

Old York Shootists, Inc.

Cowboy Action Shooting Club

Policy Statements

1. Policy Statement in reference to Article XI Section 1. Governing Rules and Regulations

a. All stages of all events shall be conducted according to SASS rules and suggestions including target distance and placement. (added July 2010)

b. SASS Rules from the current SASS Shooters Handbook (2010)

Shooters shall adhere to the following safety rules:

1. Treat and respect every firearm at all times as if it were loaded.
2. Muzzle direction is important between, before, during, and after shooting a stage. A muzzle must not be allowed to "sweep" the other participants at any time. Long guns shall have their actions open with chambers and magazines empty and muzzles pointed in a safe direction when transported at a match. A holstered revolver (loaded or empty) with the hammer fully down on an empty chamber or expended case is considered safe and may not be interpreted as sweeping another shooter while safely secured in the holster. Failure to manage safe muzzle direction is grounds for disqualification from the stage, and for repeated offenses, from the match.
3. All firearms shall remain unloaded except when under the direct observation of a Range Officer on the firing line or in the loading area.
4. Six-guns are always loaded with only five rounds and the hammer lowered, fully down, and left resting on the empty chamber. Five shooters may load five rounds, but the hammer must rest on a dummy chamber or safety slot in the cylinder so the hammer does not rest on a live round/cap. If a particular stage requires a one shot reload, the sixth chamber of percussion revolvers may be charged at the bench and then capped "on the clock", either before the first round is fired or after the last round is fired. A complete reload for percussion revolver shooters is handled by staging a loaded, uncapped revolver down range or switching uncapped cylinders and capping on the clock.
5. No cocked revolver may ever leave a shooter's hand. (Stage Disqualification) This does NOT apply when loading or reloading on the firing line.
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.
7. De-cocking may not be done to avoid a penalty if cocked at the wrong time, position or location once a round has gone down range. NO gun may be de-cocked on the firing line except by pointing it down range and pulling the trigger or while under the direct supervision of a stage officer. 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 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.
9. If a firearm is shot out of sequence or from the wrong position or location, the shooter will be awarded a single procedural penalty. In this situation, if the shooter elects or is forced to miss an appropriate target due to unsafe angles or target availability, a round may be reloaded to avoid a miss penalty (the dreaded "Double Jeopardy" of a procedure and miss). This does not mean a shooter may reload a rifle or revolver at any other time to make up a miss.

Unfired ejected rifle rounds may be reloaded.

10. Inadvertently leaving unfired rounds in a revolver is a miss unless the round is under the hammer, then it is a Stage Disqualification.

11. Safe conditions of firearms for movement or leaving a shooter's hand vary with each type of firearm. Please see the SASS Range operations Basic Safety Course for a detailed description of what constitutes a safe firearm conditions for movement.

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.

13. A shooter shall not cock any revolver until the firearm is pointed safely down range. While on the firing line, any discharge of any firearm impacting within ten-feet of the shooter is unsafe and will result in disqualification from the stage or, if less than five feet, from the match. Any discharge away from the actual firing line shall result in a Match Disqualification.

14. A round over the berm is always a bad idea but is worse on some ranges than others. Local match regulations establish the appropriate penalty, up to and including a Match Disqualification.

15. Rifles may be staged down range from the shooter with the magazine loaded, action closed, hammer down and chamber empty.

16. Shotguns are always staged open with magazine and chambers empty and are loaded on the clock unless the stage begins with the shotgun in the shooter's hands. Mule eared shotguns can be cocked at the beginning of a scenario, whether staged or in the shooter's hands. Long guns are never staged with their muzzles on the ground.

17. Long guns will have their actions left open and the magazines/barrels empty at the conclusion of each shooting string. 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 shooter's hand(s) at the unloading table. This does not apply to guns shot out of sequence, made "safe" and then restaged.

18. A live round left in the chamber of a long gun constitutes a stage disqualification. Any other rounds, live or empty, left anywhere in a long gun in which it was loaded is a ten-second minor safety violation. Broken guns still containing rounds do not warrant penalties, except for misses, so long as the malfunction is declared and the gun made safe.

19. All shooters must demonstrate rudimentary familiarity and proficiency with the firearms being used. Shooters are expected to perform within their capabilities at all times. SASS matches are not the forums in which to learn basic firearms handling.

20. SASS matches are not fast draw competitions. Any unsafe gun handling in the course of a draw from the holster or any "fanning" will result in the shooter's disqualification from that stage. "Slip-hammering" is not the same as fanning and is legal.

21. Extreme care must be exercised when drawing a revolver from a cross-draw or shoulder holster or returning the revolver to leather. The user must "twist" their body, if necessary, to ensure the muzzle never breaks the 170-degree safety rule during the process. Failure to ensure the muzzle is always down range is grounds for an immediate stage disqualification. A second infraction during the same match is grounds for match disqualification. (Note: The 170-degree safety rule means the muzzle of the firearm must always be straight down range +/- 85 degrees in any direction. If a competitor "comes close" to breaking the 180-degree safety plane, the 170-degree safety rule has been violated, and the competitor is at fault.) It is also necessary to note that during the course of fire, the shooter must be given the ability to draw and holster revolvers from "straight hang" holsters and the ability to retrieve and return vertically staged double-barreled shotguns without penalty.

