

MATCH SAFETY RULES:

1. ALL SASS AND CJRPC SAFETY RULES APPLY

2. SAFETY – First Last and Always!
3. All muzzles must stay within the 170 Degree area downrange; failure to do so will result in a stage DQ.
4. Any round that is fired and strikes the ground within (5) feet of the shooter will result in a match DQ; within (10) feet will result in a stage DQ.
5. Eye **AND** ear protection is mandatory for shooters and spectators.
6. All range commands, especially “CEASE FIRE!” are to be followed immediately. Red flag signifies cease fire.
7. A dropped firearm is a “DEAD” gun and may be retrieved **ONLY** by the Range Officers (RO). A dropped unloaded firearm is grounds for a stage DQ and a penalty of 999.99 seconds. A repeat offense is grounds for a match DQ. A dropped loaded firearm is a match DQ.
8. Unless otherwise specifically instructed, pistols are to be holstered at all times.
9. All shotgun targets are considered “MUST KILLS”. This means the plate must fall over to count as a hit. If the plate does not go down, the shooter may shoot at the same target again and continue until down (or) take a 5 second penalty for a miss.
10. On stages where the shooter is moving with an (empty) shotgun, they must wait until they stop at the shooting position **BEFORE** placing a shell in the firearm.
11. No movement is permitted with a cocked revolver (basketball rule), and a cocked revolver may not be

re-holstered until safely fired. The 170 degree rule will be enforced.

12. All long guns must be carried muzzle skyward and proceed directly to the unloading table and have his/her guns declared safe by the unloading table officer.

13. Dropped Ammo is “**DEAD AMMO!**”

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14. An accidental discharge or shot over the BERM is a MATCH DQ.

15. Malfunctioning firearms must be handed off to a posse worker under the direction of the RO or safely staged while the shooter continues.

16. On horizontal, flat, long gun rests, the receiver and the grip area of the stock on a rifle or shotgun must be on the rest. Only the remaining butt stock may hang off the rest.

17. MATCH DISQUALIFICATION

- Belligerent Attitude / Un-Sportsman like conduct.
- Shooting while under the influence of alcohol, prescription drugs or other medication that may impair the shooter’s physical and mental abilities.
- Shooting illegal ammunition. This includes ammunition that exceeds the maximum velocity and shotgun shells that have been bottle-necked, resized or ringed. This does not include ammo that does not meet the power factor.
- Dropping a loaded firearm.
- Third offense, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.
- Interpersonal conflicts.

**Please Enjoy Yourself and Stay
Safe.**