

"The Damascus Wildlife Rangers" Pre-Shoot Safety Meeting rev 12-15-15

- # First time cowboy action shooters please advise your posse leader so you get the help you need to be safe & have fun.
- # All ammunition must be all lead including shot shells, no copper jacketed or washed bullets.
- # All cartridge ammo must be loaded to SASS specifications. Here all pistol ammo must be 650 to 1000 fps & rifle 650 to 1,400 fps.
- # All shotgun ammo must be lead and shot size 7 ½ or smaller in 10, 12, 16 or 20 gauge.
- # All long guns are to be carried, with the muzzle up, to and from the loading and unloading tables, with the action open.
- # All firearms are loaded at the loading table and unloaded at the unloading table.
- # Percussion guns can be loaded, less caps, at the unloading table prior to being called up. An extra cylinder or gun can be staged for reloads but the must be capped on the clock.
- # Handguns are always holstered with the hammer on an empty cylinder.
- # After handguns are loaded they must stay on the loading table until shooter is called to shoot. If shooter walks away from the table, other than to the stage, with loaded guns in their holsters, it is a 10 second minor safety.
- # Shotguns are never loaded and carried from the loading table, they are always loaded on the firing line.
- # **Any two stage DQ's equals a Match DQ.**
- # All muzzles must stay within the 170 degree area downrange, failure is a **disqualification from the stage.**
- # Cross draw holsters must be drawn so that the muzzle is always pointed downrange, failure is a **stage DQ.**
- # Any shot less than 5' in front of the shooter or over the berm area is a **match disqualification**, 5 to 10' is a **stage DQ.**
- # Pistols are not cocked until they are pointed downrange and have reached a 45 degree angle from the ground.
- # A dropped unloaded gun, is a **stage DQ. A dropped loaded gun is a DQ from the match.**
- # A live or spent rifle round left in the carrier or magazine is a **10 second minor safety violation.** *
- # Sweeping another shooter with an empty gun is a Stage DQ, if the gun is loaded, it is a match DQ.
- # Moving with a cocked gun or one with a live round in the chamber is a **stage disqualification.**
- # If any cocked firearm leaves the shooters hand (other than an empty shotgun) it is a **stage disqualification.**
- # Once a pistol is cocked, it must be shot from that location. It cannot be de-cocked without penalty.
- # If a pistol is holstered with another round in it, and the hammer on a spent case, it can be redrawn without penalty if it is done before the next gun is used.
- # Do not adjust, show, load, unload, repair or handle firearms anywhere but at the loading and unloading tables during the match.
- # Eye and hearing protection is required by all shooters and spectators.
- # Test firing, for function or practice, must be OK'D by the posse leader.
- # STOP SQUIB will be ordered to if a squib load is suspected, firearm will be handed to a posse worker or downed and the stage will continued from there, taking misses for any targets not shot at. If there was no squib, shooter will get a reshoot.
- # Willfully or purposfully continuing to shoot, after a call of cease fire has been made, is a Match DQ.
- # A jammed or malfunctioning firearm, during the match, must be declared and handed over to a posse worker and worked on at the unloading table after the shooter completes the stage, shooter takes misses for targets not shot at.
- # Prop failures, target failures or problems beyond the shooters control will give the shooter the option of a reshoot. The stage would be restarted with no misses being carried over from 1st attempt. Misfires and gun failures do not qualify for a reshoot.
- # If a target needs to be reset on a common firing line, requiring someone to go beyond the line of fire, the call "Downrange" will be used. Shooters in the middle of a stage should continue and finish that stage. If there is a safety hazard, the call "Cease Fire" will be used. All shooting must stop immediately. Shooters in the middle of a stage will be given a re-shoot.
- # During a cease fire or downrange situation, no one is to handle, in any way, any firearm. People at the loading and unloading tables need to make firearm safe and step back from the table during the cease fire.
- # Alcohol and/or drugs are not permitted on the ranges by shooters or spectators. No one that has had either is permitted to shoot. Violation is a DQ for the season. A second violation is a DQ for life.
- # There is no hip shooting of pistols, rifles or shotguns. Violations will be a 10 second safety penalty.

Scoring

- # Each missed target will add 5 seconds to the overall time. Any questionable call goes in favor of the shooter.
- # Performing the stage incorrectly is a 10 second procedural penalty (one per stage).
- # Failure to maintain the "Spirit of the game" in order to beat your fellow X partners is a 30 second procedural.
- # An awarded bonus removes 5 seconds from the overall time of the stage.
- # Disqualification (DQ) will be scored as 999.99 seconds. Incomplete stages will be scored as 999.90.
- # Score keepers, please start on the proper stage. If you start stage 4, score on line four.
- # Posse leaders, please send the score sheets and timers up to the main house immediately after shooting the last stage.

*** If condition is cleared before cocking the next firearm, or if it is the last gun, before going to the unloading table, there is no penalty.**

Please Help Clean Up After The Shoot, Door prizes will not be drawn until range clean up is over.