

Western States Shooting Association

2012 RULEBOOK

A Non-Profit Organization

Overall view of organization

- ❖ Non-profit organization
- ❖ One representative per state
- ❖ No points tracking for (WSSA)
- ❖ The possibility of dual sanctioned events (other organizations such as CMSA, MSA, or SASS also accepting points at contestants' request.)
- ❖ To promote a safe, fun, common sense shooting sport for a more local area and local families.
- ❖ To pay back to contestants the maximum amount available from entry fees and added money

Competitor Divisions

Division A: Same as CMSA + MSA 1 A: May enter – AA, AAA, Master

Division AA: Same as CMSA + MSA 2 AA: May enter – AAA, Master

Division AAA: Same as CMSA + MSA 3+4 AAA: May enter – Master

Division Master: Same as CMSA + MSA 5+6

*Competitor may enter only 1 time, and must pay entry applicable to Class entering.

All members may join in any classification above their current classification. If the competitor chooses to move up, they must remain in that class and cannot move back down until they have gone two years with no qualifying wins in that class.

Competitors who do not have a full class may choose to move up to the next higher division (for that shoot only) if all in the class agree to do so.

Senior Division: Same as above (both women & men age 50). Senior competitors may also choose to compete in a non-senior class the same classification or higher.

Buckaroo Division: LIMITED: 9 & under; OPEN: 10-12 (age determined as of Jan.1) A rider 12 years of age, with parental permission, may join & shoot as a Level A Division shooter. Age determined as of Jan. 1.

Division A: A true beginner, win 3 times at WSSA shoot (must have 3 in class) move up

Division AA: Win 4 times with 3 in class to move up

Division AAA: Win 4 times with 4 in class to move up

Division Master: Unlimited wins

Division AA, AAA, Master shooter who competes for 2 years with no qualified wins will automatically drop down to the next division.

PAYOUTS

Pay 1 place for every 4 entries by class.

Overall & Reserve: Cowboy & Cowgirl at producers' discretion may take up to 10% of added money to pay overall winners by gender.

It is highly suggested that the Overall Cowboy & Cowgirl plus the Reserve Overall Cowboy & Cowgirl should be awarded.

Added money to be divided evenly per rider.

Events: Must have 3 stages (per day)

2 day shoots will be paid by class

25% for day 1

25% for day 2

50% for average winner of class

Example:

10 shooters in a class at \$100 entry = \$1000 total pot

Day 1

\$1000 x 25% = \$250

1st = \$125

2nd = \$ 75

3rd = \$ 50

Day 2

\$1000 x 25% = \$250

1st = \$125

2nd = \$ 75

3rd = \$ 50

Average

\$1000 x 50% = \$500

1st = \$250

2nd = \$150

3rd = \$100

This gives the contestant who has a great 1st day and a bad 2nd day a chance at money for day 1, and the contestant that has a bad 1st day a chance at money for day 2.

This promotes the person who has a wreck or problem on day 1 from drawing out of the competition.

Entries can be graduated at the discretion of producer.

Example

D – A =	\$100.00
D – AA =	\$125.00
D – AAA =	\$150.00
D – Master =	\$200.00

Expenses

Expenses of ammo, facility, and costs are split separately with shooters and shown on entry form.

Example

Expenses:	Arena	\$	200.00
	Bathroom	\$	150.00
	Ammo	\$	1170.00
	<u>Balloons</u>	<u>\$</u>	<u>160.00</u>
		\$	1680.00 ÷ 50 shooters = \$33.60 each

If any ** dual sanctioned events fee to CMSA, MSA or SASS at competitor's request

Total fees could vary with less or more shooters.

SAFETY RULES AND GUIDELINES

- A. All firearms shall be treated as if they are loaded.
- B. All firearms shall remain unloaded until the competitor arrives in the loading area.
- C. No firearm should be cocked until immediately prior to engaging a target.
- D. Competitors have final responsibility to make sure firearms are loaded and functioning properly prior to stage engagement.
- E. Competitors are expected to compete safely within their individual capabilities and controlling their firearm's muzzle direction at all times.
- F. All competitors shall be knowledgeable and proficient in the safe use of firearms.
- G. Mandatory new shooter orientation and qualification rides shall be conducted PRIOR to competition.
- H. WSSA recommends the use of eye protection and ear protection at all sanctioned matches.
- I. WSSA requires the use of a Range Boss, over the age of 18, either on foot, seated or mounted, at all sanctioned events.
- J. Parents or guardians of minors or their designate may be in the arena, outside the timeline, when they compete.
- K. The competitor assumes all responsibility for participation in these events.

