

Grand Army of the Frontier Muster Guide

(Approved 08-25-18)

Purpose

This Muster Guide establishes a baseline of equal opportunity and consistency for the Grand Army of the Frontier (G.A.F.) Musters held at the Brigade (National) Department (Regional), Division (State), and local levels.

This Guide established G.A.F. Muster principles and policies and provides Muster Directors with a ready reference to organize and conduct a G.A.F Muster that is fun, interesting, safe, and consistent across the broad geographic scope of the G.A.F. The Guide allows and encourages Muster Directors to use their experience, exercise their imagination and discretion, and take advantage of the host range's unique features in designing a Muster.

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1) General Muster Guidance

- i) All G.A.F. shooting competitions will be known as a Muster.
 - ii) The National level Muster will be known as The Grand Muster.
 - iii) Department and Division level Musters will be known by their geographic name, i.e. The Department of the Missouri Muster, or The Division of Nebraska Muster.
 - iv) All G.A.F. Musters will encompass both shooting and uniform competitions. Emphasis will be placed on shooting the Muster with appropriate mid-Victorian era military firearms and in an appropriate period military or para-military uniform.
 - v) All shooting categories should be offered during registration. Categories with less than three shooters may be combined into a similar category, using the rifle as the prime determination factor.
 - vi) Uniform competition should include at least the work uniform (including fatigue, field, and campaign uniforms) and dress uniform categories. These categories will be further sub-divided into officer and enlisted if there are sufficient registrations.
 - vii) The Brigade Champion competition will only be conducted at the G.A.F.'s Grand Muster. However, a Department or Division Champion may be awarded at an annual Musters held at those levels.
- b) Brigade, Department and Division Champions (Muster Champion) will only be awarded from among the military category competitors. To qualify for consideration, the competitor must place in a Military category in the Skirmish competition, in a Military category in the Sharpshooter competition, the Precision Pistol Match and qualify for judging in either the Work or Dress uniform competition. The qualifying uniform shall be one used while competing in the shooting portion of the competition.

2) G.A.F. Firearms and Ammunition

a) G.A.F. Rifle Guidelines

- (a) The G.A.F. Muster shooting competitions are based on Victorian-era military-issue cartridge rifles of various nations between 1860 and 1900, or roughly equivalent to the black powder cartridge era/first generation smokeless cartridge.
- (b) G.A.F. Musters will offer the Military and Civilian categories as described below unless there are insufficient registrations.
- (c) The Muster Director has sufficient discretion to combine or divide categories as made necessary by the number of registered shooters with the following guidelines.

- (i) Both male and female competitors will shoot in the same category, but a youth category may be provided if there are sufficient competitors.
- b) Military Category Rifles
 - (a) Military Category competitors may use any breech loading cartridge long arm, or reproduction thereof, used by the Victorian era military between 1860 and 1900. The cartridge used must have a self contained primer, no loose percussion caps.
 - (i) This includes both firearms issued in large quantities, but also those issued in limited quantities, such as for experimental field-testing and evaluation.
 - (ii) The competitor may be required to provide evidence of a firearm having a demonstrated military usage. Approval will be up to the Muster Director or the respective Brigade, Department or Division Ordnance Officer for the Muster. There is no appeal.
 - (b) A military repeating rifle is defined as any military issue rifle that includes an integral magazine from which rounds are loaded into the chamber by the manipulation of the action. Examples include but are not limited to the Spencer lever action and Krag-Jorgensen bolt action.
 - (i) A military configured Winchester 1895 is considered a military repeater and may be used in the Smokeless Military 2-Gun categories.
 - (c) A military single-shot rifle is defined as any military issue rifle that does not have an integral magazine and requires each round to be manually loaded into the chamber by hand. Examples include but are not limited to Springfield trapdoor action, Sharps, Martini-Henry lever actions.
 - (d) NOTE! Only those weapons designed for BP may be used in the BP classes. You may NOT utilize a smokeless design weapon in a BP class by loading the ammunition with Black Powder or a BP substitute.
 - (e) Firearms will be military specification (MIL-SPEC) configuration, with no changes to the stock, sights, or mechanical function.
 - (i) No external or internal modifications to the rifle is allowed except that springs may be replaced/lightened and existing parts may be polished to improve trigger pull. Parts may be only replaced to repair or return to the firearm to MIL-SPEC.
 - (f) Military firearms must be shot in an appropriate MIL-SPEC caliber for which the particular firearm was designed and manufactured, or an equivalent caliber. (Example: .30-06, 7mm or 8mm may be substituted for .30 US caliber).

- (i) A Spencer rifle or carbine in a rifle caliber or pistol caliber is considered a military issue repeating rifle. The G.A.F. recognizes that the pistol caliber Spencer is an anachronism but as it became widely available commercially prior to the reintroduction of a rifle caliber version, it will be considered a military issue firearm for G.A.F. competition. This ruling may be subject to change at a later date.
- (ii) Non MIL-SPEC calibers may be used with the preapproval of the appropriate level Brigade, Department or Division Ordnance Officer for the respective Muster. It is up to the competitor to gain preapproval of any non-MIL-SPEC caliber, and the Ordnance Officer will notify the Muster Director and the competitor of any authorized changes.

