



# **CLUB Members**

# **Handbook**

**Version 3**  
**(1 April 2014)**

## INDEX

Alias .....	3	Membership Fees .....	3
Ammunition Specifications .....	6	Penalties .....	14
Annual Club Awards Rules .....	8	Permit to Acquire .....	4
Children & Safety on the Range .....	6	Personal Attendance record .....	5
Club Calendar .....	6	Practicing .....	5
Club Competition .....	6	Privacy .....	7
Club Contacts .....	2	Range Officer .....	4
Club Guns .....	4	ROI & ROII .....	4
Club Newsletter .....	6	Re-Enactment .....	3
Handgun Licence for Target Shooting .....	4	SAFETY – First, Last & Always .....	5
Handgun Licence & Permit to Acquire .....	4	SASA .....	2
Endorsement .....	4	SASS .....	3
Handgun Ownership .....	4	SASS Safety Practices .....	11
Handgun Safety Course .....	3	Social Members .....	3
Handgun Storage .....	4	Spirit of the Game .....	3
Holster Proficiency .....	4	SSAA .....	2
Inducting New Members .....	3	The 10 Commandments of .....	
Introduction .....	2	Single Action .....	7
Local Range Rules .....	13	To Be a Member .....	3
Longarm Safety Course .....	3	Working for Your Club .....	7
Long Range Rifle Rules .....	9		
Managing Visitors .....	6		
Match Participation Requirements .....	5		

### INTRODUCTION

Welcome to the Little River Raiders Single Action Shooting Club, and to the sport of Single Action shooting. The purpose of this handbook is to acquaint you with the Club and the sport.

Single Action shooting preserves and promotes the use in competition of the firearms which were typical of the American ‘Old West’: single action revolvers; lever action rifles; and side-by-side double barreled shotguns. We are a re-enactment sport and, as well as using the guns of the period of the ‘Ol’ West’, we also dress in attire reminiscent of the period.

### CLUB CONTACTS

Need further help or advice? Club Officers who can help you are:

President	Tony Diablo	0419 187 980
Club Captain	Sambuca Kid	0407 553 281
Secretary	Tiresome	0427 053 540
Treasurer	Arabella	9707 2664
Competitions		
Officer	OO Buck	0413 381 383
Safety Officer	Pot Shot Pete	0414 507 847
Publicity	Grizzly Grumps	.....0400 824 284

### SSAA - SPORTING SHOOTERS ASSOCIATION OF AUSTRALIA (VIC)

Little River Raiders Single Action Shooting Club is a sub-club of Sporting Shooters Association of Australia (Vic) (SSAA(Vic)). We are not a legal entity in our own right, but are covered by SSAA’s Company status. We are bound to observe the SSAA Rules, Articles, and Constitution.

Membership of SSAA(Vic) is a pre-condition of membership of Little River Raiders.

### SINGLE ACTION SHOOTING AUSTRALIA (SASA)

Single Action Shooting in Australia is administered by SASA which functions as the governing body of the sport, as liaison with the other shooting disciplines, and as the political voice of single action. SASA is affiliated with the World governing body of single action shooting - Single Action Shooting Society (SASS). SASA governs the regulation, safety, and crediting of our sport and sporting officials in accordance with SASS rules and protocols.

SASA is a constituent of Sporting Shooters Association Australia Inc (SSAA).

Membership of SASA is a condition of membership of Little River Raiders.

For more about SASA, visit their website [www.sasa.qir.com.au](http://www.sasa.qir.com.au) or phone Morgan Earp on 07 4695 2050.

## SASS - SINGLE ACTION SHOOTING SOCIETY

SASS is the World governing body of single action shooting. Little River Raiders observe SASS rules and protocols.

Single Action Shooting in Australia is regulated by the SASS Shooters Handbook. The SASS Shooters Handbook, together with our Local Range Rules (see later Chapter), regulates our Club events.

All members are required to familiarize themselves with the Shooters Handbook, and our Local Rules. The SASS Shooters Handbook can be downloaded from our Website [www.littleriverraiders.com.au](http://www.littleriverraiders.com.au).

## SPIRIT OF THE GAME

Our creed of good sportsmanship is summed up in the term '*Spirit of the Game*'. '*Spirit of the Game*' means that good sportsmanship takes precedence over winning, and that we will, enthusiastically, enter into 'the spirit of the game'.

*Spirit of the Game* means that you participate enthusiastically in what the competition asks for. You do not look for 'clever' ways to create an advantage out of what is, or is not stated, as a rule or shooting procedure. Belligerence or threatening behaviour is a serious breach of *Spirit of the Game*, and match disqualification can result.

*Spirit of the Game* is simple: Come to the sport in a spirit of good sportsmanship, and fellowship, and **BRING YOUR SENSE OF HUMOUR**.

## RE-ENACTMENT

Single Action Shooting is a **re-enactment** sport.

We are one of only two Victorian shooting sports that are approved to shoot handguns of more than .38cal, up to .45cal. That approval was conditional upon us being and remaining a sport which re-enacts the firearms, accoutrements and attire of the American West.

It is therefore a condition that participants must dress in a style which is consistent with the era.

Baseball caps, shorts, short sleeved shirts, and sneakers are not permitted. **'Cammies' are not permitted on our Ranges at any time.**

It is not hard to dress 'cowboy'! Jeans, a check work shirt an Akubra hat and typical work boots make a perfectly acceptable start.

Sure, you'll see some pretty flash western attire on the Range, but you can ease into that at your own pace.

## ALIAS

Each member is required to adopt an alias appropriate to the character or persona they have adopted. Your alias is registered with SASA as part of your membership of that organisation, and no SASA alias may duplicate another.

Your alias is what you will be known by, and it will be used in all Club publications.

Try to adopt an alias which is consistent with the 'cowboy' period we celebrate. Perhaps the name of a movie character from the golden era of westerns, or perhaps a

name out of history - as with Judge Parker and Capt. Jack Hays)

## TO BE A MEMBER

To be (and remain) a member of Little River Raiders you must:

- Be and remain financial within the Club;
- Be and remain a financial member of Sporting Shooters Association of Australia (Vic) - SSAA(Vic);
- Be and remain a financial member of SSAA Single Action Shooting Australia (SASA).

The membership year runs from 1 July to 30 June of the following year. Under the Firearms Act 19956 we are not allowed to carry unfinancial members. Any member falling unfinancial must be notified to Victoria Police within 7 days.

