



**NEW SHOOTERS' GUIDE  
TO  
SINGLE-ACTION SHOOTING**

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## **SINGLE ACTION SHOOTISTS of HAWAII (SASH)**

### **New Shooter Information**

Welcome to the exciting and fast paced sport of Cowboy Action Shooting. These guidelines may help you to enjoy and participate in the fastest growing shooting sport in the nation - more quickly and without too much confusion. If you have any questions, please do not hesitate to ask any of the members. We promote a friendly and helpful atmosphere despite it being a competition.

### **SASH Monthly Match Information**

This first match that you attend is free. After that, monthly match fees are \$10 for members; \$15 for non-members. Membership is \$35 for the first year, \$25 per year thereafter. Please bring your own eye and ear protection. Ammunition will be provided the first time. Thereafter, please bring (2) boxes of lead bullet rifle/pistol ammunition, (such as 45 Long Colt, 38 Special or 357 Magnum), and (1) box of shotgun ammunition (such as 12 or 20 gauge). Firearms are not required in order to become a member of the club. This helps to keep the costs down for those new to Cowboy Action Shooting. Our members are more than willing to let you try their firearms (there are a lot to choose from). When you are looking to purchase your own set of irons, this will help you get a better idea of what types of firearms you would prefer. Of course, you will be expected to share with others in the future..that is the "Cowboy Way."

### **Cowboy (or Cowgirl) Up!**

You are not required to wear period clothing, (this is optional), but dressing up does help with the enjoyment of the sport. It's as easy as puttin' on a pair of comfortable jeans and a long-sleeve, button-up western shirt and some boots. Some like to dress in their "Sunday Best" with a smart looking vest, and overcoat, while others will wear some leather chaps or spurs.

Most club members have an *alias* - or your Cowboy Name. You can choose your own, or the members might just pick one for you! This will be the name everyone will refer to you by at the matches.

### **Match Schedule**

Our matches are usually held on the fourth Sunday of every month, but changes will be noted in our monthly newsletter, the *SASH Gazette*. We have provided a list of dates for the current year on the back of this pamphlet. Please arrive by 8:30 AM to get signed in and be briefed on safety procedures, and please remain until all is put away after our shoot. We are usually done by early afternoon. Members who are late will be charged an additional \$5 late fee.

## Safety at the Range

Safety is the primary concern, and coaching will maximize your enjoyment while maintaining a safe environment. You will hear this over and over:

1. Treat all firearms as if they were loaded.
2. Never point a gun in an unsafe direction.
3. Keep your finger off the trigger until you are ready to shoot.
4. Eye and ear protection are required at all times.
5. No alcohol or drugs will be tolerated.
6. Follow all Koko Head Shooting Complex rules.

There are several safety issues regarding Cowboy Action Shooting. When the range is **HOT**, this means that you may handle firearms at the shooting line, load and shoot. When the range is **COLD**, there will be no handling of firearms on the range (except for the side fumble tables), as this is the time when you will go down range to reset targets. If you are on the side fumble tables, you may still handle and load firearms as long as they are pointed towards the berm.

Coaching is encouraged at all times. This is to help you ask for assistance if needed, and assistance may be given at any time.

## Gettin' Ready to Shoot

Each match is usually made up of three (3) stages. You will be given instructions on how to shoot the stage. The shooter who is shooting is "up," then the next shooter waiting is "in the hole," and the second shooter waiting is "in the deep hole." These three shooters should be loaded and ready to go. All other shooters will be helping with timing, scoring, and resetting of the targets. The Range Officer (or RO) will help guide you in your duties, and has the final say on any questions.

Rifles will be loaded with the hammer down on an empty chamber. Shotguns will be unloaded with the action open. Pistols will be loaded with five (5) rounds, hammer down on an empty chamber and placed in your holster or on the pistol table.

When you are the shooter, you will hear the RO give you several commands.

1. "Does the shooter understand the course of fire?" This is the time to ask any last minute questions regarding the stage that you are about to shoot.
2. "Are the spotters ready?" This will confirm that the scorers are ready.
3. "Is the shooter ready?" You will nod to show readiness.
4. "Shooter, stand-by." This will be followed within a few seconds by the beep of the starter timer. Once you hear the beep, you will then start.

## **Gettin' Ready to Shoot (cont.)**

When you draw your pistol, do not cock the hammer until you are pointed at least 45 degrees in front of you.

