



CLUB Members

Handbook

**Version 5
(1 May 2016)**

WHAT'S NEW IN THIS VERSION:

- Eagle Park Shooting Alone (p6)
- Members Match Attendance - OTHER THAN HANDGUN OWNERS (p7).
- Working Bees (p9)
- Duty Officer (p10)
- SASS Safety Rules (p15)

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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
Vice President	Shaft Shot0409 568 234
Club Captain	Sambuca Kid	0407 553 281
Secretary	Flossy Devine	0468 328 602
Treasurer	Maestro	0404 576 784
Competitions Officer		
Montana Jackson		0409 569 115
Safety Officer	Grizzly Grumps0400 824 284

DISCLAIMER

This Handbook has been produced by the Club to assist each of us in understanding the protocols and conventions of Single Action shooting, and (where necessary) Club Rules. It is not the Club's responsibility to ensure that we are knowledgeable of the sports' Rules and Conventions of Single Action. The Club will help where it can, but the responsibility for "knowing the Rules" rests with us, the member.

Our 'Bible' is the **SASS Shooters Handbook** and the **ROI Course Notes**. These can be viewed and downloaded at the SASS website - www.sassnet.com. Please make sure you are familiar with the safety and rules aspects of these publications (see here p15).

The **Local Range Rules** (p19) are to be read and applied in conjunction with the SASS publications (see here at p19).

This **Members Handbook** is your general guide to the Club and the discipline.

Please ensure that you are familiar with these publications, and refer to them when necessary.

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.ssaqld.org.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.

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. 'cammos' 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 1996* 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.

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.

MEMBERSHIP FEES

Current Membership fees (as from 1 July 2016) are:

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

<i>Ordinary Member</i>	\$260
<i>Senior (over 65)</i>	\$200
<i>Family (2 adults + 2 juniors)</i>	\$380
<i>Junior (under 18)</i>	\$45
<i>Social (non-shooting)</i>	\$60
<i>Interstate</i>	\$40

Annual Subscription (Renewals)

<i>Ordinary (Adult) Member</i>	\$220
<i>Senior (over 65)</i>	\$160
<i>Family (2 adults + 2 juniors)</i>	\$340
<i>Junior</i>	\$5
<i>Social (non-shooting)</i>	\$20
<i>Interstate</i>	\$20

Monthly Competition Fees:

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

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

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 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; Grizzly Grumps; Sambuca Kid; Flossy

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*.

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.

Club Handgun Storage Requirements

The Club has studied the Act, consulted with Victoria Police Licensing Regulations Division, and taken advice from District Firearms Officers, to establish the criteria it will look for when inspecting your handgun storage.

What we need to see:

- i A steel safe with a minimum 3mm thick walls and door;
- ii A secure locking system on the safe;
- iii A safe that is not easily penetrable;
- iv A safe which, if less than 150kg when empty, is bolted to the building structure (frame/floor/wall);
- v Key kept securely in a separate room when it is not being carried by the licence holder;

- vi Separate lockable storage for all cartridge ammunition;
- vii If more than 15 guns are stored on the premises, an active alarm system as per the Act.

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 will count towards a members' minimum participation requirements.

b) In addition, 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 competition*" 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 (4th 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.

NOTIFICATION OF RECEIVING INSTRUCTION

An un-licensed person may not shoot a handgun unless they and their ‘instructor’ complete a NORI (Notification Of Receiving Instruction);

- NORI’s are a contract between LRD, the un-licensed person and the licensed shooter who has undertaken to ‘instruct’ the un-licensed person;
- The Club IS NOT a part of that contract;
- The NORI is an authorisation only to “receive instruction” from the licensed person named on the NORI.

LRR’s position is:

A stock of NORI’s is usually kept in the Club Room files. However it is preferable – if a member intends hosting a visitor under a NORI – that the form be downloaded from the Vic Police website

(http://www.police.vic.gov.au/content.asp?Document_ID=35591) and completed prior to coming to the Range.

