

2014 Territorial Governor's Summit

Howdy Territorial Governors!

The Agenda is set for what will be a great and new Convention and Summit in San Antonio, Texas for the 15th Territorial Governors Summit!

The 15th SASS Territorial Governor's Summit is coming up quickly. If you have not registered for the SASS Convention, now's the time to do it. Just CLICK HERE, we offer special Conventioneer rates just for attending T.G.'s or their proxies.

Make sure your clubs voice is heard as again this year the Territorial Governor representatives of SASS Affiliated Clubs from around the world will discuss and vote on issues concerning the sport of Cowboy Action Shooting.

Get your reservations at The Historic Menger Hotel Click **HERE** to make your reservation online today!



Group Code: SASS2015

2013 TG SUMMIT SCHEDULE

(Please see the Complete Convention Schedule by clicking <u>HERE</u>.)

Wednesday, January 7: Noon - 4:00 P.M.

Registration & Check-In

Check in, pick up your credentials, and gather any schedule updates and information

Wednesday, January 7: 5:00 P.M. - 7:00 P.M. SASS Hospitality Warmer and Cocktail Mixer Menger Hotel Main Lobby

Thursday, January 8: 10:00 A.M. - 11:00 A.M. Governors Check-In Minuet Meeting Room, Menger Hotel

Thursday, January 8: 11:00 A.M. - 2:00 P.M. Session I Territorial Governor Summit Agenda Item Discussions
Minuet Meeting Room, Menger Hotel

Friday, January 9: 8:00 A.M. - 9:00 A.M.
Territorial Governor Breakfast Reception
A special breakfast reception exclusive for SASS Territorial Governors
Colonial Dining Room, The Menger Hotel

Friday, December 6: 9:00 A.M. - 12:00 P.M.

Session II Governor Summit Agenda Items Discussions Ballots Distributed / Ballots returned to Registration Desk by 4:00 P.M. St. Moritz & Heidelberg Meeting Rooms

Unable to attend? Please complete the form linked below to make sure your clubs' voices are heard! Return to misty@sassnet.com or mail to the SASS Office address below.

Click here to download and print your Proxy or Alternate for 2015 Summit!

January 2015 Territorial Governor's Summit AGENDA

ACTION ITEMS:

*Action Items require discussion and a vote for an official rule change/edit/clarification.

1) Should we institute the following standard for all style/costume categories when breaking them down by age?

The regulations for the base category will be applied first; <u>THEN</u> the age limits.

Reasons to do so:

"any legal revolver" is the criteria for the basic AGE-based categories ...which doesn't apply to FRONTIERSMAN (requires percussion ignition); CLASSIC (which has a caliber restriction), and GUNFIGHTER (which requires FIXED sights)...as does DUELIST

Other categories have restrictions regarding rifle model/caliber and additional equipment regulations.

...Senior Duelist currently being the only **anomaly** specifically listed as such (i.e. a "subcategory" of SENIOR instead of Duelist)

Example:

(Senior GF would be a Gunfighter 60+ years old, subject to Gunfighter category regulations)

2) Should we change Senior Duelist to comply with that standard?

Shooting STYLE = #1 determinant

Shooter's AGE = #2 consideration

3) Should we officially acknowledge the shooting category "Frontier Cartridge gunfighter" as a SASS sanctioned/recognized category?

The category would follow the firearm and ammo guidelines of the current "Frontier Cartridge" category and follow the shooting style and holster requirements of the current "Gunfighter" Category.

The main reason to add FCGF to the list of "officially recognized" categories is that it brings the BP categories up to par with the smokeless ones in regard to available shooting styles.

<u>Smokeless</u> = Open/age-based (two-handed); Duelist/Senior Duelist/Classic (one-handed); Gunfighter/B-Western (both hands)
<u>Black Powder</u> = Frontier Ctg (two-handed); Frontiersman/Frontier Ctg
Duelist (one-handed);

FCGF (both hands).

4) Should the MSV penalty for retrieving a dropped or ejected round be removed if done SAFELY? i.e.:

24. Ammunition dropped by a shooter in the course of loading or reloading any firearm during a stage or "ejected" from any firearm may be **SAFELY** recovered; or replaced from the shooter's person or other area as required by stage description. If the round is not fired it is counted as a missed shot.

Keep in mind that current rules allow retrieval of dropped/ejected rounds *after the shooter completes the stage*...with **NO RESTRICTIONS** or **PENALTY** related to where the ammo may have landed or whether the shooter has firearms "in hand" or not.

- 5) Should conflicts on costume based shooting categories ("B"-Western Men's & Ladies and Classic Cowboy/Cowgirl) Costuming requirement determinations be relegated to the Costume Contest personnel/judges? Where the competitors can battle it out in front of a panel of judges instead of bringing costume issues to the attention of Range Masters and Match Directors to decide if a shirt or boots are in compliance with the rules.
- 6) Should the Category of Grand Dame have the name changed to "Golden Girls"?

A petition was circulated with quite a number of signatures stating that the name of the category was too stuffy.

DISCUSSION ITEMS:

*Discussion Items are not on the ballot for action. Discussion & Clarification only at this time.

- 1. Discuss the increasing incidents of "Shooting on the move", its implications, and safety concerns.
- 2. Discuss the possibility and any implications of the shooting category of B-Western/Ladies B-Western's costuming allowances to be expanded to include silver-screen style type costuming. Example: Senoritas, Tonto-style, Dale Evans, John Wayne, The Lone Ranger, Miss Kitty, Cisco Kid, etc.
 - If so, would the category name then need to be changed to be inclusive: "B-Western & Silver Screen"
- 3. Continued clarification & proposed verbiage of Long Gun "closed" subject, present changes below to the June 2014 verbiage to assist in eliminating any remaining confusion on the subject for dissemination.