Keep the muzzle of all firearms within the 170 degrees ahead of the firing line. Failure to do so will result in a safety penalty and stage and/or match disqualification.

When you are finished shooting your pistols, return them to your holster or onto the table. Rifles and shotguns will be laid on the table or rifle rack with the action open.

Your raw time will be adjusted by 5 seconds for every missed shot and 10 seconds for a procedural (shooting a target out of turn or failing to engage a target). This will provide your final time, and the sum of all the stages will be your match time. The shooter with the lowest match time wins!

The top 5 shooters for the match and individual stages are posted in our *SASH Gazette*. Everyone's final times are posted each month on our website, [www.sashgunclub.com](http://www.sashgunclub.com).

## **Types of Shooting Styles**

SASH is a Single Action Shooting Society (SASS) affiliated club, and all SASS rules do apply to our shooting sport. You can find more information about our national organization on their website: [www.sassnet.com](http://www.sassnet.com). The official SASS handbook is also available online.

The following categories are taken from the SASS Handbook. Should you have any questions on these categories, please inquire with any of our club officers.

**Modern** - any .32 caliber or larger single action revolver with adjustable sights. At least one modern revolver must be used for each stage, or one modern and one traditional revolver may be used.

**Traditional** - single action cartridge, percussion, or blackpowder cartridge conversion revolver manufactured prior to 1896, or reproduction thereof. Must have non-adjustable, traditional, notch-style sights.

**Duelist** - requires a Traditional style single action revolver cocked and fired one-handed, unsupported. The revolver, hand, or shooting arm may not be touched by the off-hand except when resolving a malfunction problem.

**Gunfighter** - This category requires two (2) Traditional style single actions, both shot Duelist style, one right handed and the other left handed. No cross-draw or “butt forward” configurations are allowed. When a stage calls for 10 pistol rounds in a single sequence or use of only one pistol for the stage, the Gunfighter may draw both pistols and engage the targets. The Gunfighter shall shoot the targets in exactly the same sequence as prescribed in the stage scenario.

**Frontier Cartridge** - Traditional style percussion or cartridge single action revolvers of original manufacture prior to 1896 or reproductions thereof. Must use blackpowder in ALL loads (rifle, six-gun and shotgun). Must use a side-by-side or lever action shotgun in the main match stages. .32 caliber or larger.

**Frontiersman** - same as Frontier Cartridge except handguns are limited to .36 caliber or larger percussion pistols shot duelist style.

**Classic Cowboy/Cowgirl** - Any Traditional Category pistols shot duelist style, .40 caliber rimmed cartridges or larger - pistols and rifles (e.g. 38-40, .44 Special, .44 Russian, .44 Mag, 44-40, .45 Schofield, .45 Colt) or .36 caliber cap & ball or larger. Classic Cowboy includes 1873 rifle or earlier. Shotgun must be side-by-side w/external hammers or external hammered lever (Winchester 1887).

**Womens** - this category may be sub-divided according to the use of Modern and Traditional handguns as well as shooting style, e.g. Lady Duelist.

**Forty-Niners** - are competitors 49 years of age or greater. Forty-Niner Ladies Category is also recognized.

**Seniors** - competitors 60 years of age or greater. Senior Ladies and Senior Duelist are also recognized senior categories.

**Elder Statesman/Grand Dames** - are competitors 70 years of age or greater.

**Buckaroos** - are defined as persons aged 9 through 11. The category may be sub-divided by gender. Caution is urged in allowing competitors under age 12. Parental consent is required for all competitors under twenty-one (21) years of age.

**Juniors** - are defined as persons aged 12 through 16. The category may be sub-divided by gender. Parental consent is required for all competitors under twenty-one (21) years of age.

**TIPS FOR A FUN TIME  
at Koko Head Shooting Complex**

- 1) Be sure to bring adequate eye & ear protection for yourself (and your guests). The club has a limited supply for people to borrow.
- 2) Wear covered shoes & a hat of some kind - this will keep the hot brass from landing between your toes or between your glasses and your face. (ouch!)
- 3) Bring sunscreen - you'll be glad you did!
- 4) There are soda machines around the range, but we suggest people bring a cooler for drinks/snacks, as our matches usually run past noon.
- 5) If you are unsure of any instructions given to you - please do not hesitate to ask any one of our members for help - we're all here to make sure that everyone has a safe & fun time at our matches.



**REV. 2006**