

SIGNIFICANT CHANGES/CLARIFICATIONS TO THE SASS RULES 2008

This course material is designed to help clarify and interpret the SASS Handbook.

(Added to the Introduction of both the Range Ops and Range Officer Courses)

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

AMMUNITION

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. Pocket pistols, derringers, and long-range rifles are exempt from the power factor and velocity requirements.

Power factors are simply calculated by multiplying the bullet weight times the velocity and then the resulting number is divided by 1000. Some examples are as follows:

100 gr bullet traveling at 600 fps has a power factor of 60: $(100 \times 600) / 1000 = 60.00$

77 gr bullet traveling at 800 fps has a power factor of 61.6 $(77 \times 800) / 1000 = 61.60$

200 gr bullet traveling at 400 fps has a power factor of 80 $(200 \times 400) / 1000 = 80.00$

~~• Revolver ammunition must have a muzzle velocity less than 1,000 fps. Rifle ammunition must have a muzzle velocity less than 1,400 fps.~~

Shooters Handbook (page 11)

- Shotgun shells shall not be sized down by the use of any die not manufactured for the specific gauge.
- Shotgun Shell shall not be scored (ringed) as to cause the shot-shell case, wad and shot column to be shot from the firearm as one projectile.

Shooters Handbook (page 12)

- Buckaroo Category shooters choosing to use center-fire ammunition in handguns and/or rifles must meet all center-fire power factor and velocity requirements.

Shooters Handbook (page 16)

LONG RANGE (OR PRECISION) RIFLE

...

- "Rifle Caliber" competition rifles must use traditional, period, rimmed cartridges. No cartridge chambered for use in any SASS approved main match revolver or rifle may be used in the "Rifle Caliber" competition, **except the .56-50**. Thus, .30-30 (.30 WCF),

...

The Optical Category firearms must meet the above restrictions with the following optical rules:

- No length or power limitation on the scope.
- Scope tube body to be $\frac{3}{4}$ " or less in diameter and any ocular or objective lenses and, adjusting or assembly rings to be less than 1" in diameter.
- No internal scope adjustments for windage or elevation.
- Mounts are to be of a traditional style of the period and contain the windage and elevation adjustments for the scope in either, or both, the front or rear mounts.

No click adjustments in the mount. Either dove tail mounting or scope block mounting is allowed.

- Original scope mounts of either the Cataract or Malcom style or variations thereof, or replicas or derivative scope mounts conforms to the criteria of paragraph above.

(Note: These rules are identical to the NRA BPCS Rules on optical sights.)

Shooters Handbook (pages 18/19)

5. No cocked revolver may ever leave a shooter's hand.

6. Revolvers are returned to leather (re-holstered) with hammer down on a spent case or empty chamber at the conclusion of the shooting string, unless the stage description specifically directs otherwise; e.g., "move to next position and set gun on table or prop." A shooting string is defined as shots from one type of firearm prior to the next type of firearm engaged.

~~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.~~

7. De-cocking a revolver, rifle, or external hammer shotgun may not be done with a live round under the hammer. De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. The penalty for de-cocking is a Stage Disqualification.

8. Once a revolver is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition. Once a rifle is cocked, **either** the round under the hammer must be expended or **the action opened** ~~ejected~~ in order for **the rifle** ~~#~~ to be returned to a safe condition. Shotgun shells may be removed, if necessary, without penalty in order to return the firearm to a safe condition.

Shooters Handbook (pages 22/23) / Range Ops (page 14)

32. If a competitor has a firearm malfunction that cannot be cleared on the line, the shooter may not leave the berm/stage until the firearm has been cleared. A Match Disqualification will be awarded to the shooter if they leave the berm unless under the direct supervision of a Match Official.

Shooters Handbook (pages 25) / Range Ops (page 18)

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.

Range Ops (page 18/19)

MATCH DISQUALIFICATION

- Two accumulated Stage Disqualifications or Two Spirit of the Game assessments.
- Belligerent attitude / Unsportsman-like conduct.
- Shooting under the influence of alcohol, prescription, or other medication that may impair the shooter's physical or mental abilities.
- Shooting illegal (e.g., "too hot") ammunition. **This includes ammunition that exceeds the maximum velocity and shotgun shells that have been bottle-neck resized or ringed.**

This does not include ammunition that does not meet the power factor.

Range Ops (page 22)

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. The penalty is applied for each stage a competitor is checked and their ammunition is found not to meet the power factor.**
- **Note: Two Spirit of the Game penalties will result in a Match Disqualification.**

Range Ops (page 23)

Changes also made to the "Pocket RO Card".

Range Officer Course (ROII)

FRONTIERSMAN CATEGORY

The Range Officer shall be prepared for the **unique problems associated with** ~~idiosyncrasies of~~ cap and ball revolvers.

ROII (page 7)

Any challenges to the black powder standard will be administered using the process listed below in the Appeals, Challenges and Protest section. Also, the Range Master may, at their discretion, require the testing of any ammunition that is suspected of not meeting SASS ammunition requirements at any time during the match. If a competitor's blackpowder ammunition is checked, they will be asked for five rounds from each suspect firearm, preferably already loaded at the loading table. These loads will be ~~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.

Failure to comply will result in a penalty for not adhering to category guidelines. The first offence is a procedure, the second offence in the same match is a stage disqualification, and the third offence in the same match is a match disqualification.

ROII (page 7 - 10) also added to both Classic Cowboy/Cowgirl and "B" Western categories

CLASSIC COWBOY/COWGIRL CATEGORY

Moccasins are not allowed.

ROII (page 9)

POWER FACTOR APPEALS AND TESTING

Any challenges to power factors and/or velocities will be administered using the process listed above in the Appeals, Challenges, and Protest section. Also, the Range Master may, at his discretion, require the testing of any ammunition suspected of not meeting SASS ammunition requirements at any time during the match. If a competitor's smokeless ammunition is checked, they will be asked for five rounds from each suspect firearm, preferably already loaded at the loading table. Within each group of five rounds, one round will have the bullet pulled and weighed. The other four rounds will be fired across a chronograph using the competitor's firearm from which the rounds were originally removed. The muzzle of the firearm shall be raised to 80 degrees and then lowered each time prior to firing through the chronograph. If the average of the four fired rounds meets or exceeds the calculated 60 power factor AND the minimum velocity requirement of 400 fps, the competitor's loads will be considered legal. If the average of the rounds fired through the chronograph measures less than the calculated 60 power factor OR the minimum required velocity of 400 fps, the competitor will be given a 30 second Spirit of the Game penalty for the last stage completed. Any subsequent stage(s)

shot with the same ammunition will result in the same penalty per stage. As listed in the SASS RO Materials, two Spirit of the Game (SOG) penalties will result in a Match Disqualification.

- All smokeless ammunition used in SASS main match firearms MUST meet or exceed the power factor standard of 60. Penalty = SOG
- All smokeless ammunition used in SASS main match firearms MUST meet or exceed the minimum velocity requirement of 400 fps. Penalty = SOG
- All ammunition used in SASS main match revolvers must not exceed 1000 fps. Penalty = MDQ
- All ammunition used in SASS main match rifles must not exceed 1400 fps. Penalty = MDQ
- The velocity testing will be conducted using the competitor's firearm from which the rounds were removed.
- Competitors may not choose the firearm in which the ammunition will be tested.
- ALL competitor main match firearms may be subject to testing regardless of possible caliber differences.

ROII (page 12/13)