

EAS'DERN SHORE RENEGADES

COWBOY ACTION SHOOTING Rules & Regulations for the Match

1. All competitors are responsible for knowing and understanding SASS rules.
2. No hip shooting of any firearms is permitted.
3. This is a cold range. Loaded firearms are permitted only at the loading tables and firing line. Loaded firearms must remain on the loading table until called to shoot.
4. Every shooter is responsible for his or her own safe conduct and all shooters are expected to remain alert for unsafe actions by others.
5. Safe gun handling is the shooters responsibility. The 170 degree safety rule is in effect. The basketball traveling rule is in effect when there is a live round under the hammer.
6. Do not adjust, show, load, unload, repair or handle any firearm anywhere but at the loading and unloading tables during the Match.
7. All ammunition used must be all lead, no copper jacketed or washed bullets.
8. All shotgun ammo must be lead, in shot size 7½ or smaller.
9. Any shot hitting less than 5 feet in front of the shooter or that goes over the berm is a Match DQ; any shot hitting 5 to 15 feet in front of the shooter is a Stage DQ.
10. Ammo that is dropped or "ejected" from any firearm is "dead" and cannot be picked up by the shooter. Staged ammo dropped back where it was staged is not considered "dead". Rounds "safely" placed onto a prop from their original loading area are not considered "dropped" rounds as long as recovering these rounds does not cause loss of muzzle control.
11. **Overloaded Rifle** – There is no penalty for overloading your rifle. Any round left in the rifle is a 10 second minor safety. You must reload from your person any round jacked out or misfired. If you shoot the extra round (that was loaded in the rifle at the loading table) at the target, you will get a regular procedural and a miss (even if you hit the target).
12. Eye and hearing protection is required for all shooters and spectators.
13. Prop failures, target failures or problems beyond the shooter's control will give the shooter the option of a Stage re-shoot. Misfires and gun failures do not qualify for a re-shoot unless the failure occurs BEFORE the first round goes downrange.
14. During a **ceasefire**, no one is to handle, in any way, any firearm. Everyone at the loading or unloading tables needs to make their weapon safe and step back from the table during the ceasefire. It is ok to continue loading and unloading during a downrange situation.
15. Alcohol and/or drugs are not permitted on the ranges by shooters or spectators before, during or after the match, nor is anyone who has either permitted to shoot. Violation is a DQ for the year. A second violation is a DQ for life.