



Rules & Regulations

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1. Treat and respect every firearm at all times as if it were loaded.
2. All firearms will remain unloaded except while you are under the direct observation of a range officer on the firing line or in the loading areas.
3. All loading and unloading will be conducted only in the designated areas. All guns will remain on the loading table until the shooter is called, then the shooter may holster his/her revolvers and secure both long guns and move to the start position.

NOTE: Percussion revolver shooters must exercise care to ensure that they maintain safe muzzle direction during loading and have fired or cleared all capped chambers prior to leaving the unloading area. Only five cylinders may be capped at loading table. When a situation requires a reload a sixth cylinder may be charged with powder and ball but not capped until the timer starts. The cylinder must be capped before firing the first shot on that revolver.

4. Six-guns are always loaded with only five rounds, the hammer lowered and left resting on the empty chamber.
5. Long guns will have their actions open with chambers and magazines empty and muzzles pointed in a safe direction when being carried to and from the designated loading and unloading areas for each range. Chambers and magazines must be empty and actions open for all firearms transported in gun carts.
6. Long guns will have their actions left open and the magazine/barrels empty at the conclusion of each shooting string (i.e., whenever the gun leaves the shooter's hands during or at the end of a stage).
7. Rifles may be "staged" pointed down range from the shooter with the magazine loaded, the action closed, hammer down and chamber empty.

8. Shotguns are always "staged" open with magazine and chambers empty and are loaded on the clock. It is permissible for mule-eared, (exposed hammer) shotguns to be "cocked" at the beginning of a scenario, whether staged or in the shooters hands.
9. Handguns are returned to leather (re-holstered) with hammer down on an empty chamber at the conclusion of the gun's immediate use, unless the shooter has been specifically directed otherwise. There can be no live rounds in the pistol when re-holstering.
10. All shooters must demonstrate familiarity and proficiency with the firearms being used. Cowboy Action Shooting matches are not the forum in which to learn basic firearms handling.
11. Alcoholic beverages are prohibited on the range during a match for all members, guests, and others.
12. No shooter will consume any alcoholic beverage on the range.
13. No shooter will ingest any substance that may affect his or her ability to participate with a maximum state of awareness and in a completely safe manner. Both prescription and non-prescription pharmaceuticals that may cause drowsiness or any other physical or mental impairment must be avoided.
14. All competitors and spectators when on the range must wear eye and hearing protection. This is mandatory.
15. Thunder River Renegades matches are not fast draw competitions. Any unsafe gun handling in the course of a draw from the holster, including, but not limited to twirling or fanning will result in the disqualification of the shooter from that match. "Slip-hammering" is not the same as fanning and is legal.
16. Although cross-draw holsters are legal, they represent a significant safety concern. Cross-draws may not depart from the vertical by more than 30 degrees. Extreme care must be exercised when drawing a firearm from a cross-draw holster or returning the firearm to leather. Users must twist their bodies to ensure the muzzle never breaks the 170-degree safety rule during the process. Failure to ensure the muzzle is always down range is grounds for an immediate stage disqualification. A second infraction during the same match is grounds for match disqualification.*(Note: the 170-degree safety rule means the muzzle of the firearm must always be straight down range +/- 85 degrees. If a competitor even comes close to breaking the 180-degree safety plane, the 170-degree safety rule has been violated, and the competitor is at fault.)*

