

SIGNIFICANT CHANGES/CLARIFICATIONS TO THE SASS RULES 2007

SHOOTERS HANDBOOK

RE: Shotguns: All references to “**single barrel**” changed to “[single shot](#)”

- Ammunition required for reloads during the course of any stage must be carried on the shooter’s person in a bandoleer, belt, pouch, holster, or pocket [or be safely staged as required by stage instructions.](#)
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Gunfighter

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If the stage scenario requires the use of another firearm between the revolver sequences or the shooter’s hands are otherwise constrained (e.g., rolling the dice between revolver sequences), the revolvers must be drawn and shot one at a **time unless they are allowed to be staged rather than holstered.** In this case, both revolvers may be employed at the same time for the first five rounds, safely restaged, and then employed at the same time again for the second five rounds.

- If the stage scenario requires the use of another firearm between the revolver sequences or the shooter’s hands are otherwise constrained (e.g., rolling the dice between revolver sequences), the revolvers must be drawn and shot one at a time [unless they can be safely staged rather than holstered.](#) In this case, both revolvers may be employed at the same time for the first five rounds, safely restaged, and then employed at the same time again for the second five rounds.
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Frontiersman

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- Any Main Match percussion revolver with non-adjustable, traditional sights.
[\(Exception: The 1873 Uberti percussion revolver is not allowed. \)](#)
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Classic Cowboy/Cowgirl

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- Revolver calibers: .40 caliber rimmed cartridges or larger—revolvers and rifle.
[Examples include, but are not limited to,](#) .38-40, .44 Special, .44 Russian, .44 Mag., .44-40, .45 Schofield, .45 Colt or .36 caliber or larger cap and ball.
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B Western

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- ...All holsters must be of the “**Straight Hang**” type. No crossdraw, shoulder rigs, or butt forward configurations allowed.
- ... All holsters must be of the “[Double Strong-Side](#)” type. No crossdraw, shoulder rigs, or butt forward configurations allowed.
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Age/Gender based Categories

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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.](#)

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- Seniors are competitors 60 years of age or greater. Senior Ladies and Senior Duelist are also recognized senior categories. Senior Duelist 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. Silver Senior Ladies are also recognized.
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SAFETY PRACTICES

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5. No Cocked Revolver may ever leave a shooter’s hand.

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Revolvers staged or re-staged with the hammer not all the way down on either an empty chamber or a spent case will result in a Stage Disqualification unless corrected before using the next firearm. Revolvers holstered or re-holstered with the hammer not all the way down on either an empty chamber or a spent case will result in a Stage Disqualification.

10. Inadvertently leaving unfired rounds in a revolver is a miss unless the round is under the hammer, then it is a Stage Disqualification. (moved from GF section)

11. Safe conditions of firearms for movement or leaving a shooters hand vary with each type of firearm. Please see the SASS Range operations Basic Safety Course for a detailed description of what constitutes a safe firearm conditions for movement.

12. A 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.

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.

17. Long guns will be left open with magazines and chambers empty at the conclusion of each shooting string (i.e., before shooting the next firearm). This does not apply to “restaged for further use” rifles.
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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.
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OUTLAWED

The use or presence of any outlawed item is a Stage Disqualification.

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- Short sleeve shirts (Male competitors only)

- Short sleeve tee shirts, long sleeve tee shirts, and tank tops for all competitors. Long sleeved Henley type shirts with buttons are acceptable.
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RANGE OPERATIONS SAFETY COURSE (ROI)

Coaching is not considered RO interference and, therefore, will never be grounds for a re-shoot.

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10. Stage Driver / Stage Marshal

The primary responsibility of a stage marshal is to ensure consistency between posses and to keep posses running on time. To do this the following procedures should be followed:

For the first posse of each day's shooting rotations, a bit more time may be in order to get the posse organized. Take a few moments to help them get things underway by going over the posse duties as outlined in the SASS RO course materials. Make sure each posse acknowledges their Posse Marshals and each Posse Marshal understands each of the posse duties to be filled. If a duty list is provided by the match officials, be sure to pass that list on to the Posse Marshal for their personal reference during the match. Ask for questions about any of the posse duties. Only if necessary, assist the posse workers by explaining the role of each worker within the posse in order for the posse to run on time and efficiently.

Before the posse begins shooting the stage, do the following:

- Check the posse schedule to see if the stage is running on time. If the posse is running behind schedule, contact one of the Range Masters and do whatever is necessary to get them back on schedule.
- When a posse arrives, verify they are in the right place at the right time
- Record the time each posse starts the stage on the score sheet for that posse on that stage.
- Read the scenario and stage description, do not paraphrase.
- After the stage walk-through, the posse should assign duties to its members
- Once the assignments have been made, give the appropriate materials (spotting sticks, timer, props and so forth) to the Posse Marshal
- Before handing any score sheets to the scorer, verify they are the correct sheets for the correct posse
- At this point, sit back, relax, and watch the shooters as they shoot the stage.

