

# Shooter's Choice – Replacing Ejected / Defective Rounds

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A shooter who ejects a **rifle** round in the middle of a shooting string has **FOUR** choices:

- 1) Re-engage same target; then reload at the end of the string for the last target = **No Penalty**
- 2) Re-engage same target w/NO reload = **Miss** for the ejected (unfired) round
- 3) Skip to next target w/NO reload = **Miss**
- 4) Skip to next target w/reload/return to re-engage skipped target = **Procedural**

## References:

- Any ammunition dropped by a shooter in the course of reloading any firearm during a stage or ejected from any firearm may be retrieved and replaced, or alternatively, must be replaced from the shooters person or other area as allowed by stage description.

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- Unfired, ejected rifle rounds may be replaced (reloaded) on the clock during a stage.

## **SHB**

### ***FIVE SECOND PENALTIES***

Rifle, revolver, and shotgun targets must be engaged with the appropriate type of firearm. A “miss” is defined as the failure to hit the appropriate target type using the appropriate type firearm.

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- Each missed target.
- **Each unfired round.**
- Each target hit with an incorrect firearm, either intentionally or by mistake.
- Each target hit with “illegally acquired” ammunition.

To help understand this concept, a “MISS FLOW CHART” is found in Appendix C. It is also good to understand “A MISS CANNOT CAUSE A PROCEDURAL.”

## **SHB - Penalty Overview**

*Engaged – attempting to fire a round at the target.*

## **SHB - Glossary of Terms**

**Levering the rifle (ejecting a round) is considered "engaging" under this definition as it applies to the above listed options.**

These same choices can be applied to a **percussionist** who experiences a "cap only" ignition in the middle of a revolver shooting string...

- 1) Re-engage the same target and recap the unfired chamber for the last target = **NO penalty**
- 2) Re-engage the same target and take the **MISS** on the last target of the shooting string instead.
- 3) Move on to the next target & NOT recap = **MISS** only for the unfired round.
- 4) Move on to the next target; recap & return to the skipped target = **Procedural** for HITTING the targets out of order (*but no misses*).

It is also acceptable for a shooter to replace defective (bad primer?) rounds in a **cartridge revolver** in order to successfully complete a stage. Even if a revolver has a "squib" (effectively putting that firearm out of commission), the shooter **MAY reload the functioning revolver** to finish the shooting string after making the malfunctioning firearm safe.

NOTE: This would normally only be done by a shooter wishing to achieve a "clean stage" as, depending on the number of unfired rounds remaining, it would likely take as much time to unload & reload as it would to simply take the misses. However, a practiced competitor might gain time in doing so. If a shooter **does** choose to reload, it would be beneficial to inform the timer operator as to the shooter's actions.

**References:** • *SASS matches above the club level are "no alibi" matches. Once the first round goes down range, the competitor is committed to the stage and **must finish the shooting problem to the best of his ability**. Reshoots are not awarded for ammunition or firearm malfunctions.*

**SHB**

These "*special circumstances*" are NOT the same as reloading round(s) to make up misses for **rounds actually fired**.

Unless the stage instructions specifically allow it (e.g. "*Shooter reload as many rounds as necessary to hit all targets*"), the only other time a shooter may reload to make up a rifle/pistol miss for a fired round is:

*9. If a firearm is shot out of sequence or from the wrong position or location, the shooter will be awarded a single procedural penalty. In this situation, if the shooter elects or is forced to miss an appropriate target due to unsafe angles or target availability, a round may be reloaded to avoid a miss penalty (the dreaded "Double Jeopardy" of a procedure and miss). This does not mean a shooter may reload a rifle or revolver at any other time to make up a miss. Unfired ejected rifle rounds may be replaced.*

**SHB**