WSSA DRESS REQUIREMENTS FOR COMPETITORS

A. **Competitors** – Competitors shall be required to wear “Traditional, Classic, Recognizable Western Cowboy” style clothing as described below, in order to compete in matches:

- i. A traditional western cowboy style long sleeved shirt. Sleeve must be wrist length and buttoned at the cuff while competing.
- ii. A traditional western cowboy style hat.
- iii. Traditional western cowboy style boots.
- iv. Modern Western Cowboy Style five pocket jeans may only be worn with chaps or chinks.

B. **Female Competitors** – Female competitors shall be required to dress in “Traditional, Classic, Recognizable Western Cowgirl” style clothing as described below, in order to compete in matches. “The Minimum WSSA Dress Requirements for Female Competitors” consists of:

- i. A traditional western cowgirl style long sleeved shirt or blouse. Sleeve must be wrist length and buttoned at cuff while competing.
- ii. A traditional western cowgirl style hat.

- iii. Traditional western cowgirl style boots of high-topped Victorian-style lace-up shoes.
- iv. Modern Western Cowgirl Style five pocket jeans may only be worn with chaps or chinks.

C. Female competitors who wish to wear classic attire of the 19th century will have the following exceptions ONLY when worn with a full-length, full skirt or dress.

- i. 19th century styled short-sleeved tops are allowed.**
- ii. Traditional western style cowgirl hats are not required when wearing a full-length, full skirt or dress.**
- iii. Split riding skirts are considered trousers therefore a hat and long sleeves must be worn.**

FIREARMS

- A. Only fixed sight single action revolvers of .45 Colt caliber, designed prior to 1898, or reproductions thereof, shall be allowed in competitions.
- B. Examples are: Colt single Action Army or Bisley Model, Smith & Wesson Schofield, Russian, or Remington Models 1875 & 1890, their reproductions and Ruger Vaqueros, Bisleys or Montados.
- C. All holsters shall be of leather construction and shall retain the competitor's firearms throughout the strenuous range of motion required in mounted competition.
- D. A holster is defined as a leather pouch formed in the shape of a gun. A feedbag or saddle bag does not qualify and is considered to be unsafe. Pistols shall be returned to holsters, which would be limited to belted holsters, pommel, cantle, and/or shoulder holsters.
- E. All firearms shall be maintained in the same external condition as originally manufactured from the factory. Allowed modifications shall be limited to engraving, hammer knurling or turned down hammers as long as there is no lateral movement or welded add-ons. Custom grips are allowed including birds head grips (like the Cimarron Thunderer). No rubber grips allowed. The original external profile shall be maintained. All external parts shall be of the type manufactured for that particular model of firearm. Stock parts may be swapped from gun to gun. Ejector rods shall be maintained. Site modifications shall be limited to the filing of the front site. Triggers shall be operational; "slip hammer" revolvers are unsafe.
- F. The use of tape or vet wrap on guns, grips, or hammers is not allowed. Violation will result in a non-qualified run.
- G. "Bisley Style Hammers" are legal on single action revolvers for competition. A Bisley Style Hammer may replace a standard hammer so long as it is of the same

manufacturer. Example: It is legal to replace a standard Ruger Vaquero hammer with a Ruger Bisley Hammer.

AMMUNITION

- A. All mounted shooting blanks used in matches, demonstrations, official practices sanctioned, approved or covered by the spectator liability policy shall be certified and approved. All certified mounted shooting blank providers shall submit 100 rounds of their mounted shooting blanks to WSSA for testing & certification approval. Each mounted shooting blank provider upon approval shall be issued approved mounted shooting blank provider certificate. All WSSA approved mounted shooting blanks shall consistently burst properly inflated helium grade targets from a distance of not less than 10 feet and not more than 20 feet. WSSA will co-approve all CMSA certified ammo with no further testing.
- B. No blank shall have an effective range longer than 20 feet for competitor and spectator safety.

