

Pungo Posse Range Rules (Revised January 2004)

The Pungo Posse Cowboy Action Shooting Club is not affiliated with **SASS**, or any other organization such as **NCOWS** or **WASA**. The Pungo Posse is an organized Cowboy Action Shooting Match of the Virginia Beach Rifle & Pistol Club. ***Even though our Posse Rules closely follow SASS Rules, except for a few listed exceptions, Pungo Posse Range Rules will apply at all club matches.***

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 meeting will be held at approximately 9:45 AM, the match starts at 10:00 AM. The Posse Director will conduct any other business as is necessary 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.
 - 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. However, if you are going to bring 3 or more guests, please inform the Posse Director or Deputy Posse Director at least 3 days prior to the match. Match Registration will open at approximately 8:00 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. Only Posse Members can be designated as Posse Leaders, Range Officers, Posse Marshall or Range Master. 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(s). 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 Scorekeeper or his designated Assistant Scorekeeper 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.
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- 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:** 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 a 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 (with first time firearm used, not ammo related). (For re-shoot guidelines read page 6, Section 5, sub-section B)

The RO will watch the shooter pickup or draw each weapon, then the RO eyes 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. Being a RO requires someone with experience at Cowboy Action Shooting and a through knowledge of Pungo Posse Range Rules. 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 a unobstructed view of both sides of the shooters 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 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 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 pickup 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 than no one dry fires 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 the 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 live 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 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 C&B 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 C&B 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 then the shooter will began 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** (SASS Rules Will Apply) Revolvers Will Always Be Pointed In A Safe Direction, the hammer will remain down on a empty chamber or fired cartridge 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 is 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. 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, including yourself 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 unloading tables far left end. 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 guns out of sequence. **Exception to the one procedural rule:** If the stage as written calls for a specific penalty to be accessed against the shooter for violation of the requirements of that stage it will be added in addition to any other penalty already accessed.

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 parts breakage causes a firearm malfunction on the stage. **If the same gun breaks/ jams/locks up again that day, no additional re-shoots will be given.**

Examples: If a shooter must use a prop in a stage and the prop is missing; the timer fails to correctly record the time for a stage; a range officer or other match official impedes the shooter's progress; a rifle/shotgun is the first firearm to be used in a stage and the action jams when the lever/slide is worked. An Exception to this rule is when a target falls for whatever reason after the timer starts. In such case the shooter may at their option continue to fire the required number of shots in the direction of the missing target. This will be recorded as a hit on the missing target. Or the shooter may stop and the target will be reset and the shooter will be granted a re-shoot. No misses or penalties will carry over in this event.

What is the shooter to do if a jam/breakage occurs? The shooter will try and clear the weapon to resume firing, if he/she is unable to do so then safely hand off the weapon to the RO or to a Spotter or safely put the weapon down, then continue with scenario until it is completed. The timekeeper will record shooters time; the shooter will receive a five (+5) second penalty for each unfired cartridge in his malfunctioning/jammed weapon. The RO, Posse Marshall, Range Master or Match Director will then determine whether a re-shot will be granted to the shooter after he has examined the broken/jammed gun. **A re-shoot will be granted for firearm breakage malfunctions that occur during the use of a firearm that are not related to faulty ammo. If the same gun breaks/ jams/locks up again that day, no additional re-shoots will be given. What will result in a re-shoot being given?** **Example:** If a firing pin, extractor, hand, bolt, or spring breaks, a case splits upon firing and will not extract, the action locks up and can't be cleared on the line, the shooter will be granted a re-shot. Re-shoots will not be granted for a firearm failure caused by defective ammo, examples: over/under length cartridge that cause the firearm to jam, a stove pipe round, a dead or backed out primer, a shotshell that fails to eject, a squib load, wrong caliber ammo loaded in gun, an ejected rifle case that lands in a shotguns open chamber causing a jam, in C&B revolvers - cap fragments that jam action. **If no re-shoot is given** the recorder time is the shooter time. **If granted a re-shoot** the timekeeper will erase the shooters recorded time for that stage. When recording time for a re-shot place an R (this notes the time listed is for a re-shot of the stage) then the time on the score sheet. Example:

R33.5

- C) A **Did Not Finish** (DNF) will result in the shooter receiving a time of +999.99 seconds for that stage. Examples of DNF are as follows; A firearms breaks or jams after the first shot is fired, and the shooter chooses not to continue the stage 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 +999.99 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. A shooter who has a prior engagement and must leave before the match is over will receive a DNF for each stage missed. Shooters who have a DNF for one or more stages will be included in determining the finishing order for the stages that they participated in but will be listed last on the Posse Score Sheet and will not be included in the overall standings and will receive a DNF for final finish position.
- 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 incorrect placement on a 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. Any accidental or premature discharge of any firearm that is determined by the range officer to be unsafe will result in the shooter incurring a minimum of a +20 second safety penalty to a maximum penalty of disqualification from the match. An example of a +20 second Penalty would be when the accidental discharge impacts downrange further than seven (7) feet from the shooter but stays within the range impact area. An example of a **Stage DQ** would be when the bullet strikes less than seven (7) feet but no closer than five feet to any person but stays within the range impact area. **An example of a Match DQ would be when a bullet strikes closer than five (5) feet to any person or to either side or behind the shooter and/or the bullet exits the range impact area in any direction.**
- 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/pistol is also a minor safety violation and will add ten (10+) seconds to your time.**
- J) **MAJOR SAFETY INFRACTIONS** will result in a shooters 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, including yourself, 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:

