



**COWBOY ACTION**  
**NEW SHOOTER ORIENTATION**  
**PRESENTED BY**  
**INDIAN TERRITORY SINGLE ACTION**  
**SHOOTING SOCIETY**  
**I.T.S.A.S.S**  
**A SASS AFFILIATED CLUB**



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## WHAT IS “SASS”

The Single Action Shooting Society is an international organization created to preserve and promote the sport of Cowboy Action Shooting. SASS members share a common interest in preserving the history of the Old West as well as competitive shooting. It is owned and operated by a group called the Wild Bunch. See their website for more details – [www.sassnet.com](http://www.sassnet.com)

## WHO IS ITSASS?

Indian Territory Single Action Shooting Society is a SASS affiliated club, located at the Red Castle Gun club on the John Zink Ranch. ITSASS is run by its own board. You can find more at <http://www.itsass.net>

## OLD WEST ALIAS & COSTUMES

Each shooter is required to adopt an “Alias” appropriate to a character or profession of the late 19th century, a Hollywood western star or an appropriate character from fiction. This alias is registered with SASS and is one of a kind.

Shooters are encouraged to “dress the part”. Costuming is part of the fun and allure of our sport. Costumes can be created in the “Spirit of the Game”. This means shooters are creating their costumes to the best of their ability, imagination and budget. The “costume police” will not come and send you home if you have a zipper! However, there are a few categories where certain aspects of a costume are required and will be monitored. examples: Classic Cowboy and B-Western.

# GENERAL SAFETY RULES

- 1) You can never be too safe!
- 2) Eye and & Ear protection are required while on the range during an event
- 3) All competitors are Safety Officers
  - a) Each Shooters responsibility is for his or her own safe conduct, and all shooters are to remain alert for unsafe actions of others
  - b) Range Officers and shooters are expected to confront any participant observed in an unsafe situation
  - c) "Cease Fire!" "Cold Range" or "Stop!" If at any time an unsafe condition develops, the Timer Operator will immediately shout "Cease Fire!" "Cold Range" or "Stop!" The shooter is to stop firing and moving immediately. Any shooter at the loading or unloading table will place their guns on the table – hands off
  - d) "Hot Range" – once the unsafe condition has been cleared, shooting will resume with the call "Hot Range"
- 4) Proper handling of firearms
  - a) All un-loaded guns must be carried safely
    - i) From the car to the gun cart
    - ii) From the gun cart to loading table
    - iii) From the stage/shooting line to the unloading table
    - iv) From the unloading table to the gun cart

v) From one stage to the next

vi) Carry empty and cleared revolvers holstered, empty and cleared rifle and shotgun with the action open & carried vertically. A muzzle must not be allowed to "sweep" the other participants between stages, or when moving the firearms from the gun cart to the loading tables or to/from cars.

b) No loaded Guns except at the loading table and the shooting line

i) When loading revolvers at the loading table, load five (each pistol) and let the hammer down on the empty cylinder. For the rifle, close the action and let the hammer down prior to loading any rounds and then load the prescribed number of rounds. Shotguns will remain open & empty while at the loading table.

ii) Loaded Guns should remain on the loading table until you are called to the shooting line. Once the loaded revolvers have been placed in the holsters, do not leave the loading table except to go to the shooting line.

c) While on the shooting line:

i) Stage the firearms in accordance with the scenario. The guns are safe in this position.

ii) When drawing a revolver from its holster, the revolver shall not be cocked until it is at a 45° angle down range.

(1) Any discharge that hits the ground or stage prop from five to ten feet from the shooter, while on the firing line, will result in a Stage Disqualification.

(2) Any discharge that hits the ground or stage prop less than five feet from the shooter while on the firing line,

any discharge at the loading or unloading areas, any discharge off the firing line, or any discharge that is deemed unsafe will result in a Match Disqualification.

(3) Observe the "170°" rule. This means that Muzzles must never be pointed more than "170°", vertically & horizontally. (NOTE: The 170° safety rule means the muzzle of the firearm must always be straight down range +/- 85° in any direction. If a competitor "comes close" to breaking the 180° safety plane, the 170° safety rule has been violated and the competitor is at fault).

iii) Movement is not allowed with a loaded, cocked firearm. Movement is defined by the basketball "traveling" rule. Whenever a shooter has a loaded, cocked firearm in hand, at least one foot must remain in place on the ground.

iv) Ammunition dropped by a shooter in the course of loading or reloading any firearm during a stage or "ejected" is considered "dead" and may not be recovered until the shooter completes the course of fire. The round must be replaced from the shooter's person or other area as required by stage description, or if the round is not fired it is counted as a missed shot. The round(s) will be returned to you at the unloading table.

