

MERLIN MARAUDER COWBOY ACTION SHOOTING RANGE DIRECTIVE No. 001

Re. Access to the MM target shed and use of club's range targets for practice by individual members.

Only qualified club members may utilize the steel targets owned and maintained by the Merlin Marauders for the purpose of practicing cowboy action shooting or shooting in general at J.C.S.P. when no Merlin Marauder sanctioned event is occurring or in progress. A "qualified member" for this specific purpose shall be defined as a Merlin Marauder club member in good standing whose dues are current and who is at least a certified SASS R.O. I. The Merlin Marauder Range Master/Match Director or a SASS R.O. I may supervise another member in utilizing the club's targets for shooting practice under these guide lines.

Only SASS approved bullet loads are allowed to be used when shooting cowboy action, steel targets. Any qualified member who uses the club's targets for practice and causes damage to any of the targets shall be responsible for repairing the damage or paying for the cost of repair in a timely manner. All targets must be returned to the target shed after use and stored in an organized fashion prior to leaving and locking the target shed. M.M. cowboy action targets are not to be left out except when setting up a stage scenario the day before a sanctioned club shoot.

6-14-05

Accepted September 2005

Range Directive 02 –

In keeping with the recent Merlin Marauder membership vote regarding substitute Match Director qualifications, the following range directive is established – The current elected Match Director is responsible for selecting a temporary substitute from the Merlin Marauder membership when the Match Director is unavailable to perform such duties at any schedule Merlin Marauder sanctioned shooting match or shooting demonstration event. If for some reason the duly elected Match Director is incapacitated, the club President will elect a substitute. Per SASS guidelines and recommendations, the selected Match Director substitute must be a SASS certified RO II and have a working knowledge of the SASS Match Directors Guide book.

MERLIN MARAUDER COWBOY ACTION SHOOTING RANGE DIRECTIVE No. 003

Range Directive 03 –

Merlin Marauder members who volunteer to design and set up a shooting stage for the monthly match shall provide the Match Director with a written stage scenario no later than 2 days prior to the scheduled match. Each stage writer's scenario and shooting procedures must conform to the guidelines set forth in the Match Director's Guide to insure the safety and enjoyment of all shooting participants and spectators. The Match Director will gladly assist any stage writer in his endeavor. The Match Director has the authority to evaluate all shooting stages and make any necessary stage modifications to insure compliance with SASS recommendations and safety rules. Stage design volunteers may set up their shooting stage at JCSA on Friday the day before the Saturday match. Otherwise, stage designers must arrive early on Saturday to accomplish this task with the help of other club members. The main gate at JCSA opens by 8:00 a.m. and sometimes earlier. The preferred stage scenario outline is as follows:

1. Scenario (title and theme on which stage is based---humor is good);
2. Stage Requirements (list of guns and ammo required);
3. Shooting Procedure (actual procedure shooter is to follow in shooting the stage);
4. Targets required (number and type of targets required – if no preference as to type, please state).

Accepted September 2005

Range Directive #004 – SASS “Spirit of the game” rule

One of my duties as the Merlin Marauder Match Director is to assure not only the safety of CAS competitors, but to also assure fairness and a level playing field for all shooting participants pursuant to SASS guidelines. From time to time, I will address issues relevant to this endeavor in my range directives.

There is a nagging issue in regards to fairness and the SASS “spirit of the game” canon that has repeatedly surfaced during past monthly matches. During these incidents, several participants have complained that some shooters gained a competitive advantage by interpreting stage directions in a way that clearly is intended to give them an edge over other competitors.

It goes without saying, that a stage scenario cannot be written which prevents all possible interpretations that a shooter might conceive to thwart the intention of the stage instruction or spirit of the game. As stated in the SASS Match Directors Guide... “many shooters will look for alternatives within the limits of the written description that may give them an advantage”. These participants look for ways “to exploit stage descriptions and gain a competitive advantage”. Stage instructions should “**Make the field as equal as possible. Let skill make the difference, not interpretation of stage instructions**”.

If a shooter desires a clarification of stage instructions or has a question about of a given instruction, the time to ask if their interpretation is permissible is during the initial stage review and before anyone shoots the stage. In this way, all participants can benefit from the stage interpretation. It is the duty of the RO to make a ruling on the interpretation or consult with the Match Director for clarification of the stage instruction.

I have witnessed some “gamers” challenge the stage instruction by arguing that the stage description “did not say you couldn’t do it”. This is not the criteria by which stage instructions are interpreted or followed. If that were the case, a stage description that does not preclude a specific action means anything goes regardless of how ludicrous. As an example...the shotgun stage at the last monthly shoot called for the shooter to remove shotgun rounds from a wooden box “on a wagon”. By any stretch of the imagination, it would be incredulous to believe that these rounds would be standing on end and in spaced apart pairs after a wagon ride. It was agonizing to watch as some shooters took the time to carefully arrange the shells for easy access and loading. Common sense would tell anyone that these shells would be laying down and scattered if found on a wagon. In this case, the stage designer is not to be faulted. Those who shot the stage in this manner should have been given a spirit of the game penalty.

This quote from page 3 of the SASS “Shooters Handbook” makes it VERY clear: “Competing in the spirit of the game means you fully participate in what the competition asks. You do not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure.”

