

Steel & Action Target Shooters Association

# STEEL MATCH

Match Rules - Version 3





## **STEEL & ACTION TARGETS SHOOTERS ASSOCIATION**

The Steel & Action Targets Shooters was formed to introduce shooters to the action shooting discipline, including speed steel, USPSA Steel Challenge stages, falling steel and USPSA classifier designed stages. Steel shooting involves challenging a shooter to accurately engage a variety of steel targets at different ranges as specified by the match director and stage designers. Each stage has its own challenges but the object is to hit all steel or targets in the fastest time possible as prescribed in the stage design. A competitor's score is based solely on time used to hit the specified number of plates (least amount of time wins). Paper targets, when combined in a stage with falling steel will allow a USPSA format for scoring, combining accuracy and speed to score the stage. USPSA classifier stages will test shooters ability and rank your accuracy and speed against others during the match. As a USPSA member you can mark your ability against others nationally in your same division and classification.

Steel matches are held once a month with three or four steel stages and one IPSC/USPSA speed shoot stage. As the match progresses over the year, matches will incorporate Steel Challenge as the major focus with a USPSA classifier available each month for shooters to maintain their USPSA ranking. The match expectation will consist of 3 Steel Challenge stages with 3-5 runs per stage one steel or USPSA stage and one classifier or speed shoot. Runs on steel are scored (slowest run dropped) and averaged.

Competitor categories are based on firearm and caliber: USPSA / IDPA and .22 caliber divisions. USPSA rules will govern the match. Divisions will be determined by participation. Other divisions can include; female, junior, law enforcement. All competitors must sign a liability release form at registration. Junior shooters are welcome but must be accompanied by an adult who assumes all liability responsibilities. New attendees will be given safety orientation and advised on format.

### **ABOUT STEEL & ACTION TARGET SHOOTERS**

Steel & Action Target Shooters was founded by 2 shooters from Navarre, Florida, Steve Dennis and Karl Tuthill. Utilizing our competition experience with diverse matches the intent is to provide a safe, fun and challenging environment for pistol shooters of all skill levels from beginner to professional to compete with center-fire handguns and 22 rimfire pistols. The goal is to incorporate this experience into matches allowing others to enjoy competitive shooting at Escambia River Muzzle Loader range.

### **MATCH FEES**

Match fee will be \$15.00 for a 5 stage match with a minimum 100 round count for the match.

The expected format will be

3 – 5 piece static steel courses consisting of 5 runs

1 – 4 to 6 pieces of falling steel course for 3 runs

1 – Speed Shoot or USPSA Classifier 1 run averaging 10 rounds

### **LOCATION**

Escambia River Muzzle Loaders (ERML) range.



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## MATCH RULES AND CONDITIONS

### HANDGUN CALIBER

Center fire handguns must be the minimum caliber of 9mm/.38 special. Center fire firearms shall be suitable for holster use. Rimfire shall be .22 Long Rifle calibers only.

### HOLSTERS

Holsters shall be mounted in the general vicinity of the waist and must retain the handgun. USPSA/IDPA categories must abide by the USPSA/IDPA criteria, to include USPSA/IDPA approved holsters and holster position. For the first match if you have no may experience you may be required to start from the low ready start, the match director will make the decision.

### AMMUNITION

No multiple projectile or magnum loads are allowed. All rounds must travel a minimum of 750 FPS. Low power 'Minor' ammunition is preferred around 125-135 power factor for shooting steel stages.

Power factor = bullet weight (in grains) X bullet velocity (in feet per second) / 1,000.

Ammunition damaging steel will not be allowed. Anyone shooting over 170pf may be assessed an additional match fee.

While shooting USPSA classifier stages power factors for your division you must meet the major/minor requirements for scoring to USPSA.

### SCORING

Your time is your score. Each of four targets must be hit during each string of fire and a designated impact stop plate will be hit last to stop the time. Total score for all stages will determine the Overall Champion. The best four out of five runs will be counted as the total score for each stage, except for Outer Limits, which will be the best three out of four runs. Hits made after the maximum time allowance will not be counted. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped and asked to reload if they reach the 30 second limit.

Three (3) second procedural penalties will be given for:

- Creeping, movement or jumping before the start signal
- Foot faults – Described as when shots are fired while any part of the body (foot) is touching down outside of the shooting boxes. Clarification: A competitor may not support any weight down “outside” (on the ground) of the shooting box while shooting, but foot pressure on the raised shooting box will not be penalized.
- Shooting at the wrong targets from the designated boxes
- Incorrect or non movement.
- Primary targets hit after the stop plate has been struck, will be scored with a 3 second penalty each.



