



## What You Need to Know for Hosting a Local SASP Match

Information you'll want to know to ensure you have a successful match:

### Decisions to Make:

- Are you shooting both Pistol and Rifle?
- Date of Match
- Is it a one day or two day match?
- Facility
- Teams to invite
- Cost of match
- Will food be available?
- Register match info entered onto SASP website calendar

### Supplies:

- Registration form
- Score sheets
- Scoring program
- Timers
- Paint (flat white, red, black)
- Safety (caution) tape
- Safety Officer "cheat sheet"
- Trauma bag/first aid kit
- Stage layouts/designs (Focus, Go Fast, In and Out, and Speed Trap)
- Tables to work off of at each bay
- Water and cups

### Staffing:

- Safety Officers
- Helpers to set up stages the day of match
- Score keepers

### **RULES GOVERNING SPP MATCHES**

All SASP competitions will be conducted in accordance with the rules of the Scholastic Action Shooting Program. This information does not supersede the SASP Handbook, please consult the Handbook for details.

### MATCH RULES AND CONDITIONS

**Eye and ear protection for all shooters AND ALL SPECTATORS are required. Individuals observed without eye or ear wear will be required to leave the shooting area.**

If an athlete drops a magazine or other non-gun accessory, it must remain on the ground until the shooter finishes that string of fire. The shooter may then pick up the item once they have tabled or bagged their gun and have been given permission by the Safety Officer.

#### A. **Pistol Caliber and Action Type, Allowable Condition**

##### Centerfire – Firearms Allowed

1. Handgun. All SASP matches will be shot with any “stock” handgun. For SASP, a stock handgun is defined in the IDPA rules covering Stock Service Pistol and Revolver. For a current list of approved handguns visit: <http://members.idpa.com/Content/Rules/x2gukat1.wyt.pdf>. SASP matches are shot with iron sights only – adjustable sights and fiber optic inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights. Scopes, red-dot and laser assisted sighting systems are prohibited. Revolvers chambered in .357 Magnum or .38 Special are also legal, as long as .38 Special ammunition is used. The maximum rounds allowed in a magazine is 10 with one additional in the chamber. The maximum number in a revolver is 6 rounds.
2. Ammunition. While 9mm Luger (9x19) is the recommended caliber for SASP, .40 S&W, 45ACP or .38 Special may be used. The minimum power factor allowed for SASP competition is 125 (bullet weight x velocity divided by 1,000). For those using .357 Magnum / .38 Special revolvers, only .38 Special ammunition may be used with a minimum power factor of 105.
3. Disconnection or disabling of any safety device on any gun is not allowed.
4. Start Condition:  
DA/SA firearms will start hammer down.

Firearms with a decocking lever or button will be decocked using the lever or button.

If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.

Manual safeties may be engaged or not at the shooter’s discretion.

##### Rimfire – Firearms Allowed

Handguns with iron sights only – adjustable sights and fiber optic inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes, or barrel weights. All handguns are to safely use .22 Long Rifle ammunition. Any commercially available .22LR ammunition will be considered suitable for competition.

1. Handgun. All SASP matches are shot with iron sights only – adjustable sights and fiber optic inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights. Scopes, red-dot and laser assisted sighting systems are prohibited. All handguns are to safely use .22 Long Rifle ammunition. Any commercially available .22LR ammunition will be considered suitable for competition. The maximum rounds allowed in a magazine is 10 with one additional in the chamber. The maximum number in a revolver is 6 rounds.
2. Due to the misfire/jamming issues generally associated with rimfire, a competitor will be allowed one (1) “Mulligan” per stage if the issue is related to ammo/gun failure. When using the “Mulligan”, the shooter will be allowed to reshoot the string in which the incident occurred. It will be the responsibility of the competitor or coach to request the “Mulligan”.

This rule only applies to gun/ammo related failures and does not cover operator mistakes such as not properly seating a magazine, etc. This should be determined by the Safety Officer running the stage. If there is a question, the competitor should be given the benefit of the doubt.

This rule does not apply to the Centerfire Division.

When clearing a jam/misfire on the clock, the competitor may not use any tools to clear the problem. Tools may only be used off the clock.

3. Ammunition. All Handguns are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.

4. Start Condition:

For Rimfire Division Only: DA/SA firearms can start hammer back.