HORSES

- A. WSSA competitions are open to all breeds of horses and mules, both registered and unregistered. Competitors are expected to compete with mounts that are healthy and in good physical condition.
- B. Competition horses may be utilized as follows:
 - 1. 1 horse may be ridden in the main match
 - 2. 1 different horse may be ridden in the eliminator
 - 3. 1 different horse may be ridden in the rifle class
 - 4. 1 different horse may be ridden in the shotgun class
 - 5. The only exception will be if a horse becomes sick or injured, a substitute may be used and will need to be reported and approved by the Match Director
 - 6. One horse may be used by 2 competitors at any WSSA competition.
- C. New competitors and/or mounts shall demonstrate that they can safely control or be controlled during the completion of a course of fire prior to entering a competition.
- D. No abuse of animals shall be allowed. This is a Match Director call, done with a warning first. If disregarded, expulsion from the match shall follow.

SADDLES AND BRIDLES

- A. Competitors shall use saddles and bridles of western design that is constructed of leather and in safe condition.

STAGE DESIGN

- A. Only courses drawn from the current course book shall be used in WSSA events.
- B. A standard WSSA stage is to have ten targets. A competitor is to engage the course of fire with two single action revolvers which shall be loaded with not more than 5 approved cartridges. Revolvers are to be used one at a time. With the first revolver, a competitor engages a random course of fire (the first half of the stage). This random course shall be set in a safe manner in compliance with current rules and stage design. Upon completing random course, the competitor shall holster the now empty revolver and draw the second revolver and engage the second half of the stage. Pistols shall be returned to holsters, which shall be limited to belted holsters, pommel, cantle, and/or shoulder holsters.
- C. The Range Boss shall have the responsibility of making final inspection of the course before the first competitor begins their stage.
- D. No running starts into the arena.
- E. All competitors shall start with the gate closed or use of a baffled alley/gate.
- F. Barrel shall not be closer than 25 feet to the side rails of the arena and 25 feet to the end rail and targets shall be a minimum of 25 feet from side rails of the arena.
- G. Courses of fire may be drawn on the first day or not more than 18 hours prior to the beginning of the event.**
- H. Courses shall be drawn from not less than twenty courses unless special consideration is needed do to safety or arena size.**

TIMING

- A. Electronic beam “barrel racing” timers, such as FarmTek timers, shall be used. **The competitor and horse shall start the course of fire from behind the timing beam.**

SCORING

- A. WSSA matches are scored according to elapsed time plus the total of any applicable penalties. The total sum of all of the stages determines all placing.

- B. The decision of the Range Boss is final, based on the current rule book. If a competitor wishes to protest the Range Boss's decision he/she shall do so by filing a \$50 cash protest fee with the Match Director. The member protesting the call must be entered in the event to be protested or be the legal guardian of a Buckaroo competitor. **The Appeals Board for any WSSA sanctioned match shall be made up of three experienced members and one alternate. Alternates will be used only to avoid potential conflicts of when one of the committee is involved in the protest.** The Appeals Board shall be set up confidentially by the Match Director prior to the shooters meeting. No appeal shall be heard, discussed or pre-vote opinion taken of the Appeals Board until the \$50 is paid in CASH to the Match Director. The Appeals Board shall convene and review the situation by reviewing video, listening to the competitors' case and/or seeking the Range Boss input. They shall then discuss and vote in private on whether to accept or deny the protest. If the appeal is granted the \$50 is returned; if the appeal is rejected the \$50 goes to the club. **ALL PROTESTS are to be filed on the same day as the protested call took place within a reasonable amount of time. This is a Match Director call.**

PENALTIES

- A. **Penalties shall be restricted to the following:**
- i. **Missed target: 5 seconds**
 - ii. **Knocked over barrel: 5 seconds**
 - iii. **Failure to follow course of fire: 10 seconds**
 - iv. **Dropped gun: 5 seconds**
 - v. **Failure to holster first gun: 5 seconds**
 - vi. **Non Qualified run: 60 seconds**
- B. A firearm that is dropped once the course has been engaged is a dead firearm and the competitor incurs a 5-second penalty plus any missed targets. A competitor who drops a firearm before engaging the course may be removed from his place in line until the firearm has been cleaned. No consequences shall be received for a firearm dropped beyond the time line after crossing the finish line at the completion of his/her run.
- C. A competitor who becomes dismounted during the course of fire receives a non-qualified run.
- D. In the event that a firearm comes into contact with the arena floor, that firearm becomes a dead gun. For safety reasons the Range Boss, match official or experienced adult member shall be the only person to pick it up.