**DO NOT BECOME UNFINANCIAL BECAUSE YOUR MEMBERSHIP WILL CEASE IMMEDIATELY, AND YOU'LL NO LONGER HAVE A "GENUINE REASON TO POSSESS" HANDGUNS.**

## MEMBERSHIP FEES

Current Membership fees (as at July 2013) are:

**Joining Fees** (pro-rate by Quarters for part-year):

Ordinary Member	\$180
Senior (over 65)	\$160
Family (2 adults + 2 juniors)	\$280
Junior (under 18)	\$45
Social (non-shooting)	\$60
Interstate	\$40

**Annual Subscription (Renewals)**

Ordinary (Adult) Member	\$140
Senior (over 65)	\$120
Family (2 adults + 2 juniors)	\$240
Junior	\$5
Social (non-shooting)	\$20
Interstate	\$20

**Monthly Competition Fees:**

Ordinary members, families & Juniors (included in Membership fees)	\$0
Interstate Members	\$5
Visitors	\$10

**Note:** Cost of entry to Rawhide is included in the subscriptions of Ordinary Members (incl. seniors, families, juniors).

## SOCIAL MEMBERS

The Club also welcomes Social (i.e. non-shooting) members. We especially encourage the family and friends of our members to join.

Social members enjoy all voting rights, and are eligible to stand for office and otherwise participate in the affairs of the Club.

As a social member you are not obliged to be a member of either SSAA(Vic), or SASA.

## INDUCTING NEW MEMBERS

It is our wish at all times that new members are given every support and assistance as they settle in to our Club, and in to Single Action.

- Every Club member is expected to look out for new members, and help with advice and friendly instruction where appropriate.
- Don't feel embarrassed about being a 'newbie'. We all were, once. You'll make mistakes, and more experienced members will pull you up for them. But it's all in the spirit of giving help and guidance. We WANT you in our sport.
- New members are invited to speak with any of the listed Club Contacts (see p2 or our website) should you have any concerns.
- The Club Safety Officer will be responsible for assessing the existing skills, experience and training needs of the new member, and establishing suitable programs accordingly. These may include: appreciation of the evolution and ethics of Single Action; introduction to the SASS Handbook, ROI Course Notes and Local Range Rules; basic firearms safety; introduction to 'Course of Fire'.

Our purpose is to assist the new member to quickly become comfortable with the sport, and to feel competent to participate in competition.

## HANDGUN SAFETY COURSE LONGARM SAFETY COURSE

Unlicensed new members must, within 90 days of being accepted for membership, complete the Basic Firearms Safety Course (Handgun).

Club Captain - Sambuca Kid - can arrange these courses for you.

On completion of the course you'll be issued with a Course Certificate. It is your responsibility that a copy of this Certificate is lodged with the Club Secretary for our records.

If there is no record (e.g. Certificate) on your file of you having completed the Course, we cannot endorse your subsequent applications for a handgun licence, or any *Application for a Permit to Acquire a Handgun*. **THIS IS YOUR RESPONSIBILITY!**

New members will not be allowed to shoot (handguns or long-arms) in competition until they have successfully completed the relevant Basic Firearms Safety Course.

## HANDGUN LICENCE for TARGET SHOOTING

You must be a member of an approved handgun target shooting club to qualify for a Provisional licence for the purposes of target shooting. Little River Raiders is an Approved Handgun Shooting Club.

You must complete the Basic Firearms Safety Course (Handgun) within 3 months of obtaining a provisional licence. This is a condition of the Act.

The Provisional licence does not qualify you to own handguns. It does entitle you to use class 1, 2, and 3 handguns on an approved range.

You must participate in at least 5 'approved matches' under the Provisional licence before you can apply for a General Category Handgun Licence. Our Club requires that those 5 participations be at our Club so we may responsibly assess and as necessary train you in safe handgun handling.

Your (permanent) license application must be endorsed by a Nominated Officer of the Club. For us to endorse your licence application, we must be satisfied that you:

- have completed the Handgun Safety Course (have you provided us with a copy of your Course Certificate?);
- have a sound knowledge of firearms & safe handling;;
- have participated in at least 5 matches;
- can meet the safe storage of handguns requirements.

## HANDGUN OWNERSHIP

You must be a member of an 'approved handgun shooting club', and hold a General Purpose Handgun Licence before you may apply for a Permit to own a handgun (*Vic Firearms Act 1996*). During the first 6 months of your licence you may only acquire one .22 or centre fire handgun.

As a handgun owner, you will be required to participate in at least 10 approved target shooting days each year (see later Chapter - Match Participation Requirements).

## HANDGUN LICENCE & PERMIT TO ACQUIRE ENDORSEMENT

Members applying for a handgun licence or a Permit to Acquire a Handgun must have that application endorsed by the Club.

**ALL** members seeking endorsement of a handgun licence application or a PTA, must provide the Club with evidence that they have completed the Basic Handgun Safety Course.

**ALL** members seeking Club endorsement of a PTA will be required to have had their handgun storage inspected and approved by the Club before the Club will give its endorsement.

**ANY** member seeking endorsement for acquiring a handgun used in a class of match which is shot at another Club, and not at Little River Raiders, will be required to provide such evidence as will satisfy that the purpose is genuine including evidence of their membership of that Club, and confirmation by that Club of their participation in the relevant class of match.

**Nominated Officers of the Club are:** Tony Diablo; Pot Shot Pete; Sambuca Kid; Tiresome

**A Nominated Officer** of the Club is not authorised to endorse his/her own PTA's or the PTA's of any member of his/her family or household.

## HANDGUN STORAGE

It is a condition of handgun ownership that you securely store your firearms.

'Safe storage' is spelt out in the *Firearms Act 1996*.

A definition of "Safe Handgun Storage" is available, on request, from the Secretary.

As an 'approved shooting club', we are authorised to inspect and approve members' storage. If you are applying for a *Permit to Acquire a Handgun*, you will be required to obtain our written endorsement. For the Club to give that endorsement, the Club requires to have inspected your storage and put a report on your file for future reference. Without such a report, Club endorsement cannot be given.

This is a reminder to ALL members ..... if you haven't had your handgun storage inspected and approved by the Club, get it done NOW.

