

## 16. PENALTIES

2016

- A. Penalties shall be restricted to the following:
- i. Missed target: 5 seconds
  - ii. Knocked over barrel: 5 seconds
  - iii. Failure to follow course of fire: 10 seconds
  - iv. Dropped gun: 5 seconds
  - v. Failure to holster: 5 seconds
  - vi. Non Qualified run or maximum time on any run: 60 seconds
  - vii. Unsafe gun handling: 5 seconds PER OCCURRENCE
  - viii. Loss of hat prior to engaging the course of fire: 10 seconds
  - ix. Knocking over a gate cone or automated target inflator: 5 seconds
- B. A firearm that is dropped once the course has been engaged is a dead firearm and the competitor incurs a 5-second penalty plus any missed targets. A competitor who drops a firearm before engaging the course may be removed from his place in line until the firearm has been cleaned. No consequences shall be received for a firearm dropped beyond the time line after crossing the finish line at the completion of his/her run.
- C. A competitor who becomes dismounted during the course of fire receives a non-qualified run.
- D. In the event that a firearm comes into contact with the arena floor, that firearm becomes a dead gun. For safety reasons the Range Master, match official or experienced adult member shall be the only person to pick it up.
- E. Total final time for any ride shall equal no more than 60 seconds. Total time for a competitor that does not complete any stage shall be 60 seconds for that stage.
- F. All targets shall be broken by direct gunfire, except as follows. Targets broken by nature prior to the competitor engaging that target shall be shot to be considered a hit. Any target that has been engaged and is broken by nature or unknown source shall be considered a hit if broken prior to crossing the timeline. If it is unknown what broke a target and the competitor has shot it, it shall be considered a hit.
- G. No penalty will be given to any competitor for knocking over a target pole unless it is designated as a "gate" in the stage description. The two "Targets" that make up a designated gate on a course of fire shall be called "gates". If a competitor knocks over either target cone or automated target inflator making up a "gate" at any time during the completion of a stage it shall be considered a 5 second penalty.
- H. A competitor shall have been determined to have engaged the course once he has crossed the start/ finish line and is on the clock. At that point, he/she accepts the stage as it is. Thereafter, any mechanical malfunctions of your firearm or gear, including your horse, shall not constitute a re-ride. If balloons are placed in an incorrect position, engage the course by position rather than balloon color.
- I. Passing behind the timer. If a contestant passes behind the timer he/she is deemed to be dangerous and out of control and will receive a non-qualified run (60 seconds).
- J. If a contestant re-crosses the time line after completing his/her run and restarts the timer, he/she will NOT be granted a re-ride. If the timing equipment has the ability to access the previous time there will be no penalty. But if the time is unavailable the rider shall receive a non-qualified run. (60 seconds).
- K. If a competitor is notified during or after the completion of a stage that a timekeeping error or a timing malfunction occurred the competitor shall be granted a re-ride by the Match Director.
- L. If a competitor crosses the timing line prior to completing the course of fire, he/she shall receive a non-qualified run.
- M. The Match Director shall grant re-rides as soon as possible after the completion of that run. Re-rides are given as a new stage. The competitor does not carry forward any misses or a clean stage.

...the call for a re-ride is made by the Range Master.

- O. The "no alibi" blank rule shall be in place for all CMSA sanctioned matches. There are no squibs, high primers, or misfires accepted. There shall be no re-rides or scoring adjustments for problems with mounted shooting blanks.
- P. If a competitor hits two targets with one shot they may use the remaining round to pick up any target they may have missed. This is referred to as the Two Target Rule or TTR.
- Q. Gun twirling, shooting behind the back or other unsafe gun handling techniques in an arena shall be a 5 second penalty assessed per occurrence.
- R. While competitors are required to wear a cowboy hat, protective headwear, or appropriate headwear at all times in the arena, your hat must remain on top of your head until you have engaged the course. The penalty for a hat falling off prior to engaging the course (crossing the timeline) shall be a 10 second penalty.
- S. Competitors may holster and re-holster, but may not have more than one revolver in hand at any given time. Failure to do so will be a 5 second penalty. If a firearm is holstered, then comes out of the holster and into the competitors lap, there will be no penalty as long as the firearm does not touch the arena floor AND it was holstered before leaving the arena.
- T. If there is doubt on a call the outcome shall favor the competitor.

## 17. RULES THAT RESULT IN A PROCEDURAL, NON-QUALIFIED RUN, OR DISQUALIFICATION

Violation of the following shall result in a procedural.

- A. Failure to follow the proscribed course as set forth in the current official CMSA rulebook's course of fire section

### 17(a) Violation of the following shall result in a non-qualified run.

- a) Discharge of a round outside the course of fire (any time or place prior to or after engaging the course) shall incur a 60 second penalty (assessed to the owner of the firearm) for either the previous or next stage at the discretion of the Match Director. If the competitor reloads and shoots the pattern he or she shall be disqualified from the match.
  - b) Engaging the course without the consent of the Range Master shall be a penalty of 60 seconds.
  - c) Breaking the timer, without engaging the course, before or after the Range Master has given the "ready to ride" to the competitor shall be a 60 second penalty. **NO WARNING SHALL BE ISSUED.**
  - d) If a competitor loads and/or shoots 6 rounds from the same gun in a stage.
- Ⓢ Passing behind the timer.

### 17(b) Violation of the following shall result in disqualification from the match:

- a) Alcoholic beverages are prohibited in the range, staging and shooting areas. This includes all persons, competitors, range officials, guests or anyone else in these areas.
  - b) Competitors shall not consume any alcoholic beverage until they have completed all of their shooting for the day and have unloaded, inspected, and stored all of their firearms.
- Ⓢ Abusive language or conduct shall not be tolerated and at the discretion of Match Director shall be given a warning or disqualification.
- Ⓢ Competitors shall have no live ammunition on their person or in their cartridge belts or saddlebags. Only dummy ammunition with inert or fired primers shall be used in cartridge belts.