

# **SASS COWBOY CATEGORIES**

*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.*

## **RIFLE REQUIREMENTS**

Rifles or carbines used must be original or replicas of lever or slide action rifles manufactured during the period from approximately 1860 until 1899, incorporating a tubular magazine and exposed hammer. Rifles with box magazines may not be used. Certain shooting categories require a specific type of rifle and ammunition to be used. Please see the shooting categories for further information

### **RIFLE CALIBERS**

- Must be centerfire of at least .32 caliber and not larger than .45 caliber.
- Must be in a caliber commonly available in revolvers. Examples include, but are not limited to, .32-20, .32 Magnum, .357 Magnum, .38 Special, .38-40, .44-40, .44 Special, .44 Magnum, and .45 Colt. The only allowed exceptions are the .25-20 and .56-50. No rifle calibers such as .30-30 or .38-55 are allowed.
- Buckaroo/Buckarett Category competitors choosing to utilize .22 caliber firearms must use standard velocity .22 caliber rimfire ammunition only.

## **REVOLVER REQUIREMENTS**

Original single action revolvers manufactured prior to 1899, their approved replicas, and the SASS approved single action adjustable sight revolvers are the only revolvers approved for use in SASS main match competition. The rules relative to SASS approved revolvers depend upon the competition category in which one participates. Sights are a major factor for determining in which category a revolver may be used. Certain shooting categories require a specific type of revolver and ammunition be used. Please see the shooting categories for further information. No more than two main match revolvers may be carried to the firing line.

### **REVOLVER CALIBERS**

- Must be centerfire calibers of at least .32 caliber and no larger than .45 caliber or percussion calibers of at least .36 caliber and no larger than .45 caliber.
- Must be in a caliber commonly available in revolvers. Examples include, but are not limited to, .32-20, .32 Magnum, .357 Magnum, .38 Special, .44 Magnum, .44-40, and .45 Colt. • Standard velocity .22 caliber rimfire ammunition is allowed within the Buckaroo Category only. • Although the .32 caliber revolvers and .36 caliber cap and ball revolvers are legal, they may not be powerful enough to handle all reactive targets.

## **SHOTGUN REQUIREMENTS**

Any side-by-side or single shot shotgun typical of the period from approximately 1860 until 1899 with or without external hammers, having single or double triggers is allowed. Automatic ejectors are allowed on single shot break action, lever, and pump action shotguns ONLY. Side-by-side shotguns may not use automatic ejectors. Lever action, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas. The only slide action shotgun allowed is the Model 1897 Winchester shotgun, whether original or replica. Certain shooting categories require a specific type of shotgun and ammunition to be used. Military configurations are not allowed (i.e., trench guns). Please see the shooting categories for further information.

## **SHOTGUN GAUGES**

- Side-by-side, single shot, and lever action shotguns must be centerfire of at least 20 gauge and no larger than 10 gauge.
- Slide action shotguns must be centerfire of at least 16 gauge and no larger than 12 gauge.
- Side-by-side, single shot, and lever action centerfire shotguns in .410 are allowed within the Buckaroo Category only.

For more information about SASS rules see: <http://www.sassnet.com/Shooters-Handbook-001A.php>

**In addition to all of the standard SASS categories, three additional categories will be recognized during the Miakka Misfits monthly and annual matches: Wild Bunch, Pike, and Pike 2-Gun.**

## **WILD BUNCH CATEGORY**

*Contestants compete with firearms typical of those used in the taming of the Old West just after the turn of the 20th century: 1911 semi-auto pistols, lever action rifles, and Winchester Model '93/'97 and Model '12 pump shotguns. The shooting competition is staged in a unique, characterized, Old West style.*

## **PISTOL REQUIREMENTS**

A full-size single stack steel frame 1911 style semi-auto pistol in .45 ACP caliber is required. No more than one main match pistol may be carried to the firing line. Two magazines are required to complete the target sequence. A third magazine to be used in the case of a malfunction is recommended.

## **RIFLE REQUIREMENTS**

Rifles or carbines used must be original or replicas of lever or slide action rifles manufactured during the period from approximately 1860 until 1899, incorporating a tubular magazine and exposed hammer. Rifles with box magazines may not be used. Rifle must be chambered in a pistol caliber of .40 caliber or larger.

