

Pungo Posse Range Rules (Revised 1/ 2008)

The Pungo Posse is a SASS affiliated CAS Club therefore; SASS rules are Pungo Rules, except for minor listed exceptions where the Match Director and the Wakefield Airfield Shooting Club require alternate rules to ensure range safety. All shooters, whether SASS members or not, are **required** to have read and understand the SASS Shooters Handbook prior to shooting with the Pungo Posse. A copy of the shooters handbook is available on the SASS web site listed here. <http://www.sassnet.com/Shooters-Handbook-001A.php> or a copy will be provided to the shooter, upon request, by the Pungo Posse Territorial Governor.

The following detailed explanation of rules has been made to help ensure the safety of posse members and spectators. To have a policy for dealing with situations that arise from time to time, and to provide rules to govern our Cowboy Action Shooting Matches.

- 1) **All firearms are to remain unloaded at all times unless** you are loading at a supervised loading table, by command of a range officer or executing a stage instruction under the supervision of a range officer **on the firing line.**
- 2) General Conduct for a Match
 - A) We will hold a shooters' meeting before each match. It is MANDATORY for all shooters to attend the shooters' meeting. The Posse Director will conduct any other business as is necessary at the meeting and the Range Officer will read the safety rules aloud. Each new shooter will be paired with an experienced shooter who will serve as a "Mentor" for the match. The meeting will be held at approximately 10:00 AM, the match starts when shooters meeting ends.
 - B) **New Shooters** will be required to observe one match before they can participate unless they are a visiting SASS member or a member of a CAS club and compete in cowboy action match's elsewhere.
 - C) **Maximum Number of Shooters.** When the range is configured for a 2 posse setup the number of shooters is currently limited to 50. When the range is configured for a 3 posse setup the number of shooters will expand to approximately 75. Shooters will be registered on a first come/first served basis. Posse members may bring more than one guest to a match without prior consent of the Posse Director. Match Registration will open at approximately 8:30 AM and close at 9:30 AM.
 - D) **Matches will consist of four to six stages.** We will organize shooters into two or more posses. **Each posse will have a designated Posse Marshall, Range Officer, three spotters (scorekeeper may serve as one of the spotters), and a scorekeeper.** Each posse may be further broken down into two sections. Each section will have a designated, Range Officer, three spotters (scorekeeper may serve as one of the spotters), and a scorekeeper. The Posse Marshall will assign loading and unloading table duties. The second half of each posse runs the match while the first half shoots, then they switch so the second half can shoot.
 - E) **Stage Set-up:** We will set up two or more stages to be shot at the same time. Posse #1 & #2 [and on occasion #3] will shoot their assigned stage then switch locations to shoot the other stage. Targets will be reset as necessary after each set of stages has been completed to shoot the next set of stages. The help of all participants with this chore is expected and greatly appreciated.
 - F) **Once the match has been completed** the Range Officer or the RO's designee will immediately take the score sheets to the Posse Director or the Territorial Governor for scoring.

G) **We will dismantle and stow props** and targets at the conclusion of the main match. The help of all participants with this chore is expected and greatly appreciated.

H) **Disabled/Injured/Infirmed/Recovering After an Operation/Just Out Of Shape Cowboy Action Shooter**. A fun part of cowboy action shooting is the action. Without action, our sport could quickly dissolve into boredom. We try to keep in mind that we are not all athletes and some of us former athletes are just plain “out of shape.” We always try to be sensitive to our shooter’s needs. Because of age or physical condition not all shooters may be able to negotiate some of the action requirements in some scenarios. When requested, we will offer an accommodation for a shooter’s disability. The accommodation offered will allow the shooter to execute the scenario safely and with dignity and will not give a competitive advantage over the other shooters. The Posse Director has the final decision as to what accommodation is allowed. The disabled shooter must make their disability known to the Posse Marshall or Posse Director as soon as practical (meaning as soon as a shooter believes he/she will have a problem performing any action required in a scenario). The earlier the better, the Posse is under no obligation to offer an accommodation that has not been requested. The Posse Director’s decision is final as to what accommodation is allowed. A shooter seeking and/or receiving an accommodation for the purpose of gaining a competitive advantage may be found guilty of a spirit of the Game violation.

I) Gross Unsportsmanlike like conduct **will NOT be tolerated!** This is a spirit of the game issue and **NOT** the Cowboy way. The **minimum** penalty for this infraction is **immediate dismissal** from the match, and ejection from the range property.

3) Range Duties

A) **Range Officer:** Being a RO requires someone who has completed the SASS Range Officer I course; who is an experienced Cowboy Action Shooter and has a through knowledge of Pungo Posse Range Rules. The first priority of a Range Officer is to prevent safety violations before they occur. The main objective of a Range Officer is to assist the shooter safely through the course of fire, and be an authority in all areas of gun safety. The Range Officer (RO) has control of and responsibility for the safe operation of the range when he or she is directing an event. The RO handles the timer and is responsible for making sure that the shooter does not do anything that is unsafe with a gun. The RO will watch to make sure that the 170 degree rule is not violated with any firearm, especially when handguns are drawn or holstered. The RO is the primary person who will stop a shooter in the event of a squib load or if the shooter is attempting some unsafe action. The RO is responsible for calling the range hot or cold and has the final call on assessing penalties [Subject to appeal to the Match Director]. The RO is not responsible for counting hits and misses. The RO will assess the hit/misses called by spotters and will assign an official hit score and time for each competitor.

