

# World Class Steel Action Steel Shooting

## PAR-Time Match Rules

### Match Description

A.S.S. PAR-Time matches are knockdown steel events that require movement and some prop manipulation. There are numerous targets per stage, usually upwards of 50, and there is a FIXED maximum time (PAR-Time) allotted to shoot each stage. The PAR-time is individually determined on a stage-by-stage basis and is set by the match organizers prior to match commencement.

### Divisions

Open Center-fire Handgun

Iron Sight Center-fire Handgun

Carbine: Pistol caliber center-fire (Both optics and iron shoot heads –up)

Carbine: Rimfire (Both optics and iron shoot heads –up)

Shotgun Open

Shotgun Limited

Shotgun Pump

\*\* Any gun with optics, compensator or a ported barrel is considered to be an OPEN gun.

### Equipment needs and restrictions

Semi-autos and revolvers of any capacity are permitted. NO MORE THAN **10 ROUNDS** IN ANY MAGAZINE. No stoking permitted at START SIGNAL.

Holsters are required for all handguns. Magazine pouches are highly recommended but additional magazines may be stored in pockets.

Minimum ammunition caliber is 9mm. Maximum power factor will be 155. No “major” power factor ammo is permitted. A power factor of 130 is recommended for all centerfire Divisions.

### Stage Procedures

The start position for each stage will be clearly outlined in each individual stage briefing.

The maximum number of rounds in any **MAGAZINE** will be 10 **at the start signal**. NO MORE THAN **10 ROUNDS** IN ANY MAGAZINE **AFTER** THE START SIGNAL.

Rules on movement and safety will follow the current USPSA rulebook. Of note are the rules that require the shooter’s finger to be OUTSIDE of the trigger guard while moving, the 180 rule, and the rules that state that to be “inside” of a box, no part of the shooter’s body can be touching outside of the box. If you are unsure about any movement or safety rule, ask the RO.

Each stage has a PAR-time that is the MAXIMUM amount of time allowed to shoot that stage.

Par times are set so that it is difficult to knock down all the steel on a given stage. The **SAME** PAR-time will be used for all Divisions on a given stage.

The stage starts when the start buzzer sounds and ends when the PAR-Time is reached. When the PAR-time is reached, the buzzer will sound for a second time and the RO will tap the shooter on the shoulder to indicate that time has expired. **IT IS THE SHOOTER'S RESPONSIBILITY TO BE AWARE OF THE BUZZER AND THE RO TAPPING THE SHOULDER.**

Any **shot** taken after the PAR-Time expires **will not** incur a penalty, but **any target knocked down** after the PAR-time expires **will be scored as a miss.**

Targets must be down to score. Any target left standing after time expires will not count for score. In the case of a target that breaks on impact or bounces back up, the RO's determination of whether the target will or will not count shall be final.

Any shot taken from an illegal position or at an incorrect target will incur one penalty. Failure to follow the stage procedures will incur penalties at the ROs discretion.

There will be NO reshoots due to broken targets, wind, rain, hail or other similar acts of God. Similarly, the shooter will not be given a reshoot in cases where targets fall without being hit by a bullet. In the case where circumstances seriously impede the ability to shoot a stage, the RO's decision as to whether a reshoot shall be required will be final.

### **Tie Breaker Stage**

The "Tie Breaker" stage will follow the identical rules as all other stages in the match EXCEPT that **there will not be a PAR-Time**; in addition, **the Tie Breaker stage will be shot twice by each shooter.** All targets must be knocked down on this stage to obtain a completion time. Each target left standing will incur a 5 second penalty. Your score for each individual run on the Tie Break stage is the total time it takes to knockdown ALL the targets on each individual run.

### **Scoring**

Your score on a stage is the number of steel targets that are knocked down (and remain down) minus any penalties. Each penalty will reduce your stage score by one knocked down target.

Stage scores are summed to equate a total downed target count for the match. Your placement in the match is determined by the total downed target number plus your time on the Tie Breaker stage.

*Example: two shooters both finish with 82 targets knocked down. The shooter with the faster time on the tie breaker stage will be ranked higher in the overall standings.*

### **Match Director Authority**

There will be no calibrations or arbitrations regarding targets. World Class Steel reserves the right to substitute replacement targets of their choosing for broken or damaged steel. All decisions will be final at the Match Director level.