

SIGNIFICANT CHANGES/CLARIFICATIONS TO THE SASS RULES 2009

Shooters Handbook / Range Operations Basic Safety Course (Range Ops / ROI)

This Handbook includes the specific rules, regulations, and general guidelines adopted by the Single Action Shooting Society. **The SASS Range Operations Basic Course and SASS Range Officer Training Course offer an in-depth interpretation and further clarification of these rules along with applicable penalties.**

SHB p.1

SPIRIT OF THE GAME

As the game of Cowboy Action Shooting™ has evolved, our members have developed and adopted an attitude towards their participation we call “The Spirit of the Game.”

Competing in The Spirit of the Game means you fully participate in what the competition asks. You do not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. Some folks would call The Spirit of the Game nothing more than good sportsmanship. Whatever you call it, if you don’t have it, Cowboy Action Shooting™ is not your game.

A “spirit of the game” infraction occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage (i.e., taking the penalty would result in a lower score or faster time than following the instructions) and is not assessed simply because a competitor “makes a mistake.” In such a case, in addition to any penalties for misses, a 30-second failure to engage/Spirit of the Game penalty is assessed.

Shooting ammunition that does not meet the power factor or minimum velocity is also a “spirit of the game” infraction. Two “spirit of the game” penalties within a match will result in a Match Disqualification.

SHB pp.1/2

ALL clothing and equipment MUST be worn appropriately, how it was intended and how it would have been worn in the OLD WEST or as seen on B-Western movies and television.

SHB p.2

**** All references to “Traditional Category” revolvers changed to “fixed sight models”**

**** All references to “Modern Category” revolvers changed to “adjustable sight models”**

HAMMERS

- **Hammers may be replaced or exchanged with hammers designed for the same frame size** (e.g., small frame revolver hammers may not be installed on large frame revolvers or vice versa).
- Internal parts of the hammer may be changed (e.g., to allow for a half-cock notch on a revolver).
- Bisley style revolver hammers may only be used when mated with a Bisley style grip frame.
- **Ruger Super Blackhawk/Montado style revolver hammers (i.e. lowered and widened hammers) are acceptable on both adjustable and fixed sight model revolvers.**
- Hammer stops may be added.
- The hammer travel distance on any revolver may be adjusted.
- Rear sight notches cut into the revolver hammer may be widened.
- **Hammer spur grooves may be recut.**

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Barrel length for **rifles/shotguns** changed from ~~greater than to~~ **of at least 16/18”**

SHB p.4

• Grips **or stocks** of simulated or natural materials are acceptable provided they are not customized to constitute a “target” grip **or stock**. That is, they must be of the same basic **shape profile** as grips **or stocks** found on original firearms.

SHB p.5

COSMETIC EMBELLISHMENT

- ...
 - No portion of the grip frame may be checkered, stippled, **serrated or otherwise modified to constitute a grip enhancement.**
- SHB p.6*

FRAMES AND RECEIVERS

- Frames and receivers may be drilled and tapped (such as to accept approved type sights).
- Ruger Blackhawk **and Ruger Old Army adjustable sight** frames may be modified by removing the rear sight assembly, welding up the sight cutout, recontouring...&tc

LEVERS

- “John Wayne” style levers may be substituted on rifles for the standard factory lever.
 - Levers may be wrapped or padded with leather or other natural material.
 - Filler “blocks” or other such mechanisms designed to prevent all **or drastically limit** movement of the fingers within the lever loop are not allowed.
- SHB p.7*

SHOTGUN BREAK ACTION

- Internal mechanisms to guarantee **break action** shotguns do not close accidentally may be added or modified.
 - The open angle for **break action** shotguns may be increased.
- SHB p.8*

RIFLE CALIBERS

- ...
 - **Buckaroo/Buckarette Category competitors choosing to utilize 22 caliber firearms must use standard velocity .22 caliber rimfire ammunition only.**
- SHB p.9*

SHOTGUN REQUIREMENTS

Any side-by-side or single shot shotgun typical of the period from approximately 1860 until 1899 ~~without automatic ejectors~~, with or without external hammers, having single or double triggers is allowed.