- A NORI is not an approval to engage in competition.
- For obvious safety reasons LRR does not permit un-licensed persons receiving instruction under a NORI to shoot in competition (see Club Rule 5.8). Even newly joined members must first obtain a Provisional licence, and be checked out by an independent Club officer, before they may shoot in competition with the Club;
- A member may use one of our unused Ranges for giving instruction to their guest, or have their guest join in the organised practice held each 4th Sunday;
- The Club may permit a person under a NORI to shoot a stage:
 - After competition has been completed;
 - Under the control of a suitably qualified Club Officer;
 - Where arrangements in advance have been made with the Club.

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 requires ALL members to undertake the ROI course within 3 months of joining the Club. 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 requires 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

EAGLE PARK - SHOOTING ALONE

Eagle Park Range has rules governing members wishing to shoot outside of Club-booked days.

Our Club-booked days are:

- 1st Sunday - Centrefire, Standard Match;
- 3rd Sunday - Single Action Match;
- All days the range is open unless otherwise advised - Practice.

See Club Calendar for our full schedule.

To shoot outside of those days you will need:

- ✓ ROI certification;
- ✓ To be listed with Eagle Park management by the Club.

We require all members to be ROI qualified.

We list ALL ROI qualified members with the Range office.

If you wish to shoot on a day other than a Club day, please:

- ✓ Report to the Range Office and advise them you are shooting alone or on a day which is not a Club day. They’ll check you off against our list;
- ✓ If there are two or more of you shooting, then one must be nominated as RO, and not be shooting whilst functioning as such.

- ✓ note that this will NOT be an approved attendance under the *Firearms Act*;

If you are 'instructing' a non-licensed person, you must complete and file a *Notification of Receiving Instruction*.

ATTENDANCES & MATCH PARTICIPATION REQUIREMENTS

Handgun owners

Handgun owners (target) must satisfy the participation requirements of the Vic *Firearms Act 1996* (s16(3)&(4)) as a condition for maintaining their license.

If you do not meet your 'participation requirements you will lose your licence and your handguns.

If you own one or two classes of handgun then you must have 10 attendances per calendar year.

If you own more than 2 classes of handgun, your participation requirements will increase.

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*.

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'.

Licensing & Regulation Division has published a 'Quick Guide' on the subject called **HANDGUN TARGET SHOOTING: Participation Conditions**. This can be viewed on the LRD website:

http://www.police.vic.gov.au/content.asp?Document_ID=35591.

Members NOT Owning Handguns

Members holding a *General Category Handgun Licence* but NOT owning handguns must participate in at least 4 Club matches per calendar year. Failure to do so will result in cancellation of your membership.

An exception to this Rule will apply to those granted an exemption by Vic Police (copy to be provided to the Club).

Explanation: Vic Police have advised us that if you are not **actively** participating in the sport of target shooting, then you are not satisfying your "reason" for holding the licence. The Club is charged with ensuring compliance with the law, so has implemented the above rule. If you are not "active" in the sport of target shooting, then your

Club membership will be reviewed by the Committee, and may be terminated.

IN BRIEF

1. Every handgun (target) owner must attend at least 10 events (matches and/or shoots) on 10 separate days in each calendar year (more if you own 3 or 4 classes of handgun);
2. 6 of those participations must be as a competitor in an approved match. You are not restricted as to the class of handgun used in these matches;
3. For each **class of handgun** you own, you must participate in at least 4 events **in that class** - either matches or shoots.
If you own more than 2 classes of handgun, then your 'participation' requirements will increase as follows:
4. If you own 3 handgun classes, you must:
 - Participate in at least 4 events in each class you own (total 12 "participations" - matches and/or shoots);
 - Participate on 10 separate days
 - Compete in at least 6 matches (class of handgun not specified);
5. If you own 4 handgun classes, you must:
 - Participate in at least 4 events in each class you own (total 16 "participations" - matches and/or shoots);
 - Participate on 10 separate days
 - Compete in at least 6 matches (class of handgun not specified);
6. Every Club member NOT owning handguns must attend at least 4 matches per calendar year to demonstrate they are **ACTUALLY engaged** in handgun target shooting.

