

## RRV Bolt Action Military Match (BAMM) What is it?

The idea behind this type of match is to get these old battle rifles out of the safe and out to the range for some good old fashioned low-key shooting fun. This will be an action match, in the Cowboy Action Shooting sense of the word—on the clock, time penalties for misses and procedurals, and safety violations. Stages will typically require 10 – 15 rifle rounds, with CAS-type scenario instructions: Nevada Sweep those three, alternate 5 on these two, etc. At least one 5-round reload on the clock will be required every stage.

**Firearms. Bolt Action Category:** Any properly functioning, safe to shoot, center fire bolt action rifle issued by any country for use as a battle rifle is welcome. Only iron sights will be allowed. A partial list would include Springfield, Enfield, Mosin-Nagant, Mauser, Steyr, Schmidt-Rubin, Krag-Jorgensen, and Lebel-Berthier. Rifles that look “as-issued” are what we’re after. Modified rifles may be allowed case-by-case. Ask.

**Lever Action Category:** Any lever action rifle caliber center fire rifle that is allowable in SASS sanctioned long range matches may be used. Examples are Model 94 Winchester, Model 95 Marlin, Model 336 Marlin, in 30-30, 32 Special, 32-40, 35 Remington, and 45-70. Others may be allowable case-by-case. For instance, we would not turn away a Model 95 Winchester. If in doubt, ask.

**Outlaw Category:** You can use your lever action or you bolt action on any stage, shooter’s choice. This category will be scored separately.

**Handguns:** A military style handgun from the bolt action era may be needed on occasion. If so, it will be announced prior to the match. It would be shooter’s choice of such guns as 1911s, Lugers, Broomhandles, and revolvers such as 1917s, Webleys, Enfields, Victory revolvers, Nagants, etc.

**Ammunition.** For all categories, we will be shooting steel on the RRV Cowboy Action Shooting range, so lead bullets only will be used. Moderate muzzle velocities are a must. These rifles are capable of good accuracy with mild cast bullet loads. The longest shot will be 90 yards, some as close as 30 yards. Therefore, we have set a muzzle velocity maximum of 1400 fps for rifle ammunition, in all categories. Gas checks are OK, but won’t be needed at 1400 fps. Hot loads will be disallowed at the match director’s discretion. Handgun ammunition must be all lead and under 1000 fps.

**Targets.** Steel targets of miscellaneous shapes and sizes will be placed at varying distances, generally 30 – 90 yards. This is an action match, not precision bullseye shooting.

**Shooting a Stage.** Sighter shots will be allowed until the start of the safety meeting. We will have a timer operator/RO, spotters, brass pickers, scorekeeper, and we will use the loading and unloading tables just like we do at a cowboy match. Rifles will be loaded at the loading table with 5 rounds in the magazine, and the bolt left open. If your rifle will allow the bolt to be closed without chambering a round, you can close the bolt if you want to. Ammo for reloads will come from the body unless otherwise specified in the stage instructions, or unless an exception is allowed. SASS rules for moving with a firearm will be followed. Stripper clips (chargers) are allowed and encouraged.

**Costuming.** There are no costuming requirements, but if I had a uniform, I’d wear it!