Automatic ejectors are allowed on single shot break action, lever and pump action shotguns ONLY. Side-by-side shotguns may not use automatic ejectors.

SHB p.9

HOLSTERS, CARTRIDGE BELTS, AND BANDOLEERS

- ...
- 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. Rifle and revolver ammunition may not be carried in a **shotshell loop**. No ammunition may be carried in the mouth, ears, nose, cleavage, or any other bodily orifice.

SHB p.10

AMMUNITION

- ...
- Pump and lever action shotguns are allowed to load **no more than two live rounds at a time** in the main match stages unless specified in the stage description. In team events, shotguns may be loaded to their maximum magazine capacity.

SHB p.11

CATEGORIES

SASS recognizes shooting categories based upon age, gender, costuming, equipment, shooting style and/or propellant. The age for a competitor is determined by their age on the first day the match starts. All SASS categories may be subdivided by gender, e.g. Lady Duelist, Lady Gunfighter, Lady 49'er, Lady Wrangler, etc. Competitors may compete within any category for which they qualify. There are no men's categories.

TRADITIONAL AGE BASED

- Any Main Match revolver.
- Revolvers may be shot **any style except Gunfighter**.
- May use any SASS–legal main match shotgun and any main match rifle.
- May use any SASS–legal ammunition.
- Juniors are persons aged 16 and under. The category may be subdivided by age and gender. Suggested divisions are “Young Guns” aged 14 through 16 and “Buckaroos” 13 and under. Caution is urged in allowing competitors under age 14. Local laws, regulations, and insurance requirements may prevent matches from offering some age groups.
- Parental consent and supervision is required for all competitors under twenty-one years of age.
- “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 for shotguns. Standard velocity ammunition for these firearms must be used. Knockdown targets are not required to fall for Buckaroo Category shooters. A hit will be scored as long as the target is clearly hit. **An alternate MUST be provided for all aerial shotgun targets for Buckaroo category shooters.**
- Buckaroo Category shooters choosing to use center-fire ammunition in handguns and/or rifles must meet all center-fire power factor and velocity requirements.
- The women's category may be subdivided according to the use shooting style, e.g., Lady Duelist and Lady Gunfighter.
- Cowboy Category shooters are competitors of any age range.
- Wrangler Category shooters are competitors 36 years of age or greater.
- Forty-Niners are competitors 49 years of age or greater.
- Seniors are competitors 60 years of age or greater. Senior Duelist is also a recognized Senior Category. Senior Duelist category shooters may use any SASS–legal firearm or ammunition but must shoot Duelist or Double-Duelist Style only,
- Silver Seniors are competitors 65 years of age or greater.
- Elder Statesmen/Grand Dames are competitors 70 years of age or greater.

SHB p.12

MODERN

DUELIST

- Any Main Match **fixed sight model** revolver.
- **Only Duelist Style or Double Duelist Style may be used.**
- **“Duelist Style” is defined as** shooting a revolver cocked and fired one handed, unsupported. The revolver, hand, or shooting arm may not be touched by the off hand except when resolving a malfunctioning revolver problem or when transferring the revolver from one hand to the other.
- **“Double Duelist Style” is defined as shooting a revolver cocked and fired one handed and unsupported, with each hand, that is, left gun with the left hand and right gun with the right hand. The revolver, hand or shooting arm may not be touched by the offhand except when resolving a malfunctioning revolver problem or when transferring the revolver from one hand to the other.**

SHB pp.12/13

GUNFIGHTER

- Any Main Match **fixed sight model** revolver.
- **Only Gunfighter Style or Double Duelist Style may be used.**
- “Gunfighter Style” is defined as shooting with a revolver in each hand. **Revolvers must be cocked and fired one handed, unsupported, one right handed and the other left handed.**

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• Both revolvers may be cocked at the same time, but must be shot one at a time to facilitate scoring. A Gunfighter may not holster revolvers with the intent to engage another revolver sequence. **Once cocked, all rounds must be expended prior to holstering unless the revolvers were drawn at the wrong time or a revolver/ammunition malfunction has occurred.**

Inadvertently leaving unfired rounds in a revolver is a miss unless the round is under the hammer, then it is a Stage Disqualification.