Manual safeties may be engaged or not at the shooter's discretion.

5. Disconnection or disabling of any safety device on any gun is not allowed.
6. Use of Chamber Flags – for some rimfire pistols, it is not advisable to pull the trigger on an empty chamber. All rimfire firearms leaving the firing line will be required to have a chamber flag inserted in the chamber. If a chamber flag is not available, a length of weed trimmer line (long enough to be inserted in the breech end of the pistol and exit the muzzle end) will be acceptable.

The slide may either be locked back or closed on the chamber flag.

### **Rifle Caliber and Action Type, Allowable Condition**

All Rifle matches will be shot with any repeating rifle with a detachable box magazine chambered in .22LR. Tubular magazine rifles are not permitted since they present the risk of requiring hands around the muzzle to load and unload, in addition to the additional time to reload between strings of fire. The maximum rounds allowed in a magazine is ten with one additional in the chamber.

Any commercially available .22LR ammunition will be considered suitable for competition.

1. Iron Sight Division – Firearms with iron sights, adjustable sights and fiber optics are allowed but no electronic sights. Compensators are permitted, no suppressors. Slings may be on the gun but not used. Firearms must have detachable box magazines.
2. Optic Division – Firearms with scopes, optic sights, light gathering scopes, battery powered optics. Compensators are permitted, no suppressors. Lasers are not allowed. Slings may be on the gun but not used.
3. Due to the misfire/jamming issues generally associated with rimfire, a competitor will be allowed one (1) "Mulligan" per stage if the issue is related to ammo/gun failure. When using the "Mulligan", the shooter will be allowed to reshoot the string in which the incident occurred. It will be the responsibility of the competitor or coach to request the "Mulligan".

This rule only applies to gun/ammo related failures and does not cover operator mistakes such as not properly seating a magazine, etc. This should be determined by the Safety Officer running the stage. If there is a question, the competitor should be given the benefit of the doubt.

When clearing a jam/misfire on the clock, the competitor may not use any tools to clear the problem. Tools may only be used off the clock.

4. Ammunition. All rifles are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.
5. Start Condition:  
Manual safeties may be engaged or not at the shooter's discretion.
6. Disconnection or disabling of any safety device on any gun is not allowed.
7. Use of Chamber Flags – for some rimfire rifles, it is not advisable to pull the trigger on an empty chamber. Starting with the 2014/2015 target season, all rimfire firearms leaving the firing line must have a chamber flag inserted in the chamber. If a chamber flag is not available, a length of weed trimmer line will be acceptable.

The bolt may either be locked back or closed on the chamber flag.

## Scoring

SASP is a timed event so your time is your score. The four “bang” targets must be hit during each string of fire and the “stop” target will be hit last to stop the time. A “bang” target is any of the four non-“stop” targets of a stage. Each athlete will shoot five strings. The best four out of five runs are combined for a total score for each stage. If the stop target is hit before all bang targets have been hit, there is a 3 second penalty for each bang target not hit. If the athlete does not hit the stop plate, a maximum score of 30 seconds is recorded for that string. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped and asked to prepare for the next string of fire if they reach the 30 second limit. A three (3) second procedural penalties will also be given for:

- Creeping, movement, or jumping before the start signal sounds. Verbal warning will be given for 1<sup>st</sup> time, 2<sup>nd</sup> time will result in a procedural.
- If competition is held with multiple stages on one bay, shooting at the wrong targets.
- Starting with finger within trigger guard – Verbal warning will be given for 1<sup>st</sup> time, 2<sup>nd</sup> time will result in a procedural.
- Reloading with finger within trigger guard – Verbal warning will be given for 1<sup>st</sup> time, 2<sup>nd</sup> time will result in a procedural.

When a Safety Officer or Score Keeper calls a miss, it is the athlete or coach's responsibility to appeal the decision at the end of that particular string of fire. The Safety Officer and/or Score Keeper will then go down range and check the target. Once the next string of fire begins, there will be NO further opportunity to appeal the call.

NOTE: All Targets should be painted before each athlete begins his/her string of fire. Be sure all edges as well as the face are covered.

