

STEEL CHALLENGE - RULE BOOK

Section 1 - Cold range

The range is "cold!" All firearms will be kept UN- LOADED except on the firing line under the direct supervision of a Match Official. If it is possible that some competitors arriving at a range where a SCh match is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers, persons duly authorized to carry a loaded firearm, etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the SCh match), it should be clearly sign- marked and it must include a suitable impact zone.

Where no Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm and proceeds immediately to a match official for the express purpose of safely unloading the firearm shall not be subject to disqualification.

Revolvers must have all chambers/cylinders empty.

If a competitor is thought to be in violation of the COLD RANGE rule, a Range Official will escort the competitor to a safety area and direct the competitor to "unload and show clear". If the firearm is found to be loaded, the competitor will be disqualified from the match.

During the contest, contestants will refrain from handling their firearms, except when instructed by a match official or in designated areas ("safety areas").

Safety Equipment: Eye and ear protection is required for all shoot- ers and spectators. Individuals observed without eye or ear protection will be required to leave the shooting area until such eye and ear protection is worn.

Dress Code: Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or ob- jectionable will be asked to leave the range facility. The Match Director will have final authority regarding garments deemed offensive or objectionable.

Section 2 - Scoring Responsibility

It is the shooter's responsibility to provide the correct scorecard for each stage, event and entry Division, and to verify their scores as written on the scorecard when finished shooting each stage.

Any questions regarding the scores entered on the scorecard should be directed to the Range Officials on the stage before signing the scorecard. If questions remain, the Match Director should be summoned.

When the scorecard has been signed by the competitor and the Range Official it is definitive and cannot be changed, other than to correct math errors or by mutual consent of the Match Director and competitor.

Section 3 - Competitor Equipment Rules

Holsters: In general, holsters shall be mounted in the general vicinity of the waist, must cover the trigger, and must safely hold/retain the gun. All Centerfire handguns must be appropriate for holster use.

Changing Equipment: The same gun, holster and holster position, if specified in a division must be used throughout a specific match.

If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Match Director. The replacement equipment must meet the same Division guidelines, conditions or restrictions as the origi- nal equipment.

No change in equipment (gun, holster or holster position) is permitted without the approval of the Match Director. If a competitor makes such a change without prior approval, they will be disqualified from the match.

If the equipment guidelines cannot be met with the replace- ment gun or holster, the contestant may be eligible for recognition in another Category or Division, but will remain eligible for Overall Awards.

Ammunition Carriers: Each competitor is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices. Match delays caused by (for example) excessive time spent loading magazines while on the firing line may be referred to the Match Director for guidance. A competitor may have an assistant to help them in reloading, if needed. Should they not be prepared and it would cause a severe delay while they prepare, the Range Officer may move them down in the shooting order until they are prepared.

Section 4 - Competitor Ammunition Rules

Ammunition: All ammunition used in competition must be safe, serviceable and appropriate for the firearm being used.

Minimum cartridge for centerfire competitions (9X19).

No multiple-projectile or magnum loads allowed.

Section 5 - Stage Procedures and Range Commands

Shooter Responsibility: When called to the firing line, it is the shooter's responsibility to come to the line prepared to shoot, and familiar with the stage procedures and range commands. If a shooter is unsure of or unable to comply with stage procedures or range commands they should direct questions to the Range Official before entering the shooting box.

Leaving the Line: No contestant may leave the firing line position until the firearm has been unloaded, inspected and cleared by the Range Official. The firearm will then be holstered or placed in a protective sheath or bag.

Start Position: The start position is standing within the box. When the competitor is ready they will assume the required start position to indicate their readiness to the Range Official. The competitor must remain in the appropriate position until the start signal.

In center fire competition, hands are to be held in the "surrender position" with wrists and hands above the shoulders and fully visible from behind. A competitor not in the proper start position at the start signal will incur penalties. See Section 7 for penalty information.