- E. Total final time for any ride shall equal no more than 60 seconds. Total time for a competitor that does not complete any stage shall be 60 seconds for that stage.
- F. No penalty will be given to any competitor for knocking over a target pole unless it is designated as a 'gate' in the stage description. **All targets shall be broken by direct gunfire. Targets broken by nature prior to the competitor engaging that target shall be engaged to be considered a hit.** The two "Target Cones" that make up a designated gate on a course of fire shall be called "Gate Cones". If a competitor knocks over a "Gate Cone" at any time during the completion of a stage it shall be considered a 5 second penalty.
- G. A competitor shall have been determined to have engaged the course once he has crossed the start/finish line and is on the clock. At that point, he/she accepts the stage as is. Thereafter, any mechanical malfunctions of your firearm or gear, including your horse, shall not constitute a re-ride. **If a competitor crosses the timeline by passing behind the timer he/she is deemed to be unsafe and out of control and shall receive a non-qualified run.**
- H. If a competitor is notified during or after the completion of a stage that a timekeeper error or a timing malfunction occurred the competitor shall be granted a re-ride.
- I. If a competitor crosses the timing line prior to completing the course of fire, he/she shall receive a non-qualified run.
- J. The Range Boss shall grant re-rides as soon as possible after the completion of that run.
- K. Re-rides are given as a new stage. The competitor does not carry forward any misses or a clean stage.
- L. If a run is interrupted, the call for a re-ride is made by the Range Boss.
- M. The "no alibi" blank rule shall be in place for all WSSA sanctioned matches. There are no squibs, high primers, or misfires accepted. There shall be no re-rides or scoring adjustments for problems with mounted shooting blanks.
- N. If a competitor hits two targets with one shot they may use the remaining round to pick up any legal target they may have missed. This is referred to as the Two Target Rule or TTR.
- O. **While competitors are required to wear a cowboy hat, protective headwear, or appropriate headwear at all times in the arena. Entering the arena without a cowboy hat, protective headwear, or appropriate headwear will constitute a non-qualified run and result in a non-qualified run.**
- P. **If there is doubt on a call the outcome should favor the competitor.**

RULES THAT RESULT IN A PROCEDURAL, NON-QUALIFIED RUN, OR DISQUALIFICATION

- A. Violation of the following shall result in a non-qualified run.
- a. **Accidental discharge of a round outside the course of fire (any time or place prior to or after engaging the course) shall incur a 60 second penalty for either the previous or next stage at the discretion of the Match Director. If the competitor reloads and shoots the pattern he or she shall be disqualified from the match.**
 - b. Engaging the course without the consent of the Range Boss shall be a penalty of 60 seconds.
 - c. Breaking the start timer during a warm-up and before the Range Boss has given the OK to engage the course, shall incur no penalty and the time shall be reset. The competitor shall be given a warning for that stage. A second breakage of the timer shall result in a 60 second penalty. **If the competitor breaks the timers after the Range Boss has given the “ready to ride” to the competitor shall receive a 60 second penalty.**
 - d. If a competitor loads and/or shoots 6 rounds from the same gun in a stage. Match officials have the right to inspect any and all firearms before or following a competitors run.
 - e. Failure to wear the minimum dress requirements.
- B. Violation of the following shall result in disqualification for the match:
- a. Alcoholic beverages are prohibited in the range, staging and shooting areas. This includes all persons, competitors, range officials, guests or anyone else in these areas.
 - b. Competitors shall not consume any alcoholic beverage until they have completed all of their shooting for the day and have unloaded, inspected, and stored all of their firearms.
 - c. Competitors shall not ingest any substance, which may affect their ability to participate in a completely safe manner. Both prescription and nonprescription pharmaceuticals that may cause drowsiness or other physical or mental impairment are to be avoided.
 - d. Abusive language or conduct shall not be tolerated and at discretion of Match Director shall be given a warning or disqualification.
 - e. Competitors shall have no live ammunition on their person or in their cartridge belts or saddlebags. **Only dummy ammunition with inert or fired primers shall be used in cartridge belts.**
 - f. All competitors shall use “match supplied”.45 Colt blank ammunition. No personal ammunition of any type is to be allowed at competitions.
 - g. No abuse of animals shall be allowed. This is a Match Director call.