Being a “gamer” does not necessarily mean one is always breaking SASS rules, but it does mean that they are usually pushing the envelope in some form or another to gain an advantage. However, some gamers do cross the line in regards to “spirit of the game” violations under SASS guidelines. As such, these infractions will qualify for spirit of the game penalties. The majority of CAS shooters I have spoken with all believe that our sport demands that each participant be given the same fair opportunity to compete regardless of their skill level.

It’s the cowboy way.

Accepted November 8, 2005

Merlin Marauder Range Directive #005

Monthly Match Re-shoot Policy

Most CAS shooters at one time or another have had a gun mal-function or mechanical breakdown while shooting a stage. When this happens, it generally ruins your entire match for that day---especially when you accrue multiple misses from numerous unfired rounds. For the most part, mechanical failures are not within the shooter's control. Gun failures caused by a shooter's negligence (ie. Squib round, high primer, etc.) are another matter and are usually preventable.

Currently, we have been running our monthly matches by the "no alibi" principle as if these matches have the same significance as SASS regional or state matches. The no alibi rule is not mandatory for club level monthly matches. Monthly matches are generally geared more for fun and enjoyment with competition being a close secondary goal. I have attended another club's monthly match where a re-shoot was given to a shooter who's firearm broke down during a stage. As a result, the shooter's day was not completely ruined and they still had a chance to place well in the competition. Barring some obscure rationale, there is no reason our club cannot be more lenient in dealing with mechanical gun failures. This would go a long way in making everyone's shooting experience more enjoyable.

The following match rule shall be implemented at Merlin Marauder monthly shoots:

In the event a cowboy action shooter's firearm breaks down during a shooting stage and they cannot continue the course of fire (ie, the gun must be handed off and still contains live rounds), the shooter will be offered a one time re-shoot on the condition that the gun failure is proven to be mechanical in nature and not caused by the shooter. Alibis such as short stroking, squib loads, high primers, improper bullet dimensions and the like are not considered mechanical failures as they are preventable even though the gun is rendered inoperable. Some mechanical part must break or fail in the firearm that is not within the shooter's ability to control. If the shooter accepts the re-shoot offer, all penalties and misses accrued by the shooter prior to the gun failure on that stage will be carried over and counted when the stage is re-shot. Due to time constraints at monthly matches, shooters will only be allowed one such re-shoot for the entire match. This policy applies only to Merlin Marauder monthly matches and is in addition to the current SASS rules governing re-shoots.

Bear Bone Smith, SASS # 10719
Match Director/Range Officer
Merlin Marauders

2-20-06

MM Range Directive #06

Range Officer/Timer Requirements

This range directive is written with the intent of clarifying who is qualified to be a posse R.O. Timer at a Merlin Marauder sanctioned shooting event. The requirements listed herein are considered to be the minimum required to perform this critical safety function at cowboy action shooting matches. For safety and liability reasons, the following Merlin Marauder range policy will be implemented.

In order to perform the function of a Range Officer/Timer at Merlin Marauder sanctioned shooting events, an R.O. Timer must have successfully completed a SASS certified R.O. 1 course and have a working knowledge of SASS rules and guidelines pertaining to this critical safety function. It is recommended that anyone wishing to perform the function of an R.O. Timer demonstrate their capability to the satisfaction of the current elected Match Director. In addition, the Merlin Marauder Match Director/Range Officer shall be available to offer training and guidance to any certified R.O. expressing a desire to perform the duties of an R.O. Timer.

It is not enough to simply know what the SASS guidelines are, one must be capable of applying this knowledge in order to safely guide a shooter through the course of fire.

Bear Bone Smith SASS 10719-Life
Merlin Marauder Match Director/Range Officer
9-11-07

Merlin Marauder Range Directive #7

Club members who wish to write a stage scenario for the monthly shoot are required to submit their stage to the Match Director (MD) at least 2 days prior to the day of the match. This gives the Match Director and stage writer time to iron out any potential problem with the stage and also allows the MD to set up the stage in the event the member/writer is unable to do so because of an unforeseen emergency. Per our current by-laws, the MD has authority to alter or change a stage design if it does not follow SASS safety rules and stage set up guidelines pertaining to target distances, shooting rifle last, unsafe movements, etc. (re. SASS R.O. I and II course guidelines)

If the MD alters a stage writer's scenario, the MD must inform the writer of the changes and reason for the change. If alteration of the stage set up becomes necessary on the day of the match and the stage writer is not present, the MD is not required to make notification to the stage writer. Any member who writes a stage must be familiar with current SASS safety rules and stage design guidelines.

Effective date: Aug. 1st, 2010

Merlin Marauder Range Directive #8

Firing Line Safety at the JCSA Range

This range directive specifies who is allowed to be on the firing line during a Merlin Marauder sanctioned shooting match. For the Merlin Marauder club to be in compliance with JCSA safety rules and insurance policy, the following shall apply:

No person under the age of 17 will be permitted on the firing line when a shooting competitor is on the firing line with loaded firearms unless that person is also a registered competitor. Loading and unloading tables are inclusive of the firing line. Only registered competitors who are designated as a spotter, score keeper or timer/RO are allowed on or near the firing line during live fire.

Designated “brass pickers” under the age of 17 will be allowed on the firing line only when there are no competitors present with loaded firearms and they are being closely supervised by adult competitors.

Regardless of age, all non-shooting spectators must remain well behind the shooting posse while observing the shooting competition. It is the duty of every participating competitor to help monitor the rules governing range safety to insure compliance. All safety infractions and concerns should be brought to the attention of the Posse Marshal and/or Match Director.

[By Match Director Bear Bone Smith 11-1-11]