

# MATCH RULES AND REGULATIONS

- ☞ SASS Rules and Conventions apply at the Smoky Mountain Shoot-Out. The only thing more important than a fun shoot is a *safe* shoot.
- ☞ Motorized Guncarts—We welcome shooters of all skill levels and abilities, but we must request that the use of motorized guncarts be limited to those who need them for disability and/or handicap reasons. If you must use a motorized guncart we do require that they are kept to the opposite side of the road from the stages.
- ☞ Each competitor is responsible for his or her competence with firearms. This match is not designed to be a beginner's match.
- ☞ You are a Safety Officer. You are responsible for your conduct, the conduct of your guests, and that of others within your influence. You must always follow Range Rules.
- ☞ No alcoholic beverages are allowed on The Range during the Shoot-Out.
- ☞ Please check all firearms before bringing them onto The Range—be sure all firearms are empty of “dummy” rounds, or any live or expended rounds.
- ☞ No one will be allowed to shoot if, in the judgment of the Range Officer, they are impaired.
- ☞ Only registered shooters may wear firearms.
- ☞ A round over a berm at the Smoky Mountain Shoot-Out will result in a Match DQ.
- ☞ Firearms may only be loaded when at the loading table and on the firing line.
- ☞ Cap and ball pistols may only be capped when at the loading table and on the firing line. Please charge only five (5) chambers per stage.
- ☞ The Unloading Officer **must** inspect all firearms before they leave the unloading table. Rifles must have the action cycled for the Unloading Officer and chambers inspected. All revolvers, whether used or not in the stage, must be inspected; including derringers, and cap and ball revolvers. It is acceptable to leave one or more chambers charged in a percussion revolver so long as the caps are removed from the nipples.
- ☞ With the exception of the first stage of the day, if a shooter goes to the loading table with live or spent rounds in any firearm, it will be a Stage DQ for the previous stage for “failure to adhere to loading and unloading procedures.”
- ☞ All shooters are expected to be familiar with SASS rules.

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- ☞ All shooters must abide by the decision of the Match Director. All disputes must be addressed before shooter/Posse leaves that stage. If a problem should arise, take it away from the firing line, and have the RO contact the Berm Marshal. If the dispute still cannot be rectified, the Berm Marshal will contact a Shoot Official, the Safety Officer and/or the Match Director. Decisions are final at this point.
- ☞ Unsafe firearm handling—or rude behavior—will **not** be tolerated.
- ☞ All shooters must conform to minimum SASS dress requirements. We request all participants stay in SASS dress for shoot events, functions and even when they go out on the town.
- ☞ Coaching is allowed and encouraged. However, if you do not want coaching, let it be known.
- ☞ No re-shoots will be given once the first round goes downrange, except for
  - a prop or match equipment failure;
  - a Range Officer impeding the progress of a shooter;
  - a timer failure or unrecorded timeas determined by the Range Officer and Match Director. In these cases, the shooter starts over with no misses or penalties, except in the case of safety violations, which carry over to re-shoots.
- ☞ Shotguns may be loaded on the move on our range. However, the shooter cannot move with the action closed on a live round(s) in the shotgun. Movement with shotgun is allowed with hammer down on an empty chamber or spent case, or action open with live round on carrier or in chambers of double barrel. Once the action is closed on a live round, the “traveling rule” applies—move more than one foot and it’s a Stage DQ.
- ☞ All shooters and spectators must wear eye and ear protection. Eye and ear protection is available at the Welcome Tent at The Range.
- ☞ Be ready to shoot each stage. We have a large number of shooters and a short amount of time. In addition to being able to read through the stages in advance, the scenarios will be played at each stage, and are posted at the loading table of each stage. Each shooter must come to the line knowing the course of fire and ready to shoot.
- ☞ No dry firing at the loading table; no shadow shooting at the firing line.
- ☞ All information contained herein is subject to change. Please listen to all announcements and verbal instructions from the Match Director, Safety Officer, and Stage Marshals.