## HANDGUNS - CONDITIONS OF USE

a) Members may use their handguns in competition at 'approved' matches, and in practice at 'approved' shoots - such 'shoots' being the practice sessions as listed in the Club calendar and organised and conducted by the Club in accordance with the *Firearms Act 1996*. Participation in these events (not more than 4 'shoots' per year) will count towards a members' minimum participation requirements.

b) In addition, consistent with the advice of Licencing and Regulations Division, Victoria Police, handgun (target) licenced members may, at any time, on an approved range, and subject to observance of all other requirements of the Act, the Range, and Club Rules, use their handguns "for the purpose of preparing for" competition. "Preparing for" may include: shooter practice; testing the firearm/s after repair or modification; testing ammunition loads or any other activity which can reasonably be identified as 'preparing' the shooter for competition.

c) A licenced shooter may also use their handguns at any time they are instructing a non-licenced person who is shooting under a *Notification of Receiving Instruction* (NoRI). Such activity is not restricted to match days, or 'approved' shoot days (4<sup>th</sup> Sunday).

d) Activities under b) and c) above shall not be "participations" for the purposes of the members' annual attendances, but are a legal activity within the conditions of licence.

e) Any handgun shooting activity which does not correspond with the conditions of a), b), or c), should be assumed to be outside of the conditions of licence, and would render the member liable to loss of licence and handguns, as per the Act.

f) At all times a Little River Raiders range is in use, it must be under the control of an RO.

## CLUB GUNS

The Club owns firearms which are available to appropriately licensed members who do not have their own. Access to these firearms will be free of cost for the

first 12 months. Thereafter a nominal fee will be charged to assist with maintenance and upkeep costs.

The member will be personally responsible for supplying/buying their own ammunition. All ammunition used on the Range must comply with the 'Ammunition Specifications' (refer p8) of this Handbook).

## HOLSTER PROFICIENCY

Members must successfully complete a *Single Action* Holster Proficiency course to be eligible to shoot competition 'from the holster'. Holster qualification from another discipline does not apply.

The Club Captain will organise your Holster Qualification Course.

Prior to undertaking the Holster Qualification Course, the shooter must safely stage their handguns on the firing line as directed by the Range Officer (RO), retrieving and restaging the handguns in accordance with the stage procedure.

'Staging' the handguns means placing them on a table or hay bale as directed at the location from which they'll be used. The handguns are then picked up, used, and returned to that location whilst the stage is completed.

It is your responsibility that evidence of Holster Proficiency is provided to the Club Secretary for our records.

Holster standards and rules are dealt with in the SASS Shooters Handbook, and should be studied. Make note of the requirement that holsters must not depart from the vertical by more than 30° when worn. This is of particular relevance to the cross-draw holster.

## RANGE OFFICER

At NO time are the Range facilities to be used by anyone (member or public) unless an authorised Range Officer (RO) is present.

It is the role of the Range Officer to ensure any shooting activity is conducted safely, efficiently and consistently.

Only qualified RO's may act in this capacity.

Single Action Shooting recognizes 2 levels of Range Officer (ROI & ROII) as qualified to conduct shoots.

### ROI (Range Operations Basic Safety Course, Level I)

The purpose of this course is to ensure safety and consistency at every match conducted under SASS Rules. The course material is designed to help clarify and interpret the SASS Handbook which, as previously mentioned, is the source of Single Action rules.

Little River Raiders encourages ALL members to undertake the ROI course. It is not in the least difficult, and will greatly assist in your knowledge and understanding of the sport, and of its 'Do's & Don'ts'.

### ROII

This course builds upon the ROI course, and trains the RO in the safe setup of courses of fire, and safely conducting shooters through the course of fire.

As previously mentioned, NO shooting activity may be conducted on our Ranges unless it is under the control of a qualified ROI or ROII.

Little River Raiders prefers that ALL members undertake the ROI course as a minimum so as to develop their awareness of the Rules of our sport, and to increase their safety skills. Courses will be conducted by the Club from time to time as numbers dictate, and the ROI and ROII course notes can be viewed at [www.sassnet.com/Shooters-Handbook-001A.php](http://www.sassnet.com/Shooters-Handbook-001A.php)

### **MATCH PARTICIPATION REQUIREMENTS - i.e. ATTENDANCES**

Handgun Licence holders (target) must satisfy the participation requirements of the Vic *Firearms Act 1996* as a condition for maintaining their license.

If you own one class of handgun then you must have 10 attendances per calendar year.

If you own 2 or more classes of handgun, you must complete a further 4 attendances for each class.

Classes of handgun are:

Class 1	Air Handguns
Class 2	Rim Fire Handguns
Class 3	Up to & including .38"/9mm Centrefire or Black Powder (i.e. percussion)
Class 4	Over .38"/9mm, and up to .45"

Remember, the number of attendances you are required to meet is determined by the number of *classes* of handguns you own - NOT by the total number of handguns you own.

Attendances must be at *Approved Club Matches*, or *Approved Club Shoots* (only 4 'shoots' per year will count towards your participation).

*Approved Club Matches* are our regular monthly Club matches, and the invitationals we run during the year such as Rawhide, etc.

*Approved Club Shoots* are the practice days scheduled throughout the year and shown in our Club Calendar.

Always make sure that your attendance is recorded in the **Club Participation Record** - whether at a 'Match', or a 'Shoot'.

### **PRACTICING**

As mentioned above, our calendar schedules the 4<sup>th</sup> Sunday every month for practice 'shoots'.

On these days the Range will be attended by one of our Club Officers who, as a qualified RO can give instruction, For handgun owners, up to 4 attendances per year at these 'shoots' can count towards your participation requirements. To be recorded as an official 'Club Shoot' day it is necessary that you fill out the **Club Participation Record**.

Please make sure that all targets are packed away, and the Target Locker is securely locked before you leave.

### **PERSONAL ATTENDANCE RECORD**

Whenever you visit another Club or Range (say, to attend another Clubs' competition) you should carry with you your own **Personal Attendance Record** (see Attachment) and have it signed off by the match RO. At the end of the year you will pass the Record back to us and we can then

include those attendances along with your Home Club attendances for the purpose of demonstrating that you have complied with the participation requirements of the Act.

### **SAFETY - FIRST, LAST & ALWAYS**

As with ALL shooting disciplines, single action shooting has the potential to be dangerous. Our objective is to follow practices on the Range which reduce that potential to the barest minimum.

Your first priority as a new member is **not** to become a top grade competitor. Your first priority is to make *safety* - for yourself and other shooters - your over-riding skill and concern.