c) Civilian Category Rifles

- (a) Firearms will be of a mid-Victorian civilian repeating and single-shot rifles in both rifle and pistol calibers.
 - (i) A civilian repeating rifle is defined as any non-military rifle that includes an integral magazine from which rounds are loaded into the chamber by the manipulation of the action. Examples include but are not limited to the Winchester lever action.
 - a. A civilian configured Winchester 1895 is considered a civilian repeater and may only be used in the Militia category.
 - b. A Henry rifle is considered a civilian short action repeating rifle and may only be used in the Civilian Short Action category. The G.A.F. recognizes that some military units and individuals used the Henry rifle during the American Civil War but for G.A.F. competitions it will not be considered a military issue firearm.
 - c. A 1866 Winchester rifle is considered a civilian short action repeating rifle and may only be used in the Civilian Short Action category. The G.A.F. recognizes that some military units used the 1866 but for G.A.F. competitions it will not be considered a military issue firearm
 - (ii) A civilian single-shot rifle is defined as any non-military issue rifle that does not have an integral magazine and requires each round to be manually loaded into the chamber. Examples include but are not limited to Sharps falling block and Remington rolling block action

- (iii) Military issue rifles may be used in the Civilian categories, but civilian style rifles may not be used in the Military categories.
- (b) No external or internal modifications to the rifle is allowed except that springs may be replaced/lightened and existing parts may be polished to improve trigger pull. Parts may be only replaced to repair or return to the firearm to original specifications.
- d) Rifle Ammunition
 - (a) Maximum velocity will not exceed 1500 FPS
 - (b) Only lead bullets will be used at G.A.F. Musters
 - (i) Lead bullets of no more than 405 grains will be used for .500 caliber and lower.
 - (ii) Lead bullets of no more than 480 grains will be used for .501 calibers and higher.
 - (c) Gas checks may be used for rifle calibers of .32 or less at the Muster Director's discretion and preapproval of the respective Ordnance Officer.
- e) Rifle Loading and Reloading
 - (a) Rifles and carbines may be loaded to their designed capacity in the method intended by their design.
 - (i) Rifles designed to use a stripper clip may be reloaded that way.
 - (ii) Reloads will be from appropriate belts, pouches, pockets or haversacks carried on the shooters person. No reloads may be made from reloading aids on the firearm.
 - (iii) Spencer shooters are allowed to use a Blakeslee loading box and tubes as this provides little, if any, loading advantage since they must remove and replace the magazine tube within the butt-stock while reloading. The loading tube must be replaced in the loading box unless otherwise instructed.
 - (b) Rifles used in the Civilian categories may be loaded to the maximum capacity of the magazine prior to starting the stage or during stage reloads unless otherwise directed by the Muster Director.
 - (c) Participants may not carry more than 60 rounds rifle ammunition and 20 rounds handgun ammunition when starting a stage. 1 gun competitors may carry 80 rounds for that gun.
- f) G.A.F. Pistol Guidelines
 - (a) All handguns will be carried in an appropriate holster.
 - (b) Handguns in all categories may be held with one or both hands, at the shooter's discretion, but only the strong hand may be used to cock the hammer on a revolver.

- (c) The weak hand may only be used to support the handgun. Cocking a revolver with the weak hand will result in a three-point penalty being assessed during the Championship computations for anachronistic practice. Exemptions for physical impairment may be granted upon request.
- (d) If a shoulder stock is attached to a pistol at any point during a Muster, that pistol is considered a carbine for that entire muster.
- (e) Cap-and-ball revolver competitors may carry 2 charged and capped revolvers if so desired, in addition to staging additional uncapped revolvers or cylinders as needed.
- (f) All handgun reloads, unless otherwise allowed herein, will be with loose ammunition (i.e., no loading aids).
 - (i) Mauser C96 pistols are allowed stripper clips for reloading due to inherent safety/design considerations.
- (g) Pistol Ammunition
 - (i) Maximum velocity will not exceed 1200 FPS
 - (ii) Only lead bullets will be used at G.A.F. Musters
- g) Military Category Handguns
 - (a) Military Category competitors may use any handgun, or reproduction thereof, used by the Victorian era military between 1860 and 1900. Percussion ignition is allowed.
 - (b) Handguns will be of military specification (MIL-SPEC) or configuration, with no changes to the stock, sights, or mechanical function.
 - (i) Adjustable sights are prohibited except on original military handguns originally issued with adjustable sights
 - (c) No external or internal modifications to the handgun is allowed except that springs may be replaced/lightened and existing parts may be polished to improve trigger pull. Parts may be only replaced to repair or return to the firearm to MIL-SPEC.
 - (d) Handguns used in the Military categories should be of the same type issued when the rifle was in use; i.e., a Colt Model 1873 revolver with a Springfield Model 1873 carbine or rifle.
 - (i) The G.A.F. recognizes that some handgun/rifle combinations may be difficult to impossible to achieve and allows reasonable substitutions. Officers of the period were allowed to purchase their own sidearm(s), and some enlisted men did so as well.
 - (e) Any military issued handgun in an appropriate MIL-SPEC caliber for that pistol is authorized (such as the French 8mm, the Russian Nagant .32s, and the Mauser .30 in the C96).

- (i) There is no minimum bore diameter for a military-issue handgun in a Mil-Spec caliber.
 - (ii) Calibers with a demonstrated military usage (such as a documented handgun and caliber used by a serviceman) may be used, but the competitor is responsible for supplying such documentation on request.
- h) Civilian Category Handguns
 - (a) Civilian Category competitors may use any firearm, or reproduction thereof, in use between 1860 and 1900.
 - (i) The Ruger Blackhawk or Super Blackhawk does not fit under this ruling nor does a Colt New Frontier. ONLY the Vaquero is considered a reproduction as far as we're concerned.
 - (b) Handguns will be of common commercial configuration, with no changes to the stock, sights, or mechanical function.
 - (c) No external or internal modifications to the handgun is allowed except that springs may be replaced/lightened and existing parts may polished to improve trigger pull. Parts may be only replaced to repair or return to the firearm to original specifications.
 - (i) Adjustable sights are prohibited except on original military handguns originally issued with adjustable sights
 - (d) Civilian handguns will have a minimum bore of .357.