Competitors may fire as many rounds as they need to complete each string of fire. It is the responsibility of the athlete to check their scores as written on their scoresheets after completing shooting. Any questions concerning the scores entered on the scoresheet should be asked of the Range Officials at that time. If the question is not

resolved, a Match Director will then be summoned. **It is the athlete's responsibility to submit the correct scoresheet for the each stage and match.**

## Ties

If a tie occurs for final ranking, the In & Out stage score will be used as the tie-breaker. If that does not break the tie, the fastest single run of that stage will be used as the tie-breaker. If still needed, the second and third run will be used as the tie breaker.

## Starting Commands

SASP ranges are cold! Firearms will be kept in cases/bags until it is the athletes turn to compete. Holsters are not an acceptable mode of transporting pistols. Firearms will not be loaded except as directed by Safety Officers/Match Officials.

Always follow the basic Safety rules:

- Rule #1: Always keep the gun pointed in a safe direction
- Rule #2: Always keep your finger off the trigger until ready to shoot
- Rule #3: Always keep the gun unloaded until ready to use

Semi-autos will have an empty chamber and magazine well. Revolvers must have all chambers and cylinders empty.

After firing, no competitor may leave the firing position until the firearm has been unloaded, inspected and cleared by the Safety Officer. The competitor, under commands from the Safety Officer, will then place the firearm in a gun case or bag. Holsters are not an acceptable mode for carrying a firearm. If the firearm is being used by the next competitor the Safety Officer should cant the firearm to the right berm. The Safety Officer may also move the firearm to table or station under his/her control.

During loading or unloading, engaging the course of fire and during clearing the firearm in the event of a malfunction, the muzzle of the firearm must ALWAYS be kept pointed down range AND FINGER OUTSIDE OF THE TRIGGER GUARD. If the limit line (180 degrees of the shooter box) is violated with a loaded gun, the shooter will be asked to unload and will be disqualified from the entire match.

In the event a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Safety Officer/Match Director. In no case, will an athlete leave the line with a loaded firearm.

During a SASP match, athletes must not handle their firearms, except when instructed by a Match Official or in designated areas.

Should a firearm be dropped during a course of fire, the athlete will not pick up the firearm, but must call a Safety Officer/Match Official to do so. The Safety Officer/Match Official will then unload and inspect the firearm.

An unloaded sight picture of one string is allowed – the finger must remain outside of trigger guard. The athlete may take one loaded sight picture of the first target during their pre-shot routine.

## RANGE COMMANDS

### "Range is Hot, Eyes and Ears"

This is the first command given to the shooter starting the action of shooting a stage. This command signifies the start of the course of fire. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check their own eye and hearing protection is properly fitted.

### "Load and Make Ready"

Before issuing this command, the Safety Officer should visually confirm that the competitor, and all others on the range, have eye and ear protection in place, that he/she is facing downrange, and that he/she is in all other respects prepared to handle the firearm.

The competitor may then pick up the firearm and magazine from the table, load the firearm and point at the low-ready flag down range. Once the "Load and Make Ready" command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Safety Officer.

### "Are You Ready?"

The lack of any response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, he must state "Not Ready".

### "Standby"

This command should be followed by the audible start signal within 1 to 2 seconds.

### "Start Signal"

The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Safety Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"

### "Reload if Required and Make Ready for Your Next String"

This command may be used following the 1st through 4th strings. (Experienced shooters may not need this command).

### "Stop"

Any Safety Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing and wait for further instructions from the Safety Officer.

### "Unload And Show Clear"

This command is used following the final string. If the competitor has finished shooting, he must lower his firearm, remove the magazine, then clear the chamber, lock the slide to the rear for inspection by both himself and the Safety Officer.

### "Case or Bench"

The competitor then must place the firearm on the table (or gun bag/case) before the Safety Officer can call the range safe and clear to go down range to score/paint targets.

### “Range is Clear”

This command indicates to the shooter and anyone within the stage boundaries that the range is clear. This command begins the scoring and resetting of the stage.

### **Safety Violations**

Any of the following two violations shall result in disqualification:

- Dropping of an unloaded firearm.
- Any grossly uncontrolled shot or accidental discharge. Uncontrolled is defined as a shot that is contained downrange within the berm and more than six feet from the shooter.
- Picking up a dropped firearm without the direction of a match official.
- Starting with Finger within trigger guard – After 3<sup>rd</sup> violation (see section B on scoring procedural for first two violations).
- Reloading with finger within trigger guard -- After 3<sup>rd</sup> violation (see section B on scoring procedural for first two violations).