HANDGUN PARTICIPATION - THE GOLDEN RULES

1. Every Handgun (Target) owner must attend a minimum 10 'events' ('Approved Matches' or 'Approved Target Shoots') in each calendar year (more if you own 3 or 4 classes of handgun).
2. The events must occur on 10 separate days.
3. Of those events, at least 6 must be as a competitor in Approved Matches.
4. The remaining required attendances can be at either 'Matches' or 'Shoots'.
5. For each class of handgun owned you must shoot 4 times (matches or shoots) in that class. The **"10 separate days/6 competitions"** rules still apply.

PRACTICING

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

On these days the Range will be attended by one of our Club Officers.

To be recorded as a 'Club Shoot' day you must 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.

'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. Only the shooter, and those who are directly associated with managing the shooter may cross the line.

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.

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 on 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 (receive instruction) 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)
- The Visitor may shoot only under the direct instruction and supervision of an RO;
- The Visitor will not be able to participate in competition, but may be able to shoot a stage after competition is finished for the day.

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

Single Action Club Competitions are held on the 3rd Sunday of each month.

Centrefire, Standard Match and the 'Mexican War' 1911 side match are all held on the 1st Sunday.

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

AMMUNITION SPECIFICATIONS

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

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

The minimum muzzle velocity in all cases is 400fps.

Revolver and rifle ammunition must not be jacketed, semi-jacketed, plated, gas checked, or copper washed. It must be all lead. Molydisulfide, polymer 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.

(ref. **SASS Shooters Handbook**)

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.

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.

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

WORKING BEES

Working Bees will be held on the 5th Sunday of the month (where there is one). The dates are in the Club Calendar.

Working Bees run 9:00 am to 12 noon and members are required to attend for those hours.

It is a condition of your membership (other than Social members) that you attend at least 2 such Working Bees in each calendar year.

Failure to meet this requirement will require you to go before the Committee and may lead to penalty up to and including expulsion.

Members are asked to understand that this rule is made necessary because the Club must continually maintain and upgrade our facilities for our own enjoyment.

DUTY OFFICERS

Two members will be assigned by Roster at each monthly Club match to meet the function of **Duty Officers**.

This is a key match day function, and **the responsibility must be met**.

If you are unable to do the job on the day you are rostered, you **MUST**:

- Arrange for another member to fill in for you;
- Notify the Competitions Officer (Montana Jackson 9746 1280 tchurchland@bigpond.com) ASAP.

The function of Duty Officer is a condition of your membership. Failure to attend on the rostered day, or organise an alternative, will result in you being brought before the Committee. You may be penalized up to and including termination of your membership.

Duty Officer functions are attached.

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.



COMPETITION DUTY OFFICERS

Each month two (2) Club members will be assigned to act as DUTY OFFICERS for that months' regular Club Competition.

The running of a Club Match day involves many different tasks. It makes heavy demands upon the same 'few' who usually 'step up'. Many more of our members can be of help and, in the process, become a bit more involved and experienced in the staging of their sport.

As DUTY OFFICER for the day, your purpose will be to assist the Competitions Officer by:

- Get to the Range (Club Rooms) EARLY – definitely no later than 9.00am.
- Your first job is to ensure Attendance (Sign-In) Books are available and put out in Club Rooms, together with pens. These folders are stored in the filing cabinet located in the Club Rooms;
- Score Sheets – Stored in filing cabinet. Prepare 3 clipboards each with a minimum 10 score sheets attached to each (i.e. sufficient for 6 stages + spares). Deliver clipboards + pens to the Range for the use of scorers.
- Collect Club guns from Grizzly Grumps. You are responsible for the control and allocation of Club guns and ammunition. Ensure that members using Club guns are fully aware that they are personally responsible for the security and good care of the firearms.

At the end of the day, recover unused ammunition from any member who is not fully licenced. Return Club guns to Grizzly Grumps at the end of the day.