In the case of any question arising regarding rules and procedures the RO’s ruling will be final. [Subject to appeal to the Match Director]. When the first shot is fired the shooter is committed to the stage and there will be no re-shoots unless there is a timer, prop, or firearm malfunction.

The RO will watch the shooter pickup or draw each weapon; then the RO should check the timer to be sure it is working properly and picking up the first shot. Then the RO keeps his eyes trained on the shooter until the last shots of the stage are fired. When the last shot is fired the RO should be looking at the timer to be sure it registered. If the RO sees the last shot register then there will be no question that the time is correct. The RO will instruct the scorekeeper on the correct score to record for each shooter. Only the RO calls the next shooter to the firing line.

B) Spotters: Each Posse will have three spotters on the job at all times; the scorekeeper can be one of the spotters. There should always be three Spotters – the majority (2 out of 3) can break any tie. The spotters are responsible for counting hits and misses, and for making sure that targets are shot in the correct order and with the correct number or shots. Spotters will help the RO watch the shooter retrieve staged firearms and draw handguns since it is impossible for the RO to have an unobstructed view of both sides of the shooter's body. Spotters also have the duty to stop a shooter from attempting an unsafe action if the RO is not in a position to see the action or react quickly enough to prevent it. At the beep the spotter should watch the shooter to make sure the draw is good; then as soon as the gun clears leather, the spotter's eyes should shift to the first target that is to be shot. A good spotter will train his or her eyes to see the whole target. Spotting is challenging and takes some practice to get right. That's why we have three spotters. Spotters must not rely only on the sound of the bullet hitting the target, sometimes a stand or support pole is struck and will ring. If a bullet strikes the ground or bounces off another target and then strikes the correct target on the front side, it will be scored as a hit. Bullets that hit any target stand but not the target itself will be scored as a miss. Spotters have to look and listen because some of the targets don't ring much when hit at the bolt, or on an edge. Dirt flying doesn't necessarily mean a miss either. Lead splatters so you have to listen for a ring and watch for movement of the target. Half a bullet on the edge is still a hit and will ring and move the target before it hits the dirt. If two spotters can't agree that a shot was a hit or a miss, the benefit of doubt goes to the shooter and will count as a hit. Spotting is also a job that requires an experienced shooter. Spotters are also responsible for resetting targets, helping to pick up spent brass and moving staged guns to the unloading table when the range is called cold by the RO.

C) Scorekeeper: The scorekeeper is responsible for accurately recording the score of each shooter on the score sheet; the scorekeeper can also be the third spotter. All misses will have a five (+5) second penalty unless otherwise stated in the stage description. The score consists of four elements as follows: 1) raw time, 2) hits/misses, 3) penalties/bonuses, 4) total or adjusted time. The RO will instruct the scorekeeper of the exact value of each of the first three elements and the scorekeeper will then add the assigned time to each of the elements to determine the total time/score. The scorekeeper will also facilitate the smooth running of the match by calling shooters to the loading tables. The scorekeeper should try and keep at least four shooters at the loading table at all times. A fundamental understanding of PPRR/SASS rules is helpful. This is a great place for new shooters to gain some experience and practice spotting. Only the RO calls the next shooter to the firing line.

D) Loading Table Observer: The Posse Marshall will assign a shooter to act as the Loading Table Observer. The loading table observer's job is to see that the shooter correctly loads each firearm and to make sure that the hammer on each rifle and pistol is down and rests on an empty chamber. **The observer shall also ensure that no one dry fire's their weapons while at the loading table.** The observer shall make sure that all shotguns are unloaded and that the actions remain broken open on all double barrels and that the bolt is back and the action is open on all pump and lever action shotguns. Ultimately it is the shooter's responsibility to load the correct number of rounds in each firearm. However, as a gun with an extra cartridge loaded can be a major safety hazard, the observer should verify that the correct number of cartridges is loaded in each firearm. The observer's function is to serve as a safety net and he or she should make every effort to assure all firearms are safely and correctly loaded, or left unloaded as specified to meet the requirements of the scenario being fired. Don't let anyone distract you from your duty, **no one will load unobserved.** The loading table observer can also help out by making sure the next shooter up understands the shooting procedure. **Once guns are loaded they will remain on the**

table until he/she is the next scheduled shooter to be called to the firing line. The competitor may then place the loaded guns in their holsters. Once loaded guns are holstered the competitor must not leave the loading table except to go to the firing line. If he/she leaves the loading table with loaded weapons for any reason except to go to the firing line he/she will immediately receive a Stage DQ (999.99 seconds) for that stage.

