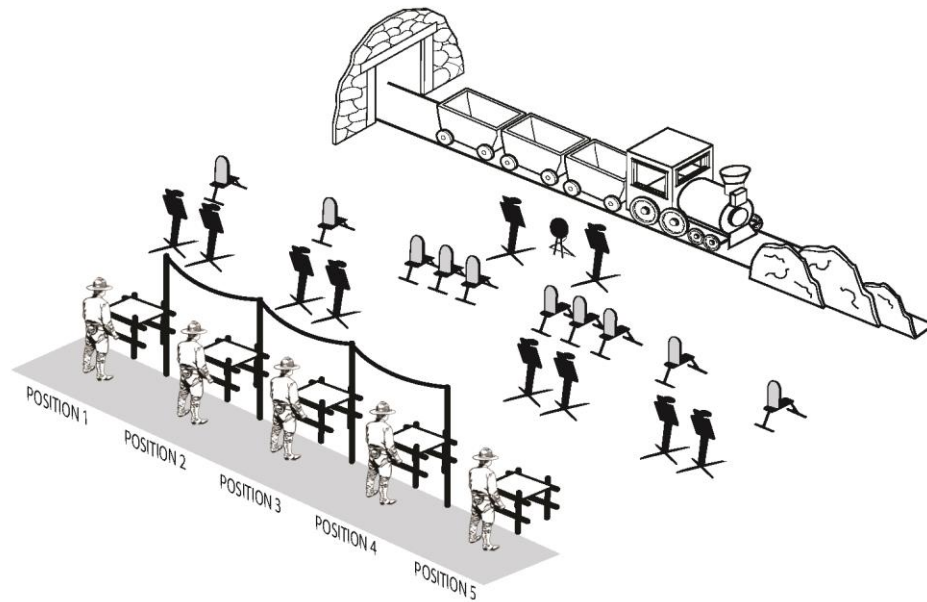
Shotgun procedure: Engage four knockdowns.

Pistol procedure: Engage all stationary targets at least three times each.

Firearms may be shot in any order.

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WILD BUNCH
STAGE 10, BAY 12
28 PISTOL, 7 RIFLE, 6 SHOTGUN



STAGING: Shotgun and rifle staged at any position, pistol holstered.

STARTING POSITION: Standing at any position, hands on hat. When ready, say, ***"That's the Lordsburg Express!"***

PROCEDURE: At buzzer:

Shotgun procedure: engage six knockdowns.

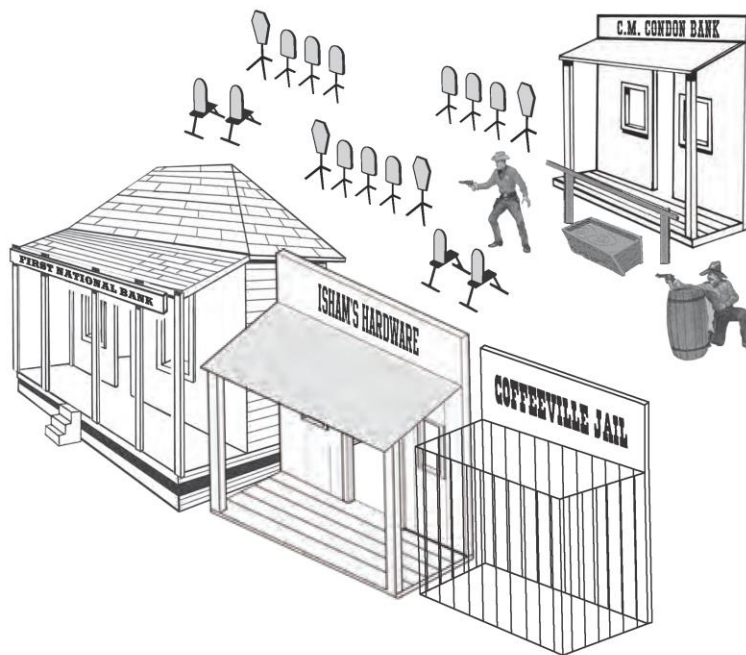
Rifle procedure: Engage the far hostage targets twice each on the "body," once on the white "head," and a knockdown.

Pistol procedure: Repeat the rifle instructions on all four sets of pistol targets.

Targets may be engaged in any order. All five positions must be used.

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WILD BUNCH
STAGE 11, BAY 13
35 PISTOL, 7 RIFLE



STAGING: Rifle is staged on the bar, pistol holstered.

STARTING POSITION: Shooter starts behind bar with thumbs in belt. When ready, say, ***"Where'd all those guns come from?!"***

PROCEDURE: At the buzzer, with the pistol sweep the close targets starting with two knockdowns, then repeat using the other two knockdowns. Then engage either set of the far targets in a double tap Nevada sweep. Then repeat on the other set of targets using the rifle for the last seven rounds.

WILD BUNCH
STAGE 12, BAY 14
21 PISTOL, 7 RIFLE, 8 SHOTGUN



STAGING: Stage shotgun on either window, pistol holstered, rifle in hand(s).

STARTING POSITION: Shooter starts in the doorway with rifle in hand(s). When ready, say, ***"Gimme your best Tequila!"***

PROCEDURE: At buzzer, with the rifle engage all the stationary chilies once each, make the rifle safe in the corner. With the shotgun, engage six knockdowns and the launcher and the bird in any order. Anywhere between the doorway and the hay bale, engage the remaining knockdowns once each, then the large chili three times. Then sweep the chili targets starting on either end, then repeat starting on the other end.

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