- **Stage design may allow a competitor shooting Gunfighter Style to stage or restage revolvers between target sequences.**

SHB p.13/ROI p.15/ROII p.9

BLACKPOWDER CATEGORIES

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FRONTIER CARTRIDGE

- Any Main Match **fixed sight model** revolver.
- Revolvers may be shot two handed or one handed (duelist style).
- Must use blackpowder in all loads (rifle, **revolver**, and shotgun).
- Must use a side-by-side or lever action shotgun in the main match stages.
- Any SASS–legal pistol caliber rifle is acceptable.
- **Frontier Cartridge Duelist is also recognized with all requirements being the same except the Duelist and Double Duelist shooting styles are used. See Duelist description for the required shooting technique(s).**

NOTE: Frontier Cartridge competitors may use any SASS–legal firearms and propellants in team and side matches.

FRONTIERSMAN

- Any Main Match percussion revolver with **non-adjustable** sights (**Note exceptions listed re: dovetailed sights**). (Exception: The 1873 Uberti percussion revolver is not allowed.)
- Revolvers must be shot duelist **or double duelist** style. See Duelist description for required shooting technique.

SHB p.14

CLASSIC COWBOY/COWGIRL

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• Chaps, spurs, cuffs, tie or scarf worn loosely around the neck or with scarf slide, vest, pocket watch with full length chain, jacket, sleeve garters, knife, botas, leggings, braces; no straw **or palm** hats allowed.

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- **Boots are required and** must be of traditional design with leather or smooth rubber, non-grip enhancing soles. **Moccasins are not allowed.**

SHB pp14/15/ROII p.10

“B” WESTERN

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- **Boots are required and** must be of traditional design with fancy stitching or multicolor fancy design with smooth, non-grip enhancing soles. Lace up boots and moccasins are not allowed.

SHB p.15/ROII p.11

FAILURE TO ENGAGE

A “failure to engage” occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage and is not assessed simply because a competitor “makes a mistake.”

A Failure to Engage applies only to nonshooting situations such as refusing to rope a steer, throw a stick of dynamite or otherwise make an attempt to complete any other non-shooting procedure written within the stage instructions. In such a case, in addition to any penalties for misses, a **30-second** failure to engage/Spirit of the Game penalty is assessed.

SHB p.19/ROI p.2

RANGE OPERATIONS

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Restarts shall be allowed for a competitor to achieve a “clean” start up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.

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The role of the Range Officer is to safely assist the shooter through the course of fire.

Coaching and constraining the shooter from unsafe acts are expected when appropriate, minimizing procedural and safety penalties whenever possible. **Proper coaching or no coaching at all** is not considered RO **Interference and therefore will never be grounds for a reshoot.**

Failure to stage guns or ammunition at the designated position(s)/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.