E) Unloading Table Observer: The Posse Marshall will assign a shooter to act as the Unloading Table Observer. The unloading table observer is responsible for making sure that no guns leave the shooting area until they have been checked and are declared unloaded. The observer watches the shooter unload each pistol and verifies that all chambers are empty. The observer will check all pistols the shooter brings with him or her to the unloading table, even if only one pistol was used in the stage just fired. The observer will also make sure that the actions on all lever guns are cycled several times to ensure the chambers are clear and no cartridges remain in the magazine. The observer will look to make sure that all double barrel shotguns are broken open and have an empty chamber. On pump and lever guns the observer will look to see that the bolt is back and the chamber is empty and also check that no shells remain in the magazine. **If a firearm is found to have any ammo left in it the observer will immediately call it to the attention of the RO.** Ultimately it is the shooters responsibility to ensure that his or her firearms are properly cleared / unloaded. It is important that the observer checks to make sure all guns are safely cleared before being placed back in the gun rack by the shooter.

F) All Shooters: All shooters in the shooting area are safety officers. Anyone observing a safety violation should bring the violation to the attention of the RO immediately after the shooter has completed the stage.

Everyone is expected to pay attention to what is going on at the firing line. It is expected and required that we conduct ourselves in an orderly manner and remain quiet while a shooter is firing a stage.

4) **HANDLING, LOADING AND UNLOADING FIREARMS.** All firearms are to remain unloaded at all times unless you are loading at a supervised loading table or by command of a range officer while on the firing line. The following safety rules shall be in effect at all times during a match.

A) Treat all firearms as loaded and point in a safe direction at all times.

B) There will be no handling of firearms except: when removing them from or returning them to your vehicle, bringing them to the designated storage area; when preparing to shoot by bringing them to the loading table; actual shooting on the firing line; carrying them to the unloading table and storing firearms immediately after shooting a stage; or in an area set aside specifically for that purpose. All Long guns will be carried with the barrel pointed vertically or downrange at all times. **Violation will constitute a Minor Safety Violation, and result in a ten (+10) second penalty. Sweeping any one with an unloaded firearm will result in a Stage DQ.** Rifles and shotguns will be stored unloaded with actions open in a gun rack or shooters cart when not in use on the firing line. Pistols will remain holstered or cased when not in use. Handguns must be holstered when the person is moving, no loaded handguns other than at the loading table or on the firing line. **Violation of this rule will result in a Stage DQ.**

“**Show and Tell**”, It has been noticed that there is always someone wanting to look at (handle) a shooters firearms. Due to SAFETY CONSIDERATIONS this will be Allowed Only On The Firing Line Or Loading Table Before The Start Of The Main Match Or During The Lunch Break Or After The Main Match Has Been Concluded; Or In An Area Designated /Set Aside Specifically For That Purpose By The Posse Director.

C) Shooters using cap and ball revolvers. The end of the loading table closest to the unloading table is the only appropriate place to charge Cap & Ball Revolvers. However, at times the Posse Director may designate an area just for use only by cap & ball shooters for charging. Competitors choosing to use percussion revolvers may load and cap only five chambers. After charging they will be left **UNCAPPED** until the shooter is called to the loading table in preparation to shoot the stage. They may be carried holstered & **UNCAPPED** in the shooting area after being charged. When the stage shooting instructions call for a one shot reload (example: load one round anytime after firing the first shot) the Cap & Ball revolver shooter will load all six chambers with the hammer down on the sixth charged, but uncapped chamber, the sixth chamber will be capped on the clock before the shooter begins the course of fire. A five shot cap and ball revolver may load and cap only four chambers with the hammer down on the fifth charged, but uncapped chamber. The fifth chamber is capped on the clock. A complete reload is handled by staging a loaded, uncapped revolver down range or switching loaded uncapped cylinders, and capping on the clock.

D) No Unsafe Gun Handling will be tolerated on the range before, during or after a match. No Quick Draws. Cowboy Action Shooting is not a quick draw sport and the revolver will not be cocked during a draw until it is completely clear of the holster, in front of the shooter and pointed down range. No Twirling, No Fanning, Fanning, Spinning, and Twirling firearms will result in a **Match DQ**.

E) When Changing Shooting Locations is required by stage directions. Revolvers will be holstered, the action will be open with an empty chamber on long guns and the finger will not be on the trigger, and the weapon will be pointed in a safe direction. **No Cocked Firearms** may ever leave the shooters hand. **Should the shooter draw a revolver out of sequence the shooter may re-holster the weapon without penalty providing that it wasn't cocked. If the shooter has cocked the weapon the shooter must fire the chamber under the cocked hammer, the shooter may then holster the weapon HDFC and continue with the scenario.** (SASS Rules Will Apply) The shooter will receive a 10 (+10) second procedural penalty for shooting a weapon out of sequence plus any miss five (+5) second penalties that may apply.

F) Shooters Are Expected To Be Safety Conscious and control the muzzle direction of the firearms being used. If you sweep any person with the muzzle of any un-loaded gun you will be disqualified (DQ) from the stage. If you sweep any person, with the muzzle of any loaded gun you will be disqualified (DQ) from the match. The 170 Degree Rule: the shooter must never violate the 170 degree safety plane. Note; the 170 degree rule means the muzzle of the firearm must always be straight down range +/-85 degrees.

G) All Firearms must be inspected at unloading table by unloading officer, to ensure they are unloaded, prior to shooter leaving the shooting area.

H) Shooters Needing to Perform Maintenance or repairs to their firearms may use the left end area of the unloading table. Please be considerate of others who need to unload while you are there.

