

# PENALTIES

## 5-seconds

- Each MISS is defined as a failure to hit the appropriate target
- For unfired round
- Each target hit with an incorrect firearm
- Each target hit with "illegally acquired" ammunition

**\*DOUBLE JEOPARDY: A miss cannot cause a procedural**

## 10-Seconds (Procedural Penalties: P)

- Failure to attempt to fire a firearm
- Failure to attempt a prop or stage maneuver
- Shooting targets in any order other than as required by stage description
- Engaging the stage (firearms, targets, or maneuvers) in an order other than as required by stage description
- Firing any firearm from a position or location other than as required by the stage description
- Use of "illegally acquired" ammunition
- Not returning revolvers to leather – unless otherwise specified
- First offense, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.

## 10-Seconds (Minor Safety Violation )

- Leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded
- Open, empty long guns that slip and fall, but do not break the 170 deg. Safety rule or sweep anyone
- Cocking a revolver before it reaches 45 deg. down range

## Stage Disqualification (SDQ)

- Shooting on the move
- Any dropped unloaded firearm on the firing line (from the loading table to the unloading table)
- Long guns that slip, fall, and break the 170°
- Violation of the 170°/failure to manage appropriate muzzle control
- Any discharge striking anything 5 to 10 feet from the shooter
- Returning a revolver to leather with the hammer not fully down on spent round or empty chamber
- A cocked revolver leaving the shooters hand (as soon as it leaves the shooters hand)
- A live round left in the chamber of a long gun (as soon as it leaves the shooters hand)
- Second offense, in the same match, for failure to adhere to the guidelines of the category shooter is competing.
- Changing location with a live round under a cocked hammer or firearm with the hammer down on a live round.
- Changing location with a long gun with the action closed and hammer cocked.
- Holstering or staging a revolver with the hammer down on a live round
- Sweeping anyone with an unloaded firearm
- Leaving the line once the stage has begun for any reason
- Dry firing at the loading or unloading tables
- Arriving at the designated loading area with uncleared (loaded) firearms after completing a stage within the same day (assessed on the previously completed stage)

## Match Disqualification (MDQ)

- Two accumulated SDQ penalties or Two Spirit of the Game Assessments
- Dropping a loaded firearm
- Any discharge that hits the ground or stage prop less than 5 feet from the shooter
- Any discharge at the loading or unloading areas
- Sweeping anyone with a loaded firearm
- Third offense, in the same match, for failure to adhere to the guidelines of the category in which the shooter is competing.