SHB pp.19/20/ROI p.21

STAGE CONVENTIONS

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3. All staged guns shall have their barrels pointed safely down range. All long guns **initially staged on a horizontal flat surface** shall be staged lying flat where at least the rear of the trigger guard is on the staging area. **All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.**

SAFETY PRACTICES

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2. Muzzle direction is important between, before, during, and after shooting a stage. A muzzle must not be allowed to “sweep” the other participants at any time. Long guns shall have their actions open with chambers and magazines empty and muzzles pointed in a safe direction when transported at a match. **A holstered revolver (loaded or empty) with the hammer fully down on an empty chamber or expended case is considered safe and may not be interpreted as sweeping another shooter while safely secured in the holster.**

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4. Six-guns are always loaded with only five rounds and the hammer lowered, fully down, and left resting on the empty chamber. Five shooters may load five rounds, but the hammer must rest on a dummy chamber or safety slot in the cylinder so the hammer does not rest on a live round/cap. If a particular stage requires a one shot reload, **the sixth chamber of percussion revolvers may be charged at the bench and then capped “on the clock”, either before the first round is fired or after the last round is fired.”** A complete reload for percussion revolver shooters is handled by staging a loaded, uncapped revolver down range or switching uncapped cylinders and capping on the clock.

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7. De-cocking may not be done to avoid a penalty if cocked at the wrong time, or position or location. **NO gun 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 a stage officer.**

The penalty for de-cocking is a Stage Disqualification.

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.

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17. Long guns will **have their actions left open and the magazines/barrels empty** at the conclusion of each shooting string. **A 10 second minor safety penalty will be assessed if the firearm is not cleared or opened. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters hand(s) at the unloading table.**

This does not apply to **guns shot out of sequence, made "safe" and then restaged.**

21. ... **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" holsters and the ability to retrieve and return vertically staged double-barreled shotguns without penalty.**

22. Movement is not allowed with a loaded, cocked firearm. Movement is defined by the basketball "traveling" rule. Whenever a shooter has a loaded, cocked firearm in hand, at least one foot must remain in place on the ground. 1st violation will result in Stage Disqualification; 2nd violation will result in Match Disqualification. **This includes leaving the loading table with a cocked loaded firearm.**

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

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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.**

33. Main match targets are recommended to be fabricated from metal and be approximately 16" X 16" in size. Distances for revolver targets should be 7 to 10 yards, shotgun targets should be 8 to 16 yards, and rifle targets should be placed at 13 to 50 yards.

34. The minimum standard for center-fire ammunition used in all smokeless categories at State, Regional, National, International and World Championship Competitions is not less than a minimum power factor of 60 and no velocity may be less than 400 fps. The maximum velocity standard for revolvers is 1000 fps. The maximum velocity standard for rifles is 1400 fps. Buckaroo Category shooters choosing to use center-fire ammunition in handguns and/or rifles must also meet all power factor and velocity requirements. Pocket pistols and derringers are exempt from the power factor and velocity requirements.

35. Failure to stage guns 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.

36. Ammo on belts must be worn just above the pistol belt at or below the belly button. Shotgun slides may not be worn over a shotgun belt.

37. 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.

38. **Competitors arriving at the designated loading area with uncleared firearms after completing a stage within the same day will be assessed a Stage Disqualification penalty on the previously completed stage.**

39. **Competitors shall not leave the designated loading area with a loaded firearm unless they are proceeding to the stage as the next competitor to begin the stage.**

OUTLAWED

- The displaying of manufacturer's, sponsor's or team logos on apparel. Manufacturer's labels on such apparel or equipment are acceptable.

Range Operations Basic Safety Course (Range Ops / ROI)

RANGE OFFICER ATTITUDE

6. Always refer to the SASS Shooters Handbook when stating the rules. Don't quote them from memory; you may be wrong. Enforce the rules as written, not what you think they mean.

The Range Operations Basic Safety Course and The Range Officer Training Course offer interpretations **and clarifications of the rules and procedures referenced within** the SASS Shooters Handbook that will be helpful in making the correct call.

5. Timer Operator

F) The Timer Operator never starts a competitor in a faulted position **or location**. It is not considered a faulted position **or location** for allowing a shooter to start without appropriately loaded guns or available ammunition on their person.