I) Only registered shooters may wear firearms in range area.

5) PROCEDURAL PENALTIES, RE-SHOOTS, SAFETY VIOLATIONS, DISQUALIFICATIONS AND OTHER PENALTIES:

A) A procedural will be a ten (+10) second penalty unless otherwise stated in the stage directions, **only one procedural penalty can be assessed against the shooter per stage.** For example, not saying a required line is a ten (+10) second penalty. Shooting a series of targets in the wrong order will not be ten seconds for each target shot in the incorrect order, but rather a flat ten (+10)

seconds for the string. You could also incur a ten (+10) second penalty for shooting any gun out of sequence.

Spirit of the Game - Failure To Engage penalties may range from thirty (+30) seconds to dismissal from the match or other penalties depending on the circumstances of the violation. **A violation occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage** (i.e., taking the penalty would result in a lower score or faster time than following the instructions). In such a case, in addition to any procedural (+10seconds) penalty and penalties for miss's (+5 seconds), a **(+30 second) Spirit of the Game - Failure to Engage Penalty** may also be assessed. For example, a shooting problem at a club match had the competitor start the stage by knocking a "stick of dynamite" over with a bullwhip. One shooter, determining he could shave some time by taking a penalty rather than attempting to knock over the dynamite, simply threw the bullwhip on the ground and went after the targets. In Cowboy Action Shooting we call this failure to engage, a **"Spirit Of The Game Violation"**, it definitely is not in keeping with **The Cowboy Way**.

B) **Re-Shoot** A shooter will be allowed a re-shoot if there is a range or timer malfunction, or a firearm malfunction on the first shot of the stage. (SASS Rules Will Apply)

C) **Did Not Finish** (DNF) will result in the shooter receiving a time of +999 seconds for that stage. Examples of DNF are as follows; A firearms breaks or jams after the first shot is fired, If the shooter chooses not to continue they will receive a Did Not Finish for that stage, If the shooter wishes to continue he/she must safely hand off the weapon to the RO or to a Spotter or put the weapon down safely, then continue with scenario until it is completed. Shooter will receive a five (+5) second penalty for each unfired cartridge in his malfunctioning weapon, instead of the +999 second penalty for a DNF. If the shooter is unable to continue due to illness or injury; or shooter not able to engage targets because firearm was brought to the line empty and they choose not to load on the clock they will receive a DNF.

D) **DROPPED GUNS**: You must be in control of your firearms at all times. Any dropped gun may not be picked up by the shooter – only the range officer may pick up a dropped gun. Any gun dropped by a shooter during the match may disqualify that person from the (unloaded gun) stage or the (loaded gun) match. Any firearm that falls to the ground due to improper handling or carelessness, including firearms that fall due to being carelessly placed on any prop shall be defined as a “dropped firearm”.

E) **ACCIDENTAL DISCHARGES**: An accidental discharge can result in a stage or match DQ depending on the distance of impact from the shooter or to the nearest person. No shooter will have his/her finger on the firearm's trigger until the firearm is pointed safely down range. **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.

F) **DROPPED AMMO**: Ammunition dropped by the shooter in the course of loading/reloading any firearm during a stage is considered “dead” and can only be recovered after the stage ends by a Range Officer. If the shooter reaches down and picks up dropped ammo the shooter will receive a +10 second penalty, if the shooter sweeps anyone in the process of picking up dropped ammo the shooter will receive a **Stage DQ (Un-Loaded Weapon), Match DQ (Loaded Weapon)**. This rule applies to

ammo dropped on the ground, table, hay bale or anywhere else unless the stage directions allow the shooter to retrieve dropped ammo. **Exceptions:** 1) Should the shooter drop a shell/cartridge and the shell/cartridge strikes a table or other object and bounces into the chamber of the shooters firearm the shooter may continue the stage without penalty. 2) If while loading from a container, saddle bag, bucket, box, etc...the shooter fumbles and drops the cartridge/shell and it falls back into the container the shooter may continue the stage without penalty. Only a Range Officer can pick up dropped ammo. For example, if a round of shotgun ammo is dropped while loading/reloading, the round may be replaced from the shooter's person or counted as a missed shot, a five (+5) second penalty will be assessed for each target not engaged.

G) INSUFFICIENT ROUNDS: Any firearm which is brought to the line empty, when it should be loaded, may be loaded by the shooter "on the clock", from ammo carried on his/her person. If the shooter has loaded the firearm with an insufficient number of rounds and does not have enough ammo on their person to load the needed rounds, a five (+5) second penalty will be assessed for each target not engaged.

H) UNNECESSARY DELAY OF MATCH PENALTY: This penalty will be imposed on anyone who does not report to the Range Officer at the firing line within 15 seconds after having been called. The shooter for Unnecessary Delay Of Match, at the Discretion of the Range Officer, can be given either a ten (+10) second penalty or in an aggravated case a Stage DQ, in which case he'll receive a score of 999.99 seconds for that stage.

