



Dear New Shooter,

Welcome to the *Gold Coast Gunslingers Cowboy Action Shooting Club (GCGS)*. As a new club member, we encourage you to read the SASS handbook as you will be expected to abide by these rules. If you are a new member, a copy of the handbook is available on the SASS website at www.sassnet.com, click on *Shooters Handbooks*

Enclosed in the New Shooters Packet you will find the following items:

- *New Shooters Orientation*, a brief guide from GCGS to new shooters
- *Pocket RO Card*, that can be carried in your gun cart
- *Standard Operating Procedures (SOP)*, which include club safety rules which are range specific and may not be contained in other SASS handbook information
- *Order Form* for the Gold Coast Gunslingers Club Badge

Gold Coast Gunslingers has been in existence and shooting at Markham Park since 1998. We are a non-profit family organization promoting the Single Action Shooting Society (SASS), the cowboy spirit and the encouragement of organized pistol, shotgun and rifle competition among responsible persons. All members of the Gold Coast Gunslingers are encouraged to become members of SASS. All shooters shall adhere and abide by the rules and regulations of SASS.

The *Gold Coast Gunslingers* has a group of volunteer instructors who help new members get acquainted with the club and help you enhance your shooting skills emphasizing safety. While **all** members should be considered a resource, instructors have volunteered to work with new shooters during practice days and at our monthly shoots. Instructors can also be contacted if you have questions between shoots. They are listed below.

Monthly Club Meetings are held at the Weston Marriott (200 N. Commerce Parkway; Weston, Fl. 33326) at 7:00 P.M. on the 3rd Wednesday of every month. Members are encouraged to attend.

Monthly Matches are held on the first Saturday of every month at the Markham Park 50-yard target range. The club also has mid-month match & practice shoots. Often during the practice days various levels of shooting classes for beginner, intermediate and advanced shooters will be given by club volunteers. During the year the club also organizes cowboy socials to get together in a social environment where members can get to know each other better. These socials are generally gatherings at restaurants and or pot luck lunches at the range.

A schedule of shoots, socials and all club events can be found on our new Facebook page or the club website at www.goldcoastgunslingers.com. Other information you will find on the website are monthly shoot results and links to other Florida clubs. All members in good standing are entitled to a **goldcoastgunslingers.com** email address. The email address is your SASS alias **@goldcoastgunslingers.com**. This address will forward your alias emails to an email address of your choice and will give others in the club and SASS community the ability to communicate with you without anyone giving your personal email address without your permission.

Instructors:

George Washington McLintock
Hoosgow Hank
Medicine Bow

Jeremiah Longknife
Miss Conduct
Lady Lilley O'Valley

Thank you for joining the *Gold Coast Gunslingers*, we hope you have a wonderful experience.

Sincerely,

GCGS Officers & Members

COWBOY ACTION

NEW SHOOTER ORIENTATION



*Gold Coast Gunslingers Single Action
Shooting Society*



A SASS Affiliated CLUB

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“Single Action Cowboy Shooter” NEW SHOOTER ORIENTATION

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.

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 or an historic figure (preferably western), or a catchy, clever play on words such as “Hoosegow Hank” or “Angus McNasty”.

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 & 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) **a) Treat all guns as if they are ALWAYS loaded & ALWAYS clear the gun every time.**
 - b) Point ONLY at an object you wish to destroy.
 - c) Keep your finger off the trigger & outside the trigger guard until you are ready to shoot.
 - d) Know your target and what is beyond.
- 4) **All competitors are Safety Officers.**
 - a) Each Shooter's responsibility is for his or her own safe conduct and all shooters are to remain alert for unsafe action 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 (TO) will immediately shout “Cease Fire!”, “Cold Range” or “Stop!”, the shooter is to stop firing and moving immediately. Any shooter at the loading or un-loading table will place their guns on the table-hands off & back up 3 feet.
 - d) **“Hot Range”** -once the unsafe condition has been cleared, shooting will resume with the call “Hot Range”.
- 5) **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 the 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, carry and cleared rifle and shotgun with the action open and 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 and 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 Timer Operator calls you as “next shooter”, loaded revolvers may be placed in the holsters. **Do not** place pistols in holsters until called by Timer Operator.

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 5’ to 10’ from the shooter, while on the firing line, will result in a Stage Disqualification (SDQ).
- 2) Any discharge that hits the ground or stage prop less than 5’ 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 (MDQ).
- 3) Observe the “170°” rule. This means that muzzles must never be pointed more than “170°”, vertically or 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 & results in a SDQ.

