

COWBOY ACTION SHOOTING™

Range Officer Training Course (Level II)

Instructor's Version



Compiled and Edited for SASS

By

The Range Operations Committee

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Acknowledgments

The design and production of this course has evolved from the national implementation of the SASS Range Operations Basic Safety Course. This course is the culmination of many dedicated SASS member's collaborative efforts. Shooters at all SASS matches will benefit greatly from the increased safety awareness level stressed in this course. This document may be copied by any SASS designated instructor for use in the SASS Range Officer training program.

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Training Course Administration

Registration

Students interested in taking the SASS Range Officer Training Course require the following:

- Must be a SASS Member.
- Must have completed SASS Range Operations Basic Safety Course.
- Must have competed in Cowboy Action Shooting™ matches for a minimum period of six months.

Students are required to register with the SASS Range Officer Instructor. Early registration is encouraged whenever possible.

SASS Range Officer Instructors should enquire about the length of time the student has been an active Cowboy Action Shooter.

Training Fees

The SASS Range Officer Training Course is \$25, and students may pay on the day of the class. Advance registration payments are not required.

Official Certification of Completion

Upon receipt of registration fees, completed test, and trainer confirmation, SASS will issue an official certification of completion and pin directly to the member. As of December 7, 2003, this course is required for a person to hold the position of Territorial Governor for a SASS affiliated club.

Course Material and Facilities

Part I of the SASS Range Officer Training Course requires a classroom setting. The classroom includes seating and writing areas for all students. SASS Range Officer Instructors will supply all course materials. Pencils and other writing tools are recommended.

Part II is the practical field-training portion of the course. This is accomplished at an outdoor shooting range where match conditions can be simulated. The practical field-training portion of the course consists of real-time situations and incidents that can occur in a Cowboy Action Shooting™ match and will require the use of props, targets, loading and unloading tables, firearms, ammunition, and empty shells. Instructors are encouraged to give students the opportunity to act as the Chief Range Officer / Timer Operator (CRO/TO) while handling a mock shooter through the training course of fire. Examples of damaged targets, props, firearms with external modifications, appropriate and inappropriate clothing, leather, and other items should be provided to make the appropriate points.

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Instructors may at their discretion, subject to range availability and time, arrange part of the practical training as a live fire exercise, using a typical, normal shooter. This will give the student CRO/TO valuable real-time experience in the handling of a typical shooter without contrived incidents or errors. Instructors may also demonstrate the sound of a squib by using pre-made squib loads. This is a valuable experience for students, as many of them will only hear a squib round for the first time during a match.

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Introduction

Instructor's Note: SASS Range Officer Instructors will prepare a welcome for the students, and must include the importance of consistency and safety in SASS Cowboy Action Shooting™.

Instructors should explain what the course is about and how it will be given. The course requires a mandatory minimum of four hours and will include two hours of classroom instruction and two hours of field training. Instructors must allow additional time between the classroom and field training for preparation and travel. Moreover, Instructors are encouraged to provide visual aids and examples as described above during this phase of the course. An official RO-II PowerPoint presentation is also available from SASS, and requires a screen (or flat white surface), computer, and projector. Overall, effective training requires a combination of discussion, visual understanding, and the written word.

SASS Range Officer Training

The SASS Range Officer Training Course's objective is to eliminate personal injury during a Cowboy Action Shooting™ match and is designed to strengthen the integrity of SASS' Cowboy Action Shooting™ safety record. The SASS Range Officer Training Course is a risk management program for SASS Cowboy Action Shooting™ matches, and course material is designed to help clarify and interpret the SASS Shooters Handbook.

This course requires the student to have a thorough working knowledge of the most current version of the SASS Shooter's Handbook and Range Operations Basic Safety Course and is not intended to be a teaching course of rules and regulations for conducting a match.

The SASS Range Officer Training Course is designed to train SASS Range Officers in the capacity of a match official (Posse Leader/Marshal, Stage/Berm Marshal, Chief Range Officer/Timer Operator, etc.) This course is particularly designed to train students for the role of Chief Range Officer or Timer Operator, and should give the student the opportunity to handle a shooter through a mock course of fire.

Utilizing a classroom environment and written test, followed by practical field training in a controlled environment, the student will be trained in the required areas of safety and how to *safely assist* a shooter through the course of fire (a shooting stage). The course will expand on the premise of the Range Operations Basic Safety Course.

Upon successful completion of this course, the student will be a SASS Certified Range Officer Level II, and will be knowledgeable of all aspects necessary to safely assist a shooter through a course of fire, can provide necessary guidance and injury assistance in the event of an accident, and be able to enforce the rules and regulations in accordance with the SASS Shooter's Handbook.

Questions?

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Part I - The Course

Instructors Note: The SASS Range Officer Instructor will address each of the following subjects allowing for and encouraging questions and answers. These subjects should not be beaten to death, and SASS Range Officer Instructors must remember these discussions are for clarification and not argument. These are the rules, and this class is not the forum to argue the rules. This course requires the involvement of questions and answers and the more participation by the class, the more effective the class will be.

Before the Match

Prior to each and every match, a briefing shall be conducted by the club's match director, range master, or designated club official. Posse Marshals/Leaders and other Range Officers with officiating duties must attend. The briefing should include the following topics:

Instructors Note: It is important to explain the club's match director, range master, or designated club official is the final arbitrator of a match. These folks are in charge of the match, and are instrumental in establishing, conveying, and enforcing the rules of their particular range and match, which sometimes may be more constraining than those documented in the SASS Shooters Handbook. Match Directors and Range Masters recruit qualified shooters to act as SASS Range Officers in official positions (such as Posse Marshals/Leaders or Berm/Stage Marshals) to help run the match in accordance with the SASS Shooters Handbook and local rules/restrictions. It is not the responsibility of a recruited/volunteer SASS Range Officer to tell these folks what to do, or how to run their match. The SASS Range Officer's job is to safely assist the shooters through the course of fire. In the event a SASS Range Officer encounters an unsafe match, and efforts to resolve the issues are unsuccessful, then the SASS Range Officer should vote with his/her feet by leaving the match. It is not the SASS Range Officer's job to make a scene or to cause a commotion.

Questions?

MEDICAL ASSISTANCE PLAN

A plan to assist any injured shooter or spectator must be in place in the event of an emergency. All Range Officers should know the procedure for contacting medical services. Response procedures shall also be posted or published to facilitate a timely response. These plans shall include how to obtain emergency medical assistance, the location of first aid equipment, and the name of the assigned Medical Information Officer. All Range Officers shall have the telephone number and know the physical location of the nearest medical facility. In some areas, 911 is not necessarily the most appropriate number to call.

When SASS events are held in remote areas, or during events with large numbers of shooters and/or spectators, it is advisable to have trained emergency responders on site, whenever possible. As a further precaution, it is also recommended SASS clubs and

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matches consider gaining access to a portable Automated External Defibrillator (AED) and other emergency medical supplies, if professional medical services are unavailable.

Instructors Note: A SASS Range Officer will make sure he is informed of the emergency procedures, Safety Evacuation Plan, and Non-Shooter Safety for the event.

SAFETY EVACUATION PLAN

A well thought out plan of evacuation shall be in place in the event of an emergency. **Timely evacuation of an injured shooter or spectator is paramount.** The Match Director or Club Medical Information Officer for the event shall be responsible for maintaining and implementing a safety evacuation plan.

SPECTATOR / NON-SHOOTER SAFETY

All Range Officers shall be informed of the plan of action for control of non-shooting participants' and their safety. **These aspects shall include a line of demarcation for non-shooters, areas of required eye and ear protection, and the availability of eye and ear protection** on the range (either free or for a very nominal fee).

APPEALS PROCEDURE

Each Range Officer shall be briefed regarding the appeals procedure. In the event a call is challenged at the line, the **Chief Range Officer / Timer Operator should know the chain of command** for directing the shooter to the next higher authority to settle the dispute. It is just as important to observe an appropriate chain of command for a match as in any other organization. **Remember, attitudes affect perception,** and poor attitudes and shooting sports don't mix well.

Instructors Note: A SASS Range Officer should make sure he is informed of the Appeals Procedure and Range Safety Rules for the event.