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.

23. A dropped unloaded gun on the firing line (loading table to unloading table) results in the shooter's disqualification from the stage. A dropped loaded firearm results in a match disqualification. A shooter may not pick up a dropped gun. The Range Officer will recover the gun, examine it, clear it, and return it to the shooter.

24. Ammunition dropped by a shooter in the course of reloading any firearm during a stage or "ejected" from any firearm is considered "dead" and may not be recovered until the shooter completes the course of fire. The round must be replaced from the shooter's person or other area as required by stage description or if the round is not fired it is counted as a missed shot. Staged ammunition dropped back where it was staged is not considered "dead."

25. The unloading officer or Range Officer MUST inspect all firearms before they leave the shooting stage. All rifles and pump or lever action shotguns must have their action cycled for the inspecting official. All revolvers, whether used or not in the stage, must also be inspected.

26. Alcoholic beverages are prohibited in the range area for all shooters, guests, range officers, and others, until shooting is done for the day. No shooter may consume any alcoholic beverage until he or she has completed all of their shooting for the day and stored their firearms.

27. No shooter may ingest any substance that will affect his or her ability to participate with a maximum state of awareness and in a completely safe manner. Both prescription and nonprescription pharmaceuticals that may cause drowsiness or any other physical or mental impairment must be avoided.

28. Hearing protection is highly recommended and eye protection is mandatory in and around the shooting areas. While small, period glasses look great, full protection, high impact glasses are strongly recommended. Such protection is recommended for everyone when in the range area, and eye protection is mandatory for spectators when within direct line of sight of steel targets.

29. All loading and unloading shall be conducted only in the designated areas. NOTE: Percussion revolver shooters must exercise care to ensure they maintain safe muzzle direction during loading and have fired or cleared all capped chambers prior to leaving the unloading area. It is not permissible to seat percussion caps on a revolver's nipple using the gun's hammer. Percussion revolvers may only be capped at the loading area or on the firing line.

30. Dry firing at the loading table is not allowed and results in a stage disqualification. Dry firing is allowed only at designated safe areas. Dry firing is defined as the act of bringing the gun into a shooting position, cocking the hammer, and pulling the trigger as if to cause the gun to fire normally.

31. Only registered competitors may wear firearms.

32. If a competitor has a firearm malfunction that cannot be cleared during the course of fire, the shooter may not leave the firing line until the firearm has been cleared. A Match Disqualification will be awarded to the shooter if they leave the firing line with the malfunctioning firearm unless under the direct supervision of a Match Official.

33. Main match targets are recommended to be fabricated from metal and be approximately 16" X 16" in size. Distances for revolver targets should be 7 to 10 yards, shotgun targets should be 8 to 16 yards, and rifle targets should be placed at 13 to 50 yards.

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.

35. Failure to stage guns or ammunition at the designated position(s) or location(s) is the fault of the competitor and scored as a procedural unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time. The penalty for using "illegally acquired" ammunition (i.e. NOT carried to the line/staged **by the shooter** in an approved manner) will be a PROCEDURAL. Any targets hit using that ammo will be scored as MISSES. **NO adjustments will be made to the stage raw time.**

36. Ammo on belts must be worn just above the pistol belt at or below the belly button. Shotgun slides may not be worn over a shotgun belt.

37. Competitors shall unload each of their firearms at the designated unloading area and have them visually inspected to make sure all chambers empty. Rifles and shotguns must be cycled to verify their magazines are empty. All revolvers taken to the firing line must be checked, whether or not they were used, and only two main match revolvers may be taken to the line.

38. Competitors arriving at the designated loading area with uncleared firearms after completing a stage within the same day will be assessed a Stage Disqualification penalty on the previously completed stage.

39. Competitors shall not leave the designated loading area with a loaded firearm unless they are proceeding to the stage as the next competitor to begin the stage.

OUTLAWED

The use or presence of any outlawed item is a Stage Disqualification.

- Modern shooting gloves.
- Short sleeve shirts (Male competitors only)
- Short sleeve tee shirts, long sleeve tee shirts, and tank tops for all competitors. Long sleeved Henley type shirts with buttons are acceptable.
- Modern feathered cowboy hats (Shady Bradys). Straw hats of traditional design (e.g., Stetson, Bailey, sombreros,) are acceptable.
- Designer jeans
- Ball caps
- All types of athletic shoes or combat boots no matter the material from which they are constructed.
- Nylon, plastic, or Velcro accouterments.
- The displaying of manufacturer's, sponsor's or team logos on apparel. Manufacturer's labels on such apparel or equipment are acceptable.