

GENERAL MATCH INFORMATION

DECISIONS

All decisions made by the Match Director are considered final!

GENERAL SAFETY

Eye and ear protection for all shooters and spectators are required.

RANGE ADMINISTRATION

All targets are painted white. Each target, including its face and all edges, will be repainted prior to each contestant's first run on each course of fire.

In the event of range equipment failure, the Match Director reserves the right to make substitutions.

EQUIPMENT CONSISTENCY

The same gun, holster and holster position must be used throughout the match. If there is a mechanical problem, equipment of similar make or model may be used as a replacement

HANDGUN and HANDGUN CALIBER

Firearms shall be suitable for holster use.

Center fire handguns only with the minimum caliber of 9mm to a maximum of .45ACP.

No magnum calibers are permitted!

Rimfire .22 shall be in categories with separate standings and scores.

HANDGUN DIVISION DEFINITIONS

Pistol Open: Semi-automatic handguns with compensated barrels or compensated barrel bushings or having optics or having other than iron sights are assigned to the Pistol Open Division.

Pistol Iron: Semi-automatic handguns with "iron" sights only (but may have fiber optic front sights) are assigned to the Pistol Iron Division.

Revolver Open: Revolvers with optics or ported barrels are assigned to the Revolver Open Division.

Revolver Iron: Revolvers with "iron" sights only (but may have fiber optic front sights) are assigned to the Revolver Iron Division.

Rimfire Open: Semi-automatic .22 Caliber rimfire handguns with compensated barrels or with barrel weights or having optics or having other than iron sights are assigned to the Rimfire Open Division.

Rimfire Iron: Semi-automatic .22 Caliber rimfire handguns with "iron" sights only (but may have fiber optic front sights) are assigned to the Rimfire Iron Division.

CLASSIFICATION

Classification will be as granted by other recognized sanctioning organizations or by previous World Class Steel match results.

HOLSTERS

Holsters shall be mounted in the general vicinity of the waist. Holsters must retain the gun. With the exception of Single Action western holsters, triggers may not be fully exposed with any holster. No cross-draw holsters are permitted!

AMMUNITION

There will be no multiple projectile or magnum loads allowed. Bullet velocity of 750 FPS is recommended to achieve full destruction of the bullet. Suspect "hot loads" may be subject to a chrono check.

SAFETY RULES

The range is cold! Handguns will be unloaded until directed to load by Match Officials. Semi-autos will have an empty magazine well and all chambers and revolver cylinders will be kept empty.

During loading or unloading, engaging the course of fire and during remedial action in the event of a malfunction, the muzzle of the handgun must always be kept pointed down range.

After a string of fire, no contestant may leave the shooting box until the firearm has been unloaded and inspected and cleared by the Range Officer. The firearm will then be holstered or placed in a protective sheath or bag.

In the event a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Range Officer. In no case will a contestant leave the line with a loaded weapon.

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

Should a firearm be dropped during a course of fire, the contestant will not pick up the firearm but allow the match official to do so. The match official will then unload and inspect the firearm.

SAFETY VIOLATIONS

The following violations, any one of which may, and any two of which shall, result in disqualification:

- Pointing an Unloaded pistol up range (break the 180 degree line).
- Dropping of an Unloaded firearm.
- Leaving the line with a loaded pistol.
- Any grossly uncontrolled shot or accidental discharge.
- Picking up a dropped firearm without the direction of a match official.

The following violations shall result in automatic disqualification from the tournament:

- Pointing a loaded firearm up range.
- Dropping a loaded firearm.
- Any shot fired into the holster or into the ground within six feet of the contestant.
- Unsafe handling of a loaded firearm.
- Contestants under the influence of a controlled substance. (Alcohol or drugs)
- Any behavior or action in violation of sportsmanship codes, or that which directly and/or adversely affects the performance of another competitor.

SHOOTING PROCEDURE

Making Ready

Contestants are to go to the line prepared with the appropriate number of magazines or speed loaders and needed ammunition. It is understood that Single action shooters will require more time to reload.

If a centerfire competitor starts the match using the “draw and fire” method, this same method and the same holster must be used for the entire match.

A centerfire competitor may elect to start from the “rested ready” position but a penalty of two (2) seconds will be added to the time of each run within each stage.

Once a competitor elects to start the match from the “rested ready” position, the competitor must use this start position for the entire match.