Our basic safety rules are those set down in the SASS Shooters Handbook (see P10-11 of this Handbook). You are required to familiarize yourself with these Safety Rules, as well as our Local Range Rules. Also, all new members must successfully complete the Basic Firearms Safety Course for both handguns and longarms **BEFORE** they'll be permitted to shoot with the Club

**It's Loaded!:** EVERY firearm must be treated as if it is loaded at ALL times.

**Safe Muzzle Direction:** The safe muzzle direction of your firearms before, during and after shooting a stage is essential. A muzzle must not be permitted to sweep another person **at any time**.

- Longarms (rifle and shotgun) must be carried (to & from the firing line) muzzle up and with actions open and empty;
- Handguns are deemed 'safe' when holstered (always unloaded except when on the Firing Line i.e. from loading table to unloading table).

**170 Rule:** You'll hear constantly of the "170 Rule", as in "*Don't break 170*" or "*Mind the 170*". This is another element of the "muzzle direction" issue.

In Single Action shooting, the "170 Rule" is relevant whilst you are actually engaged in shooting the stage. It means that that you must not at any stage let the muzzles of your firearms stray more than +/- 85° in any direction from straight down range.

To imagine "the 170" - stand facing directly down range and imagine a cone or funnel going out from you, the cone having an angle of 85° to your left, 85° to your right, and the same up and down. If you permit your muzzle to stray outside of that imaginary cone, you'll have broken the 170, and suffer a Stage Disqualification.

### **JUNIORS & SAFETY ON THE RANGE**

The Club has a duty of care to ensure the safety of ALL persons attending the Range. That duty is especially important in the case of children (juniors).

In pursuance of that duty of care, the Club applies the following policy and practice concerning 'Juniors & Safety on the Range'.

#### **GENERAL**

Children and Junior shooters being brought onto the Range area are the responsibility of their parents or host adult.



Children and junior shooters being brought onto the Range area must be under the care and control of their parent/responsible adult at all times.

It is the duty of the adult/s responsible for the junior to ensure that the junior is at all times under care and control.

Juniors entering the Range environs **MUST** wear hearing and sight protection at all times that the Range is "live".

### **CHILDREN UNDER THE AGE OF 12 YEARS**

Children under the age of 12 years must remain behind the designated 'live Range' area (on each Range indicated by a painted row of bricks embedded in the ground), and always under the direct supervision of a designated adult.

Children must not be allowed to play unsupervised in the vicinity of the Range, as such play might result in a child forgetting where they are, and inadvertently moving into an unsafe area.

ANY Club member observing a child entering the 'live Range' area, or otherwise being concerned that a child's activities may put them self or others at risk, **MUST** immediately call a **CEASE FIRE**. Such call must be made and repeated until it is positively acknowledged by the RO and by the Loading and Unloading Tables.

### **Juniors 12 Years to 17 Years**

Little River Raiders encourages and welcomes young people to our sport, but in the interest of all, the involvement of young people must be regulated for obvious safety reasons.

Children, whilst in the 'live Range' area must remain clear of the firing line, and clear of RO's, Spotters, etc.

If it is intended that a junior (12 years or more) be permitted to shoot, then the Club Safety Officer or RO must first be satisfied that the junior is suitably instructed on basic firearm safety, and is conducted through the shoot by a qualified (ROI minimum) Club member.

If the junior is not a Club member, then prior to the junior shooting, their parent/guardian must complete the *Notification of Receiving Instruction* form.

### **'LIVE RANGE' AREAS DEFINED**

The 'Live Range' area is defined on each Range by a line of bricks embedded in the ground and crossing the Range at a point usually level with the Loading/Unloading tables.

### **MAIN RIFLE RANGE SAFETY**

It has been deemed by the Eagle Park Committee of Management that the following safety practices will be observed for people and vehicles going 100m or more onto the Range (during defined "Cease Fire" periods):

- Vehicles proceeding more than 100m down range must display an operating 'hazard light' (i.e. rotating beacon affixed to the roof of the vehicle; The Club has purchased a hazard light which is kept in the Range 13 target locker.
- Persons proceeding more than 100m down range must wear a high visibility (yellow) safety vest.

All members are asked to ensure that these rules are followed at all times. A failure to do so will almost

certainly result in the offending individuals (and also possibly their Club) being suspended from using the Range.

### **VISITORS**

We are proud of our sport, and love to 'show off' whenever we can. So visitors are very welcome to our Ranges **provided** we (and they) observe some necessary safety and legal requirements.

- Members are encouraged to bring their guests and family along to our shoots;
- All visitors must wear eye protection and hearing protection (mandatory);
- Visitors must remain behind the designated 'live Range' area (on each Range indicated by a painted row of bricks) and must not intrude upon the Loading and/or Unloading tables;
- Visitors may not handle any firearms except as provided below;
- Visitors will be permitted to shoot provided they submit suitable ID. The person giving instruction to the visitor must complete and lodge the *Notification of Receiving Instruction* form with LRD (download from [http://www.police.vic.gov.au/content.asp?Document\\_ID=301](http://www.police.vic.gov.au/content.asp?Document_ID=301))
- The Visitor may shoot only under the direct instruction and supervision of an RO.

### **CLUB NEWSLETTER**

The Club publishes a Newsletter which we try to issue monthly (depending upon what's happening). The aim of the Newsletter is to help members keep informed, and involved in the Club. Members are encouraged to contribute.

We circulate by email.

### **CLUB CALENDAR**

A detailed calendar is published on our website.

### **CLUB COMPETITIONS**

Club Competitions are generally held on the 3<sup>rd</sup> Sunday of each month. Club Comps are scheduled to start at 9.30am so that we can be over and done by a reasonable hour.

However, to have a 9.30am start means that the range must first be set up, Attendance Records completed, and Posses organised.

Members are expected to be on the Range by 9.00am at the latest to help with set-up, and **EVERY** member is expected to stay back and assist in packing away our targets and props at the end of the day. It's '*Spirit of the Game*'.

Late arrivals will be excluded from the first stage, and score 999.00 for that stage.

**Protocol at Club Matches:**

1. Sign in on the Club Attendance Record. ***Ensure that you enter in the Police Reference No's (PRN) and Serial No's of handguns being used.***
2. Help with set-up;
3. Assist on the Range - spotting; brass pick-up; target re-setting; etc;
4. Help pack up at the end of the day.