## **STEEL & ACTION TARGETS SHOOTERS ASSOCIATION**

### **SHOOTER CATEGORY**

It is the shooter's responsibility to properly declare extra categories they wish to be enter prior to the match. If you are not sure, you must ask BEFORE the match begins. A shooter may qualify for more than one category (i.e. IDPA Custom & Law Enforcement) however; a contestant may NOT compete for both IDPA and LIMITED. You must choose between one category and the other in this regard.

### **MOVEMENT**

USPSA rules apply for shots fired while moving into the second shooting box in Outer Limits. If the contestant fires leaves Box A then realizes they missed and/or hit the targets out of sequence returns to Box A and continues to shoot, there will be no procedural penalty (Keep the muzzle down range while returning to Box A). Any target(s) struck in the incorrect order (A vs. B) WILL be judged as a miss. Any shots fired after having begun to move forward out of the box, WILL be a procedural penalty. (For ease of judging, both feet must be touching down while firing in Box A in the Weak Side Box in the Outer Limits.) Upon reaching Box B, the contestant may begin to fire when one foot is in the box and the trailing foot is either in the box or in the air. Note: if targets are engaged out of order (without corrective shots being taken) there will be a procedural penalty, plus a miss scored on each target struck out of turn. The shooter may not leave the initial box until AFTER the first two targets are engaged. Upon entering the second box, the competitor may engage the targets when the trailing foot is off the runway. It is the shooter's choice as to whether the trailing foot is down or in the air before firing.

### **MISCELLANEOUS**

It is the responsibility of the competitors to check their own scores as written on the scorecards and to sign their scorecards when finished shooting. Any questions concerning the scores entered on the scorecard should be asked of the Range Officials at that time. If still needed, a Match Director will then be summoned. However, it is the shooter's responsibility to submit the correct scorecard for the appropriate stage, event, primary and optional entry.

All shooting boxes will be 3' x 3' except for Outer Limits, which are 4' x 4'.

All courses of fire will be fired from a single shooting box with the exceptions of Outer Limits and Showdown. Showdown will have two 3'x 3' shooting boxes and two runs will be shot from one shooting box and two from the other. The competitor may choose from either box to shoot their fifth and final run. There is NO movement between boxes during this course of fire.

The Outer Limits will have three 4' x 4' shooting boxes. The shooter will start on their weak side shooting box and will engage the 20 and 35 yard plates on the weak side of the center line, move to the middle shooting box and engage the remaining two plates and stop plate. The distance between each of the three boxes will be 6'. Note: Only two of the three boxes will be used by each shooter.

Depending on whether you are right or left handed, you will begin in the appropriate outside box and finish in the middle box.



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### STARTING COMMANDS

The audible timer start will be preceded by the command "Make ready." After a short time is taken, the shooter shall indicate he or she is ready. The commands will be "Stand by." There will be a hesitation of .5 to 1.5 seconds before the start signal will sound. Creeping or jumping is expressly prohibited! Hands must remain motionless after the "Stand by" command. A 3 second penalty WILL BE ASSESSED for creeping, premature start, hand movement or bouncing of any kind. Please do not test the officials.

Range Communication per USPSA Handgun Rules, January 2008 Edition (Refer to the USPSA for all the rules of the match). The approved range commands and their sequence are as follows:

**"Make Ready"** – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction, fit eye and ear protection, and prepare the handgun in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

Once the "Make Ready" command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Range Officer.

**"Are You Ready?"** – The lack of any negative response indicates the competitor 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". It is suggested' when the competitor is ready, he should assume the required start position to indicate his readiness to the Range Officer.

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

**"Start Signal"** – Is the signal for the competitor to begin their attempt at the prescribed course of fire. If for any reason a competitor fails to react to a start signal the Range Officer will confirm the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready". In the event a competitor begins his attempt at the course of fire prematurely ("false start" prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

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

**"If You Are Finished, Unload And Show Clear"** – If the competitor has finished shooting, he must lower his handgun and present it for inspection by the Range Officer with the muzzle pointed down range, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.



## STEEL & ACTION TARGETS SHOOTERS ASSOCIATION

**“If You Are Finished, Unload And Show Clear” (Continued)** When conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings. (e.g. “Reload if required and holster”). This option may also be applied when two or more courses of fire share a common shooting bay or area.

**“If Clear, Hammer Down, Holster”** – After issuance of this command, the competitor is prohibited from firing. While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:

- Self-loaders – release the slide and pull the trigger (without touching the hammer or decocker, if any).
- Revolvers – close the empty cylinder (without touching the hammer, if any).
- If the gun proves to be clear, the competitor must holster his handgun.
- If the gun does not prove to be clear, the Range Officer will resume the commands from “Unload and show Clear”

If you do not have a holster, the competitor will then place the handgun in a protective sheath or bag. The handgun may not be touched again until directed by the match officials or in a designated safe area.

