

## Overloading the rifle

... Overloading a rifle on a stage is not a safety issue. The safety comes into play if the shooter has any rounds left in the rifle after he/she has fired the rifle and committed to the next gun. Then, and only then, a safety shall be issued if a live round is left anywhere in the rifle.

**Should the shooter realize that they have loaded too many rounds and safely ejects those rounds, it's a no call.**

**Should the shooter fire more rounds than called for in the stage, it would be a "P" for using ammunition that was illegally acquired.**

...

*Hipshot SASS#7*

## What's the Call?

*Application of related existing rules/penalties - PaleWolf Brunelle, SASS #2495*

**Stage calls for 9 rounds in the rifle. Shooter loads 10 rounds at the loading table.**

**Whats the call if:**

**1. Shooter shoots 9 rounds and ejects the 10th round...safely restages rifle "open & empty".**

**NO CALL** – NO MSV penalty for overloading – Rifle is considered "safe to leave shooter's hands".

**2. Shooter kicks out the first round and then shoots the next 9 rounds.**

**"P" + miss** (use of "illegally acquired" ammunition)

**3. Shooter shoots 5 rounds, then kicks one out, and then shoots the next 4 rounds.**

**"P" + miss** (use of "illegally acquired" ammunition)

**4. Shooter shoots 9 rounds then puts down open rifle and then shoots the next gun.**

**MSV** for an unfired round remaining in long gun action or magazine

...or...

**SDQ** if round is chambered (e.g. lever closes when restaged)

**Here are the applicable rules used in determining the penalty for use of a "preloaded" replacement round in a rifle:**

Ammunition required for reloads during the course of any stage **must** be carried on the shooter's person in a bandoleer, cartridge/shotshell belt loop, pouch, holster, or pocket or be safely staged as required by stage instructions. ...

...Leather belt slide ammo loops are acceptable; ...

**SHB p.11**

The penalty for using "illegally acquired" ammunition (i.e. NOT carried to the line/staged by the shooter **in an approved manner**) will be a **PROCEDURAL**. Any targets hit using that ammo will be scored as **MISSES**.

**NO adjustments will be made to the stage raw time.**

**SHB pp.21 & 25 – RO1 p. 21 – RO2 p.6**

24. Ammunition dropped by a shooter in the course of reloading any firearm during a stage **or "ejected"** from any firearm is considered "dead" and may not be recovered until the shooter completes the course of fire. **The round must be replaced from the shooter's person or other area as required by stage description** or if the round is not fired it is counted as a missed shot.

**SHB p.24 – RO1 p.19**

## Additional Q&A:

1) *If you load too many rounds in your rifle it's a no call but **ONLY** if you kick it out **AFTER** you have fired all the rest of the rounds in the rifle?*

YES.

If a round is 'kicked out'/ejected **DURING** the rifle shooting string (as opposed to at the **END**), the 'extra round' is there to replace it.

Rather than rely on a "judgement call" as to the shooter's **INTENT** (i.e. was the rifle overloaded on purpose or not?), the rules regarding "**illegally acquired**" ammo can be applied in **ALL** circumstances where the 'extra' round is used.

**NO PENALTY** for overloading.

The following existing rules **STILL** apply:

**"P" + miss** for use of **ANY** 'extra' round(s) preloaded in the magazine at the loading table to replace **ANY** that are ejected during the rifle shooting string.

**MSV** for leaving rounds in the rifle at the end of the shooting string (shooter has until **FIRING** the next gun to clear it)

...or...if the rifle is the last firearm used on the stage; it must be cleared before leaving the shooter's hand(s) @ the ULT.

**SDQ** if an extra round ends up in the chamber (e.g. rifle returned to scabbard & the lever closes)

A "**Spirit of the Game**" penalty would **NOT** be appropriate as there is no advantage in getting the **15-second** penalty (**Procedural + Miss**) for intentionally 'overloading' in anticipation of ejecting a round during the rifle shooting string.

2) *If a shooter **fires** the extra round.... Shoots the 9 targets, and dumps the extra round into the back of the bay. What is the call? Is it a **"P"** for firing 10 rounds when the stage called for 9?*

YES...according to the WB mandate. The round **MAY NOT BE FIRED** to clear the rifle.

**NOTE:** This is **NOT** the same as loading 2 in a shotgun and firing one (or both) at a target or firing the "extra" round downrange. The shotgun is generally **NOT** "preloaded" at the loading table.