RANGE SAFETY RULES

Each Range Officer shall be informed of all local range safety policies that may differ from the rules printed in the SASS Shooters Handbook and the associated Range Operations/Range Officer course materials that may offer interpretations, examples and clarifications to the rules and regulations. Otherwise, each Range Officer shall be responsible for understanding, implementing, and enforcing all safety procedures, rules, and guidelines contained within the most **current version of the SASS Shooters Handbook and the associated Range Operations/Range Officer course materials.**

Any question(s) pertaining to local or SASS rules shall be clarified before the match.

STAGE INSPECTION / WALK THROUGH

Instructors Note: A SASS Range Officer will make sure he is briefed regarding the operation of each course of fire for the event.

Range Officers acting in the capacities of Posse Leaders/Marshals and Berm/Stage Marshals should be briefed regarding the operation of each course of fire, and on the operation of stage/prop equipment. Each stage description should be read and explained for clarity. All questions concerning the operation of each stage shall be addressed.

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All stages shall be visually inspected for safety. Any noted potential problem areas should be discussed and any safety issues resolved at this time. Also, any “**watch out areas**” should be pointed out so shooters can avoid safety problems. Any changes necessary to make the stages safer shall be completed at this time—prior to any of the participants shooting the stage.

Stage design plays a major part in the safety of a match, and Range Officers should be thoroughly familiar with design concepts. Poor stage design can lead to shooter confusion and safety problems, and unsafe stage design can lead to injuries. Range Officers are always encouraged to voice any safety concerns they might have.

Instructors Note: Examples of poor stage design should be discussed. Students should be encouraged to offer examples and past experiences here. Ample time should be given to this subject. **Examples....Questions?**

UNSAFE STAGE DESIGN ELEMENTS

SASS Range Officers must always be on the lookout for unsafe stage designs. Elements that make a stage unsafe to shoot include, but are not limited to:

- Moving up range (back toward the posse members) to an anticipated or next shooting position, especially while carrying loaded firearms,
- Negotiating complicated or arduous stage fronts and doorway thresholds that create trip hazards, resulting in possible loss of muzzle control, and
- Engaging targets downrange while firearms are staged for use in the line of fire between the target and the shooter.

Moving parallel to the line can also present safety issues when prop/stage front design creates trip hazards along the way. Poorly placed gun blocks or fences that are intended for staging a long gun after use will increase the chances of knocking the firearm over while moving along the line.

Moving up range with or without long guns is never a good idea, with the prime concern being muzzle control while moving up range. It is very difficult, if not impossible, to prevent an unsafe muzzle direction while carrying a long gun and moving toward the posse! Moving up range to a position from which a shooter must then turn down range and draw their revolvers could result in a serious safety situation if the shooter were to draw prematurely, before they made the turn down range (this can be prevented by occupying BOTH of the shooters hands with a prop). It is simply better not to put a shooter in this precarious position.

Shooters should never be allowed to stand directly over a vertically staged firearm. Start positions and shooting positions should allow firearms to be staged and re-staged after use so as not to induce a shooter to be in the path of their own muzzle!

Safety concerns can also arise from requiring the shooter to engage the stage from prone or other unaccustomed shooting positions, or from awkward stances.

Range Officers should always be vigilant for any objects or hazards along the shooter's path of movement, such as gun blocks, doorway thresholds, and stage front bracing. Pathways used by shooters during the stage should always be kept clear and free of any

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trip or entanglement hazard, including hulls and brass. These issues should always be brought to the attention of match officials.

Instructors Note: Discuss and review the requirements/rules for moving with firearms during the course of fire.

POOR STAGE DESIGN ELEMENTS

Safety concerns can arise from moving up/down or over/under props, stairs, or obstacles. All folks are not able to negotiate props in the same manner. It is a good idea to watch the shooter's hands and movement and be prepared to help with corrections or assistance if necessary.

Stages should never be designed that have the potential to penalize a shooter for anything that is a perfectly safe situation. Examples such as moving with an empty or un-cocked firearm, drawing or holstering on the move, single versus double loading a shotgun, and loading a rifle round into the magazine versus the chamber are just a few that have been identified as unnecessary penalty traps.

Target order can create controversy on a stage. Double tapping a shotgun target allows for the opportunity to fire both barrels of a shotgun simultaneously and therefore should be avoided.

Targets that are activated by another target or prop (especially aerial shotgun targets) can be the source of varied interpretations and therefore require special instructions within the stage description to avoid problems.

Target placement should always allow a shooter the opportunity for a clean miss to be scored without argument. Overlapping targets of the same type should be avoided if at all possible and should not cause a procedural "trap" by making it difficult to determine the shooter's intent when engaging the targets.

PROPS AND STAGE FRONTS

Props come in all shapes, sizes, and design. Not all are conceived with safety in mind. Large stage or building fronts should be adequately secured to the ground to prevent adverse effects from the wind and other harsh elements. Places where shooters can sit or lean on props must be secure and sturdy. Staging positions involving gun blocks, horizontal platforms, gun racks, and other such equipment must be of adequate size and construction to support the weight and continued abuse by shooters staging and restaging their firearms. Pathways between stage front and props and shooter movement paths must give the shooter and Chief Range Office/Timer Operator enough space to pass without the risk of entanglement.

Note where brass is likely to fall. Be sure appointed assistance is in place to clear brass or shells that might impede the movement of a shooter. A solid rake is always a good tool to have handy.

Instructors Note: This is a good opportunity to discuss how a good Posse Marshal/Leader will ensure the various jobs mentioned above are getting done by the posse members, and how smooth a posse will run if everyone participates in helping with posse tasks.

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TARGETS

Be cautious of angles at which targets are placed due to the potential for ricochet or splatter. When using bays with multiple stages (no berms between stages) it is also important to ensure all target faces are parallel with the line. Target faces aligned squarely to the firing position can cause excessive splatter on the adjacent stages and loading and unloading benches if the targets are located at the extreme edges of the stage.

Pay careful attention to targets that move to unsafe angles during shooting. A dangerous target (dimpled or bent) should be replaced.

Instructors Note: Examples of movement, prop, and target problems should be discussed. Students should be encouraged to offer examples and past experiences here. Ample time should be given to this subject. **Examples?**

BOTTOM LINE

Remember, there are points of bad stage design and setup that cause the shooter or non-shooter to be at risk.

If a stage is found to have severe and hazardous safety flaws, the Chief Range Officer shall politely confront the Range Master or Match Director with the potential for problems. If no safe and timely remedy is implemented, Range Officers should consider quietly dismissing themselves from the event. Voting with one's feet is the ultimate way of communicating with an unresponsive organization.

Duties of the Chief Range Officer (CRO) / Timer Operator (TO)

The Timer Operator is the Chief Range Officer on the stage at the time. The person who holds the timer is responsible for the safe conduct of the stage, and for safely assisting the shooter through the course of fire. A positive attitude, a thorough knowledge of the safety rules, and a helpful demeanor is essential for success in this role.

When the stage is clear, targets have been reset, spotters are in position, and it is safe to do so, the CRO or Expeditor will call the next shooter to the line. Use of phrases that are positive and cheerful to call the shooter always sets a good tone for the stage, and may relax a nervous shooter. (“Next Cowboy/Cowgirl... come on up!” or something similar.) Shooters should not be allowed to walk onto the course of fire for the purposes of engaging the stage without being called by the CRO or the Expeditor.

Avoid the temptation to engage the shooter in unrelated banter or discussion. Generally, shooters are concentrating on the stage sequence, and some may not appreciate the distraction.

Instructors Note: This is a good time to briefly discuss the positive attributes of a good CRO/Timer Operator.

Questions?

SHOOTER EVALUATION

Instructors Note: Stress to the class a Range Officer will never embarrass a shooter for personal items that may be illegal. A SASS Range Officer will show decorum and

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respect and will handle these situations in a civil and responsible manner. A SASS Range Officer should not be a "Hard Ass."

As each shooter approaches the course of fire, the Chief Range Officer or Expediter (XP) Officer shall conduct a visual inspection. This inspection might best be conducted by asking oneself the following questions as you observe the shooter approaching:

Will the shooter need any special assistance to safely navigate the requirements of the stage?

IMPAIRMENTS

Does the shooter appear to be physically and mentally capable of safely navigating the requirements of the stage?

Will the shooter need any special assistance to safely navigate the requirements of the stage?

FIREARMS

Without physical inspection, do all firearms appear to be SASS legal? Are the firearms correct for the category in which the shooter is participating?

