



TEXICAN RANGERS



“Keeping the Old West Alive in the Texas Hill Country”

Bolt Action Military Match (BAMM) Rules

These rules are applicable to any Texican Rangers Bolt Action Military Match (BAMM). These club rules incorporate by reference the rules, regulations and general guidelines of the Single Action Shooting Society® (SASS) as presented in the COWBOY ACTION SHOOTING™ Shooters Handbook and the SASS Wild Bunch Action Shooting Handbook. The most recent version of the handbooks can always be found on the SASS web site, www.sassnet.com.

Rifle - Must be an original caliber bolt action rifle issued by any country to its Military Forces through the end of WWII. It must be as issue with original iron battle sights and no external modifications. Internal modifications and faithful reproductions are allowed.

Pistol - Any SASS Wild Bunch acceptable 1911 pistol or 1917 revolver or clone with no external modifications.

Shotgun - Any SASS Wild Bunch acceptable pump shotgun.

All ammunition must be solid lead bullets only. Gas checks are allowed in rifle ammunition. Issue equipment slings or faithful reproductions are allowed. Bayonets are not normally used.

All firearms are loaded at the loading table as follows:

1. Pistols loaded with hammer down on an empty chamber.
2. Shotgun loaded with hammer down on an empty chamber.
3. Rifle loaded with 5 rounds in the magazine, chamber empty and bolt open.
4. Additional ammunition, clips or magazines, can be staged for shooter to reload on the clock as needed.

Rifle target distances are usually 75 to 125 yards. Pistol and shotgun targets are at typical Wild Bunch distances. The standard match consists of at least 10 shots fired from the rifle but may require up to 15 shots. Guns may be shot from any position – standing, seated, kneeling, or prone – supported or unsupported. The same rifle must be used throughout any one scenario. Missed targets may not be made up unless specifically allowed in the match instructions. Scores are based on the most hits with the fastest time.

Allowed variations at the Match Director’s Discretion:

- A bonus target off the clock. TO will record the time and penalties after the full stage sequence is shot. Then the shooter may engage the bonus target within 30 seconds following the TO’s command.
- Magazine reloads off the clock. TO will record the time and penalties of each 5-shot string before beginning the next string. The score for the stage will be the sum of the time and penalties.