- Assist Competitions Officer with Range set-up;
- In consultation with the Club Captain and Competitions Officer – identify any new members present who would benefit from individual instruction on safety protocols; range procedures; etiquette; etc. Any instruction needed will be managed by the Club Captain/Competitions Officer.
- Ensure ALL shooters stay back to help pack up at the end of the day.
- Collect ALL score sheets from scorers, and deliver these into the hands of the Scorer (Tiresome) or the President;
- DUTY OFFICERS will be the last to leave the Range at the end of the day, thereby ensuring that the Ranges are clear, with all Club equipment securely stored and locked.

Any members wishing to practice after competition MUST be under the charge of a qualified RO who will be responsible for assuming the DUTY OFFICERS obligations for securing the Range.

January 2014

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 st place only
4 shooters -	1 st and 2 nd places awarded
5 or more shooters -	1 st , 2 nd and 3 rd 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 **1st 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 4th 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.

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 forearm 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.** A holstered revolver (loaded or empty) with the hammer fully down on an empty chamber or expended case is considered safe and may not be interpreted as sweeping another shooter while safely secured in the holster. 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. 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 chamber, safety slot, or pin in the cylinder so the hammer does not rest on a live round/cap. If a particular stage requires a one shot reload, the sixth chamber of percussion revolvers may be charged at the bench and then capped "on the clock", either before the first round is fired or after the last round is fired. A complete reload for percussion revolver shooters is handled by staging a loaded, uncapped revolver down range or switching uncapped cylinders and capping on the clock.
5. No cocked revolver may ever leave a shooter's hand (Stage Disqualification). This does NOT apply when loading or reloading on the firing line.
6. Revolvers are returned to leather (re-holstered) with hammer down on a spent case or empty chamber at the conclusion of the shooting string, unless the stage description specifically directs otherwise (i.e. "move to next position and set gun on table or prop"). A shooting string is defined as shots from one type of firearm prior to the next type of firearm engaged.
7. De-cocking may not be done to avoid a penalty if cocked at the wrong time, position or location once a round has gone down range. NO firearm may be de-cocked on the firing line except by pointing it down range and pulling the trigger or while under the direct supervision of the Timer Operator (TO). This requires a positive indication/acknowledgement from the TO to the shooter. The penalty for de-cocking is Stage Disqualification.
8. Once a revolver is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition. Once a rifle is cocked, either the round under the hammer must be expended or the action opened in order for the rifle to be returned to a safe condition. Shotgun shells may be removed, if necessary, without penalty in order to return the firearm to a safe condition.
9. If a firearm is shot out of sequence or from the wrong position or location, the shooter will be awarded a single procedural penalty. In this situation, if the shooter elects or is forced to miss an appropriate target due to unsafe angles or target availability, a round may be reloaded to avoid a miss penalty (the dreaded "Double Jeopardy" of a procedure and miss). This does not mean a shooter may reload a rifle or revolver at any other time to make up a miss. Unfired ejected rifle rounds may be replaced.
10. Inadvertently leaving unfired rounds in a revolver is a miss unless the round is under the hammer, then it is a Stage Disqualification.
11. Safe conditions of firearms for movement or leaving a shooter's hand vary with each type of firearm. Please see the SASS Range Operations Basic Safety Course for a detailed description of what constitutes a safe firearm condition for movement.

SEE BELOW FOR EXTRACT FROM SASS RANGE OPERATIONS BASIC SAFETY COURSE (ROI Course)

**Extract from ROI Course Notes – Appendix A
Basic Safety Rules, #11.**

Safe conditions of firearms during a course of fire are as follows:

Revolver(s)

Safe for movement in hand, whilst holstering, and safe to leave the shooter's hand:-

Hammer fully down on an empty chamber,

Hammer fully down on an expended round (may not be originally staged in this condition but may be restaged in this condition).

Whilst the above restrictions apply, there are additional considerations for the Gunfighter. When shooting "Gunfighter Style", a **gunfighter may not holster revolvers with the intent to engage another revolver sequence**. Once cocked, all rounds are to be expended prior to holstering unless the revolvers were drawn at the wrong time or a revolver/ammunition malfunction has occurred. Physical stage design may allow a competitor shooting "Gunfighter Style" to stage or restage revolvers between firearm sequences.