LEATHER

Does the shooter's leather (gun belt, holster, pouch, bandoleer, shotgun belt) conform to SASS rules? Remember it's only the ammo on belts that must be worn at or below the belly button.

CLOTHING

Does the shooter's clothing conform to SASS rules and the rules of the category in which the shooter is participating?

AMMUNITION

Does the shooter have all the necessary ammunition on their person or in the correct staged positions to complete the course of fire?

Instructors Note: This is a good time to briefly discuss the remedy if a shooter finds the stage was started with firearms and ammunition not correctly staged: "May be corrected on the clock."

EYE AND EAR PROTECTION

Does the shooter have the necessary eye and ear protection?

In the event the shooter is found to have illegal equipment or to be unprepared to begin the course of fire, the Chief Range Officer / Timer Operator (CRO/TO) shall direct them to the loading or unloading table where the necessary corrections can be made prior to returning to the line.

SHOOTING CATEGORY

In which category is the shooter competing?

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This information should aid in determining the best location for the spotters and CRO/TO to position themselves in order to assist the shooter, as well as what to expect of the shooter and their equipment upon engaging a stage.

Prior to shooting the stage, Gunfighters should declare to the CRO/TO their intended option for shooting their revolvers. There is no penalty if the Gunfighter changes his or her option after declaring their intent. See Gunfighter shooting options in this material.

Some categories require specific clothing and firearms. The Timer Operator needs to be aware of these restrictions.

Instructors Note: The SASS Chief Range Officer is responsible for the safety of each shooter in their particular stage. It is the Range Officer's responsibility to cover the following subjects thoroughly and know what to do in the event a judgment call must be made.

THE COURSE OF FIRE

Once the Chief Range Officer/Timer Operator has completed the evaluation of the shooter, he or she will prepare to *safely assist* and supervise the shooter through the course of fire.

It is the duty of the CRO/Timer Operator to ensure the shooter begins at the correct location (e.g., "behind the fence") on the stage, and in the correct starting position/stance (e.g., "hands at high surrender").

Watch to see if the shooter stages their guns and ammo as required. Failure to stage guns or ammunition at the designated position(s) or location(s) is the fault of the competitor and scored as a procedural unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under the clock.

Failure to bring enough ammo to the line to complete the stage is **NOT** a procedural. (scored the same as misses for any un-fired rounds). The **procedural** in this case would only apply to ammo (like firearms) when not correctly staged on the line (e.g. on/in a prop), and not corrected by the shooter unassisted, on the clock.

A shooter **MAY NOT** leave the firing line once the stage has begun to retrieve ammo or firearms until all firearms brought to the line are verified as clear. Penalty for violation is a **Stage Disqualification**.

Make sure there are three spotters in place, they are ready, and they are in an appropriate position to see the targets. Generally one can't be an effective spotter from the gun cart or while chatting with a buddy! It is a good idea to have bandanas or batons for the spotters to hold. This helps identify the spotters and keeps them on the line and attentive until they hand off the baton or bandana to the next spotter.

Determine the readiness state of the shooter by asking, "Is the shooter ready?" The Chief Range Officer shall answer any last minute questions or clear any confusion the shooter has at this point without extreme elaboration. It is inappropriate for the Chief Range Officer to re-explain the stage for each and every shooter. The Loading Officer is available for that duty, if needed. If a shooter is obviously unprepared for the stage, politely advise them to move to the unloading table for further reflection.

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Prepare the shooter to begin by declaring, “Shooter is ready; stand by,” or, “Indicate ready by saying your line.” The Chief Range Officer shall give a short pause and start the timer so as not to surprise the shooter. Check the operation of the timer by noting the recording of the first shot.

The best way for the CRO to safely assist a shooter is to ANTICIPATE the shooter’s next move. This can be achieved by “shooting the stage in your own mind.” Knowing what the shooter will/should do next gives the CRO a powerful tool to assist the shooter.

The Range Officer should make every effort to safely assist the shooter through the course of fire by coaching when required or requested, and giving appropriate range commands, if necessary. Watch the muzzle of the firearm for correct target engagement sequence, potential squibs, and violations of the 170 degree safety rule. The CRO, should be counting shots fired, but should NOT be counting misses. Stay close enough to the shooter to control him/her, physically if necessary, but not so close as to impede the shooter.

The CRO/TO should also consider the shooter’s direction of movement when positioning themselves to assist the shooter, and remain clear of the shooter’s path. It is not necessary to hold the timer close to the shooter, as this will sometimes distract or even impede the shooter. TOs might also consider sun angle and how their shadow might affect the shooter’s sights.

Typical occurrences for which the CRO must be vigilant are hulls left in long gun actions, long gun levers remaining or falling closed or “taking the firearm with you” when instructed by the stage description. Immediately alert the shooter so they may correct the situation before they move to the next firing position.

As the shooter approaches the last shot to be fired, prepare to watch the last timer update and cover the timer’s microphone immediately after the shooter is finished, preventing the recording of shots from the adjacent bay(s). Once the shooter has finished the course of fire, the CRO shall call out the raw time in loud, clear voice to the shooter, and then instruct them (if they are not doing so already) to holster all revolvers, retrieve all long guns, and move to the unloading area with the muzzles in a safe direction. With the shooter moving to the unloading table, the raw time is then communicated to the score keeper and the spotters polled for misses, procedural input, and safety input. These penalties may then be communicated to the scorekeeper and the shooter without delay.

Discussion between the CRO, spotters, and scorekeeper that takes more than a moment, or issues that need resolving in order to determine a score, should not take place on the firing line. The CRO should consider passing off the timer to a new CRO, new spotters engaged, and the discussion moved well behind the firing line. This will minimize any potential delay and keep the stage moving.

Instructors Note: A physical demonstration by the instructor using students in the class will go a long way to solidify the process of “how a shooter is safely assisted” in a basic course of fire. Students should be given the opportunity to discuss their experiences and offer examples. **Considerable time should be spent on this subject. Questions?**

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INCIDENTS DURING THE COURSE OF FIRE

As each shooter engages a course of fire, the **CRO should be prepared** for any or all of the following incidents to occur and be expeditious in his or her necessary corrective action. **CROs must never be tentative with a safety call.** If a safety command is given by the CRO that is later determined to be errant (e.g., if a squib call is determined to actually be clear), the shooter will automatically receive a re-shoot.

Squibs

In the event a Chief Range Officer suspects a squib load has been encountered, an immediate command shall be given to the shooter to **make that firearm safe** and continue on with the next procedure. The CRO will preferably, allow the shooter to make the firearm safe **preferably** on a nearby and appropriate horizontal surface (box, table, straw bale, ground, etc.), or **if necessary**, assist the shooter by allowing them to “hand off” the firearm. Multiple squibs by a shooter will be cause for the CRO/TO to request the shooter change ammo.

Firearm Malfunctions

In the event a shooter declares a malfunction, the shooter will be given the opportunity to make that firearm safe and continue on with the next procedure. The CRO will allow the shooter to make the malfunctioning firearm safe, preferably on a nearby and appropriate horizontal surface (box, table, straw bale, ground, etc.), or if necessary, assist the shooter by allowing them to “hand off” the firearm. Multiple malfunctions by a shooter will be cause for the Timer Operator to request the shooter change firearms.

Target Failure

In the event a target fails or falls to the ground, the Chief Range Officer should instruct the shooter to “shoot where it was.” This call will never result in a penalty of any kind to the shooter. This process has been found to be far less confusing, and thereby safer, to the shooter than requiring an alternate target to be engaged, although it is perfectly acceptable for the shooter to engage an alternate target and be scored for hits and misses in the normal manner. **Do not allow the shooter to engage a downed target**, as this may cause further damage to the target, or worse, may result in dangerous ricochets.

Prop Failure

Given the nature of Old West props and stage fronts, failures sometime happen. Prop failures include: Fronts falling down, gun blocks falling over, tables collapsing, fences falling over, activating mechanisms of targets not working, and other such occurrences. In the event of a prop failure, the Chief Range Officer shall be prepared to **make a determination of whether or not the shooter should continue** the course of fire or cease fire immediately. The shooter will not be penalized for prop failure.

Instructors Note: Explain to the students that occurrences such as “a shooter placing a long gun down after use, and the lever closing when it hits the prop” is NOT prop failure!