TARGETS

- A. The standard targets used in competitions are helium quality targets. When inflated, a target shall measure 6 to 9 inches in diameter. Targets shall be of two distinctly different colors, unless otherwise specified in the current official course book.
- B. Target stands shall be made of a flexible material like PVC or polyethylene pipe no larger than 1” inch in diameter.
- C. The standard height of a target pole shall be 48 inches, but may be varied from 24 to 60 inches to increase the variety possible within each stage

BUCKAROOS

- A. A safety meeting is recommended with ALL Buckaroo competitors, parents, Buckaroo Director and the Range Boss immediately preceding the ground shooting for the Buckaroos.**
- B. All rules regarding clothing, conduct and addressing the course apply to the Buckaroo Class unless otherwise specified in this section.**
- C. “Demo” competitors may be used at the discretion of the Range Boss/ Buckaroo Director to show the Buckaroos how to engage the course. It is suggested that the demo competitor be an experienced shooter who is not competing in the match or a competitor not on his/her competition mount or be a competitor that has already completed that course in the competition. Buckaroos can request a demo competitor for a specific stage, but this request must be submitted to the Range Boss prior to the start of the Buckaroo Class for that stage.**
- D. Given that Range Boss has greater discretion when assessing Buckaroo penalties, it is suggested that one Range Boss call all Buckaroo stages at a given match. There can be a second person in the arena serving as a “spotter” or a “safety competitor”. The second person can assist the Range Boss watching the gates, routes prescribed by the Buckaroo Director as well as assist the Limited Buckaroos that may need assistance completing the course. The Range Boss is the ONLY one who can assess a penalty.**
- E. The Buckaroo Director for the match may deem necessary to place additional marker cone in the arena to direct the Buckaroos in a certain direction and path for the particular course. If additional markers are used there shall be 15’ between the additional marker cone and the adult target cone. Failure to follow the appropriate course path could result in a penalty or procedural. The course design will be for both the Open and Limited class Buckaroos.**

F. Limited Buckaroos shall engage the course as prescribed in the rule book. They are NOT required to wear guns/holsters or to address the targets; however, if a Limited Buckaroo opts to carry holsters and non-firing replica or unloaded competition firearms he/she shall be judged according to Open Buckaroo rules*.

- a) Knocked over barrel: 5 seconds
- b) Knocked over gate: 5 seconds
- c) Failure to follow course of fire: 10 seconds
- d) Lead Line/Assisted Buckaroos will be assessed a 60 second score for all runs.
- e) Failure to wear required hearing and eye protective equipment. **

G. Open Buckaroos shall engage the course as prescribed in the rule book. All Open Buckaroos shall wear holsters and use non-firing replica or cap guns only. All Open Buckaroos shall ride to, aim at all targets and change guns. Penalties for Open Buckaroos will be assess as follows:

- a) "Missed" target due to failure to look at AND to point the gun at the target: 5 seconds*
- b) Knocked over barrel: 5 seconds
- c) Knocked over gate cone: 5 seconds
- d) Failure to follow course of fire: 10 seconds
- e) Dropped gun: 5 seconds
- f) Failure to holster first gun: 5 seconds + 25 seconds for all missed targets on the rundown (will be treated as a dropped, loaded gun)
- g) Failure to wear hearing and eye protection
- h) Lead Line/Assisted Buckaroos will be assessed a 60 second score for all runs

***The Range Boss call is final on all missed or hit targets. This is a non-appealable call and no appeal will be heard and no score adjusted.**

H. BUCKAROO SHOOTING

Limited Buckaroos may be allowed to shoot by the Match Director however, they will not be required to shoot. If a Limited Buckaroo chooses to shoot, misses will be charged against their time. If a Limited Buckaroo chooses to abstain from shooting, no misses will be charged against their time.

