



## Dulzura Desperados Cowboy Action Shooting S.A.S.S. Approved Competition



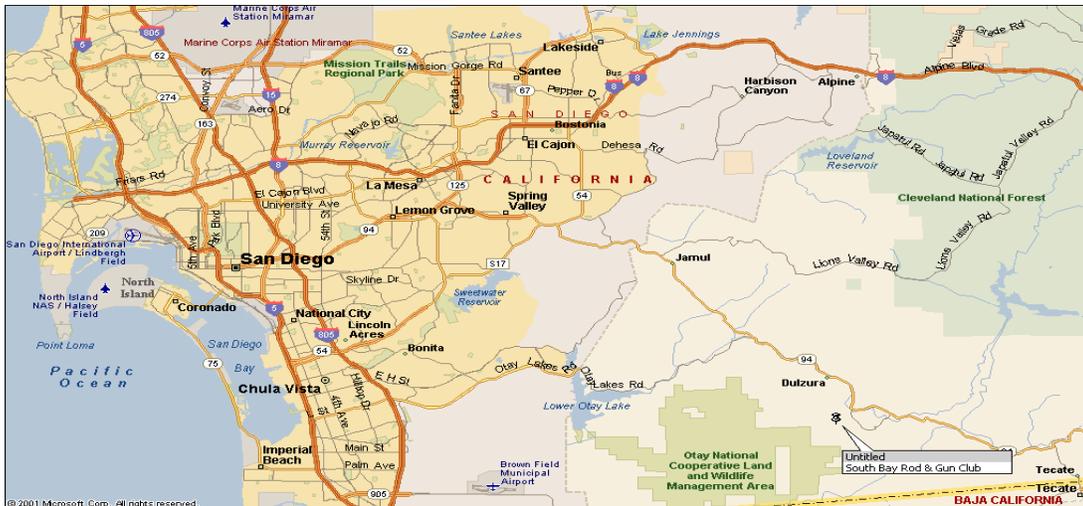
### Dates for 2020:

Jan 11, 2020	Match	May 9, 2020	Match	Sep 12, 2020	Match
Jan 26, 2020	Practice	May 24, 2020	Practice	Sep 27, 2020	Practice
Feb 8, 2020	Match	Jun 13, 2020	Match	Oct 10, 2020	Match
Feb 23, 2020	Practice	Jun 28, 2020	Practice	Oct 25, 2020	Practice
Mar 14, 2020	Match	Jul 11, 2020	Match	Nov 14, 2020	Match
Mar 22, 2020	Practice	Jul 26, 2020	Practice	Nov 22, 2020	Practice
Apr 11, 2020	Match	Aug 8, 2020	Match	Dec 12, 2020	Match
Apr 22, 2020	Practice	Aug 23, 2020	Practice	Dec 27, 2020	Practice

(NOTE: One Posse will be run, if more than 22 shooters show up, two posse's will be formed)

**Sponsored by:** South Bay Rod & Gun Club

**Location:** From San Diego, take Highway 94 east, (approx 20 miles from junction of highway 125 and highway 94) to Dulzura, California. 1-1/2 miles east of the Dulzura turn right on Marron Valley Rd for 2 miles. South Bay Rod & Gun Club is located on the right. Upon entering the club, proceed up the hill turning left to the pistol range (Range #2 for matches, Range #1 for Practices).



**Match Information:** C. Shem Lambert , (SASS Alias: Reuben J. Cogburn), Match Director  
969 Buena Vista Way  
Chula Vista, CA 91910-7134 (619) 997-2755, ([CSHEML@cox.net](mailto:CSHEML@cox.net))

- Rules:** Current Single Action Shooting Society (SASS) Rules Will Apply. (Current SASS Shooter's Handbook, Version 23.2, January 2019.)
- Open To:** SASS Members/Open Match
- Entry Fee:** Total Match Fee (SBR&GC Members - \$15.00, non-members \$20.00)
- Entries:** All Entries Must Be Accompanied by Full Payment.
- Entries Close:** Before second stage begins shooting
- Post Entries:** Accept to range capacity.
- Entry Limit:** 60 Competitors

**Targets:** All firing will be done on the approved SBR&GC/SASS targets (AR500 steel X 3/8" thick) - (Revolvers: 7 to 10 yards, Shotgun: 8 to 16 yards, Rifle: 13 to 50 yards.) Derringer/Pocket Pistol – point blank, to 3 yards when shooting paper,

cardboard, or balloons only. It's too close to safely shoot steel. Occasionally, shotgun pop up aerial targets will utilize charcoal briquettes, plastic water bottles, or soda cans. Foot activated clay bird tossers are also used.