## 5) Range Rules

a) No alcoholic beverages are allowed on the John Zink property, at any time!

b) Both prescription and non-prescriptions medications that may cause drowsiness or any other physical or mental impairment must be avoided!

## 6) SASS Handbooks

a) The Shooter's Handbook -This Handbook includes the specific rules, regulations, and general guidelines adopted by the Single Action Shooting Society.

b) The SASS Range Operations Basic Safety Course – ROI - The purpose of this course is to ensure safety and consistency at every SASS club match, no matter what size the match. Each SASS competitor who sets foot on a range is a Safety Officer, responsible for his/her own safety and the safety of those nearby. It is our intent that every ITSASS competitor has the knowledge to function as a Range Officer, given appropriate coaching on the range by experienced personnel. So the homework assignment is to read the Shooter's Handbook and the SASS Range Operations Basic Safety Course Handbook.

c) SASS Range Officer Training Course – ROII - offers an in-depth interpretation and further clarification of these rules along with applicable penalties. The SASS Range Officer Training Course's objective is to eliminate personal injury during a Cowboy Action Shooting match. It is designed to strengthen the integrity of SASS' Cowboy Action Shooting safety record. The SASS Range Officer Training Course is a risk management program for SASS Cowboy Action Shooting™ matches. This course material is designed to help clarify and interpret the SASS Shooter's Handbook.

d) The very latest version of these Handbooks can always be found on the SASS web site, <http://www.sassnet.com/Shooters-Handbook-001A.php>.



# WHAT CAN I EXPECT AT A SHOOT?

At each shoot, shooters will get their gear and guns ready then sign up and pay their fee for the day. Once everyone has shown up and signed in, an officer will go over the safety rules, pledge of allegiance and any news for the club or from its members. After that, Posses will be announced and separated (if needed) and everyone will go to their appropriate stage to get started!

If you need some help understanding some more about what's what and who's who, here are some of the terms of people and things you'll be able to expect to see and hear about on your first shoot:

- Posse – you will sign up on a Posse which is a group of usually 12 to 16 shooters who will shoot together that day
- Stages - this is where the shooter will be shooting at designated targets. A monthly match generally contains 6 separate "Stages"
- Scenario – scenarios are how the "Stage" should be shot. It includes how many rounds for each gun and the shooting sequence. It may also include a story and possibly a line or maybe even an action for the shooter to perform. The "Scenario" is written with both new and experienced shooters in mind. The goal of the Scenario writer is to write safe and challenging sequences for experienced shooters but not so hard that new shooters get discouraged.
- Loading Table – when it is time to shoot (generally there is no order, just get up there when you are ready) you will take your unloaded guns to the "Loading Table"
  - ◆ All guns should be left on the table until it is your turn to shoot
  - ◆ Move from the loading table to the shooting line when called by the R.O. (Range Officer) – keeping muzzles pointed down range!
  - ◆ Shooters should be allowed to focus on loading their guns safely and to prepare for the upcoming scenario. For some

shooters this is not the best time for conversation, so you may need keep it to a minimum

- Shooting Line - is where you will be shooting from. Movement may be required and it can be lateral or forward, based on the Stage design
- Unloading Table - you will move to the "Unloading" table after you have finished shooting. Each gun MUST be shown to the "Unloading Table" marshal to verify that they are empty BEFORE you leave the table
- RO (Range Officer) or T.O. (Timer Operator) - is the person that is timing you. The purpose of the R.O. or T.O. is to safely assist the shooter through the course of fire. (ex: what do I shoot next?) It is not their job to count your misses or stop you from shooting out of order. They will also take control of a gun that has mal-functioned. (Ex: a squib – a round is stuck in the barrel). The R.O. will ask "Is the shooter ready" before the beep.
- Unloading Table Marshall – will verify that ALL guns are empty by visually inspecting all chambers. Rifles & shotguns should be cycled to verify their magazines are empty. All of this will be done before you leave the table
- Spotters (Counters) - there will be 3 "Spotters" whose job is to count MISSES, watch to see if the shooter follows the "Scenario", and observe safety protocols. If they think it is a "hit", then it's a "hit" but if they think it's a "Miss", then it's a "Hit". Only if they are sure that it is a "Miss" will they count it as a "Miss". The benefit of the doubt always goes to the shooter. The R.O. will only look to the Spotters for this information. The Spotters will stand out of the path of the shooter, behind the firing line, where they have a good view of the targets.
- Score Keeper - writes down the "Time", "Misses", "Procedurals" and/or "Safeties" reported by the R.O.
- Brass Picker - performs an invaluable service! They will pick up your used brass and return it to you at the un-loading table!