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. (Shuffling to maintain balance or adjust stance is permitted as long as shooter doesn’t change location.)

iv) Ammunition “dropped” by a shooter in the course of loading or reloading any firearm during a stage or “ejected” may be retrieved and replaced or alternatively must be replaced from shooter’s person or other area as allowed by stage description. Dropped rounds may be recovered & used, recovery must be performed safely.

6) Range Rules

a) **No alcoholic beverages are allowed on the Markham Park Shooting Range at any time.**

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

c) Markham Park is a cold range, which means all firearms will remain UNLOADED except while you are under direct observation of a range officer.

d) No holstered guns in the parking lot. If you need to use toilets or go to your vehicle, secure your unloaded pistols in your gun card or place on the unloaded table with action open.

e) Dry firing is NOT PERMITTED at any time.

7) SASS Handbooks

a) **Shooters Handbook** – This handbook includes the specific rules, regulations and general guidelines adopted by the Single Action Shooting Society. This can be found online at www.sassnet.com, click on shooters handbook.

- b) **SASS Range Operations Basic Safety Course - RO1**- 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 shooting competitor has the knowledge to function as a Range Officer, given the appropriate coaching on the range by experienced personnel. So, the homework assignment is to read the Shooters Handbook and the SASS Range Operations Basic Safety Course Handbook (RO1).
- c) **SASS Range Officer Training Course - RO2** – offers an in-depth interpretation and further clarification of these rules along with applicable penalties, The SASS Range Officer Training Courses’ 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.

When You First Get To The Range

- 1) Let them know you are a new cowboy shooter, register for the shoot and sign up on a posse.
- 2) Once signed in, load your gun cart with eye & ear protection, leather, enough ammo and guns (make sure all guns are unloaded). No uncovered guns can be carried unless in cart.
- 3) A Shooters Safety meeting will be held before all shooters posse up for shooting. **YOU MUST ATTEND!** Remind your posse leader that you are a new shooter.
- 4) POSSE UP; You are part of a shooting group at one of the stages of fire, called a Posse. **ALL** Posse members have a job to do. A posse has a range officer, scorer, 3 spotters, a safety person at the loading & unloading tables. Other posse chores include picking up brass & resetting steel knockdown targets.

What Can I Expect At The Stage

- ❖ **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 5 or 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 possible 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 the new shooters get discouraged.
- ❖ **Loading table** – when it is time to shoot take your unloaded guns to the “Loading Table”.
 - Load your pistols with only 5 rounds (NEVER 6) with hammer down on an empty chamber, DO NOT HOLSTER, leave them on the table, muzzle pointing down range. CLOSE the action of your rifle and lower the hammer. With the muzzle down range, load required amount of rounds in rifle. DO LEVER A ROUND. Place your shotgun open & empty on the table, DO NOT LOAD your shotgun.
 - 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 conversations, so you may need to keep it to a minimum.

- ❖ **RO** will call you to the shooting line when you're up. Only at this time will you safely place your pistols in your holsters. Do not cock them and keep your hands off the hammers & triggers. Pick up your rifle and shotgun with muzzles up and carry them to the line. You will stage your guns and yourself in the starting area. The RO will ask "are you ready" or "shooter ready"? When you are, reply "ready" or "shooter ready" or whatever the line may be. RO will say "stand by" and you will begin shooting when you hear the "BEEP".

NOTE: When shooting, you NEVER move with the guns cocked or point any muzzle to the side breaking the 170° rule, leave all long guns actions open. The RO will instruct you when finished to proceed to the unloading table to unload all guns safely & be verified clear.