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Breaking the 170° Safety Rule

The CRO/TO or Spotter(s) shall make an immediate “Cease-Fire” call if any gun breaks the 170° safety rule. This call will result in a Stage or Match Disqualification to the shooter. The Chief Range Officer shall make a good faith effort to prevent the shooter from breaking the safety rule by verbal command or physical contact, if necessary.

It is also necessary to note during the course of fire the shooter must be given the ability to draw and holster revolvers from approved/legal holsters and the ability to retrieve and return vertically staged double-barreled shotguns without penalty.

Instructors Note: A brief discussion about cross draw holsters, and how if a shooter wears their cross draw at the correct angle (less than 30 degrees from the vertical), and in a forward position while maintaining the correct stance, there is no need to do the cross draw “twist.”

Tripping or Falling

In the event a shooter accidentally trips or falls during a course of fire, the Chief Range Officer shall make an assessment of the shooter’s condition and give a Cease-Fire command only if a safety infraction has occurred. Otherwise, the shooter will be allowed to regroup and continue with the course of fire.

FRONTIERSMAN CATEGORY

The Chief Range Officer shall be prepared for the unique problems associated with cap and ball revolvers. These items include potential “hang-fires,” “cap only” ignition, and a complete failure to fire. In a “cap only” ignition and failure to fire, the Frontiersman should be allowed to continue firing the remaining chambers. The CRO shall not confuse these occurrences as potential squib loads. Misfires during the course of fire by Frontiersman will require the Chief Range Officer to accommodate clearing the gun after completing the stage. The CRO/Timer Operator shall always require these clearances be accomplished down range at the line. It is acceptable to recap and discharge the still loaded chamber(s) or simply uncap the charged chambers.

Percussion revolvers may only be capped at the loading area or during the course of fire. It is **not** permissible to seat the caps on a revolver’s nipple using the revolver’s own hammer. If a particular stage requires a one shot reload, the sixth chamber of percussion revolvers may be charged at the bench and then capped “on the clock,” either before the first round is fired or after the last round is fired. A complete reload for percussion revolver shooters is handled by staging a loaded, uncapped revolver down range or switching uncapped cylinders and capping on the clock.

Instructors Note: Ensure all students understand the difference between hang fires, cap-only ignition, and complete failure to fire, and how each should be handled.

BLACKPOWDER CATEGORIES

It is expected the blackpowder competitor shall contend with smoke-obscured targets. To insure this, all shotgun, revolver, and rifle powder charges must produce smoke at least equivalent to a baseline load of 15 grains by volume (1 cc) of ffg blackpowder.

The blackpowder standard was developed using the following loading data:

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- Standard .38 Special case
- 1cc Goex 2F Powder
- Federal Standard primer
- 145-grain bullet lubed with SPG
- Powder lightly compressed with a medium roll crimp.

Any challenges to the blackpowder standard will be administered using the process listed below in the Appeals, Challenges, and Protest section. Also, the Range Master may, at his discretion, require the testing of any ammunition that is suspected of not meeting SASS ammunition requirements at any time during the match. If a competitor's blackpowder ammunition is checked, they will be asked for five rounds from each suspect firearm, preferably already loaded at the loading table. These loads will be compared to the amount of smoke produced by this published standard regardless of the specific loading techniques or components used. Failure to comply will result in a penalty for not adhering to category guidelines. The first offence is a procedure, the second offence in the same match is a stage disqualification, and the third offence in the same match is a match disqualification.

Through testing it has been determined 1cc of blackpowder, in either a .32, .38, .44, or .45 case, all produce approximately the same amount of smoke. Some types of blackpowder, or blackpowder substitutes, may produce this amount of smoke with less volume of powder. For example, a competitor may find 9 grains of one product produces the same amount of smoke as 15 grains of another. Before deciding on any reduced blackpowder or blackpowder substitute load, a competitor should test them to ensure they meet the baseline standards. Always consult with the manufacturer of the powders as to their recommendations prior to any loading.

GUNFIGHTER CATEGORY

Since the Gunfighter uses both revolvers, shooting right- and left-handed, the best position for the Chief Range Officer is directly behind the shooter. **Two holsters are required, one on each side.**

At no time is it acceptable for either revolver to be held in an unsafe position (e.g., one revolver behind the other). The Gunfighter and B-Western Categories are the only categories that allow two loaded revolvers out of leather at the same time.

Definitions:

“Gunfighter Style” is defined as having a loaded revolver in each hand at the same time. There is no set pattern as to how the revolvers are to be fired, but alternating revolvers is clearly the most efficient.

“Double Duelist Style” is defined as shooting a revolver cocked and fired one-handed and unsupported, with each hand—that is, **one revolver** with the left hand and **the other revolver** with the right hand. This shooting style **may** be employed in the Gunfighter Category or any category that allows the “Duelist Style.”

A competitor shooting Gunfighter Style in any GF or BW category is EXPRESSLY DISALLOWED from utilizing a simultaneous “double cross draw” method of drawing/reholstering revolvers.

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If Gunfighter Style is used (both loaded revolvers out at the same time), the shooter MUST shoot the left side revolver with the left hand and the right side revolver with the right hand, regardless of how they are drawn from leather.

Failure to comply will result in the progressive penalty for *“failure to adhere to the guidelines of the category...”*.

Cross draw IS ALLOWED by any competitor shooting “DOUBLE DUELIST STYLE” in any category.

When a stage calls for ten revolver rounds in a single sequence, or the use of only one revolver, the Gunfighter has the option of engaging the targets “Gunfighter Style” or “Double Duelist Style.” The Gunfighter shall shoot the targets in exactly the same sequence as prescribed in the stage scenario. A Gunfighter may utilize any sequence that might be available for use by any other shooting category. (e.g., if the stage calls for sweeping a bank of targets left to right and then right to left, the Gunfighter shall sweep the bank of targets left to right either with both guns or a single gun and then sweep the bank from right to left with both guns or a single gun). Stage instructions that specify separate revolvers such as “first pistol/second pistol”; “left revolver/right revolver”; or “with each handgun” are considered as “1st five shots/2nd five shots” when shooting GUNFIGHTER-STYLE.

When shooting with two guns, both revolvers may be cocked at the same time, but must be shot one at a time to facilitate scoring. A Gunfighter may not holster revolvers with the intent to engage another target sequence. Once cocked, all rounds are to be expended prior to holstering unless the revolvers were drawn at the wrong time or a revolver/ammunition malfunction has occurred. Stage design may allow a competitor shooting “Gunfighter Style” to stage or restage revolvers between firearm sequences. Inadvertently leaving unfired rounds in a revolver is a miss unless the round is under the hammer, in which case it is a Stage Disqualification.

If the stage scenario requires the use of another firearm between the revolver sequences or the shooter’s hands are otherwise constrained (e.g., rolling the dice between revolver sequences), the revolvers must be shot in the “Double Duelist” style unless there is provision to safely “stage” the revolvers between the two revolver sequences. For example, if the sequence is 5 revolver rounds, 10 rifle, and then 5 revolver rounds and a convenient table or bar is provided, both revolvers may be used to engage the first five revolver targets, the revolvers staged on the bar or table, hammers down on expended rounds, and then later retrieved after shooting the rifle to complete the sequence for the last five revolver targets.

Instructors Note: It is instructive to give several examples of how the Gunfighter is expected to engage particular courses of fire – such as double sweeps vs hit each one twice, double Nevada sweeps, and so forth. The shooting sequence for Gunfighters continues to be confusing for many shooters.

CLASSIC COWBOY/COWGIRL CATEGORY

The Classic Cowboy/Cowgirl category has unique clothing and firearms requirements. The RO should be familiar with the following requirements:

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- **Revolvers:** Any Main Match fixed sight model revolvers shot Duelist style.
- **Calibers:** **.40 caliber rimmed cartridges or larger – revolvers and rifle.** Examples include, but are not limited to, .38-40, .44 Special, .44 Mag., .44-40, .45 Schofield, .45 Colt) or .36 caliber cap and ball or larger.
- **Ammo:** SASS legal ammo—smokeless or blackpowder.
- **Rifles:** Any 1873 or earlier manufacture SASS legal rifle or a replica thereof (e.g., 1866 Winchester, 1860 Henry, 1873 Winchester). **Marlin, 1892 and 1894 Winchester, and Colt Lightning designs are not allowed.**
- **Shotguns:** SASS–legal external–hammer double barrel, single shot, or lever actions. External–hammer double barrel shotguns must have manually functioning hammers. Faux hammers and hammers that are cocked internally are illegal.
- **Costuming:** All clothing items must be worn during all shooting events and awards ceremonies. Competitor must choose at least five of the requirements listed below:

Chaps, Western spurs with spur straps, cuffs, tie or scarf worn loosely around the neck or with scarf slide, vest, pocket watch with full-length chain, jacket, sleeve garters, knife (must be visible; screw knives do not qualify as their primary function is as a tool), botas, leggings, braces; no straw or palm hats allowed. These items must be worn appropriately.