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

All of the people performing these functions will change as the Posse moves through the Stage. All Shooters are expected to perform at least one of these functions, based on their ability. If you can't bend over or stand for long periods of time, then you can spot or manage the Loading or Unloading table or even keep score. There is something for everyone! The R.O. is the only position that has to have SASS certification.

Too much to remember? Just ask the R.O. or another Posse member what you can do to help and they will find something for you!

## PENALTIES

Penalties – a designated amount of “time” will be added to your overall time:

- 5 seconds for:
  - o each missed target
  - o each unfired round
  - o each target hit with an incorrect firearm, either intentionally or by mistake
- 10 seconds for: (Procedural)
  - o Failure to engage
  - o Shooting targets out of order
  - o Failure to adhere to category guidelines

- 10 seconds for: (Minor Safety)
  - o Failure to leave action open on long guns at end of shooting string
  - o Leaving empty or live rounds in magazine or carrier of long gun
  - o Loading more than correct number of live rounds
  - o Not returning revolvers to leather, unless otherwise specified
  - o Open, empty long guns that slip & fall but don't break the 170° safety rule or sweep anyone
  - o Retrieving a "dead" round
  - o Cocking a revolver before it reaches 45° downrange
- Stage Disqualification
  - o Any dropped, unloaded weapon anywhere between the loading and unloading tables
  - o Any unloaded long gun that slips and falls and breaks the 170° rule
  - o A discharge that strikes between 5' & 10' of the shooter
  - o Violation of the 170°/failure to manage muzzle direction
  - o Returning a revolver to leather with the hammer not fully down on a spent round or empty chamber
  - o A cocker revolver leaving the shooters hand
  - o A live round left in a long gun

- o Second offense of same violation, same match
- o Changing location with a live round under a cocked hammer
- o Unsafe firearm handling, such as fanning
- o Loading at other than designated loading position or firing line
- o Use of an illegal or illegally modified firearm or illegal items
- o Sweeping anyone with an unloaded firearm
- o Failure to adhere to loading & unloading table procedures
- o Dry firing at the loading table
- o De-cocking a revolver, rifle or hammer shotgun with a live round under the hammer
- o Arriving at the next stage with an un-cleared firearm from the last stage (Assessed on previously completed stage)
- o Illegal items:
  - Shotgun belts not worn above the pistol belt or touching the belly button
  - Holsters departing from the vertical by more than 30°
  - Two main match revolvers worn on the same side
  - Loading during stage from a bandolier that is tied down in any manner
  - Modern shooting gloves

-Short sleeved shirts (male competitors only), T-shirts & tank tops  
(long sleeved Henley type with buttons are OK)

-Modern feather cowboy hats

-Designer jeans & Ball caps

-Tennis shoes/athletic shoes or combat boots

-Apparel displaying manufactures, sponsors or team logo

-Nylon, plastic or Velcro accouterments

-Wearing a shotgun slide on a shotgun belt

- Match Disqualification

- o Two Stage DQ's or two Spirit of the Game penalties assessed during the same match

- o Belligerent attitude/Unsportsmanlike conduct

- o Shooting under the influence of alcohol, prescription, or other medication that may impair the shooters physical or mental abilities

- o Shooting illegal ammunition

- o Dropping a loaded weapon

- o Any discharge that hits the stage or prop within 5' from the shooter or from the loading or unloading table

- o Sweeping anyone with a loaded weapon

- o 30 second penalty "Spirit of the Game"

- o Willfully shooting a stage other than the way it was intended to gain an unfair advantage
- o Shooting ammunition that does not meet the power factor, minimum velocity
- o Willfully refusing to make an attempt to complete any non-shooting procedure written within the stage design
- o Note: two Spirit of the Game penalties will result in a Match DQ

## THE DAY OF THE SHOOT

Shooters arrive at the range

Targets need to be set up, volunteers are always appreciated

Shooters pay their dues and sign up on a Posse

Safety Meeting begins with the Pledge of Allegiance

Announcements are made

Safety rules are reviewed

New shooters are paired up with an experienced shooter (Buddy system)

Posses are read off and everyone moves to their first stage

Shooting begins!

