

Skirmish Match

Match Location: Willow Hole Cowboy range (see home page for range location)

Firearms:

You may use any firearm or replica of any firearm manufactured from 1860 up to and including 1917 (and any allowed by SASS rules as of 2026). Only open-sighted firearms are allowed.

Lead bullets only. A maximum of 1400 fps maximum velocity (black powder velocities) is allowed. The range master reserves the right to chronograph any ammunition and prohibit its uses based on violating rules or target/prop damage.

Categories:

Double Deuce

Lever Pistol Caliber

Lever Rifle Caliber

Single Shot

Bolt action

Here are some examples of firearms that may be used. An entire list would be exhaustive, so contact Troy Melton if you have questions:

Rifles:

- Springfield Trapdoor – Single Shot
- Krag – Bolt Action
- Spencer Repeaters – Lever Pistol Caliber
- Mauser (various) – Bolt Action
- Mosin-Nagant – Bolt Action
- Swiss K-11 – Bolt Action
- Browning 1895 – Lever Rifle Caliber
- Sharps rifles - Single Shot
- Browning Hi-wall – Single shot
- Remington Rolling Block – Single Shot
- Winchester 1903 (A3 is allowed)
- Enfield 1917

Sidearms:

- Colt SAA '73
- Cap'n ball revolvers
- S&W Schofield models
- S&W double-action revolvers various models
- S&W Russian
- Colt double-action revolvers various models
- Colt 1911

Round Count:

You are allowed the initial loading, 30 rifle rounds and 6 sidearm rounds **per Skirmish**. So, for your typical 1873 Winchester Carbine and Colt SAA you will need 40 rifle rounds (10 initial loading, and 20 reloads) and 11 sidearm rounds (5 initial load, and 6 reload).

Skirmish description:

- There are typically a dozen or more rifle targets, and four sidearm targets. There are no “misses”. You will shoot until the target is hit. **Expect to reload your rifle on the clock, and be prepared to reload your sidearm as well.**
- You carry a rifle and **only one sidearm**.
- You will come to the line with empty weapons, and load under the observation of the assigned Skirmish Master. You will start all runs with actions closed on empty chambers.
- **You will carry spare ammunition on your person.** After your initial loading, you are allowed a **maximum of 30 rifle rounds and six sidearm rounds on your person.**
- Skirmish targets are typically at longer ranges (12 to 20 yards for sidearm, and 30 to 80 yards for long gun).
- **There will be downrange movement in some, if not all skirmishes.**
- **No movement is allowed with a loaded round in the chamber.** You may ONLY move if:
 1. The action is open or closed on an empty chamber, or
 2. The action is open or closed with a spent cartridge in the chamber.You may NOT move with a chambered round: If you chamber a round, you will fire that round before any movement takes place.
- You may reload at any time, as long as the above conditions are satisfied.

- There is no preset course of fire. You will engage targets as you acquire them. All targets must be hit. The timer will start when the first shot is fired, and stop when the last target is hit.
- You may use any shooting position you feel comfortable with. You may brace your weapon as you see fit, using whatever props or natural elements are available.
- At the end of the run, you will clear all weapons, and show safe to the Skirmish Master. Movement up range will be done with open empty weapons.
- Should you run out of ammunition for all weapons prior to completion of the run, you will engage in Hand to Hand combat: IE you will run about yelling and knocking down the targets with bayonet/knife/bare hands. Your fellow Skirmishers will enjoy this even if you do not.