Rimfire shooters will start from the “rested ready position,” with finger off the trigger, with both elbows touching the side of the body, with the pistol facing downrange and aimed down at the ground at the designated spot within the marked area in front of the shooting box. The shooter may prefer the safety either on or off. Since Rimfire .22 shall be a category with separate standings and scores, the two second penalty does not apply.

Starting Commands

The Range Officer will begin the string sequence by the command "***Load and make ready.***"

Practice drawing or sighting must be held to a minimum.

After a short time, the shooter shall indicate that he or she is ready by assuming the "Surrender Start" position defined as hands held shoulder high, with the wrists and **full hand visible** from behind. If the Range Officer sees that the competitor is setting up too low or starting to creep or "bounce," the Range Officer will stop the countdown and give one warning and one warning only. Failure to comply will result in a three second penalty for each occurrence.

Shooters using the "rested ready" position shall indicate ready by nodding.

The next command will be "***Stand by.***" There will then be a hesitation of one half to one and one half seconds before the audible start signal. Creeping or jumping is expressly prohibited! Hands must remain motionless after the "Stand by" command.

Once the competitor touches the gun after the audible start signal, the timer will continue and the run will be scored. (In other words, if you touch the gun after the start signal, you have "bought" that run).

Competitors may fire as many rounds as they deem necessary for each string of fire. Should a malfunction or breakage occur, the string of fire will be scored and competitor given the chance to retire for repairs or replacement of the equipment before resuming the course of fire. There are no alibis or re-shoots for malfunction or breakage.

Thirty (30) seconds will be the standard for making ready for each additional string of fire. If the contestant is not prepared in a timely fashion, the Range Officer will announce, "Make Ready Now". The contestant then has ten (10) seconds to make ready and notify the Range Officer upon having done so. If the contestant has not notified the Range Officer of their readiness at the 10 second mark, the Range Officer will warn the shooter of the delay and again begin the verbal start commands. If the contestant does not engage the course of fire when the audible start signal sounds, they will be given a maximum time for that string of fire.

After a string of fire, no contestant may leave the shooting box until the firearm has been unloaded and inspected and cleared by the Range Officer. The firearm will then be holstered or placed in a protective sheath or bag.

SHOOTING FROM WITHIN BOXES

All shooting must be done from within the single shooting box at each stage. **Currently, there are no *Speed on Steel* stages that require movement from one box to another.**

SCORING And SCORING PENALTIES

Should a tie for Overall placing occur, the Stage 1 score will be used as the tie breaker.

Each of four targets must be hit during each string of fire and a designated stop plate will be hit last to stop the time. Your time is your score. ***The timer stops at the last shot fired*** and the timer will not be backed up even though the stop plate had been hit before the last shot.

The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped if they reach the 30 second limit.

A three (3) second penalty will be assessed for each missed or non-engaged target. A questionable hit on a target will be brought to the attention of the Range Officer at the end of that run. Targets then will be checked and scored accordingly. If requested by the shooter, the Match Director will be summoned and his decision will be final.

The best four out of five runs will be counted as the total score for each stage. A three (3) second procedural penalty will be given for a premature start and for each instance of hand movement, creeping, bouncing of any kind or jumping before the start signal, shooting at the wrong targets from the designated boxes, incorrect or non movement and foot faults. A foot fault will be described as when shots are fired while any foot is touching down outside of the shooting boxes. A competitor may not support any weight on the ground outside of the shooting box while shooting but foot pressure on the raised shooting box will not be penalized.

It is the responsibility of the competitors to check their scores as written on their scoresheet and to sign their scoresheet when finished shooting. Any questions concerning the scoresheet should then be asked of the Range Officer. If still needed, the Match Director will then be summoned and his decision will be final.

Only you may review your scoresheet. Each violation will result in a procedural penalty or ejection from the range.

Final scores, if posted at the range, will become final one (1) hour after being posted. Final scores posted on the Web will become final twenty-four (24) hours after being posted on the Web.

PROCEDURAL PENALTIES - Other

Three second penalties will be given for procedural violations including discourtesy. Competitors and observers shall talk and behave in a manner so as not to distract the shooter, Range Officer or Scorer. An offender will be warned only once; a second offense will result in a three (3) second procedural penalty assessed to that individual for that stage and marked as such by the Range Officer's initials.

