

COWBOY ACTION

SHOOTING

Please scroll down

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Just a little bit about my background...

I was born and raised in Wisconsin and have been a permanent resident of Kings Point since November of 2018.

I've always been interested in the Old West and became involved in the fascinating Sport of Cowboy Action Shooting at the age of sixty six. Prior to that, my only involvement with firearms was some small game hunting in the 1970's and shooting the M-1 Garand in boot camp at Fort Leonard Wood in the late 1950's.

I shot my first Cowboy Action Match in June of 2007 at a Cowboy Action Club in southeastern Wisconsin. I've recently retired from competitive shooting but I still shoot for recreation.

John Barry will be emailing you a PDF of this slide show so you view at your leisure.

Cowboy Action can be a great family activity and an excellent way to get the younger folks and your spouse involved in shooting sports. At times I've seen Women Shooters out shoot their husbands. Some Ladies I've shot with will always out shoot me.



Father, Son and Grandson
at a Cowboy Action Shooting Match



Young Shooter

What is Cowboy Action Shooting?

Cowboy Action is a sport which originated in Southern California in the 1980's. It is a competitive sport designed to capture the flavor of the Old West and it's Firearms prior to 1899.

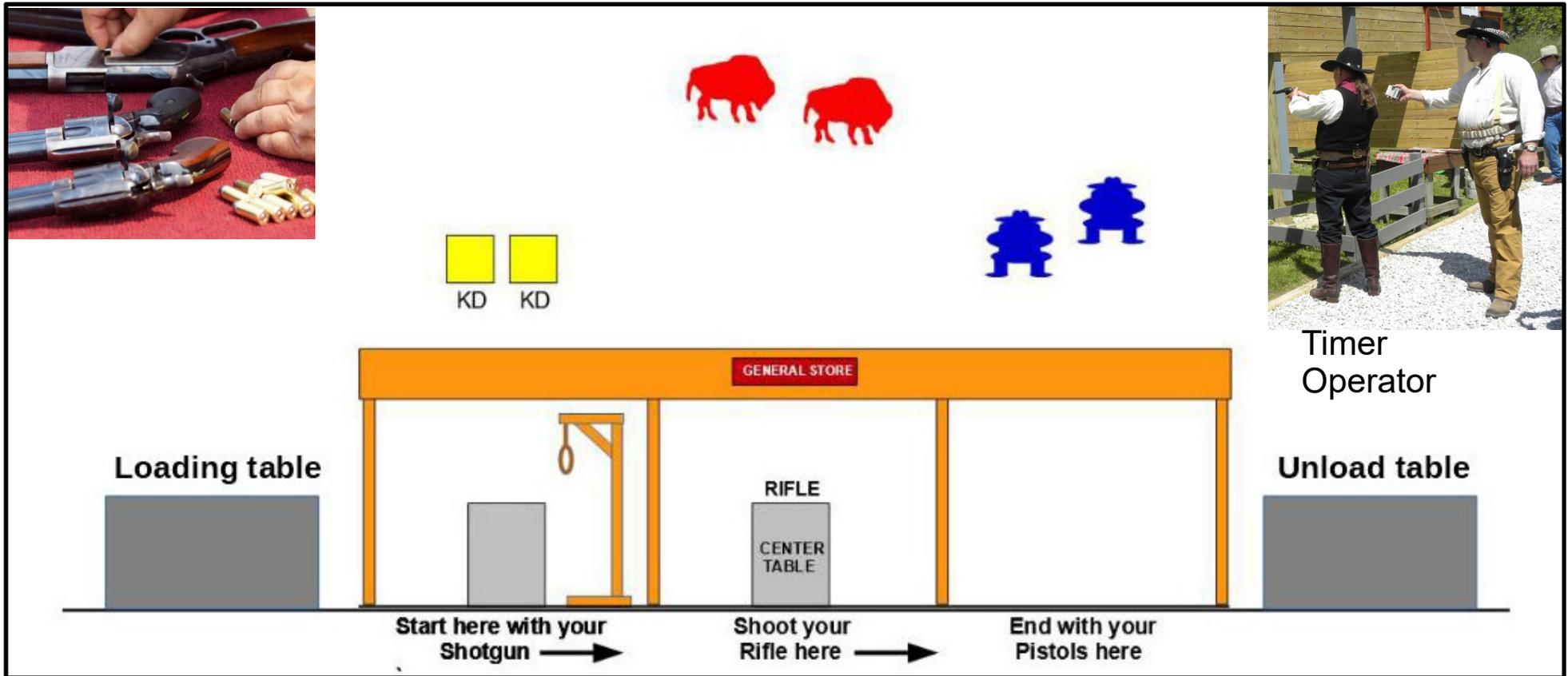
Competitors use two Single Action Revolvers, one Lever Action Rifle and a Shotgun. Competitors are required to wear Old West Clothing and adopt a Cowboy alias such as Dastardly Dan, Wild Bill & Johnny McCrae.

