

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

(Plagiarized from Nasty Newt of the Robbers Roost Vigilantes LOL)

**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, and Lebel-Berthier. Rifles that look “as-issued” are what we’re after. If you have a sling and bayonet, use them. No “sporters” please.

**Lever Action Category:** Any lever action rifle caliber, center fire rifle that is allowable in SASS sanctioned long range matches may be used. Examples are Model 94 Winchester, Model 95 Marlin, Model 336 Marlin, in 30-30, 32 Special, 32-40, 35 Remington, and 45-70. Others may be allowable case-by-case. For instance, we would not turn away a Model 95 Winchester. If in doubt, ask.

**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 mild lead cast bullet loads. The longest shot will be 50 yards, some as close as 20 yards. Therefore, we have decided to adopt the SASS main match muzzle velocity maximum of 1400 fps for rifle ammunition, in both the Bolt Action and Lever Action categories. Gas checks are OK. Hot loads will be disallowed at the match director’s discretion. Handgun ammunition must be all lead and under 1000 fps.

**Targets.** Steel targets of miscellaneous shapes and sizes will be placed at varying distances, generally 20 – 90 yards. This is an action match, not precision bullseye shooting.

**Shooting a Stage.** One “Sighter Shot” will be allowed on the 1<sup>st</sup> 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!