R.O. will gather the "Posse" and read the Scenario

R.O., Spotters, score keeper, brass picker are chosen/volunteer and move into place

Shooters will start loading at the Loading Table

R.O. calls the shooter to the line

R.O. makes sure the shooter is ready

ATB (at the beep) shooter begins shooting the Scenario

A Scenario may be re-shot only in the case of Prop failure

When shooter has completed the scenario

Shooter safely carries empty guns to the unloading table (watching muzzle direction)

Shooter will empty both Pistols and then show that ALL guns are empty

Shooter return guns back to gun cart

R.O. will survey the spotters for misses, procedural, safety's

R.O. will report the "Time", "Misses" & "Procedurals'" to the score keeper

Brass picker will return empty brass to the unloading table

As soon as the line has been cleared, the shooter is at the unloading table, the score has been recorded and brass has been picked up – it starts all over again with the next shooter!

Shooter will assume a duty (based on their ability)



End of the day

The steel has to be taken down. Volunteers are always appreciated!

Grounds will need to be policed for trash

**A Posse that works well together is a happy Posse!**

## **FIREARMS**

### **REVOLVER REQUIREMENTS**

Original single action revolvers manufactured prior to 1899, their approved replicas, and the SASS approved single action adjustable sight revolvers are the only revolvers approved for use in SASS main match competition. The rules relative to SASS approved revolvers depend upon the competition category in which one participates. Sights are a major factor for determining in which category a revolver may be used. Certain shooting categories require a specific type of revolver and ammunition be used. Please see the shooting categories for further information. No more than two main match revolvers may be carried to the firing line.

#### **REVOLVER CALIBERS**

- Must be centerfire calibers of at least .32 caliber and no larger than .45 caliber or percussion calibers of at least .36 caliber and no larger than .45 caliber.
- Must be in a caliber commonly available in revolvers. Examples include, but are not limited to, .32-20, .32 Magnum, .357 Magnum, .38 Special, .44 Magnum, .44-40, and .45 Colt).

- Standard velocity .22 caliber rimfire ammunition is allowed within the Buckaroo Category only.
- Although the .32 caliber revolvers and .36 caliber cap and ball revolvers are legal, they may not be powerful enough to handle all reactive targets.

## RIFLE REQUIREMENTS

Rifles or carbines used in the main and team matches must be original or replicas of lever or slide action rifles manufactured during the period from approximately 1860 until 1899, incorporating a tubular magazine and exposed hammer. Rifles with box magazines may not be used. Certain shooting categories require a specific type of rifle and ammunition to be used.

Please see the shooting categories for further information

### RIFLE CALIBERS

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- Must be in a caliber commonly available in revolvers. Examples include, but are not limited to, .32-20, .32 Magnum, .357 Magnum, .38 Special, .38-40, .44-40, .44 Special, .44 Magnum, and .45 Colt. The only allowed exceptions are the .25-20 and .56-50. No rifle calibers such as .30-30 or .38-55 are allowed.
- Buckaroo/Buckarette Category competitors choosing to utilize 22 caliber firearms must use standard velocity .22 caliber rimfire ammunition only.

## SHOTGUN REQUIREMENTS

Any side-by-side or single shot shotgun typical of the period from approximately 1860 until 1899 with or without external hammers, having

single or double triggers is allowed. Automatic ejectors are allowed on single shot break action, lever and pump action shotguns ONLY. Side-by-side shotguns may not use automatic ejectors. Lever action, tubular feed, exposed hammer shotguns of the period are allowed, whether original or replicas. The only slide action shotgun allowed is the Model 1897 Winchester shotgun, whether original or replica. Certain shooting categories require a specific type of shotgun and ammunition to be used. Military configurations are not allowed (i.e., trench guns). Please see the shooting categories for further information.

### SHOTGUN GAUGES

- Side-by-side, single shot, and lever action shotguns must be centerfire of at least 20 gauge and no larger than 10 gauge.
- Slide action shotguns must be centerfire of at least 16 gauge and no larger than 12 gauge.
- Side-by-side, single shot, and lever action

## AMMUNITION REQUIREMENTS

\*All main match ammunition must be center fire, all lead. No copper jacketed, copper wash or gas checks allowed.

\*Maximum speed of ammo, Rifle 1,400 FPS maximum. Pistol 1,000 FPS.\*SASS requires a minimum power factor of 60. (Bullet weight times velocity and divided by 100) and an absolute minimum of 400 fps.

