

~~IN YOUR FACE!~~  
ALMOST

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**PRESENTED BY**

**"RUFF'S REGULATORS" AT THE HOLE IN THE WALL.**

**SEPTEMBER 29 , 2018**



**This match can be shoot either Cowboy or Wild Bunch style**

**Bullet count for Cowboy and Wild Bunch**

**Rifle        50**

**Pistol       50**

**Shotgun    26**

# **MATCH SAFETY & PROCEDURES**

- ✚ All firearms are to be handled ONLY in the following designated areas: Safety area, loading and unloading tables or at the firing line with the RO present.
- ✚ Dry firing your guns at the load and unload tables is prohibited.
- ✚ If you need to work on an EMPTY gun, do it in a safety area only. Note that no ammunition is permitted in a safety area.
- ✚ All SASS and SASS Wild Bunch rules apply to this match.
- ✚ All long guns must be carried with the muzzles up.
- ✚ Pay careful attention to your muzzle direction at all times as the 170 rule is always in effect.
- ✚ Do not pick up a dropped live round off the ground. Someone will retrieve it for you.
- ✚ A round fired over the berm is an automatic match disqualification.
- ✚ The shooter is responsible for the staging of their guns. A staged gun that falls is a dropped gun and is subject to a penalty.
- ✚ Knockdown targets must fall and swinger targets must swing to count.
- ✚ Do not chamber a round until the gun is pointed safely down range.
- ✚ Once a pistol is cocked it must be emptied at the line, unless instructed otherwise by RO.
- ✚ Unless otherwise specified in procedures, pistols are always returned to holsters except when declared as malfunctioning.
- ✚ A firearm which malfunctions must be safely staged on a table, prop or handed off in order to continue a procedure, it is the shooter's responsibility to declare the gun "DEAD" to avoid a penalty.
- ✚ Unless otherwise specified in procedures, long guns are to be re-staged in their original start positions and in an open and empty condition.
- ✚ Unless otherwise specified, holstering and drawing (but not cocking) pistols may be done while moving.
- ✚ This is a 'no alibi match. Once you chamber your first round, or cock a pistol, you are committed to completing the stage.

# Wild Bunch Procedures

## Procedure at the loading table:

- 🔫 For the FIRST stage only. The pistol will be proven empty, closed and hammer down. A magazine will be inserted and the pistol re-holstered. (Magazine not inserted, NO CALL; slide cycled, after inserting magazine is a SDQ unless corrected before leaving the shooter's hands.)
- 🔫 The rifle and shotgun will be shown empty. Actions will then be closed, hammers down. Magazines are then loaded with the appropriate number of rounds.

## Procedure for clearing the Pistol upon a stage completion:

- 🔫 KEEP THE PISTOL POINTED DOWNRANGE! Be very aware of the muzzle direction while you do this! The RO will say, "Show Clear": the shooter will drop the magazine and rack the slide to show empty. The RO will then say "Slide forward, pull the trigger, holster": The trigger MUST be pulled to allow the hammer to fall unimpeded, and the pistol is then holstered and not taken from leather again until a new magazine is inserted at the loading table.

## SPECIAL WILD BUNCH NOTES:

- 🔫 When changing shooting positions with the Pistol, move with the pistol in slide-lock.
- 🔫 The Model 12 shotgun does not have to be declared at the firing line. However, it must still be brought to the line with the hammer down on an empty chamber. If the gun is cocked it cannot be racked without pulling the trigger or hitting the slide release. If the shooter cannot rack the shotgun, they will be stopped immediately by the RO and the shotgun checked to see if it is cocked. If so, a SDQ is assessed.
- 🔫 The penalty for moving with the slide forward on an empty chamber has been reduced to a MSV. It is still a Stage DQ to move more than one step with the slide forward on a loaded round. The basketball rule still applies.
- 🔫 The pistol may be reloaded with the slide forward on an empty chamber or with a round in the chamber. A single round may be loaded by hand.
- 🔫 When completing a pistol run, place the pistol on the table or prop in front of you, in slide-lock and facing downrange. The pistol may be re-staged with a loaded magazine in the gun as long as the slide is locked open. If the slide closes, loading a round, it is immediately a Stage DQ.

