

## FFGSC Steel Challenge Rules, Sequence of Events and Range Safety Rules and Commands

### References:

2019 SCSA Rulebook

### Overview of Steel Challenge:

Each competitor will Shoot 8 stages of steel plates. Each stage will consist of shooting 5 targets 5 times (5 strings) at each stage except Outer Limits Stage-only shoot 4 times (4 Strings).

Must shoot Stop Plate target last to close round.

Stop Plate: has a different colored support (Orange or black) or black dot on plate. Must be shot last at each stage or 3 second penalty.

Paint targets white at the end of each competitor's shoot at each stage.

### Notes for FFGSC:

- 1.FFGSC may have abbreviated "Fun Steel Challenge Competitions" with less stages due to having only one range available and long setup time for each stage.**
- 2. FFGSC may limit the divisions and Classifications due to range and time limitations. Rim Fire pistols may be treated as SSP (Standard Service Pistols) to maximize efficiency**
- 3. FFGSC will assign numbers to each shooter for Fun Shoot and email members their scores. Shooters will shoot in the order that they sign up on day of shoot.**
- 4. At discretion of Range Master special requirements for pistol carbines and rimfires in SCSA rules may be waived.**

### Scoring:

Discard the lowest string score for each stage and add the remanding string times together for each stage = total timed score for that stage.

Add the time for each stage together to make a total Steel Challenge score.

Maximum time **for individual string is 30 seconds**. Shots fired after this don't count.

Add penalty times if any to get a match score.

1. Steel Challenge scoring is simple: your time is your score; lowest time wins.
  1. 6.1.1 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 plates 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 the competitor's score for that stage. See Appendix E, SCSA Competition Rules for stage descriptions, set-up diagrams and specified procedures for each stage.
  2. 6.1.2 The total of a competitor's stage times will be his score for the match. Total time for all stages will determine the order of finish for final standings— lowest time wins. The best four out of five strings will be

counted as the total score for each stage, except for Outer Limits, which will be the best three out of four strings.

2. Maximum time is 30 seconds. Timer stops automatically at last shot fired. If time exceeds 30 seconds or if 30 seconds is reached and additional shots are fired they will not be counted.
3. Miss is a 3 second penalty based on number of marks on a plate.
4. Not starting at start position: 3 second penalty.
5. Foot touching ground outside of box: 3 second penalty per shot.
6. Shooting from wrong box: 3 second penalty.
7. Not hitting stop plate= 30 second time.
8. Failure to hit correct targets from that box =3 second penalty.
9. Improper movement =4 second penalty.
10. Shooting stop plate before other plates =3 second penalty.

#### **Range Commands and sequence of events:**

Shooters: There will be one shooter in the starting box, an "On deck Competitor" at the Marked On Deck location (Staging area) and one on standby.

Competition will start with hands at the surrender .

Magazines/ammo may be on table.

#### **Range is Hot**

##### **Eyes & Ears**

**Load, Make Ready, Holster** (can take sight picture)

**Are You Ready?** (No reply or not ready)

**Standby** (1-4 seconds then)

**Start Signal**-If competitor does not start can go back to Are you Ready?

**Prepare for your next string** (Optional)

**Standby**

**Start signal**

**STOP:** Any time

**If you are finished, unload & show clear.** Slide locked back, no magazine is inserted or cylinder is swung out.

**If clear, hammer down, Holster** or If clear, cylinder closed, holster.

Or Rimfire pistol: Show clear, case or holster (Do not pull trigger).

Or Centerfire Rifle: Show clear, close bolt, pull trigger, insert flag, close bolt, case.

Rimfire Rifle: Show Clear, Flag, Case. Do not pull trigger.

**If gun is not clear, Stop.** Show clear. Disqualified.

If cartridge does not extract, once time has been recorded, the last cartridge may be fired into the berm at SRO command. Resume command.

**Range is clear.**

**Disqualifications for match:**

**Unsafe gun handling (handling a firearm unsupervised outside the fire line or safe area).**

**Breaking 180-degree rule.**

**Dropping a firearm during a course of fire.**

**Having a loaded firearm when not at the firing line.**

**Retrieving a firearm that has dropped. A RSO must retrieve the firearm.**

**Sweeping or pointing a firearm (not in a case) at any part of a person's body.**

**Moving with finger on a trigger.**

**Finger on trigger when not ready to shoot and on target.**

**Holstering a loaded semi-auto firearm without the safety engaged or a revolver with the hammer cocked.**

**Handling ammo in a Safe Area.**

**Accidental discharge.**

**Unsportsmanlike behavior.**

**Equipment and Holsters:**

Drawing will not be from concealment.

No soft holsters that collapse

Minimum of 5 magazines for a stage.

Information on stages are forwarded separately.