The following violations shall result in automatic disqualification from the tournament:

- Pointing a loaded or unloaded firearm up range (breaking the 180).
- Dropping a loaded firearm.
- Leaving the line with a loaded firearm.
- Any shot fired into the ground within six feet of the contestant or over the backstop/berm.
- Unsafe handling of a loaded firearm.
- Contestants under the influence of alcohol or non-prescribed drugs.
- Any behavior or action in violation of sportsmanship codes, or that which directly and/or adversely affects the performance of another competitor.
- Any disrespectful words and/or gestures to or towards a Safety Officer/Match Official.
- Non-legal firearm.
- Non-legal accessories.

Coach must be notified of athlete violations.

## Stages

The official stages of SASP are:

- Focus
- Go Fast!
- In and Out
- Speed Trap

## Targets

Action Targets is a founding partner of the Scholastic Action Shooting Program. In addition, targets may be also purchased from GT Targets or may be manufactured by the club as long as they meet specifications as listed in the Steel Resource Guide at <http://www.actiontarget.com/wp-content/uploads/2010/10/pt-Steel-Target-Resource-Guide.pdf>

### Target Specifications

All round targets are 5' high to the top of the target and all rectangles are 5'6" to the top of the target (as set by a transom from the shooter's box).

All targets are painted white and will be re-painted prior to each Athlete's first run on each course of fire.

## SAFETY – (REQUIRED PROCEDURES AND EQUIPMENT)

### A. Supervision at SASP Events

For all SASP events (practices, matches, etc.), team members must be under the supervision of the Team's Head Coach. In the event the Head Coach cannot be present, he/she must designate an Assistant Coach/Adult Volunteer, who is registered with the National Program, to provide supervision and leadership. Violation of this rule voids the Volunteer Liability Insurance Policy coverage, disqualifies the team from entering an event, and may result in the removal of the Head Coach from the SASP.

### B. Required Eye and Ear Protection

Eye and ear protection for all shooters AND ALL SPECTATORS are required. Individuals observed without eye or ear wear will be required to leave the shooting area.

### C. Allowable Equipment – Handguns and Ammunition

1. **Pistol - Centerfire:** All SASP matches will be shot with any "stock" handgun. For SASP, a stock handgun is defined in the IDPA rules covering Stock Service Pistol and Revolver. For a current list of approved handguns visit: <http://members.idpa.com/Content/Rules/x2gukat1.wyt.pdf>. SASP matches are shot with iron sights only – adjustable sights and fiber optic inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights. Scopes, red-dot and laser assisted sighting systems are prohibited. Revolvers chambered in .357 Magnum or .38 Special are also legal, as long as .38 Special ammunition is used. The maximum rounds allowed in a magazine is 10 with one additional in the chamber.

**Pistol - Rimfire:** All SASP matches are shot with iron sights only – adjustable sights and fiber optic inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights. Scopes, red-dot and laser assisted sighting systems are prohibited. All handguns are to safely use .22



Long Rifle ammunition. Any commercially available .22LR ammunition will be considered suitable for competition. The maximum rounds allowed in a magazine is 10 with one additional in the chamber.

2. **Rifle –**

**Iron Sight:** Firearms with iron sights, adjustable sights and fiber optics are allowed but no electronic sights. Compensators are permitted, no suppressors. Slings may be on the gun but not used. Firearms must have detachable box magazines.

**Optic:** Firearms with scopes, optic sights, light gathering scopes, battery powered optics. Compensators are permitted, no suppressors. Lasers are not allowed. Slings may be on the gun but not used.

3. **Ammunition –**

**Centerfire:** While 9mm Luger (9x19) is the recommended caliber for SASP, .40 S&W, 45ACP or .38 Special may be used. The minimum power factor allowed for SASP competition is 125 (bullet weight x velocity divided by 1,000). For those using .357 Magnum/.38 Special revolvers, only .38 Special ammunition may be used with a minimum power factor of 105. Reloads are **ALLOWED** for practices and competitions, provided they meet the power factor.