I) MINOR SAFETY INFRACTIONS occurring during a course of fire which do not directly endanger persons will result in a ten (+10) second penalty being added to the shooter's time for that stage. "Minor" safety infractions examples: failure to open a rifle or shotgun's action after it is fired or failure to return a handgun to its holster after it has been fired. If a live cartridge is left in the magazine of a rifle, the penalty is ten (10+) seconds. A live shell in the magazine or carrier of a pump shotgun is also a minor safety violation and carries a ten (10+) second penalty. Remember that an **EMPTY SHELL left in the chamber(s) or receiver of any style shotgun/ rifle is also a minor safety violation and will add ten (10+) seconds to your time.**

J) MAJOR SAFETY INFRACTIONS will result in a shooter's disqualification (DQ) from that stage. A DQ will result in a time of 999.99 seconds for that stage. "Major" Safety Infractions examples; a dropped gun, an accidental discharge that impacts closer than five feet to any person, a violation of the 170 degree rule, sweeping any person with the muzzle of a firearm, moving from one position to another before holstering a revolver, leaving the firing line with a loaded firearm, i.e. a live cartridge/shell left in the chamber of any firearm will be a Stage DQ, and all similar acts that have a high potential for personal injury.

K) A shooter will receive a match DQ for, but not limited to, the following:

1. A second major infraction in any match.
2. Sweeping anyone with a loaded firearm.
3. The use of ammunition in violation of Pungo Posse Rules.
4. Using any firearms that are not legal by SASS/Pungo Posse Rules.
0. An accidental discharge that strikes closer than five (5) feet to any person or behind or to either side of the

shooter or exits the range impact area in any direction.

5. Gross un-sportsmanlike conduct.
6. Any shot that exits the range impact area will result in a Match DQ.

L) Decisions of the Match Director Are Final

6) ADDITIONAL SAFETY RULES

The consumption of alcoholic beverages, at any time, is prohibited in the range area for all persons; shooters, guests, range officers and all others. Violation of this rule will result in ejection from the match and the range. No Shooter will ingest any substance which may affect his or her ability to participate with a maximum of awareness and in a completely safe manner. Both prescription and non-prescription drugs that may cause drowsiness or any other physical or mental impairment must be avoided. Eye and hearing protection must be used by all competitors when on the firing line, in the loading area or on the range. Such protection is also mandatory for everyone when in the range area and eye protection is mandatory for spectators when in direct line of sight of steel targets and within fifty (50) yards of any target.

7) **SCORING SHOTGUN HITS** will be accomplished as follows.

When shooting clay pigeons on stands or backers, a single pellet does not constitute a hit. The outer edge must be broken or a piece larger than the shot must be missing from the target's center area.

When shooting aerial targets, the target must break into at least two pieces. When shooting knock over targets from a stand, the target must fall to the ground to be considered a hit.

When shooting suspended targets or swinging targets, sufficient pellets must strike the target to cause movement.

8) **POUCHES** are allowed as long as they are authentic to the old west era; no modern shotgun pouches will be allowed.

9) **SHOTSHELLS: We require** that the shooter use lightly loaded (low brass) target, trap or skeet loads as they are all that is needed to knock down the targets we use. **Magnum, Hi-base & Steel shot loads are not allowed.** Handloaders, use no more than 1 1/8 ounces of lead shot, sizes #9 up to #7 1/2 maximum, powder charge up to no more than a 3 dram equivalent may be used. Lighter loads work just as well as heavier ones and are easier on the shooters shoulder too.

10) **JUNIORS:** We allow juniors who are the son/daughter of a member of the Pungo Posse, at least 14 years 6 months old to compete after they have demonstrated to the Posse Director that they can safely and competently handle the guns that will be used in cowboy action shooting.

11) **AMMUNITION REQUIREMENTS FOR PISTOLS & RIFLES: SASS Rules will apply**

12) **IF YOU ARE UNSURE ABOUT SOMETHING, ASK SOMEONE WHO KNOWS. IF YOU SEE SOMETHING GOING ON THAT YOU DO NOT THINK IS RIGHT, SPEAK UP. THERE ARE NO DUMB QUESTIONS WHEN IT COMES TO FIREARM SAFETY!** The Range Officer will be responsible for handling all safety related matters occurring on the firing line and in the loading and

un-loading area. Any shooter who observes a safety infraction which is not seen by the Range Officer may call the infraction to the Range Officer's attention once the shooter has completed the course of fire, at which time the Range Officer will resolve the matter.

13) **PISTOL-RIFLE REQUIREMENTS:** For main match scenarios the minimum pistol caliber is .31, and the maximum pistol caliber is .45. The minimum rifle caliber is .25 and the maximum rifle caliber is .45. In stages that use non-traditional weapons such as Derringers, pocket pistols, and single shot rifles, SASS rules will apply.

14) **SHOTGUN REQUIREMENTS: SASS rules will apply.** No bore larger than 10 gauge and no smaller than 20 gauge. All shotguns must have a BATF legal minimum barrel length, i.e., 18" or over in length. **Military configured shotguns are not allowed.** Any side by side (double barrel) shotgun typical of the era without automatic ejectors, with or without external hammers, with single or double triggers, or any top break single barrel shotgun typical of the era with external hammer, & without ejector. Winchester Mod 1887 Lever Action or Mod 1897 Hammer Pump may also be used. Pump and lever actions shotguns are allowed to load no more than two (2) shells at a time in the main stage unless specified in the stage description. Single loading the pump/lever shotgun is always acceptable. In team events, shotguns may be loaded to their maximum capacity. **Loaner Shotgun: The Posse Sheriff has a 12 gauge double barrel shotgun that will be available to members/non-members to use for a limited time while they are shopping for a shotgun to purchase.**

SASS FIREARMS COVENANTS Approved 02/21/2006 – Final version

SASS Cowboy Action Shooting™ competitions are divided into three separate types of matches: main, team, and side matches. The rules regarding SASS approved firearms depend upon the type of competition in which you are participating.

