

TEXAS HISTORICAL SHOOTIST SOCIETY™

RULES OF THE RANGE

REMEMBER

- **ALWAYS** handle a firearm as if it were loaded.
- **ALWAYS** keep the muzzle pointed in a safe direction.
- **ALWAYS** keep your finger off the trigger until you are ready to shoot at your known target.
- **ALWAYS** keep a firearm unloaded except on the designated firing line.
- **ALWAYS** wear eye and ear protection when shooting.

I.CHARTER

- The Texas Historical Shootist Society™ is dedicated to the enjoyment and preservation of the values and adventures of the Old West through history, cowboy action shooting and related social events.
- The members of THSS™ are expected to embrace the code of the Old West through activities, appropriate dress and firearms. Our members are honest, fair and helpful. All members of THSS™ are invited and encouraged to participate in club activities, work events and building club membership.
- Our aim is to have safe fun: SAFETY has priority at all times. The guidelines in this book are intended to be informative, not restrictive. We rely on each other to exercise good judgment.

II.GENERAL GUIDELINES

1. All safety rules are to be in force at all times. Blatant disregard of safety rules can result in the removal from the firing line and possibly expulsion from THSS™.
2. All persons are range safety officers. Anyone can shut down the firing range for a safety concern.
3. Prior to participating in THSS™-SPONSORED shooting matches, all new members and all persons participating for the first time in a THSS™ shoot must confirm their proficiency with firearms appropriate to the time period associated with Cowboy Action Shooting. For those new to CAS this must be demonstrated to the Range Master or his designate. They must qualify with a single action pistol, lever or slide operated rifle and with a pump, double barrel or lever action shotgun. For those with CAS experience we would need another CAS shooter, that is approved by the Range Master or his designate, to verify the shooter's proficiency. Persons with no prior experience will be placed with an experience shooter to assure proper safety procedures are followed. New shooters may be directed, one on one, through each scenario by this experienced shooter. There is no time limit on this "training period". The new shooter along with input from the experienced shooter and the Range Master will decide the length of time for this individual training.
4. All participants are required to register and sign appropriate releases prior to participating in any and all THSS™ shooting events.
5. All persons within 50 feet of the firing line will utilize eye and ear protection at all times. It is recommended all persons within 75 feet of the firing line also utilize eye and ear protection.
6. All children must be supervised by a parent or guardian at all times. Otherwise you will be asked to take your children to a safe area or off the range.
7. If you must bring your pet, it MUST be on a leash all times. No pets are allowed on or near the firing line. If this becomes an issue you will be required to take your pet to a safe area or off the range.
8. The showing and admiring of each other's firearms is to be done at the unloading table or the fumble area only.

9. There are to be no loaded firearms of any type allowed away from the firing line for any reason. All pistols are to remain holstered or otherwise secured. All rifles and shotguns are to have their action opened. The only exceptions is if the loaded firearm is under the direct supervision of a Stage Marshal when a shooter has a firearm malfunction and is taking the firearm to the designated fumble area or those firearms in the possession of a Texas certified peace officer.
10. Minor firearms repairs can be done at the unloading table. Major repairs, or repairs needing assistance, require you and your firearm to be escorted by the Stage Marshal to the Fumble Area.
11. The Fumble Area is available to work on your firearm or to test fire it at a single target. You may work on your firearm once it has been verified clear of rounds.
12. The social activities area covers the entire area behind the firing line. All weapons in this area must be unloaded, breaches open, and preferably secured in gun carts.
13. At no time is alcohol or drugs of any type allowed on the firing range. Anyone appearing to be impaired in anyway or for any reason will be barred from the firing line. Alcohol is permitted to be consumed only in the "social activities area" and only after the individual has completed shooting for the day. NO EXCEPTIONS.
14. All medical incidents and accidental discharges are to be reported to the Range Master as soon as possible.