**Rimfire:** .All firearms are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.

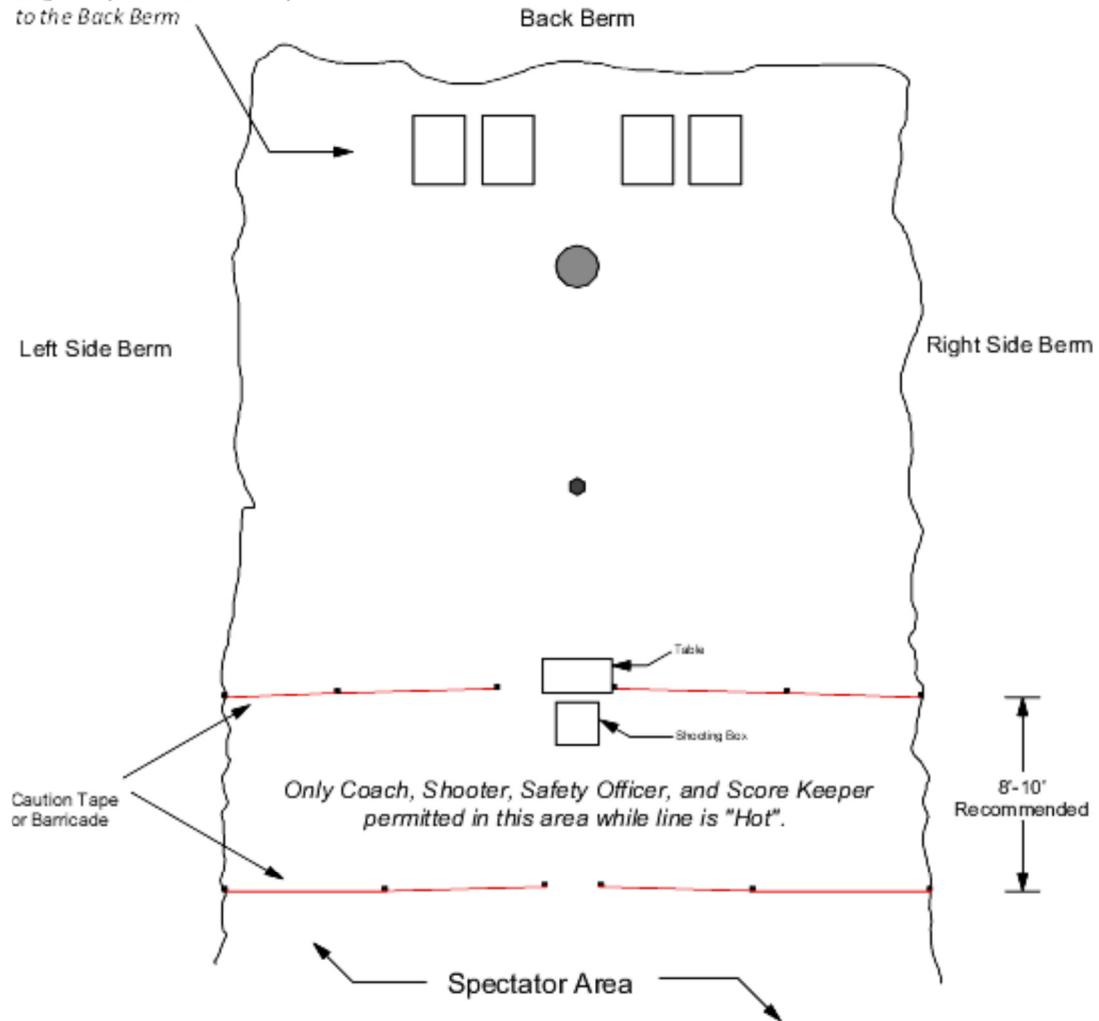
**Example of Safety/Caution tape to ensure a barrier between the athlete and the spectators.** No one except the coach, athlete, safety officer, and score keeper are permitted between the set of safety/caution tape. The distance (width) between the caution tape is between 8 and 10 feet.