Original and replicas may be used in competition provided they are in good, safe working order. In each of the respective sections, allowed modifications are listed. Just because a manufacturer designs a part or firearm for this sport or just because a firearm was available, does not necessarily mean it is legal for competition. Only the modifications referenced here as allowed are approved, all others are illegal. As any firearm related sport can be inherently dangerous, SASS does not recommend or suggest the modification of any firearm or the removal of any safety device. Participants in this sport accept responsibility for the use and/or modifications of their firearms and do not depend upon SASS or any of its affiliated clubs or members to make that judgment for them. Please consult with the firearm manufacturer prior to making any firearm modifications. Firearms must operate as intended by the original pre-1900 designs they depict. Firearms must function in a safe manner.

SASS recognizes the desire to enhance firearm performance. Firearms manufacturers, importers, gunsmiths, and the membership as a whole must use caution in any quest to develop mechanisms designed to enhance the operation of firearms for SASS Cowboy Action Shooting™. Any firearm modification not referenced in this document is considered prohibited. Parties interested in having modifications, parts or firearms considered for approval and inclusion in the SASS accepted modification text may request a Firearms Modification Consideration application from SASS. Written receipt of acceptance from SASS will be the ONLY source of approval. Unless referenced within these Covenants, any modifications, parts or firearms used without this approval will be considered illegal.

A stage disqualification is issued for each stage in which a non-SASS legal firearm is used.

ALL FIREARMS

1. All firearms must be designed to fire by use of an impact mechanism such as required by centerfire primers, rimfire primers, or percussion caps. All other firing mechanisms are illegal. Internal modifications not referenced here that cannot be seen while the firearm is at rest (action closed) are allowed provided they do not affect the external operation or directly conflict with one of the modifications listed here.

Modifying the firing, cocking, chambering, or levering mechanism in any way that changes the process from an entirely manual operation to any other style operation (e.g., blow-back operation, gas operation, or recoil operation) is expressly prohibited.

All firearms may be repaired and/or restored to their original condition. • Replacement parts may be made from materials other than the original unless such material is specifically prohibited.

All parts may be smoothed, re-profiled, polished, deburred or replaced with like or different parts provided they are not prohibited in these Covenants. Hammers

Hammers may be replaced or exchanged with hammers designed for the same frame size (e.g., small frame revolver hammers may not be installed on large frame revolvers or vice versa).

Internal parts of the hammer may be changed (e.g., to allow for a half-cock notch on a revolver).

Bisley style revolver hammers may only be used when mated with a Bisley style grip frame.

Ruger Blackhawk revolver hammers may be replaced with Ruger Super Blackhawk revolver hammers as a Modern Category revolver only.

Hammer stops may be added.

The hammer travel distance on any revolver may be adjusted.

Rear sight notches cut into the revolver hammer may be widened.

Hammer spur grooves may be re-cut.

Barrels

Barrels or chambers may be re-bored, lined, or sleeved to any of the approved calibers or gauges for that particular firearm provided industry safe limits are maintained.

Original barrels may be replaced with new barrels of correct styles (e.g., round, octagon, half-round) for that particular model firearm.

Barrels may be shortened and/or crowned.

Rifle barrels must maintain a length greater than 16 inches.

Rifle barrels may be altered to accept mounting hardware for an alternative tube magazine configuration and capacity appropriate to the model of firearm being altered.

Barrels may be altered to accept period style sights as described within the Sights Section.

Shotgun barrels must maintain a length greater than 18 inches.

Shotgun barrels may have internal choke tubes installed provided they do not extend beyond the muzzle.

A slide-on leather cover to protect the offhand from barrel heat is allowed on side by side shotguns.

No heavy competition or "Bull Barrel" is allowed.

Barrels must be made of steel or iron only.

Visible counter-weighting devices are not allowed.

Compensating ports are not allowed.

Triggers and Trigger Guards

Triggers may be profiled to narrow their width.

Trigger position may be adjusted.

Trigger stops may be added.

Shotgun trigger guards may be wrapped with leather or other natural material.

Bending the trigger guard on side by sides so triggers are more exposed is not allowed.

Trigger shoes are not allowed.

Stocks and Grips

The length or style of stock may be altered or replaced. (e.g. a carbine style stock may be interchanged for a rifle stock and vice-versa.)

Checkering, carving or laser engraving is allowed on fore-stocks, butt-stocks, and revolver grips.

A permanently fitted non-adjustable, lace-on, or slip on recoil pad is allowed on the butt-stock of rifles and shotguns.

Butt-plates may be changed to a butt-plate style that was generally available from the original manufacturer.

A piece of leather or similar natural material may be attached to the butt-plate or butt stock.

