

Cheyenne Regulator 1911 Categories

The categories for shooting the 1911 categories at the Cheyenne Regulator monthly matches will follow the SASS Wild Bunch shooting rules with the following changes / additions:

1. Pistol – The pistol must be a 1911 frame. It may be any center fire caliber, and any barrel length. You may shoot either two handed (Modern) or duelist (Classic) style. This only applies to how you hold the gun when shooting, not the features on the gun. That is to say, that shooting a SASS Wild Bunch Modern category pistol is allowed shooting our Classic style. But the pistol must adhere to SASS rule regarding sights, porting, triggers, grips, etc. All pistol handling is per SASS Wild Bunch rules...watch the 170, action locked open, and finger off the trigger when moving with the pistol in hand, etc.
2. Rifle – Any SASS legal rifle is allowed. It may be any SASS legal caliber.
3. Shotgun – Any SASS or Wild Bunch legal shotgun. Side by side shotguns must be staged open, but may have rounds in the chambers. If the stage call for shotgun in hands. The side by side shotgun may have rounds in the chambers, but the action will be open. All other shotguns may be loaded with the number of rounds specified by the stage, with the action closed on an empty chamber, hammer down. Engaging the targets is per SASS Cowboy Action rules. You may reengage missed targets until down.
4. Magazines – Because the stages are Cowboy stages, magazines will only be loaded to a maximum of 5 rounds each. This is Cowboy action shooting with a 1911.
5. Leather gear – Leather gear will follow SASS Wild Bunch rules. Particularly with regards to magazine pouch positioning. Shotgun slides and belts per SASS Cowboy Action rules.
6. Ammunition – Per SASS Cowboy and Wild Bunch rules. Power factor is not going to be checked. So put at least enough powder in the pistol ammo to make the pistol function.
7. Categories – There are 4 categories; JMB (John Moses Browning) Modern (two handed) or JMB Classic (duelist), Men's or Ladies (if you are in doubt about this part of the category, check your driver's license).

The point of this is to have fun with your 1911, and add something different to our game.