**Classification of Competitors:** SASS classification system will be used in all matches.

**Scoring:** SASS matches are scored based upon elapsed shooting time (Total Time Scoring), plus penalty points for missed targets, procedural errors and various other rules infractions. Each stage is scored individually, and the total combined raw time score plus any penalties incurred for all stages is used to determine place of finish, either by category, overall, or both. When using Total Time scoring, a maximum allowed time for each stage is to be calculated prior to the match, and is used as the Stage Disqualification score (SDQ) and maximum stage score. The maximum time allowed for a stage is the total of all available targets/miss penalties plus 30 seconds. (Example: 5 seconds each for all available targets (10 rifle, 10 pistol, 4 shotgun = 24 targets x 5 seconds = 120 seconds. Add 30 seconds for a maximum score of 150 seconds). The score for a SDQ is the maximum allowed time for that stage, as per the above description for calculating maximum allowed time. The score for a DNF (not finishing a stage) is the same as a Stage Disqualification penalty — the maximum allowed time for that stage. The score for a Match Disqualification Penalty (MDQ) is "NO SCORE." A MDQ results in the removal of the contestant from all score sheets; thus, removal from the match entirely. Two SDQ/DNFs (or one of each) in the same match results in a MDQ.

**Firing Starts / Schedule:** Participants in the monthly match will check in at Range #2. Registration & setup for the match is from 8:00 to 8:45 AM; Mandatory Safety Meeting at 8:50 and the match begins at 9:00 AM.

**Match Procedures and Standards:** Cowboy Action Shooting™ is not intended to be a precision shooting competition. Small targets and long distances take the "action" out of the game and make it more discouraging for newer shooters. Both experienced and inexperienced shooters want hits on their targets. Some folks just hit (or miss) a little faster than others. Too many misses, or the perception that targets are too difficult to hit, discourages folks from continuing to play, especially less proficient shooters. While a more detailed guide to match design and administration is available in the official SASS Match Directors Guide, there are no absolute rules when it comes to target placement. - Steel (and paper) targets of generous size are used. - Reactive targets such as pepper poppers and falling plates are used when practical to enhance shooter feedback. - Targets are set at close to medium range. While there are no absolute rules, target sizes vary from 10", to 2' X 3'.

**Stage Conventions:** The following stage conventions (stage defaults) should be followed in all SASS matches, unless otherwise directed in the stage descriptions.

- All knockdown targets may be reengaged until down.
- All knockdown targets (shotgun, rifle, or revolver) must go down to count.
- Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
- EXCEPTION: For Buckaroo/Buckarete shooters shotgun targets do not have to go down to count.
- If no starting position is given, the shooter shall stand upright with revolvers holstered, hands at the sides, and not touching any firearm. (SASS default).
- Cowboy port-arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.
- In the event a target fails or is downed, the shooter should "shoot where it was." For safety reasons a target on the ground should never be engaged.
- In the case of a suspected squib, the CRO/TO will instruct the shooter to make the firearm safe and continue with the next firearm. If the barrel is later determined to be clear, the shooter will receive a reshoot.

**Location of Shooters:** Shooters start each stage normally behind range shooting benches, folding tables, and/or a myriad of props.

**Layout of Targets:** Again, a myriad of targets in various sizes.

**Firearm Restrictions:** (Revolvers) 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. (Shotgun) 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). (Rifle) Rifles or carbines used in the main and team matches 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.

**Ammunition and restrictions:**

**(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.

**(Shotgun Gauges)**

- Side-by-side, single shot, and lever action shotguns must be centerfire of at least 20 gauge and no larger the 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 caliber and 28 or 32 gauge are allowed within the Buckaroo Category only.

**(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/Buckarette Category competitors choosing to utilize .22 caliber firearms must use standard velocity .22 caliber rim-fire ammunition only.