III. FIRING RANGE

1. RANGE MASTER:
 - a. Range Master has complete control of firing range at all times. This includes through the berm area and beyond, the long range area, arena area, as well as the town of Gunsmoke. Ultimate authority includes any THSS™ event that includes the discharge of any type of firearm in any way.
 - b. The Range Master has ultimate control over all aspects of the firing line. This includes but is not limited to:
 - 1) Stages as written to content, directions, penalties, etc.
 - 2) Target placements
 - 3) Safety procedures
 - 4) The Range Master typically is the only one that can call the line hot for the purpose of the discharge of a firearm. In instances that a Range Master is not available, the ranking member of the Board of Directors may assume this responsibility. As always, anyone may call a cease fire at any time for appropriate reasons. Safety will always take precedence.
 - 5) All shooter disqualifications require the sanction of the Range Master.
 - c. The Range Master is to use the THSS™ BYLAWS, the SASS Cowboy Action Shooting™ Shooters Handbook (current version) and the SASS Cowboy Action Shooting™ Range Operations Basic Safety Course (Level 1) Handbook (current version) as references. Established National Rifle Association Shooting Safety Reference should be considered a resource.
 - d. The Range Master has the ultimate authority in decision making at the range. When appropriate, the Range Master should consult with other experienced Cowboy Action Shooters in the decision making process.
 - e. In the case of a dispute involving the Range Master, the highest ranking member of the Board of Directors present will mediate.
2. No targets are to be closer than 10 feet to the established firing line.
3. All targets are to be installed with the targets parallel to the established firing line.
4. Humanoid targets are not to be used at any time
5. There is to be no "practicing" by shooters at a stage after the stage is completed by a posse, while they wait to move to the next stage.
6. If the scenario does not give a specific position to discharge a firearm the shooter shall stand upright with revolvers holstered and hands at the side, not touching any firearm.
7. Based on the scenario instructions, Shooters that cannot safely get into a shooting position (ex., prone), move to a specific area (ex., top of the fort) or use a stage prop (ex., hobby horse) will not be assessed a penalty.
8. FALLING PLATE TARGETS: When Falling Plate targets are used, the Shooter will fire the same number of rounds, as there are intended targets. As example, when shooting a Pistol, a simple way to say it is that a shooter will shoot 'five on five': there will be five shots on five targets. If, for any reason, one or more falling targets are not available when the Shooter gets to it, that target

will be treated as any other "broken target". The Shooter will shoot "where the target was" and scored as a hit for that shot. The Shooter will not be penalized in any way for a target that is not available.

9. Misses and Procedurals

- a. If you miss the pistol target you are aiming at and hit a rifle target down range this is considered a miss and not a procedural penalty.
- b. If you are aiming at pistol target number three and are supposed to be aiming at pistol target number one and then you shoot and hit pistol target number three that is a procedural. It is not a miss.
- c. If you engage the wrong target, whether you hit it or miss it is not relevant, it is a procedural penalty.
- d. For a monthly shoot, the maximum number of misses to be assessed at any individual stage is eight.
- e. For a monthly shoot, if a "Buy-A-Miss" ticket is being offered, then it should be given up at the stage you want to use it. If after the last stage of the match you have not used your buy-a-miss, then you can use your "Buy-A-Miss" for your last stage only.

10. It is the responsibility of the shooter to verify the score recorded on the score sheet is correct. Once a score sheet is turned in a score cannot be changed.

11. THSS™ Range Safety Flags Descriptions:

- a. **"Green Flag". Signifies the line is clear and firing may resume.**

The line will not go "HOT" until it is absolutely clear there is a "Green Flag" showing at all stages. The line may only be called "HOT" by the Range Master or their designate.

- b. **"Yellow Flag." Signifies a Down Range situation.**

Sometimes it's necessary to go down range to repair broken or malfunctioning targets. Once the "Down Range" command has been given, each stage will allow any shooter already engaged in that stage to complete the course of fire. As shooting finishes on each stage, all in-use guns are laid down at the unloading tables and the competitors will step away from the firing line. Once the firearms are secure, each stage will signal compliance by showing its own "Yellow Flag." Once all stages are displaying their "Yellow Flags," the Range Officer will call the range "COLD" and the "Red Flag" will be raised to signify that it's safe to go downrange. When the offending targets have been fixed and all shooters are behind the firing line, each posse will show its own "Green Flag". The line will not go "HOT" until it's absolutely clear there is a "Green Flag" showing at all stages.