**THE 10 COMMANDMENTS of SINGLE ACTION**

- Safety
- Keep it fun
- Use common sense
- The benefit of the doubt goes to the shooter
- Treat everybody as you would like to be treated
- Treat everyone equally (Sam Colt made us that way)
- Keep the stage moving (if a problem arises, take it away from the firing line)
- Make sure all of the assignments are covered
- Coach when needed
- Keep it simple

**WORKING FOR YOUR CLUB**

Our Club only survives because of the effort and energy of the members. If something needs to be done so that we can all continue to enjoy our sport, then it has to be done by members who are willing to make the effort. All members are expected to share in and contribute to the workload involved in running the Club.

You must ask yourself *"What energies, or skills can I bring to the Club"*, and then you must make the best contribution you can. Your membership obligation is NOT satisfied simply because you've paid your membership dues.

Working Bees are one way that we can all pitch in. When a Working Bee is scheduled we ask that you make EVERY effort to rock up and lend a hand.

Being an active contributor to the Club is just another part of *'Spirit of the Game'*.

**AMMUNITION SPECIFICATIONS**

Revolver ammunition must have a muzzle velocity less than 1000fps.

Rifle ammunition must have a muzzle velocity less than 1400fps.

Revolver and rifle ammunition must not be jacketed, semi-jacketed, plated, gas checked, or copper washed. It must be all lead. Molydisulfide coated bullets or equivalent are acceptable.

Re-active (i.e. knock-down) targets will be set so as to fall when hit squarely with a standard .38 Special 158gr. Factory load.

**Warning!!!**

Metal jacket and magnum loads will cause damage to the metal faces of our targets. That damage renders the target unsafe because dangerous ricochets can be thrown back off the damaged steel, and threatens the safety of all range users. Targets so defaced have to be taken out of use and replaced at considerable cost.

Any member found using such ammunition whether in competition, or in 'practice' will:

1. Be billed the cost of replacing damaged targets;
2. Be liable to termination of membership.

**PRIVACY AND THE CLUB**

The Club is bound by the provisions of the federal *Privacy Act 1988*, and will ensure that members' personal information is managed accordingly.

For the purposes of managing the affairs of the Club, and complying with the *Firearms Act 1996*, Little River Raiders requires that its members provide the Club with certain personal information such as the members' address and other contact details plus details of the members' firearms licenses, and of handguns owned. Members' personal information is held by the Club Secretary in a secure environment, and is not accessible to other members, or to the public. Little River Raiders will only share your information with Victoria Police as required by the *Firearms Act 1996*, and with SSAA (Vic) of which we are a sub-club. Members can view their personal information at the place at which it is held, subject to giving the Club reasonable notice. Any personal information held on Club records will be extinguished upon discontinuance of Club membership.



## ANNUAL CLUB AWARDS RULES

Each year the Club will award its members for shooting results in the Club competitions.

### General Conditions of Competition

1. The Competition Year will be from January to December.
2. December scores will not usually be counted as this is a 'social' occasion.
3. **YOU MUST COMPETE IN A CATEGORY FOR A MINIMUM 6 COMPETITIONS TO BE ELIGIBLE FOR AN AWARD.**
4. Scores will be taken from monthly Club comps, and from inter-Club and invitational comps staged on the home range e.g. State Champs; Rawhide; etc.
5. The Committee may, at its discretion, choose not to award prizes in a category or categories if, in its opinion, there had been insufficient participation in that category.
6. Results will be determined as soon as practical after the completion of the years' competition, and prizes awarded at a General Meeting held as soon as conveniently possible in the following year.

**Category Awards** will be allocated in each of the categories in which members shoot the requisite number of comps. Prizes will be allocated according to the number of shooters competing as follows:

3 shooters or less -	1 <sup>st</sup> place only
4 shooters -	1 <sup>st</sup> and 2 <sup>nd</sup> places awarded
5 or more shooters -	1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> places will be awarded.

**Winner** in each category will be the shooter with the most **FIRSTS**. In the case of two (or more) competitors having an equal number of **FIRSTS**, a count will be made of each shooters record of **SECONDS** and, if needed, **THIRDS**. If the result is still tied, the competitors shall be declared **JOINT WINNERS**.

**Second Place** will go to the shooter with the second highest tally of **FIRSTS**, with a tally made of **SECOND** and **THIRD** placings in the case of a tie.

**Third Place** will go to the shooter with the next best total tally of placings.

### Award Categories & Scoring

#### **Club Champion**

The shooter with the most number of **1<sup>st</sup> Places** in the Rankings will be declared 'Club Champion' for that year.

In the case of two competitors having an equal number of **FIRSTS**, a count will be made of each shooters' record of '**seconds**' and, if needed, '**thirds**'.

If the result is still tied, the competitors shall be declared '**Joint Club Champions**'.

## LONG RANGE RIFLE RULES

### MATCH CONDUCT & SCORING STANDARDS

Long range rifle competitions are to be conducted under the following format.

#### SASS APPROVED RIFLES

Only SASS approved rifles are permitted to compete in long range events to be eligible for championship points. Other rifles may be permitted to shoot in Club events at the discretion of the Committee, but will not count towards Club Championship points.

*The following is taken from the SASS Shooters Handbook -*

**Lever Action Rifles** used in long range matches, whether revolver or rifle calibers, must be originals or replicas of rifles manufactured during the period from approximately 1860 until 1899. Lever or slide action, tubular feed, exposed hammer carbines or rifles are allowed, provided they are in safe working condition.

**Single Shot and Buffalo Single Shot** firearms must be originals or replicas of single shot rifles manufactured during the period from approximately 1860 until 1899.

All rifles **MUST** have exposed hammers.

The caliber and cartridge rules for the "Rifle Caliber" firearms noted below apply to Single Shot and Buffalo Single Shot rifles with the exception Buffalo Single Shot rifles must be .375" bore size or larger. Buffalo Single Shot competition has further restrictions requiring original or replica rifles to be a design of US manufacture. Spring-loaded ejectors are also prohibited, except for Springfield Trapdoor Rifles.

- Front barrel sights may vary from simple blades to period hooded wind gauge designs using interchangeable sight inserts and having a spirit level mounted integral with the sight or sight base.
- Rear sights must either be open iron sights mounted on the barrel or original style tang or stock wrist mounted peep sights. Long range rear barrel mounted sights of the flip-up ladder type may use a peep hole drilled through the sliding sight leaf. An example of this is the various ladder type sights used on the Springfield trapdoors.
- Optical and receiver mounted sights are not allowed.
- "Rifle Caliber" competition rifles must use traditional, period, rimmed cartridges. No cartridge chambered for use in any SASS approved main match revolver or rifle may be used in the "Rifle Caliber" competition. Thus, .30-30 WCF, .38-55 Marlin & Ballard, .43 Spanish, or 45-70 Government cartridges are legal, whilst a .375 Winchester, .444 Marlin, .32-20, or .44-40 are not legal.
- Any propellant powder may be used (with the exception smokeless powder is not allowed in the Buffalo Single Shot competition).
- Regardless of category or caliber, bullets used in long range and precision rifle matches must be made of pure lead or lead alloy having a plain base, gas checked, or paper patched configuration.