- A second major infraction in any match.
- Sweeping anyone with a loaded firearm.
- The use of ammunition in violation of Pungo Posse Rules.
- Using any firearms that are not legal by SASS/Pungo Posse Rules.
- 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.
- Gross un-sportsmanlike conduct.
- 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.
- All competitors when on the firing line, in the loading area or on the range, must use eye and hearing protection. 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 period, 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 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) **GRABBING HOLSTERS:** It is impossible to draw or holster your weapon without sweeping yourself if you are holding your holster with one hand. Shooters using a **Cross Draw Holster** must be aware of their muzzle direction at all times and must not break the 170 degree safety rule, sweeping any person (including the shooter) with the muzzle of a firearm will result in a Stage DQ, (The shooter will receive 999.99 seconds for that stage). Crossdraw holsters may not deviate more than 30 degrees from vertical and they must be at least the width of one fist from the person's centerline. No crotch holsters or wearing two holsters on the same side will be allowed. **Note: Under SASS rules a shooter is allowed to sweep their self while drawing or holstering. This is a major safety violation under our Rules, & the first time you are observed doing this you will be warned, the second time you will receive a Stage DQ.**
- 12) **AMMUNITION REQUIREMENTS FOR PISTOLS & RIFLES:** Pistol ammo will have a **minimum velocity of at least 650 fps** and maximum velocity will not exceed 1000 fps. Rifle ammo will not exceed 1400 fps; in rifle side matches or special long-range rifle match's SASS Ammo Rules will apply. **Because of the danger to spotters, Range Officers and spectators of bullet ricochet due to low bullet velocity, and the danger to the shooter of a bullet stuck in the barrel of a firearm. Shooters using ammo with a velocity of less than 650 fps can be given a one time warning (first offense) by R. O. up to a Stage DQ (if approved by the Match Director), for the first offense based on the known circumstances at the time and Match DQ for a second violation that day. (Appeal Procedure: If a shooter appeals the RO's call of a M. V. V. R. Penalty (Warning or Stage DQ) to the Match Director, a chronograph will be set up on the range after the match is concluded. The shooters firearm will be used to fire five rounds of the shooters ammo suspected to be in violation across the chronograph screens to determine bullet velocity. If the chronograph determines that the average velocity of the ammo is 650 fps or higher the Stage DQ will be removed from the shooters score sheet, and the time he shot the stage will be restored, if the average velocity is found to be less than 650fps the RO's penalty call will be upheld.) [Exception: If the shooter is using factory loaded ammo and that ammo has a velocity of at least 600 fps no penalty will apply. Any shooter who continues to use factory ammo, that is found to be loaded below 650 fps, after being advised of its true velocity will be given a Match DQ.]** **Damage To Targets:** Shooters will be responsible for the repair or replacement costs of any target damaged because the shooter was using high velocity ammo that is in violation of these Range Rules.
- 13) **IF YOU ARE UNSURE ABOUT SOMETHING, ASK SOMEONE WHO KNOWS. IF YOU SEE SOMETHING GOING ON THAT YOU DON'T 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's. Any shooter who observes a safety infraction which is not seen by the Range Officer may call the infraction to the RO's attention once the shooter has completed the course of fire, at which time the RO will resolve the matter.
- 14) **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.

15) **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 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. Any lever action or pump shotgun with an exposed hammer (example: 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 now has a 12 gauge double barrel shotgun that will be available to members/non-members (for a limited time) while they are shopping for a shotgun to purchase or to use should their shotgun break down during a match.

16) **GENERAL RESTRICTIONS:** Firearms of all approved types should be maintained in as original exterior condition as possible. The firearm must "look" period. No visible external modifications other than recoil pads on rifles & shotguns, and leather wrapping (e.g., rifle levers) are allowed.

- Contemporary rubber grips, modern target grips, and grip tape are not allowed. Replacement grips of wood, ivory, pearl, stag horn, bone, and the like are perfectly acceptable so long as they are not severely customized to constitute a "target" grip. That is, they must be of original shape and scale. Cosmetic embellishment such as engraving is permitted to the extent it does not create a competitive advantage. For example, back strap checkering or stippling is not
 - Allowed. Engraving your alias on the back strap is permissible. Likewise, modifying the stock length to fit you or changing a barrel to a different legal length is also acceptable.
- Colored sights and sight inserts are not allowed. Existing sight outlines or inserts must be blackened or removed (e.g., the Marlin Cowboy Rifle).
- Trigger shoes, compensating ports, counter weights, bull barrels and all other such modifications are prohibited.
- All handguns must be carried in a safe holster capable of retaining the firearm throughout a normal range of motion.
- Revolver ammunition must have a muzzle velocity of more than 650 fps & less than 1,000 fps.
- Revolver and (main match) rifle ammunition may not be jacketed, semi-jacketed, plated, gas checked, or copper washed. It must be all lead. Molydisulfide coated bullets or equivalent are acceptable.
- Revolver and rifle ammunition must be of "single projectile" design. "Multiple projectile" bullets are illegal.
- Blackpowder means blackpowder, Pyrodex, Black Mag, or comparable propellants. Any combination of smokeless and blackpowders (so called duplex loads) is specifically prohibited.