

STEEL CHALLENGE

SCSA Rule Book

January 2013

(Provisional for 2013)

Revised 01/01/13

Section 1 Range Rules

1. **COLD RANGE:** The range is “cold!” All firearms will be kept UN- LOADED except on the firing line under the direct supervision of a Match Officials. If it is possible that some competitors arriving at a range where a SCSA match is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers, persons duly authorized to carry a loaded firearm, etc.), match or- ganizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the SCSA match), it should be clearly sign- marked and it must include a suitable impact zone.

Where no Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm and proceeds immediately to a match official for the express purpose of safely unloading the firearm shall not be subject to disqualification per the provisions of Rule 8.2.1.3.

1. Semi-autos must have chamber and magazine well empty.
2. Revolvers must have all chambers/cylinders empty.
3. If a competitor is thought to be in violation of the COLD RANGE rule, a Range Official will escort the competitor to a safety area and direct the competitor to “unload and show clear”. If the firearm is found to be loaded, the competitor will be disqualified from the match under the provisions of Section (8.2.1.3)
4. During the contest, contestants will refrain from handling their firearms, except when instructed by a match official or in designated areas (“safety areas”).
2. **Safety Equipment:** Eye and ear protection is required for all shoot- ers and spectators. Individuals observed without eye or ear protec- tion will be required to leave the shooting area until such eye and ear protection is worn.
3. **Dress Code:** Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or ob- jectionable will be asked to leave the range facility. The Match Di- rector will have final authority regarding garments deemed offen- sive or objectionable.

Section 2 General Match Rules

1. **Competition Divisions:** Competition Divisions are intended to pro- vide a vehicle for recognition within the match by firearm charac- teristics (firearm types, sights, etc). It is the shooter’s responsibility to properly declare their competition division(s) prior to the start of the event.
 1. If a competitor incorrectly declares a division, but qualifies in a different division they will be changed to another division in which their equipment is valid with no penalty with the

- Match Directors approval. For example, firearms and holsters failing to make Limited criteria may still be eligible for OPEN.
2. When a match allows entry in more than one Division, there may be restrictions. Those restrictions, if any, must be published on the match entry form and/or match website.
 3. See Appendix A for detailed specifications of recognized Divisions
2. **Competition Categories:** Competition Categories are intended to provide a vehicle for recognition within the match by personal characteristics (age, gender, etc). It is the shooter's responsibility to properly declare their competition category(s) prior to the start of the event.
1. A shooter may qualify and compete for recognition in more than one category (i.e., Junior and Lady).
 2. If a competitor incorrectly declares a category, but qualifies in a different category, they will be changed to the correct category with no penalty with the Match Directors approval.
 3. See Appendix B for a detailed list of recognized Categories
3. **Scoring Responsibility:** It is the shooter's responsibility to provide the correct scorecard for each stage, event and entry Division, and to verify their scores as written on the scorecard when finished shooting each stage.
1. Any questions regarding the scores entered on the scorecard should be directed to the Range Officials on the stage before signing the scorecard. If questions remain, the Match Director should be summoned.
 2. When the scorecard has been signed by the competitor and the Range Official it is definitive and cannot be changed, other than to correct math errors or by mutual consent of the Match Director and competitor.

Section 3 Competitor Equipment Rules

1. **Holsters:** In general, holsters shall be mounted in the general vicinity of the waist, must cover the trigger, and must safely hold/retain the gun. All Centerfire handguns must be appropriate for holster use.
 1. Rimfire competition does not involve the use of a holster.
 2. Category-specific holster restrictions may apply. See Appendix A for Division-specific requirements.
 3. Due to the unique nature of the Steel Challenge, drawing from concealment is not allowed.
2. **Changing Equipment-** The same gun, holster and holster position, if specified in a division must be used throughout a specific match.
 1. If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Match Director. The replacement equipment must meet the same Division guidelines, conditions or restrictions as the original equipment.
 2. No change in equipment (gun, holster or holster position) is permitted without the approval of the Match Director. If a competitor makes such a change without prior approval, they will be disqualified from the match.
 3. If the equipment guidelines cannot be met with the replacement gun or holster, the contestant may be eligible for recognition in another Category or Division, but will remain eligible for Overall Awards.
3. **Ammunition Carriers:** Each competitor is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices. Match delays caused by (for example) excessive time spent loading magazines while on the firing line may be

referred to the Match Director for guidance. A competitor may have an assistant to help them in reloading, if needed. Should they not be prepared and it would cause a severe delay while they prepare, the Range Officer may move them down in the shooting order until they are prepared.

4. **Handicapped/Disabled Competitors:** Handicapped/disabled competitors must seek and obtain approval from the Range Master for any waiver in relation to the type and/or placement of their holster and related equipment. The Range Master's decision regarding the safety and suitability of such equipment will be final.
 1. **Special penalty:** A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement. The Range Master may waive or modify procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire. (as an example, a wheelchair bound competitor might shoot all of Outer Limits from the center box without penalty).

Section 4 Competitor Ammunition Rules

1. **Ammunition:** All ammunition used in competition must be safe, serviceable and appropriate for the firearm being used.
 1. Minimum cartridge for centerfire competitions (38 Special 9X19).
 2. Rimfire firearms must be .22 Long Rifle (.22LR) only. No powderless cases.
 3. No multiple-projectile or magnum loads allowed.
 4. Any ammunition deemed unsafe or likely to damage the targets will be removed from use.

