

ROBBERS ROOST VIGILANTES

WILD BUNCH MATCH GUIDELINES

What is a Wild Bunch match, you ask? A Wild Bunch match is shot in essentially the same manner as a regular CAS match, but additional firearms and some longer-range targets are required. In addition to SASS-legal main match guns, bolt action military rifles or rifle caliber lever actions are used, as are semi-autos or double action revolvers. Inspired by the movie "The Wild Bunch," the general timeframe setting is WWI and Mexican Revolution era. The outlaws in "The Wild Bunch" found themselves with one foot stuck in the Old West, and the other in the 20th century, and the weapons used in these matches will reflect that overlap. Rule-of-thumb cutoff for firearms is that they must have been introduced no later than 1917.

PLEASE NOTE that there are no SASS rules governing Wild Bunch matches. Therefore Match Directors at various clubs, including this one, have discretion to disallow some period firearms and ammunition for various reasons including but not limited to safety, target life, and range limitations. Conversely, some non-period firearms, such as WWII military arms that appear similar to their WWI predecessors, may be allowed at the match director's discretion. My intent is to keep things simple as we try our hand at Wild Bunch. These guidelines can be modified as we learn what does and doesn't work.

Please don't bring a firearm to a match figuring "it's close enough" or "it's period correct" and therefore it will be allowed. If in doubt, call Nasty Newt, 375-7618.

Clothing: Your normal SASS get up will do fine, but if you happen to have a Doughboy or Federale uniform, a pair of Pancho Villa bandoleros, or a set of Mexican peon whites, that would be cool.

General Firearm Requirements: (Five firearms are required to shoot a stage)

- Handguns: A SASS-legal single action main match revolver, **and**
Either a semi auto **Or** a civilian or military double action revolver
- Rifles: A SASS-legal main match pistol caliber rifle, **and**
Either a bolt action military rifle **Or** a rifle caliber lever action
- Shotguns: **Either** A SASS-legal main match side by side, **Or**
a pump shotgun

Specific Firearm and Ammunition Requirements:

- Handguns:** SASS-legal single action main match revolvers
Colt 1911 – 1911/A1 or clones.
Adjustable iron sights and ambidextrous safeties are OK,
but in general the gun must look period.
Luger or clone (various models)
Webley MK VI or earlier
1895 Nagant
Colt or S&W US Model 1917
Enfield No. 2 MK I
Civilian revolvers introduced prior to 1917, such as the Colt New Service and the various S&W models.

Handgun Ammunition: SASS requirements for handgun ammunition apply.

Rifles: SASS-legal pistol caliber main match rifles
Rifle caliber lever actions such as Winchester Models 1876, 1886, 1894, and 1895; Savage Model 1899, and Marlin Models 1881, 1893, and 1895.
Bolt action military rifles such as Mauser Models 89 through 09; US Models 98, 03 – 03/A3 and 1917; Enfield MK III, Mosin-Nagant, Arisaka, Schmidt-Rubin, and Lebel. These rifles must appear to be in unaltered, military form. No sporterized

guns.

Rifle Ammunition:

SASS requirements for pistol caliber rifles apply to main match guns.

SASS requirements for long range rifle caliber ammunition apply to rifle caliber lever actions and bolt action military, with the exception that rimless cartridges may also be used. Only lead bullets are allowed. Gas checks are OK. **NOTE: There is no advantage to be gained by the use of hot loads in these rifles.** These rifles perform very well with lead bullets at reduced velocities. High velocity ammunition is discouraged and may be disallowed at the Match Director's discretion for safety and/or target life considerations. Muzzle velocities under 1500 fps are encouraged.

For those who don't hand load rifle ammunition, here are two potential sources of lead bullet rounds. There may be others, but both of these companies have indicated they will load mild 303 British with lead bullets. If they will make 303, they will probably make 30-06, 7mm and 8mm Mauser, and others.

Obsolete Ammo
re14350@aol.com
(480) 983-7078
Attn: Bob

Ten X
kenstenx@aol.com
(909) 605-1617
Attn: Ken

Shotguns: SASS legal main match side by sides
Pumps introduced prior to 1917 such as Winchester Models 97, 01, and 12, Marlin Models 98 through 31, and Remington Models 10A and 17A.

Shotgun Ammunition: SASS requirements for shotgun ammunition apply.

Loading and Staging of Firearms

All firearms will be loaded, and either holstered or staged, in accordance with the scenario instructions. Unless specific instructions to the contrary are provided in the scenario, the following will apply:

Revolvers will be loaded with five rounds, hammer down on an empty chamber, and holstered.

Semi autos will be loaded with five rounds in the magazine, action closed, hammer down on an empty chamber, and holstered. Shooter will rack the gun and show the loading table RO that the pistol is empty. Drop the hammer by pulling the trigger and letting the hammer fall with full force. The shooter will then holster the pistol. The magazine will be inserted at the shooting line at the direction of the Range Officer.

Rifles will be staged with magazines loaded with the stated number of rounds, action closed, hammer down on empty chamber. Round count will typically be eight to ten rounds for pistol

calibers, and five rounds for rifle calibers. Rifles that will not accommodate five rounds in the magazine with the bolt closed will be loaded with four, and the fifth round will be loaded on the clock.

Side by side shotguns will be staged open and empty.

Pump shotguns will be staged with the magazine loaded with the prescribed number of rounds (typically four), action closed, hammer down on an empty chamber.

Course of Fire

Stage designs will be essentially the same as a Cowboy Action shooting stage, with the addition of rifle caliber targets that will be placed near the berm, at a range of approximately 90 yards. In the interest of keeping the “action” in the game, the targets will be larger than those typically seen in SASS long range rifle side matches.

The Holy Black

Black powder or SASS-legal substitutes may be used for style points, but there is no separate black powder category.