## **STAGE 1**

### **Scenario:**



**CB/WB:** 10 Rifle, 4 Shotgun, 10 Pistol.

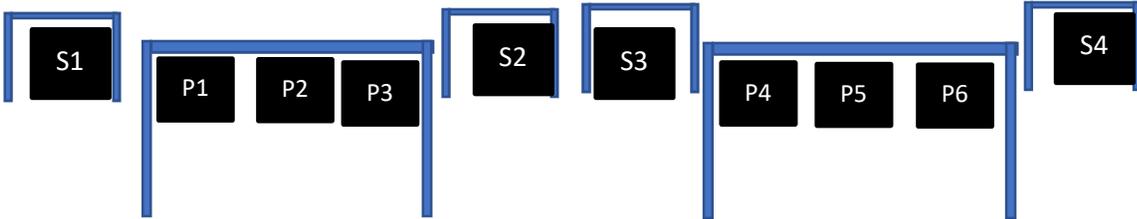
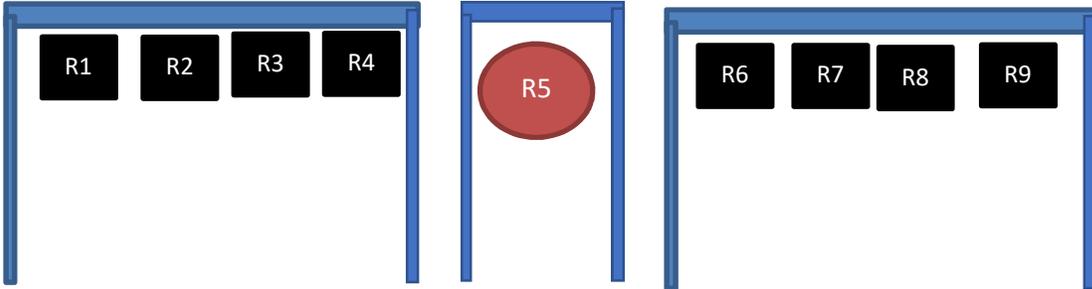
Pistols holstered, Rifle & Shotgun staged on table.

**START POSITION:** Standing behind table, hands over your eyes.

**START LINE:** "I see nothing?"

**PROCEDURE:** At the beep... Take your rifle and double tap R5 then single tap the remaining R targets in any order, restage rifle on table. Grab the shotgun and shoot S1, S2, S3, S4 in any order, no double tap, restage shotgun on table. Grab your pistol and do a Nevada sweep of P1, P2, P3, any direction, holster. Repeat with next pistol for P4, P5, P6, holster.

Note to WB shooters: Do not holster pistol after use. The pistol will be cleared by the RO at the completion of the stage.



## **STAGE 2:**

### **Scenario:**



**CB/WB:** 10 Pistol, 10 Rifle, 4 Shotgun.

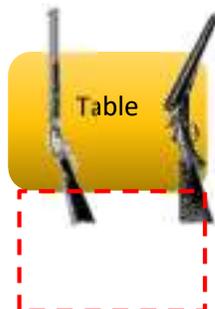
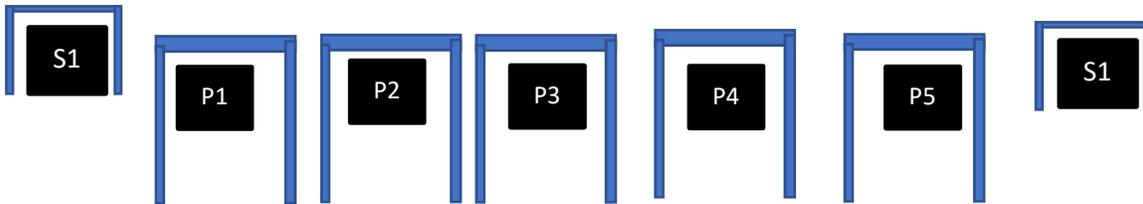
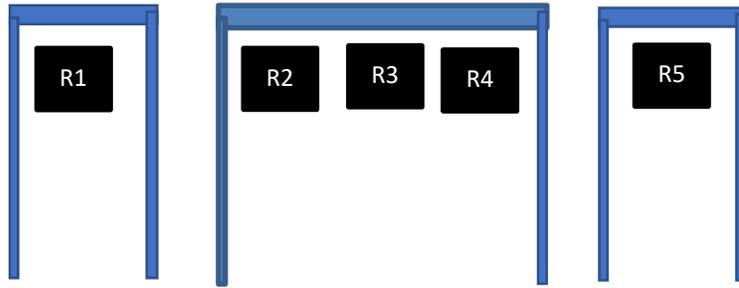
Pistols holstered, Rifle & Shotgun staged on table.

**START POSITION:** Standing behind table, hands over your ears

**START LINE:** "I hear nothing"

**PROCEDURE:** At the beep... Grab your pistols and double tap from any direction targets P1-P2-P3-P4-P5, holster. Take your rifle and do the same with the rifle targets, restage rifle on table. Grab the shotgun and shoot S1, S2 twice each in any order, no double tap, restage shotgun on table.