Rifle

Safe to leave the shooter's hands:-

Empty

Hammer fully down on an empty chamber or spent round, action closed (restaged for further use),

Safe for movement rifle in hand only:-

Hammer fully down on an empty chamber or expended round, action closed.

Action open, round on carrier or in chamber

Shotgun

Safe to leave the shooter's hands:-

Empty

Safe for movement shotgun in hand only:-

Action open, round in chamber or on carrier

Hammer(s) fully down on empty chamber(s) or expended round(s), action closed.

12. A shooter with firearm in hand shall never be allowed to move with a live round under a cocked hammer. Movement is defined the same as "travelling" in basketball. Once the firearm is cocked, one foot must remain in place on the ground until the firearm is made safe. Shooting on the move is expressly disallowed. Penalty = Stage Disqualification.

13. A shooter shall not cock any revolver until the firearm is pointed safely down Range. While on the firing line, any discharge of any firearm impacting within ten feet of the shooter is unsafe and will result in a disqualification from the Stage or, if less than five feet, from the match. Any discharge away from the actual firing line shall result in a Match Disqualification.
14. A round over the berm is always a bad idea but is worse on some ranges than others. Local match regulations establish the appropriate penalty, up to and including a Match Disqualification.
15. Rifles may be staged down range from the shooter with the magazine loaded, action closed, hammer down and chamber empty.
16. Shotguns are always staged open with magazine and chambers empty and are loaded on the clock unless the stage begins with the shotgun in the shooters. Mule eared shotguns can be cocked at the beginning of a scenario, whether staged or in the shooters' hands. Long guns are never staged with their muzzles on the ground.
17. Long guns will be cleared and discarded with their barrels pointed safely downrange. A 10-second Minor Safety penalty will be assessed if the firearm is not cleared. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters' hands at the unloading table. This does not apply to firearms shot out of sequence, made "safe", and then restaged. If the action of a long gun closes after being cleared, the shooter will, at the conclusion of the stage, show it to be clear to the TO. Appropriate penalties will be applied if it is not clear. No one other than the competitor may handle the firearm in question. See ROI course notes for further clarification.
18. 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 firearms still containing rounds do not warrant penalties, except for misses, so long as the malfunction is declared and the gun made safe.
19. 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.
20. SASS matches **are not** fast draw competitions. Any unsafe firearm handling in the course of a draw from the holster or any "fanning" will result in the shooters' disqualification from that stage. "Slip-hammering" is not the same as fanning and is legal.

21. Although cross draw and shoulder holsters are legal, they represent a significant safety concern. No holster may depart from the vertical by more than 30° when worn. Extreme care must be exercised when drawing a firearm 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. (NOTE: The 170° safety rule means the muzzle of the firearm must always be straight down range +/- 8.5°. 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 +/- 8.5° in any direction. If the competitor “comes close” to breaking the 180°-safety plane, the 170-degree rule has been violated and the competitor is at fault).
22. The restrictions against breaking the downrange 180° angle apply to ALL HOLSTERS and METHODS of DRAW/REHOLSTER. This allowance applies to ALL types/styles of holsters, from canted double strong side to cross draw, to shoulder/Huckleberry rigs.
23. The muzzle of a revolver may be oriented into the straight down 180° as it clears leather, but MUST then go immediately into the DOWNRANGE 170° (and vice versa on the return).
24. It is also necessary to note that during the course of fire, the shooter must be given the ability to draw and holster revolvers from **approved/legal** holsters, and the ability to retrieve and return vertically staged double-barreled shotguns without penalty. Any firearm that breaks the 170° safety rule will result in a Stage Disqualification.
25. 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. 1st violation will result in a Stage Disqualification; 2nd violation will result in a Match Disqualification. This includes leaving the loading table with a cocked, loaded firearm. Shooting on the move is expressly disallowed. Penalty = Stage Disqualification.
26. 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. ***This does NOT apply to holstered revolvers that remain “in leather” in event of an equipment failure (e.g. broken belt buckle) causing the gun/ammo belt to fall. Shooter may safely recover a fallen gun/ammo belt and continue finishing the stage without penalty; or wait until finishing the stage for retrieval.***
27. Ammunition dropped by a shooter in the course of reloading any firearm during a stage may be retrieved or replaced, or, alternatively must be replaced from the shooter’s person or other area as allowed by stage description. If the round is not fired it is counted the same as a missed shot.
28. 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.
29. 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.
30. 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.
31. Hearing protection is highly recommended 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 recommended for everyone when in the range area, and eye protection is mandatory for spectators when within direct line of sight of steel targets
32. All loading and unloading shall be conducted only in the designated areas.
33. 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. Percussion revolvers may only be capped at the loading area or on the firing line.
34. Dry firing at the loading table is not allowed and results in a stage disqualification. Dry firing is allowed only 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.
35. Only registered competitors may wear firearms.
36. If a competitor has a firearm malfunction that cannot be cleared during the course of fire, the shooter may not leave the firing line until the firearm has been cleared. A Match Disqualification will be awarded to the shooter if they leave the firing line with the malfunctioning unless under the direction of a Match Official.