Range Commands: The Range Official will direct the shooter using the following commands:

"Load and make ready" Under the direct supervision of the Range Official, the competitor must face down range and prepare their handgun. The competitor must then assume the required start position. At this point, the Range Official will proceed.

The "Load and make ready" command signifies the start of the competitor's attempt at the stage. Once the "make ready" command has been given, the competitor must not move away from the start location without the prior approval, and under the direct supervision, of the Range Official.

Sight Pictures: The competitor will have a maximum of two minutes after the Make Ready command to prepare themselves for the run, sight pictures will only be done at this time. Exception would be for the Range Officer to offer additional sight pictures at their discretion.

"Are you ready?" The lack of any negative response from the competitor indicates that he/she fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are you ready?" command, he must state "Not ready".

"Stand by" This command should be followed by the start signal within 1 to 4 seconds.

Start signal At the audible start signal the competitor is to begin their attempt at the course of fire. If a competitor fails to react to the audible start signal, for any reason, the Range Official will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"

"Prepare for your next string" After the completion of a string, if the shooter has not completed the required number of strings he/she will be instructed to prepare for the next string. The shooter should reload if necessary and assume the appropriate start position.

"Stop" Any Range Official assigned to a stage may issue this command at any time. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Official.

"If you are finished, unload and show clear" After the completion of the final string, the Range Official will issue this command. If the competitor has finished shooting, he must lower his handgun, completely unload it and present it for inspection by the Range Official with the muzzle pointed down range. Revolvers must be presented with the cylinder swung out and empty.

"If clear, hammer down and holster" After issuance of this command, the competitor is prohibited from firing.

If the gun does not prove to be clear, the Range Official will resume the commands from Rule "If you are finished"

"Range is clear" This declaration signifies the end of the stage. Once the declaration is made, officials and competitors may move forward to score/paint targets.

Equipment Malfunctions: Should a competitor's equipment malfunction, the string of fire will be scored, the range shall be cleared per and the competitor will be allowed to retire for repair or replacement of the equipment. The Range Official will proceed with the next competitor.

The Range Official will retain the competitor's scorecard until such time as the competitor returns to resume his attempts at the stage.

In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Range Official. Under no circumstances will a competitor leave the firing line with a loaded firearm.

Target Painting: All targets are to be painted white and will be re-painted prior to each contestant's first run on each course of fire.

Section 6 - Scoring

General Principles: Steel Challenge scoring is simple: your time is your score!

Each stage consists of five targets, commonly referred to as plates. Four are standard plates, and the fifth is designated as the stop plate. Each of the standard targets must be hit at least once before hitting the stop plate, to avoid incurring penalties. Competitors may fire as many rounds as they deem necessary for each string of fire. The worst string on each stage will be thrown out, and the total of the remaining times will be competitor's score for that stage.

The total of a competitor's stage scores will be his score for the match. Total score for all stages will determine the order of finish for final standings.

Maximum Time: The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowance will not be counted. The competitor will be stopped and asked to reload if they reach the 30 second limit. The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

Misses (Standard Plates): Any standard plate which has not been hit before the stop plate will count as a Miss. Each Miss on a standard plate will result in a 3 (three) second penalty, added to the shooter's time for that string.

When a Range Official scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string. The Range Official will go downrange to inspect the target.

If the bullet has left a clear mark on the edge or face of the plate, it will be scored as a hit. If there is no discernible mark, it will be scored as a miss. If the competitor still feels the call is in error, he may appeal to the Range Master. The Range Masters call will be final and no further appeals will be allowed with respect to the scoring decision. Once the next string of fire has begun, there will be no further opportunity to appeal the Range Official's call.

Misses (Stop Plate): If the stop plate is not hit, the score for that string is 30 seconds. It is the competitor's responsibility to stop the time by hitting the stop plate with a clear hit on the edge or face of the plate.

Scoring Methods: Steel Challenge events will be scored by „Sound“ and „Visual“

Section 7 Penalties

“False Start”: A competitor who is creeping (e.g. moving hands towards the handgun, or physically moving to a more advantageous shooting position or posture prior to the start signal) shall receive a 3 second procedural penalty.