Note to WB shooters: Do not holster pistol after use but put down on table, slide open pointing downrange. The pistol will be cleared by the RO at the completion of the stage.



## **STAGE 3**

### **Scenario:**



**CB/WB:** 10 Pistol ,10 Rifle, 6 shotgun

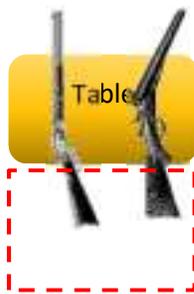
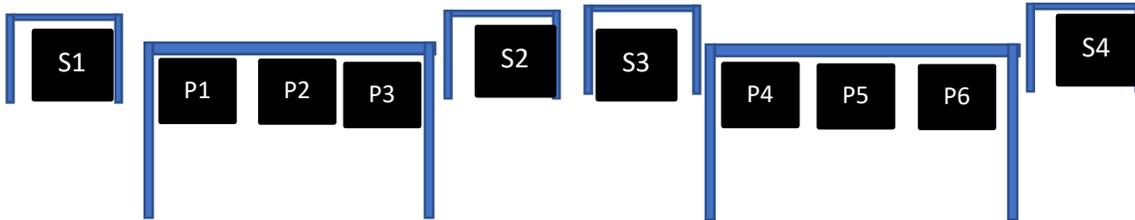
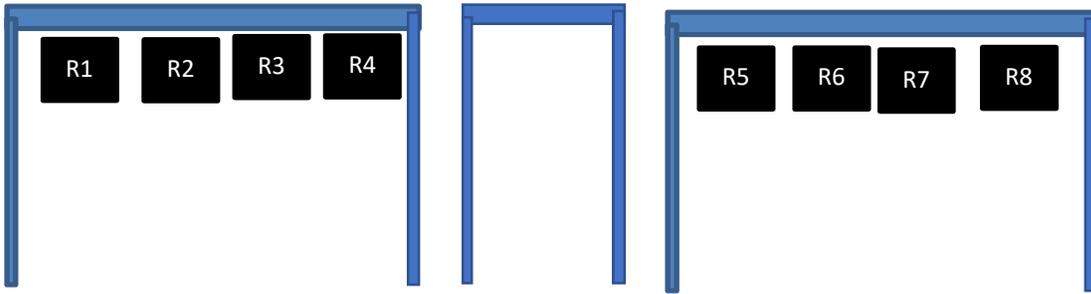
Pistols holstered, Rifle & Shotgun staged on table.

**START POSITION:** Standing behind table, hands cupped over your mouth

**START LINE:** "I say nothing"

**PROCEDURE:** At the beep... Grab your pistols and shoot pistol targets P1-P1-P1-P6-P6-P6-P2-P3-P4-P5, holster. Take your rifle and shoot rifle targets R1-R1-R8-R8-R2-R3-R4-R5-R6-R7, restage rifle on table. Grab the shotgun and shoot S1, S2, S3, S4 in any order, no double tap, restage shotgun on table.

Note to WB shooters: Do not holster pistol after use but put down on table, slide open pointing downrange. The pistol will be cleared by the RO at the completion of the stage.



## **STAGE 4**

### **Scenario:**



**CB/WB:** 10 Rifle, 6 shotgun, 10 Pistol

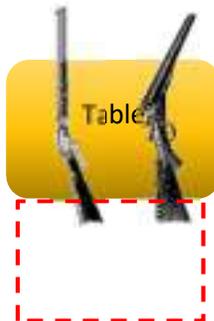
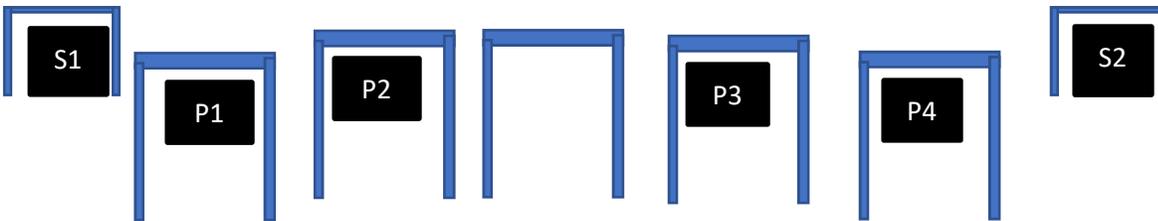
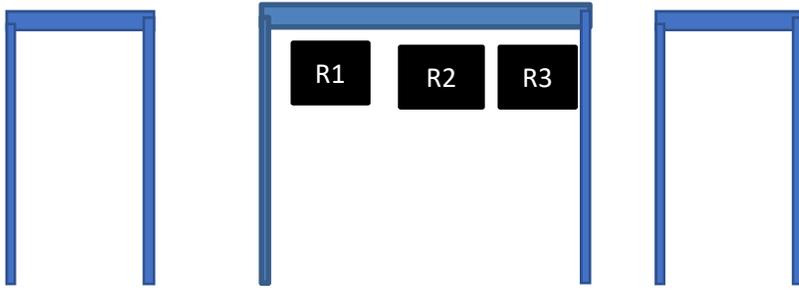
Pistols holstered, Rifle & Shotgun staged on table.