G) The Timer Operator **should** not count misses, but watches the shooter for unsafe acts, correct target engagement, and stage **procedures in addition to counting shots fired if possible**. **However, the Timer Operator is often times in the best position to evaluate hits or misses if in question.**

9. Loading/Unloading Table Officers

B) They check to make sure no round is ever under the firing pin of any **firearm and that all loaded firearm hammers are fully down on empty chambers**. **While at the Loading Table, shooters must be allowed to make corrections as necessary to be sure no round is under the firing pin and hammers are fully down on empty chambers without the assessment of a penalty**. **Discharging a round at the loading table is a Match Disqualification**. **Leaving the Loading Table with a hammer not fully down on an empty chamber or with a round under the firing pin of any firearm is a Stage Disqualification**

G) Never allow a competitor to leave the loading table with a loaded firearm unless they **going to the firing-line are proceeding directly to the stage or expeditor position**.

10. Stage Driver / Stage Marshal / Berm Marshal

Watch for illegal equipment, ammunition **or any category specific requirements** and **enforce** the current SASS rules **exactly** as they are written.

ADDITIONAL COMMANDS

1. "Action Open." This command is given by the Timer Operator when a competitor puts a long-gun down with the action closed. The Timer Operator must do everything in his/her power to prevent the shooter from moving from that position with the action on any long-gun closed. **If the shooter puts down a gun with the action closed, but returns and opens the action before firing using the next firearm, there is no penalty.**

APPENDIX A - RANGE SAFETY RULES

All participants are Safety Officers; however, it is the ultimate responsibility of the Range Officers to assure the safety rules are consistently followed. The following outlines specific safety violations and their penalties.

Illegal equipment penalties are not awarded backwards. If a shooter is found to have illegal equipment, no penalty will be assessed for the stage(s) already completed.

If a Range Officer elects not to penalize a shooter that has not complied with a rule, the effect is penalizing all other match participants that did comply.

1. Every firearm must be treated with respect! Covering or sweeping an individual or group with the muzzle of an empty gun will result in a Stage Disqualification. Covering or sweeping an individual or group with the muzzle of a loaded gun will result in a Match Disqualification. Handling guns **away from the firing line** should be avoided but if necessary should be limited to safe areas.

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Failure to adhere to loading and unloading procedures will result in a Stage Disqualification.

Leaving the unloading table without clearing all firearms is failure to adhere to unloading procedures and will result in the penalty being assessed on the stage where the infraction was committed.

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 reloaded.**

10. Inadvertently leaving unfired rounds in a revolver is a miss unless the round is under the hammer, then it is a Stage Disqualification.

11. Safe conditions of firearms during a course of fire are as follows:

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- Shotgun

Safe to leave the shooters hands.

- Empty, action open

Safe for movement shotgun in hand only

- Action open, round in chamber or on carrier

- **Hammer(s) fully down on expended round(s), action closed.**

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.

This means, on revolvers, you may move, restage, or re-holster when the hammer is down on an empty chamber or expended case. **You may move with a rifle or shotgun when the action is open or hammer(s) down on an empty chamber(s) or an expended case(s). If restaging the rifle, the action must be closed and hammer down either on an empty chamber or expended case. Shotguns may be restaged only if open and empty.**

When drawing a revolver from its holster, the revolver shall not be cocked until it is at a 45° angle down range. (Minor Safety Violation)

Any gun that breaks the 170° safety rule will result in a Stage Disqualification.

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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.

An open, empty long gun that slips and falls after **carefully** being set down **at the end of a shooting string** 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. ~~An empty long gun carelessly staged that falls will result in a Stage Disqualification.~~

As long as the shooter has contact with the firearm, it is considered as still in their control.

No call should be made until the firearm comes to rest – wherever that may be. Then determine the condition of the firearm at rest and whether or not the 170° safety rule was ever broken on its way to its final resting point in order to assess the proper penalty (if any at all).

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.

...
10-second Minor Safety Violation if the shooter **retrieves the round** during **or-after** the stage.

RANGE OPERATIONS SUMMARY

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RE-SHOOTS/RESTARTS

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 stage to the best of his or her ability.

