

Outlaw Wild Bunch – BBRR 2015

REQUIREMENTS

PISTOL

Any semi-auto pistol is permitted that is 9mm up to .45auto. Any configuration. It may be Single or double action or DAO (hammers or strikers). The receiver may be metal or poly. Click adjustable sights are allowed. External modifications are permitted as long as the firearm is safe. We will require a minimum of 4 magazines that are capable of holding 5 rounds each. However, we request you bring 5 magazines if possible.

RIFLE

Any SASS legal rifle that shoots a caliber of .38 special or larger.

SHOTGUN

Pump shotgun only. Winchester 1897 (or clone) is preferred. Winchester model 12 is allowed. Any modern pump such as Rem 870 or similar is allowed. The magazines should be able to hold a minimum of 4 rounds. (5 preferred)

HOLSTER and CARTRIDGE BELT

Holsters may be made of leather, canvas, plastic or nylon, as long as it secures the pistol throughout a normal range of motion. Spare magazines must be carried on your belt on the opposite side from your pistol. (in your vest pocket is allowed)

You won't be required to load a single round into your pistol so don't worry about carrying loose pistol rounds. However, you may need spare rounds for your rifle. Also, some stages will require you to load shotgun shells so a belt for carrying SG shells is recommended.

AMMUNITION

- > Rifle rounds should be lead only, same as a SASS match.
- > Shotgun must be 12 or 20 gauge. Loaded with lead birdshot only, same as SASS.
- > Pistol rounds should be lead if possible, we will allow jacketed bullets if you are unable to locate any lead.

CLOTHING and ACCOUTERMENTS

If you want to dress the part the WB handbook states "Emphasis is placed on period US military dress from 1900 to 1916 and Edwardian period fashion". However, your regular SASS outfit is more than acceptable.

SCORING AND CATEGORIES

The scoring will be the "Stage Rank Scoring System". The categories will be determined prior to the match. The number of shooters and types of firearms will determine the categories.

RANGE OPERATIONS FOR PISTOL

When handling any pistol, the shooter's trigger finger must be visibly **OUTSIDE** the trigger guard when moving, reloading, or clearing a malfunction after the pistol is first charged. Typically a shooter is given the verbal warning, "FINGER!" the first time. A repeat violation earns the shooter a MSV penalty.

Charging means the act of placing a live round in the chamber of the pistol.

Magazines shall be loaded with up to five rounds only. A shooter may load LESS than five rounds in a magazine. (overloading is a MSV)

- The pistol must be restaged safely at the end of each shooting string with the slide locked open unless it 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 firing the next firearm to correct without penalty.)

- Magazines may be loaded with cartridges at any time.

- Magazines may be loaded with up to five rounds. (Overloading, MSV)

- Movement is allowed with the pistol in hand:
Before charging - the slide closed on an empty chamber with no magazine or a loaded magazine inserted. Trigger finger should be visibly outside the trigger guard.

After charging - the slide must be locked open and the trigger finger must be visibly outside the trigger guard. (Trigger finger, MSV; slide closed, SDQ)

- At the end of the course of fire and before holstering the pistol, the pistol must be shown clear on the firing line. The following RO commands shall be used.

UNLOAD and SHOW CLEAR: this means remove any live rounds and the magazine if one is inserted, and with the slide open hold the pistol so the official can see there is no magazine inserted and the chamber is empty.

SLIDE DOWN: This means allow the slide to go forward to battery.

HAMMER DOWN: While the pistol is pointed in a safe direction *pull the trigger allowing the hammer to drop, unimpeded.*

HOLSTER: then place the cleared, safe pistol in the holster. (Failure to comply, SDQ)

Operations at the Loading Table

- A magazine will be inserted in the pistol, the slide will NOT be cycled, and the pistol re-holstered. (Magazine not inserted, NO CALL; slide cycled, SDQ unless corrected before leaving shooter's hands.) Some pistols may require additional attention. This will be explained during the safety meeting.

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.

- All reloads shall be from slide lock**, no “tactical reloads.”

You may not reload the pistol while a live round is in the chamber. (MSV)

You may NOT reload a single round in the pistol by placing it in the chamber and then closing the slide. (MSV)

All ammunition must be loaded into pistol via a magazine.

All reloads shall be from slide lock. (Failure to do so, MSV)

**If after firing all the rounds in the magazine the slide lock fails and the shooter needs to reload without moving, one may do so without locking the slide back before inserting the new magazine (finger must be visibly outside trigger guard). This is considered a malfunction. Safe reloads after any type of malfunction are legal.

- If charged at the wrong time or location, the pistol may be completely cleared without penalty. (mag ejected, slide cycled to eject live round, slide locked open)

The pistol may NOT be re-holstered. It must be staged safely and then retrieved when needed. (SDQ if re-holstered before RO clears pistol)

No matter what occurs during the stage, it is imperative to remember the pistol CANNOT be re-holstered until after the course of fire is completed and it is checked clear by the RO and made safe.

Operations at the Unloading Table

- The already cleared pistol shall remain holstered.

RANGE OPERATIONS FOR SHOTGUN

- Shotgun magazines may be loaded with up to the correct number of rounds for the target sequence. If the shotgun sequence is split, the shooter may only load the number of rounds required for the first target string. Any additional rounds needed must be loaded from the body or other specified staging position. Any rounds loaded beyond the required number that are fired are treated as “illegally acquired ammunition” and will count as misses.
- Loaded shotguns must be staged with the muzzle downrange, the action closed, the chamber empty, and the hammer either on the safety notch or fully down. (Failure to comply, SDQ)
- Unloaded shotguns shall be staged with the action open.
- For Win 1897 style shotgun: magazine will be loaded **after** proving gun clear to the loading table officer, then closing the action and lowering the hammer on an empty chamber. Then load. (Failure to comply, SDQ).
- For Win Model '12 shotgun (and any modern shotgun): magazine will be loaded **after** proving gun clear to the loading table officer, then close the action. When the Loading Table Officer instructs, point muzzle in a safe direction and pull the trigger, this will cause the hammer to fall. DO NOT pull the trigger until the loading table officer gives the order. Then load. (Failure to comply, SDQ)

Shooters using Win Model '12 shotgun (and any modern shotgun) must follow this additional safety procedure:

Under the direct supervision of the RO on the firing line, they must point the muzzle in a safe direction and pull the trigger. If the hammer falls, SDQ. Failure to follow this procedure is a SDQ. It is the shooter's responsibility to ensure this procedure is followed before beginning the course of fire.

- Shotgun must be checked and cleared at the unloading table.

Pistol Penalty Overview

Penalties specific to Range Operations for Pistols are summarized here.

Minor Safety Penalties (10 seconds)

- More than five rounds in a magazine.
- Failure to have the trigger finger visibly outside the trigger guard while moving.
- Failure to have the trigger finger visibly outside the trigger guard while reloading.
- Failure to have the trigger finger visibly outside the trigger guard when clearing a malfunction.
- Reloading by placing a round in the chamber of the pistol and then closing the slide. (ALL reloads must be from a magazine.)
- Inserting a loaded magazine into the pistol with a round in the chamber (tactical reload). All reloads shall be from slide lock.

Stage Disqualification

- Re-staging the pistol with the slide forward or with a loaded magazine inserted. (Per SASS rules, the shooter has until the next firearm is fired to correct without penalty).
- Moving with the slide forward after the pistol is first charged. (SASS traveling rule)
- Re-holstering the pistol without it being cleared by the Range Officer.
- Leaving the loading table with a charged pistol. Or charging pistol at loading table and holstering it (at this point the pistol has left your hand)