

**Significant Changes/Clarifications SHB/RO1/RO2**  
**15 APR 2015**

**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.

**The following standard should be applied for all style/costume categories when breaking them down by age: The regulations for the base category will be applied first; THEN the age limits.**

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• Seniors are competitors 60 years of age or greater. Senior Duelist is also a recognized **Senior Duelist** 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.

SHB p.13

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

SHB p.14 (GUNFIGHTER CATEGORY)

**FRONTIER CARTRIDGE GUNFIGHTER**

- Any Main Match fixed sight model revolver.
- Only GUNFIGHTER-style or DOUBLE DUELIST-style may be used.
- Must use blackpowder in all loads (rifle, revolver, and shotgun).
- Must use a side-by-side, single shot or lever action shotgun in the main match stages.
- Any SASS-legal pistol caliber rifle is acceptable.
- See **GUNFIGHTER** category description for the required shooting technique(s) and holster restrictions.

SHB p.15 (BLACKPOWDER CATEGORIES)

• Shotguns: SASS-legal external-hammer double barrel, single shot or lever actions. **External-hammer double barrel shotguns must have manually functioning hammers. Faux hammers and hammers that are cocked internally are illegal.**

SHB p.15 (CLASSIC COWBOY/COWGIRL)

Major safety infractions result in the shooter's disqualification from the stage or the match. A second Stage Disqualification in the match shall result in a Match Disqualification. "Major" infractions include a dropped gun, ~~an~~ **accidental any** discharge that impacts within ten-feet of any person (an impact within five-feet is a match disqualification), violation of the 170 degree safety rule, "sweeping" any person with the muzzle of a firearm, and similar acts that have high potential for personal injury.

SHB p.19

**6. Long guns will be ~~discarded open and empty~~ cleared and discarded with their barrels pointed safely down range. If the action of a long gun closes after being ~~opened and emptied~~ cleared, the shooter will, at the conclusion of the stage, show it to be clear to the T/O ~~or spotter~~. No person other than the competitor may handle the long gun prior to opening the action and showing the long gun to be clear.**

**Appropriate ~~additional~~ penalties will be applied if ~~#~~ the long gun is not clear.**

SHB p.21 (Stage Conventions)

**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. Shooting on the move is expressly disallowed. Penalty = **SDQ**.**

SHB p.23

**17. Long guns will ~~have their actions left open and the actions/magazines/barrels empty at the conclusion of each shooting string~~ be cleared and discarded with their barrels pointed safely downrange. 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.**

If the action of a long gun closes after being ~~discarded open and empty~~ **cleared**, the shooter will, at the conclusion of the stage, show it to be clear to the TO ~~or a spotter~~. Appropriate penalties will be applied if it is not clear. No one other than the competitor may handle the gun in question. **See RO1 for further clarification.**  
SHB p.23

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 a Stage Disqualification; 2nd violation will result in a Match Disqualification. This includes leaving the loading table with a cocked loaded firearm. **Shooting on the move is expressly disallowed. Penalty = SDQ.**

SHB p.24

#### Additional Commands

##### 1) "Action Open."

This advice is given by the Timer Operator when a competitor puts a long gun down with the action closed. If the shooter puts down a gun with the action closed, but returns and ~~opens~~ **clears** the action before firing the next firearm, there is no penalty unless there is a live round in the chamber, then it is a Stage DQ.

RO1 Instructor Version p.12

6. Long guns will be ~~discarded open and empty~~ **cleared and discarded** with their barrels pointed safely down range. If the action of a long gun closes after being ~~opened and emptied~~ **cleared**, the shooter will, at the conclusion of the stage, show it to be clear to the T/O ~~or spotter~~. **No person other than the competitor may handle the long gun prior to opening the action and showing the long gun to be clear.** Appropriate ~~additional~~ penalties will be applied if ~~the~~ **the long gun** is not clear.

