

Do's and Don'ts for Bolt Action Military Match (BAMM)

What is it? The idea behind this type of match is to get these old battle rifles out of the safe and out to the range for some good old fashioned low-key shooting fun. This will be an action match, in the Cowboy Action Shooting sense of the word—on the clock, time penalties for misses, procedurals and safety violations. Stages will typically require 10 – 15 rounds, with CAS-type scenario instructions: Nevada Sweep those three, alternate 5 on these two, etc. At least one 5-round reload on the clock will be required on every stage. This is not a SASS sanctioned event.

Firearms. Bolt Action Category: Any properly functioning, safe to shoot, center fire bolt action rifle issued by any country for use as a battle rifle is welcome. Only iron sights will be allowed. A partial list would include Springfield, Enfield, Mosin-Nagant, Mauser, Steyr, Schmidt-Rubin, Krag-Jorgensen, Lebel-Berthier and so on. Rifles that look “as-issued” are what we’re after. If you have a sling and bayonet, use them. No “sporters” please.

Handguns: A military style handgun from the bolt action era will be needed. It would be shooter’s choice of such guns as 1911s, Lugers, Broomhandles, and revolvers such as the 1917s, Webleys, Enfields, Victory revolvers, Nagants, etc.

Ammunition. We will be shooting steel on the Cowboy Action Shooting range, so lead bullets only will be used. Moderate muzzle velocities are a must. These rifles are capable of good accuracy with lead cast bullets and mild powder loads. The longest shot will be determined by the size of the range. Some as close as 10 yards. Therefore, we have decided to adopt the SASS main match muzzle velocity maximum of 1400 fps for rifle ammunition. Gas checks are OK. Hot loads will be disallowed at the match director’s discretion. Handgun ammunition must be all lead, mild powder loads and under 1000 fps.

Targets. Steel targets of miscellaneous shapes and sizes will be placed at varying distances, generally 10 – 90 yards. This is an action match, not precision bullseye shooting.

Shooting a Stage. One “Sighter Shot” will be allowed on the 1st stage and off of the clock. We will have a timer operator/RO, spotters, brass pickers, scorekeeper, and we will use the loading and unloading tables just like we do at a cowboy match. Rifles will be loaded at the loading table with 5 rounds in the magazine, bolt left open, chamber empty. Pistol magazines will be loaded but not installed, have slide open and chamber empty. Ammo for reloads will come from the body unless otherwise specified in the stage instructions, or unless an exception is allowed. SASS rules for moving with a firearm will be followed. Stripper clips (chargers) are allowed and encouraged.

Costuming. There are no costuming requirements. If you have a uniform, wear it for style points!

Nevada Rangers'

BAMM

(Bolt Action Military Match)

Sling and Bayonet Encouraged

Stage 1

Firearm Sequence	
Rifle Staged safely on table 10+1 rounds	1 Pistol Staged safely on table 15 rounds

LOADING TABLE:	RIFLE ----- Load 5 rounds, action open, chamber empty.
	PISTOL ----- Load 3 magazines with 5 rounds each. Slide open and chamber empty.

SHOOTING TABLE:	Rifle in hands, pistols and magazines staged safely on table. You may take 1 "Sighter Shot" off the clock. (Your choice). After the Sighter Shot, load the extra round for a total of 5 in the rifle. With rifle in hands and ready to shoot 10 shots, say "Shooter Ready".
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ATB:	RIFLE ----- Close the bolt and engage the 4 back berm targets with 10 rounds in a "Continuous Nevada Sweep". Reload as necessary. Put rifle on table, action open and chamber empty
	PISTOL ----- (Pistol targets will be the rifle targets that the CAS shooters used prior to the BAMM.) (No Magazine Shortcuts) Load 1 magazine into pistol and engage the 5 targets with 15 rounds in a triple tap sweep. Reload as necessary when the magazine is completely empty. After the last shot, drop the magazine. Clear the pistol and rifle with the T.O. Close the slide on the pistol and pull the trigger pointing down range.

UNLOADING TABLE	Move to the unloading table. After you have collected all of your equipment and brass, you may go to your guncart.
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Stage 2

Firearm Sequence	
Rifle Staged safely on table 10 rounds	1 Pistol Staged safely on table 15 rounds

LOADING TABLE:	RIFLE ----- Load 5 rounds, leave action open, chamber empty
	PISTOL ----- Load 3 magazines with 5 rounds each, slide open, and chamber empty

SHOOTING TABLE:	Stage rifle, pistol and mags safely on the table.
	Hands at side say: "Shooter Ready".

ATB:	RIFLE ----- Close the bolt and engage the 4 back berm targets In a continuous "Shoot-'till-you-hit the target Sweep", LEFT to RIGHT. Shoot each target with the "Shoot-till-you-hit" method. Put rifle on table, action open and chamber empty.
	PISTOL ----- Load 1 magazine into pistol and engage the 5 back (No Magazine Shortcuts) pistol targets with 15 rounds in a "Single Tap Sweep" from LEFT TO RIGHT . Reload with 2 nd magazine, do a second sweep RIGHT to left. Reload with 3 rd magazine, do a third sweep LEFT TO RIGHT . After the last shot, drop the magazine. Clear the pistol and rifle with T.O. Close the slide on the pistol and pull the trigger pointing down range.

UNLOADING TABLE	Move to unloading table.
	After you have collected all of your equipment and brass, you may go to your guncart.

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Stage: 3

Firearm Sequence			
Weapon:	Rifle	Weapon:	Pistol
Staged:	On table	Staged:	On table
Rounds:	15	Rounds:	10

LOADING TABLE:	RIFLE -----	Load 5 rounds, action open, chamber empty.
	PISTOL -----	Load 2 magazines with 5 rounds each. Slide open and chamber empty.

SHOOTING TABLE:	Pistol and magazines safely on table.
	Rifle in hands say "Shooter Ready".

ATB:	RIFLE -----	Close the bolt and engage the 4 back berm targets in a continuous Nevada Sweep, starting on the LEFT .
	PISTOL ----- (No Magazine Shortcuts)	Load 1 magazine into pistol and engage the 5 back pistol targets with 10 rounds in a "Double Tap Sweep". Reload as necessary when the magazine is <u>completely empty</u> . After the last shot, drop the magazine, clear the pistol and rifle with the T.O. Close the slide on the pistol and pull the trigger pointing down range.

UNLOADING TABLE	Move to the unloading table.
	After you have collected all of your equipment and brass, you may go to your guncart.