**START POSITION:** Behind the table, hands pinching your nose

**START LINE:** "I smell nothing"

**PROCEDURE:** At the beep... Take your rifle and engage the rifle targets R1-R1-R1-R1-R2-R2-R3-R3-R3-R3, restage rifle on table. Grab the shotgun and shoot S1-S2 6 times any order, no double tap, restage shotgun on table. Grab your pistols and engage pistol targets P1-P1-P1-P1-P2-P3-P4-P4-P4-P4, holster.

Note to WB shooters: Do not holster pistol after use. The pistol will be cleared by the RO at the completion of the stage.



## STAGE 5

### Scenario:



**CB/WB: 4 shotgun ,10 Rifle, 10 Pistol**

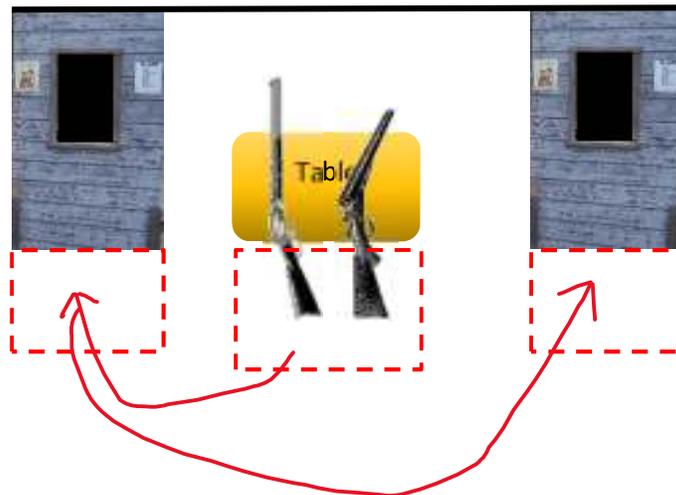
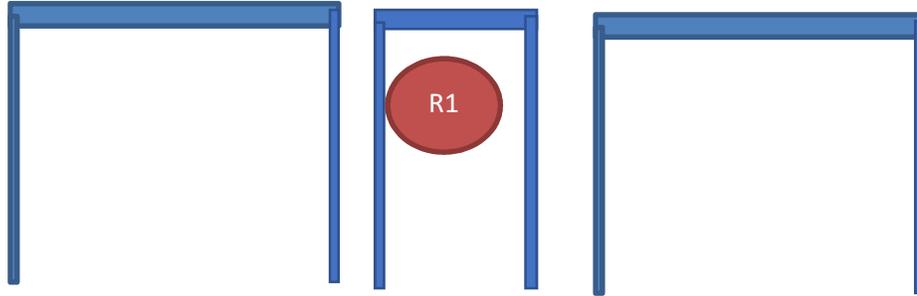
**Rifle and shotgun staged on table.**

**START POSITION:** Behind table, arms stretched out palms up.

**START LINE:** "I feel nothing"

**PROCEDURE:** At the beep... Take your rifle and dump 10 rounds on R1, restage rifle on table. Grab the shotgun and shoot outside shotgun targets then the inside ones once each, restage shotgun on table. Move to left window grab your pistol and dump 5 rounds on P1, holster. Move to right window and with pistol dump 5 rounds on P2, holster.

Note to WB shooters: Do not holster pistol after use. The pistol will be cleared by the RO at the completion of the stage.



## **Cornwall Handgun Club**

My Cowboy name:						
09/29/2018	RAW TIME	MISSES	PROCEDURE	BONUS	OTHER	TOTAL TIME
STAGE 1						
STAGE 2						
STAGE 3						
STAGE 4						
STAGE 5						
TOTALS						

### **Cowboy Action Shooting**

#### **Ruff's Regulators**

**Septembre 29, 2018**



Scenarios and stages written by Saint Clyde and Marshall MacPhee.

Booklet made by Saint Clyde.