A typical Cowboy Action Match will consist of four to six stages. On each stage Competitors will shoot at a variety of steel targets and Shotgun knockdowns. For each stage the targets must be shot in a specific manner and order. The Shooter is timed on the length of time it takes to shoot the stage. 5 seconds are added to the Shooter's time for every miss and a 10 second "Procedural" penalty is added for shooting the targets out of order.

For example if your time was 30 seconds with no misses or Procedural penalties, your time is 30 seconds. With 3 misses, your time would be 45 seconds. With 3 misses and a Procedural penalty, your time would be 55 seconds. No misses or Procedural penalties constitutes a **Clean Match**.



Shooting a Cowboy Action Match



In a Cowboy Action Match the Shooter will load their Firearms at a Loading table under the direction of a “Loading Officer”. Revolvers are loaded with (5) rounds each with the hammer down on an empty chamber. Rifles are usually loaded with (10) rounds but cannot have a round in the chamber. Shotguns are empty and loaded on the firing line.

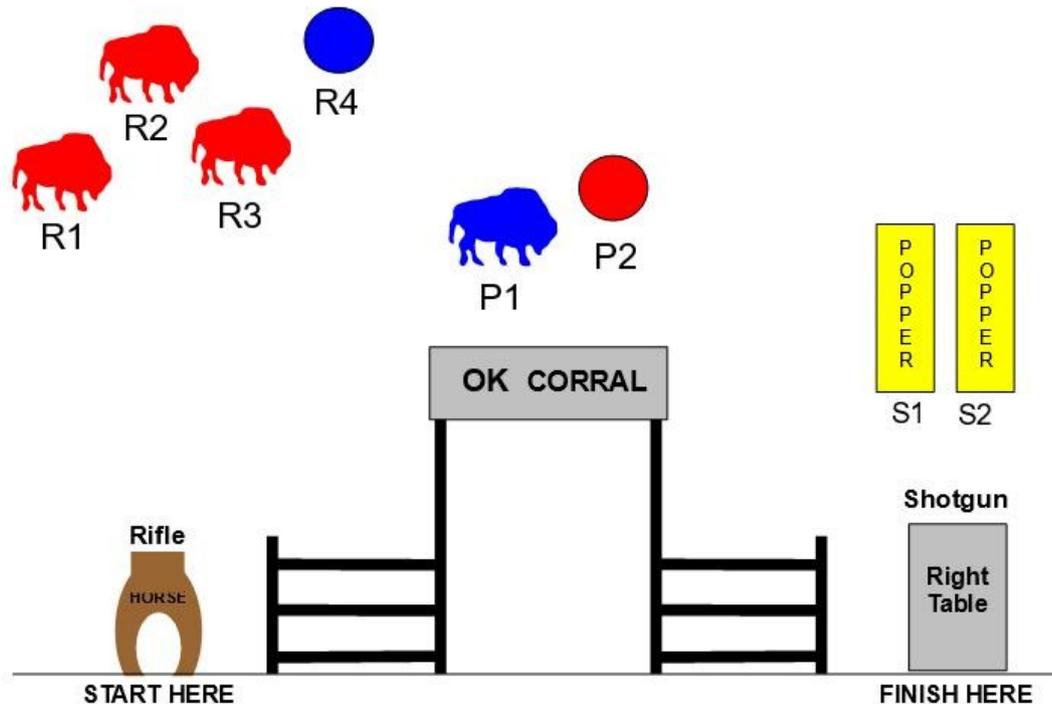
The Shooter is called to the firing by the “Timer Operator” who controls the Stage and insures the Shooter observes all safety rules. There are three “Spotters” who record the misses.

After the Shooter is finished shooting the Stage, he goes to an Unloading table where an “Unloading Officer” insures that the Shooters firearms are clear.

May 2016 Stage 5

THE OK CORRAL

Ammo required: 10 Rifle 10 Pistol 4 Shotgun



This scene is from the movie Tombstone. You are Virgil Earp at the OK Corral trying to disarm the Clantons and McClaury's.

Stage Procedure:

Pistols holstered with (5) rounds each, HDOEC. Rifle loaded with (10) rounds, action closed, HDOEC, staged on horse in left bay. Shotgun staged on table in right bay open and empty.

Starting Position:

Standing in the left bay with both hands on your Pistols.

When the Shooter is ready say the line **"Throw up your hands"**.

