

PENALTY OVERVIEW

5-SECOND PENALTIES

Rifle, revolver, and shotgun targets must be engaged with the appropriate type of firearm. A **“miss” is defined as the failure to hit the appropriate target type using the appropriate type firearm.** Target placement should always allow a shooter the opportunity for a clean miss to be scored without argument. Overlapping targets of the same type should be avoided if at all possible and should not cause a Procedural “trap” by making it difficult to determine the shooter’s intent when engaging the targets.

- Each missed target.
- Each unfired round.
- Each target hit with an incorrect firearm, either intentionally or by mistake.

To help understand this concept, a **“MISS FLOW CHART”** is found in Appendix C. It is also good to understand **“A MISS CANNOT CAUSE A PROCEDURAL.”**

10- SECOND PENALTIES

Procedural Penalties

Any unintentional procedural errors caused by “brain fade,” confusion, ignorance, or mistakes (not to exceed one for any given stage).

- Failure to attempt to fire a firearm.
- Failure to attempt a prop or stage maneuver.
- Shooting targets in an order other than as required by stage description.
- Engaging the stage (firearms, targets, or maneuvers) in an order other than as required by the stage description.
- Failure to adhere to the guidelines of the category in which you are competing.
- Firing any firearm from a position or location other than as required by the stage description.

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.
- Loading more than the correct number of live rounds in a firearm.
- 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.

Accommodations are always allowed for those unable to comply with specific stage procedures due to physical limitations with no procedural penalties assessed.

STAGE DISQUALIFICATION

- Any dropped unloaded gun on the firing line (between the loading table and the unloading table).
- Long guns that slip and fall and break the 170° safety rule.
- A discharge striking anything five to ten feet from the shooter. Note: Exception under item 13 Appendix A
- Violation of the 170° safety rule/ Failure to manage appropriate muzzle control.
- Returning a revolver to leather with hammer not fully down on spent round or empty chamber.
- A cocked revolver leaving the shooter’s hand.
- A live round left in the chamber of a long gun.
- Second offence, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.
- Changing location with a live round under a cocked hammer or a gun with the hammer down on a live round.
- Unsafe firearm handling, such as fanning.
- Loading at other than the designated loading position or firing line.
- Use of an illegal or illegally modified firearm.
- Use of illegal items.
- Holstering or staging a revolver with the hammer down on a live round.
- Sweeping anyone with an unloaded firearm.

- Failure to adhere to loading and unloading procedures.
- Dry firing at the loading table.
- De-cocking a revolver, rifle or hammered shotgun with a live round under the hammer.
- Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage).

MATCH DISQUALIFICATION

- Two accumulated Stage Disqualifications or Two Spirit of the Game assessments.
- Belligerent attitude / Unsportsman-like conduct.
- Shooting under the influence of alcohol, prescription, or other medication that may impair the shooter's physical or mental abilities.
- Shooting illegal ammunition. This includes ammunition that exceeds the maximum velocity and shotgun shells that have been bottle-neck resized or ringed. This does not include ammunition that does not meet the power factor.
- Dropping a loaded firearm.
- Any discharge that hits the ground or stage prop less than five feet from the shooter, any discharge at the loading or unloading areas, or discharge that is deemed unsafe . Note: Exception under item 13 Appendix A
- Sweeping anyone with a loaded firearm.
- Third offence, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.
- Interpersonal conflicts.

FAILURE TO ENGAGE/SPIRIT OF THE GAME

30-Second Penalty

- Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage.
- Shooting ammunition that does not meet the power factor, minimum velocity. The penalty is applied for each stage a competitor is checked and their ammunition is found not to meet the power factor or minimum velocity.
- Willfully refusing to rope a steer, throw a stick of dynamite or otherwise make an attempt to complete any other non-shooting procedure written within the stage instructions.
- Note: Two Spirit of the Game or Failure to Engage penalties will result in a Match Disqualification.

ILLEGAL ITEMS

The following are examples of SASS "illegal" items. The current version of the SASS Handbook should always be used as an additional reference for illegal items. The use or presence of any outlawed item is a Stage Disqualification.

- Shotgun belts not worn just above the pistol belt or touching the belly button.
- Holsters departing from the vertical by more than 30 degrees when worn
- Two main match revolvers worn on the same side of the body
- Loading during the stage from bandoleers that are tied down in any manner
- Modern shooting gloves
- Short sleeve shirts (Male competitors only)
- Short sleeved tee shirts, long sleeved tee shirts, and tank tops for all competitors. (Long sleeved Henley type shirts with buttons are allowed.)
- Modern feathered cowboy hats
- Designer jeans
- Ball caps
- Tennis, running, jogging, aerobic or other modern athletic shoes, combat boots
- Apparel displaying manufacturer's, sponsor's or team logos. Manufacturer's labels on such apparel or equipment are acceptable.
- Nylon, plastic, or Velcro accouterments.
- Wearing a shotgun slide on a shotgun belt.