

## Stage Conventions & Match Conduct – WR 2016

1. **All SASS Rules** apply unless otherwise indicated in the stage description. Basic Winter Range philosophy in stage descriptions – “if the stage description doesn’t say to do things in certain way, then you can do as you wish, within the **current** SASS Rules.” SASS Stage Conventions apply.
2. **Order of Engagement:** Targets may be engaged in **any** order, unless stage descriptions indicate a specific order.
3. **Comstock Shotgun Targets:** All shotgun targets **MAY** be re-engaged – “Comstock Rules”. Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed.
4. **Buckaroos and Buckaretttes:** need only HIT a knock down target, including plate racks – they do not have to go down. Alternate targets have been placed for all aerial targets that may be engaged at the shooters discretion. Misses will be awarded as per normal if aerial targets are engaged and missed.
5. **Make long guns safe:** On **downrange movement stages**, long guns **MUST be made safe vertically/pointing into the berm**. Failure to make long guns safe as indicated will incur a 10 second procedural penalty.
6. **Long guns may be transported** to the next shooting position unless stage description indicates otherwise.
7. **Long guns empty:** Long guns must be cleared (emptied) at the end of the shooting string. If you open and clear the long gun, then place the long gun down and the lever closes, you need not return to open it provided that it is in fact empty.
8. **Long guns may be staged** in, near or at the positions indicated, vertically or horizontally, unless stage description indicates otherwise. Long guns staged horizontally on bales, boxes or counter tops must have **at least the rear of the trigger guard** over the horizontal surface. **Revolvers must have the entire firearm over the horizontal surface**. All stage conventions apply. Safe places to stage and restage have been provided, and shall be used.
9. **Round/Casing left on carrier and last firearm used on stage is a long gun:** Once the shooter arrives at the unloading table and releases control of their long guns, a live round, empty casing or shotgun hull left on the carrier or magazine will incur a minor safety penalty.
10. **Unloading / Loading on the move:** Firearms may be loaded and unloaded on the move as per SASS rules regarding “safe for movement”.
11. **Unloading Officer:** All unloading tables will have an unloading officer designated to clear all firearms before each shooter leaves the unloading table. This may be the previous shooter or a posse member as designated by the Posse Marshal.
12. **Dry Firing:** There will be **no dry firing** (the act of raising the firearm to a firing position, pointing, cocking and pulling the trigger, so as to fire it) **at the LOADING tables**.

13. **Transporting long guns:** Long guns will be transported to and from the firing line, empty with actions open, muzzles vertical. Long guns with soft cases or “socks” that are visible in guns carts must also have actions open.

14. **Re-Shoots:** will only be given for timer malfunctions, RO interference or prop malfunctions, once the first round has left the barrel. **ALL reshoots for ANY reason must first be approved by the Match ROs.**

15. **Re-Starts:** Bad or fumbled starts may be re-initiated provided no rounds have left the barrel. This may only be allowed if the shooter can complete the re-start immediately keeping the delay to a minimum. Technical issues with firearms at the start should be addressed at the unloading table to as not to cause delays on the firing line. **Multiple re-starts for the same shooter on multiple stages will not be entertained by the RO.**

16. **Saying lines:** Shooters must make a good faith effort to say initiating line correctly, but no penalty will be incurred for incorrect lines.

17. **Revolvers:** Revolvers shall start from, and be returned to, leather (holstered) at the beginning and end of the revolver string, unless the stage description states otherwise.

18. **“Down Range”** procedures: are necessary only in shooting bays with more than one stage. If movement down range is required, ‘Down Range’ will be called by the RO. When the shooter has finished the stage and moved to the unloading table, and shooters at the unloading and loading tables have stepped back from the tables, the RO. on that posse will raise the Orange Flag. When all posses have raised their flags, down range movement may commence. No gun handling or activity at the tables shall be conducted while Orange flags are up. When all movement down range has ceased, Orange flags may be lowered and shooting continued. Down Ranges on single stage bays shall be conducted by the RO for that posse, flags are not required.

19. **Cease Fires:** If a cease fire is called, all engaging shooters must cease fire immediately and make firearms safe, move to the unloading table, and ground all firearms.

20. **Spotting:** Spotters must position themselves so as to clearly see the targets being engaged, and move if necessary. Spotters **MUST SEE A MISS**, and any doubt will be given to the shooter. To remind all shooters once again:

- a. If you **THINK IT HIT**, you must score a HIT
- b. If you **THINK IT MISSED**, you **MUST** score a HIT
- c. If you see it **HIT**, then you score a HIT
- d. **ONLY IF** you clearly **SEE IT MISS**, then you call a MISS

Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not “ring” when hit as most do. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters must **SEE A MISS**; anything less than that, or if the spotter has any doubt in their mind, **they must call a HIT.**

21. **Scoring and Awards:** Scoring will be in accordance with SASS Rules. However, ***a shooter must complete all scored main match stages to be eligible for a main match award.*** In the unlikely event of severe, inclement weather or any other conditions which may adversely affect the safety of the match, the WR Board, in conjunction with SASS Officials, will determine the appropriate course of action. Errors in scoring must be brought to the attention of the scoring coordinators as soon as possible. The deadline for addressing these errors is SUNDAY, at 9:00 AM.

22. **Disputes or appeals** shall, whenever possible, be handled on the posse by the Posse Marshal. The chain of authority for further disputes or protests shall be the "on duty" Match Range Officers. The next and final authority shall be the Range Master /Match Director or his deputy. The RM/MD, *may at his discretion*, form a committee of 3 TGS and proceed per SASS rules. Disputes or appeals must be registered with the Posse Marshal ***before the posse leaves the stage*** where the issue or incident occurred. The dispute shall be heard and processed as soon as practically possible by match officials. Any disputes or protests brought to the Posse Marshal or any match officials after this time will NOT be entertained.

23. **Show courtesy to the posse ahead:** Posse members should not crowd the posse ahead, and should not move into the stage area until vacated by the previous posse.

24. **Malfunctioning/Jammed Firearms:** Firearms that cannot be cleared and made safe **MUST remain on the bay/unloading table.** Loaded firearms are NOT to be transported away from the stage without direct, match official supervision. Failure to observe this will result in a MDQ.

25. **Interpersonal conflicts / rude or inappropriate behavior:** Any other behavior than that of a true cowboy / cowgirl will not, under any circumstances, be tolerated. In the unlikely event that any shooter demonstrates such behavior they will be ejected from the match immediately and without question.

26. **Safety First.....BUT please do have fun!**