3) G.A.F. Shooting Categories

a) Military Categories

(a) Military 2 Gun - black powder (M2B)

- (i) Any G.A.F approved military issue single shot or repeating rifle or carbine designed before 1886.
- (ii) Any G.A.F approved handgun.
- (iii) Both firearms must be shot with black powder or substitute (no duplex black powder and smokeless powder loads).
- (iv) Both firearms must have been designed and introduced prior to 1886 (The commonly accepted date of introduction of smokeless powder). You may NOT use a later designed firearm loaded with Black Powder to attempt to gain a competitive advantage.

(b) Military 2 Gun - smokeless (M2S)

- (i)** Any G.A.F approved military issue rifle or Carbine (any date of introduction) loaded with smokeless powder.
- (ii)** Any G.A.F approved handgun.

(c) Rifleman - Black Powder (RB)

- (i)** Rifle only. No Pistol.
- (ii)** Any G.A.F approved military issue rifle or carbine that was introduced prior to 1886. You may NOT use a later designed firearm loaded with Black Powder to attempt to gain a competitive advantage.
- (iii)** Muster Director will direct target engagement for the Rifleman.
- (iv)** The firearm must be shot with black powder or substitute (no duplex black powder and smokeless powder loads).

(d) Rifleman - Smokeless (RS)

- (i)** Rifle only. No pistol.
- (ii)** Any G.A.F approved military issue rifle or carbine (any date of introduction).
- (iii)** Muster Director will direct target engagement for the Riflemen.

(e) Handgunner - Black Powder (HB)

- (i)** Pistol only. No rifle or carbine.
- (ii)** Any G.A.F approved handgun designed and introduced prior to 1886 may be used.

(iii) The Muster Director will direct the target engagement for the Handgunner.

(iv) The firearm must be shot with black powder or substitute (no duplex black powder and smokeless powder loads). You may NOT use a later designed firearm loaded with Black Powder to attempt to gain a competitive advantage.

(v)

(f) Handgunner - Smokeless (HS)

(i) Pistol only. No rifle or carbine.

(ii) Any G.A.F approved handgun (any date of introduction) may be used.

(iii) The Muster Director will direct the target engagement for the Handgunner.

b) G.A.F. Civilian Shooting Categories

(i) The Civilian categories permit the use of mid-Victorian civilian repeating and single-shot rifles in both rifle and pistol calibers, and a G.A.F approved pistol.

(ii) These categories are designed to easily permit Cowboy Action Shooters and others who do not have a Victorian-era military rifle to participate in the G.A.F. Musters without having to acquire new firearms.

(b) Civilian Long Action (CLA)

(i) Non-military long action (Rifle) caliber lever action or repeating rifles

(ii) Any G.A.F. approved handgun.

(c) Civilian Short Action (CSA)

(i) Non-military short action (pistol) caliber lever action or repeating rifles

(ii) Any G.A.F. approved handgun.

(d) Buffalo Rifle (CBR)

(i) Non-military pistol or rifle caliber single-shot cartridge rifle without an automatic ejector. Repeating rifles, fired single shot, are not authorized.

(ii) Any G.A.F. approved handgun.

(e) Shotgunner (CSG)

(i) Any single shot, double-barreled, Slide action or lever-action shotgun of a design manufactured prior to 1900. The single shot shotgun may have ejectors. The double-barrel shotgun may not have ejectors.

(ii) Any G.A.F. approved handgun.

4) Main Match Stage Design and Scoring

a) General Information

(a) G.A.F Musters emphasize the mid-Victorian era military issued cartridge rifle, rather than the pistol as emphasized by other similar historically oriented shooting sports.

(b) The main match at G.A.F. Musters will consist of a Skirmish match, a Sharpshooter match, and a Precision Pistol match

(i) The Skirmish match consists of multiple stages involving movement, shooting from behind cover, different shooting positions, engaging targets that are spread out at various ranges, targets that may be partially obscured, and multiple reloads of both the rifle and pistol.

(ii) The Skirmish Match should reference a historical military event if possible.

(iii) The Sharpshooter match is a single-stage, long-range rifle competition using open sights.

(iv) The Precision Pistol match is a single-stage, 25 yard competition using a paper target (B-27).

- (c) G.A.F. shooting categories are designed primarily around a rifle and a single handgun, while wearing an appropriate Victorian-era military or para-military uniform.
- (d) The pistol should be compatible with the rifle; being of the same time period and military service, i.e. an 1873 Colt Single Action Army would be appropriate with the 1873 Springfield carbine. The rifle shall determine compatibility. The competitor may be requested to provide evidence that the pistol being used was being issued during the operational period of the rifle.
- (e) Uniforms are optional for all competitors unless they are competing for the Muster Champion. The uniform should also be compatible with the rifle if possible. Using the example above, an appropriate uniform might be that of a US cavalryman between 1874 and 1900.

b) Skirmish Match

- (a) Skirmish stages should be designed so that either the rifle or the pistol is reloaded at least once. Emphasis should be on rifle reloads. Both firearms may be reloaded at least once per stage but this is not required.
- (b) With the exception of Forager, Shotguns will normally not be used at a G.A.F. Muster since most Victorian-era military forces did not normally issue shotguns until the First World War. If a particular stage is based on a historical event in which a shotgun played a significant role, the Muster Director will provide the shotgun, as a “guest” gun, and ammunition for that stage.
- (c) The Muster Director may provide a “guest” rifle, along with appropriate ammunition, for a particular stage.
 - (i) If a percussion musket is chosen, someone with muzzleloading experience should load it, not the competitor.
- (d) Match Directors should design stages that are challenging yet fun, requiring the shooter to engage targets at various ranges and spacing in a single stage, with reloads, and with movement.