- ❖ **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. NEVER CROSS OR MOVE IN FRONT OF THE SHOOTING LINE.
- ❖ **Unloading Table** – you will move to the "Unloading" table after you have finished shooting. Each gun **MUST** be shown to the "Unloading Table Officer" to verify that they are empty **BEFORE** you leave the table.
- ❖ **RO (Range Officer or TO (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 at 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 malfunctioned. (ex: a squib – a round stuck in the barrel). The R.O. will ask "Is the shooter ready" before the beep of the timer.
 - **NOT FOLLOWING THE COMMANDS OF THE R.O. OR T.O. CAN RESULT IN A MATCH DISQUALIFICATION (MDQ).**
- ❖ **Unloading Table Safety Officer** – will verify that **ALL** guns are empty by visually inspecting all chambers. Rifles and shotguns should be cycled to verify their magazines are empty. All of this will be done **before** you and your guns leave the "Unloading Table".
- ❖ **Spotters (Counters)** – there will be 3 "Spotters" whose job it is to count your **MISSES**, watch to see if the shooter follows the "Scenario" and observe safety protocols. If they *think* its' a "Hit" then its' a "Hit", but if they *think* its' a "Miss", then its' 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 & the TO, behind the firing line, where they have an unobstructed view of the targets. Spotters also reset any knock down targets.
- ❖ **Score Keeper** – writes down the "Time, "Misses, "Procedurals and/or "Safeties reported by the R.O. or T.O.
- ❖ **Brass Picker** – performs an invaluable service! They will pick up your used brass and return it to you at the unloading table.
- ❖ **All Posse Workers** must not interfere with passage of shooter while shooting and on way to unloading table.
- ❖ **Safety Flags** – yellow or red flags. Red flags displayed means to stop all activity immediately. Yellow flags displayed means to finish activity &/or firing. Do not touch firearms after stopping when safety flags have been displayed and step back 3 feet.

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 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 extended 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 must 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 to do!

Penalties

- ❖ Penalties – a designated amount of “time” will be added to your overall time.
 - **5 seconds for:**
 - Each missed target
 - Each unfired round
 - Each target hit with an incorrect firearm, either intentionally or by mistake
 - **10 seconds for (Procedural)**
 - Shooting targets out of order
 - Failure to adhere to category guidelines
 - **10 seconds for: (Minor Safety)**
 - Leaving empty or live rounds in magazine or carrier of long guns
 - Loading more than the correct number of live rounds
 - Not returning revolvers to leather, unless otherwise specified
 - Open, empty long guns that slip & fall but don't break the 170° safety rule or sweep anyone
 - Cocking a revolver before it reaches 45° down range
 - **30 seconds for: (Failure to Engage/Spirit of the Game)**
 - Willfully shooting a stage other than the way it was intended to gain an unfair advantage
 - Willfully refusing to make an attempt to complete any non-shooting procedure written within the stage design
 - **Stage Disqualification**
 - Any dropped, *unloaded* weapon anywhere between the loading and unloading tables
 - Any unloaded long gun that slips and falls and breaks the 170° rule
 - A discharge that strikes between 5' & 10' of the shooter
 - Violation of the 170° rule (failure to manage muzzle direction without sweeping anyone)
 - Returning a revolver to leather with the hammer cocked (not fully down) or down on a live round
 - A cocked revolver leaving the shooters hand
 - A live round left in a long gun chamber
 - Changing location with a live round under a cocked hammer
 - Unsafe firearm handling, such as fanning
 - Loading at other than designated loading position or firing line
 - Use of an illegal or illegally modified firearm or illegal items
 - Sweeping anyone with an *unloaded* firearm
 - Failure to adhere to loading & unloading table procedures
 - Dry firing at the loading table
 - De-cocking a revolver, rifle or hammer shotgun with a live round under the hammer
 - Arriving at the next stage with an uncleared firearm from the last stage (assessed on previously completed stage)

- **Illegal items:**
 - Shotgun belts not worn above the pistol belt at or below 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
 - Modern feathered cowboy hats
 - Designer jeans & ball caps
 - Tennis shoes/athletic shoes or combat boots or any open shoes
 - Apparel displaying manufactures, sponsors or team logo
 - Nylon, plastic or Velcro accoutrements
 - Wearing a shotgun slide on a shotgun belt
(*Exceptions may be allowed at special themed events or summer weather*)
- **Match Disqualification**
 - Two Stage DQ's or two Failure to Engage/Spirit of the Game penalties assessed during the same match
 - Belligerent attitude/unsportsmanlike conduct
 - Shooting under the influence of alcohol, prescriptions or other medication that may impair the shooters physical or mental abilities
 - Shooting illegal ammunition
 - Dropping a loaded weapon
 - Any discharge that hits the stage or prop with 5' from the shooter or from the loading or unloading table
 - Sweeping anyone with a loaded weapon
 - Shooting ammunition that does not meet the power factor, minimum velocity
 - Willfully fails to comply with a **"CEASE FIRE OR STOP"** given by the R.O. or T.O.

