



Texican Star

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SASS Affiliated

May 2009

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Texican Star

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Special Edition

There will be a side match after lunch on Saturday, May 9, 2009, at the Dentist's Office.

Details are included on the following pages.

Bring guns and ammo!

Texican Rangers

Texican Hotel Side Match

May 9, 2009

1. Categories

**Traditional M1911, Modern M1911, Gangster, and Young Guns
Dress Requirements**

2. Firearms Requirements

3. Scenario & Stage Diagram

4. Safety

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1. CATEGORIES:

Category	Traditional	Modern	Prohibition Gangster	Cowboy	Young Gun
Firearm					
Handgun	M1911 Traditional Luger P08 Broomhandle	M1911 Modern	Any up to 1933	SASS Main Match	Any .22 Revolver
Rifle	Pump, Lever, Semiauto up to 1911 and including Bolts through 1917	Pump, Lever, Semiauto up to 1911 and including Bolts through 1917	Pump, Lever, Bolt, Semiauto up to 1933	SASS Main Match	Any .22 Bolt, Lever, Break open
Shotgun	SxS, Pump, Semiauto up to 1911	SxS, Pump, Semiauto up to 1911	SxS, Pump, Bolt, Semiauto up to 1933	SASS Main Match	Any .410 Lever, Bolt, Pump, Break Open

No semiautos for the Young Guns

Dress Requirements

SASS (Cowboy and Young Guns)

Military (Traditional and Modern, to WW1)

Gangster (Gangster, to 1933)

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2. FIREARM REQUIREMENTS:

A. Semiauto Pistol

1. M1911 or M1911A Traditional:

- Calibers – 38 Super, 9mm, 45 Auto
- May be shot in any shooting style.
- Barrel length must be 5 inches. No barrel porting or compensators or other recoil reducing devices allowed.
- Barrel with standard barrel bushing. No Bull barrels allowed.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Only non-adjustable "military style" dove-tail rear sights and blade type front sights allowed.
- No sight inserts or colored sights allowed. Sights must be black or blued.
- Stainless steel is permitted. Stainless pistols may have stainless sights.
- Grips must be GI-style wood or plastic grips. Other natural materials are allowed but no rubber grips. No target style or thumb rests allowed.
- Only rear slide checkering or serrations. No front slide checkering or serrations.
- No external "rib" allowed on top of slide.
- Magazines must be standard length and cannot hold more than 8 rounds. No extended base pads on magazines.
- Only standard grip safeties. No beavertail style grip safeties.
- Standard length magazine release. May not be extended or oversized.
- Standard thumb safeties only. May not be extended.
- Standard slide release. May not be extended.
- Standard recoil spring and guide. No full-length guide rods allowed.
- Short or long solid trigger permitted. No match triggers allowed.
- Flat or arched mainspring housings permitted.
- Lowered and flared ejection port is allowed ONLY if factory original. Std. ejection ports may not be modified.
- Checkered front strap or trigger guard not allowed.
- Standard spur type hammer only.
- Lanyard loop is optional.
- Internal accurizing and action tuning is allowed.

Note: "Standard" in all cases means Standard Military Specs.

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2. M1911 or M1911A Modern:

- Calibers – 38 Super, 9mm, 45 Auto
- May be shot in any shooting style.
- Barrel length must be at least 5 inches. No barrel porting or compensators or other recoil reducing devices allowed.
- Barrel with standard barrel bushing. No Bull barrels allowed.
- Magazine wells may be beveled, but may not be oversized, extended or flared.
- Adjustable or non-adjustable dove-tail rear sights and blade type front sights are allowed.
- Sights may not be optical or fiber optic. Colored inserts or dots are permitted.
- Stainless steel is permitted.
- Grips must be wood, plastic or other natural materials. No target style grips or thumb rests allowed.
- Front and rear slide checkering or serrations allowed.
- Extended beavertail grip safeties allowed.
- Magazines must be standard length and cannot hold more than 8 rounds. No extended base pads on magazines.
- Magazine release may be extended but not oversized.
- Thumb safeties may be extended and be ambidextrous.
- Slide release may be extended.
- Full length recoil spring guide rod allowed.
- Lowered and flared ejection port allowed.
- Match trigger allowed.
- Lanyard loop is optional.
- Lightweight competition hammer allowed.
Checkered front strap and trigger guard allowed.
- Flat or arched mainspring housing allowed.
- Internal accurizing and action tuning is allowed.

Other Semiauto Pistol

- Luger or Broomhandle Mauser for M1911 Traditional category, same requirements
- Any semiauto pistol manufactured prior to 1933, or clone. .32 cal or larger with a barrel length of at least 3.0 inches.