After the posse has completed shooting the stage, do the following:

- Record the time on the posse score sheet in the scorebook at that stage.
- Get ready for the next posse by making sure the timer is still working, the pens still write, and the stage is completely set.

The Stage Marshal does not have the duty to watch every move of the shooter, but does have the duty to make sure each shooter completes the stage according to the directions and they all complete it in the same way. **The Stage Marshal is there to promote consistency, prevent controversies, resolve discrepancies, and do everything possible to keep each posse on schedule.** If the match is a "lost brass" match, remind each posse the schedule does not allow time for brass pickup (except brass shotgun shells).

It is recommended each Stage Marshal be a graduate of the SASS RO courses, and as such should be familiar with the rules and guidelines. Watch for illegal equipment or ammunition and **enforce** the current SASS rules **exactly** as they are written. Do not attempt to interpret, either liberally or conservatively, **any** of the rules.

If a problem is encountered, be sure to follow the proper chain of command by bringing it to the attention of the RO and posse leader for quick resolution. If the problem is not quickly and appropriately resolved, notify the Range Master.

Do not hesitate to contact the Range Masters if there are ANY questions. Each Range Master should have a current SASS Handbook and all of the RO reference materials closely at hand just in case a resolution may require some research.

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APPENDIX A – RANGE RULES

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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.

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5. No cocked revolver may ever leave a shooter's hand (Stage Disqualification). This also means from one hand to another.

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~~Revolvers not re-holstered with the hammer not all the way down on either an empty chamber or a spent case will result in a Stage Disqualification unless corrected before using the next firearm.~~

Revolvers staged or re-staged with the hammer not all the way down on either an empty chamber or a spent case will result in a Stage Disqualification unless corrected before using the next firearm.

Revolvers holstered or re-holstered with the hammer not all the way down on either an empty chamber or a spent case will result in a Stage Disqualification.

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

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• Rifle

Safe to leave the shooters hands.

• Empty, action open

• Hammer fully down on an empty chamber or spent round, action closed (~~restaging only~~ restaged for further use)

~~12. Any discharge that hits the ground or stage prop less than five feet from the shooter, any discharge at the loading or unloading areas, or discharge that is deemed unsafe will result in a Match Disqualification. Any discharge that hits the ground or stage prop from five to ten feet from the shooter will result in a Stage Disqualification.~~

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.

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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.

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RANGE OPS SUMMARY

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5. A safe and sturdy place should be provided at each stage to position the shooter's firearms and is mandatory to use. Whether or not they are available, it is the **shooter's responsibility** to take reasonable care in putting down the gun.

If the gun falls, the Range Officer shall make the determination of fault: either **Prop Failure or Safety Violation as appropriate**.

Coaching is not considered RO Interference and therefore will never be grounds for a reshoot.

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SCORING

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It is recommended SASS matches be scored by an overall ranking system. This scoring system equalizes the difference in stages and rewards the most consistent shooter. Using this system, the recommended stage disqualification score is 999.00 seconds and the recommended match disqualification score is 999.99 seconds on all stages. ~~The recommended score for not finishing a stage (DNF) is 999.00 seconds.~~

The recommended score for not finishing a stage is a Stage Disqualification.

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PENALTY OVERVIEW

MINOR SAFETY PENALTIES

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• Carefully placed open, empty long guns that slip and fall (do not break 170° safety rule or sweep anyone).

STAGE DISQUALIFICATION

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• Carelessly placed long guns that slip and fall (whether or not they break the 170° safety rule.)

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• Second offence, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.

MATCH DISQUALIFICATION

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• Third offence, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.

ILLEGAL ITEMS

The following are examples of SASS "illegal" items. The current version of the SASS Handbook should always be used as an additional reference for illegal items. **The use or presence of any outlawed item is a Stage Disqualification.**

• Short sleeve shirts (Male competitors only)

• Short sleeved tee shirts, long sleeved tee shirts, and tank tops for all competitors. (Long sleeved Henley type shirts with buttons are allowed.)

(pages 21 – 23)

RANGE OFFICER COURSE (ROII)

BLACK POWDER CATEGORIES

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The blackpowder standard was developed using the following loading data:

- Standard .38 Special case
- 1cc Goex Cowboy Powder
- Federal Standard primer
- 145-grain bullet lubed with SPG
- Powder lightly compressed with a medium roll crimp.

All blackpowder competitors must be aware their loads will be compared to the amount of smoke produced by this published standard regardless of the specific loading techniques or components used.

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GUNFIGHTER CATEGORY

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When using the Gunfighter Style it is permissible to (re)stage two loaded revolvers between revolver sequences if appropriate, safe props are provided.

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