“Foot Faults”: A competitor who fires a shot while touching the ground outside the appropriate shooting box is considered to be “faulting” that box. Shots fired while “faulting” a box will result in a 3 (three) second penalty for each string that a fault occurs.

Placing the foot on top of the raised surface of the shooting box itself is not a “foot fault”. A “foot fault” only occurs when the foot touches the ground outside the box.

“Designated Targets”: Some stages will require that designated targets must be shot from specific shooting boxes.

Failure to hit each target from the correct shooting box will result in a 3 (three) second penalty for each occurrence.

If the shooter fires and leaves Box A, then realizes they missed and/or hit the plates out of sequence and returns to Box A and continues to shoot, there will be no penalty.

Any plates hit from the wrong shooting box will be scored as Misses unless the shooter subsequently takes corrective action prior to hitting the stop plate by shooting the plates from the correct box. Once the stop plate is hit time stops and all appropriate penalties apply.

“Procedural Errors”: A competitor whose actions are in violation of specified stage procedures is considered to have committed a “procedural error”.

“Procedural errors” will result in a 3 (three) second penalty for each occurrence.

Improper movement or failure to move on stages where movement is required would be considered a procedural and a 3 second penalty applied.

Section 8 - Safety Rules and Disqualification

Disqualifications: General Principles: Persons who have been disqualified may not shoot during the remainder of the event. However, completed match scores will still count. (For example, if a person shoots a complete score in “Revolver” then disqualifies while shooting “Single Stack” that competitor's “Revolver” score still stands.)

Safety violations: The following will be grounds for an automatic disqualification from the event.

- Unsafe gun handling
- Pointing a firearm up range (breaking the 180 degree line).
- Dropping a firearm, whether loaded or unloaded, at any time during a course of fire.
- Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.
- Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the competitor's gun case, gun bag or holster.

Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm will receive a match disqualification.

Safety Rules and Disqualification

- "Sweeping" or pointing the muzzle of a firearm at any part of any person's body.
- "Moving" (taking more than one step) with finger inside of trigger guard.
- "Finger on the trigger during reload, unloading, loading or during remedial action
- Holstering a loaded handgun without the external safety applied or on a revolver, hammer cocked.
- Accidental discharge
- Any discharge while loading/unloading/reloading or lowering the hammer.
- Any shot fired outside of a timed string.
- Any shot fired into the holster or into the ground within 3 meters of the contestant.

Section 9 - Competition divisions

All shooters compete for overall placement in the match. In addition to overall placement, shooters may also compete for Division-specific awards based on equipment type.

Equipment requirements for the IPSC, shall be governed by the respective rules and equipment criteria regarding firearm and holster configurations and rule interpretations.

Failure to meet the appropriate IPSC, rules and equipment criteria will disqualify the competitor from Division-specific award consideration. The competitor will remain eligible for overall placement awards.

A competitor whose equipment fails to meet Division-specific equipment requirements may be moved into another Division in which their equipment qualifies, at the Match Director's discretion

Center Fire Pistol: Any pistol firing 9mm or larger ammunition. This event has multiple equipment divisions as follows.

OPEN: This is the race division! All legal firearms are allowed. Optics, Compensators, and any safe holster/position are specifically allowed.

STANDARD: Any iron-sighted pistol without a compensator, barrel ports, or optical sight.

PRODUCTION: Any double action or safe action pistol on the IPSC Production gun list

CLASSIC: 1911 models only (IPSC rules appendix)

REVOLVER: Any iron sighted revolver without a compensator, barrel ports or optical sight. Fiber optic inserts are specifically allowed. No barrel length or holster restrictions. No restrictions for maximum rounds.

Competition Categories

All shooters compete for overall placement in the match.

Categories:

Overall

Ladies

Seniors (All competitors who are 50 years of age on the first day of the match qualify)