

# Winter Range SASS National Championship Of Cowboy Action Shooting

## Stage Conventions & Match Conduct

1. **All SASS Rules apply** unless otherwise indicated in the stage description. Winter Range philosophy for stage descriptions – “if the stage description doesn’t say to do things in a certain way, then you can do as you wish, within the **current** SASS Rules.”
2. **Order of Engagement:** Targets may be engaged in any order, unless stage descriptions indicate “in that order” or “engage this, **THEN** engage that.” Sweeps may be started from either end and may run in either direction, unless indicated otherwise.
3. **Comstock Shotgun:** All shotgun targets **MAY** be re-engaged – “Comstock Rules”. They 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.
5. **Bonus targets:** Bonus targets **MUST** be engaged, unless indicated as “optional” in the stage description. They **DO NOT** count as miss penalties if missed. Bonuses are worth a 5 second deduction of raw time, unless otherwise indicated.
6. **Make long guns safe:** On downrange movement stages, long guns **MUST** be made safe in the provided gun block(s). Failure to make long guns safe as indicated will incur a 10 second minor safety penalty.
7. **Long guns may be transported** to the next shooting position(s) unless stage description indicates otherwise.
8. **Long guns open and empty:** must be left **open and empty** 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 must return to open it.
9. **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.
10. **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.
11. **Unloading / Loading on the move:** Firearms may be loaded and unloaded on the move as long as actions remain open, and no SASS rules are violated.
12. **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.
13. **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.
14. **Transporting long guns:** Long guns will be transported to and from the firing line, empty with actions open, muzzles vertical. Long guns carried in a horizontal type cart shall be made to facilitate muzzles pointed to the ground so as not to sweep the crowd when being removed or returned to the cart.
15. **Re-Shoots:** will only be given for timer malfunctions, RO interference or prop/timer malfunctions. Once the first round has left the barrel, the shooter is committed to the stage.
16. **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 so 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 R.O.
17. **Saying lines:** Shooters must make a good faith effort to say initiating line correctly, but no penalty will be incurred for incorrect lines.

18. **Pistols:** Pistols shall start from, and be returned to, leather (holstered) at the beginning and end of the pistol string, unless the stage description states otherwise.
19. **“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 R.O. 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 R.O. 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 R.O. for that posse, flags are not required.
20. **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.
21. **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. They are also reminded, that some targets do not “ring” when hit. The absence of sound does not necessarily indicate the target has been missed. Spotters must **SEE A MISS**, anything less, or if the spotter has any doubt in their mind, they must call a HIT.

22. **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 or queries with regard to shooter’s personal scores shall be brought to the attention of the scoring coordinators as soon as possible. The deadline for addressing errors in match scores will be Sunday, by 9:00 AM.
23. **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 Officer(s). If a resolution is not forthcoming, the shooter may then make a \$50.00 deposit, and a committee of 3 TGs shall be convened. Deposits will be returned to the shooter if the outcome is in his/her favor. The final authority shall be the Match Director. 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.
24. **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(s) demonstrates such behavior they will be ejected from the match immediately and without question.
25. **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.
26. **Ringing and Coning / Crimping Shotgun Shells:** The process of scoring shotgun shell hulls with a sharp blade is known as “ringing”, and shall be considered as illegal ammunition. Shotgun shells that have been coned or crimped to a smaller gauge shall also be considered as illegal ammunition.
27. **Safety First.....BUT please do have fun!**