37. Failure to stage firearms or ammunition at the designated position(s) or location(s) is the fault of the competitor and scored as a **procedural** unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time. Failure to bring enough ammo to the line to complete the stage is **NOT** a procedural (scored the same as misses for many unfired rounds). The **procedural** in this case would only apply to ammo (like firearms) when not correctly staged on the line (e.g. on/in a prop), and not corrected by the shooter unassisted, on the clock. A shooter **MAY NOT** leave the line once the stage has begun to retrieve ammo or firearms until all firearms brought to the line are verified as clear. Penalty for violation is a Stage **Disqualification**. The penalty for using “illegally acquired” ammunition (i.e. **NOT** carried to the line/staged by the shooter in an approved manner) will be a **PROCEDURAL**. Any targets hit using that ammo will be scored the same as **MISSES**. **NO** adjustments will be made to the stage raw time.
38. Competitors shall unload each of their firearms at the designated unloading area and have them visually inspected to make sure all chambers are empty. Rifles and shotguns must be cycled to verify their magazines are empty. All revolvers taken to the firing line must be checked, whether or not they were used, and only two main match revolvers may be taken to the line.
39. Competitors arriving at the designated loading area with uncleared firearms after completing a stage within the same day will be assessed a Stage Disqualification penalty on the previously completed stage.
40. Competitors shall not leave the designated loading area with a loaded firearm unless they are proceeding to the stage as the next competitor to begin the stage.
41. Interpersonal conflict **WILL NOT** be tolerated.

OUTLAWED

The use or presence of any outlawed item is a Stage Disqualification.

- Modern shooting gloves;
- Short sleeve shirts (Male competitors only);
- Short sleeve tee shirts, long sleeve tee shirts, and tank tops for all competitors. Long sleeved Henley type shirts with buttons are acceptable;
- Modern feathered cowboy hats (Shady Brady’s). Straw hats of traditional design (e.g. Stetson, Bailey, sombreros) are acceptable;
- Designer jeans;
- Ball caps;
- All types of athletic shoes or combat boots, no matter the material from which they are constructed;
- Nylon, plastic, or Velcro accoutrements;
- The displaying of manufacturer’s, sponsor’s, or team logos on apparel. Manufacturer’s labels on such apparel or equipment are acceptable

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 always staged/re-staged open and empty;
 - may not be re-loaded ‘on the run’.
7. **Long guns are re-staged** “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** . Ammunition dropped by a shooter in the course of reloading any firearm during a stage may be retrieved or replaced from the shooter’s person or other area as allowed by stage description. The 170° rule applies.
The Club **STRONGLY** recommends that shooters always carry spare rounds for use if needed.
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.

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.

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;
- Any 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.

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.



