

Posse rules and some reminders for you as a shooter



Running two waves for the Main Match, we have a very tight schedule. The stages will be designed to be easily understandable and, for the most part, with short distances between the shooting positions. The shooting positions will be through a window or a door, around the corner, on the left/right side of a pole or from a table, so we don't have to discuss shooting positions.

Everybody needs to do what they can to keep the time schedule. Here are some guidelines for all shooters that explains how everyone can help to make the posses run as smooth as possible:

Please be on time. The first wave must fire their first round at 8:00 (or before, when the posse is ready.) The second wave must fire their first round at 11:30 (or before, when the posse is ready). **For all other events, the time schedule is equally tight and all shooters must be on time.**

If you are late, don't expect the whole posse to wait for you.

All Classic Cowboy shooters will be checked for their 5 items. These will be worn throughout the whole match. If you change or remove one of them you have to tell your Posse Marshal.

All shooters shooting B-western will be checked for the proper clothing.

If you have a medical condition that makes it impossible for you to wear shoes according to the SASS rules, please inform your Posse Marshal at the briefing/name call before the first stage is shot.

Tell the Posse Marshal if you are comfortable to help out with running the timer.

Tell the Posse Marshal if you have a medical issue or need medicine. Tell a friend (or the Posse Marshal) where your medicine is in case, in an emergency, you can't reach it yourself.

Tell the Posse Marshal if you have a hearing problem and need special treatment with the timer as a shooter.

Please inform the posse marshal if you are not ok, if anything should be changed or doesn't work out the way it should.

If it is a hot day, drink water at every stage briefing (minimum).

The whole game of Cowboy Action Shooting is built so that the shooters are supposed to work and help the posse get through the day. Without you -this wonderful game can't exist.

If you feel you are not fit to work on the posse, that is ok. There will however always be three jobs you can do while sitting down: watching shooters at the unloading table and keeping score (one on the Ipad, and one doing scores on the paper).

The 2 chairs on the stage are for the scorekeepers.

Please feel free to stand behind a scorekeeper to learn the CASscoring system. It is easy to operate, and we need more shooters to learn the system.

A loading officer is **not** mandatory, but there must **always** be an unloading officer at the unloading table. If your posse decides to have a person at the loading table, your posse marshal will assign one.

We need at least two cowboys or cowgirls picking brass. There are 2 brass pickers on each stage. Please use them both at the same time, to make the stages go fast. Only pick the brass you can see. Don't waste time looking for brass in the sand or under the boardwalk. If it is your time to shoot, please give the brass picking equipment to someone else. Don't put it down and walk away.

There are 2 sticks to reset the shotgun targets, please be 2 shooters to use them.

Don't spot for a family member.

If you think it is a hit, it is a hit, **if you think it is a miss, it is a hit**, if you are **absolutely sure** it is a miss, **then** it is a miss.

Cowboy up and change workers every 4-8 shooters. Give your friends a break or a chance to prepare themselves for shooting if they haven't shot yet.

You as a shooter should never feel any stress, but the workers should work hard in between the shooters so the amount of time on the stage is minimum.

On the loading table, 4 shooters should be a maximum at the same time. There is no need to have 6-8 shooters at the loading table and just a few working, everyone will be able to shoot the stages.

Please sign your score **after you have emptied all your firearms**. If the scorekeeper does not come to you, please return your emptied firearms to your guncart and then go to the scorekeepers to sign your score.

Help each other to paint the targets when the stage is done.

If there is an issue or an argument -take it away from the firing line and change TO so the new TO can move the posse forward.

There will be one RO Marshal supervising each wave. Get their attention or call them on the walkie talkie to address your problem.

There will be NO reshoots whatsoever, before the RO Marshal has been contacted and made his call of the situation.

No cuncart can be left without supervision. There will be a gun cart corral for those who temporarily need to go back to the camp.

Please don't waste time, please.

It is easier to shoot 4 stages in 3 hours then 3 stages in 5 hours, please be efficient.

The first round of all matches **has to go down range at the announced time**. All preparations (name call, costume check and briefing) **WILL** be finished 10 minutes before the announced starting time. **If you are late on stage, you will miss the briefing.**

Be safe, have fun, shoot straight and make new friends!
The organizers of DOT2024