## Entrance into Shooting Area



*It is recommended that the furthest target be placed as close as possible to the Back Berm*



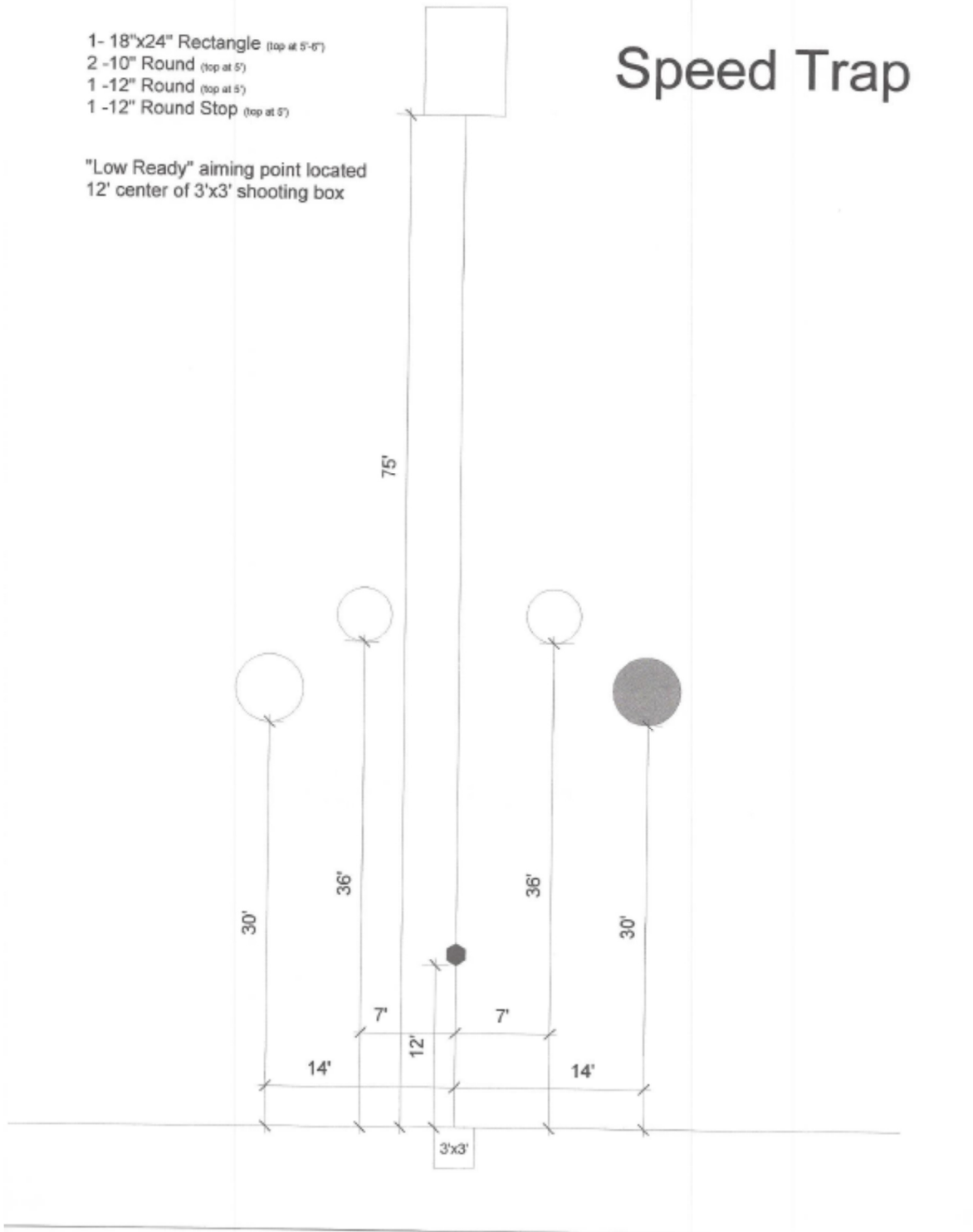
**NOTE:** *If the handgun is being used by the next competitor the Safety Officer should cant the handgun (on the Table) to the Right Berm or place the pistol in a gun case, bag or other pistol carrying device.*

# SASP Stages

## Speed Trap

- 1- 18"x24" Rectangle (top at 5'-5")
- 2 -10" Round (top at 5')
- 1 -12" Round (top at 5')
- 1 -12" Round Stop (top at 5')

