

MONTANA TERRITORY PEACEMAKERS SAFETY BRIEFING

1. SASS rules apply for this event.
2. There are 2 local club rules:
 - Any revolver worn butt-forward must be drawn and holstered according to SASS cross draw rules.
 - At the Rod & Gun Club, a round fired over the berm will result in a Match DQ. The only exception is when engaging an aerial target.
3. Eye and ear protection are required by all persons on the range, including spectators.
4. There are two designated SAFE AREAS for working on guns that malfunction during the match. If you have a malfunction, wait for a match official to escort you to the safe area where you can work on your gun. When using the “bunker” point muzzle towards the wooden wall.
5. Reshoots will be given only in the event of stage equipment failure. Once the first round is fired, the shooter is committed to finish the stage.
6. Every shooter is a safety officer and is expected to remain alert for any unsafe action by any shooter. If you see an infraction, call it. Failure to enforce the rules for one shooter penalizes everyone else.
7. It is the responsibility of all posse members to ensure that loading and unloading tables are manned by trained range officers, that someone is picking up brass & setting targets, and that there are three trained spotters to count misses.
8. Lead Pistol-caliber bullets only, for both rifles and pistols - no jacketed, gas-checked, or "copper-plated" bullets. Pistol ammunition must not exceed 1000 fps, rifle ammunition must not exceed 1400 fps. Shot shells - LEAD shot only - no larger than #4 - No magnum loads.
9. The “170 degree rule” will be enforced at all times. Muzzle direction is important between, before, during, and after shooting a stage. A muzzle must not be allowed to “sweep” other participants at any time.
10. Extreme care must be exercised when drawing a pistol from a cross-draw or shoulder holster or when returning a pistol to leather. The shooter must “twist” the body, if necessary, to ensure the muzzle never breaks the 170-degree safety rule during the process.
11. Finger should not be placed in the trigger guard of any firearm until the gun is pointed is raised to least 45 degrees down range.
12. All firearms are to be empty and holstered or in a gun cart, long guns with actions open at all times, when not at loading table or on the firing line.
13. All long guns are to be transported and carried muzzle up. We r recommend you keep muzzles high.
14. Firearms are to be loaded only at the loading table. Cap & ball shooters can charge cylinders away from the loading table, but can only cap them at the loading table or on the firing line.
15. Loaded revolvers must have the hammer down on an empty or uncapped chamber.
16. A shooter may not leave the loading table with any loaded firearm except to go to the firing line when called by the timer operator. People may go down range to reset props or targets. We want everyone behind the firing line before a shooter approaches the start position with loaded guns.
17. After shooting, the shooter shall go directly to the unloading table.
18. Any ammo dropped during execution of a course of fire is considered “dead” and will NOT be picked up by the shooter unless it falls back into the prop in which it was originally staged.
19. A dropped gun is “dead” and may only be retrieved by an RO.
20. In the event of a safety problem on the range, a “Cease fire” command will be issued. A shooter involved in a course of fire will cease fire immediately and hold the gun with the muzzle pointed down range while awaiting instructions from the Timer Operator.
21. Squibs - DO NOT FIRE THE NEXT ROUND!!! Hand off the gun to the RO keeping the muzzle pointed in a safe direction.
22. When restaging long guns during the course of fire, the guns will be empty and action open. When changing location during a stage, all firearms being carried either must have the hammer down on an empty chamber or spent case, or have the action open. The basketball traveling rule will be enforced.
23. If you wish to demonstrate or show any firearm to anyone (visitor or other shooter) wait until after the match has concluded & the targets have been put away, or use a designated SAFE AREA.

SASS STAGE CONVENTIONS

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage. These stage defaults should be followed in all SASS Matches unless otherwise directed in stage descriptions.

1. All knockdown shotgun targets may be reengaged until down.
2. All knockdown targets (shotgun, rifle, or revolver) must go down to count. Knockdowns are calibrated to fall with a standard velocity 38 Special with a 158 grain bullet.
3. All staged guns shall have their barrels pointed safely down range. All long guns staged horizontally shall be staged lying flat where at least the rear of the trigger guard is on the staging area.
4. Staged shotguns will be open and empty.
5. Shooters may not start a stage with ammunition in hand.
6. Long guns will be discarded open and empty with their barrels pointed safely down range.
7. Revolvers are returned to leather after the shooting string unless otherwise directed by scenario instructions.
8. Revolvers are drawn and used in accordance with the shooter's category.
9. Safe gun handling is the shooter's responsibility.
10. The 170-degree safety rule is in effect.
11. The basketball traveling rule is in effect when there is a live round under the hammer.
12. If no starting position is given the shooter shall stand fully erect with revolvers holstered, hands at the side not touching any firearm.
13. Cowboy port arms is defined as standing fully erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.
14. Interpersonal conflicts WILL NOT be tolerated.