B. Revolver

- Double-action .32 cal or larger, manufactured prior to 1911 (Traditional or Modern) or 1933 (Gangster), or clone
- Single-action .32 cal or larger, manufactured prior to 1899 (Cowboy), or clone [SASS Legal]
- Young Guns can shoot any .22 Revolver (no semiautos)

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C. Rifle

- Lever, Bolt, Pump, Semiauto 30 caliber or larger manufactured through 1917 (Traditional M1911 or Modern M1911), or 1933 (Gangster),
- Lever or Pump manufactured prior to 1997, or clones [SASS Legal].
- Young Guns may shoot any .22 break-open, lever, or bolt action .22 rifle (no semiautos)

D. Shotgun

- Lever, SxS, Pump, or Semiauto 12 to 20 ga manufactured prior to 1911 (Traditional or Modern) or 1933 (Gangster), or clones.
- Lever, SxS, or Pump, 12 to 20 ga manufactured prior to 1899 [SASS Legal]
- Young Guns may shoot any .410 shotgun

E. Magazines and Speedloaders

- Four magazines are required – four series of five shots each
- Two speedloaders are optional if shooting a pair of revolvers, three speedloaders are optional if shooting one revolver – four series of five shots each.
- Any dropped magazine or speedloader is dead unless it falls back to where it was staged.
- Bring extra magazines, speedloaders, or rounds to cover that possibility.

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3. SCENARIO

TEXICAN HOTEL SIDE MATCH:

1 Handgun (2nd handgun is optional if it can be holstered)

4 Magazines for semiautos – loaded five rounds each

3 Speedloaders (Optional), two if two double action revolvers are used

1 Rifle

1 Shotgun

10 rifle rounds

20 pistol rounds (three reloads, may carry or stage semiauto magazines, and speedloaders or ammunition)

4 shotgun rounds

The bootleggers have kidnapped and are holding hostage in the Texican Hotel the daughter of a rival gang boss. You will rescue the hostage from the Texican Hotel to ingratiate yourself with the father of the kidnap victim.

The Texican Hotel is a den of gangsters guarded by sentries around the perimeter. In the hotel lobby are gangsters hanging around, playing cards, consorting with the barmaids, and guarding the kidnapers who are holding a hostage at gunpoint.

You snipe the perimeter guards with your rifle; enter the hotel lobby and mow down the guards with your pistol; rescue the hostage by popping the kidnapers with your pistol without hitting the hostage; and with your shotgun blast the guards who appear on the balcony.

Handguns are holstered with the hammer down on an empty chamber, loaded with five rounds in the magazine or cylinder.

A **magazine** or **speedloader** with five rounds can be staged on the **NEAR RIGHT** windowsill Position 3 or carried in holsters designed for them.

Two **magazines** or **speedloaders** with five rounds each can be staged on the **FAR RIGHT** windowsill Position 4 or carried in holsters designed for them.

Shotgun is staged on a table at Position 4 and repeaters can be loaded with four rounds in a magazine, chamber empty. SxS ammo must be carried on the body.

Rifle is loaded with ten rounds, exposed hammer down on an empty chamber, and is held at port arms. If the magazine capacity is less than ten rounds, the rifle can be loaded to maximum capacity and reloaded on the clock. Extra magazine or the remaining rounds can be staged at Position 1 or carried on the body.

STARTING POSITION: Standing at Position 1, the window at the left fence, rifle at **PORT ARMS**.

STARTING LINE: “I’m gonna take the girl.”

At the buzzer, **shoot** five rifle targets R1 – R5 in a **single tap sweep** from either end – No double taps.

Safely restage the rifle (action open if it will remain or lock open)

Move to the **NEAR LEFT** window Position 2.

Draw a handgun (and charge a semiauto) and **shoot** five pistol targets P1 – P5 in a sweep from either end.

Move to the **NEAR RIGHT** window Position 3. If necessary to reload, reload **AT THE WINDOW** after movement is complete.

Shoot five pistol targets P6 – P10 in a sweep from either end.

Move to the **FAR RIGHT** window Position 4. If necessary to reload, reload **AT THE WINDOW** after movement is complete.

Shoot five pistol targets P6 – P10 in a sweep from either end. (a double tap on the first target is OK).

Shoot the red pistol targets P11 and P12, starting on either target and alternating, for a total of five shots without hitting the hostage. Holster a Revolver or stage a Semiauto slide open and locked, muzzle downrange.

Pick up the shotgun and shoot the two shotgun targets twice each, no double taps. Knockdowns must go down to count as a hit, and **NO** misses can be made up.

A hit on the hostage is a 10-second penalty.

The penalty and a miss cannot be awarded on the same shot.