\*Many clubs have a minimum speed of 650 FPS or similar. It is their option.

\*Round Nosed, Flat Point bullets should be used in the rifles tubular magazine.

\*Black powder or black powder substitutes are used in some shooting categories. Must meet

## **MINIMUM SMOKE REQUIREMENTS**

\*Shotgun ammunition must be all lead, shot size #4 or smaller (many clubs are 7 1/2 or smaller), no magnum or high-velocity.

\*.22 Caliber, standard velocity rimfire permitted for Buckaroo category only (optional).

## **GUN CARTS**

All firearms must be transported safely from the moment you arrive till the moment you leave. You will need a method of carrying all of your guns, ammo, empty brass and miscellaneous supplies. There are many different designs for gun carts from push to pull and even drive! You will find examples of all of these different kinds at any shoot you attend.

## **RESOURCES**

While we encourage the support of our fellow Cowboy/Cowgirl vendors, don't overlook shopping at Thrift Stores like Goodwill and Salvation Army. They are an endless source of inexpensive clothes. Ladies can find skirts and blouses usually for less than \$5.00 For men, look for jeans, canvas pants and cotton shirts.

By taking the collar off of a shirt or the belt loops off jeans you instantly have period correct clothes. So you can dress in the "Spirit of the Game"

while on a budget! Check out [www.shopgoodwill.com](http://www.shopgoodwill.com) & [www.ebay.com](http://www.ebay.com) for boots & hats – you will be surprised at what you can find!

## **SPIRIT OF THE GAME**

Cowboy Action Shooting™ has adopted an attitude towards their participation that we call “The Spirit of the Game.” It is a code by which we live. Competing in “The Spirit of the Game” means you fully participate in what the competition asks. You try your best to dress the part, use the appropriate competition tools, and respect the traditions of the Old West. You do not look for ways to create an unfair advantage out of what is or is not stated as a rule or shooting procedure. Some folks would call “The Spirit of the Game” nothing more than good sportsmanship.

A “Spirit of the Game” infraction occurs when a competitor willfully or intentionally disregards the stage instructions in order to obtain a competitive advantage (i.e., taking the penalty that would result in a lower score or faster time than following the instructions) and is not assessed simply because a competitor “makes a mistake.” In such a case, in addition to any penalties for misses, a 30-second failure to engage/Spirit of the Game penalty is assessed.

Shooting ammunition that does not meet the power factor or minimum velocity is also a “Spirit of the Game” infraction. Two “Spirit of the Game” penalties within a match will result in a Match Disqualification.

## **RUCKUS IN THE NATIONS**

The “Ruckus in the Nations” is the State Championship shoot held in September. It consists of 3 days of competition.

- Thursday – Side Matches – these are fun, quick events for either the fastest time or most hits. Side matches are a great way to get to meet your fellow competitors, shoot the guns you don’t often get to shoot and to just have fun!

- Friday & Saturday – Main Matches – stages/scenarios are set up like a monthly match only there will be more of them, generally 10 – 12.

## **PURSUIT INTO THE OSAGE NATIONS**

“Pursuit into the Osage Nations” is a premiere shoot held in the beautiful and historic Woolaroc Ranch in Bartlesville, Oklahoma each year in June. This shoot consists of 3 days of competition, wildlife roaming through camp and comradery. There are no “P’s”, or Procedurals, during this shoot, so if you mess up, we won’t count it against you. (Note: that does not include misses. Only if you happen to shoot things out of order, by mistake.)

- Thursday – Side Matches – these are fun, quick events for either the fastest time or most hits. Side matches are a great way to get to meet your fellow competitors, shoot the guns you don’t often get to shoot and to just have fun!

- Friday & Saturday – Main Matches – stages/scenarios are set up like a monthly match only there will be more of them, generally 10 - 12

The shoot is held during open Ranch hours, so many spectators will join in on watching the fun. Family friendly, so you can bring the kids and grandkids to camp with you.

## **ITSASS & RED CASTLE MEMBERSHIPS**

All shooters are encouraged to join both ITSASS & Red Castle gun clubs. Your dues go towards supporting our clubs efforts to provide a world class shooting environment for our shooters!

You may find more about the ITSASS membership on the website – <http://itsass.net/membership>.

# GLOSSARY

## ~B~

Brass picker – the person who is picking up the spent brass after a shoot has completed the Scenario.