In addition to the above items, ladies may choose from the items listed below in order to compete within this category:

Period watch, split riding skirt, bustle, hoops, corset, Victorian style hat (straw allowed), period jewelry, period hair ornaments (e.g., feathers), snood, reticule (period handbag), period lace-up shoes, camisole, bloomers, fishnet stockings, feather boa, cape.

No Buscadero or drop holster rigs allowed. The holster must carry the revolver so at least part of the grip extends above the top of the belt on which it hangs. This applies to strong side, as well as cross-draw holsters.

Boots are required and must be of traditional design with non-grip enhancing (i.e., “NO Lug”) soles. Moccasins are not allowed.

Hats must be worn for the entire match.

Failure to comply will result in a penalty for not adhering to category guidelines. The first offence is a procedure, the second offence in the same match is a stage disqualification, and the third offence in the same match is a match disqualification.

“B” WESTERN CATEGORY

The “B” Western Category has unique clothing, firearms, and shooting requirements. The RO should be familiar with the following requirements:

- **Revolvers:** All SASS–legal revolvers are allowed.

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- **Rifles:** Any SASS–legal rifle of 1880 or later design or a replica thereof (i.e., Burgess, Lightning Rifle, 1892, 1894 Winchester or Marlin).
- **Shotguns:** All SASS–legal shotguns.
- **Ammunition:** All SASS–legal ammunition is allowed.
- **Leather:** Buscadero holster rigs or drop holster rigs. (All of the revolvers must be carried below the top of the gun belt.) All belt and holster rigs must be embellished (fancy stitching, conchos, spots, or tooling). No shoulder rigs allowed.
- **Shooting style:** Any SASS–legal shooting style may be used at any time, including Gunfighter.

Clothing: Shirts must be of the B–Western style with snap buttons or any of the following: “smiley pockets,” embroidery, appliqués, fringe, or different colored yokes. Shield shirts are also allowed if they have piping or embroidery. Pants must be jeans, ranch pants, or pants with flap over the rear pocket, keystone belt loops, and/or piping or fringe. Pants must be worn with a belt. Ladies may wear dresses, skirts, or split riding skirts. Suspenders are not allowed. Felt hats only, no straw or palm leaf hats. Hats must be worn. Boots are required and must be of traditional design with fancy stitching or multi-color fancy design with non-grip enhancing (i.e., “NO Lug”) soles. Lace-up boots and moccasins are not allowed. Western spurs with spur straps are required for men.

You must choose at least one or more of the following optional items: gloves or gauntlets, scarves with slides or tied around the neck or bolo tie, coat, vest, chaps, or cuffs.

All costumes are expected to be fancy and flashy. The B–Western costuming must be worn during the entire match and awards ceremony with exception for evening formal occasions.

Also, costumes that depict leading role characters in B–Western movies are allowed as long as the costume is complete with all accessories, but the costuming must still adhere to the boot, leather, spur, hat, and firearm requirements above.

Failure to comply will result in a penalty for not adhering to category guidelines. The first offence is a procedure, the second offence in the same match is a stage disqualification, and the third offence in the same match is a match disqualification.

Appeals, Challenges, and Protests

As outlined in detail within the SASS Range Operations Basic Safety Course materials, each course of fire has specific duties filled by members of each shooting group (posse) in order to facilitate a match. These members are referred to as the assigned Range Officers. While every participant is a safety officer, the assigned **Range Officers are the ONLY persons who may judge a shooter**, whether on or away from the firing line. These judging responsibilities range from watching for misses and hits, correct target order engagement, appropriate completion of stage instructions, safety violations, legal or illegal equipment, appropriate ammunition, appropriate dress, and any category specific

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requirements, such as to adequately produced smoke by the blackpowder category participants. The shooter is the ONLY person who may question a call made by any of the Range Officers on the line. A shooter should always feel welcome to politely question any call made by the Range Officers. If a shooter feels unfairly judged by the assigned Range Officers on any stage, it is important to follow this recommended process and observe an appropriate chain of command. Remember, attitudes affect perception, and poor attitudes and shooting sports don't mix well.

If there is a question, the shooter should politely approach the assigned Chief Range Officer (the timer operator) upon completion of the stage after all firearms have been made safe. These discussions must not cause backups for an entire shooting group, so they are held away from the firing line. The Chief Range Officer shall politely discuss any discrepancies or questions with regard to safety, penalties, or rules with the shooter. In an effort to resolve any discrepancies, The Chief Range Officer should ONLY include other assigned Range Officers in these discussions. Other members of the posse or spectators are NOT to be included in any discussions. The use of recorded audio, video, or still photography cannot be used to make or challenge the call of assigned Range Officers or Match Officials. Remember, the benefit of the doubt ALWAYS goes to the shooter. At this point, the Chief Range Officer must remain completely objective, review the evidence presented, research the rules, if necessary, and ultimately make the decision. So, if there is not absolutely conclusive evidence of a missed target, shooter error, safety or rule violation, the Chief Range Officer must make every effort to assist the shooter by relating any necessary scoring changes to the score keeper immediately upon resolution. In the event a Chief Range Officer's call is challenged by either the shooter or one of the other assigned Range Officers, the Chief Range Officer should know the chain of command to the next level of authority to settle any dispute.

Any challenge must be taken directly to the Range Master for assistance in the resolution. The Range Master should politely conduct interviews with the individual challenging the decision as well as any and all of the assigned Range Officers or individuals involved in the initial call being questioned. No video, recorded audio, still photography, or other persons should be included in these interviews. The Range Master must endeavor to research the situation, apply the evidence to the rules of the event, and ultimately make a decision on whether or not the original call will be upheld. In most cases, the Range Master will be at a distinct disadvantage in that s/he will not have been a witness to the initial call and therefore must look at the evidence presented very closely, often by visiting the stage where the call occurred. Challenges, such as questions of illegal ammunition, illegal firearms and/or modifications, illegal costuming, inadequate blackpowder smoke, calls made away from the firing line, and such will generally require some sort of inspection or documentation process and should be handled with generous respect for the shooter being questioned. The assigned Posse Officials making the call should take all of these type challenges directly to the Range Master for assistance in resolution. Some of these type situations may require additional information from the shooter being challenged. The Range Master should gather any ammunition required for testing from the shooter being questioned while at the loading table position after completion of the loading process for all of their firearms. Ammunition velocities in question should be measured via a chronograph. Adequate amounts of blackpowder

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smoke should be measured by firing the shooter's rounds along with match supplied "standard" rounds in alternating sequences under the same conditions in order to make a fair comparison. Costuming or equipment in question should be carefully referenced to the SASS Handbook and RO materials. Objectivity is the key element here. The Range Master must attempt to see the situation from all aspects presented while applying the rules fairly. From here, if the initial call is upheld by the Range Master, the individual challenging the call has one other option available.

ONLY the individual who was the subject of the original call may file an official protest. A fee is usually attached to any official protests and must be collected at the time the protest is filed. It is also a good idea to have some sort of official protest form available that can list the identification of the shooter, information specific to the call being questioned, the identification of the assigned Range Officers and Match Officials previously involved in the call, the date, time, and stage where the call was made. This official protest must be made **ONLY** to the Match Director. Once the Match Director has received the completed paperwork and any associated fees, s/he will appoint a jury to make the **FINAL** decision. This jury should be made up of at least three experienced people knowledgeable of the rules and preferably not aware of any details of the situation. **At state level matches and higher, three Territorial Governors, designated Regional Chief ROs, or RO Instructors should be used as the jury.** The Match Director will serve only in an administrative role to assure the protest is handled fairly and will be responsible for conveying any changes of the shooter's score to the appropriate scoring personnel. The jury must objectively research the situation with all means available to them, apply the evidence to the rules of the event, and make the **FINAL** decision on whether or not the original call will be upheld. If the original call is overturned, any protest fees collected from the shooter should be refunded.

