

WILD BUNCH RULES - WR 2020

Shooters must have a working knowledge of the current Wild Bunch Rules (January 2019). Except where there is a direct conflict with SASS WB rules, shooters will follow the Winter Range Stage Conventions & Match Conduct as written in the 2020 Cowboy Match Book.

Some of the WB rules are listed below as a reminder.

- ◆ 1911 magazines will be loaded with up to 7 rounds.
- ◆ Magazines may be loaded at any time
- ◆ Rifles will be loaded with up to the number of rounds required by the stage description but in any case, a maximum of 10 rounds.
- ◆ Shotguns will be loaded with up to the number of rounds required by the stage description but in any case, a maximum of 6 rounds.
- ◆ Once drawn, the 1911 may only be re-holstered if it has not been charged or after it has been cleared by a match official at the end of the stage.
- ◆ A pad may be added to the base of magazines as long as it conforms to the following requirements. It is made of natural leather material only. It is no larger than the contour of the base of the magazine. The total thickness of the base pad may not extend more than 1/4" beyond the original base plate
- ◆ Empty magazines cannot weigh more than 3 ounces.
- ◆ NO DRY FIRING AT THE LOADING TABLE.
- ◆ Magazines may be worn on either side of the body but must be worn vertically and conform to the shooter's body.
- ◆ There is no penalty for overloading any firearm as long as the extra rounds are not used. If used, they are considered illegally acquired ammunition and result on a procedural and a miss. There will be no correction of time.
- ◆ SPOTTERS. This is a national championship match. The benefit of the doubt goes to the shooter. Please focus on your job when assigned. If you are having trouble get someone to replace you.
- ◆ A shooter who ejects a rifle or shotgun round in the middle of a shooting string has **FOUR** choices:
 - 1) Re-engage same target; then reload at the end of the string for the last target = **No Penalty**
 - 2) Re-engage same target w/NO reload = **Miss** for the ejected (unfired) round
 - 3) Skip to next target w/NO reload = **Miss**
 - 4) Skip to next target w/reload/return to re-engage skipped target = **Procedural**