- c. **"Red Flag" Signifies an immediate and complete "Cease Fire!"**

Any shooter shooting a stage is to immediately cease shooting, clear the firearm, place it a safe position and step away from the firing line. Use of this flag denotes a true emergency and the firing line is to be shut down and cleared with upmost dispatch. Any shooter stopped while shooting a stage is given a reshoot.

- d. **"White Flag with a Red Cross" Signifies a medic is needed at that stage.**

By displaying this flag at your stage the dispatched medical personnel can be directed to where they are needed.

IV. RANGE RULES

THSS™ has chosen to the use of the SASS™ Cowboy Action Shooting™ Shooters Handbook (current version) and the SASS™ Cowboy Action Shooting™ Range Operations Basic Safety Course (Level 1) Handbook (current version) as a guideline for our range rules with the following noted exceptions or clarifications.

1. Shotgun Gauges Section

- a. SASS™ Guideline: Side-by-Side, single shot and lever action shotguns must be centerfire of at least 20 gauge and no larger than 10 gauge.
 - 1) THSS™ Exception: For a monthly shoot, Side-by-Side, single shot and lever action shotguns must be centerfire of at least 410 gauge and no larger than 10 gauge.
- b. SASS™ Guideline: Side-by-Side, single shot and lever action shotguns in .410 are allowed within the Buckaroo Category only.
 - 1) THSS™ Exception: For a monthly shoot, Side-by-Side, single shot and lever action shotguns in .410 are allowed within any shooting Category.

2. Cartridge Loops Mounted on a Firearm

a. SASS™ Guideline: Cartridge loops mounted on a firearm's stock or forearm, are not allowed.

- 1) THSS™ Exception: For a monthly shoot, Ammunition for Cody/Dixon Single Shot Rifles may be loaded from stock mounted loops made of period correct material.

V. THSS WILD BUNCH™ RULES

THSS Wild Bunch™ is a "modern category" inspired by the movie The Wild Bunch™. The category uses a mixture of Old West and early 1900s firearms used by the military. Firearms must appear to be period correct for the time period in question (circa. 1917).

1. Rifles and Shotguns: Any CAS legal firearm.

a. Shotgun also may be a Winchester Model 12, original or replica.

b. For a monthly shoot it's acceptable to use a big bore rifle engaging the Cody/Dixon targets.

2. Pistols

a. One semi-auto

b. One double action revolver OR one CAS legal single action caliber: min .30 cal and max. .45 cal.

3. Ammo: Cast lead only, no gas checks (Exception: gas checks are allowed for a monthly shoot if a shooter is using a big bore rifle). There will be at least one semi-auto reload, not to exceed three, per stage and five rounds per clip minimum to seven rounds maximum

4. Holsters: Must be made of period correct materials and style (leather, canvas, wood, etc.). Cross draws and shoulder rigs OK.

5. Finish of Firearms: Same as CAS (if it looks period correct it's OK).

6. Dress: Any CAS legal outfit is OK but we would prefer you dress as a character from the film The Wild Bunch™ (i.e. Military khaki (with or without insignia), B Western, Mexican Soldier, Mexican Officer, Mexican Peasant, Bounty Hunter, Town Folk, etc.).

7. Semi-Automatic Pistols:

a. Allowed semi-automatic pistols: Colt models 1900, 1902 (Sporting & Military), 1903 (full size model with exposed hammer), 1905 .45, 1911, 1911A1. C 96 (Broomhandle) Mauser, Luger, Bergman and Borchardt

b. Not Allowed: Adjustable sights (unless original), painted sights (may be blacked out), beavertail grip safeties, target style or wrap around grips, skeletonized hammers, target style triggers, extended slide release, or any other external modes designed to gain a competitive advantage.

c. NOTE: Some recently manufactured 1911 "clones" come with lowered and flared ejection ports, these will be allowed

8. Allowed Double-Action Revolvers:

a. Colt D.A. Revolvers: Lightning model 1877, Frontier model 1878, New navy model 1889, New Army & Navy models 1892, 1894, 1895, 1896, 1901, 1903 and 1905, New Service model, model 1917 and clones of these guns.

b. Smith & Wesson D.A. Revolvers: Model 1 Hand Ejector, model 38 Hand Ejector, model 38 Military & Police and model 1917. Also, Webley Mark VI and clones of these guns.