(e) In the G.A.F. format, with fewer firearms used and the emphasis on reloading, the use of loading/unloading stations may be eliminated at the Match Directors discretion.

(i) If conditions allow, Match directors may dispense with the loading table.

In that case:

- a. Competitors will report to the firing line with firearms empty.
- b. The RO instructs the competitor to load when ready and. the competitor loads the first firearm to be used under the RO's supervision.
- c. If the host club must use a stop watch as a timer the RO announces that the clock will start on the competitor's first shot.
- d. Once the run has commenced, further movement will only be permitted with the action open, or the action closed on a fired round. Muzzles will remain downrange at all times.
- e. Revolvers will be holstered under the same conditions. Period autoloaders having a positive mechanical safety may be re-holstered during the run with a round chambered and the safety engaged. The RO shall observe this, and may demand to see it done if missed. Prior to the start of the Run the RO may demand a demonstration of the Safety operation.
- f. Upon completion of the Skirmish Run the RO will declare the firearms "clear" or safe.

(ii) With knock down targets a spotter may not be required.

(f) The Muster Director has the discretion to design different courses of fire for the single firearm categories since the G.A.F shooting categories are not in direct competition against each other.

(g) Stages should be designed to use a "Skirmish" format when possible and if range conditions safely allow it. The Skirmish format includes:

(i) Targets are engaged as they are seen, thus eliminating procedurals

- (ii) Moving forward and/or laterally during the stage.
- (iii) Two or more of the four shooting positions (standing, kneeling, sitting, and prone) whenever possible.
 - a. Shooters may be granted an exemption from engaging targets from these positions for reasons of health, safety or modesty. These exemptions will be granted on a case-by-case basis.
- (iv) Targets are engaged from behind cover when possible.
- (v) “Must hit” targets are encouraged (using knock-down targets is recommended).
 - a. When “must hit” targets are not used, then conventional time scoring will be utilized:
 - i. *10 second penalty for each Miss*
 - ii. *20 second penalty for any procedural incurred during the stage.*
- (vi)e) A single scored paper target per skirmish run, to be engaged with one shot, is highly encouraged. If possible, this should be uncovered by the engagement of a previous target. The cumulative scoring of these targets serves as an accuracy check and is useful for tiebreaking among the different classes.
- (vii) Shooting on the move is prohibited. Shooting during movement will be considered a major safety violation and assessed a Muster Disqualification.
- (viii) Loading and reloading:
 - a. Rifle and carbines may be loaded to their designed capacity in the method intended by their design, to include the use of stripper clips or Spencer Blakesley boxes.
 - b. Handgun reloads will be with loose ammunition (i.e., no loading aids except M96 Mauser which may use stripper clips).

- c. Reloading on the move is permitted but the firearm must remain in a safe condition ie. muzzle in a safe direction finger off the trigger, ect.
 - d. Movement will only be done with action open or closed on a spent round. Any live round chambered shall be ejected or fired before movement may commence
 - e. All rifle and handgun reloads will be from appropriate belts, pouches, pockets or haversacks carried on the shooters person. No reloads may be made from any attachments mounted on the firearm.
- (h) When skirmish format is not practical, stages should include the following elements:
- (i) Both, rifle and pistol targets should be spread out, at various ranges, and some may be partially concealed.
 - (ii) Rifle targets should be spread out and placed at up to 100 yards, range conditions permitting.
 - (iii) Pistol targets should be spread out and up to 25 yards, range conditions permitting.
 - (iv) Typically targets should not be close together unless the scenario calls for engaging two or more closely spaced targets.
- (i) Optional targets for bonus points may be used in occasional stages.
- (j) Not all stages should be designed to shoot from right to left or left to right. Some should be shot front to back or back to front, or on alternating sides. However, try to avoid a complicated sequence of fire.
- (k) If the shooter is given an option to start on a target of their choice, the shooter should announce which target will be engaged first so the spotters will be aware of the chosen sequence.
- (l) Dumps and double or triple taps should be avoided.

c) Skirmish Match Scoring:

- (a)** A “must hit” Skirmish format is preferred, as it will greatly simplify scoring to best time instead of counting misses.
 - (i)** Targets are shot as they are seen and shot until everything is “dead.” This way there are no procedurals and no misses to count.
 - (ii)** In the unlikely event that 2 shooters have the same exact time to the 100th second, a shoot off shall break the tie.
 - (iii)** The only penalty that can occur is if the shooter should advance past a target that he has failed to engage. In this case the shooter “dies.” (The RO/timer should attempt to prevent this) When a shooter is declared “Dead” his assigned score shall be the time of the slowest successful completion of that stage, plus a 20 second procedural.
 - (iv)** When knock down targets are used, targets that have been hit 3 times by the shooter without falling are considered “dead.” Pistol caliber firearms must only hit the target once.
 - (v)** If a shooter is unable to hit a target from the place he first sees the target he may advance until he can. By doing so the shooter has already penalized himself in time lost to movement and likely more lost brass; therefore, no further penalty shall be incurred. This also negates the need for separate courses for Staff Officer and Forager participants.
 - (vi)** Class placement is determined by total time. The single scored target per skirmish run serves as an accuracy check, the cumulative score to be used to set precedence among the different class winners.
- (b)** When the skirmish format is not practical, “must hit” scoring based on overall time is still recommended. However, conventional scoring based on hits and misses may still be used.
 - (i)** A spotter may be used to call misses, with the shooter then making up the miss with the firearm in hand.
 - (ii)** Misses incur a 10 second penalty