Grips of simulated or natural materials are acceptable provided they are not customized to constitute a “target” grip. That is, they must be of the same basic profile as grips found on original firearms.

Revolver grips must conform to the front and rear of the grip frame but may extend beyond the bottom surface.

Contemporary rubber grips, modern target grips, grip tape, and the like are not allowed.

Leather on a pump shotgun’s fore-end or grip surface is not allowed.

Sights - All Firearms

Sights must look like sights available during the cowboy era, bead, blade, simple post or otherwise approved front sights (such as the XS Cowboy Express) made of materials such as steel, iron, ivory, faux ivory, brass, gold, pewter, copper or silver are allowable.

Rear and front sights may be “blacked”. Colors other than those of the materials referenced above or any day glow materials are not allowed on either front or rear sights.

All rear sights may have their openings adjusted.

The front sight may be raised or lowered to bring point-of-aim and point-of-impact into alignment.

The back of the front sight may be serrated.

Rifle

Tang mounted rear sights may utilize changeable “peep” apertures and eye-cups.

No bolt or receiver-mounted sight is permitted.

Dovetails may be milled in the barrel for sight replacement.

Beech style front sights and sight hoods are allowed.

Front sights may include a single color bead or insert of steel, iron, ivory, faux ivory, brass, gold, pewter, copper, or silver.

Rear sights may utilize an insert of the same color as the rear sight to allow easy sight adjustment.

Ramp style front sights are allowed if original to the firearm.

Modern style click-adjustable barrel or receiver sights are not allowed.

Revolver - Traditional Category Revolvers

Traditional category revolvers may only use traditional style, barrel mounted, fixed metallic foresights of a simple blade, bead, or post configuration.

A simple open-notched rear sight cut into the frame, hammer, or latch mechanism is the only rear sight allowed.

Ramp style front sights are not allowed.

Beaded post front sights or inserts are not allowed.

Allowed Exceptions: Original open-top cartridge revolvers, cap and ball revolvers, cartridge conversion revolvers, and their modern-made replicas may have either a dovetail front or rear sight, and they must conform to the types commonly found on the originals. Any other revolver by whatever manufacturer or model that has either a dovetailed or screw-adjustable front or rear sight, whether movable or adjustable, is a Modern category revolver.

Modern Category Revolvers

Modern category revolvers may have dovetailed or adjustable rear sights and/or dovetailed front sights.

The rear of Modern revolver front sights may be reshaped (such as rounded).

Ramp style front sights are allowed if original to the firearm.

Beaded post front sights or inserts are not allowed.

Modern revolver REAR sights may be replaced with commonly available sights of the same size and type.

Modern replacement targets sights such as the Bomar and Millett type sights are not allowed.

Modern revolver FRONT sights may not be undercut.

Shotgun

Front sights may be bead or simple post types.

Cosmetic Embellishment

Period style tacks, carving, engraving, checkering, inlays and other such embellishments are allowed on stocks and grips provided they do not constitute any kind of radical or target type grip enhancement.

Receiver, frame, grip frame, cylinder, or barrel engraving is permitted provided it does not constitute a grip enhancement.

No portion of the grip frame may be checkered or stippled.

A light bead blasted finish may be applied to the exterior of any SASS firearm.

Metal surfaces may retain their natural color or be blued, browned, plated (such as nickel, gold or silver), blacked, color case hardened, aged to a patina type finish or jeweled.

Screws

Factory screws may be replaced with socket head cap or other type screws.

Frames and Receivers

Frames and receivers may be drilled and tapped (such as to accept approved type sights).

Ruger Blackhawk frames may be modified by removing the rear sight assembly, welding up the sight cutout, re-contouring the frame top strap, and cutting a new sight notch to replicate a Colt SAA frame.

The reconfigured frame must be mated with a conventional Ruger Vaquero type barrel, hammer and the original grip frame assembly in order to be allowed as a Traditional Category style revolver.

Percussion revolvers may be converted to accommodate cartridge-firing mechanisms common to the period. They may also be modified by adding a narrow cap guard to the recoil shield and undercut the hammer (i.e. Manhattan modification). Modern percussion revolvers may have the frame contoured to approximate original type designs.

The dimensions of the ejection port on a slide action shotgun may not be altered.

Levers

“John Wayne” style levers may be substituted on rifles for the standard factory lever.

Levers may be wrapped or padded with leather or other natural material.

With the exception of the “John Wayne” levers, any replacement lever must maintain the same basic contour and size as the original lever.

The lever may be cut and welded provided the basic exterior contour and size is not changed.

The exchange of an 1873 rifle lever with an 1866 rifle lever is allowed.

All lever action rifles must have a lever travel distance of not less than 4 1/8 inches when measured as follows:

With the action closed measure three inches back from the back edge of the trigger at the point where it enters the frame. Mark this point on both the bottom of the buttstock and the lever opposite the buttstock mark. Open the lever to its maximum extension and measure the distance between the two marks.

Exception: The Browning BL-22, in .22 caliber, is a legal rifle for the Buckaroo Category and is a legal rifle for .22 caliber rifle side matches.

Filler “blocks” or other such mechanisms designed to prevent all movement of the fingers within the lever loop are not allowed.

Feed Mechanisms

The carrier and/or lifter mechanisms in rifles may be lightened, welded, modified or replaced.

