

RO Committee Rule Clarification and Interpretation SASS TG Summit Dec. 2008

These clarification and interpretations of existing rules in force now.

1. Miss v. Procedural use of the flow chart. Engage is now changed to **hit**. Takes away the penalty from situations where targets are close together and a missed target hits the wrong target. (Shooter must be able to clearly miss a target).
2. RO and TO are responsible for shooter being in the correct position and location. Shooter is responsible for staging guns, ammo and anything else except correct position and location.
3. Moccasins: They are not allowed in Classic Cowboy & B-Western.
4. There is No Scabbard Rule: Match directors must decide whether or not long guns must remain open.
5. Movement with SG and Rifle: **A spent round or rounds in either long gun you can move with the hammer down on spent rounds or round in the chamber with action closed.**
6. When can you fix closed action or spent round on carrier before you get penalty: **Before next gun is fired, not used.**
7. When does penalty occur for picking up drop dead round: When shooter picks the round up. **Shooter can use the round to avoid a miss but the MSV stays.** (It's OK to pickup after the shooting part of the stage is over).
8. Empty hull or shell left in long gun on last firearm fired. When does penalty apply: **Clarification is when the firearm leaves the shooter's hand.**
9. Firing Line: **Defined as first gun placed on Load table to last gun removed from the unload table.**
10. Classic Cowboy no straw or Palm hats.
11. Only 2 live rounds in a SG at a time, however you can fire the last live round and load 2 rounds in the magazine without opening the gun.
12. Coaching: Never grounds for re-shoot. Shooter is responsible for knowing the stage. Common sense rides here if you instruct the shooter to stop he/she better stop and a re-shoot should be awarded if needed.
13. Empty long gun carefully placed falls but does not break's 170 is 10 sec. MSV. If gun breaks the 170 SDQ. Words carefully and carelessly have been removed. **Penalty now applies no matter how the gun was placed (this does not include actual failure of a prop example block on store front fails and gun falls).**