Reshoots/restarts are not awarded for ammunition or firearm malfunctions. However, if there is a range failure (failure of props, timer, or the range officers) beyond the competitor’s control, a restart may be granted. On a reshoot/restart, the competitor starts over clean, carrying only accrued safety penalties forward. At all SASS annual club, state, Regional, National, and World Championship matches, no reshoots/restarts will be given after the first shot goes down range as determined by the Range Officer and the Match Director, except for:

- Prop or match equipment failure
- A Range Officer impeding the progress of the shooter
- Timer failure or unrecorded time

For example, if the Range Officer stops a shooter from completing a shooting sequence because of a suspected squib load, and the gun turns out to be “clear,” the Range Officer has impeded the progress of the shooter, and a restart is in order. In this case, the shooter starts over with no misses or penalties (except safeties).

Proper coaching or no coaching at all is not considered RO Interference and therefore will never be grounds for a reshoot/restart.

Restarts shall be allowed for a competitor to achieve a “clean” start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage will not be entertained as they are not in the *spirit of the game*.

PENALTY OVERVIEW

5-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. **Target placement should always allow a shooter the opportunity for a clean miss to be scored without argument. Overlapping targets of the same type should be avoided if at all possible and should not cause a Procedural “trap” by making it difficult to determine the shooter’s intent when engaging the targets.**

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.
- Firing any firearm from a position **or location** other than as required by **the** stage description.

Minor Safety Penalties

- Not leaving a long gun action open **at the end of the shooting string or before the next firearm is fired.**
- Leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded.
- Loading more than the correct number of **live** rounds in a firearm.
- Not returning revolvers to leather unless otherwise specified.
- **Carefully placed** 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.**

Accommodations are always allowed for those unable to comply with specific stage procedures due to physical limitations with no procedural penalties assessed.

STAGE DISQUALIFICATION

- Any dropped unloaded gun on the firing line (between the loading table and the unloading table).
- **Carelessly placed** Long guns that slip and fall **and break the 170° safety rule.**

- **Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage).**

FAILURE TO ENGAGE/SPIRIT OF THE GAME

30-Second Penalty

- Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage.
- Shooting ammunition that does not meet the power factor or minimum velocity. The penalty is applied for each stage a competitor is checked and their ammunition is found not to meet the power factor or minimum velocity.
- **Willfully refusing to rope a steer, throw a stick of dynamite or otherwise make an attempt to complete any other non-shooting procedure written within the stage instructions.**
- Note: Two Spirit of the Game **or Failure to Engage** penalties will result in a Match Disqualification.

MISS FLOW CHART (amended re: “clean miss”)

GLOSSARY OF TERMS

Range Officer Training Course (ROII)

