

Overloading the rifle

Overloading a rifle on a stage is not a safety issue. The safety comes into play if the shooter has any rounds left in the rifle after he/she has fired the rifle and committed to the next gun. Then, and only then, a safety shall be issued if a live round is left anywhere in the rifle.

Should the shooter realize that they have loaded too many rounds and safely ejects those rounds, it's a no call.

Should the shooter fire more rounds than called for in the stage, it would be a "P" for:

- **Firing more rounds than specified in the stage instructions.**

SHB p.22

What's the Call?

Application of related existing rules/penalties

- *PaleWolf Brunelle, SASS #2495 (edited 2024)*

Stage calls for 9 rounds in the rifle. Shooter loads 10 rounds at the loading table:

1. Shooter shoots 9 rounds and ejects the 10th round...safely restages rifle "open & empty".

NO CALL – NO MSV penalty for overloading – Rifle is considered "safe to leave shooter's hands".

2. Shooter kicks out the first round and then shoots the next 9 rounds.

"P" + miss (use of "illegally acquired" ammunition)

3. Shooter shoots 5 rounds, then kicks one out, and then shoots the next 4 rounds.

"P" + miss (use of "illegally acquired" ammunition)

4. Shooter shoots 9 rounds, then fires the 10th round to clear the rifle.

"P" for firing more rounds than required for the stage (whether a target is hit or not)

5. Shooter shoots 9 rounds then puts down open rifle and then shoots the next gun.

MSV for an unfired round remaining in long gun action or magazine

OR:

SDQ if round is chambered (e.g. lever closes when restaged)

Here are the applicable rules used in determining the penalty for use of a "preloaded" replacement round in a rifle:

Ammunition required for loading/reloading during the course of any stage must be carried on the shooter's person, in a bandoleer, cartridge/shot shell belt loop, pouch, holster, pocket, or be safely staged as required by stage instructions.

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- Leather belt slide ammo loops are acceptable; however, shotgun shell slides may not be worn over shotgun loops on an ammo belt.

SHB p.3

Note: Any ammo carried to the stage in an illegal/unapproved manner that is actually used for stage reloads falls under the "Use of illegally acquired ammunition" penalties.

SHB p.4

The penalty of using "illegally acquired" ammunitions (i.e., NOT carried to the line/staged by the shooter in an approved manner) is a **PROCEDURAL**. Any targets hit using that ammo are scored as **MISSES**. NO adjustments will be made to the stage raw time.

SHB p.18

A MISS is defined as the failure to hit the appropriate target type using the appropriate type of firearm and includes:

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- Each target hit with illegally acquired ammunition.

SHB p.21

Procedural (P) infractions include:

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- Use of illegally acquired ammunition.

SHB p.21

...

- - Firing more rounds than specified in the stage instructions.

SHB p.22

(updated to 2024 SHB)

Additional Q&A:

1) If you load too many rounds in your rifle it's a no call but **ONLY** if you kick it out **AFTER** you have fired all the rest of the rounds in the rifle?

YES. If a round is 'kicked out'/ejected **DURING** the rifle shooting string (as opposed to at the **END**), the 'extra round' is there to replace it. Rather than rely on a "judgement call" as to the shooter's **INTENT** (i.e. was the rifle overloaded on purpose or not?), the rules regarding "*illegally acquired*" ammo can be applied in **ALL** circumstances where the 'extra' round is used.

NO PENALTY for overloading.

The following existing rules **STILL** apply:

"P" + miss for use of **ANY** 'extra' round(s) preloaded in the magazine at the loading table to replace **ANY** rounds that are ejected during the rifle shooting string.

MSV for leaving rounds in the rifle at the end of the shooting string (shooter has until **FIRING** the next gun to clear it) ...or...if the rifle is the last firearm used on the stage; it must be cleared before leaving the shooter's hand(s) @ the unloading table.

SDQ if an extra round ends up in the chamber (e.g. rifle returned to scabbard & the lever closes)

A "**Spirit of the Game**" penalty would **NOT** be appropriate as there is no advantage in getting the **15-second** penalty (**Procedural + Miss**) for intentionally 'overloading' in anticipation of ejecting a round during the rifle shooting string.

2) If a shooter **fires** the extra round.... Shoots the 9 targets, then dumps the extra round into the back of the bay or at a target.

What is the call? **Is it a "P" for firing 10 rounds when the stage called for 9?**

YES...according to the **SHB p.22**. The round **MAY NOT BE FIRED** to clear the rifle.

There is **NO MISS** assessed, as the shooting string has been completed at that point.

NOTE: This is **NOT** the same as loading 2 in a shotgun and firing one (or both) at a target or firing the "extra" round downrange. The shotgun is generally **NOT** "preloaded" at the loading table.