

# Shooter's Choice – Replacing Ejected / Defective Rounds

*PaleWolf Brunelle, SASS #2495*

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:

*24. Ammunition dropped by a shooter in the course of loading or reloading any firearm during a stage or “ejected” 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/ RO1**

## **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.

...

- 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.**”

**RO1 - Penalty Overview**

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

**RO1 - 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).

**SASS U. "You Make the Call" class**

It is also acceptable for a shooter to replace defective (bad primer?) rounds in a 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/ RO1**

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, 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/ RO1**