- a. **Limited Buckaroos shall shoot from a stationary position ONLY. They cannot walk with a loaded firearm any time.**
- b. **The Match Director or Buckaroo Director will insure there is a qualified person standing near to the Buckaroos (Open and Limited) when each shot is fired to insure the safety of both the Buckaroo as well as those watching in the immediate area.**
- c. ****All Buckaroos shall wear hearing and eye protection when shooting.**

- d. **Buckaroos will be given a 5 second penalty for all missed targets. They shall NOT be timed when shooting.**
- e. **The Buckaroo Director and/or Range Boss will be responsible for designing and setting the ground course “stage” and assessing penalties for missed targets. A minimum of a 5 target “stage” will be used for ground shooting at each match.**
- f. **The parent or guardian shall be responsible for loading the firearm for the Buckaroo Competitor and unloading the firearm at the end of the stage.**
- g. **In the event the parent and or/guardian has an accidental discharge while loading the Buckaroo’s firearm or while handling the firearm prior to shooting, that Buckaroo will be assessed a 60 second run.**
- h. **No Buckaroo (Open or Limited) can ever carry a loaded firearm outside the designated Buckaroo target area. A parent or guardian will carry the loaded firearm. When it’s time for their Buckaroo to shoot, the firearm will be handed to the Buckaroo. Match Director or Buckaroo Director is appointed to supervise the Buckaroo when the course of fire is clear and the Buckaroo can safely shoot the targets.**

MATCH INSTRUCTIONS

In order for an active Charter or Affiliated Club or producer’s event to be sanctioned by the WSSA and count as a WSSA event you shall abide by the following procedures for the 2012 competition year:

REGISTRATION

- A. Any WSSA member in good standing may enter a sanctioned event. New members may enter after a Match Official has approved their riding and gun handling skills. To track move ups, all competitors shall be assigned a letter designation. To be included on the score sheet, a competitor shall be one of the following:
 - a) A current member (Adult or Buckaroo).
 - b) An individual will only be considered a competitor in a match if he or she pays a membership and entry fee and engages at least one stage of the match.
- B. Time only scores are not tracked
- C. **WSSA members shall be checked at registration** to insure correct classification and that their membership is current for the year.
- D. Clubs may verify interim move-ups, by printing out the page from the web site the day of the event. This page will also tell you how many qualifying wins each competitor currently has towards his or her next move-up. In the event of a multiple

event, after the first day, you may tentatively move a competitor up for the next day of the competition.

- E. Move-ups are not official until certified by the WSSA office. Move-ups in CMSA, MSA, and SASS will also be honored in WSSA events.
- F. Results will be certified by the WSSA immediately. Clubs will have **3 days** to send results to the WSSA webmaster for update.
- G. If a member claims that his or her **Class** or **Wins** are incorrect they should contact the WSSA immediately.
- H. Time only, demo and training runs shall be completed after all competitors entered in the event have completed their scored runs in each stage.

NEW COMPETITORS JOINING AT A WSSA MATCH (ADULT OR BUCKAROO)

- A. Each new competitor **must supply complete membership information including name, full address, e-mail, phone number, date of birth, class, and membership type. Membership forms must be sent to the WSSA within 3 days of shoot with the appropriate fees.**
- B. New members will compete in their designate class. CMSA, MSA or SASS numbers will determine new members' classification at new members' first shoot. (Highest number will be used).

HOW TO HANDLE RESULTS OF A WSSA MATCH

- A. Each affiliated club with current membership will receive a WSSA approved software program to use at their events and to e-mail results to the WSSA webmaster for updates. This information must be submitted within 3 days of shoot – contact information will be mailed to each affiliated club with the software.
- B. Remit \$10 per competitor for new sign ups to WSSA (members) – this fee and corresponding membership forms **must** be mailed to the WSSA office at 4301 Garrity Blvd, Nampa, ID 83687 within 3 days of the shoot.
- C. Limiting the number of competitors who may enter an event shall be advertised 90 days in advance.

PAYBACK REQUIREMENTS

The WSSA **does** require host clubs or event producers to follow a preset payback formula, and also requires that host clubs and event producers publish paybacks AND added money (added money defined by GUARANTEED and not connected to the number of competitors) to advertise any event as a payback event. Host clubs and event producers who fail to do so may face disciplinary action.

2012 QUALIFIER, STATE CHAMPIONSHIP AND WSSA FINAL RULES

- A. An Affiliated Club may host the following events each season:
 - a. An unlimited number of matches
- B. Member must compete at one local shoot & one State Championship (in no particular order) to qualify for the WSSA finals
- C. State Championships & WSSA Finals shall be stand alone events and a minimum of six stages shall be required, unless approval has been granted by the WSSA Board of Directors for a different format
- D. No other WSSA mounted shooting event of any type, may be held in same state on the same dates as State Championship matches or in any state or same date as the WSSA Finals

WSSA STATE CHAMPIONSHIPS

Each state may have one State Championship.