Bonus - Some stages have a bonus shot that is usually more difficult than normal. If obtained, the shooter can be awarded a -5 to -10 second reduction in the shooters time for that stage.

## ~C~

Cease Fire - Stop shooting immediately

Cold Range - Do not handle firearms

Continuous Sweep - Continuing a sweep, where you left off, when a second gun is used in the sequence (usually with two pistols shot back to back)

## ~D~

Down Range - Do not handle firearms, workers are down range

Double tap - Shooting a target twice in succession

Dry Fire – the act of engaging an empty firearm at the loading table

Dump - Shooting a target 5 times in a row

## ~G~

Gun Cart – a method of safely carrying your guns, ammo & supplies from the car, each Stage and back to the car

## ~H~

Hogleg – Revolver

Hot Range - Firing is about to take place, do not go down range

## ~I~

ITSASS – Indian Territory Single Action Shooter Society

## ~L~

Loading Table – table where you will load your guns for a Stage

## ~M~

Match DQ - Disqualification from the entire match

Minor Safety Violation - Shooter is given a 10 second penalty

Miss - A missed target. Shooter is assessed a +5 second penalty for each miss

Muzzle Direction – muzzle should always be pointed Down Range

## ~N~

Nevada Sweep - A sweep that goes in one direction, then returns back in the other direction without double tapping the end target

## ~O~

On The Clock - Anything that takes place after the starting buzzer goes off and the last shot is fired in the stage



## ~P~

Period - Generally, the late 1800's. Could include 50's cowboy western movie items. Some items, like double action revolvers, are period but not permitted

Posse – group of shooters that are shooting together for a match

Posse Leader - Responsible for running the posse. Assigns jobs, sees that posse is on the proper stage at the proper time, delivers scores to match director or match score person

Procedural - A non-safety shooting error. Unintentionally shooting targets out of order or not performing a stage direction or missing a stage requirement. Shooter is assessed a +10 second penalty. Only one "P" can be assessed per Stage

Prop - Decorations and items that add to the look of a stage. Sometimes there are props that need to be handled in a specific way, during the course of the stage

## ~R~

Rank Points – how you placed (according to raw time + penalties) to all other shooters for a Stage and then for Overall

Raw Time - The shooters time before any misses, procedurals, safety infractions or bonus scores have been added.

Reload - Some stages call for a reload on the rifle or pistol in the middle of the stage and on the clock. Usually, instructions are very specific as to when and how it is done

Re-shoot - Under some conditions, the shooter will be offered an opportunity to shoot the stage over. Prop failures, interference from a posse worker and

a timer problem, for example. Reshoots are not awarded for gun failure or ammunition failure after the first round has gone downrange (state level or above match). If shooter starts over, misses or procedural do not carry over. Safety infractions do carry over on a reshoot.

RO / Range Officer - Controls the firing line. Responsible for the overall safety & activity and is usually the person with the timer

Ruckus in the Nations – The Oklahoma State Championship



Safety - A minor safety infraction. Scored as a +10 second penalty

SASS – Single Action Shooter Society

Score Keeper – the person who is recording the raw time + penalties

Shooting line – where you will start shooting the Scenario

Side Match - Additional matches held with main match guns and special firearms used in side matches only. Long range big bore rifles, derringers and pocket pistols as an example. Usually held at annual, state, regional and above matches

Spirit of the Game - means you fully participate in what the competition asks

Spotter - Persons that count shots, misses and penalties.

Stage – where the shooting scenario takes place. Can also refer to placing your guns in the appropriate location according to the scenario.

Stage DQ - Disqualification from a stage. Scored 999.99 in a Rank Point match.

Squibb - A low report from a firearm that indicates that a bullet may be lodged in the barrel.

DO NOT FIRE ANOTHER ROUND.

Stage - One of the courses of fire.

Stage Your Guns - Place guns in required location prior to shooting the stage

Sweep - This is shooting targets, in a left to right or right to left order. At the end of the targets, you start over where you began. You could be shooting them single, double or triple tap. Example: 1,2,3,4,5,1,2,3,4,5



Target – the object that you are shooting at, generally steel plate but it could be anything!

Timer - An electronic device that will buzz at the beginning of a shot string and records the time of the shots, in particular, the last shot. The time is then used on the shooters score card as their raw time.

Timer Operator – the person that is running the “Timer”

Triple Tap – engaging a single target 3 times. Example 1,1,1,2,2,2,3,3,3



Unloading Table – where you will verify that your guns are unloaded after shooting a Stage