#### COMPETITIONS

##### SINGLE SHOT RIFLE

The distances to be shot for this event are 400 yards and 500 yards.

There will be 5 shots fired for each distance from crossed sticks sitting or standing, or prone or standing unsupported.

10 scoring shots for this event.

##### LEVER ACTION RIFLE - RIFLE CALIBRE

The distances to be shot for this event are 200 yards and 300 yards.

There will be 5 shots fired standing unsupported for each distance.

10 scoring shots for this event.

##### LEVER ACTION RIFLE - PISTOL CALIBRE

The distances to be shot for this event are 75 yards, and 100 yards.

There will be 5 shots fired standing unsupported for each distance.

10 scoring shots for this event.

##### .22 RIFLE (Lever action, Pump action or Single shot)

The distance to be shot for this event are 50 yards and 75 yards.

There will be 5 shots fired standing unsupported for each distance.

10 scoring shots for this event.

##### BLACK POWDER

Black Powder can be added to any or all of the above categories at the discretion of the Match Director, and will be scored separately to smokeless.

## ORGANISATION, PROCEDURE & SCORING STANDARDS

Long Range Rifle events will be conducted under the following guidelines:

### Range Officer

The Range must be under the charge of a SSAA qualified Range Officer. The RO will coordinate and cooperate with the Main Range RO.

The RO (or a 'Line Marshal' appointed by the RO) will control the shooters on the line.

The RO/Line Marshal is NOT a spotter.

The RO/Line Marshal is responsible for the safe conduct of the shoot.

The RO/Line Marshal will manage each shooter, and only call him to shoot when the spotters/scorer have cleared the previous shooter.

The RO/Line Marshal will CLEARLY call the next shooter to shoot so that the scorer knows who he/she is scoring.

Rulings of the RO will be final and binding.

### Spotters

There shall be three spotters - two manning spotting scopes, and one using the MkI eyeball.

The spotters - and only the spotters - will call the hits/misses. Before making the call the spotters will each declare their personal call to the Scorer - majority rules.

The call (hit/miss) will then be made LOUD so that the shooter will know the result of his shot, and the RO will know the spotters are clear to observe the next shooters' fall of shot.

### Scorer

There shall be a Scorer who may be one of the spotters. It is recommended that the job NOT be done by a spotter during major comps.

Scores will be marked with a 1 for a hit, and a X for a miss.

### Sighting-In

There will be a maximum of 5 sighting shots for the Single Shot category.

Sighting shots will not be permitted in the other categories.

### Tied Comp

In the event that there is a tie at the conclusion of the event a shoot-off at a distance determined by the RO will be conducted.

The shoot-off will be the best of 5 shots. If, after 5 shots, the competitors are still tied, the winner will be determined by sudden death (i.e. first hit/miss).

If a competitor fails to present for the shoot-off, or withdraws part-way, then his/her opponent will be declared winner.

### Shooting Strings

Shooting Strings will be kept to no more than 10 shooters.

### Sharing

Shooters sharing guns/equipment may NOT shoot in the same string. It holds up proceedings.

### Conduct

All shooters and spectators behind the line will refrain from talking or barracking during the comp. It is distracting for shooters, obscures the calls of command, and disrupts the organisation.

If you want to engage in conversation, please move off the Range.

## ANNUAL CLUB AWARDS (Long Range Rifle)

The club champion for each long range rifle category will be the competitor that has the best 3 results from the competitions conducted for that category throughout the year. In the event of a draw, the 4<sup>th</sup> results and so on will be counted until a result is achieved.

There will be a SHARP SHOOTER award for the competitor that does the best over all categories.

**LRR**

01/01/2008

## SASS SAFETY PRACTICES

### *First, Last, and Always*

Our sport, by its very nature, has the potential to be dangerous and a serious accident can occur. Every participant in a SASS match is expected to be a Safety Officer. Each shooter's first responsibility is for his or her own safe conduct, but all shooters are expected to remain alert for actions by others that are unsafe.

Any Range Officer or shooter may confront any participant about an observed unsafe situation, and it is expected the matter will be quickly corrected and not repeated. Any argument concerning the correction of a safety related matter can be expected to result in that shooter being ejected from the range.

Shooters shall adhere to the following safety rules:

