

# Significant Changes/Clarifications & Edits to the SHB/RO1/RO2 22 Jan – 01 Feb 2016 – SASS Range Operations Committee

PWB

## SHOOTERS HANDBOOK **EDITS** RELATIVE TO **AGENDA ITEMS that were PASSED:**

1) Should the rules be changed to allow the inclusion of "sub-gauge" shotguns such as 28 and 32 gauge for Buckaroos/Buckarettes?

### SHOTGUN GAUGES

- Side-by-side, single shot, and lever action shotguns must be centerfire of at least 20 gauge and no larger than 10 gauge.
- Slide action shotguns must be centerfire of at least 16 gauge and no larger than 12 gauge.
- Side-by-side, single shot, and lever action centerfire shotguns in .410 caliber and 28 or 32 gauge are allowed within the Buckaroo Category only.

SHB p.10

- "Buckaroos" must use revolvers, rifles, and shotguns meeting the external standards but may be chambered in .22 LR for revolvers and rifles and .410 caliber, as well as 28 or 32 gauge shotguns. Standard velocity ammunition for these firearms must be used. Knockdown targets are not required to fall for Buckaroo Category shooters.

SHB p.13

2) Should the MSV for retrieval of dropped/ejected ammo be deleted?

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 may~~ be retrieved and replaced, or, alternatively must be replaced from the shooter's person or other area as allowed ~~required~~ by stage description. ~~or~~ If the round is not fired it is counted **the same** as a missed shot. ~~Staged ammunition dropped back where it was staged is not considered "dead."~~

SHB p.25

3) Should the equipment regulations for GUNFIGHTER-style shooters be changed to allow the "butt forward" carry/Cavalry "twist" draw?

- "Double Duelist Style" is defined as shooting a revolver cocked and fired one handed and unsupported, with each hand, that is, **left one gun revolver** with the left hand and **right the other gun revolver** with the right hand. The revolver, hand, or shooting arm may not be touched by the offhand except when...

SHB pp. 13-14 (Duelist regs)

### GUNFIGHTER

- Any Main Match fixed sight model revolver.

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- The Gunfighter, Frontier Cartridge Gunfighter, and B-Western Categories are the only categories that allow two loaded revolvers "in hand" at the same time.

A competitor shooting Gunfighter Style in either Gunfighter or B-Western categories is **EXPRESSLY PROHIBITED** from utilizing a simultaneous "double cross draw" method of drawing or holstering revolvers. If Gunfighter-STYLE is used (both loaded revolvers out at the same time), the shooter **MUST** shoot the left-side revolver with the left hand and the right-side revolver with the right hand, regardless of how they are drawn from leather. Failure to comply will result in the progressive penalty for "failure to adhere to the guidelines of the category...".

Cross draw IS ALLOWED by any competitor shooting "DOUBLE-DUELIST STYLE" in any category

- May use any SASS–legal main match shotgun and any legal main match rifle.
- May use any SASS–legal ammunition.
- Two **standard** holsters are required, one on each side. **No cross draw or “butt forward” configurations are allowed.**

**SHB p.14 (Gunfighter regs)**

- Leather: Buscadero holster rigs or drop holster rigs. (All of the revolver(s) must be carried below the top of the gun belt.) All belt and holster rigs must be embellished (fancy stitching, conchos, spots, or tooling). **All holsters must be of the “Double Strong Side” type. No crossdraw, shoulder rigs, or butt forward configurations allowed.**

**SHB p.16 (B Western regs)**

**4) Should the penalty for not holstering revolvers at the end of the revolver shooting string be changed from a MSV to a Procedural penalty?**

Minor safety infractions occurring during a course of fire that do not directly endanger persons result in a ten-second penalty being added to the shooter’s time per occurrence for that stage.

“Minor” safety infractions are occurrences such as **failure to open a long gun’s action at the conclusion of a shooting string or failure to return a handgun to its holster at the conclusion of a shooting string** leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded or cocking a revolver before it reaches 45 degrees downrange.

**SHB p.20**

#### **ADDITIONAL EDITS BASED ON ROC CLARIFICATIONS:**

- Ammunition required for **reloads loading/reloading** 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.