At the Beep, Retrieve your Rifle and triple tap the Buffalo's in any order then shoot the last round on the circle for a (5) second bonus. A miss is not a miss. Make Rifle safe and re-stage on horse. Move to center bay. With your Pistols shoot (4) rounds on the Buffalo then (1) round on the circle for a (5) second bonus. Holster and repeat with your second Pistol. A miss is not a miss. Holster and move to right bay. Retrieve your Shotgun and sweep the Poppers twice in any order. No double taps. Make Shotgun safe and proceed to unloading table. **Targets required: (2) Circles, (4) Buffalo's, (2) Poppers**

This is a typical Cowboy Action stage. The stage is sometimes written about an event that occurred in the Old West such as the Gunfight at the OK Corral. To start the stage, the Shooter usually says some sort of line.

Shooter's Instructions

At the Beep, Retrieve your Rifle and triple tap the Buffalo's in any order then shoot the last round on the circle for a (5) second bonus. A miss is not a miss. Make Rifle safe and re-stage on horse. Move to center bay. With your Pistols shoot (4) rounds on the Buffalo then (1) round on the circle for a (5) second bonus. Holster and repeat with your second Pistol. A miss is not a miss. Holster and move to right bay. Retrieve your Shotgun and sweep the Poppers twice in any order. No double taps. Make Shotgun safe and proceed to unloading table.

Here is a video of a typical SASS Match stage
<https://www.youtube.com/watch?v=6GAXorL4tS0>

Here is a video of a SASS Match stage thru the Shooter's eye
<https://www.youtube.com/watch?v=JV5WxATRzGI>



The Firearms of Cowboy Action Shooting

Virtually most Firearms used are Italian reproductions. Original Antique Firearms are much too costly and valuable to use. The Ruger Vaquero is also a very popular Revolver to use. The most popular calibers are .38 Special, .45 Colt and 12 Ga.



Typical Italian Reproductions



The Firearms of Cowboy Action Shooting



This was one of my favorite Revolvers. It is a reproduction of an 1873 Single Action Army (SAA) Colt. This Revolver was manufactured in the USA by a company called United States Firearms.



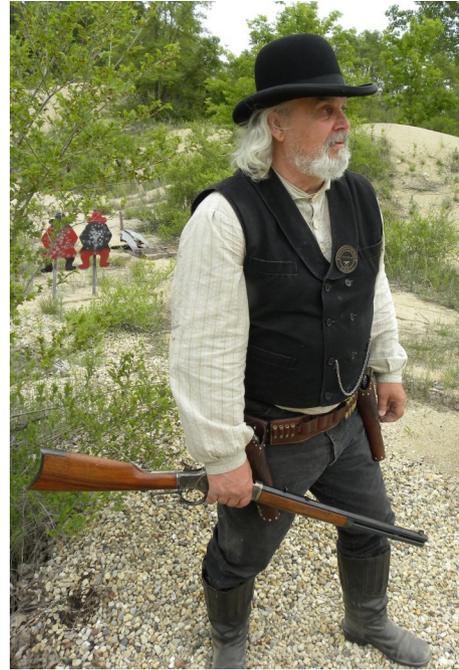
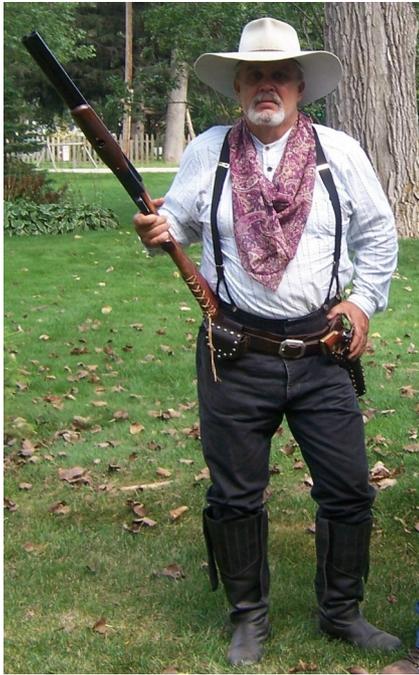
This is a reproduction of an 1892 Winchester Carbine. This Rifle was manufactured in Italy by a company called Chiappa-Rossi Firearms. John Wayne carried an 1892 Winchester in most of his movies.

Firearms for Cowboy Action Shooting



One can accumulate quite a collection through the years

The Clothing & Leather of Cowboy Action Shooting



Some of the fun in Cowboy Action Shooting is in dressing up like a Cowboy from the Old West. There are several stores who specialize in Old West clothing & Cowboy Gun Leather.

Safety Rules of Cowboy Action Shooting

Safety is NUMBER ONE at a Cowboy Action Match.

There are several Safety Violations that can result in a **Match Disqualification**.

