



# FORT HALLECK VOLUNTEERS

You won't find a bunch of friendlier or more dedicated cowboys and cowgirls anywhere in the world than those that are hooked up with this outfit. This shooting sport is growing at lightening speed and is more fun than you will ever have in any other shooting discipline. We look forward to your participation in whatever category you choose.

Choose your alias and shooting discipline carefully. As you progress in time, you may consider changing your costume or even shooting style, but your registered nick name or alias might not be so easy to change.

Our club is affiliated with the Single Action Shooting Society. Fort Halleck Volunteers are dedicated to the promotion of Cowboy Action Shooting. The setting is that great Victorian era, during the late 19th century when "Western Folklore" was born.

We get together on the third Saturday each month to fulfill our cowboy fantasies and socialize with other cowboys and cowgirls that share those same interests with a common bond: Cowboy Action Shooting at its finest.

## **WHAT IS COWBOY ACTION SHOOTING?**

Cowboy Action Shooting is a multifaceted shooting sport in which contestants compete with loaded firearms typical of those used in the taming of the old west: single action revolvers, lever action rifles and double barrel, side by side shotguns, 97 pump or lever action shotguns.

The shooting competition is staged in a unique, characterized, "old west setting and style". Contestants shoot in several one, two or three gun stages, each of which is a controlled course of fire.

Targets are typically steel reactive with an occasional paper or cardboard target. Scoring is based on speed and accuracy.

The truly unique aspect of Cowboy Action Shooting is the requirement placed on authentic period dress. Each participant is required to adopt a shooting alias appropriate to a character or profession of the late 19th century, or a silver screen (Hollywood) western star. The costume and firearms are then designed and worn accordingly.

## **SPIRIT OF THE GAME**

As the game of Cowboy Action shooting has evolved, our competitors have developed and adopted an attitude toward their participation that we call The Spirit of the Game. Competing in ‘The Sprit of the Game’ means that you fully participate and give fair chase in what the competition asks. You are honest with yourself and your teammates that we call a Posse. The Spirited player does not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure while engaged in the shooting discipline of this sport.

## **FORT HALLECK VOLUNTEERS ® Inc.**

**Fort Halleck Volunteers** is registered with S.A.S.S. (Single Action Shooting Society). We hold monthly shooting sports and activities at the Fort Halleck Volunteers private shooting range on part of the beautiful 71 Ranch at the foot of the beautiful Ruby Mountains, near Halleck.

The shoots are scheduled for the 3<sup>rd</sup> Saturday of each month. A short mandatory shooters meeting will begin at 9:00 a.m. Other designated times will be posted in our website [www.fthalleck.com](http://www.fthalleck.com) . Shooting will commence immediately after the meeting. Side matches are scheduled for 7:30 a.m.

We are affiliated with S.A.S.S. and NRA. We support these great organizations and membership is suggested.

**FORT HALLECK VOLUNTEERS** membership applications will be on hand at the shoots. They may also be obtained from our web site at: [www.fthalleck.com](http://www.fthalleck.com) . Family and relatives of members are welcome. We also encourage observers to learn more about our sport.

## **MEMBERSHIP & RANGE FEES:**

- ✚ Single Membership: \$ 50.00
- ✚ Club Badges (Optional) \$ 55.00 each.
- ✚ Club Member Range Fee \$ 10.00
- ✚ Non Member Range Fee \$ 15.00
- ✚ Juniors and First Timers Free

We love beginners, especially first time shooters. We offer orientation clinics on a one on one basis for anyone who wants to try our sport before investing in equipment. We offer the same service to those who have the guns but would like to try shooting some stages before competing in competition. Just give us a call and we will set up a private session. We will help you grow in the world of Cowboy Action Shooting! So c’mon down and have some fun!

Eye and ear protection is mandatory. S.A.S.S. Rules apply and Fort Halleck Volunteer Range Rules will be observed. For information call Doug at 775-753-8203 or send an e-mail to [fhvolunteers@fthalleck.com](mailto:fhvolunteers@fthalleck.com)

## **SINGLE ACTION SHOOTING SOCIETY**

The SASS handbook includes the specific rules, regulations, and general guidelines adopted by the Single Action Shooting Society, The SASS Range Operations Basic Course and SASS Range Officer Training Course offer an in depth interpretation and further clarification of these rules. The very latest version of the Shooters Handbook can always be found on the SASS web site, <[www.sassnet.com](http://www.sassnet.com)>. It is the intention and hope of SASS these requirements will serve to preserve and protect Cowboy Action Shooting™ from the gimmickry and technical gamesmanship that have had such a negative effect on other shooting disciplines. The founders of SASS believe END of TRAIL and club and annual matches are as much an opportunity for fun and fellowship as they are shooting competitions.

## **FIREARMS EQUIPMENT**

Originals and reproductions of firearms manufactured during the early to late 1800's, including Colts, Winchester's, Remington's, Smith & Wesson's, Marlin's, Sharps, and Henrys, are allowed in SASS competitions, so long as they are in safe shooting condition.