## **SHOTGUN REQUIREMENTS**

Winchester 1897 pump in 12 gauge, original or replica, Civilian or Military style. The IAC '93/'97 reproduction Winchester is also approved. This shotgun may be identified by the numbers 93/97 on the left side of the barrel and the words IAC Billerica, MA on the right side of the barrel. Original Winchester 1893 shotguns were declared unsafe by the manufacturer and are NOT legal for use in Wild Bunch™ Action Shooting matches. The Winchester Model '12 pump in 12 gauge is also allowed.

For more information about Wild Bunch rules see: <http://sassnet.com/wildbunch/wbRules.php>

## **PIKE CATEGORY**

*The Pike category replicates the same time period as Wild Bunch, but allows a greater variety of equipment choices. Wild Bunch rules for the handling of firearms are followed (see above link).*

### **PISTOL REQUIREMENTS**

Any .30 caliber or larger pistol initially produced before 1915 or replica of such that meets the following requirements:

- Semi Auto Pistol- Magazine fed with a capacity of at least 5 rounds. Two magazines are required to complete the target sequence. A third magazine to be used in the case of a malfunction is recommended.
- Two double action revolvers may be used instead of reloading.
- Two SASS-legal single action revolvers may be used instead of reloading.

### **RIFLE REQUIREMENTS**

Any pistol-caliber rifle (.30 caliber or larger) initially produced before 1915 or replica of such. The rifle should have a magazine capacity of at least 10 rounds in order to complete the target sequence.

### **SHOTGUN REQUIREMENTS**

Any 20 gauge or larger shotgun initially produced before 1915 or replica of such.

Remember, this is a costuming sport which has a principle of being period correct, but some leeway will apply to equipment used in the Pike category. *In an effort to be more inclusive, features that are generally accepted as common to the modern 1911 (i.e. beavertail grip safety, skeletonized trigger or hammer, etc) will be acceptable in the Pike category. The Star Model B is also exempted due to being used as a stand-in for the 1911 by Pike and other characters in the movie "The Wild Bunch". Other 1911 clones (i.e. Ballester Molina) may be allowed upon request.*

## **PIKE 2-GUN CATEGORY**

*The Pike 2-Gun category allows the shooter to compete with only a Pike-legal pistol and shotgun. The pistol is used to engage both the pistol and rifle targets. Four magazines will be required to complete the course of fire. A fifth magazine to be used in the case of a malfunction is recommended.*

# AMMUNITION REQUIREMENT

- **Pistol and rifle ammunition may not be jacketed, semi-jacketed, plated, gas checked, or copper washed.** It must be all lead. Molydisulfide coated bullets or equivalent are acceptable.
- The minimum standard for center-fire ammunition used in all smokeless categories in all SASS matches State, Regional, National, International, and World Championship Competitions is not less than a minimum power factor of 60 and no velocity may be less than 400 fps.
- The maximum velocity standard is 1400 fps.
- Power factors are simply calculated by multiplying the bullet weight times the velocity and then the resulting number is divided by 1000. Some examples are as follows: 100 gr bullet traveling at 600 fps has a power factor of 60:  $(100 \times 600) / 1000 = 60.00$  77 gr bullet traveling at 800 fps has a power factor of 61.6  $(77 \times 800) / 1000 = 61.60$  200 gr bullet traveling at 400 fps has a power factor of 80  $(200 \times 400) / 1000 = 80.00$
- Shooters 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.
- Pistol and rifle ammunition must be of “single projectile” design. “Multiple projectile” bullets are illegal.
- Ammunition with bullets recessed below the case mouth is disallowed.
- **Shotgun shot size must be number 4 lead birdshot or smaller for all events (no steel or plated shot).**
- Magnum and high velocity shotgun shell loads are not allowed.
- Shotgun shells shall not be sized down by the use of any die not manufactured for the specific gauge.
- Shotgun Shell shall not be scored (ringed) as to cause the shot-shell case, wad and shot column to be shot from the firearm as one projectile.
- All centerfire or rimfire ammunition must be designed to package the bullet, gunpowder, and primer into a single metallic case precisely made to fit the firing chamber of the firearm. The primer must be of the type that uses only a small charge of impact sensitive chemical that may be located at the center of the case head or at its rim. Electrically fired ammunition is illegal.