All loading and unloading will be conducted in the designated areas while under the observation of the Loading and Unloading Table Officers.

Long Guns must have their actions open immediately at the conclusion of each shooting sequence and while carried on the range. When moving Long Guns on the range, the muzzle must be pointing UPWARD and the end of the muzzle must be above your head unless enclosed in a case.

When Firearms are loaded at the Loading table they will remain on the table until you are called to the firing line. Loaded Firearms are NOT PERMITTED to leave the Loading table or firing line at any time. Violation of this rule will result in a **MATCH DISQUALIFICATION**.

ALL competitors and spectators MUST wear Eye Protection (with wrap-around or side shields) and Hearing protection.

Cowboy Action shooting matches are NOT fast-draw competitions. ANY unsafe Firearm handling or fanning of a Firearm will result in a **MATCH DISQUALIFICATION**.

A dropped LOADED Firearm will result in a **MATCH DISQUALIFICATION**. The shooter will NOT pick up the dropped firearm. A Range Officer will recover the Firearm, unload it, examine it, clear it and return it to the Shooter. A dropped UNLOADED Firearm will result in a **STAGE DISQUALIFICATION**.

Breaking a 170 degree arc relative to the firing line with the muzzle of a LOADED Firearm will result in a **MATCH DISQUALIFICATION**. Sweeping anyone AT ANY TIME with the muzzle of a LOADED Firearm will result in a **MATCH DISQUALIFICATION**. Breaking the 170 degree arc or sweeping with an UNLOADED Firearm will result in a **STAGE DISQUALIFICATION**. If using a Cross Draw Holster, do the Cross Draw Dance.

An accidental discharge impacting within 5 feet of the Shooter or in any direction deemed unsafe by the Range Officer will result in a **MATCH DISQUALIFICATION**.

Muzzle control is very important. ALL muzzles must be pointed below the bottom of the Baffles when the Firearm is under your control. Any round hitting a Baffle is considered to be a "round over the berm" and will result in a **MATCH DISQUALIFICATION**.

Firearm Handling at the Range



As mentioned, when the Shooter is finished shooting a Stage, he proceeds to the Unloading table where an "Unloading Officer" inspects the Shooter's Firearms to make sure they are clear and safe. All Shooters are required to work at a match as Spotters, Loading Officers, Unloading Officers, Score Keepers, Brass retrievers etc.



Long Arms, Ammo, Tools and Supplies are transported around around the Range in a variety of Gun Carts. Many of which are home made. Long Arms must be empty with their actions open and pointed up.

Cowboy Action Shooting Organizations

The Single Action Shooting Society (SASS)

This is the National organization that founded and pioneered Cowboy Action Shooting in the 1980's. To participate in a SASS match, the Shooter must use two Single Action Revolvers, one Rifle and one Shotgun. SASS is the largest CAS organization and has Clubs in virtually every state and overseas. There is a nearby SASS Club named the Doodle Hill Regulators. They hold matches at our local Gun Kraft range on the 4th Sunday of the month (Sept-May). Visitors are welcome. Bring some eye & ear protection.

The National Congress of Old West Shootists (NCOWS)

This is a smaller National organization with Posse's (Clubs) in nine states. NCOWS is historically oriented. Their rules lean towards stricter historical accuracy with firearms and clothing. NCOWS has a category that allows the Shooter to use one Revolver and one Rifle. NCOWS has a 10 second penalty for misses which forces the Shooter to take more time to aim.

Hobbies associated with Cowboy Action Shooting



Holsters I've made



My Reloading area in Wisconsin

After getting involved in Cowboy Action Shooting, the need arose for a Holster Rig and lots of ammo. I taught myself how to do Leather Working for Old West style Holsters and how to reload my own ammunition. Learning to reload was especially helpful for many reasons. Usually a match requires at least 50 to 60 rounds of Rifle ammo and 50 to 60 rounds of Pistol ammo along with 25 Shotgun shells. Practice sessions could use at least that much ammo. In addition to saving money, some of the ammo I used was hard to get especially Black Powder cartridges and odd calibers such as 45 Schofield.

Cowboy Action Shooting Websites

www.sass.com The Single Action Shooting Society **SASS**

www.ncows.com The National Congress of Old West Shootists **NCOWS**

www.cascity.com CAS City (a website devoted to Cowboy Action Shooting)

www.uberti-usa.com Uberti USA (source of Old West Firearm reproductions)

www.wwmerc.com Wild West Mercantile (source of period correct Old West clothing)

Above is a list websites that are links to sources of Cowboy Action Shooting organizations, Firearms and Clothing.

John Barry will be emailing you a PDF file of this presentation so you can view it at your leisure.

Many thanks for watching this presentation.

Johnny McCrae





The End