**SHB p.11**

- Throughout this manual, blackpowder means blackpowder, or a blackpowder substitute such as Pyrodex, 777, APP, or comparable propellants intended for muzzle loading firearms.

Propellants containing nitrocellulose are **prohibited** as blackpowder substitutes.

Any combination of smokeless and blackpowder (so called duplex loads) is **specifically prohibited**. (E.g.

**Blackhorn 209)**

**SHB p.12**

#### **AGE-BASED**

- Any main match revolver.
- Revolvers may be shot in any SASS–legal shooting style except Gunfighter.
- Rifles: Any SASS–legal rifle.
- May use any SASS–legal shotgun.
- May use any SASS–legal ammunition

**SHB p.13**

...the Gunfighter shall sweep the bank of targets left to right either with both guns or a single gun and then sweep the bank from right to left with both guns or a single gun). **Stage instructions that specify separate revolvers such as "first pistol/second pistol"; "left revolver/right revolver"; or "with each handgun" are considered as "1st five shots/2nd five shots" when shooting GUNFIGHTER-STYLE**

**SHB p.14**

21. Although cross draw and shoulder holsters are legal, they represent a significant safety concern. No holster may depart from the vertical by more than 30° when worn. Extreme care must be exercised when drawing a firearm from a cross draw or shoulder holster or returning the firearm to leather. The user must “twist” their body, if necessary, to ensure the muzzle never breaks the 170° safety rule during the process. (NOTE: The 170° safety rule means the muzzle of the firearm must always be straight down range +/- 85° in any direction. If a competitor “comes close” to breaking the 180° safety plane, the 170° safety rule has been violated and the competitor is at fault.

The restrictions against breaking the downrange 180° angle apply to ALL HOLSTERS and METHODS of DRAW/REHOLSTER. This allowance applies to ALL types/styles of holsters, from canted double strong side to cross draw, to shoulder/Huckleberry rigs.

The muzzle of a revolver may be oriented into the straight down 180° as it clears leather; but MUST then go immediately into the DOWNRANGE 170° (and vice versa on the return)

It is also necessary to note that during the course of fire, the shooter must be given the ability to draw and holster revolvers from “straight hang” approved/legal holsters and the ability to retrieve and return vertically staged double-barreled shotguns without penalty. Any gun that breaks the 170° safety rule will result in a Stage Disqualification

SHB p.25

23. A dropped unloaded **gun firearm** on the firing line (from the loading table to the unloading table) results in the shooter’s disqualification from the stage. A dropped loaded firearm results in a match disqualification. A shooter may not pick up a dropped **gun firearm**. The Range Officer will recover the **gun firearm**, examine it, clear it, and return it to the shooter.

**This does NOT apply to holstered revolvers that remain “in leather” in event of an equipment failure (e.g. broken belt buckle) causing the gun/ammo belt to fall. Shooter may safely recover a fallen gun/ammo belt and continue finishing the stage without penalty; or wait until finishing the stage for retrieval.**

SHB p.25

33. Failure to stage **guns firearms** or ammunition at the designated position(s) or location(s) is the fault of the competitor and scored as a **procedural** unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time.

Failure to bring enough ammo to the line to complete the stage is **NOT** a procedural. (scored the same as misses for any un-fired rounds). The **procedural** in this case would only apply to ammo (as with firearms) when not correctly staged on the line (e.g. on/in a prop), and not corrected by the shooter unassisted, on the clock.

**Once a shooter is committed to the stage (first round goes down range) the shooter must remain on the stage until it is completed and the shooter has moved to the unloading table to clear all firearms.**

Penalty for violation is a **Stage Disqualification**.

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

SHB p.26

## RO1 EDITS

3. “Cease Fire!” or “Stop!” If at any time an unsafe condition develops, the Timer Operator will immediately shout “Cease Fire!” or “Stop!” The shooter is to stop firing and moving immediately. **Failure to heed this command is serious and may result in a Match Disqualification. (“Whoa!” sometimes works just as well!)** Willful failure to comply with a “cease fire” or “Stop” command given by, and while under the positive control of, the CRO/TO will result in a Match Disqualification.

