

WHAT IS COWBOY ACTION?

Cowboy Action Shooting is a multifaceted amateur shooting sport in which contestants compete with firearms typical of those used in the taming of the Old West: single action revolvers; lever action rifles; and side by side double barreled, pre-1899 pump, or lever action shotguns.

The shooting competition is staged in a unique, characterized, Old West style. Contestants shoot in several one-to-four gun stages (courses of fire) in which they engage steel and/or cardboard targets. Scoring is based on accuracy and speed.

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

The Mission & District Rod & Gun Club is home to the “Red Mountain Renegades” Cowboy Action Shooting club. The Red Mountain Renegades are a SASS (*Single Action Shooting Society*) registered club and as such have adopted all SASS rules, regulations, and general guidelines for all events.

Complete information regarding the sport of Cowboy Action Shooting is available in the form of handbooks, published by SASS. Shooter Handbooks, Range Operations, Match Administration and Guidelines Handbooks are available at www.sassnet.com.

RANGE DESCRIPTIONS

Cowboy Action Shooting utilizes three pits, each 25 meters in length. The pits/bays are approved for pistol caliber firearms (handgun and rifle) and 12-gauge shotgun. All ammunition used during Cowboy Action Shooting must meet guidelines as set out in “The Shooters Handbook.”

Each range features buildings and facades constructed to resemble structures similar to those of the “Old West.” Buildings, props, target stands, and firearms stands, are not to be used without expressed consent of the Red Mountain Renegades. All steel targets are securely stored and only Cowboy Action Shooters, which have completed the RO1 course will be provided with a key to the secure storage.

GENERAL GUIDELINES

The following information provides rules, regulations, and general guidelines adopted by the Red Mountain Renegades to standardize the rules for Cowboy Action shooting at Mission District Rod and Gun Club, Mission BC.

RED MOUNTAIN RENEGADES STRESS THE NECESSITY OF SAFE AND RESPONSIBLE USE OF FIREARMS.

By policy, it is agreed that all members of the Red Mountain Renegades will be RO1 trained. The SASS Range Operations Basic Course (RO1) and SASS Range Officer Training Course offer an in-depth interpretation and further clarification of these rules along with applicable penalties

SPIRIT OF THE GAME

As the game of Cowboy Action Shooting™ has evolved, members have developed and adopted an attitude towards their participation we call “The Spirit of the Game.” Competing in The Spirit of the Game means you fully participate in what the competition asks. You do not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. Some folks would call The Spirit of the Game nothing more than good sportsmanship. Whatever you call it, if you do not have it, Cowboy Action Shooting™ is not your game.

A “Spirit of The Game” infraction occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage (i.e., taking the penalty would result in a lower score or faster time than following the instructions) and is not assessed simply because a competitor “makes a mistake.” In such a case, in addition to any penalties for misses, a 30-second “Failure to Engage/Spirit of the Game” penalty is assessed. Shooting ammunition that does not meet the power factor or minimum velocity is also a “Spirit of The Game” infraction. Two “Spirit of The Game” penalties within a match will result in a Match Disqualification

BEFORE YOU SHOOT

1. Register in MDRGC sign in book (BAY 2) or with Shoot Event Registrar.
2. Ensure SHOOTING EVENT SIGNS are erected at entrance to Little Tombstone.
3. Ensure RED FLAGS are hung at entrance to Little Tombstone.
4. Ensure all participants and spectators are equipped with and wearing protective eye and hearing equipment.

DURING THE SHOOT

SAFETY FIRST, ALWAYS TREAT EVERY FIREARM AS IF IT WAS LOADED

- All shooting will be conducted under the direct supervision of a Range Operations Safety Officer (Minimum RO1 Certification).
- When carrying a firearm anywhere on the Cowboy range the action shall be open and the muzzle pointed in a safe direction. Revolvers will be holstered and empty.