9. Away from the loading table, all semi-automatic pistols are to be carried hammer down on an empty chamber, with magazine removed (on guns with removable mags).

10. Magazines will be loaded with correct number of rounds. Slide will be racked to show chamber clear then slide will then be released, hammer safely lowered with muzzle down-range. Loaded magazine will then be inserted into gun.

11. C96 Mausers or any other gun with internal box magazine will be loaded in the following manner:

a. Bolt will be locked in the open position. Rounds will be loaded one at a time or via a stripper clip. As rounds are pushed in, bolt must be held open so the last round can be held below the bolt as it is slowly closed. Hammer will then be safely lowered while muzzle is pointed down range.

12. Shooting Procedures for Semi-auto Pistols

a. You will shoot all stages exactly the same as everyone else, except for your semi-automatic pistol.

b. You will engage the pistol targets with your revolver following the pistol target sequence from the pistol position (first 5 rounds only).

c. You will engage the rifle targets with your semi-auto following the entire rifle target sequence from the rifle position (1st magazine for first 5 rounds and 2nd magazine for second 5 rounds)

13. Shooting Procedures for Semi-auto Pistols

- a. Shooter will draw or pick up semi auto pistol, rack slide or bolt to chamber 1st round and engage targets according to scenario. When gun is empty, it can be immediately grounded with slide locked back. Or magazine can be dropped, slide or bolt released forward, hammer dropped (or safely lowered) on empty chamber with muzzle down range. Pistol can then be holstered or restaged.

14. Unloading Clearing 1911 on the Firing Line under TO Direct Supervision

- a. Semi Auto pistol magazine will be removed (where applicable) to be verified empty. Slide or bolt will then be racked to show the gun is clear and then hammer will be lowered. Pistol may then be re-holstered.

15. THSS™ Wild Bunch™ at Trailhead™

- a. Awards for this category will be limited to men's and women's only.
- b. Wild Bunch™ firearms (semi auto and double action pistols) will not be allowed in side-matches unless noted.

VI. THSS™ CODY/DIXON RULES

For the THSS™ Cody/Dixon category the shooter follows the standard stage scenario except for the rifle instructions and targets. The Cody/Dixon shooters will use big bore rifle caliber single shot or lever action rifles to engage separate Cody/Dixon targets with a separate target order. The shooter will engage the same pistol and shotgun targets as instructed in the stage scenario. All standard CAS safety, clothing, equipment and costumes rules will apply.

