



SECTION 8 – RO POCKET CARD

SASS® Range Operations Basic Safety Course	Pocket RO Card — Current as of January 2024 "MSV" Minor Safety Violation = 10 Second penalty "SDQ" = Stage Disqualification; "MDQ" = Match Disqualification		M S V	S D Q	M D Q
Empty or live round in magazine, action, or on the carrier of the long gun in which it was loaded, or an empty in the chamber of a long gun- after the next firearm is fired, or if last firearm, put down on the unloading table.			X		
Empty long guns that slip and fall but don't break 170 or sweep anyone			X		
Cocking a revolver before it reaches 45 degrees downrange			X		
Leaving the stage anytime between when the first and last shots have been fired on the stage				X	
Leaving the firing line after stage has begun before all firearms have been verified as clear				X	
Loading at other than designated location				X	
Holstering or staging revolver with hammer cocked (not fully down) or down (on a live round)				X	
Any dropped unloaded firearm on the firing line				X	
Discharge impacting 5-10 feet from shooter, while on the firing line				X	
Cocked revolver leaving shooter's hand				X	
Changing location or leaving the designated loading area with a live round chambered in a long gun with the action closed				X	
Unsafe gun handling (fanning, etc.)				X	
Use of illegal or illegally-modified firearm				X	
Dry firing at the loading or unloading table(s)				X	
Violation of 170 rule (without sweeping anyone)				X	
Sweeping anyone with unloaded firearm				X	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage)				X	
De-cocking to avoid a penalty if cocked at the wrong time, position or location				X	
Not adhering to loading or unloading procedures				X	

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Shooting on the move (shooting multiple shots during continuous movement)				X	
Leaving the designated loading area with a RIFLE having a live round under a cocked hammer/hammer down on a live round				X	
Staging or discarding a long gun containing a live round in the chamber (once it leaves the shooter's hands)				X	
Use or presence of outlawed/illegal items				X	
Dropped gun (loaded)					X
Discharge impacting within 5 feet from shooter, while on the firing line or any discharge away from the firing line. Any discharge in the loading or unloading areas.					X
Sweeping anyone with loaded firearm					X
Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the CRO/TO					X
Any two (2) stage DQ penalties or 2 F.T.E./S.O.G.s during the course of a match					X
Belligerent attitude/unsportsmanlike conduct					X
Shooting under the influence of alcohol, drugs, or impairing medications					X
Leaving the firing line with a malfunctioning firearm unless under direct supervision of a match official					X
Shooting out of category. e.g., Not wearing the correct items in Classic Cowboy or not making enough smoke in B/P Categories 1st violation is a procedure, 2nd violation is SDQ, 3rd violation is MDQ			P	2	3
Procedural: Unintentional errors caused by confusion or mistakes. 10 seconds; no more than one procedural penalty may be assessed per stage. Failure to Engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage, not meeting the Ammunition Power Factor or willfully disregarding a non-shooting procedure. 30 seconds. Reshoots are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure. Reshoots for failure of shooter equipment or firearms may be granted at the discretion of the Match Director (except at annual or state/regional champion-ships and above). Only safety penalties carry over. Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.					

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