RO1 p.12

12. The shooter with firearm in hand shall never be allowed to move with a live round under a cocked hammer. Movement is defined the same as “traveling” in basketball. Once the firearm is cocked, one foot must remain in place on the ground until the firearm is made safe.

**"Shuffling" the feet to maintain balance or adjust shooting stance is allowed as long as the shooter does not actually change location.**

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...Shotguns may be restaged only if ~~open and~~ empty.

**RO1 p.16**

21. Although cross draw and shoulder holsters are legal, they represent a significant safety concern. No holster may depart from the vertical by more than 30° when worn. Extreme care must be exercised when drawing a firearm from a cross draw or shoulder holster or returning the firearm to leather. The user must “twist” their body, if necessary, to ensure the muzzle never breaks the 170° safety rule during the process. (NOTE: The 170° safety rule means the muzzle of the firearm must always be straight down range +/- 85° in any direction. If a competitor “comes close” to breaking the 180° safety plane, the 170° safety rule has been violated and the competitor is at fault). ~~Shooters competing in the Gunfighter or “B” Western Category must wear two standard holsters, one on each side of the body. Cross draw, shoulder, or butt forward holsters are not allowed within these two categories.~~

The restrictions against breaking the downrange 180° angle apply to ALL HOLSTERS and METHODS of DRAW/REHOLSTER. This allowance applies to ALL types/styles of holsters, from canted double strong side to cross draw, to shoulder/Huckleberry rigs.

The muzzle of a revolver may be oriented into the straight down 180° as it clears leather; but MUST then go immediately into the DOWNRANGE 170° (and vice versa on the return)

It is also necessary to note that during the course of fire, the shooter must be given the ability to draw and holster revolvers from ~~“straight hang”~~ approved/legal holsters and the ability to retrieve and return vertically staged double-barreled shotguns without penalty. Any gun that breaks the 170° safety rule will result in a Stage Disqualification.

**RO1 p.18**

23. Any unloaded gun dropped during a stage will result in Stage Disqualification. Dropped unloaded guns away from the line will be a no call. A shooter is forbidden from picking up a dropped gun. The Range Officer will recover the gun, examine it, clear it (if necessary), return it to the shooter, and assess the penalty. A dropped loaded gun is a Match Disqualification.

**This does NOT apply to holstered revolvers that remain “in leather” in event of an equipment failure (e.g. broken belt buckle) causing the gun/ammo belt to fall. Shooter may safely recover a fallen gun/ammo belt and continue finishing the stage without penalty; or wait until finishing the stage for retrieval.**

An open, empty long gun that slips and falls after being set down and does not break the 170° safety rule or sweep anyone will result in either a “Prop Failure” call or a 10-second Minor Safety Violation, depending upon the circumstance.

The action of a CRO/TO or spotter saving a long gun from falling over, still results in a penalty for the shooter.

**RO1 p.18**

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~~ may be retrieved and replaced, or, ~~alternatively,~~ must be replaced from the shooter’s person or other area as allowed ~~required~~ by stage description. ~~or~~ If the round is not fired it is counted **the same** as a missed shot. ~~Staged ammunition dropped back where it was staged is not considered “dead.”~~

~~For example, if a round of shotgun ammo is dropped while loading, the round must be replaced from the shooter’s person or other area as required by stage description or counted scored the same as a miss. No attempt~~

may be made by the shooter, or any other person, to pick up the dropped round for use on that stage. Shooters trying to recover a dropped round prompts loss of muzzle direction control. Once the dropped round leaves the shooter's hand or control, it is considered to be a dead round. Stop the shooter if he tries to recover the dead round. It is a 10-second Minor Safety Violation if the shooter retrieves the round during the stage. Staged rounds that are dropped back where they were staged are NOT considered "dead." For example, if a round is staged in a box on a table and it is dropped back into the box, it may be picked up. If it falls onto the table, it may not be picked up. Rounds safely "placed" onto a prop from their original loading area are not considered "dropped" rounds as long as recovering these rounds does not create loss of muzzle control. Dropped rounds or rounds safely "placed" onto a prop from their original loading area may be recovered and used as long as recovering these rounds does not create loss of muzzle control.