1. Rifles must be of a design and model readily available prior to 1899.
 - a. Lever Action Rifles must be tube fed and have an exposed hammer. Marlin 336's and 1895's will be allowed.
 - b. Single Shot Rifles must have an exposed hammer. Spring-loaded ejectors are not allowed, except for Trapdoors. No Savage 99's, Ruger #1's, H&R Handi Rifles, or "Little Sharps" rifles are allowed.
2. Sights must be period correct (1860-1899).
 - a. Rear sights may be either barrel mounted open iron sights or a tang mounted adjustable sight.
 - b. Front sights may vary from simple blades to hooded types with interchangeable inserts.
 - c. Spirit levels are allowed.
 - d. Optical or receiver mounted sights are NOT allowed.
3. Rifle cartridges must be of at least .30 caliber and be a center fire rimmed rifle cartridge that was readily available prior to 1899.
 - a. Examples: 30-30 Winchester, 38-55 Winchester, 40-65 Winchester, and 45-70 Govt.
 - b. No cartridge smaller than the 30-30 Winchester will be allowed.
 - c. Smokeless or black powder will be allowed. Duplex loads for black powder are allowed.
 - d. Bullets must be all lead. Paper patched bullets and use of gas checks are allowed.
4. All rifle shots must be fired "off-hand." No leaning, supporting or resting will be allowed.
 - a. Rifles can have a sling attached but the shooter cannot use the sling for support.
5. Each stage will require a total of six rounds to be fired.
6. Ammunition for Single Shot Rifles may be loaded from any of three places. (1) A cartridge belt, made of period correct material, that is worn around the waist of the shooter. (2) An over the shoulder bandoleer, made of period correct material, and the lower end is in no way, shape, form or fashion secured to the shooter or their clothing. (3) The ammunition may be staged at the Rifle position of the Stage.
 - a. Single Shot Rifles may not be staged with a round already in the chamber. All rounds must be loaded on the clock.
7. Lever action rifles may be loaded with all six rounds at the loading table. If the rifle will not hold six rounds in the magazine, any overcapacity rounds may be loaded, while on the clock, from any of the three locations described in the Single Shot Rifle instructions.
8. Rifle target distances will be from 50 to 150 yards. Targets should be of varying sizes, with smaller targets being used for the closer ranges.
9. Any SASS™ approved Main Match Pistols and Shotguns may be used. In addition, period correct Winchester 1897 and Marlin pump shotguns in 20 gauge are allowed, as well as Winchester 1893 pump shotguns.

10. Shooting style and type of powder is each shooter's choice. You can shoot with one hand or with two, use Modern or Traditional class pistols, and shoot smokeless or black powder.

VII.THSS™ SHARPSHOOTER RULES

For the THSS Sharpshooter category, the shooter follows the standard stage scenario except for the pistol and rifle instructions. The shooter will engage the main match rifle targets with their pistols and the Sharpshooter targets with their pistol caliber rifles (not big bore caliber).

1. We typically use "10 pistol/10 rifle" as our normal round count so the Sharpshooters will engage the same target sequence for their pistols as the other competitors use for their rifles. For example, if the scenario calls for a rifle target sequence of "1-2-3-4-3-2-1-2-3-4" then the Sharpshooter will engage "1-2-3-4-3" with their first pistol and "2-1-2-3-4" with their second.
2. For the Sharpshooter targets the Sharpshooters will engage the targets with their pistol caliber rifles (unsupported) in the same order as the Rifle target instructions.
3. Shooter engages the shotgun targets the same as the other shooters.
4. Awards for this category will be limited to men's and women's only.
5. All standard CAS safety, clothing, equipment and costumes rules will apply.
6. All SASS™ and THSS™ safety rules apply.
7. All SASS™ main match legal firearms (pistols, rifles and shotguns) are allowed.
8. All SASS™ main match legal ammo and powder is allowed.
9. All SASS™ main match approved calibers are allowed.

II. THSS™ RETRO RULES

For the THSS Retro category, the shooter follows the standard stage scenario except for the pistol instructions. The shooter will engage the main match rifle targets with their pistols and rifles.

1. We typically use "10 pistol/10 rifle" as our normal round count so the Retro shooters will engage the same target sequence for their pistols as the other competitors use for their rifles. For example, if the scenario calls for a rifle target sequence of "1-2-3-4-3-2-1-2-3-4" then the Sharpshooter will engage "1-2-3-4-3" with their first pistol and "2-1-2-3-4" with their second.
2. Shooter engages the rifle targets with their rifle the same as the other shooters.
3. Shooter engages the shotgun targets the same as the other shooters.
4. Awards for this category will be limited to men's and women's only.
5. All standard CAS safety, clothing, equipment and costumes rules will apply.
6. The rifle may be aimed and shot from the shoulder if the shooter prefers.
7. All SASS™ and THSS™ safety rules apply.
8. All SASS™ main match legal firearms (pistols, rifles and shotguns) are allowed.
9. All SASS™ main match legal ammo and powder is allowed.
10. All SASS™ main match approved calibers are allowed.