RO1 p.13 (Stage Conventions)

RO1 Instructor Version p.13 (Stage Conventions)

##### • Rifle

Safe to leave the shooters hands.

- Empty, **action open**
- Hammer fully down on an empty chamber or spent round, action closed (restaged for further use)

Safe for movement rifle in hand only

- Hammer fully down on an empty chamber or expended round, action closed
- Action open, round on carrier or in chamber

##### • 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 empty chamber(s) or 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, hammer(s) down on empty chamber(s) or expended case(s). **Shooting on the move is expressly disallowed. Penalty = SDQ.** 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.

RO1 p.16

RO1 Instructor Version p.16

17. Long guns will ~~have their actions left open and the actions/magazines/barrels empty at the conclusion of each shooting string~~ **be cleared and discarded with their barrels pointed safely downrange**. 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.

Examples:

A. Shooter returns to the long gun and opens **clears** it before firing the next gun and there is no UNFIRED round in the chamber — NO CALL.

B. Shooter returns to the long gun and opens it at the end of the stage and an empty case/hull is ejected or found in the action or chamber — Minor Safety Violation. *(for the empty round...in addition to the MSV for the action being closed; unless it is determined to have closed because of a "prop failure")*

C. Shooter returns to the long gun and opens it, and a **live/unfired** round is ejected or in the chamber — **Stage DQ** for a long gun having left the shooter's hand with the action closed, hammer cocked with a live round in the chamber. In this case there is no opportunity to return to open it if called back before being committed to the next firearm — the penalty applies the moment it left the shooter's hand.

Should someone other than the competitor open the action of the gun, any penalties that would have been incurred will still be applied.

RO1 p.17

RO1 Instructor Version p.17

**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. Shooting on the move is expressly disallowed.**

**Penalty = SDQ.**

RO1 p.18

RO1 Instructor Version p.18

**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 open a long gun's action at the conclusion of a shooting string or failure to return an empty revolver to its holster at the conclusion of a shooting string.~~**

**4. Major safety infractions will result in the shooter's Disqualification from the Stage or Match. "Major" infractions include: a dropped gun, a discharge that is unsafe or a discharge that impacts less than ten feet from the shooter, violation of the 170° safety rule, "sweeping" any person with the muzzle of a firearm, and similar acts that have high potential for personal injury. Committing two (or more) Stage DQ infractions will result in a Match DQ (even on the same stage). This does NOT apply to a single action that carries multiple penalties (e.g. breaking the 170° with an unloaded firearm & simultaneously sweeping someone). There are circumstances where a single Major Safety violation will result in a Match Disqualification. (See Addendum for listing of penalties.)**

RO1 p.21

RO1 Instructor Version p.21

### **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.
- 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.

RO1 p.24

RO1 Instructor Version p.23

### **STAGE DISQUALIFICATION**

**Shooting on the move (e.g. Shooting multiple shots during continuous movement.)**

RO1 p.24

RO1 Instructor Version p.24

### **MATCH DISQUALIFICATION**

- Two accumulated Stage Disqualifications **Penalties** or Two Spirit of the Game assessments.

RO1 p.25

RO1 Instructor Version p.25

**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). Shooting on the move is expressly disallowed. Penalty = SDQ. The Basketball Traveling rule was not intended to relate to multiple movements between shots (e.g. Shooting multiple shots during continuous movement.)**  
RO1 p.29

**Additional notes & references:**

**RANGE OPERATIONS SUMMARY**

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.

The Chief Range Officers will make the final determination of penalties and scores. Due care and diligence by the shooter will be taken into consideration when determining whether or not a penalty is valid, based upon factors such as a range equipment or prop malfunction

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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 or closes, the Range Officer shall make the determination of fault: either Prop Failure or Safety Violation as appropriate.

RO1 p.21

Additional final edits:

Ladies may wear **dresses**, skirts, or split riding skirts.

(BW regulations)

SHB p.17 / RO2 p.12 / RO2 Instructor version p.14