(iii) Procedurals incur a 20 second penalty.

d) Sharpshooter Match

- (a) The Sharpshooter match is a long-range rifle competition.
- (b) The Sharpshooter match consists of 3 shots each at steel targets placed 100/200/300 yards respectively, OR ten shots fired at a single paper target.
- (c) Competitors may not use sighting aids (telescopes, binoculars, etc.).
 - (i) Observers (RO, other competitors, etc.) may call out shot placement if requested by the competitor.
- (d) Competitors shall use at least 2 shooting position (standing, kneeling, sitting or prone) unless otherwise instructed by the Muster Director.
- (e) The Paper Target will be placed between 100 and 300 yards from the firing line depending on the range conditions.
- (f) The steel at appropriate ranges will be used unless B27 paper targets are desired.
 - (i) Reduced scale targets may be used when the range does not allow shooting beyond 100 yards.
- (g) Those competing for the Muster Champion, the rifle used for the Sharpshooter match must be the same one from that used in the Skirmish match except for those competing in the Handgunner Class. In the case of a firearm failure the competitor may request an exemption. In both cases, the rifle used must be of the same class, ie. Smokeless or black powder.
 - (i) For those competing for the Muster Champion, the rifle should be compatible with the uniform being worn.
- (h) There are no ammunition restrictions for the Sharpshooter match other than those dictated by the host range rules.

e) Sharpshooter Match Scoring

- (a)** Participants will be divided into Military, which will be further divided by propellant. (i.e. Smokeless and Black powder) and Civilian Categories
- (b)** Scores will be calculated based on their placement within the target rings.
- (c)** Rounds that cut a scoring line will be counted at the higher score.
- (d)** The highest total score wins.
- (e)** Ties will be broken by the x-ring count, then each successive ring as necessary.
 - (i)** If the ring count is also tied, the competitors will have a shoot-off. The Match Director has the discretion to change the target size and range for the shoot-off.
- (f)** Steel targets shall be scored by number of hits then by time of engagement.

f) Precision Pistol Match

- (a)** Participants will be divided into categories, by propellant only.
- (b)** The Precision Pistol Match consists of 10 shots fired at a single paper target.
- (c)** Competitors may not use sighting aids (telescopes, binoculars, etc.).
 - (i)** Observers (RO, other competitors, etc.) may call out shot placement if requested by the competitor.
- (d)** The Paper Target will be placed at 25 yards from the firing line.
- (e)** The target used shall be the B27 paper target.
- (f)** The pistol used for the Precision Pistol Match may be a different one from that used in the Skirmish match. But must be a GAF legal pistol.
 - (i)** For those competing for the Muster Champion, the pistol should be compatible with the uniform being worn.
- (g)** There are no ammunition restrictions for the Precision Pistol Match other than those dictated by the host range rules.
- (h)** Adjustable sights are prohibited except on original military handguns originally issued with adjustable sights

g) Precision Pistol Match Scoring

- (a)** Scores will be calculated based on their placement within the target rings.
- (b)** Rounds that cut a scoring line will be counted at the higher score.
- (c)** Participants using both hands to grip the pistol will have 4 points deducted from their score.
 - (i)** Participants with physical disabilities may apply to the match director for an exemption from this rule.
- (d)** The highest total score wins.
- (e)** Ties will be broken by the x-ring count, then each successive ring as necessary.
 - (i)** If the ring count is also tied, the competitor who shot the course in the least time wins.

5) Side Match Stage Design and Scoring

a) Side Match Guidelines

- (a)** The Grand Army of the Frontier recognizes that side matches held the day before the main matches of a Muster give participants a good "warm up" for the main match.
- (b)** The continuing popularity of these side matches dictates that some guidelines be established so that Muster participants can expect a degree of uniformity between Musters.
- (c)** Suggested side matches include (but are not limited to) the Era of Expansion.
- (d)** Side-match competitions are separate and distinct from the main match and will have their own awards. A suitable certificate or medal will be awarded for those placing in the side matches, to include an award (or awards) for the best Era of Expansion uniform.
- (e)** Side-match scores will not be incorporated into main match scores, nor taken into account for the Brigade, Department or Division Champion.

b) The Era of Expansion Match:

- (a)** The Era of Expansion Match (E.E.M.) is designed to commemorate the era of European expansion such as the Boxer Rebellion (1899-1901), Philippine Insurrection (1899-1902), Second Boer War (1899-1902), the landing at Vera Cruz (1914), and the Pershing Expedition into Mexico (1916).
- (b)** The E.E.M. is a variation of what is popularly known in Cowboy Action Shooting as a “Wild Bunch” match, but with significant differences in firearms used and with encouragement to wear an appropriate uniform of the era.
- (c)** The E.E.M. allows, and encourages, the use of MIL-SPEC firearms issued to the military between 1900 and 1916, with the exceptions noted below.
- (d)** Rifle and pistol only. Shotguns were not normally issued to military forces until WWI. If a shotgun is required, the Muster Director will provide it and the ammunition.
- (e)** Post-1900 design firearms may only be used in the Era of Expansion Match or any Era of Expansion long range side match. They may not be used in the Skirmish Course or the main Sharpshooter Course.
- (f)** Post-WWI manufactured and issued MIL-SPEC firearms will not be used with the following exceptions only:
 - (i)** Springfield Model 1903A rifle. Must have barrel mounted sights. WWII style receiver sights are not allowed.
 - (ii)** US Enfield Model 1917 rifle: Accepted as the British Enfield P14 but in caliber .30-06.
 - (iii)** Colt Model 1917 revolver: Accepted as the Colt Model 1909 but in caliber .45 ACP.
 - (iv)** Smith & Wesson 1917 revolver: Accepted as the S&W Model 1908 but in caliber .45 ACP.
 - (v)** Colt 1911A1 pistol. Must be a basic model. Beavertails, skeletonized hammers & triggers, etc. are not allowed.