**“Range Is Clear”** – This declaration signifies the end of the Course of fire. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.

### LOADING, RELOADING OR UNLOADING DURING A COURSE OF FIRE

When loading, reloading or unloading during a course of fire, the competitor’s fingers must be visibly outside the trigger guard and the handgun must be pointed safely down range or in another safe direction authorized by a Range Officer.

### HAND POSITION

Hands are to be held in the “Surrender Position”, which is shoulder high, with the wrists and full hands visible from behind. The Range Officer will stop the countdown and give one warning and one warning ONLY if they see that the competitor is setting up too low or starting to creep or “bounce”. Failure to comply will result in a three second penalty for each occurrence.

#### RECAP OF COMMANDS

**“Make Ready”** – Competitor must face down range and prepare the handgun

**“Are You Ready”** – Competitor should assume the required start position to indicate readiness

**“Standby”** – Command should be followed by the start signal within 1 to 4 seconds

**“Start Signal”** – The stage electronic timer’s sound will indicate the start

**“Stop”** – Competitor must immediately cease firing, stop moving and wait for further instructions

**“If You Are Finished, Unload and Show Clear”** – Competitor will present weapon for inspection to RO



## **STEEL & ACTION TARGETS SHOOTERS ASSOCIATION**

### **SAFETY RULES**

The range is considered a cold range! Handguns will not be loaded except as directed by Match Officials. Semi-autos will have an empty chamber and 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. If the limit line (180 degrees of the shooter box) is violated with a handgun gun, the contestant will be will be disqualified from the entire match. After a string of fire, no contestant may leave their position until the firearm has been unloaded, inspected and cleared by the Range Officer as per the USPSA rule book. 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 safe areas. Drawing from concealed carry is not allowed. 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. All handguns not used on a holster will meet the same unloaded conditions and must be in a closable container not allowing any portion of the handgun to be exposed.

### **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.
- Any disrespectful words and/or gestures to or towards a match official.



## **STEEL & ACTION TARGETS SHOOTERS ASSOCIATION**

### **GENERAL MATCH INFORMATION**

All targets are painted white and will be re-painted prior to each contestant's first run on each course of fire. All round targets, except for the Pendulum are 5' high to the top of the target and all rectangles are 5' 6" to the top of the target (as set by a transom from the shooter's box). Pendulum has two round targets that are 6' to the top of the target. All course designs and measurements are "approximate" with slight variations possible. Eye and ear protection for all shooters and spectators are required. Individuals observed without eye or ear wear will be required to leave the shooting area. Should a tie for 1st place of any stage occur, the fastest single run of that particular stage will be used as the tie breaker. If still needed, the second and third run will be used as the tie breaker. Should a tie for overall placing occur, the Speed Option stage score will be used as the tie breaker. 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. If said guns or holsters are entered in a Division or Category event, the same guidelines, conditions or restrictions must apply. If these guidelines cannot be met with the replacement gun or holster, the contestant will not be eligible for recognition in their Category, but will remain eligible for Overall Awards. Should a malfunction 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. The squad will not wait, but proceed with the next competitor due to shoot. If someone wishes to file a protest for an arbitration hearing, there will be a \$100 cash fee. The Arbitration Board will consist of the Match Director and other range officials. If the protest is upheld, the \$100 fee will be refunded. The protest must be prepared in writing and submitted within one hour of the "violation" and before the close of competition on the day of the occurrence. When a Range Officer scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string of fire. The Range Officer will then go down range and check the target. Once the next string of fire begins, there will be NO further opportunity to appeal the call. A balance between the competitor's need to ready themselves and the amount of time available in each day is essential for everyone's enjoyment. Your cooperation will be appreciated by the match staff and the other competitors. Competitors may fire as many rounds as they deem necessary for each string of fire. All final decisions will be made by the Match Director.

### **POWER FACTOR (Major match only)**

Stop plates will be tested for a 120 power factor. An ultra light load or edger may not stop the timer. However, each stage will have a backup sound timer, which will be used each time there is not an impact stoppage. The backup timer is gang wired and begins on the same initial start signal. A set "factor" for bullet travel time to the stop plate, will be added to the sound timer to approximate the same time, which is based on an 800 FPS bullet speed.

### **DRESS CODE**

Para-military clothing or shirts with controversial slogans or sayings will not be allowed. Anyone wearing these items will be asked to leave the range facility. Law enforcement and active duty military uniforms are exempt from this requirement.