The following is proposed verbiage change to the Shooters Handbook and the RO Course Materials:

6. Long guns will be discarded open and empty with their barrels pointed safely down range. If the action of a long gun closes after being opened and emptied, the shooter will, at the conclusion of the stage, show it to be clear to the T/O or spotter. Appropriate additional penalties will be applied if it is not clear. Appropriate penalties will be applied if it is not clear, plus a 10 sec safety if the closing was caused by the shooter. No one other than the competitor may handle the gun in question.

SHB p.21 (Stage Conventions)

17. Long guns will have their actions left open and the actions/magazines/barrels empty at the conclusion of each shooting string. A 10 second minor safety penalty will be assessed if the firearm is not cleared or opened. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence, made "safe" and then restaged.

If the action of a long gun closes after being discarded open and empty, the shooter will, at the conclusion of the stage, show it to be clear to the TO or a spotter. Appropriate penaltics will be applied if it is not clear. No one other than the competitor may handle the gun in question. See RO1 for further clarification.

Long guns will have their actions left open and the action/magazine/barrels empty at the conclusion of each shooting string. A 10 second minor safety penalty will be assessed if the firearm is not clear and the action open after being dicarded. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence, made "safe" and then re-staged. If the action of a long gun closes after being discarded open and empty, for any reason that is not caused by the shooter, it will be considered a No-Call. In such case the shooter will, at the conclusion of the stage, open the action and show it to the TO of a spotter. Appropriated penalties will be applied if it is not clear plus a 10 sec safety if the closing was caused by the shooter. No one other than the competitor may handle the gun in question.

SHB p.23

6. Long guns will be discarded open and empty with their barrels pointed safely down range. If the action of a long gun closes after being opened and emptied, the shooter will, at the conclusion of the stage, show it to be clear to the T/O or spotter. Appropriate additional penalties will be applied if it is not clear. Appropriate penalties will be applied if it is not clear, plus a 10 sec safety if the closing was caused by the shooter. No one other than the competitor may handle the gun in question.

RO1 p.13 (Stage Conventions)

RO1 Instructor Version p.12 (Stage Conventions)

17. Long guns will have their actions left open and the actions/magazines/barrels empty at the conclusion of each shooting string. A 10 second minor safety penalty will be assessed if the firearm is not cleared or opened. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence, made "safe" and then restaged.

Long guns will have their actions left open and the action/magazine/barrels empty at the conclusion of each shooting string. A 10 second minor safety penalty will be assessed if the firearm is not clear and the action open after being dicarded. This condition may be corrected prior to the next round being fired. If the long gun is the last firearm used, it must be cleared prior to it leaving the shooters hand(s) at the unloading table. This does not apply to guns shot out of sequence, made "safe" and then re-staged. If the action of a long gun closes after being discarded open and empty, for any reason that is not caused by the shooter, it will be considered a No-Call. In such case the shooter will, at the conclusion of the stage, open the action and show it to the TO of a spotter. Appropriated penalties will be applied if it is not clear plus a 10 sec safety if the closing was caused by the shooter. No one other than the competitor may handle the gun in question.

Examples:

- A. Shooter returns to the long gun and opens it before firing the next gun and there is no UNFIRED round in the chamber NO CALL.
- B. Shooter returns to the long gun and opens it at the end of the stage and an empty case/hull is ejected or found in the action or

chamber - Minor Safety Violation. (for the empty round...in addition to the a MSV if the action closed due to shooter' fault. for the action being closed; unless it is determined to have closed because of a "prop failure" or)

C. Shooter returns to the long gun and opens it, and a live/unfired round is ejected or in the chamber -Stage DQ for a long gun having left the shooter's hand with the action closed, hammer cocked with a live round in the chamber. In this case there is no opportunity to return to open it if called back before being committed to the next firearm - the penalty applies the moment it left the shooter's hand. Should someone other than the competitor open the action of the gun, any penalties that would have been incurred will still be applied. RO1 p.17

RO1 Instructor Version p.16

Minor Safety Penalties

- * Not leaving a long gun action open at the end of the shooting string or before the next firearm is fired.
- * Leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded.
- * Not returning revolvers to leather unless otherwise specified.
- * Open, empty long guns that slip and fall but do not break 170° safety rule or sweep anyone.
- * Retrieving a dropped "dead" round.
- * Cocking a revolver before it reaches 45 degrees downrange.

RO1 p.24

RO1 Instructor Version p.23

RO Committee:

San Quinton-

rwilson@ssuinc.com

Pale Wolf Brunelle-

palewolf61@hotmail.com_

Virgil Earp(Chairman)earpvirgil@yahoo.com_

Tex-

bormand581@aol.com

Rowdy Yates-

rowdy141@yahoo.com_

Rattlesnake Blake-

rattlesnakeblake@bellsouth.net

Blackjack Zak-

deanandsteph2005@hotmail.com_

Hipshot-

hipshotoo7@aol.com_

Red River Wrangler-

dgbishop55@digis.net

Deuce Stevens-

deucestevens45@yahoo.com

Regional Chief RO's:

SE Region

San Quinton

NW Region

Pale Wolf Brunelle

Australia/ New Zealand

Virgil Earp

Europe

Elder Katie & Kodiak Al

HAWAII

Bad Burt

Four Corners Region

Blackjack Zak

NE Region

Lester Moore

Alaska

Marshal Stone

High Plains Region

Hawkeye Sam

Canada

Cariboo Lefty

New England Region

Annabelle Bransford & Rowdy Bill

Midwest Region

Cactus Kay & Dakota Doc

Single Action Shooting Society | misty@sassnet.com | http://www.sassnet.com 215 Cowboy Way Edgewood, NM 87015