RO1 pp.18-19

33. Failure to stage **guns** **firearms** or ammunition at the designated position(s) or location(s) is the fault of the competitor and scored as a **procedural** unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time.

Failure to bring enough ammo to the line to complete the stage is **NOT** a procedural. (scored the same as misses for any un-fired rounds). The **procedural** in this case would only apply to ammo (as with firearms) when not correctly staged on the line (e.g. on/in a prop), and not corrected by the shooter unassisted, on the clock.

**Once a shooter is committed to the stage (first round goes down range) the shooter must remain on the stage until it is completed and the shooter has moved to the unloading table to clear all firearms.**

Penalty for violation is a **Stage Disqualification**.

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

RO1 p.20

3. Minor safety infractions occurring during a course of fire that do not directly endanger persons will result in a 10-second penalty being added to the shooter's time for that stage. "Minor" safety infractions are occurrences such as ~~failure to return an empty revolver to its holster at the conclusion of a shooting string~~, leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded or cocking a revolver before it reaches 45 degrees downrange.

RO1 p.21

## 10- SECOND PENALTIES

### Procedural Penalties

Any unintentional procedural errors caused by "brain fade," confusion, ignorance, or mistakes (not to exceed one for any given stage).

- Failure to attempt to fire a firearm.
- Failure to attempt a prop or stage maneuver.
- Shooting targets in an order other than as required by stage description.
- Engaging the stage (firearms, targets, or maneuvers) in an order other than as required by the stage description.
- ~~Failure to adhere to the guidelines of the category in which you are competing~~
- First offence, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.
- Firing any firearm from a position or location other than as required by the stage description.
- Use of "illegally acquired" ammunition (i.e., NOT carried to the line/staged by the shooter in an approved manner).
- **Not returning revolvers to leather unless otherwise specified.**
- Each of these penalties **are is** stand alone and not to be added one on top of the other.

## Minor Safety Penalties

- Leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded.
- ~~Not returning revolvers to leather unless otherwise specified.~~
- Open, empty long guns that slip and fall but do not break 170° safety rule or sweep anyone.
- ~~Retrieving a dropped “dead” round.~~
- Cocking a revolver before it reaches 45 degrees downrange.

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## STAGE DISQUALIFICATION

- Shooting on the move (e.g., shooting multiple shots during continuous movement).

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- A cocked revolver leaving the shooter’s hand (as soon as it leaves the shooter’s hand).
- A live round left in the chamber of a long gun (as soon as it leaves the shooter’s hands).

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- Use of an illegal or illegally modified firearm.
- Use or presence of illegal items.
- Holstering or staging a revolver with the hammer down on a live round.
- Sweeping anyone with an unloaded firearm.
- Failure to adhere to loading and unloading procedures.

*The point at which the "failure to adhere to loading/unloading procedure" SDQ for bypassing the Unloading Table applies is as follows: Once control of the firearm(s) is relinquished, be it in a rack on the stage or at the shooter’s gun cart. (i.e. leaves the shooter’s hand(s)).*

- Leaving the line once the stage has begun to retrieve ammo or firearms before all firearms brought to the line are verified as clear.
- Dry firing at the loading table.
- De-cocking a revolver, rifle or hammered shotgun with a live round under the hammer without positive indication/ acknowledgement from the Timer Operator.
- Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage).

## MATCH DISQUALIFICATION

- Two accumulated Stage Disqualification Penalties or Two Spirit of the Game assessments.
- Belligerent attitude / Unsportsman-like conduct.
- Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the CRO/TO.

