

 **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

**RANGE COMMANDS**

 **“Range is Hot, Eyes**  This is the first command given to the shooter starting the action of shooting a stage.

**and Ears”** 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 pistol/rifle.

The competitor may then pick up the pistol/rifle and magazine from the table, load the pistol/rifle 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**  This command may be used following the 1st through 4th strings. (Experienced

**Make Ready for Your Next**  shooters may not need this command).

**String**”

“**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 pistol/rifle, remove the magazine, then clear the chamber, lock the slide to the rear for inspection by both himself and the Safety Officer. The competitor then must place the pistol/rifle 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.

**“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 GUIDELINES**

* For each string contestants may start with 11 rounds in the gun (1 in chamber, 10 in magazine).
* Safety off, finger off trigger and outside of the trigger guard
* After athlete finishes shooting the stage:

Magazine taken out

Clear chamber

Visually inspect

Lower slide

Pull trigger

Bag or lock back and leave on table with handgun cantered to the right berm

* SASP ranges are cold! Pistols/rifles will not be loaded except as directed by Safety Officers/Match Officials.
* Semi-autos will have an empty chamber and magazine well. Revolvers must have an empty cylinder.
* After firing, no contestant may leave the firing position until the pistol/rifle has been unloaded, inspected and cleared by the Safety Officer. The contestant, under commands from the Safety Officer, or the Safety Officer, will then place the pistol/rifle in a gun case, bag or other pistol/rifle carrying device. If the handgun is being used by the next competitor the Safety Officer should cant the handgun to the right berm. The Safety Officer may also move the pistol/rifle to table or station under his/her control.
* During loading or unloading, engaging the course of fire and during clearing the pistol/rifle in the event of a malfunction, the muzzle of the pistol/rifle 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 pistol/rifle 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 pistol/rifle.
* During a SASP match, athletes should not handle their pistols/rifles, except when instructed by a Match Official or in designated areas.
* Should a pistol/rifle be dropped during a course of fire, the athlete will not pick up the pistol/rifle, but allow the Safety Officer/Match Official to do so. The Safety Officer/Match Official will then unload and inspect the pistol/rifle.
* Unloaded sight pictures are allowed – finger outside of trigger guard. Shooters should ask Safety Officer before taking sight picture.

**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 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. 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. Three (3) second procedural penalties will also be given for:
* Creeping, movement, or jumping before the start signal sounds.
* 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 1st time, 2nd time will result in a procedural.
* Reloading with finger within trigger guard – Verbal warning will be given for 1st time, 2nd time will result in a procedural.
* When a Safety Officer or Score Keeper calls a miss, it is the athlete’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 scorecards after completing shooting. Any questions concerning the scores entered on the scorecard 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 scorecard for the each stage and match.

**SAFETY VIOLATIONS**

Any of the following two (2) violations shall result in disqualification:

* Dropping of an unloaded pistol/rifle.
* 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 pistol/rifle without the direction of a match official.
* Starting with Finger within trigger guard – After 3rd violation (see Handbook, section on scoring procedural for first two violations).
* Reloading with finger within trigger guard - – After 3rd violation (see section on scoring procedural for first two violations).

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

* Pointing a loaded or unloaded pistol/rifle up range.
* Dropping a loaded pistol/rifle.
* Leaving the line with a loaded pistol/rifle.
* Any shot fired into the ground within six feet of the contestant or over the backstop/berm.
* Unsafe handling of a loaded pistol/rifle.
* 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.

Coach must be notified of athlete violations

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