

## Overloading the rifle

Overloading a rifle on a stage is not a safety issue. The safety comes into play if the shooter has any rounds left in the rifle after he/she has fired the rifle and committed to the next gun. Then, and only then, a safety shall be issued if a live round is left anywhere in the rifle.

**Should the shooter realize that they have loaded too many rounds and safely ejects those rounds, it's a no call.**

**Should the shooter fire more rounds than called for in the stage, it would be a "P" (edited)**  
- Hipshot SASS #7

## What's the Call?

Application of related existing rules/penalties

- PaleWolf Brunelle, SASS #2495 (edited 2020)

**Stage calls for 9 rounds in the rifle. Shooter loads 10 rounds at the loading table:**

1. Shooter shoots 9 rounds and ejects the 10th round...safely restages rifle "open & empty".

**NO CALL** – NO MSV penalty for overloading – Rifle is considered "safe to leave shooter's hands".

2. Shooter kicks out the first round and then shoots the next 9 rounds.

**"P" + miss (use of "illegally acquired" ammunition)**

3. Shooter shoots 5 rounds, then kicks one out, and then shoots the next 4 rounds.

**"P" + miss (use of "illegally acquired" ammunition)**

4. Shooter shoots 9 rounds, then fires the 10<sup>th</sup> round to clear the rifle.

**"P" for firing more rounds than required for the stage (whether a target is hit or not)**

5. Shooter shoots 9 rounds then puts down open rifle and then shoots the next gun.

**MSV for an unfired round remaining in long gun action or magazine**

**OR:**

**SDQ if round is chambered (e.g. lever closes when restaged)**

Here are the applicable rules used in determining the penalty for use of a "preloaded" replacement round in a rifle:

Ammunition required for loading/reloading during the course of any stage must be carried on the shooter's person, in a bandoleer, cartridge/shot shell belt loop, pouch, holster, pocket, or be safely staged as required by stage instructions.

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- Leather belt slide ammo loops are acceptable; however, shotgun shell slides may not be worn over shotgun loops on an ammo belt.

**SHB p.3**

Note: Any ammo carried to the stage in an illegal/unapproved manner that is actually used for stage reloads falls under the "Use of illegally acquired ammunition" penalties.

**SHB p.4**

The penalty of using "illegally acquired" ammunitions (i.e., NOT carried to the line/staged by the shooter in an approved manner) is a **PROCEDURAL**. Any targets hit using that ammo are scored as **MISSES**. NO adjustments will be made to the stage raw time.

**SHB p.19**

A MISS is defined as the failure to hit the appropriate target type using the appropriate type of firearm and includes:

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- Each target hit with illegally acquired ammunition.

**SHB p.22**

Procedural (P) infractions include:

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- Use of illegally acquired ammunition.

**SHB p.23**

*(updated to 2020 SHB)*

## Additional Q&A:

1) If you load too many rounds in your rifle it's a no call but **ONLY** if you kick it out **AFTER** you have fired all the rest of the rounds in the rifle?

**YES.** If a round is 'kicked out'/ejected **DURING** the rifle shooting string (as opposed to at the **END**), the 'extra round' is there to replace it. Rather than rely on a "judgement call" as to the shooter's **INTENT** (i.e. was the rifle overloaded on purpose or not?), the rules regarding "*illegally acquired*" ammo can be applied in **ALL** circumstances where the 'extra' round is used.

**NO PENALTY** for overloading.

The following existing rules **STILL** apply:

**"P" + miss** for use of **ANY** 'extra' round(s) preloaded in the magazine at the loading table to replace **ANY** rounds that are ejected during the rifle shooting string.

**MSV** for leaving rounds in the rifle at the end of the shooting string (shooter has until **FIRING** the next gun to clear it) ...or...if the rifle is the last firearm used on the stage; it must be cleared before leaving the shooter's hand(s) @ the unloading table.

**SDQ** if an extra round ends up in the chamber (e.g. rifle returned to scabbard & the lever closes)

A "**Spirit of the Game**" penalty would **NOT** be appropriate as there is no advantage in getting the **15-second** penalty (**Procedural + Miss**) for intentionally 'overloading' in anticipation of ejecting a round during the rifle shooting string.

2) If a shooter **fires** the extra round.... Shoots the 9 targets, then dumps the extra round into the back of the bay or at a target.

What is the call? **Is it a "P" for firing 10 rounds when the stage called for 9?**

**YES**...according to the WB mandate. The round **MAY NOT BE FIRED** to clear the rifle.

There is **NO MISS** assessed, as the shooting string has been completed at that point.

**NOTE:** This is **NOT** the same as loading 2 in a shotgun and firing one (or both) at a target or firing the "extra" round downrange. The shotgun is generally **NOT** "preloaded" at the loading table.