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RO1 pp.24-25

## POCKET RO CARD EDITS:

### DELETE:

~~Revolvers not returned to leather (unless stage instructions to the contrary)~~  
~~Retrieving “Dead” dropped ammo rounds~~

### ADD:

Leaving the line once the stage has begun to retrieve ammo or firearms before all firearms brought to the line are verified as clear = SDQ

Leaving the stage anytime between when the first and last shots have been fired on the stage = SDQ

Leaving the firing line after stage has begun before all firearms have been verified as clear. = **SDQ**  
Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the CRO/TO = **MDQ**  
RO1 p.28

## **GLOSSARY OF TERMS – ADD:**

**Chambered round** – A round any part of which is IN the chamber of a firearm.

**Designer Jeans** -- modern jeans that have slogans or logos embroidered, silk screened and such, saying things like "PINK" or "BABY". (Jeans with fancy or flashy adornments are acceptable)  
RO1 p.29

**Loaded Firearm** – Any firearm with any part of an unfired round in the action/chamber/magazine.

**Logo** – ...

Exceptions: Badges, pins, belt buckles, scarf slides, military unit/rank insignia of a standard size, **ranch brands on chaps/chinks.**

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**Short Sleeve Shirt** – A shirt with the sleeves sewn/manufactured or otherwise fastened above the elbow. Does NOT apply to rolled up sleeves that are not secured in place.

**Stage aka “the line”** – synonymous with “Course of Fire” from the beep of the timer once the shooter has signified “ready” to the last shot fired.

**Also refers to those location(s) from which the shooter actively engages targets.**

RO1 p.30

## **RO2 EDITS**

Watch to see if the shooter stages their **guns firearms** and ammo as required.

Failure to stage **guns firearms** or ammunition at the designated position(s) or location(s) is the fault of the competitor and scored as a **procedural** unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time.

Failure to bring enough ammo to the line to complete the stage is **NOT** a procedural. (scored the same as misses for any un-fired rounds). The **procedural** in this case would only apply to ammo (as with firearms) when not correctly staged on the line (e.g. on/in a prop), and not corrected by the shooter unassisted, on the clock.

**Once a shooter is committed to the stage (first round goes down range) the shooter must remain on the stage until it is completed and the shooter has moved to the unloading table to clear all firearms.**

Penalty for violation is a **Stage Disqualification.**

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

RO2 pp.6-7

## **FIREARM MALFUNCTIONS**

**In the event a shooter declares a malfunction, the shooter will be given the opportunity to make that firearm safe and continue on with the next procedure. The CRO will allow the shooter to make the malfunctioning firearm safe, preferably on a nearby and appropriate horizontal surface (box, table, straw bale, ground, etc.), or if necessary, assist the shooter by allowing them to “hand off” the firearm. Multiple malfunctions by a shooter will be cause for the Timer Operator to request the shooter change firearms.**

RO2 p.8

## GUNFIGHTER CATEGORY

Since the Gunfighter uses both revolvers, shooting right and left-handed, the best position for the Chief Range Officer is directly behind the shooter. Two ~~standard~~ holsters are required, one on each side. ~~Cross draw, shoulder, or butt forward holsters are not allowed within this category.~~ At no time is it acceptable for either revolver to be held in an unsafe position (e.g., one revolver behind the other). The Gunfighter and B–Western Categories are the only categories that allow two loaded revolvers out of leather at the same time.

### Definitions:

“Gunfighter Style” is defined as having a loaded revolver in each hand at the same time. There is no set pattern as to how the revolvers are to be fired, but alternating revolvers is clearly the most efficient.

“Double Duelist Style” is defined as shooting a revolver cocked and fired one handed and unsupported, with each hand—that is, ~~left one gun revolver~~ with the left hand and ~~right the other gun revolver~~ with the right hand. This shooting style may be employed in the Gunfighter Category or any category that allows the “Duelist Style.”

A competitor shooting Gunfighter Style in either Gunfighter or B-Western categories is **EXPRESSLY PROHIBITED** from utilizing a simultaneous *"double cross draw"* method of drawing or holstering revolvers. If Gunfighter-STYLE is used (*both loaded revolvers out at the same time*), the shooter **MUST** shoot the left-side revolver with the left hand and the right-side revolver with the right hand, regardless of how they are drawn from leather. Failure to comply will result in the progressive penalty for *"failure to adhere to the guidelines of the category..."*.