## **RIFLES**

Main, Team, and Side Matches (not Long Range or Precision Rifle), any lever or slide action, tubular fed, exposed hammer rifle or carbine manufactured between 1860 and 1899, or any reproduction thereof.

- Center fire, .25-20 caliber or larger.
- Rifle must be in a "pistol" caliber (examples include, but are not limited to, .32-20, .38 Special, .38-40, .44-40, and .45 Colt. No "rifle" calibers such as .30-30 or .38-55 are allowed.)
- Only 1860 to 1899 period style original or replica open iron sights or tang mounted peep sights are allowed. Barrel must be over 16" in length.
- Rifles with box magazines may not be used.

## **SHOTGUNS**

Any side by side or single shot shotgun typical of the period from approximately 1860 until 1899 without automatic ejectors, is allowed. Lever or slide action single barrel, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas. Military configurations are not allowed. Certain shooting categories require a specific type of shotgun and ammunition to be used. Please see the shooting categories for further information.

- ❖ No larger bore than 10 gauge and no smaller than 20 gauge.
- ❖ All shotguns must have a barrel over 18" in length.
- ❖ Number 4 lead birdshot or smaller must be used in all events (no steel or plated shot).
- ❖ Magnum and high-velocity loads are not allowed.

Pump and lever action shotguns are allowed to load no more than two rounds at a time in the main match stages unless specified in the stage description. In team events, shotguns may be loaded to their maximum magazine capacity.

## **REVOLVERS**

Cowboy Action Shooters are divided into six basic categories:

- Modern
- Traditional
- Frontier Cartridge
- Duelist
- Gunfighter
- Frontiersman.

A shooter's category is determined by the type of "six-gun," propellant, and shooting style used.

Although the .32 caliber revolvers and .36 caliber cap and ball pistols are legal, they may not be powerful enough to handle all reactive targets. To the extent possible, reactive targets are set to fall when squarely hit with a standard .38 Special 158 gr. factory load.

## **EQUIPMENT DESCRIPTIONS**

**MODERN** - Any .32 caliber or larger single action revolver with adjustable sights. Two Traditional revolvers cannot be used in the Modern category.

- For two-revolver stages, it is permissible for one revolver to be a Traditional style handgun.
- For one-revolver stages, a Modern handgun must be used.

Examples: Colt New Frontier, Ruger Blackhawk and .32 caliber Single Six, and Ruger New Model Bisley.

**TRADITIONAL** - Single action cartridge, percussion, or black powder cartridge conversion revolver manufactured prior to 1896, or production thereof.

- .32 caliber or larger.
- Must have non-adjustable, traditional, notch-style sights. Dovetailed front or rear sights are acceptable for percussion and black powder cartridge conversion firearms if they conform to sights commonly found on the originals.
- May use any appropriate propellant.

**Examples:** Colt SAA; Ruger Vaquero; Smith & Wesson American, Russian, or Schofield; Remington Models '75 or '90; Bisley's; and their reproductions. The Ruger Old Army percussion revolver with traditional, non-adjustable sights is a "Traditional style" pistol. The same gun in the model having adjustable rear sights must compete in the Modern category.

## **CLOTHING AND ACCOUTERMENTS**

Cowboy Action Shooting is a combination of historical reenactment and Saturday morning at the matinee. Participants may choose the style of costume they wish to wear, but all clothing must be typical of the late 19th century, a B-western movie, or Western television series SASS puts a great deal of emphasis on costuming because it adds so much to the uniqueness of our game and helps create a festive, informal atmosphere that supports the friendly, fraternal feeling we encourage in our competitors. All shooters must be in costume and we encourage invited guests and family also be costumed. Shooters must remain in costume at all match events, dinners, awards ceremonies, dances, etc.

Costuming need not be an expensive endeavor. Levi 501 jeans are acceptable for weekend events. John Wayne wore them in any number of movies. Good Will, Salvation Army and Savers are a source for collar less shirts and B-Western shirts. Snaps are only allowed on the B-Western shirts. Just keep in mind you are transporting yourself back to the middle to late 1800's.

There are also many vendors who cater to cowboy action shooting.

## **SELECTING AN ALIAS**

Every SASS member is required to select a shooting alias. Your alias may not in any way duplicate or easily be confused with any other member's alias. SASS headquarters is the final arbiter of whether an alias is acceptable or not.

These rules are enforced in accepting a new alias for SASS registry:

- It must be "printable" before a wide audience.
- No duplications are permitted
- If it SOUNDS the same, it is the same.
- Adding "too", "II" etc, is not acceptable
- "Ranger" could become "Texas Ranger" but not "The Ranger"
- Historical names may not be modified to make them different. "Wyatt Earp" and "Marshal Wyatt Earp" are considered the same.

There is an alias list on the SASS website. You can access it prior to calling SASS to secure your membership. This saves time and frustration. The Alias Registry changes daily.