1. Treat and respect every firearm at all times as if it were loaded.
2. Muzzle direction is important between, before, during, and after shooting a stage. A muzzle must not be allowed to "sweep" the other participants at any time. **Long guns shall have their actions open with chambers and magazines empty and muzzles pointed in a safe direction when transported at a match.** Failure to manage safe muzzle direction is grounds for disqualification from the stage, and for repeated offences, from the match.  
**LRR NOTE:** 'Safe muzzle direction' in Australia is **muzzle pointed up**. If carrying handguns by hand, always carry with the muzzles pointed UP. If carrying long guns by hand, always carry muzzle UP, and actions open and empty. Handguns, once cleared by the unloading table RO, are deemed 'safe' whilst holstered.
3. All firearms shall remain unloaded except when under the direct observation of a Range Officer on the firing line or in the loading area.
4. All loading and unloading shall be conducted only in the designated areas. **NOTE:** Percussion revolver shooters must exercise care to ensure they maintain safe muzzle direction during loading and have fired or cleared all capped chambers prior to leaving the unloading area. It is not permissible to seat percussion caps on a revolver's nipple using the gun's hammer.
5. Dry firing at the loading table is not allowed and results in a stage disqualification. Dry firing is allowed at designated safe areas. Dry firing is defined as the act of bringing the gun into a shooting position, cocking the hammer, and pulling the trigger as if to cause the gun to fire normally.
6. Six-guns are always loaded with only five rounds and the hammer lowered and left resting on the empty chamber. Five shooters may load five rounds, but the hammer must rest on a dummy cylinder or safety slot in the cylinder so the hammer does not rest on a live round/cap.
7. No cocked revolver may ever leave a shooter's hand.
8. Once a live round is placed under the hammer, the round must be expended. If the firearm is shot out of sequence, the shooter will receive a single procedural penalty. The shooter has the option of making the gun safe and moving to the correct position or restaging it. Shotguns may be opened and rounds removed without penalty.
9. The shooter shall not cock his revolver until the firearm is pointed safely down range. Any accidental or premature discharge of any firearm impacting within ten-feet of the shooter is unsafe and will result in disqualification from the stage or, if less than five-feet from the match. A second stage disqualification shall result in the shooter's ejection from the match.
10. Rifles may be staged down range from the shooter with the magazine loaded, action closed, hammer down, and **chamber empty**.
11. Shotguns are always staged open with magazine and chambers empty and are loaded ~~on~~ **under** the clock unless the stage begins with the shotgun in the shooter's hands. Mule-eared shotguns can be cocked at the beginning of a scenario, whether staged or in the shooter's hands. Long guns are never staged with their muzzles on the ground.
12. Long guns will be left open with magazines and chambers empty at the conclusion of each shooting string (i.e. whenever the gun leaves the shooter's hands during or at the end of a stage). This does not apply to "re-staged" guns.
13. A live round left in the chamber constitutes a stage disqualification. Any other rounds, live or empty, left anywhere in a long gun in which it was loaded is a ten-second minor safety violation. Broken guns still containing rounds do not warrant penalties so long as the malfunction is declared and the gun made safe.
14. All shooters must demonstrate rudimentary familiarity and proficiency with the firearms being used. Shooters are expected to perform within their capabilities at all times.. SASS matches are not the forum in which to learn basic firearms handling.
15. SASS matches **are not** fast draw competitions. Any unsafe gun handling in the course of a draw from the holster or any "fanning" will result in the shooter's disqualification from that stage. "Slip-hammering" is not the same as fanning and is legal.
16. Extreme care must be exercised when drawing a pistol from a cross-draw or shoulder holster or returning the pistol to leather. The user must "twist" their body, if necessary, to ensure the muzzle never breaks the 170-degree safety rule

during the process. Failure to ensure the muzzle is always downrange is grounds for an immediate stage disqualification. A second infraction during the same match is grounds for match disqualification. (Note: The 170° safety rule means the muzzle of the firearm must always be straight down range +/- 85 degrees in any direction. If a competitor “comes close” to breaking the 180-degree safety plane, the 170-degree rule will have been violated and the competitor is at fault).

17. When changing location during a stage, all firearms being carried must either have the hammer down on an empty chamber or spent case, or have the action open.
18. A dropped unloaded gun on the firing line (loading table to unloading table) results in the shooters' disqualification from the stage. A dropped loaded gun results in a match disqualification. A shooter may not pick up a dropped gun. The Range Officer will recover the gun, examine it, clear it, and return it to the shooter.
19. Ammunition dropped by a shooter in the course of reloading any firearm during a stage or “ejected” from any firearm is considered “dead” and may not be recovered until the shooter completes the course of fire. The round must be replaced from the shooters' person or ‘counted as a missed shot. Staged ammunition dropped back where it was staged is not considered “dead”.
20. The unloading officer or Range Officer **MUST** inspect all firearms before they leave the shooting stage. All rifles and pump or lever action shotguns must have their action cycled for the inspecting official. All pistols, whether used or not in the stage, must also be inspected.
21. Alcoholic beverages are prohibited in the range area for all shooters, guests, range officers, and others, until shooting is done for the day. No shooter may consume any alcoholic beverage until he or she has completed all of their shooting for the day and stored their firearms.
22. No shooter may ingest any substance that will affect his or her ability to participate with a maximum state of awareness and in a completely safe manner. Both prescription and non-prescription pharmaceuticals that may cause drowsiness or any other physical or mental impairment must be avoided.
23. Hearing protection and eye protection is mandatory in and around the shooting areas. While small, period glasses look great, full protection , high impact glasses are strongly recommended. Such protection is is **mandatory** for spectators when within direct line of sight of steel targets.
24. Only registered competitors may wear firearms.

## LOCAL RANGE RULES

The following shall be read and applied in conjunction with the SASS Shooters Handbook at all Little River Raiders events. Where there is any inconsistency between the SASS Handbook and these Local Rules, the Local Rules shall prevail.

1. **Eye and hearing protection is mandatory.**
2. **Each miss** incurs a five second penalty.
3. **Procedural penalties** are 10 seconds - maximum of one per Stage.
4. **Verify the correctness of your score** before moving to the next stage.
5. **All “pre-beep” actions** are expected to be performed “with feeling”. If the timer does not feel that the competitor has satisfied the intent of the scenario, the time will not start and the competitor will be instructed to “do it again”.
6. **Shotguns** are staged open and empty.
7. **Long guns are discarded** “open and empty”.
8. **Empty pistols** are returned to leather, unless otherwise instructed.
9. Pistols are always carried with the **hammer down on an empty chamber**.
10. **Dropped ammo is “dead ammo”.** Carry extra ammo on your person for each stage.
11. **A dropped gun is a “dead gun”**, and may only be retrieved by the Range Officer. Any dropped gun will result in automatic disqualification for that stage. If the gun is loaded, it’s a match disqualification. Empty long guns that slip and fall after having been **carefully** re-staged will incur a 10 second minor safety provided the 170° rule is not broken. If the 170° rule is broken, a stage disqualification is incurred.
12. **Cap and ball pistols** - Generally five chambers are loaded and capped. If the Stage calls for an additional round to be loaded the sixth chamber will be loaded, but only capped at the appropriate time under the clock.
13. **All range commands**, especially **“CEASE FIRE”**, are to be instantly obeyed.
14. **Knock-down targets must go down** to be counted as a hit.
15. **All our matches are “no alibi” matches.** Once the first round is sent down range, the shooter is committed to that stage. This means, once you start, it is up to you to complete the stage as best you can. Failure of range equipment, including timer malfunction, are grounds for a re-shoot. The shooter starts over “clean” except for any safety penalties previously incurred.
16. **The 170° safety rule** will be absolutely enforced. Be very careful with cross draw holsters and moving or turning with pistols or long guns in hand. The 170° safety rule is to be observed at all times, including at the end of the stage when moving to, and at, the unloading table.
17. **While shooting a stage, violation of the 170° safety rule with any firearm, loaded or unloaded, will result in disqualification from the stage.** A second infringement will result in match disqualification.
18. Any **accidental discharge** striking the ground, or any other object, within 5 feet of the competitor will result in a match disqualification.
19. Discharging a rifle or pistol round **over the berm** will result in a match disqualification.
20. **Match disqualification** will also result from: using ammunition that exceeds the SSAA-SASA minimum and maximum velocity, dropping a loaded gun, accumulating two stage disqualifications, or a belligerent attitude.
21. **‘Did Not Finish’ (DNF)** - If a firearm malfunctions, the gun is “made safe” under the instructions of the Range Officer, and the shooter does not finish the stage. The shooter is recorded as “DNF” and incurs a time of 999 seconds for the stage. However, if the malfunctioning firearm is the last to be used in the stage, the competitor is only given misses for the rounds not shot.
22. **All long guns** must have their actions open when being transported unless cased.
23. **Everyone is a safety officer.** If you feel that no one is taking you seriously, find the Match Director.
24. All long guns will be **staged flat** with no part of the butt stock hanging over the edge. Long guns staged in saddle scabbards will be staged fully seated inside the scabbard.
25. **Appeals:** As it is possible a competitor may disagree with a range decision made during the match, a Protest and Appeals Committee consisting of the Match Director and two others will hear such appeals subject to the appeal being made in writing within one hour of the disputed decision, and being accompanied by a \$50 fee. If the appeal is upheld the fee will be refunded. If the appeal is lost, the fee will be forfeited and the original decision will stand. If a competitor feels that an incorrect or unfair call may affect their place of finish, then a protest may be made in a number of ways prior to formal lodgment of appeal.
26. **Shooting Categories:** The Match Committee reserves the right to amalgamate categories, or to reduce the number of awarded places in a category, if insufficient entries are received.
27. **SASS rules** as contained in the SASS Shooters Handbook will be read in conjunction with these Range Rules.