*Cross draw IS ALLOWED by any competitor shooting "DOUBLE-DUELIST STYLE" in any category*

RO2 p.10

## ”B” WESTERN CATEGORY

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• Leather: Buscadero holster rigs or drop holster rigs. (All of the revolvers must be carried below the top of the gun belt.) All belt and holster rigs must be embellished (fancy stitching, conchos, spots, or tooling). ~~All holsters must be of the “double strong side” type. No cross draw, shoulder rigs, or butt forward configurations allowed.~~

RO2 p.12



## “FIRING LINE” (as defined) VS “LINE” edits SHB & RO1

**Firing line** – From first firearm placed on the loading table until all firearms are confirmed as cleared at the unloading table.

**Stage aka “the line”** – synonymous with “Course of Fire” from the beep of the timer once the shooter has signified “ready” to the last shot fired/

**Also refers to location(s) from which the shooter actively engages targets.**

**SHB** “firing line” references to be edited – **DELETE** “firing” from all references **except** those that are **highlighted**. **Additional text in BLUE**

No more than two main match revolvers may be carried to the **firing** line.

It is expected the Range Officers will be the responsible parties for observing and resolving all safety related matters occurring in the loading, unloading, and **firing line** areas.

3. All firearms shall remain unloaded except when under the direct observation of a Range Officer on the **firing** line or in the loading area.

5. No cocked revolver may ever leave a shooter’s hand (Stage Disqualification). This **also means from one hand to the other**. This does NOT apply when loading or reloading on the **firing line**

7. De-cocking may not be done to avoid a penalty if cocked at the wrong time, position or location once a round has gone down range. NO **gun** firearm may be de-cocked on the **firing** line except by pointing it down range and pulling the trigger or while under the direct supervision of the Timer Operator (TO). (This requires a positive indication/acknowledgement from the TO to the shooter). The penalty for de-cocking is a Stage Disqualification.

13. A shooter shall not cock any revolver until the firearm is pointed safely down range. While on the **firing** line, any discharge of any firearm impacting within ten-feet of the shooter is unsafe and will result in disqualification from the stage or, if less than five feet, from the match. Any discharge away from the **actual firing line** shall result in a Match Disqualification.

23. A dropped unloaded **gun** firearm on the **firing line** (from the loading table to the unloading table) results in the shooter’s disqualification from the stage. A dropped loaded firearm results in a match disqualification. A shooter may not pick up a dropped **gun** firearm. The Range Officer will recover the **gun** firearm, examine it, clear it, and return it to the shooter.

Percussion revolvers may only be capped at the loading area or on the **firing line**.

32. If a competitor has a firearm malfunction that cannot be cleared during the course of fire, the shooter may not leave the **firing line** until the firearm has been cleared. A Match Disqualification will be awarded to the shooter if they leave the **firing line** with the malfunctioning firearm unless under the direct supervision of a Match Official.

34. Competitors shall unload each of their firearms at the designated unloading area and have them visually inspected to make sure all chambers empty. Rifles and shotguns must be cycled to verify their magazines are empty. All revolvers taken to the **firing line** must be checked, whether or not they were used, and only two main match revolvers may be taken to the line.

**ROI “firing line” references to be edited – DELETE “firing” from all references except those that are highlighted. Additional text in BLUE**

While every participant is a safety officer, the assigned Posse Officials and Match Officials, as described in this document, are the **ONLY** persons who may judge a shooter whether on or away from the **firing line**.

The two words in this statement paramount to why a Range Officer is even necessary on the **firing line** are assist and safely. Let’s look at these two words separately and how they affect one’s actions and attitudes.

## 5. Timer Operator

A) Is the Chief Range Officer for the stage and is in charge of the **firing line**, as long as he/she is running the timer.

B) The XP Officer’s primary concern is the next shooter to be called to the line—otherwise known as the “On-deck” shooter. The XP Officer makes sure the “On-deck” shooter is ready, understands the course of fire, and proceeds promptly to the **firing** line to stage firearms and ammunition as quickly as possible.

C) The following is a guideline for the duties of the XP Officer:

1. At the first shot of the shooter on the **firing** line, the XP Officer calls the next shooter from the loading table to the “On-deck” position.

4. Once the XP Officer feels the “On-deck” shooter is ready, s/he should focus attention on the **firing** line. Once the line is clear, targets are set, and brass removed (if allowed), the XP Officer instructs the “On-deck” shooter to move to the **firing** line and stage firearms and ammunition as required by the stage description, then proceed immediately to the starting position.

