

WILD BUNCH RULES

FIREARMS REQUIREMENT

- Handgun: Full size single stack steel frame 1911 style semi-auto pistol in 45 ACP caliber.
- Rifle: Any SASS legal main match rifle.
- Shotgun: 1897 Winchester pump in 12 gauge. Civilian or Military style.

FIREARMS REQUIREMENT

- Handgun: Minimum bullet weight: 180 gr. Minimum power factor: 150 Maximum velocity 1000fps.
- Rifle: Any SASS-legal main match ammo.
- Shotgun: Standard velocity #6 lead birdshot shot or smaller.

All other SASS main match ammunition requirements must be met.

FIREARMS COVENANTS

Handgun Traditional:

- Must be shot one handed unsupported. Weak hand may be used for loading, racking slide, and in case of gun malfunctions.
- Barrel length must be of at least 5 inches. No barrel porting or compensators or other recoil reducing devices.
- Barrel with standard barrel bushing. Bull barrels are not allowed.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Only non-adjustable “military style” dove-tail rear sights and blade type front sights are allowed.
- No sight inserts or colored sights allowed. Sights must be black or blued.
- Stainless steel is permitted. Stainless pistols may have stainless sights.
- Grips must be GI-style wood or plastic grips. Other natural materials are ok but no rubber grips. No target style or thumb rest allowed.
- Only rear slide checkering or serrations. No front slide checkering or serrations.
- No external “rib” allowed on top of slide.
- Magazines must be standard length and cannot hold more than 8 rounds. No extended base pads on magazines.
- Only standard grip safeties. No beavertail style grip safeties.
- Standard length magazine release. May not be extended or oversized.
- Standard thumb safeties only. May not be extended.
- Standard slide release. May not be extended.
- Standard recoil spring and guide. No full length guide rods allowed.
- Short or long trigger permitted. No match triggers allowed.
- Flat or arched mainspring housings permitted.
- Lowered and flared ejection port is allowed ONLY if factory original. Std. ejection ports may not be modified.
- Checkered front strap or trigger guard not allowed.
- Standard spur type hammer only.
- Lanyard loop is optional.
- Internal accurizing and action tuning is allowed.

Note: “Standard” in all cases means Standard Military Specs.

Handgun Modern:

- May be shot in any shooting style.
- Barrel length must be of at least 5 inches. No barrel porting or compensators or other recoil reducing devices allowed.
- Barrel with standard barrel bushing. No Bull barrels allowed.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Adjustable or non-adjustable dove-tail rear sights and blade type front sights are allowed.
- Sight may not be optical or fiber optic. Colored inserts or dots are permitted.
- Stainless steel is permitted.
- Grips must be checkered wood, plastic, or other natural materials. No target style grips or thumb rest allowed.
- Front and rear slide checkering or serrations allowed.
- Extended beavertail grip safeties allowed.
- Magazines must be standard length and cannot hold more than 8 rounds. No extended base pads on magazines.
- Magazine release may be extended but not oversized.
- Thumb safeties may be extended and be ambidextrous.
- Slide release may be extended.
- Full length recoil spring guide rod allowed.
- Lowered and flared ejection port allowed.
- Match trigger allowed.
- Lanyard loop is optional.
- Lightweight competition hammer allowed. Checkered front strap and trigger guard allowed.
- Full length recoil spring guide allowed.
- Flat or arched mainspring housing permitted.
- Internal accurizing and action tuning is allowed.

Rifle:

- Must meet SASS main match requirements.

Shotgun:

- Must meet SASS main match requirements for pump shotgun, except military configuration allowed. Must be 12 gauge.

HOLSTERS, CARTRIDGE BELTS, MAGAZINE POUCHES, AND BANDOLIERS

- Holsters and magazine pouches must be of traditional or military design and made from traditional materials, (e.g, canvas or leather).
- The holster must cover the entire length of the barrel and completely cover ejection port. No open front speed holsters allowed.
- If a holster has a flaps or strap they need not be closed during competition.
- No metal or plastic "competition" type equipment allowed.
- No shoulder or cross-draw holsters may be used during competition.
- Magazine pouches must be worn on the opposite side of the body from the handgun.
- Magazine pouches must be worn vertical.
- Magazine pouches can hold either 1 or 2 magazines.
- At least 2 inches of the magazine must be covered by the magazine pouch.
- All other SASS regulations pertaining to these items apply

COSTUMING

- Period US military from 1900 to 1916 is allowed. Period western dress is allowed such as Pike, Dutch, Lyle or Tector in the closing scene of the Wild Bunch movie. I.e. Western style pants with suspenders, and long sleeve western shirt. Vests are optional. Jeans are not allowed. Boots must be SASS legal. Hats must be worn and must be made of felt, no straw hats.

FIREARMS RULES AND PENALTIES

- The 1911 must be restaged safely at the end of each shooting string with the slide locked open, unless the 1911 is the last firearm used. It may contain an empty magazine or no magazine when restaged. (Failure to comply, SDQ. per SASS rules the shooter has until engaging the next firearm to correct without penalty.)
- Magazines may be loaded at any time.
- Magazines shall be loaded with only 5 rounds. (Overloading MSV)
- Dropped, loaded or unloaded, magazines may not be picked up until the stage is completed. (Failure to comply MSV)
- When moving with the 1911 in your hand the slide must be locked open and the trigger finger must be outside the trigger guard. (trigger finger MSV, slide closed SDQ)
- Changing magazines on the move is allowed as long as the slide remains locked open and the trigger finger remains out of the trigger guard until at least one foot reaches the shooting position. (trigger finger MSV, slide closed SDQ)
- At the end of the course of fire the 1911 must be shown clear on the firing line. Under the supervision of the TO or other match official the magazine is removed, slide cycled if not locked open, and the chamber checked. Then the slide is closed to battery and the hammer is dropped before holstering. (Failure to comply SDQ)
- Shotgun magazines may be loaded with up to the correct number of rounds for the target sequence. Any additional rounds needed must be loaded from the body or other specified staging position. (Overloading MSV)
- Loaded shotguns must be staged with the action closed, hammer down on an empty chamber. (Failure to comply SDQ)
- All other SASS rules pertaining to firearms are in effect.

SHOOTING PROCEDURE RULES AND PENALTIES SPECIFIC TO THE 1911

Operations at the loading table:

- A magazine will be inserted in the 1911, the slide NOT cycled and the pistol reholstered. (Magazine not inserted, NO CALL, slide cycled SDQ unless corrected before leaving shooter's hands)
- The shotgun magazine will be loaded after closing the action and lowering the hammer on an empty chamber. (Failure to load, NO CALL, overloading MSV, closing action after loading SDQ unless corrected before leaving shooter's hands)
- Rifle handled per normal SASS procedures.

On the firing line:

- Unless specifically instructed otherwise a live round will be chambered in the pistol on the clock when needed in the firing sequence.

Operations at the unloading table:

- The already cleared pistol shall remain holstered.
- Shotgun and rifle handled per normal SASS procedures.