



ELDORADO COWBOYS MINING & CATTLE COMPANY

RANGE RULES AND RESPONSIBILITIES

SPOTTERS RESPONSIBILITIES

Shooters will not be allowed to shoot the stage until there are three spotters present.

Spotters are responsible for observing that all targets and sequences are properly engaged. It is important that spotters position themselves properly to observe the targets.

If you see a miss, it is a miss. Everything else is a hit. Spotters should be sure of their observations and not depend on what the other spotters show at the end of the shooting sequence. The miss count will be the consensus of all three spotters. In the case of a discrepancy, the advantage **ALWAYS** goes to the shooter.

The Range Officer running the timer does not spot. He will poll the spotters for consensus and relay it, along with the time, to the scorekeeper.

LOADING RESPONSIBILITIES

All loading will be conducted only in the designated areas.

The loading table must be manned at all times by a designated loading officer or by the shooter behind them in the shooting order.

The loading officer or the shooter behind them will check to make sure no round is under the firing pin of any revolver.

The shooter is ultimately responsible to insure that all firearms are loaded with the correct number of rounds required in a course of fire.

No one will leave the loading table with loaded guns until called to the firing line.

UNLOADING RESPONSIBILITIES

All unloading will be conducted in the designated area.

The unloading table must be manned at all times by a designated unloading officer or by the shooter ahead of them in the shooting order.

At the unloading table, competitors will unload each of their firearms. The unloading officer must visually inspect all chambers to make certain the firearms are empty before the shooter leaves the unloading table. All rifles and pump and lever action shotguns must have their actions cycled for the inspection officer. All weapons, whether used or not in the stage, must be inspected. Guns are not considered empty until they have been cleared by the unloading officer.

It is the responsibility of the unloading officer to be alert and of the shooter to make certain that the unloading officer is watching the unloading procedure. The unloading shooter is required to show the unloading officer that his guns are empty. Unloading officers will not touch shooters guns in any manner without first asking permission.

ANIMAL RESPONSIBILITIES

Animals are not allowed in the shooting areas. For the safety of the shooters and the dogs, all dogs must be kept on a leash at all times when not in the shooter's recreational vehicles.

It is expected that you will make sure that your dogs mind their manners with regard to other shooters gun carts, equipment, etc. It is also understood that you will pick up after your dogs.

CAMPING RESPONSIBILITIES

Quiet time will be observed in the camping area between 10:00 pm and 7:00 am. Please be considerate with your generators.

ALCOHOL AND DRUGS

Consumption or possession of alcoholic beverages in the shooting area is strictly prohibited while shooting matches are under way. The Park Service rule, "If you carry it in, carry out" will be the rule of thumb. Please dispose of empty bottles and cans in a responsible manner.

No shooter may ingest any substance that will affect his or her ability to participate with a maximum stage of awareness and in a completely safe manner.

SPIRIT OF THE GAME

Please be courteous and do not approach the stages until it's your posses turn to shoot. Crowding another posse can be distracting and also create a safety issue.

It is important for all shooters to support their posse by being courteous, helping and encouraging other shooters and helping the posse run smoothly. It takes eight or more people to run a shooter through a stage correctly.

One timer to make sure the shooter completes the stages safely and correctly
Three spotters to watch for misses, if any
One scorekeeper to write times down legibly
One shotgun target setter
Two safety officers to check that all firearms are properly loaded and unloaded.
One or more brass retriever

Cowboys may be required to do more than one job, depending on the posse size.

If you are not assigned to help run the stage or work the loading or unloading tables, please stay far enough behind the shooting line to allow space for the people working the stage.

Remember that some people are easily distracted. Please show courtesy and keep conversations to a minimum while a shooter is on the line.

Shooters will stay with their posses throughout the shoot. If you have to leave the posse before everyone has finished shooting, advise someone that you are leaving and the reason.

Be aware that some shooters are very particular about their weapons. Do not move shooters' guns from the firing line unless instructed to move them by the Chief Range Officer to facilitate the movement of the stage.

Foul language, unsportsmanlike conduct and interpersonal conflicts WILL NOT be tolerated.

GUN CLUB MAINTENANCE RULES

No glass containers are permitted on the shooting range. Please do not litter. Please pick up your trash. Use the trash bins.

Let's all help keep the range as clean as it should be.

GENERAL SHOOTING RULES

This is a cold range. All firearms will remain unloaded except while you are under the direct observation of a Range Officer.

Long guns will have their actions open immediately at the conclusion of each shooting sequence and while carried on the range unless enclosed in a case or scabbard.

Handguns will be holstered except when on the firing line, at the loading or unloading tables, or in a safety area. Handguns will be holstered at the conclusion of the guns immediate use unless the stage directions specify otherwise.

Eye and hearing protections must be worn by all competitors.

A dropped empty gun will result in a stage disqualification. A dropped loaded gun will result in a match disqualification.

The shooter will not pick up a dropped gun. A Range Officer will recover the gun, examine it, clear it and return it to the shooter.

No shooter will have his finger on the trigger of any cocked firearm until the firearm is pointed safely down range. Moving with a cocked and loaded firearm will result in a stage disqualification (basketball traveling rules apply.)

Breaking the 170 rule with an empty firearm will result in a stage disqualification. Sweeping anyone with a loaded firearm will result in a match disqualification. The 170 rule is also in effect at the loading and unloading tables.

A discharge impacting within 5 to 10 feet of the firing line will result in a stage disqualification. A discharge impacting within 5 feet will result in a match disqualification.

Dropped ammunition will be considered dead and cannot be picked up until the shooter is finished shooting the stage.

Dry firing a firearm at the loading or unloading table is not permitted.

At the command of "cease fire" you will immediately stop firing and make your firearm safe.

At the command of "down range" shooters will finish the course of fire and take weapons to the unloading table. Everyone at the loading and unloading tables should ground all firearms and take a step back from the tables with hands raised in the air.

Unspent rounds in a long gun will result in a minor safety penalty of ten seconds.

SASS has adopted Stage Conventions that we all should know. They are stage defaults that we will observe unless otherwise directed in stage descriptions. These conventions and SASS rules will be observed at all matches.

If you need to review the Stage Conventions and SASS Handbook, go to SASS.net.com and download it. If you do not have a computer and need a hard copy, please advise and we will get one for you.



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