## PENALTIES

### **“MISS”**

**5 sec**

Rifle, revolver, and shotgun targets must be engaged with the appropriate type of firearm. A “miss” is defined as the failure to hit the appropriate target with the appropriate type firearm.

- Each missed target is a “miss”
- Each unfired round is a “miss”
- Each target hit with an incorrect firearm, either intentionally or by mistake is a “miss”.

**A miss cannot cause a procedural**

### **“PROCEDURAL”**

**10 sec**

Any unintentional procedural errors caused by a “brain fade”, confusion, ignorance, or mistakes.

(Only one “procedural” can be applied per stage)

“Procedurals” include:

- Failure to attempt to fire a firearm;
- Failure to attempt a prop or stage maneuver;
- Shooting targets in an order other than as required by the stage description;
- Engaging the stage (firearms, targets, or maneuvers) in an order other than as required by the stage description;
- Failure to adhere to the guidelines of the category in which you are competing;
- Firing any firearm from a position other than as required by the stage description.

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

### **“MINOR SAFETY”**

**10 sec**

Performing an unsafe act deemed to be ‘minor’.

- Not leaving a long gun action open;
- Leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded;
- Loading more than the correct number of rounds in a firearm;
- Not returning revolvers to leather unless otherwise specified;
- Carefully placed open, empty long guns that slip and fall (do not break the 170° safety rule or sweep anyone);
- Retrieving a dropped “dead” round.

### **STAGE DISQUALIFICATION**

Stage Disqualification (score 999.00) incurred for:

- Any dropped unloaded gun on the firing line (between the loading table and unloading table);
- Carelessly placed long guns that slip and fall (whether or not they break the 170° safety rule);
- A discharge striking anything five to ten feet from the shooter;
- Violation of the 170° safety rule/failure to manage appropriate muzzle control;
- Returning a revolver to leather with hammer not fully down on spent round or empty cylinder;
- A cocked revolver leaving the shooters’ hand;
- A live round left in the chamber of a long gun;
- Second offence, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing;
- Changing location with a live round under a cocked hammer or a gun with the hammer down on a live round;
- Unsafe firearm handling, such as “fanning”;
- Loading at other than the designated loading position or firing line;
- Use of an illegal or illegally modified firearm;
- Use of illegal items;
- Holstering or staging a revolver with the hammer down on a live round;
- Sweeping anyone with an unloaded firearm;
- Failure to adhere to loading and unloading procedures;
- Dry firing at the loading table;
- De-cocking a revolver, rifle or hammered shotgun with a live round under the hammer.

### **MATCH DISQUALIFICATION**

- Two accumulated Stage Disqualifications or two *Spirit of the Game* assessments;
- Belligerent attitude / Un-sportsman-like conduct;
- Shooting under the influence of alcohol, prescription, or other medication that may impair the shooters’ physical or mental abilities;
- Shooting illegal ammunition. This includes ammunition that exceeds the maximum velocity and shotgun shells that have been bottle-neck resized or ringed. This does not include ammunition that does not meet the power factor.
- Dropping a loaded firearm;
- Ant discharge that hits the ground or stage prop less than five feet from the shooter, any discharge at the loading or unloading areas, or discharge that is deemed unsafe;
- Sweeping anyone with a loaded firearm;
- Third offence, in the same match, for failure to adhere to guidelines of the category in which the shooter is competing;
- Interpersonal conflicts.

## FAILURE TO ENGAGE / SPIRIT OF THE GAME

### 30-Second Penalty

- Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage;
- Shooting ammunition that does not meet the power factor or minimum velocity. The penalty is applied for each stage a competitor is checked and their ammunition is found not to meet the power factor or minimum velocity
- NOTE: Two Spirit of the Game penalties will result in Match Disqualification.

### ILLEGAL ITEMS

#### Stage Disqualification incurred for use of “illegal” items.

The following are examples of SASS “illegal” items. The current version of the SASS Shooters Handbook should always be used as an additional reference for illegal items. The use or presence of any outlawed item is a Stage Disqualification.

- Shotgun belts not worn just above the pistol belt or touching the belly button;
- Holsters departing from the vertical by more than 30° when worn;
- Two main match revolvers worn on the same side of the body;
- Loading during the stage from bandoleers that are tied down in any manner;
- Modern shooting gloves;
- Short sleeve shirts (male competitors only);
- Modern feathered cowboy hats;
- Designer jeans;
- Ball caps;
- Tennis, running, jogging, aerobic or other modern athletic shoes, combat boots;
- Clothing displaying manufacturer’s or sponsor’s logos
- Nylon, plastic or Velcro accoutrements,
- Wearing a shotgun slide on a shotgun belt.