Power Factor, Appeals, and Testing

Any challenges to power factors and/or velocities will be administered using the process listed above in the Appeals, Challenges, and Protest section. Also, the Range Master may, at his discretion, require the testing of any ammunition suspected of not meeting SASS ammunition requirements at any time during the match. If a competitor's smokeless ammunition is checked, they will be asked for five rounds from each suspect firearm, preferably already loaded at the loading table. Within each group of five rounds, one round will have the bullet pulled and weighed. The other four rounds will be fired across a chronograph using the competitor's firearm from which the rounds were originally removed. The muzzle of the firearm shall be raised to 80 degrees and then lowered each time prior to firing through the chronograph. If the average of the four fired rounds meets or exceeds the calculated 60 power factor **AND** the minimum velocity requirement of 400 fps, the competitor's loads will be considered legal. If the average of the rounds fired through the chronograph measures less than the calculated 60 power factor **OR** the minimum required velocity of 400 fps, the competitor will be given a 30 second Spirit of the Game penalty for the last stage completed. Any subsequent stage(s) shot with the same ammunition will result in the same penalty per stage. As listed in the SASS RO Materials, two Spirit of the Game (SOG) penalties will result in a Match Disqualification.

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- All centerfire smokeless ammunition used in SASS main match firearms in smokeless categories **MUST** meet or exceed the power factor standard of 60. Penalty = SOG
- All centerfire smokeless ammunition used in SASS main match firearms in smokeless categories **MUST** meet or exceed the minimum velocity requirement of 400 fps. Penalty = SOG
- All ammunition used in SASS main match revolvers must not exceed 1000 fps. Penalty = MDQ
- All ammunition used in SASS main match rifles must not exceed 1400 fps. Penalty = MDQ
- The velocity testing will be conducted using the competitor's firearm from which the rounds were removed.
- Competitors may not choose the firearm in which the ammunition will be tested.
- ALL competitor main match firearms may be subject to testing regardless of possible caliber differences.

Instructors Note: Examples of the items above should be discussed. Students should be encouraged to offer examples and past experiences here. Ample time should be given to this subject.

Instructors Note: After discussion of the final subject, the **written test will be administered.** The Instructor will pass out tests and allow the students ample time to complete. This is **not an open book** test. Students must be able to complete this test based upon knowledge.

Written Test

The written test is a multiple choice test and requires an 80% score to pass. Students who do not pass the written test will not be allowed to advance to the field training.

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Part II – Practical Field Training

FIELD STUDY

The field study portion of the course will require students to participate in a two-hour hands-on exercise in a shooting range environment and will involve three exercises: Stage Design scenario, Shooter Evaluation scenario, and a “safely assisting a shooter through the course of fire” scenario.

STAGE DESIGN

The first exercise will focus on stage design and will start with a “what's wrong with this stage” scenario. The Range Officer student will be introduced to a shooting stage preset by the instructor. Students will be expected to identify elements of poor and bad/unsafe stage design, facilitated by the instructor where necessary.

Instructors Note: Instructors will design a stage with a minimum of ten anomalies of poor stage design for the “what’s wrong with this stage?” segment. The anomalies must include dimpled or severely concaved (unsafe) targets if available, poor target positions, prop design, firearm staging blocks, and loading and unloading situations among others, as detailed in Appendix B. Students will be given the stage description, allowed to ponder the entire stage and its design, and then should identify elements of poor and bad (unsafe) stage design. This is a hands-on exercise and students must be allowed to participate and offer discussion as required.

SHOOTER EVALUATION

The second exercise will focus on shooter evaluation. A shooter as described below will be presented to the students for evaluation, in an effort to recreate a shooter advancing to the course of fire. RO students should evaluate the shooter and identify any anomalies.

Instructors Note: Instructors should dress themselves or a volunteer from top to bottom with a minimum of ten anomalies for the “what's wrong with this shooter?” segment. The anomalies must include clothing, leather, gear, firearms, and ammunition problems among others. Students should be encouraged to have fun with this section and discuss past experiences.

SAFELY ASSISTING A SHOOTER THROUGH THE COURSE OF FIRE

The final exercise should be a classic demonstration of how a stage is run, taking a shooter from the loading table to unloading table. This exercise will demonstrate the correct techniques in timing, scoring, penalties, and rule enforcement. The exercise should also cover stage assistance assignments, such as spotters, and safety officers (loading, unloading, and brass pickers). Role-playing is extremely instructive. Make sure all the appropriate roles are filled and cycle everyone through each position. Should the situation allow and **after all other scripted exercises are complete**, conducting a live-fire exercise, where students actually run a normal shooter through the course of fire, can have several learning benefits, which will solidify the RO students’ training.

Instructors Note: Instructors should allow RO students to run a shooter through the **mock** course of fire, and will guide the students in conducting CRO/TO procedures using the techniques discussed in this manual.

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Finally the Instructor should discuss: Chief Range Officer/Timer Operator etiquette and briefly summarize the role of the CRO/TO.

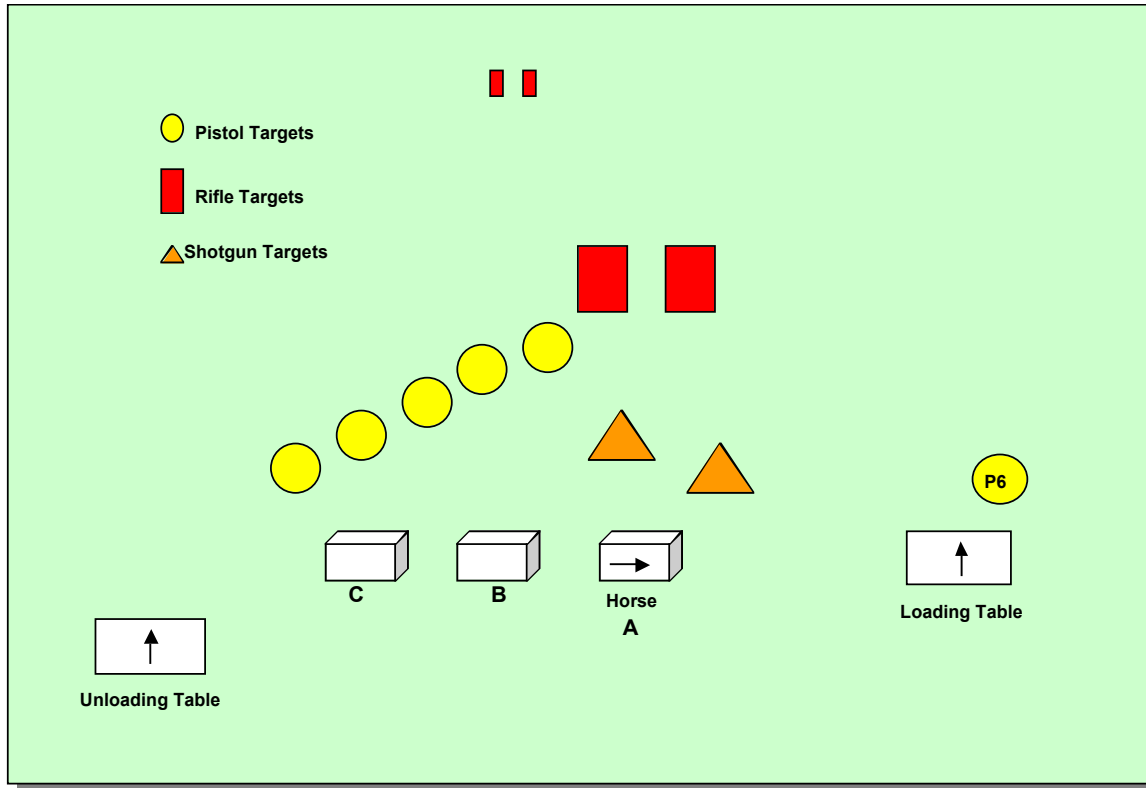
Etiquette: A SASS Range Officer will not be a “hard ass.” He will be polite and respectful and must conduct himself in the “Spirit of the Game.” SASS does not condone rude behavior. SASS will support Range Officers who are required to make unpopular decisions against unreasonable shooters.

