

CATEGORIES

SASS Wild Bunch Matches recognize three basic shooting categories based on the 1911 pistol. The two categories are Modern and Traditional. Requirements are as follows:

MODERN and 59er

- Modern and Traditional style pistols are allowed.
- May be shot in any shooting style.
- Any legal rifle or shotgun may be used.

TRADITIONAL

- Only traditional style pistols are allowed.
- Must be shot one handed unsupported. Weak hand may be used for loading, racking slide, and in case of malfunctions.
- Any legal rifle or shotgun may be used.

RECOGNIZED AND ADDITIONAL CATEGORIES

- Five categories are always offered: Traditional, Ladies Traditional, Modern, Ladies Modern, and 59er (for men 59 years and older).

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 in 40 caliber or larger.
- Shotgun: 1897 Winchester pump in 12 gauge. Civilian or Military style.

AMMUNITION

- Handgun: Minimum bullet weight: 180 gr. Minimum power factor: 150 Maximum velocity 1000fps.
- Rifle: Minimum bullet weight: 180 gr. Minimum power factor: 150 Maximum velocity 1400fps.
- Shotgun: Standard velocity #6 lead birdshot shot or smaller.

All other SASS main match ammunition requirements must be met.

1911 PISTOL REQUIREMENTS

Traditional Category Modifications:

- 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.
- Unloaded pistol weight may not exceed 40 ounces with an empty magazine inserted.
- 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” 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 allowed but no rubber grips. No target style or thumb rest allowed.
- Only rear slide checkering or serrations. No front slide checkering or serrations.
- Magazines must be standard length and cannot hold more than eight 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. Mainspring housing may be serrated or checkered.
- Lowered and flared ejection port is allowed ONLY if factory original. Standard 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.
- Thumb and grip safeties must function correctly.

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

Modern Category Modifications:

- 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.
- Unloaded pistol weight may not exceed 42 ounces with an empty magazine inserted.
- 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 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 wood, plastic, or other natural materials. No target style grips or thumb rest allowed. Wrap around grips that covers a portion of the front strap are illegal.
- Front and rear slide checkering or serrations allowed.
- No external “rib” allowed on top of slide. Original Colt Gold Cup ribs are legal.

- 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.
- Flat or arched mainspring housing permitted. Mainspring housing may be serrated or checkered.
- Internal accurizing and action tuning is allowed.
- Thumb and grip safeties must function correctly.

Rifle:

- Rifle must be chambered in a pistol caliber of .40 caliber or larger (i.e. A SASS legal rifle in .40 caliber or larger). Rifles must comply with all SASS Main Match Firearms covenants.

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

- All pistols must be carried in a safe holster capable of retaining the firearm throughout a normal range of motion.
- Loose ammunition (i.e. ammunition not in magazines) required for reloads during the course of any stage must be carried on the shooter's person in a bandoleer, cartridge/shot shell belt loop, pouch, holster, or pocket or be safely staged as required by stage instructions. Rifle and pistol ammunition may not be carried in a shot shell loop. No ammunition may be carried in the mouth, ears, nose, cleavage, or any other bodily orifice.
- Bandoleers, cartridge belts, and pouches for loose ammunition (i.e. ammunition not in magazines) 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. Shotgun loops must be in a single row.
- Cartridge loops must not have a metal or plastic liner. However, the entire loop may be made of metal.
- 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 shooter's contour (i.e. not tilt out from the belt).
- Cartridge loops mounted on a firearm's stock or forearm are not allowed.
- 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 to the ejection port. No open front speed holsters allowed.
- If a holster has a flap 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 and conform to the shooter's body (i.e. not tilt out from the shooter's body).
- Magazine pouches can hold either one or two magazines.
- At least two inches of the magazine must be covered by the magazine pouch.

COSTUMING

- Any SASS approved costume may be worn. Western style pants with suspenders and long sleeve western shirt. Vests are optional. Boots must be SASS legal. Legal SASS headgear must be worn.

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)
- Movement is allowed with the 2911 in hand with the slide closed on an empty chamber with no magazine or a loaded/empty magazine until the pistol is first charged during the stage.
- When moving with the 1911 in your hand, after the pistol has been charged, 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)
- All reloads shall be from slide lock, no “tactical reloads.” You may not reload the pistol with a round in the chamber. Reloads done safely after malfunctions are allowed. (Failure to do so, MSV)
- 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.

STAGE CONVENTIONS

- Stage Conventions or standard range behaviors are a list of practices every shooter is expected to know and follow on every stage. These stage conventions should be followed in all SASS matches unless otherwise directed in the stage description.
- Knockdown shotgun targets, which do not fall, may not be re-engaged. All shotgun targets are Non-Comstock.
- All knockdown targets (shotgun, rifle, or pistol) must go down to count. Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
- All staged guns shall have their barrels pointed safely down range. All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
- Shooters may not start a stage with ammunition in hand.
- Long guns will be discarded open and empty with their barrels pointed safely down range.
- Pistols are shown clear on the firing line at the end of the stage prior to holstering.
- Safe gun handling is the shooter’s responsibility. The 170 degree safety rule is in effect.
- If no starting position is given the shooter shall stand fully erect with pistol holstered, hands at the side not touching any firearm.
- Cowboy port arms is defined as standing fully erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands. It is not recommended that stages start with the shooter in this position.
- Interpersonal Conflicts WILL NOT be tolerated.

SHOOTUNG PROCEDURE RULES AND PENALTIES SPECIFIC TO THE 1911

Safe conditions of the pistol during a course of fire are as follows:

- Safe for movement in hand prior to the first charging.
 - Slide closed on an empty chamber with no magazine or loaded/empty magazine.
- Safe for movement in hand after the first charging.
 - Slide locked open, full magazine, empty magazine or no magazine.
 - Safe to leave the shooters hand.
- Safe to leave the shooters hand.
 - Slide locked open, empty magazine or no magazine.
- Safe for re-holstering.
 - Slide closed and hammer down on an empty chamber with no magazine. Only after RO Inspection at firing line.

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.