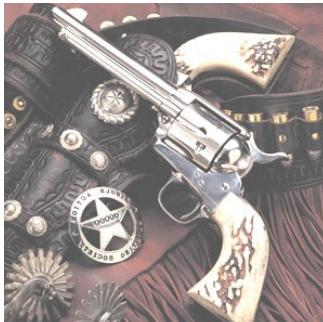


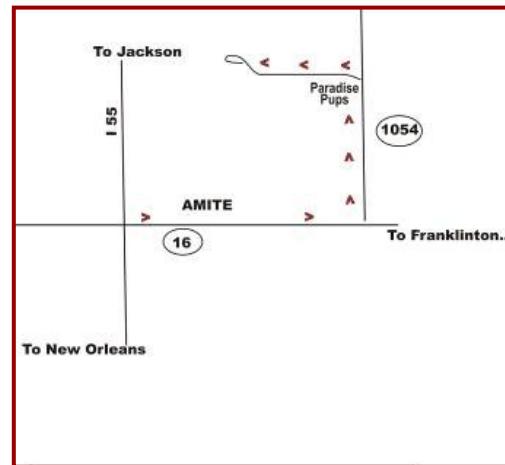


You may have seen something on TV, or you may know somebody who's a cowboy action shooter, and maybe it sounds interesting but you don't know that much about it. Getting into the game will cost you some money, but don't let that scare you off. Here's what you'll need:

Alias: This is the easy part. SASS requires each member to come up with an alias, a name that you'll enter matches under and be known by among the cowboy crowd. In many cases people shoot with each other for months (or years!) without even knowing their real names, the alias is what defines you and the "character" or persona you decide you want to be when you play the game. Many of the best known cowboy names are based on famous real or fictional characters, such as Matt Dillon, Bat Masterson, Wyatt Earp, Billy The Kid, and so on, and are already taken (you register your official alias with SASS if you join and from then on it's *your* alias), but there are some very imaginative aliases out there like Bat Blasteron, Dirty Dancing With Wolves, Kid Shane, Will Shootem, and Sixgun Shorty, to name a few. Generally, the alias reflects either a type of character the shooter wants to use as his or her alter-ego, and many people dress to match their alias.



Directions to Florida Parishes Skeet Club and



Florida Parishes Skeet Club Amite, LA

Club House (985) 748-8025

GPS N30° 44.502' W90° 29.005'

Driving Directions from I-12 Hammond area

- Take I-55 North for 15.6 miles.
- Take Exit 46 and turn right onto LA-16 east.
(Montpelier/Amite Exit)
- Travel through the town of Amite for 3.4 miles.
- Turn LEFT onto LA-1054 for .4 miles.
- Paradise Pups is located on the left.
- Turn LEFT onto gravel road immediately after Paradise Pups.
- Follow gravel road to Florida Parishes Skeet Range. The Cowboy Town is on the left as you enter the range.

Cowboy Action Shooting



**Tradition of the Old West
and
“The Spirit of the Game!”**



www.bayoubountyhunters.com

Bayou Bounty Hunters

We are a [SASS](#) affiliated cowboy action shooting club that holds monthly matches at Florida Parishes Skeet and Gun Club in Amite, LA. We shoot the 2nd Saturday of the month. Matches begin at 9 AM.

We shoot five stages and a side match. Our stages involve scenarios of the Old West. Since we shoot real bullets, safety is our number one priority. We are a family-oriented sport with junior, lady and senior categories, as well as the traditional, duelist, classic cowboy, and black powder.

We dress in Old West style clothing and shoot pre-1897 guns or reproductions thereof. Stages involve the use of one and/or two pistols, a rifle, and/or shotgun.



Clothing: The game was originally based on the cowboy stars of the silver screen, but many participants like to carry it farther and dress more authentically to the real West of the late 1800s. Hollywood's images of the way people dressed back then are what many of us grew up with, but they're not the most accurate images.

Recognizing that there's a wide variety of people who play the game, SASS allows both styles—Silver Screen, and Period Correct. The Silver Screen fans tend to show up with fancy Hollywood-style low-rise drop-loop Buscadero gunbelts with engraved pistols, highly tooled multi-colored boots, and 1940s western-patterned outfits, while the Period Correct crowd will step up to the line in more authentic high-rise Cheyenne-style Mexican loop rigs, plain square-toed "stovepipe" boots, and reproductions of the actual clothing styles worn over a hundred years ago.

Guns: SASS sets the boundaries on calibers and styles, but there's a wide range of authorized equipment to choose from. Revolvers must be of the types used from about 1850-1900, and that includes originals and replicas, and you'll need two. Basically, for main match stages, this means Colt Peacemakers, Smith & Wesson single-action revolvers from the period, Remington single-actions, and the more modern Ruger single-actions. There's a booming market in imported and domestic reproductions of these guns for those who like either the looks or the history but don't have the budget to buy the originals. Calibers must be .32 to .45, and velocities are kept low for two reasons—light loads are easier on the shooter and they're easier on the steel targets used. No magnum loads here, the targets are up close to be easier to hit (although there's no target too close to miss!) and the loads are light to encourage more people to shoot. Pistols & rifles in .22, along with .410 shotgun can be used by buckaroos 13 and younger.

Lever-action or pump-action rifles of the correct era that chamber pistol cartridges (.32-20, .38 Special, .44-40, .45 Colt, etc.) are used for targets placed a little farther out, and again here velocities are kept low for the same reasons. Lead bullets only, to reduce target damage and bullet particle splashback, just like the pistols. These usually run from 1866, 1873, and 1892 model Winchesters through several Marlin models, with the occasional Colt Lightning pump rifle, and again include originals alongside replicas in the case of the older guns.

Shotguns are usually double-barreled types in a wide variety of styles (you can use a single-barreled shotgun, but it'll take twice as long to finish shooting a stage), and the Winchester Model 1897 pumpgun, and in rare cases a Winchester Model 1887 lever-action shotgun. The double-barreled shotguns must be in a gauge that's 20 or above, no .410s allowed, and they run the gamut from originals through modern versions both with external hammers and without. The Winchester '97 is a very popular shotgun for cowboy use, but to avoid giving '97 shooters an unfair advantage with its six-shot magazine shooters are restricted to loading no more than two shells at a time. Most cowboy shotgunning use light target loads that don't tear up the shoulder too much.



Getting Started: There are a number of ways you can get started, there's no rule that says you can't start out with the minimum approved attire and borrowed equipment, and there's no rule that says you have to show up with brand new gear, either. Bargains can be found in all areas with a little ingenuity and patient checking around.

For more information, you can call SASS headquarters at 714-695-1815, or look them up on the website at www.sassnet.com. SASS provides the idea, the framework, the guidelines, and the worldwide membership that allows you to shoot at SASS-sanctioned, regional events and End Of Trail, but you don't have to join SASS to shoot at local clubs or be a part of Cowboy Action Shooting in your area.

At their monthly match, the Bayou Bounty Hunters offer spectators to learn about Cowboy Action Shooting. Beginning around 11:00 AM, prospective shooters are invited to take part in a "new shooter's class" and have the opportunity to shoot some of the guns used during a match.