

# Match Rules

All competitors are safety officers. If you see an unsafe act, bring it to the attention of the shooter or a Range Officer. Be polite and use **“Your inside voice”** as Kodiak Kid would say. Most of the time a gentle nudge works better than “in your face confrontation.”

1) The Revenge is conducted in accordance with the rules set forth by the Single Action Shooting Society (S.A.S.S.), the Windygap Regulators and the Revengers of Montezuma. All competitors are expected to be familiar with the SASS rule book and all rules posted in this book, whether you are a SASS member or not.

2) All firearms are to remain unloaded until the competitor is at a loading table. Loading and unloading will be conducted only in designated areas. At the Revenge, all loading tables are on your left facing the berm, all unloading tables are on the right facing the berm.

3) Eye protection is mandatory for ALL competitors and spectators. Hearing protection is mandatory for competitors and is strongly recommended for spectators.

5) Long Guns must be carried with the muzzles up and actions open, Actions must be open in the carts, unless they are covered with a sock, or scabbard of some kind. Or enclosed behind doors of cloth or wood.

6) There shall be 3 spotters present if possible. All hits-misses will be awarded by the Majority of the spotters. If you wish to challenge a call, you must deposit \$100 dollars CASH into the hands of the range master. If the call goes your way, you get your \$100 back, if it doesn't, it will be donated to the club.

7) Down Range....At the Revenge of Montezuma, the loading and unloading tables are faced into high berms. If you hear “Down Range” it means to be mindful of your muzzle direction. You may keep loading and unloading unless a **cease fire is called**. If there is a shooter on the firing line with loaded guns and there is a down range called, Shooter will put arms in surrender position, muzzle direction will be made safe, and a spotter will watch until the “all clear” is given.

**8) We do not have a DQ Forward Rule for the side matches, EXCEPT FOR.....ANY ROUND SHOT OVER THE BERM IS A MATCH DQ, THAT INCLUDES SIDE MATCHES, LONG RANGE, AND MAIN MATCH STAGES. THERE IS NO EXCEPTION!**

9)The Stage Conventions that SASS has come up with are in effect for all main stages and side matches.

10) Long guns will have their actions left open and the magazines /barrels empty at the conclusion of each shooting string. A 10 second minor safety penalty will be assessed if the firearm is not cleared or opened. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm use, it must be cleared prior to it leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence, made safe, and then restaged.

11) The Windygap Regulators do not use “Loading Officers”. **It is the shooters responsibility to load the correct amount for that stage.** The Windygap Regulators don't always have an unloading officer. **It is the shooters responsibility to make sure your guns are clear.** Not following loading and unloading procedures can lead to a Stage DQ, Match DQ and or eviction from the Range.

12) If a malfunction of your Rifle, Shotgun or either pistol is declared. You may declare unsafe, ground it, or hand it off. If handed off.... Do not take it to the unloading table. Stay on the line until the shooter is finished with his/her shooting string and **CLEAR ON THE FIRING LINE.** (Even if it backs up the posse.) If it is determined that it may be cleared safely at the unloading table by the RO, then you may proceed to the unloading table.

**13) Hip shooting or “Out Law” ....It is not recommended at our range. We have an airport just over the hill, and a round over the berm may reach that far. That is why we discourage it. We could be at risk of losing our range. Please just don't. You will be given the chance to be warned once, then all following penalties apply. The penalties are as follows, Rifle, pistol or shotgun, 2nd time, minor safety, 3<sup>rd</sup> time, stage DQ.**