- All firearms, while stored prior to a competitor being called to shoot, will have the action left open (Shotguns and Rifles).
- There is no DRY FIRING allowed in the SAFE AREA or loading/unloading bays.
- If a competitor is not wearing a holster the revolver must be carried with the loading gate open and the muzzle pointed in a safe direction.
- Only competitors are allowed to wear firearms at the match.
- All firearms will be loaded and unloaded in the designated SAFE AREA (loading /unloading tables) under the supervision of a Loading/Unloading Officer.
- When drawing a revolver from a holster the gun **WILL NOT BE COCKED UNTIL THE MUZZLE IS AT LEAST A 45 DEGREE ANGLE DOWN RANGE.**
- During competition or while under the direct supervision of an RSO, rifles may be staged with the magazine loaded and action closed on an empty chamber and the muzzle pointed in a safe direction.
- Shotguns are always staged unloaded and with the action open with the exception of the Shooting category “WILD BUNCH.”
- The muzzle of a firearm will never be placed on the ground or a competitor’s foot as this is unsafe behavior and also breaks the 170-degree safety rule.
- The competitor with a firearm in hand and a loaded chamber under a cocked hammer may only move one foot (similar to the traveling rule in basketball) until the round is fired or ejected.
- Competitors wearing cross draw or shoulder holsters must turn their bodies when drawing their firearm in order not to break the 170-degree safety rule.
- Alcohol, narcotics and / or intoxicants are not allowed at shooting events. Anyone wishing to compete in an event who is considered to be intoxicated or under the influence of a narcotic will be refused for safety reasons.
- Treat others with consideration and respect. Everyone is at these events to enjoy themselves. Range Officers, Loading/Unloading Officers, Score Keepers, and Shoot Spotters are volunteers.
- Competitors are expected to appear at shooting events, awards, photo opportunities and social events in attire consistent to the class in which you choose to shoot.

This listing does not cover all the rules of Cowboy Action Shooting as determined by SASS or the Red Mountain Renegades. They are intended to serve as basic guidelines for people wishing to compete in the sport of Cowboy Action Shooting. Further information is available through SASS and found specifically in the “Shooters Handbook,” www.sassnet.com.

AMMUNITION

All ammunition used at Red Mountain Renegade shooting and demonstration events will be cast lead or lead shot. Pistol and rifle ammunition may not be jacketed, semi jacketed, plated, gas checked, or copper washed. It must be all lead, moly disulfide coated bullets or equivalent are acceptable.

Pistol ammunition velocities must not be lower than 600 fps and not over 1000 fps in velocity.

Rifle ammunition velocities must not exceed 1400 fps in velocity.

Pocket pistols, derringers and long-range rifles are exempt from velocity requirements but may be required to be fired at paper targets for safety reasons.

Competitors will be required to provide five rounds of ammunition to match officials for inspection and chronograph testing upon request. Competitors may be held responsible for damage caused to a target or injury to personnel due to “bounce back” because of inappropriate ammunition. This major safety violation is grounds for instant disqualification and ejection from the match.

SUMMARY

The Mission and District Rod and Gun Club and Red Mountain Renegades Cowboy Action Shooting Group are available through the efforts of many volunteers. The grounds, buildings, targets etc. are in place to facilitate enjoyment of sport shooting. All persons using these facilities should ensure they participate in keeping the property free of litter, which includes picking up their expended cartridges. Further, all participants are encouraged to report any observed infractions of this policy to an RSO, Cowboy Action RO or member of the Mission Rod and Gun Club Executive.

The above information was put together with help from:

Al Jacks (aka) Kootenay Jack
Cowboy Action Past Chairperson,
Maxine Clark (aka) Whistling Cat
Cowboy Action Chair
Red Mountain Renegades
Mission & District Rod and Gun Club

WHAT IS SASS WILDBUNCH SHOOTING?

Wild Bunch Shooting started as a Category in Cowboy Action Shooting and quickly grew into the sport it is today. Like Cowboy Action, it is a multifaceted amateur shooting sport in which contestants compete with firearms typical of those used just after the turn of the 20th Century; 1911 semi-auto pistols, lever action (revolver caliber) rifles, and Winchester Model '93/'97 and Model '12 pump shotguns.

The shooting competition is staged in a unique characterized, Old West style. Contestants shoot in several one-to-three gun stages (course of fire) in which they engage steel and/or cardboard targets. Scoring is based on accuracy and speed.

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

The Mission & District Rod & Gun Club is the home of the "Red Mountain Renegades" Cowboy Action Shooting club. The Red Mountain Renegades are a SASS (Single Action Shooting Society) registered club as such have adopted all SASS rules, regulations, and general guidelines for all events.

For the complete information regarding Wild Bunch Action Shooting, please refer to the Shooter's Handbook and the RO Manual found at www.sassnet.com

RANGE DESCRIPTION

Wild Bunch Action Shooting utilizes 3 pits, each 25 meters in length. The pits/bays are approved for pistol caliber firearms (handgun and rifle) and 12-gauge shotguns. All ammunition used during Wild Bunch Action Shooting must meet the guidelines set out in the SASS Wild Bunch Shooter's Handbook.

Each pit/bay features buildings and facades constructed to resemble structures similar to those of the "Old West." Buildings, props, targets, target stands, and firearm stands, are not to be used without the expressed consent of the Red Mountain Renegades. All steel targets are securely stored and only Cowboy Action Shooters, which have successfully completed the RO1 Safety Course will be provided with a key to the secure storage.

GENERAL GUIDELINES

The following information provides rules, regulations, and general guidelines adopted by the Red Mountain Renegades and the Mission & District Rod & Gun Club, Mission, B.C.