VIII.THSS™ OUTLAW RULES

For the THSS Outlaw category, the shooter follows the standard stage scenario except for the pistol and shotgun instructions. The shooter will shoot their pistols and shotgun following the same target sequence but will do so without aiming down the barrel. All standard CAS safety, clothing, equipment and costumes rules will apply.

1. The shooter follows the standard stage scenario except for the pistol and shotgun shooting style.
2. Pistols must be shot one-handed. This would include Duelist, Double duelist, or Gunfighter style only.
3. Shooter must hold the pistols and shotgun below chest level with elbows bent and without aiming or sighting down the barrel.

4. If the shooter brings the pistol or shotgun up above their chest and “appears” to be sighting in their shots, then they will be assessed a procedural penalty.
5. The rifle may be aimed and shot from the shoulder if the shooter prefers.
6. All SASS™ and THSS™ safety rules apply.
7. All SASS™ main match legal firearms (pistols, rifles and shotguns) are allowed.
8. All SASS™ main match legal ammo and powder is allowed.
9. All SASS™ main match approved calibers are allowed.
10. Much like the Gunfighter category, Outlaw shooting is NOT for the novice shooter; proficiency in gun handling is a must before participating in this category!

IX. THSS™ BIG BORE LONG RANGE RULES

This match is pretty much just what it says it is; long range shooting with big bore rifles. This match is shot on a full size silhouette range so the distances are quite far (200 m / 218 yds. minimum and 500 m / 547 yds. maximum). There are two classes of rifles used; single shot and lever action. THSS™ Big Bore Long Range is *very* challenging and gratifying on an individual level. When you see the ram topple over and then hear the “clang” of the bullet hitting steel, at over 500 yards, well what else can be said.

1. “Single Shots” are of the exposed hammer, single shot rifles (Sharps, Winchester Hi-walls, Remington Rolling Blocks) used back in the “Old West” commonly known as buffalo guns. Calibers generally used are 38-55, 40-65, 45-70 and 45-90.
2. “Lever Action” is shot with lever guns such as the 1886 Winchester, model '93 Marlin and model '94 Winchester. Common cartridges are 30-30 Win, 38-55 and 45-70.
3. Targets include the following:
 - a. Chickens 200 m (218 yds)
 - b. “Quigley” bucket 265 m (290 yds)
 - c. Pigs 300 m (328 yds)
 - d. Turkeys 385m (421 yds)
 - e. Rams 500 m (547 yds)
4. The chickens must be shot standing and off-hand, all other targets may be shot with the use of cross-sticks from either the sitting or prone position.
5. This match is based on the black powder silhouette format with a few changes not only to make it more fun, because this match is just that, for the fun of it, but to also make it available to more shooters and try and speed up the match a little.
 - a. Bullets must be lead only, no jacketed or half jacketed bullets. Gas check is allowed.
 - b. Powder can be “smokeless” or “black powder”, either one is fine.
 - c. Open or receiver sights are allowed. V notch rear with blade front or “Vernier” rear with globe front.
 - d. Everyone is on the line at the same time with every shooter shooting at the same bank of animals.
 - e. Shooters fire one shot each starting with shooter #1 and working down the firing line. When the last shooter has fired, it rolls back to shooter #1 and the order is followed again until each shooter has fired five rounds for score at that bank of animals.
 - f. For a monthly shoot each shooter is allowed to fire ONE “sighting in round” at each bank of animals before the five “record” rounds. For Trailhead™ each shooter is allowed to fire TWO “sighting in rounds” at each bank of animals before the start of the side match.
 - g. The lever action shooters shoot right alongside the single shots; same rules apply. Officially the end of their match is with the turkeys, but they are welcome to shoot, and almost always do, at the rams.
 - h. After the last ram shot is fired the hits are tallied up and first, second and third place are awarded in each category.
 - i. After everyone has shot, all shooters that are tied for 1st Place with the most hits, in each category, will use one of the following to determine the First Place winner for that category.
 - 1) For a monthly shoot the tie breaker will consider the number of “hits” at the targets in this order: Chickens, Turkeys, Rams and Pigs.
 - 2) For Trailhead™ the tie breaker will be a shoot off at the Chickens (shot off hand).