

# Steel Challenge

9:30 AM registration and 10:00 AM Start

## **Match Description:**

This match has 3 stages. Each stage will have up to 6 steel targets of varying distance, height, and even size. Each stage will have 4 strings (repeat the stage 4 times). Total targets will be up to 72 (3 stages x 6 targets x 4 strings). Magazine capacity will be limited to 10 for a maximum round count of 120 (3 stages x 10 rounds x 4 strings).

Each stage is timed with the highest string thrown out. Total time on the remaining 3 best strings will be the score. Lowest total time for each of the 3 stages combined will win the match (with a certain amount of bragging rights going to individual stage winners and lowest string times).

## **Equipment and Classes:**

A semi-automatic pistol is required with a caliber between and including 9MM and 45ACP. Strings will start from a holstered position so a strong side holster is also needed. Four magazines are preferred to keep strings moving, however, if a shooter does not have 4 mags they could reload quickly between strings.

- Two classes of pistols will be divided: Iron Sight and Optic.
- Two classes of shooters will be divided: Rooks (under 55) and Vets (55 and over). If there are not enough participants in any given class they could be combined at the match director's discretion.

## **Rules and Regs:**

Safety First – ALWAYS.

Strings will start from the holstered position. Upon the go signal (shot timer), draw and engage the targets in the prescribed order. A red stop plate will always be the last target and it stops the timer.

Shooter will reload and go to ready. String will repeat 3 more times. After the 4<sup>th</sup> string completes, the shooter will make safe and remove the gear from the line. RO will clear the line and the targets may be repainted.

1. Hitting the stop plate out of order will result in a max time (30 seconds)
2. Running out of ammo will result in a max time (30 seconds)
3. Failure to hit a target will result in a max time (30 seconds)
4. Hitting a target 2 or more times is not a penalty. If you hit the stop plate more than once, the time will be captured by the timer and will be counted for that string.

The match director has discretion to modify components of the match as needed.

## **Safety Notes:**

- Safety first – Always
- Eyes and Ear protection is required.
- Handling weapons behind the firing line is not acceptable.
- Handling or loading magazines behind the firing line is acceptable.
- When transporting weapons to the firing line, they must be locked open with no magazine and the muzzle pointing up to the sky.
- When on the firing line, practice safe handling. Always keep muzzle down range.
- This match will be drawing from the holstered position. Care must be taken each and every time. For Double Action Only weapons (or double action first shot), they should be holstered with hammer down and safety engaged if applicable. For single action weapons, they should be holstered with the safety engaged (1911 style).
- When you are not actively shooting, please keep conversations quiet. But more importantly, always PAY ATTENTION. There is always a need for extra sets of eyes and ears during matches for safety issues.
- Any unsafe behavior can and should be corrected by anyone who sees it – club member or guest – and no one should take offense to being corrected so long as it is done respectfully.
- If the unsafe behavior is not corrected, you may be asked to remove yourself and your gear from the match.
- Please have fun, get better, and learn something.