THE RED MOUNTAIN RENEGADES STRESS THE NECESSITY OF SAFE AND RESPONSIBLE USE OF FIREARMS

By policy it is agreed that all members of the Red Mountain Renegades will be RO1 trained. The SASS Range Operations Basic Course (RO1) and the SASS Range Officer Training Course offer an in-depth interpretation and further clarification of these rules along with applicable penalties.

SPIRIT OF THE GAME

As the game of SASS Wild Bunch Action Shooting has evolved from Cowboy Action Shooting, our members have developed and adopted an attitude towards their participation we call "The Spirit of the Game." Competing in The Spirit of the Game means you fully participate in what the competition asks. You do not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. Some folks would call The Spirit of the Game nothing more than **good sportsmanship**. Whatever you call it, if you do not have it, Wild Bunch Action Shooting is not your game.

A "Spirit of the Game" infraction occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage (i.e., taking the penalty would result in a lower score or faster time than following the instructions) and is not assessed simply because a competitor "makes a mistake." In such a case, in addition to any penalties for misses, a 30-second failure to engage/Spirit of the Game penalty is assessed. Two "Spirit of the Game" penalties within a match will result in a Match Disqualification.

BEFORE YOU SHOOT

1. Register in the MDRGC sign in book (Loading Table Bay 2) or with the Shoot Event Registrar
2. Ensure Red Flag(s) are hung at the entrance to Little Tombstone
3. Ensure all participants and spectators are equipped with and are wearing protective eye and hearing equipment.

DURING THE SHOOT

SAFETY FIRST, ALWAYS TREAT EVERY FIREARM AS IF IT WAS LOADED

- All shooting will be conducted under the direct supervision of a Range Operations Safety Officer with a minimum RO1 Certification
- When carrying long guns anywhere on the Cowboy Range (Little Tombstone), they are to be empty with the actions open and the muzzle above the eyes pointing up. Pistols and revolvers are to be holstered and empty.
- There is NO dry firing allowed at the loading and unloading bays. (Safe Area)
- If a competitor is not wearing a holster, the pistol or revolver must be staged under the direct supervision of the RO. The muzzles must be left pointing down range.
- Only competitors are allowed to wear firearms at the match
- All firearms are only to be loaded and unloaded at designated loading and unloaded bays (Safe Areas) under the supervision of a Loading/Unloading Officer.
- When handling the 1911, the shooter's trigger finger must be OUTSIDE the trigger guard when moving, reloading, or clearing a malfunction after the pistol is first charged.
- Magazines may be loaded with up to 7 rounds at any time.
- During competition or while under the direct supervision of an RSO, rifles and shotguns may be staged with the magazines loaded and action closed on an empty chamber and the muzzle pointing in a safe direction.
- The muzzle of a firearm is never to be placed on the ground or on a competitor's foot as this is unsafe behavior and also breaks the 170-degree safety rule.
- Treat others with consideration and respect. Everyone is at these events to enjoy themselves. Range Officers, Loading/Unloading Officers, Score Keepers, and Shot Spotters are volunteers

This listing does not cover all the rules of Wild Bunch Action Shooting as determined by SASS or the Red Mountain Renegades. They are intended to serve as a very basic guideline for people wishing to compete in the sport of Wild Bunch Shooting. A much more detailed description of the rules and guidelines can be found in the Wild Bunch Shooter's Handbook at www.sassnet.com. It is highly recommended that anyone wishing to shoot in this discipline download and read the Handbook.

AMMUNITION

All ammunition used for Wild Bunch Action Shooting and demonstration events must be cast lead or lead shot. Pistol and rifle ammunition must not be jacketed, semi-jacketed, plated, gas checked or copper washed. It must all be LEAD.

Pistol ammunition must not have a power factor of less than 150 (see Handbook to determine Power Factors). The maximum velocity is 1000 fps.

The minimum bullet weight for pistols and rifles is 180 gr or 11.66 grams

The maximum velocity for rifles is 1400 fps.

Competitors may be held responsible for damage caused to targets or injury to personnel due to “bounce back” because of inappropriate ammunition. This is a major safety violation and grounds for instant disqualification and ejection from the Match.

SUMMARY

The mission and District Rod and Gun Club and the Red Mountain Renegades Wild Bunch Action Shooting Group are available through the efforts of many volunteers. The grounds, buildings, targets, etc., are in place to facilitate the enjoyment of the shooting sport. All persons using these facilities should ensure they participate in keeping the property free of litter, which includes picking up your expended cartridges. Further, all participants are encouraged to report any observed infractions of this policy to an RSO, Wild Bunch RO, or member of the Mission & District Rod & Gun Club Executive.

The above information was put together with help from:

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