State Championship dates, locations and host clubs shall be approved by that WSSA Board of Directors

- A. To qualify for a WSSA State Championship Event, the event shall have at least six stages and a minimum of 10 competitors
- B. State Championship events shall be hosted within the borders of the respective state.
- C. A State Championship being held outside of the borders of that designated state must be approved by the State Director and/or WSSA Board of Directors

WSSA FINALS CHAMPIONSHIP

- A. The WSSA Board of Directors shall produce one event per season
- B. The WSSA Finals Championship will require members to qualify based upon events entered
 - a. One local shoot
 - b. One State Championship to go to the WSSA Finals

WSSA MOUNTED RIFLE SHOOTING RULES

- A.** Mounted Rifle Shooting is a class within the sport of Cowboy Mounted Shooting. Competitors should be experienced mounted shooters prior to attempting the rifle competition and shall follow WSSA rules plus the following additions or charges.
- B. Mounted Rifle competition shall be accomplished with the first five targets being engaged with pistol (WSSA pistol rules apply) and the second five targets being engaged with a rifle. The competitor shall not have a round in the**

chamber of the lever action rifle prior to crossing the starting line and shall lever the action prior to engaging the first rundown target.

C. Firearms:

- a. The rifle used shall be one manufactured prior to 1900 or a reproduction thereof. It shall be a production weapon, not a one of a kind or a home-made weapon. It shall be a lever action rifle. The lever action shall be .45 Colt, .44-40 or .44 Magnum calibers. Rifle barrel minimum length shall be 16 inches and overall rifle minimum length shall be 30 inches.
- b. Revolvers used in the first half of a stage must be a legal pistol.
- c. Revolving and pump rifles are not allowed.

D. Mounted Shooting Rifle Blanks:

- a. The Mounted Shooting Rifle Blanks for the lever action rifles should be the 5 and 1 or 3 in 1 blank cartridge.
- b. All Mounted Shooting Blanks shall be supplied by the match producer.

E. Divisions:

- a. Rifle competitors shall be divided by Limited (Class A and AA) and Open (Class AAA and Master) – **at Match Director's discretion class may be gender split**

F. Clothing and Tack:

- a. WSSA rules apply, plus the rifle scabbard shall be of leather construction and shall be attached to the saddle.
- b. Each stage shall be started with the rifle in the scabbard.

G. Stages:

- a. All patterns may be changed to fit rifle class.

H. Penalties are the same as WSSA pistol rules, plus the following:

- a. Failure to cycle the lever on lever action rifles prior to engaging the first rundown target shall result in a 10 second procedural penalty.
- b. WSSA rules shall apply concerning the number of procedurals per stage. If there are no WSSA rules concerning number of procedurals, the total shall be one procedural per stage.

WSSA MOUNTED SHOTGUN RULES

- A. Mounted shotgun shooting is a class within the sport of Cowboy Mounted Shooting. Competitors should be experienced mounted shooters prior to attempting the shotgun competition and shall follow WSSA rules plus the following additions and/or changes.**
- B Mounted shotgun competition shall be accomplished with the first five targets being engaged with a revolver (WSSA revolver rules apply) and the last five targets being engaged with a shotgun. (Targets will be placed as a cluster of 2 and a cluster of 3).**
- C. Firearms:**
- The shotgun used shall be any legal shotgun with two barrels, side by side, or the 1887 lever action. Proper adapters may be needed for gauges other 410 to fire pistol blanks**
- Mounted shooting shotgun blanks shall be standard pistol blanks supplied by match.**
- Shotgun division will be as follows:**
- A & AA : Limited**
- AAA & Master – Open**
- (May be gender split at Match Director’s discretion)**
- D. Courses of Fire:**
- 1. Stages to be used will be marked in the pistol course book**
- E. Clothing: Standard WSSA clothing requirements**
- F. Tack:**
- Standard WSSA requirements – scabbard must be leather and attached directly to the saddle**
- G Penalties:**
- Revolver rules apply, plus the following: A hand must be on the forearm of the shotgun while in the act of firing the weapon. The safety shall be on prior to crossing the start line and/or external hammers shall be at half-cock prior to crossing the starting line.**