SECTION 8 – RO QUICK REFERENCE

(Formerly the "Pocket RO Card")

Please print and enjoy this larger font and easier reference format for use on the range! (2 pages)

"MSV" Minor Safety Violation = 10 second penalty "SDQ" Stage Disqualification; "MDQ" = Match Disqualification	MSV	SDQ	MDQ
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		
Cocking a revolver before it reaches 45º 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 the stage has begun and before all firearms have been verified as clear		X	
Loading at other than the designated location		X	
Holstering or staging revolver with hammer cocked (not fully down) or down (on a live round)		X	
Any unloaded firearm that falls or is dropped		X	
Discharge impacting 5-10 feet from shooter, while on the firing line		X	
Cocked revolver leaving the shooters 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 an illegal or an illegally modifed firearm		X	
Dry firing at the loading or unloading table(s)		X	
Violation of the 170º rule (without sweeping anyone)		X	
Sweeping anyone with an unloaded firearm		X	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assess on the previously completed stage)		X	
De-cocking to avoid penalty if cocked at the wrong time, position or location		X	
Not adhering to loading or unloading procedures		X	
Returning a revolver to leather with the hammer not fully down on a spent round or empty chamber (cocked) with unfired round(s) remaining (leaving the shooter's hand).			X
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	

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Staging or discarding a long gun containing a live round in the chamber (once it leaves the shooters hands)		**X**	
Use or presence of outlawed/illegal items		**X**	
Any loaded firearm that falls or is dropped			**X**
Discharge impacting within 5 feet from the 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 a 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 two (2) F.T.E./S.O.G. 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 BP categories. 1st violation is a procedural penalty, 2nd is a SDQ, 3rd violation is a MDQ.	**P**	**2**	**3**

Procedural: Unintentional errors caused by confusion or msitakes. **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 indended 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 annul or state/regional championships and above). Only safety penalties carry over to a reshoot.

Restarts are 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 judgement of the TO are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.

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