## **RANGE RULES AND RESPONSIBILITIES**

### **SPOTTERS RESPONSIBILITIES**

- ❖ Shooters will not be allowed to shoot the stage until there are three spotters present.
- ❖ Spotters are responsible for observing that all targets and sequences are properly engaged. It is important that spotters position themselves properly to observe the targets.
- ❖ If you see a miss, it is a miss. Everything else is a hit. Spotters should be sure of their observations and not depend on what the other spotters show at the end of the shooting sequence. The miss count will be the consensus of all three spotters.
- ❖ In the case of a discrepancy, the advantage ALWAYS goes to the shooter.
- ❖ The Range Officer running the timer does not spot. He will poll the spotters for consensus and relay it, along with the time, to the scorekeeper.

### **LOADING RESPONSIBILITIES**

- ❖ All loading will be conducted only in the designated areas.
- ❖ The loading table must be manned at all times by a designated loading officer or by the shooter behind them in the shooting order.
- ❖ The loading officer or the shooter behind them will check to make sure no round is under the firing pin of any revolver.
- ❖ The shooter is ultimately responsible to insure that all firearms are loaded with the correct number of rounds required in a course of fire.
- ❖ No one will leave the loading table with loaded guns until called to the firing line.

### **UNLOADING RESPONSIBILITIES**

- ❖ All unloading will be conducted in the designated area.
- ❖ The unloading table must be manned at all times by a designated unloading officer or by the shooter ahead of them in the shooting order.
- ❖ At the unloading table, competitors will unload each of their firearms.
- ❖ The unloading officer must visually inspect all chambers to make certain the firearms are empty before the shooter leaves the unloading table.
- ❖ All rifles and pump and lever action shotguns must have their actions cycled for the inspection officer.
- ❖ All weapons, whether used or not in the stage, must be inspected.
- ❖ Guns are not considered empty until they have been cleared by the unloading officer.
- ❖ It is the responsibility of the unloading officer to be alert and of the shooter to make certain that the unloading officer is watching the unloading procedure.
- ❖ The unloading shooter is required to show the unloading officer that his guns are empty.
- ❖ Unloading officers will not touch shooters guns in any manner without first asking permission.

## **ANIMAL RESPONSIBILITIES**

Animals are not allowed in the shooting areas. For the safety of the shooters and the dogs, all dogs must be kept on a leash at all times when not in the shooter's recreational vehicles.

It is expected that you will make sure that your dogs mind their manners with regard to other shooters gun carts, equipment, etc. It is also understood that you will immediately pick up after your dogs.

## **CAMPING RESPONSIBILITIES**

Quiet time will be observed in the camping area between 10:00 pm and 7:00 am. Please be considerate with your generators.

## **ALCOHOL AND DRUGS**

Consumption or possession of alcoholic beverages in the shooting area is strictly prohibited while shooting matches are under way. No shooter may ingest any substance that will affect his or her ability to participate with a maximum stage of awareness and in a completely safe manner.

## **SMOKING, TRASH AND LITTER**

Smoking is allowed only in personal vehicles or designated areas. Any person responsible for causing a fire will be liable for any and all damage to the range, club property, ranch property or livestock.

The Park Service rule, "If you carry it in, carry out" will be the rule of thumb. Please dispose of empty bottles and cans in a responsible manner.

## **SPIRIT OF THE GAME**

Please be courteous and do not approach the stages until it's your posses turn to shoot. Crowding another posse can be distracting and also create a safety issue.

It is important for all shooters to support their posse by being courteous, helping and encouraging other shooters and helping the posse run smoothly. It takes eight or more people to run a shooter through a stage correctly.

- ❖ One timer to make sure the shooter completes the stages safely and correctly
- ❖ Three spotters to watch for misses, if any
- ❖ One scorekeeper to write times down legibly
- ❖ One shotgun target setter
- ❖ Two safety officers to check that all firearms are properly loaded and unloaded.
- ❖ One or more brass retriever

Cowboys may be required to do more than one job, depending on the posse size.

If you are not assigned to help run the stage or work the loading or unloading tables, please stay far enough behind the shooting line to allow space for the people working the stage.

Please remember that some people are easily distracted. Please show courtesy and keep conversations to a minimum while a shooter is on the line.

Shooters will stay with their posses throughout the shoot. If you have to leave the posse before everyone has finished shooting, advise someone that you are leaving and the reason.

Be aware that some shooters are very particular about their weapons. Do not move shooters' guns from the firing line unless instructed to move them by the Chief Range Officer to facilitate the movement of the stage.

Foul language, unsportsmanlike conduct and interpersonal conflicts ***WILL NOT*** be tolerated.

### **GUN CLUB MAINTENANCE RULES**

No glass containers are permitted on the shooting range. Please do not litter. Please pick up your trash. Use the trash bins and carry out your trash as possible.

Let's all help keep the range as clean as it should be.

### **GENERAL SHOOTING RULES**

This is a cold range. All firearms will remain unloaded except while you are under the direct observation of a Range Officer.

Long guns will have their actions open immediately at the conclusion of each shooting sequence and while carried on the range unless enclosed in a case or scabbard.

Handguns will be holstered except when on the firing line, at the loading or unloading tables, or in a safety area. Handguns will be holstered at the conclusion of the guns immediate use unless the stage directions specify otherwise.

***Eye and hearing protections must be worn by all competitors.***