RANGE SAFETY RULES

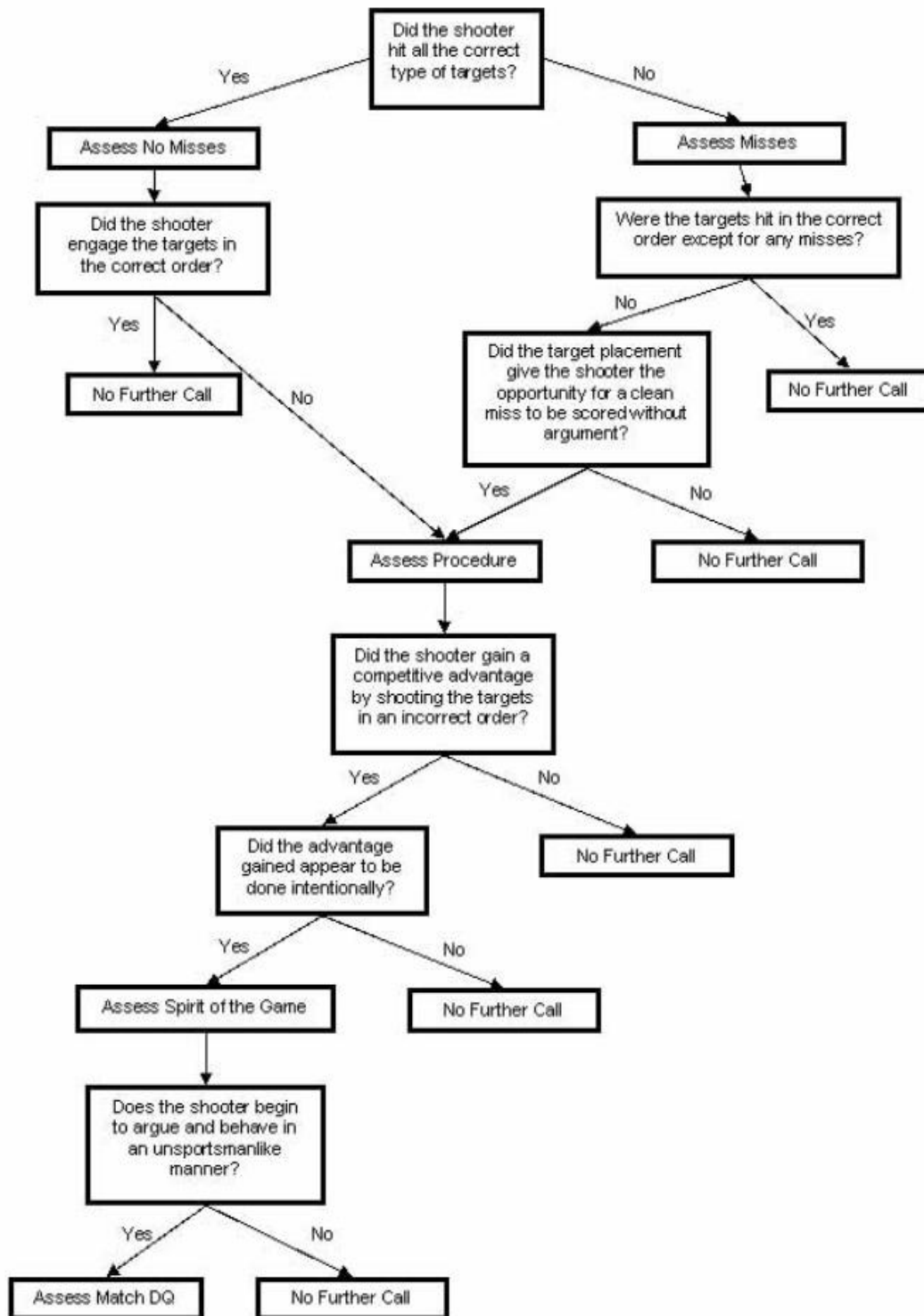
Each Range Officer shall be informed of all local range safety policies that may differ from the rules printed in the SASS Shooters Handbook **and the associated Range Operations/Range Officer course materials that may offer interpretations, examples and clarifications to the rules and regulations.** Otherwise, each Range Officer shall be responsible for understanding, implementing **and enforcing** all safety **procedures**, rules and guidelines contained within the most current version of the SASS Shooter’s Handbook **and the associated Range Operations/Range Officer course materials.**

Stage Safety Hazards

UNSAFE STAGE DESIGN ELEMENTS

Amended to reflect the changes for safe movement with shotgun (see ROI p.17)

Miss Flow Chart



GLOSSARY OF TERMS

170° Safety Rule - means the muzzle of the firearm must always be pointed down range +/- 85 degrees in any direction.

Adjustable sight style revolver – a revolver with dovetailed or adjustable rear sights and/or dovetailed front sights. Ramp style front sights are allowed if original to the firearm.