The minimum standard for center-fire ammunition used in all smokeless categories in all SASS matches, including 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 velocities are 1000 fps for revolvers and 1400 fps for rifles. Ammunition that exceeds these velocities is considered illegal (this does not include ammunition that does not meet the power factor). Pocket pistols, derringers, and long-range rifles are exempt from the power factor and velocity requirements. Power factors can be calculated by multiplying the bullet weight (in grains) x the velocity (in feet per second) and then the resulting number divided by 1000. Examples:

- 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:  $(77 \times 800) / 1000 = 61.6$
- 200 gr bullet traveling at 400 fps has a power factor of 80:  $(200 \times 400) / 1000 = 80.00$

**(REVOLVER AND RIFLE AMMUNITION)**

- May not be jacketed, semi-jacketed, plated, gas checked, or copper washed. It must be all lead. Moly-Disulfide, polymer coated bullets, or equivalents are acceptable.
- Must be of "single projectile" design. "Multiple projectile" bullets are illegal.
- Ammunition with bullets recessed below the case mouth is not allowed.
- All center-fire or rim-fire 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.

**(SHOTGUN AMMUNITION)**

- Shotgun size must be number 4 lead birdshot or smaller for all events (no steel or plated shot).
- Magnum and high velocity shotgun shells are not allowed.
- Shotgun shells shall not be sized down (necked) 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.
- Pump and lever action shotguns are allowed to load no more than two live 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.

**(BLACKPOWDER AMMUNITION)**

- Throughout the SASS Handbook, blackpowder means blackpowder, or a blackpowder substitute such as Pyrodex, 777, APP, or comparable propellants intended for muzzle loading firearms. Propellants containing nitrocellulose are prohibited as blackpowder substitutes.

**(Holsters)**

- All handguns must be carried in a safe holster capable of retaining the firearm throughout a normal range of motion.
- Main match holsters must be located one on each side of the belly button and separated by at least the width of two fists at the belt. (Note: Pocket pistol and derringer holsters are not "main match" holsters)
- Holsters may not depart from the vertical by more than 30° when worn.

- Although cross draw and shoulder holsters are legal, extreme care must be exercised when drawing a firearm from a cross draw or shoulder holster or retuning the firearm to leather. The user must “twist” their body, if necessary, to ensure the muzzle never breaks the 170° safety rule during the process.
- When drawing a revolver, the muzzle may be oriented into the straight down (180°) as it clears leather; but must then go immediately into the downrange 170° (and vice versa on the return). These restrictions against breaking the downrange 180° angle apply to all holsters and methods of draw/re-holster. This allowance applies to all types/styles of holsters, from canted double strong side to cross draw, to shoulder/Huckleberry rigs.
- During the course of fire, the shooter must be given the ability to draw and holster revolvers from approved/legal holsters and the ability to retrieve and return vertically staged double-barreled shotguns without penalty.
- Any firearm that breaks the 170° safety rule will result in a Stage Disqualification.

**(Movement of Shooters)** Normally movement is restricted from left to right. Exceptions would depend up on the course of fire, predicated by the sequence of firearms used in a given stage. Our sport, by its very nature, has the potential to be dangerous and a serious accident may occur. Every participant in a SASS match is expected to be a safety officer. Each shooter’s first responsibility is for his or her own safe conduct. All shooters are expected to remain alert for actions by others that are unsafe. Any Range Officer or shooter may confront any participant about an observed, unsafe situation. It is expected the matter will quickly be corrected and not repeated. Any argument concerning the correction of a safety related matter will result in that shooter being ejected from the range. Please refer to the Safety Rules section of this handbook for all Safety Rules. Participants must also:

- Treat and respect every firearm as if it were loaded.
- Safe firearm handling is the shooters responsibility. Refer to the Safety section for all firearm handling safety rules.
- All shooters must demonstrate rudimentary familiarity and proficiency with the firearms being used. Shooters are expected to perform within their capabilities at all times.
- SASS matches are not the forums in which to learn basic firearms handling.
- Movement is not allowed with a loaded round under the hammer of any firearm. Movement is defined by the basketball “traveling” rule. Whenever a shooter has a loaded round under the hammer of a firearm in hand, at least one foot must remain in place on the ground. The first violation will result in a Stage Disqualification penalty. The second violation will result in a Match Disqualification penalty assessment. It is also not allowed to leave the loading table with a cocked, loaded firearm. Note: Shuffling the feet to maintain balance or adjust the shooting stance is allowed as long as the shooter does not actually change location - “Shooting on the move” or “step shooting” is expressly disallowed. See rules for the safe condition of firearms for movement.

**Awards:** 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place ribbons will be handed out at completion of each match. “Clean Match” (no misses) shooter pins are also awarded.

### **General Information:**

1. Eating facilities are not available on the range.
2. Housing facilities are not available near the range. Motels or hotels are available in the San Diego area.
3. Participants are encouraged to bring their own drinking water, however, we do have some cases of water in our storage container to use if needed.
4. Parking is normally behind the firing line.