Ensure students understand a SASS Range Officer is a safety officer that has taken and passed this course. A Range Officer derives his/her authority from match officials who have assigned the Officer to hold a specific position during the match (e.g., Posse Leader/Marshal, Berm/Stage Marshal, or Spotter). A Range Officer does not have any authority outside that given him/her specifically at that match. However a shooter who is qualified as a SASS Range Officer should always stand ready to assist match officials as required.

Instructors Note: Instructors should reiterate to the RO students the CRO/Timer Operator is key in controlling the flow of the posse through the stage. TOs need to keep things moving, ensuring the various jobs (pulling targets, collecting brass if required, etc.) are being done. TOs also need to be sure spotters are in good position to see the targets and are paying the necessary attention to the tasks at hand. While Posse Leaders/Marshals are responsible overall for the posse in these areas, a good CRO/TO is invaluable in achieving the desired results and can be the determining factor in whether or not a shooter will have a good time at a match.

Finally, RO students should understand SASS Range Officers serve to provide consistency in Cowboy Action Shooting™, not only from a safety standpoint, but from the standpoint of stage operations and fair interpretations of the rules as spelled out in the SASS Shooters Handbook.

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Appendix A – Problem Stage Graphic

Equipment: Rifle with nine rounds. Two revolvers with five rounds each. Shotgun with three rounds.

Staging: Rifle is loaded with eight rounds and staged in the scabbard on the horse. Shotgun is staged at Position B. Revolvers are loaded with five rounds each and holstered. Saddlebags are staged at position C. Moneybags are staged over the neck of the horse.

Procedure: Shooter starts seated on the horse with reins in both hands. At the beep, retrieve the rifle from the scabbard; double tap the two closest rifle targets. Get off of the horse, take the moneybags with you and move to Position C. Place the moneybags down, then double tap the same two rifle targets again. Place the open and empty rifle down, then draw your first revolver. Engage the five revolver targets in front of you in any order. Holster, then draw your second revolver and engage P6 five times. Holster, move to Position B and pick up your shotgun. Loading from your body, engage the two shotgun targets with three rounds in any order. Place the open and empty shotgun down, then move to Position C. Pick up the saddlebags and put them over your shoulder. Pick up your rifle, load one round from your body, and engage either of the two smallest rifle targets.

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Note: Props used at Positions B and C can be anything that will be useful in helping to show the problems that need to be presented below.

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Appendix B – Instructor’s Stage Notes

Stage Inspection:

All of the targets should be placed as indicated. Revolver targets 1-5 should be placed at no more than three yards. The two shotgun targets should be placed at no more than four yards and angled so the lead splatter will impact the loading table. Revolver target 6 should be placed facing the shooter. This target should also be severely concaved or dimpled so it needs to be replaced. The two far rifle targets should be no bigger than six-inch plates. The horse should be staged facing the loading table. The saddlebags should be filled with something to make them extremely heavy. Positions B and C should be a table or block of some sort turned on its side so the long guns are staged vertically with no staging blocks.

It should be noted the shotgun staged at this prop is a “Watch Out” point. Also, when moving from Position A to Position C carrying the rifle, the shooter should be careful the rifle muzzle does not break the 170° rule. This is another “Watch Out” point. This is a good time to discuss an ambidextrous stage. This stage could be run in either direction by using something other than a horse.

The prop at Position C should not be sufficient to hold a rifle.

Loading table should be turned so the loaders are aiming down range, but behind the line.

Anomalies to be Found:

- The angle of the horse causes problems for left-handed shooters.
- The horse is facing at 90 degrees and should be faced downrange.
- Getting off the horse can cause the shooter to break the 170° safety rule. Getting off a horse under time is generally a bad idea and considered poor stage design.
- The shotgun staged vertically at Position B is a “watch out.” Position B could be better if the firearm were staged lying on a table or hay bale.
- Moving from right to left with a long gun in hand can cause the shooter to break the 170° safety rule.
- Shooting the first revolver while standing over the vertically staged shotgun is unsafe.
- Saddlebags are too heavy.
- The last round of the stage is fired with a rifle.
- The position of the unloading table is behind the line but facing down range. The loading and unloading table placements could be changed—especially if in a bermed range environment.
- There are no staging blocks for the long guns. Staging blocks could be added or the staging positions be changed to allow the firearms to be pointed downrange on a flat surface.
- Revolver targets 1-5 are too close and at an angle to cause splatter to ricochet towards the unloading area.
- Revolver target 6 causes the shooter to break the 170° safety rule.
- Revolver target 6 needs to be replaced.

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- The two closest rifle targets are too close together, making scoring hits difficult.
- The two farthest rifle targets are unreasonable in size and distance.
- The two shotgun targets are too close and at an inappropriate angle.
- Allowing a shooter to engage two shotgun targets in any order encourages the opportunity for a target to be double tapped, thereby allowing a double barrel shooter to pull both triggers simultaneously.

After discussion and correction of these points, proceed with the shooter inspection.

Shooter Inspection:

A shooter should be called from the loading table with as many of the following problems as possible:

- Shotgun belt up around chest,
- No shotgun shells in belt,
- Shotgun shells in pouch,
- A cross-draw holster at more than 30 degrees,
- Both holsters pulled together in the shooter's crotch,
- Ear plugs not in,
- Safety glasses not on,
- Pistol with a target grip,
- Shooter with clothing problems
 - a. Short sleeve shirt,
 - b. Tennis shoes,
 - c. Designer jeans,
 - d. Shady Brady.

Discussion should take place to spot these problems and how to correct them.

Running the stage:

A discussion of the jobs needed to run a stage should be accomplished. This is a review from the Range Operations Basic Safety Course. Assign students to each of these positions before proceeding to the next segment. Cycle the students through each position during the course of instruction.

- Loading table
- Unloading table
- Scorekeeper
- Target Spotters
- Timer / Chief Range Officer

Run the Shooter Through the Stage:

- Have the shooter break the 170° safety rule and discuss how they can be stopped.
- Discuss "Squibs."
- Discuss "What if a shooter trips?"
- Discuss where to stand.
- Discuss how to hold the timing device.

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The instructor should try to create situations that will test the participant's knowledge such as:

- While shooting through the stage, stop suddenly and cause the timer operator to collide with the shooter.
- Move to an incorrect shooting position to make the timer operator coach appropriately.
- Wear a cross-draw holster pulled up in front so the timer operator has difficulty seeing the draw or re-holster move. Break the safety plane with this cross-draw revolver to see if the spotters or timer operator catch it.
- After shooting the stage, question the timer operator about the misses or penalties scored. Try to frustrate the RO to test their understanding of the correct procedures.
- Demand an appeal.

Instructors Note: At the completion of all other exercises if sufficient time remains and if the required facilities exist, a “live fire” exercise where the students have the opportunity to run a **normal shooter through a normal course of fire** can have much added learning benefit. In this case Instructors and RO students SHOULD NOT act out errors or problematic behavior. Shooters should behave as ‘normal’ shooters, adhering to all safety rules and procedures. Instructors, when in the role of CRO/TO, should not obstruct or distract a shooter who is engaged in live firing.

This is also a perfect opportunity for Instructors to demonstrate the actual sound a real squib will make, by shooting some “prepared” squib loads.

The intent of a live fire exercise is to expose the RO students to a completely normal Action Shooting environment, solidifying their training.

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Appendix C – Test Answer Sheet

ANSWERS - NOT FOR DISTRIBUTION

A passing score is 24/30 or higher

1. Which of the following should not be in the “Before Match Range Officer Briefing?”
 - A) Medical Assistance Plan
 - B) Safety Evacuation Plan
 - C) Stage Inspection
 - D) **Banquet Plan**

2. The Chief Range Officer is required to be familiar with all of the following except:
 - A) Location of First Aid Equipment
 - B) **How to do CPR**
 - C) Who is the Medical Information Officer
 - D) How to get medical assistance

3. Which of the following are not Chief Range Officer concerns for non-shooters:
 - A) Line of demarcation
 - B) Eye and Ear Protection
 - C) **Legal Clothing**
 - D) Availability of eye and ear protection

4. If a shooter questions the decision of a Range Officer, the Chief Range Officer should:
 - A) Ask the shooter to leave.
 - B) Give the shooter a re-shoot
 - C) **Direct the shooter off the line and discuss it further.**
 - D) Re-read the scenario to the shooter

5. Chief Range Officers should inspect stages for all of the following except:
 - A) **Fun**
 - B) Safety
 - C) Target placement
 - D) Prop stability

6. When should a Range Office inspect the stage?
 - A) While shooters are being briefed
 - B) **Prior to the match**
 - C) After the first shooter “tests” the stage
 - D) Once the match is completed.