M) Only the Timer Operator or Expediter calls the next shooter to the **firing** line.

E) The competitor should always be aware of any misses or penalties as they are leaving the **firing** line. The competitor has the right to know, since once they leave the line and unload, miss penalties should not be questioned.

F) At the Unloading Table, competitors shall unload each of their firearms, and the Unloading Officer must visually inspect all chambers to make sure they are empty. Rifles and shotguns are cycled to verify their magazines are empty. All revolvers taken to the **firing line** must be checked, whether or not they were used, and only two main match revolvers may be taken to the line.

While the primary goal is to assist the shooter, questions regarding the negotiation of the stage should be kept to a minimum at the **firing** line.

4. **“Yellow Flag.”** On ranges where multiple stages are run in parallel using a common **firing line** with no separating berms, it is sometimes necessary to go down range to repair broken or malfunctioning targets.

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When the offending targets have been fixed and the Range Officer is behind the **firing line**, an **“All Clear”** command will be given, the Yellow Flags withdrawn, and normal range operations can resume.

Handling **guns** **firearms** away from the **firing line** should be avoided but if necessary should be limited to safe areas.

3. All firearms will remain unloaded except while under direct observation of a designated person on the **firing line** or in the designated loading and unloading areas. NOTE: Percussion revolver shooters must ensure they maintain safe muzzle direction during loading and have fired or cleared all capped chambers prior to leaving the

unloading area. It is not permissible to seat percussion caps on a revolver's nipple using the **gun** revolver's hammer. Some Range Officers will require the percussion revolvers be cleared before leaving the **firing line**.

5. No cocked revolver may ever leave a shooter's hand (Stage Disqualification). This also means from one hand to the other. This does NOT apply when loading or reloading on the **firing line**.

7. De-cocking may not be done to avoid a penalty if cocked at the wrong time, position or location once a round has gone down range. NO **gun** firearm may be de-cocked on the **firing** line except by pointing it down range and pulling the trigger or while under the direct supervision of the Timer Operator.

13. Any discharge that hits the ground or stage prop from five to ten feet from the shooter, while on the **firing** line, will result in a Stage Disqualification. Any discharge that hits the ground or stage prop less than five feet from the shooter while on the **firing** line, any discharge at the loading or unloading areas, any discharge off the **firing line**, or any discharge that is deemed unsafe will result in a Match Disqualification.

Percussion revolvers may only be capped at the loading area or on the **firing** line.

32. If a competitor has a firearm malfunction that cannot be cleared on the line, the firearm may not be removed from the **firing line**/unloading area until the firearm has been cleared. A Match Disqualification will be awarded to the shooter if they leave the **firing line** with the malfunctioning firearm unless under the direct supervision of a Match Official.

34. Competitors shall unload each of their firearms at the designated unloading area and have them visually inspected to make sure all chambers empty. Rifles and shotguns must be cycled to verify their magazines are empty. All revolvers taken to the **firing line** must be checked, whether or not they were used, and only two main match revolvers may be taken to the line.

1. It is expected the Range Officers will have the primary responsibility for observing and resolving all safety-related matters occurring in the loading, unloading, and **firing line** areas.

Keep the stage moving (if a problem arises, take it away from the **firing line**)

Any dropped unloaded **gun** firearm on the **firing line** (from the loading table to the unloading table).

Loading at other than the designated loading position or **firing on the** line.

Discharge impacting 5-10 feet from shooter, while on the **firing** line

Discharge impacting within 5 feet from shooter, while on the **firing** line or any discharge away from the **firing** line. Any discharge in the loading or unloading areas.

Leaving the **firing line** with a malfunctioning firearm unless under direct supervision of a match official

**Equipment** – any non-apparel item that you take to the **firing** line.

**Firing line** – From first firearm placed on the loading table until all firearms are confirmed as cleared at the unloading table.

**Stage aka “the line”** – synonymous with “Course of Fire” from the beep of the timer once the shooter has signified “ready” to the last shot fired/

**Also refers to location(s) from which the shooter actively engages targets.**