Basketball Traveling rule – aka movement with a firearm. Once the firearm is cocked, one foot must remain in place on the ground until the firearm is made safe. This means, on revolvers, you may move, restage, or re-holster when the hammer is down on an empty chamber or expended case. You may move with a rifle or shotgun when the action is open or hammer(s) down on an empty chamber(s) or an expended case(s).

Cleared – no live or empty cases in or on the chamber, magazine or carrier.

Cocked – hammer not fully down (full, half-cock or safety notch).

Committed – the point at which a firearm would have to be made safe to leave the shooter's hand and the point when the shooter is required to continue with the course of fire.

Commonly available – obtainable by anyone given ordinary circumstances with ordinary means.

Course of fire – from the beep of the timer once the shooter has signified "ready" to last the shot fired.

Double Duelist shooting style - a revolver cocked and fired one handed and unsupported, with each hand, that is, left gun with the left hand and right gun with the right hand. The revolver, hand or shooting arm may not be touched by the offhand except when resolving a malfunctioning revolver problem or when transferring the revolver from one hand to the other.

Down range – 180 degrees from the shooter toward the targets of a stage.

Dropped round/firearm – a round/firearm that has left the shooter's control and come to rest at a location or position other than where it was intended.

Dry firing – defined as the act of bringing of an unloaded firearm into a shooting position, cocking the hammer and pulling the trigger as if to cause the gun to fire normally.

Duelist shooting style – a revolver cocked and fired one handed, unsupported. The revolver, hand, or shooting arm may not be touched by the off hand except when resolving a malfunctioning revolver problem or when transferring the revolver from one hand to the other.

Engaged – attempting to fire a round at the target.

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

Failure to engage – willfully or intentionally disregarding the stage instructions in order to obtain a competitive advantage and is not simply because a competitor "makes a mistake."

Applies only to non-shooting situations such as refusing to rope a steer, throw a stick of dynamite or otherwise make an attempt to complete any other non-shooting procedure written within the stage instructions.

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

Fixed Sight style revolver - barrel mounted, fixed metallic foresights of a simple blade, bead, or post configuration combined with a simple open notched rear sight cut into the frame, hammer, or latch mechanism. (Note exceptions for conversion revolvers).

Free Style – shooter has the option of shooting Two-handed style or Duelist style.

Gunfighter shooting style – shooting a revolver in each hand. Revolvers must be cocked and fired one handed, unsupported, one right handed and the other left handed. There is no set pattern as to how the revolvers are to be fired

Hammer down – hammer fully down at its final resting position.

Location – a physical point on a stage e.g. "behind the door...."

Major Safety Violation – a safety infraction that has a high potential for personal injury.

Minor Safety Violation – handling or firing a gun in a manner that is unsafe but does not directly endanger persons.

Miss – a failure to hit the appropriate target type using the appropriate firearm type. For further explanation of how to assess a miss, see "Miss Flow Chart" in the appendix to ROI Manual.

Position – the posture and stance of the shooter e.g. "the shooter starts with hands touching hat..."

Power factor - Bullet weight (in grains) times the velocity(in feet per second); divided by 1000.

The minimum standard in all SASS matches is not less than 60 and no velocity less than 400 fps.

Maximum velocity for revolvers is 1000 fps. Maximum velocity for rifles is 1400 fps.

Procedural – an unintentional action where the competitor does not follow the Stage instructions, can include actions/omissions other than firing a round e.g. failure to adhere to category requirements.

Progressive Penalty - Procedural for the first infraction, Stage Disqualification for the second infraction, Match Disqualification for the third infraction. Example: failure to adhere to category requirements.

Reshoot – score recorded, the competitor starts over clean, carrying accrued safety penalties.

Both scores turned in.

Restart – no recorded score, shooter is given a clean restart.

Shooting string – shots completed from one firearm prior to use of the next firearm.

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

Two handed shooting style – aka “Traditional” or - shooter holds a single revolver with two hands.

Up range – 180 degrees from the shooter away from the targets of a stage.

GLOSSARY OF TERMS