- (vi) Mauser rifles must be of pre-WWI design. No WWII Mausers will be allowed.
- (g) Wearing pre-1916 uniform is encouraged but WWI-specific items are not allowed. Such items include, but are not limited to, steel helmets, gas masks, and other equipment or uniform items first introduced for, or primarily associated with, the trench warfare in Europe.
- (h) The respective Brigade, Department or Division Ordnance Officer will have the final approval of any firearm used in the E.E.M. There will be no appeal.

c) Era of Expansion Categories:

(a) Military: (XM)

- (i) MIL-SPEC Rifle: Era Military Rifles
- (ii) MIL-SPEC Handgun: semi-automatics or revolvers introduced prior to 1916 (see above for post-WWI firearms permitted).
- (iii) Loading aids (Clips/speed-loaders for revolvers, clips for rifles, and magazines for pistols) are authorized for appropriate firearms.

(b) Militia: (XC)

- (i) Civilian spec rifle, Rifle or Pistol caliber
- (ii) G.A.F. approved handgun.
- (iii) This category is designed to easily permit Cowboy Action Shooters to participate in the E.E.M. without having to acquire new firearms.
- (iv) Competitors should be encouraged to wear an appropriate period uniform that compliments the firearms they are shooting in the E.E.M.

(c) Rifleman: (XR)

- (i) Any G.A.F approved military issue rifle or carbine.
- (ii) Rifle only. The Muster Director will direct target engagement for the Rifleman.

(d) Handgunner (XH)

- (i)** One handgun only. No rifle.
- (ii)** Any G.A.F approved military issue handgun may be used.
- (iii)** The Muster Director will direct the target engagement for the Handgunner.

(e) Forager (XF)

- (i)** Shotgun and a GAF approved handgun.
- (ii)** Any single shot, double-barreled, lever-action or pump shotgun of a design manufactured prior to 1916.
- (iii)** The Muster Director will direct the target engagement for the Forager.
- (iv)** Movement rules are the same as for the GAF Main.

6) Uniform Wear and Competitions

a) General

- (a)** The G.A.F. encourages its members to wear an appropriate Victorian-era (which is defined as 1860-1900) military or para-military uniform of their choice when participating in G.A.F. events, or other events in which they represent the G.A.F. However, no member of the G.A.F. is required to acquire or wear a uniform.
- (b)** G.A.F. Musters stresses the shooting of the Victorian-era firearms in a 1860-1900 uniform appropriate to those firearms being used.
 - (i)** All Uniform contest entrants must be registered for the Grand Muster.
 - (ii)** Uniforms are required for those competing for Muster Champion.
 - (iii)** Uniforms are not required to shoot in the Military shooting categories, but competitors not in uniform will not be eligible for Muster Champion.

(iv) Uniforms may be worn in the Civilian shooting categories.

(v) Uniform competitors must fill out an entrant application. Those Muster competitors who do not fill out an entrant application will not be judged.

(vi) Judges should interview each entrant. Entrants will have 60 seconds to explain their uniform to the judges.

- i.** Contestants will be judged on:
- ii.** Authenticity (is the uniform correct or regulation for time portrayed with no anachronisms)
- iii.** Correct wearing of the uniform (is the uniform worn correctly for the time period and activity portrayed)
- iv.** details (gloves, watch, and other appropriate accessories),
- v.** presentation (here is your chance to impress the judges with who you are, what is special about the uniform you're wearing, or other such information as you may wish to impart).

(c) Every G.A.F. Muster will have uniform competitions for both officer and enlisted dress and work uniforms, when there are sufficient competitors.

(i) Awards for 1st, 2nd, and 3rd place in the following categories when there are sufficient competitors

- a.** Dress Uniform – Officer
- b.** Dress Uniform – Enlisted
- c.** Work Uniform – Officer
- d.** Work Uniform – Enlisted

(d) Dress Uniforms

(i) Dress uniforms are those uniforms worn while in garrison, on parade, when standing inspection, or attending a social occasion, such as a ball or dinner. This would be the appropriate uniform to wear to a Muster banquet.

(ii) For G.A.F. purposes, a dress uniform may be either a full dress, undress or Mess Dress uniform. As a general rule, dress uniforms will usually closely follow the established uniform regulations of the period.

- a. Dress uniforms will be judged on completeness, attention to detail, and adherence to the regulations or custom of the period.
 - b. Competitors wearing non-regulation items worn with the dress uniform should be prepared to provide documentation to the judges.
- (iii) Due to significant differences between the officers and enlisted man's uniforms during our time period, these will be judged and awarded separately whenever possible.
- (iv) Women competitors who participate in the Mil-Spec Regular categories and who are competing for Muster Champion may wear a ball gown with a patriotic or military influence (as described in the G.A.F. Uniform Policies) as their dress uniform.
- (v) Judges may challenge any item for suitable documentation or justification if they doubt its validity. It is up to the competitor to satisfy the judges' concerns.
- (e) Work Uniforms
 - (i) Work uniforms are those uniforms worn while on campaign or patrol, or when conducting fatigue duties.
 - (ii) For G.A.F purposes, a work uniform is any Victorian-era uniform worn while shooting in a Muster. Non-regulation and civilian items, to include but not limited belts, holsters, hats, or clothing, may be worn.
 - a. Because regular and irregular forces on campaign typically wore a non-regulation mix of uniform and civilian items, those who portray a non-regulation soldier must be prepared to provide documentation for their "uniform" to the judges if asked, or be judged solely according to the judge's knowledge.
 - (iii) Due to significant differences between the officers and enlisted man's uniforms during our time period, these will be judged and awarded separately whenever possible.