- 17. Holsters must be located on each side of the belly button and separated by at least the width of two fists.**
- 18. No cocked revolver may ever leave a shooter's hand.**
- 19. When changing location during a stage, all firearms being carried must either have the hammer down on an empty chamber or spent case, or have the action open.**
- 20. Shooters are expected to perform within their capabilities at all times, with particular concern about controlling the muzzle direction of the firearms being used. The shooter must never violate the "170-degree safety rule."**
- 21. A dropped unloaded gun will result in the shooter's disqualification from the stage. A dropped loaded gun will result in the shooter's disqualification from the match. A "juggled" unloaded gun that breaks the 170-degree safety rule will result in a stage disqualification. A "juggled" loaded gun that breaks the 170-degree safety rule will result in a match disqualification. A shooter may not pick up a dropped gun. The range officer will recover the gun, examine it, clear it, and return it to the shooter.**
- 22. The shooter will not cock his revolver until the firearm is pointed safely down range. Any accidental or premature discharge of any firearm determined by the range officer to be unsafe will result in the shooter incurring a safety penalty, disqualification from the stage, or disqualification from the match. A second such incident on the same day shall certainly result in the shooter's ejection from the match. Shooter will keep finger out of trigger guard and off the trigger unless the weapon is pointed safely down range. Cocking a pistol before it is at a 45 deg. angle down range will result in a warning on the first offense, a stage DQ on the second, and on the third a match DQ.**
- 23. Ammunition dropped by a shooter in the course of reloading any firearm during a stage is considered "dead" and may not be recovered until the shooter completes the course of fire. For example, if a round of shotgun ammo is dropped while reloading, the round must be replaced from the shooter's person or counted as a missed shot. No attempt may be made by the shooter to pick up the dropped round, as to do so prompts loss of control of muzzle direction.**
- 24. Shooting ammo with a muzzle velocity greater than stated within these rules is grounds for immediate disqualification from a match. The use of jacketed, half jacketed, or copper plated/washed bullets is strictly forbidden.**
- 25. It is expected the range officers will be the responsible parties for observing and resolving all safety related matters occurring in the loading, unloading, and firing line areas. However, any shooter who observes a safety infraction**

not seen by the range officer(s) should call the infraction to the range officer's attention, at which time the matter will be resolved.

26. Minor safety infractions occurring during a course of fire that do not directly endanger persons will result in a ten-second penalty being added to the shooter's time for that stage. "Minor" safety infractions are occurrences such as an accidental discharge impacting within ten feet, but not closer than five feet, of the shooter and failure to open a long gun's action at the conclusion of a shooting string.
27. Major safety infractions will result in the shooter's disqualification from the stage or the match. A second infraction in the match shall result in the shooter's ejection from the range. "Major" infractions are a dropped gun, an accidental discharge that impacts within five feet of any person, violation of the 170-degree safety rules, "sweeping" any person with the muzzle of a firearm, and similar acts that have high potential for personal injury.
28. Muzzle direction is important between, before, during and after shooting a stage. A muzzle must not be allowed to 'sweep' the other participants between stages or when moving the firearms to and from the gun cart. The muzzles of all long guns must be maintained in safe direction, even when returning to the unloading table. Failure to manage safe muzzle direction is grounds for disqualification from the stage and, for repeated offenses, from the range.
29. All firearms **MUST** be inspected by the unloading officer before leaving the shooting stage. All rifles must have their action cycled for the inspecting official. All six-guns, whether used or not in the stage, must also be inspected.

Guns

Original and reproduction firearms manufactured prior to 1899.

REVOLVERS:

Single Action Cartridge or Percussion revolvers with fixed or adjustable sights manufactured prior to 1899 or reproductions thereof .32 or larger Pistol caliber

SHOTGUN:

Side by Side without automatic ejectors, Winchester 1897 Pump or Winchester 1887 Lever Action with exposed hammer (No military configurations) 10, 12, 16, or 20 Gauge. Short/low brass only. No magnum loads. Barrel length minimum is 18"

RIFLE:

Any lever or slide action, tubular feed, exposed hammer rifle or carbine of .25 caliber or larger in a "pistol caliber". OPEN SIGHTS, including tang mounted peep sights only. No scopes even if they are "period". Rear sights will be black no color outlines or diamonds.

Ammo

PISTOL:

1000 FPS max. No jacketed bullets - LEAD ONLY

RIFLE:

1400 FPS max. No jacketed bullets - LEAD ONLY

SHOTGUN:

Must be #6 LEAD shot or smaller. NO High Brass or Magnum loads allowed.

Clothing

The Renegades is a Cowboy Action Shooting club. Members will be expected to dress accordingly. Provisions will be made for new shooters but they will be expected to dress accordingly as soon as is reasonable. We will follow the basic rules that the Single Action Shooting Society has set forth in the handbook for clothing requirements.