

Power Factor

Beginning at End of Trail 2008, the minimum standard for ammunition used in all smokeless categories at State, Regional, National, International and World Championship Competitions shall be not less than a minimum power factor of 60 and no velocity may be less than 400 fps. The maximum velocity standard for revolvers will remain as 1000 fps. The maximum velocity standard for rifles will remain as 1400 fps. Buckaroo Category shooters choosing to use center-fire ammunition in handguns and/or rifles must also meet all power factor and velocity requirements. Pocket Pistols and Derringers are exempt from the Power Factor and velocity requirements.

Power Factors are simply calculated by multiplying the bullet weight times the velocity and then the resulting number is divided by 1000. Some examples are as follows:

100 gr bullet traveling at 600 fps has a power factor of 60: $(100 \times 600) / 1000 = 60.00$

77 gr bullet traveling at 800 fps has a power factor of 61.6 $(77 \times 800) / 1000 = 61.60$

200 gr bullet traveling at 400 fps has a power factor of 80 $(200 \times 400) / 1000 = 80.00$

Power factors are the simplest and easiest way to maintain a minimum ammunition standard and allow competitors to shoot the weight bullet or velocity they feel comfortable with.

The procedure to check power factors will be random for suspect rounds. Any challenges to Power Factors will be administered using the process listed within the SASS ROII Materials under the Appeals, Challenges and Protest section. If a competitor is checked, they will be asked for five rounds, preferably from a revolver already loaded at the loading table. One round will have the bullet pulled and weighed. The other four rounds will be fired across a chronograph using the competitor's firearm. The muzzle of the revolver should be raised to 80 degrees and then lowered each time prior to firing through the chronograph. If any one of the four rounds meets or exceeds the calculated 60 power factor and velocity requirements, the competitor's loads will be considered as legal. If all rounds fired through the chronograph measure less than the calculated 60 power factor and/or velocity requirements, the competitor will be given a 30 second Spirit of the Game penalty for the last stage completed. Any subsequent stage(s) shot with the same ammunition will result in the same penalty per stage. As listed in the SASS RO Materials, two Spirit of the Game penalties will result in a Match Disqualification.

Shotgun Rounds

It has come to our attention that practice of "Coning" or crimping shotgun shell to a smaller gauge (i.e. 12 gauge sized down to 16 or smaller is being practiced and these shells are being used at SASS matches. Limited testing of these loads by the technical staff at Hodgdon Powder Company has been done using traditional load data and SAAMI standard testing equipment. The "Coned" load test results exceeded the recommended maximum SAAMI standards by as much as 7000 PSI. Therefore effective immediately, this process will not be allowed and the use of such ammunition will be considered as illegal ammunition.

The process of scoring shotgun shell hulls with a sharp blade is known as "ringing" and essentially makes the round a slug. Also effective immediately, this process will not be allowed and the use of such ammunition will be considered as illegal ammunition. The penalty for the use of illegal ammunition in any SASS match is a Match Disqualification.