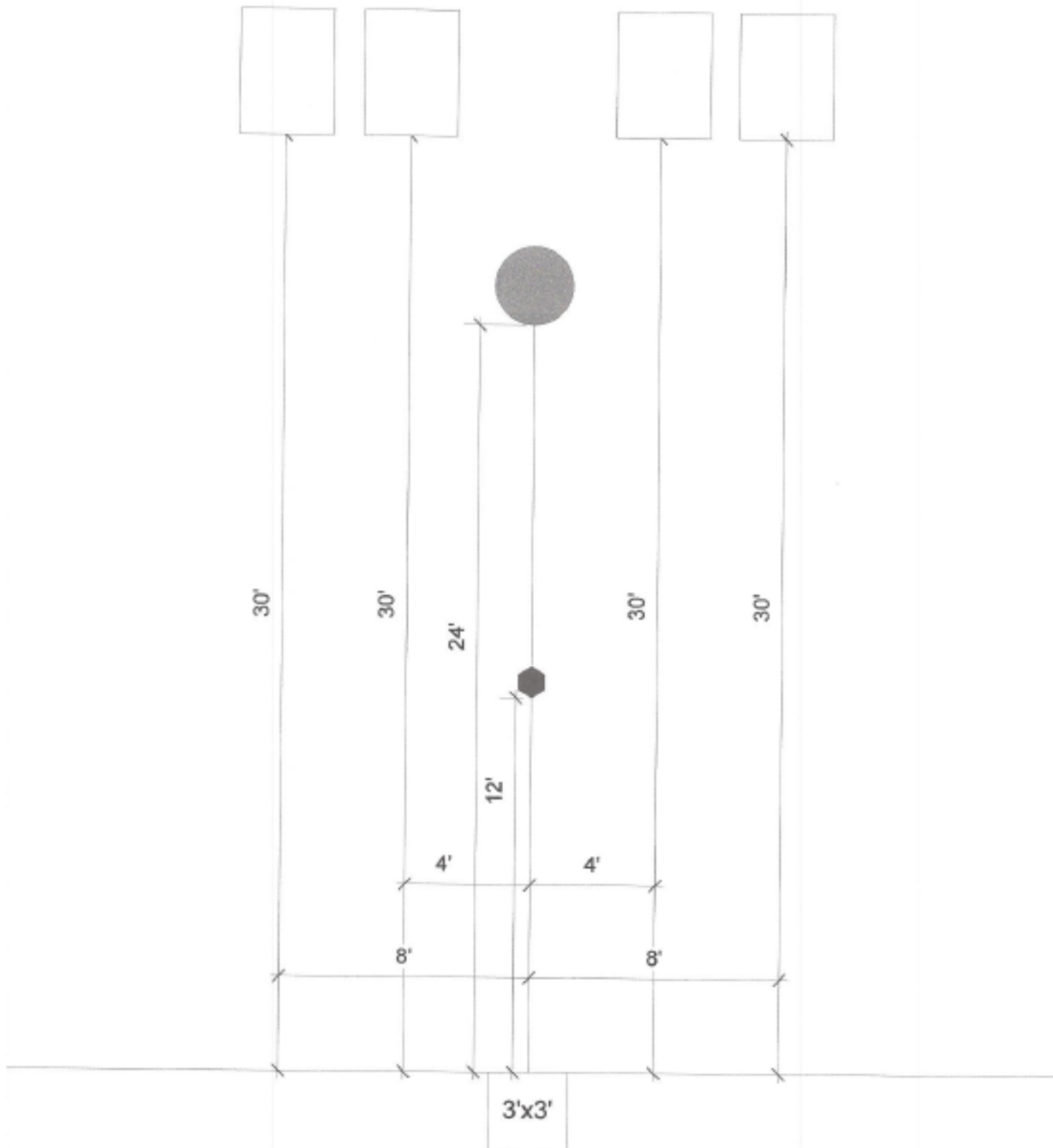
"Low Ready" aiming point located  
12' center of 3'x3' shooting box



4 - 18"x24" Rectangles (top at 5'-6")  
1 - 12" Round Stop (top at 5')