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7. Shooters should never be allowed to do which of the following:
 - A) Move with a cocked loaded revolver
 - B) Move with a long gun
 - C) Move with an unholstered revolver
 - D) Move with a firearm in both hands
 - E) All of the above
8. Which of the following is recommended stage flow:
 - A) Up range to down range
 - B) Down range to up range
 - C) Highest point to lowest point
 - D) None of the above
9. Shooters should always engage targets in what way:
 - A) In a natural shooting position.
 - B) In an unaccustomed shooting position
 - C) Always from horseback.
 - D) Always in a prone position.
10. When inspecting a stage, a Chief Range Officer should check for all of the following except:
 - A) Stable Props
 - B) Target Placement
 - C) Stable long gun props
 - D) How many rounds are used.
11. A Chief Range Officer's duties shall include:
 - A) Watch the shooter.
 - B) Run the timer
 - C) Make sure all workers are in place.
 - D) All of the above
12. Targets should not be used that allow lead splatter to impact:
 - A) The loading or unloading areas
 - B) The berm
 - C) The ground
 - D) Other targets
13. When placing targets, all but which of the following should be followed:
 - A) Placement allowing the shooter to engage so as not to break the 170° safety rule
 - B) Placement allowing the shooter to break the 170 as they engage the target
 - C) Placement of targets at a safe distance
 - D) Placement of targets so as to cause bullet ricochet to be in a safe direction

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14. The Chief Range Officer should do all of the following except:
- A) Call the shooter to the line
 - B) Ask every shooter if they are ready
 - C) **Ask every shooter for their firearms so they can be inspected**
 - D) Direct every shooter to the unloading table after finishing the course of fire
15. While the shooter is engaging the course of fire the Chief Range Officer should not:
- A) Watch the shooter
 - B) **Count misses**
 - C) Watch the firearm being used
 - D) Watch the timing device
16. The Chief Range Officer shall instruct the shooter to do all but which of the following after the course of fire is completed:
- A) Holster all pistols
 - B) Retrieve all long guns
 - C) Move to the unloading table
 - D) **Move down range, reset targets, and pick up brass**
17. The Chief Range Officer shall communicate to the scorer all but which of the following:
- A) Total elapsed time
 - B) Total misses
 - C) Total procedures
 - D) **Total rounds left on shooters belt**
18. To determine the total misses the Chief Range Officer shall poll which of the following groups:
- A) The loading officer
 - B) The non-shooters watching
 - C) **The Spotters**
 - D) All of the above
19. In the event of a suspected “Squib,” the Chief Range Officer shall do which of the following:
- A) **Command the shooter to make the firearm safe and continue with the course of fire**
 - B) Clear the firearm while the shooter waits, then tell the shooter to continue with the course of fire
 - C) Look down the barrel of the firearm
 - D) Tell the shooter to proceed at his own risk

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20. In the event of a target failure, the Chief Range Officer shall do which of the following:
- A) Tell the shooter to shoot where it was
 - B) Tell the shooter to leave the extra round in the firearm
 - C) Tell the shooter to shoot the closest prop
 - D) Tell the shooter they are screwed
21. If a shooter breaks the 170° safety rule, the Chief Range Officer shall do which of the following:
- A) Tell the shooter they are disqualified after the course is finished
 - B) Tell the shooter it's OK, but don't do it again
 - C) Cease-Fire the shooter immediately
 - D) Take five seconds off the shooter score
22. Some SASS categories present unique problems of which any Range Officer should be aware.
- A) True
 - B) False
 - C) Don't know
 - D) All of the above
23. A shooter may not do which of the following:
- A) Complete the course of fire in a safe manner
 - B) Ask the Chief Range Officer for coaching
 - C) Argue a call on the line with the Chief Range Officer
 - D) Protest a call by the Chief Range Officer
24. A Range Officer shall not evaluate a shooter for which of the following:
- A) Clothing
 - B) Leather
 - C) Firearms
 - D) Hat size
25. To become a Chief Range Officer, which of the following is not true:
- A) Must have actively participated in Cowboy Action Shooting™ matches for six months
 - B) Must have passed the Range Operations Course (RO-I)
 - C) Must be a SASS Life member
 - D) Must have passed the Range Officer Certification Course
26. No Range Officer shall allow a shooter to:
- A) Stand over a vertically stage firearm
 - B) Draw from a cross-draw holster in a seated position
 - C) Break the 170° safety rule
 - D) All of the above

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27. If a match is found to have severe and hazardous safety flaws any Range Officer shall:
- A) Politely confront the Match Director
 - B) Take a poll of the shooters
 - C) Call Hipshot at the SASS® Office
 - D) All of the above
28. If the barrel is found to be clear after a potential squib is encountered, the Timer Operator shall:
- A) Give the shooter a miss
 - B) Instruct the scorer to disqualify the shooter
 - C) Give the shooter a re-shoot
 - D) Let the time stand as recorded with no misses for shots unfired
29. A Certified Range Officer should be familiar with which of the following:
- A) Working knowledge of the SASS Shooters Handbook.
 - B) Working knowledge of the SASS Basic Range Operations Safety Course.
 - C) Working knowledge of the SASS Chronicle.
 - D) Only A and B.
30. If shooting bays are in close proximity, which of the following do not apply:
- A) Read time immediately after the shooter is finished
 - B) Protect the acoustic mike from shots from an adjacent bay
 - C) Slap timing device to make sure it works
 - D) None of the above

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Appendix D – Student’s Test

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Student's Test

(The following material can be reproduced and used to test the students at the completion of the classroom training.) SASS Range Officer Training Course Test (Level II)

Alias _____

Date _____

SASS # _____

Score _____

Please answer each question with only one correct answer by circling the desired letter.

1. Which of the following should not be in the “Before Match Range Officer Briefing?”
 - A) Medical Assistance Plan
 - B) Safety Evacuation Plan
 - C) Stage Inspection
 - D) Banquet Plan
2. The Chief Range Officer is required to be familiar with all of the following except:
 - A) Location of First Aid Equipment
 - B) How to do CPR
 - C) Who is the Medical Information Officer
 - D) How to get medical assistance
3. Which of the following are not Chief Range Officer concerns for non-shooters:
 - A) Line of demarcation
 - B) Eye and Ear Protection
 - C) Legal Clothing
 - D) Availability of eye and ear protection
4. If a shooter questions the decision of a Range Officer, the Chief Range Officer should:
 - A) Ask the shooter to leave
 - B) Give the shooter a re-shoot
 - C) Direct the shooter off the line and discuss it further
 - D) Re-read the scenario to the shooter
5. Chief Range Officers should inspect stages for all of the following except:
 - A) Fun
 - B) Safety
 - C) Target placement
 - D) Prop stability

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6. When should a Range Office inspect the stage:
 - A) While shooters are being briefed
 - B) Prior to the match
 - C) After the first shooter “tests” the stage
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7. Shooters should never be allowed to do which of the following:
 - A) Move with a cocked loaded revolver
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 - A) Up range to down range
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9. Shooters should always engage targets in what way:
 - A) In a natural shooting position
 - B) In an unnatural shooting position
 - C) Always from horseback
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10. When inspecting a stage, a Chief Range Officer should check for all of the following except:
 - A) Stable Props
 - B) Target Placement
 - C) Stable long gun props
 - D) How many rounds are used

11. A Chief Range Officer’s duties shall include:
 - A) Watch the shooter
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 - C) Make sure all workers are in place
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 - A) The loading or unloading areas
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13. When placing targets, all but which of the following should be followed:
- A) Placement allowing the shooter to engage so as not to break the 170° safety rule
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19. In the event of a suspected “Squib,” the Chief Range Officer shall do which of the following:
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 - B) Clear the firearm while the shooter waits, then tell the shooter to continue with the course of fire
 - C) Look down the barrel of the firearm
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