- (f) Women competitors who participate in the Military Categories and who are competing for Muster Champion may wear any of the following as their work uniform:
 - (i) Man's uniform as a "disguised " soldier
 - (ii) A pseudo-uniform such as worn by daughters or wives of the Regiment
 - (iii) As uniformed camp followers such as the Vivandiere
 - (iv) These optional choices for women competitors are further defined in the G.A.F. Uniform Policies.
- (g) Judges may challenge any item for suitable documentation or justification if they doubt its validity. It is up to the competitor to satisfy the judges' concerns.

b) Judges

- (a) A minimum of 3 uniform judges should be selected from those who won First Place the previous year, or who have demonstrated knowledge of uniform regulations, customs or traditions.
 - (i) As noted in Section 7 below, Muster Champions must serve as a judge at a future appropriate level Muster before they are eligible to compete for Muster Champion at that level again.
- (b) Judges should be provided with a list of judging criteria.
- (c) Judges should be provided with the G.A.F. Uniform policies, which outlines what is acceptable and not acceptable in the G.A.F.

c) Awards

- (a) Uniform awards should be the same as given for the shooting competition. With the increased interest in the uniform competition, the Muster Director should consider giving out 1st, 2nd, and 3rd place awards for both dress and work uniform competition.

- (b) An award for the best uniforms in the Era of Expansion side match may be awarded at the Muster Director's discretion, using the same judging criteria as the Work Uniform.
- (c) Any uniform winning First Place may not be entered again in a uniform competition, though it may still be worn at any future Muster.
 - (i) A uniform winning First Place at a Department or Division Muster may be worn in competition for the next higher-level Muster.
 - (ii) A Brigade Champion 1st place uniform at a Grand Muster may not be used in future uniform competition.
 - (iii) A First Place uniform may be used again after significant and major modifications, such as a change of corps (branch), or modifying to meet an earlier or later uniform regulation. A change of rank may be insufficient. Individual items such as belts, insignia, footwear, headgear, etc, may be used for other uniforms.

d) Judging Guidelines:

- 1) Rank the contestants on a scale of 1-10 for Authenticity and Correctness, 1-5 for Detail and Presentation, with 10 and 5 being the highest respectively. If there is a tie for the same category - such as Field Uniform for the Army - the judges will confer and determine who should place first and who should place second. Judges should not otherwise discuss their scores unless there is a tie.
- 2) First, Second and Third place awards will be given out for any category with at least four contestants. If less than four contestants, only First Place will be awarded.
- 3) Determine a time and place for the contestants to appear before the judging panel and announce this at the opening ceremony. It may be held in public as long as the audience remains quiet during the judging. Judging for the field uniform and working civilian categories should be done at the range, preferably after the shooting is completed. Judging for the dress uniform and best dressed civilians should be done prior to the banquet.
- 4) In the past competitions we have judged based on specific line items but this proved complicated given the different regulations over time, and for the different services. The method now in use is more subjective by the individual judges but less likely to be more advantageous to one contestant than the other. Please try to judge based on the criteria below and not how "colorful" a particular individual's uniform is compared to another.
- 5) Have the contestants report to you for judging. They are allowed 60 seconds to make their presentation. Afterward, the judges may ask questions of the contestant to clarify points of

their presentation, or about their uniform. Their answers may be taken into consideration to determine their scores.

- 6) Those shooting in the Military Rifle categories should be wearing a field uniform in keeping with their rifle (i.e., an 1873 Trapdoor carbine for a trooper of the 7th Cavalry in 1876).

There is no such requirement for the dress uniform, but someone who is doing so should be awarded credit for it (under Authenticity).

- a) **Authenticity (10 points maximum):** Is the uniform correct to the time period being portrayed and within regulations? Deduct points for any items of a later period being worn such as early 20th century medals awarded for the Civil War, Indian Wars, and Spanish-American War. . Note: An exception to the wearing of medals will be made for the GAF Medal or awards from previous Grand Musters, for which no penalty will be applied.

Remember that some items were issued until supplies ran out, even after the official change in uniform, so they may be acceptable for enlisted personnel. However, officers were expected to purchase their own uniforms and be within regulation.

- i) Field uniforms can be more individualistic; however the judges may need to inquire as to why some civilian items are being worn instead of regulation military items - such as shirts, hats, leather, etc
- b) **Worn Correctly (10 points maximum):** Are the items being worn correctly? For dress uniforms boots should be worn inside the trousers and no spurs (they catch on the ladies gowns). Is the sword, if worn, attached correctly. Are insignia and other devices in the right locations? Is the hat regulation (slouch hats would not have been worn to a ball)? Is the sash the proper color and type, and worn so the tassels hang no more than 18 inches? Is the rank portrayed correct and worn properly? Deduct points if a pistol is worn with the dress uniform - this is unacceptable at a social event. Again, field uniforms can be more individualistic, however the judges may need to inquire as to why some civilian items are being worn instead of regulation military items - such as shirts, hats, leather, etc. Note: normally a sash and sword would not be worn to a social occasion such as a ball or dinner, unless the individual was serving in an official capacity, such as officer of the day, but today these are commonly expected to be worn and seen. No points should be deducted if they are worn, but if they are not, as is proper for the 19th century, points may be awarded to adhering to 19th century practices.
- c) **Detail (5 points maximum):** For the banquet are gloves being worn, or carried? Are shoes or boots polished? Are buttons bright and correctly buttoned? Is the sword correct to the uniform and period (an exception may be made if the contestant has a good reason for wearing an incorrect sword)? Is a watch being worn? Is the shirt and/or tie correctly worn?
- i) For the field, are gauntlets being worn or carried? Is the sidearm appropriate for the rank and corps of the soldier (he may have a good explanation if it isn't)? Is the leather worn appropriate for the sidearm and time period? Is he wearing a scarf? Does he have spurs (if he of the mounted arms)?