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 2 main match revolvers may be carried to the firing line.*

- Revolver Calibers
 - Must be centerfire of at least .32 caliber and no larger than .45 caliber or percussion calibers of at least .36 and no larger than .45 caliber.
 - Must be in a caliber commonly available in revolvers of the time. 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 & Buckarettte Category **only**.
 - Although the .32 & .36 caliber cap & 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
 - Must be centerfire of at least .32 caliber and not 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, .44-40, .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 & Buckarettte 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 are 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 fed, 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 replicas. 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 gauges and no larger than 10 gauges
 - Slide action shotguns must be centerfire of at least 16 gauges and no larger than 12 gauges.
 - Side-by-side, single shot and lever action center fire shotguns in .410 caliber and 28 or 32 gauges are allowed in the Buckaroo & Buckarettte category **only**.

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 1000 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 require 7½ or smaller), no magnum or high-velocity. No steel or plated shot.

*.22 Caliber, 710 FPS velocity rimfire is permitted for Buckaroo & Buckarette category **only**.

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 your guns, ammo, spent brass and miscellaneous supplies. There are many assorted designs for gun carts from push to pull and even drive. You will find examples of these different kinds at any shoot you attend.

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 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.

The Gold Coast Gunfight

The “Gold Coast Gunfight” is our club’s annual shoot held in February. We encourage all members to assist with this shoot. Stages/scenarios are set up like a monthly match, only there will be more of them. Generally, there will be 5-10 stages to shoot. Awards are given afterwards for top shooters in each category. Check [“www.goldcoastgunslingers.com”](http://www.goldcoastgunslingers.com) for more information.

Resources

There are many web sites on the internet for suppliers of guns, ammunitions, leather and clothes. We also have people in our club to contact for any of these supplies. While we encourage the support of our club vendors and the internet, don't overlook the shopping at Thrift Stores like Goodwill and Salvation Army. They are an endless source of inexpensive clothing. Ladies can find skirts and bloused usually for low prices. For men, look for jeans (without labels) canvas pants and cotton shirts, By taking the collar off of a shirt or the belt loops of jeans, you instantly have a period correct article of clothing. So you can dress in the "Spirit of the Game" while on a budget! Check out www.shopgoodwill.com & www.ebay.com for boots & hats – your will be surprised at what you can find.

Clothing/Leather	Guns/ammo/Reloading
www.work-n-ranch.com	www.gunbroker.com
www.wildwestmercantile.com	www.starlinebrass.com
www.texasjacks.com	www.cowboysandindianstore.com
www.riverjunction.com	www.cowboyguncarts.com
www.recollections.biz	Hoosegow Hank – Club Member
Banks Safe & Lock -Local Supporter	George Washington McLintock – Club Member
Jeremiah Longknife - Club Member	Jeremiah Longknife - Club Member

Glossary Of Terms

Brass Picker – the person who is picking up the spent brass after a shooter 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.

Cease fire – stop shooting immediately.

Cold Range – do not handle firearms and step back 3 feet from the line.

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).

Down Range – do not handle firearms when workers are down range.

Double Tap – shooting a target twice in succession.

Dry Fire – the act of engaging an empty firearm.

Dump – shooting a target 5 times in a row.

Hogleg - a revolver

Hot Range – firing is about to take place, do not go down range (no persons beyond the firing line)

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

Match DQ – disqualification from the entire match. You may no longer shoot, but you are encouraged to remain and help with the posse you are on.

Minor Safety Violation – shooter is given a +10 second penalty for a minor safety infraction.

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

Muzzle Direction – muzzle should always be pointed *Down Range*

Nevada Sweep – a sweep that goes in one direction, then returns in the other direction without double tapping the end target.

On The Clock – Anything that takes place between the starting buzzer and the last shot is fired.

Period – generally, the late 1800's. could include 50's cowboy movie items. Some items, like double action revolvers, are period but not permitted.

Posse - the group of shooters that are shooting together for a match

Posse Leader – responsible for running the posse. Assigns jobs, sees that the posse is on the proper stage at the proper time also delivers scores to the 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.

Props – 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.

Raw Time – the time before any misses, procedurals, safety infractions or bonus' have been added.

Reload – some stages call for a reload in 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, ex prop failures, interference from a posse worker or a timer problem. Re-shoots 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 procedurals do not carry over. Safety infractions carry over on a re-shoot.

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

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

SASS – Single Action Shooting 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 (3 on each posse)

Squib – a low report that indicates that a bullet may be lodged in the barrel. **Do not fire another round.**

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. (# shots X 5 + 30 seconds)

Stage Your Guns – place guns in required location prior to shooting the stage.

Sweep – this is shooting targets, in a left to right order. At the end of the targets you start over where you began. You could be shooting them single, double or triple taps. (ex: 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 consecutively. (ex: 1,1,1,2,2,2,3,3,3)

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