# Go Fast!

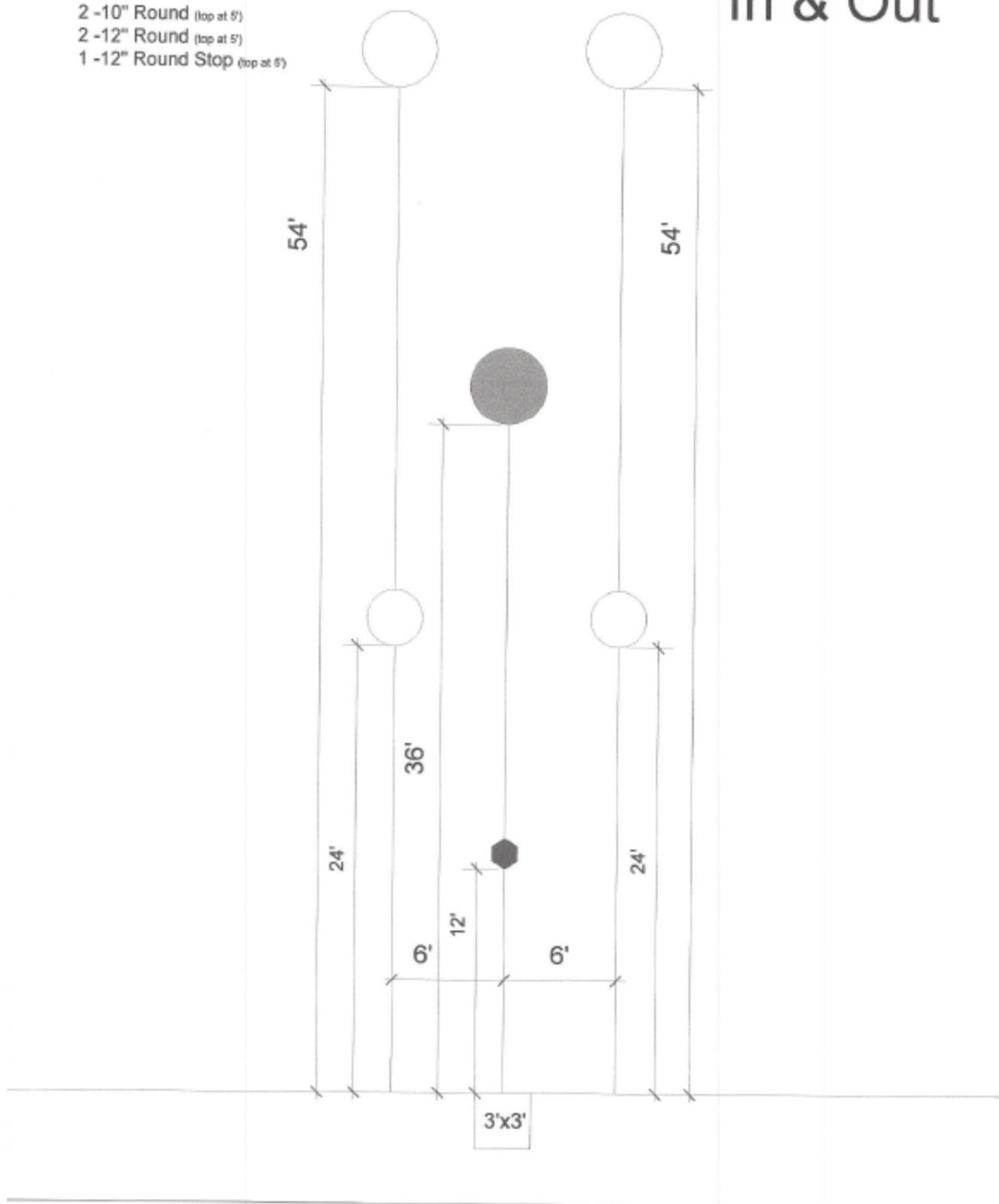
"Low Ready" aiming point located 12' center of 3'x3' shooting box



"Low Ready" aiming point located 12' center of 3'x3' shooting box

- 2 - 10" Round (top at 5')
- 2 - 12" Round (top at 5')
- 1 - 12" Round Stop (top at 6')

# In & Out



- 4 - 12" Round (top at 5')
- 1 - 12" Round Stop (top at 5')

"Low Ready" aiming point located 12' center of 3'x3' shooting box

# Focus