- ii) While most soldiers of the 19th century wore slightly longer hair, beards and mustaches, points should not be deducted for modern grooming, but points may be awarded for the contestant who does so.
- d) **Presentation (5 points maximum):** Does the contestant present himself to the judges in a proper military manner? Does he explain who and what he is portraying?

Brigade, Department and Division Champions

a) General Guidelines

- (a) Brigade, Department and Division Champions (Muster Champions) are chosen from among those who participate in a Military shooting category while wearing a qualifying uniform.
- (b) The Brigade Champion may only be awarded at the annual G.A.F. GRAND MUSTER.
 - (i) The Brigade Champion will be awarded the Iron Trooper medal, which is worn, suspended from a ribbon around the neck. The Brigade Champion is authorized to wear a palm leaf device upon the ribbon of his/her GAF membership Medal.
 - (ii) A Brigade Era of Expansion Match Champion may be awarded. The Brigade Era of Expansion Match Champion must meet the same criteria as that of the Brigade Champion but using 1900-1916 firearms and uniforms. The Brigade Era of Expansion Match Champion may wear a Victorian-era “Pistol Expert” badge featuring crossed 1911s
- (c) A Department or Division Muster Champion may be awarded at that respective level, but must meet the same criteria as that of the Brigade Champion. The Department or Division Commander will direct if the Muster will have a Champion competition.
 - (i) Department and Division Champions may wear Victorian-era “Expert” and “Sharpshooter” badges respectively, according to the service uniform being worn when the award was won.
- (d) Muster Champions will only be selected from among the Military category competitors.

- (i) To be eligible for consideration as a Muster Champion, competitors must meet the following criteria:
 - a. Place 1st, 2nd, or 3rd in a Military category in the Skirmish competition
 - b. Place 1st, 2nd, or 3rd in a Military category in the Sharpshooter competition
 - c. Place 1st, 2nd, or 3rd in a Military category in the Precision Pistol competition.
 - d. Qualify for uniform judging in a uniform worn during the shooting phase of competition.
- (ii) If no competitor places in all of the shooting courses and qualifies in a uniform category, the award will not be given.
- (iii) Competitors who wish to compete in more than one category (i.e. the Military 2-Gun - smokeless (MRS) AND the Rifleman - Black Powder (RB) categories) must announce which category they intend to be scored in for the Championship. This should be the category that is most closely compatible with the uniform they are wearing.
- (iv) There is no limit on the number of times a Championship may be won, however:
 - a. The Champion must serve as a judge at a future appropriate level Muster before being eligible to compete for the Championship again.

(e) Scoring

- (i) All areas of competition will carry equal weight when determining the Brigade Champion.
 - a. 1st Place will be worth 5 points.
 - b. 2nd Place will be worth 3 points.
 - c. 3rd place will be worth 1 point.

- d.** Uncontested category winners will score 3 points.
- e.** The competitor with the most total points scored from each of the competition categories shall be the brigade Champion.

(ii) Tie breakers being determined in the following order:

- a.** Highest place in the Skirmish match
- b.** Highest score in the Sharpshooter match
- c.** Highest score in the Precision Pistol match.
- d.** Highest cumulative score on the recommended Skirmish scored targets.
- e.** Highest place in the Work Uniform competition
- f.** Highest place in the Dress Uniform competition

2) Muster Awards and Recognition

- a)** Awards should be presented for both shooting and uniform competitions.
- b)** Awards should be presented for 1st, 2nd, and 3rd place for all shooting and uniform completion categories, assuming sufficient registration in each. A lesser number of awards may be presented if there are insufficient participants; however a minimum of four competitors should be registered to award a 3rd place in that category.
 - (a)** Awards should be provided for main match, side matches, and all uniform categories.
- c)** Awards for the Grand Muster will be in the form of a military style medal, consisting of medallion hung from a blue, red or white ribbon for 1st, 2nd and 3rd Place respectively.
 - (a)** Awards for other Musters may be in the form of military style medals, plaques, certificates, or trophies. Ideally, medals should be presented but if cost is a factor other types of awards may be given. Belt buckles will not be given as an award.

- (b)** Ribbon colors may be changed at International Musters to conform to the military practice in the country where the Muster is held.
 - (c)** The Civilian categories will receive the same type of awards as the Military Categories, but competitors in the Civilian categories are not eligible for the Brigade, Department or Division Champion Awards.
- d)** Muster officials and helpers may be recognized for their services with a certificate suitable for framing or some other tangible award.
- e)** Awards and recognition will be given at the Muster.
 - (a)** Shooting awards will be given at the closing ceremony
 - (b)** Uniform awards will be given at the closing ceremony
 - (c)** A photographer should be present to take photographs as the awards are presented

Appendix A

Military Uniform Competition Registration Form

Name/Alias: _____

Uniform Category: (pick one)

Dress Uniform - Officer _____

Dress Uniform - Enlisted _____

Undress Uniform - Officer _____

Undress Uniform - Enlisted _____

Service _____

Country _____

Regiment/Corps*: _____

Rank worn: _____

Military Rifle Class: _____

Any special features about your uniform the judges should be aware of:

* Nineteenth soldiers identified themselves by their Regiment or Corps (branch). Provide your specific regiment if you are infantry, artillery or cavalry. Provide your corps if you are in another arm of the service.