A “two-shot” drop type system for lever action shotguns may be added.

Firing Pins

The length of the firing pin may be extended.

The visible contour of the rear portion of firing pins or firing pin extensions may not be altered.

Friction reducing devices such as roller bearings are not allowed on the rear portion of firing pins or firing pin extensions.

Recoil Reducers

Internal recoil reducing devices may be added.

Revolver Ejector Rods

Colt style bullseye or crescent ejector rods may be installed.

Revolver Grip Frames

Birdshead grip frames and grips may be installed on any SAA or its modern replicas but may not be used with Bisley style hammers.

Grip frames may be replaced, “rounded” or extended (e.g., the exchange of a Single Action Army grip frame with an 1860 Army grip frame and vice versa).

Brass or aluminum grip frames are allowed.

Revolver Cylinder Base Pins

The cylinder pin may be shortened.

A screw may be used to secure the base pin.

Revolver Cylinders

Centerfire and rimfire cylinders may have no less than five and no more than six chambers.

The front of the cylinder may be beveled.

Un-fluted cylinders may be fluted.

Lead in grooves may be cut or extended.

The revolver may be altered to allow the cylinder to spin in either direction.

Cylinders may be re-bored, lined, or sleeved to any of the approved revolver calibers provided industry safe limits are maintained.

Cylinders must be made of steel or iron only.

Shotgun Break Action

Internal mechanisms to guarantee side-by-sides do not close accidentally may be added or modified.

The open angle for side by sides may be increased.

RIFLES

Rifles or carbines used in the main and team matches must be original or replicas of lever or slide action rifles manufactured during the period from approximately 1860 until 1899 incorporating a tubular magazine and exposed hammer. Rifles with box magazines may not be used. Certain shooting categories require a specific type of rifle and ammunition to be used. Please see the shooting categories for further information

Rifle Calibers

Must be center-fire of at least .32 caliber and not larger than .45 caliber.

Must be in a caliber commonly available in revolvers. (Examples include, but are not limited to, .32-20, .32 Magnum, .357 Magnum, .38 Special, .38-40, .44-40, .44 Special, .44 Magnum, and .45 Colt.) The only allowed exceptions are the .25-20 and .56-50. No rifle calibers such as .3030 or .38-55 are allowed. Standard velocity .22 caliber rimfire ammunition is allowed within the Buckaroo Category only.

REVOLVERS

Original single action revolvers manufactured prior to 1899, their approved replicas and the SASS approved modern category revolvers are the only revolvers approved for use in SASS main match competition. The rules relative to SASS approved revolvers depend upon the competition category in which one participates. Examples of SASS approved revolvers for each category are listed elsewhere in this Handbook. Sights are a major factor for determining in which category a revolver may be used. Certain shooting categories require a specific type of revolver and ammunition to be used. Please see the shooting categories for further information.

No more than two main-match revolvers may be carried to the firing line.

Revolver Calibers

Must be centerfire calibers of at least .32 caliber and no larger than .45 caliber or percussion calibers of at least .36 caliber and no larger than .45 caliber.

Must be in a caliber commonly available in revolvers. Examples include, but are not limited to, .32-20, .32 Magnum, .357 Magnum, .38 Special, .44 Magnum, .44-40, and .45 Colt)

Standard velocity 22 caliber rimfire ammunition is allowed within the Buckaroo Category only.

SHOTGUNS

Any side-by-side or single barrel shotgun typical of the period from approximately 1860 until 1899 without automatic ejectors, with or without external hammers, having single or double triggers is allowed. Lever action, single barrel, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas. The only slide action shotgun allowed is the Model 1897 Winchester shotgun, whether original or replicas. Certain shooting categories require a specific type of shotgun and ammunition to be used. Military configurations are not allowed (i.e., trench guns). Please see the shooting categories for further information.

Shotgun Gauges

Side-by-side, single barrel and lever action shotguns must be centerfire of at least 20 gauge and no larger than the 10 gauge.

Slide action shotguns must be centerfire of at least 16 gauge and no larger than 12 gauge.

Side-by-side, single barrel and lever action centerfire shotguns in .410 gauge are allowed within the Buckaroo Category only.

ANY EXTERNAL MODIFICATION TO MAIN MATCH FIREARMS NOT SPECIFICALLY REFERENCED IN THIS DOCUMENT IS EXPRESSLY PROHIBITED!

OTHER APPROVED FIREARMS

Any firearm that does not meet the above criteria must be approved. Parties interested in having firearms considered for approval and inclusion in the SASS accepted modification text may request a Firearms Modification Consideration application from SASS. Written receipt of acceptance from SASS will be the ONLY source of approval. Unless referenced within these Covenants, any modifications, parts or firearms used without this approval will be considered illegal.

The following additional firearms have been approved for use:

Small frame model P revolvers such as the Cimarron Firearms Lightning, Uberti Stallion and Ruger Single Six .32 H & R Magnum.

Henry Big Boy Rifle (not legal in Classic Cowboy/Cowgirl Categories).

US Firearms Omni Potent Revolver.

Marlin 1894 Tube Feed Rifle — .32 H&R Magnum.

Original or replica Nagant Single Action Revolver