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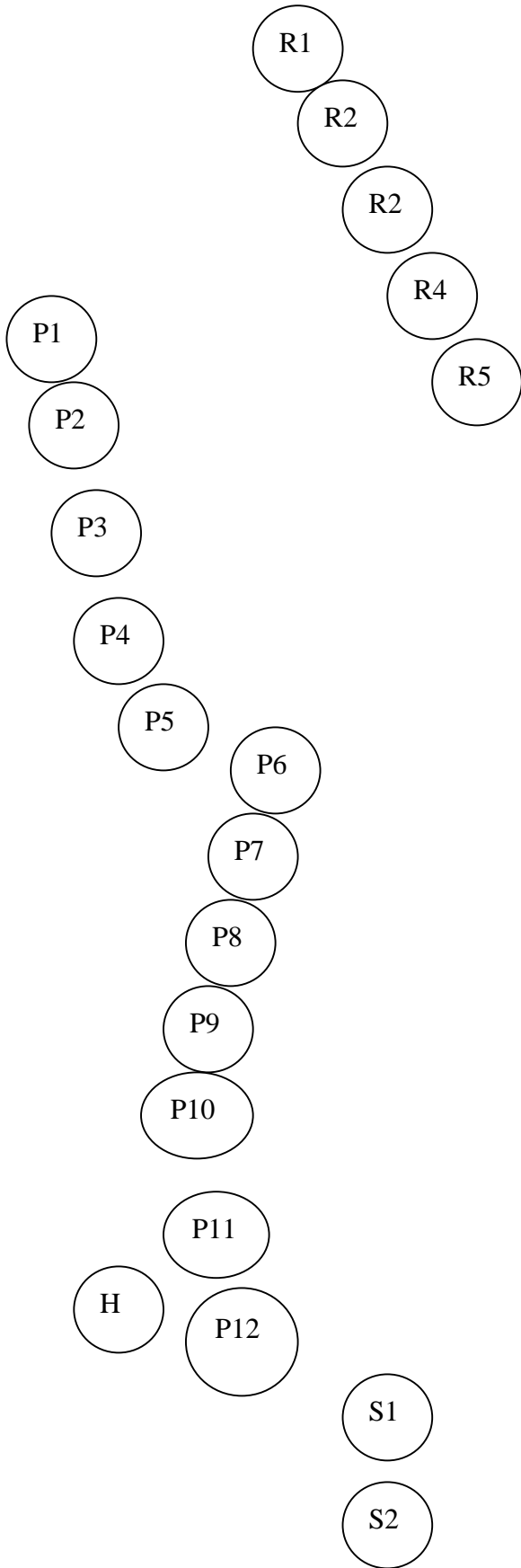
STAGE DIAGRAM:

Position 1

Position 2

Position 3

Position 4



Downrange →

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4. SAFETY:

Decock a firearm only by pointing the muzzle downrange and pulling the trigger.

Handguns must be carried in holsters that will safely hold them. Magazines and Speedloaders can be carried in a holster and/or staged at Position 3 and 4. Rifle magazines or rifle ammo can be carried in a holster and/or staged at Position 1.

A SEMIAUTO PISTOL must be locked open after shooting and BEFORE moving, and finger must be off the trigger. Magazines can be removed on the move. Reload by inserting a magazine **AFTER** arrival at the next stage. Inserting a loaded magazine (or touching the pistol with a magazine) while moving is a MSV. Closing the slide on a loaded magazine while moving is a SDQ.

EMPTY semiautos cannot be holstered, but must be staged at the shooting position when empty if they are not to be reloaded. Stage the **semiauto** slide open, muzzle downrange.

A REVOLVER with a swing-out cylinder or break-top action can be opened **WHILE** moving and finger must be off the trigger. The cylinder can be emptied on the move. Reload by inserting a speedloader or single loading **AFTER** arrival at the next stage. Reloading (or touching the revolver with a speedloader or ammunition) while on the move is a MSV. Closing the loaded action while moving is a SDQ.

A SINGLE ACTION REVOLVER must be **unloaded** and **reloaded AFTER** arrival at a stage. Do not unload on the move. Unloading while moving is a MSV. Reloading while moving is a SDQ.

Show clear to the RO on all semiauto firearms before leaving the firing line, SEMIAUTO PISTOLS first.

Semiautos: removable magazines must be withdrawn, chambers inspected, bolts must be closed and triggers pulled with the muzzle pointed downrange. Semiauto pistols can then be **holstered**.

Revolvers must be carried holstered to the unloading table. Other long guns must be carried with actions open to the unloading table if the bolt will lock open or otherwise cleared by the RO or Safety Officer **BEFORE** moving with it. A closed bolt cannot leave the firing line until cleared.

Any malfunctioning firearm **MUST** be safely staged where the malfunction occurred. **Declare** a malfunction and stage the firearm. Do not holster a handgun that has not fired five shots. A safety officer will carry the firearm to the unloading table.