

Wild Bunch mandate

Overloading the rifle

... **Overloading a rifle on a stage is not a safety issue.** The safety comes into play if the shooter has any rounds left in the rifle after he/she has fired the rifle and committed to the next gun. Then, and only then, a safety shall be issued if a live round is left anywhere in the rifle.

Should the shooter realize that they have loaded too many rounds and safely ejects those rounds, it's a no call.

Should the shooter fire more rounds than called for in the stage, it would be a "P" for using ammunition that was illegally acquired...

Examples:

1. **Shooter shoots 9 rounds and ejects the 10th round...safely restages rifle "open & empty".**
NO CALL – NO MSV penalty for overloading – Rifle is considered "safe to leave shooter's hands".
2. **Shooter kicks out the first round and then shoots the next 9 rounds.**
"P" + miss (use of "illegally acquired" ammunition)
3. **Shooter shoots 5 rounds, then kicks one out, and then shoots the next 4 rounds.**
"P" + miss (use of "illegally acquired" ammunition)
4. **Shooter shoots 9 rounds then puts down open rifle and then shoots the next gun.**
MSV for an unfired round remaining in long gun action or magazine
...or...**SDQ** if round is chambered (e.g. lever closes when restaged)
5. The rifle sequence is as follows: rifle loaded w/ nine (9), there are three (3) rifle targets to be engaged in a Nevada sweep starting on the center target. The shooter miscounts when loading the rifle, and loads ten (10). The shooter starts on the center target and performs the Nevada sweep appropriately, and fires the 10th round.

NO MISS in that scenario (if he hit rifle targets with all ten).

The shooter can't get more misses than the number of specified targets for the string.

The only time a shooter would be assessed a **MISS** along with the "P" is if the 'extra' round is used to replace a round that was ejected during the shooting string.

Here are the applicable rules used in determining the penalty for use of a "preloaded" replacement round in a rifle:

Quote

Ammunition required for reloads during the course of any stage **must** be carried on the shooter's person in a bandoleer, cartridge/shotshell belt loop, pouch, holster, or pocket or be safely staged as required by stage instructions.Leather belt slide ammo loops are acceptable; ...

SHB p.11

Quote

The penalty for using "illegally acquired" ammunition (i.e. NOT carried to the line/staged by the shooter in an approved manner) will be a **PROCEDURAL**. Any targets hit using that ammo will be scored as **MISSES**.

NO adjustments will be made to the stage raw time.

SHB pp.21 & 25 – RO1 p. 21 – RO2 p.6

Quote

24. Ammunition dropped by a shooter in the course of reloading any firearm during a stage or "ejected" from any firearm is considered "dead" and may not be recovered until the shooter completes the course of fire. The round **must be replaced** from the shooter's person or other area as required by stage description or if the round is not fired it is counted as a missed shot.

SHB p.24 – RO1 p.19

Additional Q&A:

1) If you load too many rounds in your rifle it's a no call but ONLY if you kick it out AFTER you have fired all the rest of the rounds in the rifle?

YES. If a round is 'kicked out'/ejected DURING the rifle shooting string (as opposed to at the END), the 'extra round' is there to replace it.

Rather than rely on a "judgement call" as to the shooter's INTENT (i.e. was the rifle overloaded on purpose or not?), the rules regarding "illegally acquired" ammo can be applied in ALL circumstances where the 'extra' round is used.

NO PENALTY for overloading.

The following existing rules STILL apply:

"P" + miss for use of **ANY** 'extra' round(s) preloaded in the magazine at the loading table to replace **ANY** that are ejected during the rifle shooting string.

MSV for leaving rounds in the rifle at the end of the shooting string (shooter has until **FIRING** the next gun to clear it)...or...if the rifle is the last firearm used on the stage; it must be cleared before leaving the shooter's hand(s) @ the ULT.

SDQ if an extra round ends up in the chamber (e.g. rifle returned to scabbard & the lever closes)

A “**Spirit of the Game**” penalty would **NOT** be appropriate as there is no advantage in getting the **15-second penalty (Procedural + Miss)** for intentionally ‘overloading’ in anticipation of ejecting a round during the rifle shooting string.

2) If a shooter fires the extra round.... Shoots the 9 targets, and dumps the extra round into the back of the bay. What is the call? Is it a "P" for firing 10 rounds when the stage called for 9?

YES...according to the WB mandate. The round MAY NOT BE FIRED to clear the rifle.

NOTE: This is NOT the same as loading 2 in a shotgun and firing one (or both) at a target or firing the "extra" round downrange. The shotgun is generally NOT "preloaded" at the loading table.