

# **MDRGC Range Rules for Wild Bunch and Cowboy Action**

## **SAFETY**

**Safety:** In the event of an emergency, Ambulance service is available and can be called by cell phone or from the main clubhouse (one phone is inside the other is outside the entrance.)

### **911 is the emergency number**

#### **Location:**

**Mission and District Rod and Gun Club 10969 Dewdney Trunk Road Mission BC**

Provide instruction on where the injured person is within the club grounds and arrange to have someone meet the ambulance at the main road and direct them to where assistance is needed.

Have someone from your posse find the Match Director and or the Range Master for additional assistance.

For accidents that do not require an ambulance or while waiting for an ambulance, First Aid should be administered. There are first aid kits located at middle loading bay in the Cowboy Action bays, in the Rifle Range building, and in the Clubhouse. There is also an AED (Automatic External Defibrillator) located in the clubhouse.

First aid attendants on your posse will be identified for you and in the event you don't have a first aid attendant on your posse, we will let you know the closest posse that has one.

In the event of an emergency requiring evacuation, there is one exit from the property, which is the main gate. Instructions will be provided in the event an evacuation is required.

## **RANGE RULES AND PROCEDURES**

The RED MOUNTAIN RENEGADE'S will apply the most current SASS rules and Conventions to this match. These rules will only be superseded by the Policies and Rules of the Mission and District Rod and Gun Club where applicable.

### **MDRGC Policy**

It is MANDATORY that all shooters and spectators have and use Eye Protection and Hearing Protection.

1. Any shots (other than shotgun pellets) fired over the berms will be assessed as follows:

A round over the berm will result in a Stage DQ, if it happens a second time it will be assessed as a Match DQ. (if the shooter acquires a second Stage DQ no matter for what infraction in the match, it will result in a Match DQ).

2. All misses are five seconds penalties and Procedural penalties are ten seconds.
3. All shotgun targets are make-up unless they are a flyer or the stage description says otherwise
4. All “no-hit” targets are five second penalties plus a miss penalty of five seconds.
5. All Bonus targets are scored as per specific stage descriptions included in this handbook.
6. Failure to engage or failure of “spirit of the game” is a 30 second penalty.
7. All scenario lines and actions are to be performed with “feeling” – if the Timer Operator (TO) feels that is not the case the shooter will be asked to repeat the line or the action.
8. No ammunition may come from the TO or other shooters during the course of fire.
9. Leaving the Loading Table with a cocked rifle: In such instances, the shooter will be directed to point the rifle safely into the back berm, bring the hammer to full cock if it is in the half cock/safety position, then pull the trigger. If no round is fired, the shooter will be directed to finish staging their firearms in order to start the stage (No Call). If a round fires when the shooter pulls the trigger, the shooter will be assessed a Stage DQ and directed to proceed to the unloading table.
10. All long guns are to be left empty with action open and placed in the appropriate rest. If the action closes accidentally while the shooter is otherwise engaged in the rest of the course of fire, the shooter will return to the long gun with the TO and ensure the action is clear. Appropriate penalties will be assessed according to the most current SASS rules.
11. Unless instructed otherwise by the TO, all revolvers/pistols are to be returned to leather empty & hammer down.
12. The 170-degree rule will be strictly enforced. All shooters MUST ensure that the muzzle of their firearm is always pointing straight down range +/- 85 degrees in any direction. Special care must be taken when drawing from a seated position, when returning pistols to leather, and when moving and turning with all firearms. A Stage Disqualification (SDQ) will result if rule is violated.
13. Every shooter will observe safe handling of all firearms (loaded or empty) and muzzle direction when not actively shooting a stage. This includes returning to

the unloading table, taking firearms from or to gun carts, and removing firearms from scabbards or cases. Violation of this will result in an SDQ.

14. If a shooter receives a second SDQ, it will automatically result in an MDQ.
15. Any accidental discharge striking the ground, or any other object, within five feet of the shooter will result in an MDQ.
16. If you have a disagreement with a TO, do not argue. After you have made safe all your firearms. The ruling may be politely and calmly appealed. See Assessing Penalties and Protests page 27 of the Shooters Handbook.
17. Everyone is a safety officer and therefore is responsible to report all safety violations to a posse or match RO. We are all here to have a fun and enjoy a safe shoot.
18. Discharge of any firearms, including main match, side matches and firearms safety checks will ONLY be performed under the direct supervision of an appointed RO.
19. Rifles MUST NOT have a live round chambered and shotguns MUST NOT be loaded outside of the designated shooters box.
20. A dropped empty gun will result in a SDQ. A dropped loaded gun will result in a MDQ. All dropped guns are “dead guns” & must ONLY be retrieved by the posse RO.
21. An empty gun that slips or falls from its designated rest after being carefully placed there by the shooter will not result in a penalty to the shooter. However, if a shooter carelessly places or chooses another rest for the gun and it falls, then a dropped gun penalty will be assessed.
22. This is a NO ALIBI MATCH. Once the first shot is fired in a stage, the shooter is committed to the stage & MUST complete it unless the TO. stops the shooter for safety reasons. Firearm malfunctions, misfires, failing to load a firearm are not grounds for a re-shoot.
23. Failure of a range target or prop, broken target or timer malfunction are grounds for a re-shoot at the discretion of the TO and the re-shoot time will be the recorded stage time.
24. No food wrappers or lunch leftovers should be put in the range garbage. Take the items with you or put them in the bear proof dumpster by the clubhouse. Food attracts bears.

### **Wild Bunch MDRGC Range Rules**

1. No tactical reloads. The slide must be locked back for the magazine to be inserted. The finger must not be in the trigger guard.

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2. All firearms will be cleared at the line by the TO.