Section 5

Stage Procedures and Range Commands

1. **Shooter Responsibility:** When called to the firing line, it is the shooter's responsibility to come to the line prepared to shoot, and familiar with the stage procedures and range commands. If a shooter is unsure of or unable to comply with stage procedures or range commands they should direct questions to the Range Official before entering the shooting box.
 1. Leaving the Line: No contestant may leave the firing line position until the firearm has been unloaded, inspected and cleared by the Range Official. The firearm will then be holstered or placed in a protective sheath or bag.
2. Start Position:
 1. The start position is standing within the box. When the competitor is ready they will assume the required start position to indicate their readiness to the Range Official. The competitor must remain in the appropriate position until the start signal.
 2. In center fire competition, hands are to be held in the "surrender position" with wrists and hands above the shoulders and fully visible from behind.
 3. In the Rimfire Match, there will be an aiming point (flag or sign) centered downrange directly in front of each shooter's box approximately 10' away and 2' high. **Where multiple boxes are on a stage such as in Outer Limits, the flag will be placed in the center of the array.** The competitor while waiting for the start signal, must be pointing/aiming their gun at the flag/sign **with the finger off the trigger.**
 4. Long gun competitors will start with the firearm muzzle aimed at an aiming point (flag or sign). The competitor while waiting for the start signal, must be pointing/aiming their gun at the flag/sign **with the finger off the trigger.**

5. A competitor not in the proper start position at the start signal will incur penalties. See Section 7 for penalty information.
6. Any firearm that begins a stage from the low ready shall require the shooter to start with the finger off the trigger. Said

firearm may start with hammer cocked and, if applicable, with the 6 safety off. For holster starts see section 8 number 8.

3. **Range Commands:** The Range Official will direct the shooter using the following commands:
 1. **“Make ready”** Under the direct supervision of the Range Official, the competitor must face down range and prepare their handgun. The competitor must then assume the required start position. At this point, the Range Official will proceed.
 1. The “make ready” command signifies the start of the competitor’s attempt at the stage. Once the “make ready” command has been given, the competitor must not move away from the start location without the prior approval, and under the direct supervision, of the Range Official.
 2. **Sight Pictures:** The competitor will have a maximum of two minutes after the Make Ready command to prepare themselves for the run, sight pictures will only be done at this time. Exception would be for the Range Officer to offer additional sight pictures at their discretion.
 2. **“Are you ready?”** The lack of any negative response from the competitor indicates that he/she 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”.
 3. **“Stand by”** This command should be followed by the start signal within 1 to 4 seconds.
 4. **Start signal** At the audible start signal the competitor is to begin their attempt at the course of fire. If a competitor fails to react to the audible start signal, for any reason, the Range Official will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready?”
 5. **“Prepare for your next string”** After the completion of a string, if the shooter has not completed the required number of strings he/she will be instructed to prepare for the next string. The shooter should reload if necessary and assume the appropriate start position.
 6. **“Stop”** Any Range Official assigned to a stage may issue this command at any time. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Official.
 7. **“If you are finished, unload and show clear”** After the completion of the final string, the Range Official will issue this

command. If the competitor has finished shooting, he must lower his handgun, completely unload it and present it for inspection by the Range Official with the muzzle pointed down range.

1. Semi-automatic firearms must be presented with magazine removed; slide locked or held open, and chamber empty.
2. Revolvers must be presented with the cylinder swung out and empty.
8. **“If clear, hammer down and 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:

1. Centerfire self-loaders – release the slide and pull the trigger (without touching the hammer or de-cocker, if any).
2. Rimfire self-loaders, **show clear and holster or case.**

3. Revolvers: close the empty cylinder (without touching the hammer, if any).
 4. If the gun proves to be clear, the competitor must holster or bag their handgun.
 5. If the gun does not prove to be clear, the Range Official will resume the commands from Rule "If you are finished" rule 5.7.
9. **"Range is clear"** This declaration signifies the end of the stage. Once the declaration is made, officials and competitors may move forward to score/paint targets.
4. **Equipment Malfunctions:** Should a competitor's equipment malfunction, the string of fire will be scored, the range shall be cleared per 5.2.8, and the competitor will be allowed to retire for repair or replacement of the equipment. The Range Official will proceed with the next competitor.
1. The Range Official will retain the competitor's scorecard until such time as the competitor returns to resume his attempts at the stage.
 2. In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Range Official. Under no circumstances will a competitor leave the firing line with a loaded firearm. See Section (8.2.1.3).
5. Target Painting: All targets are to be painted white and will be re-
- 8 painted prior to each contestant's first run on each course of fire.

Section 6 Scoring

1. **General Principles:** Steel Challenge scoring is simple: your time is your score!

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 targets 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 competitor's score for that stage. See Appendix E for stage descriptions, set-up diagrams and specified procedures for each stage.

The total of a competitor's stage scores will be his score for the match. Total score for all stages will determine the order of finish for final standings.

2. **Maximum Time:** The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowance will not be counted. The competitor will be stopped and asked to reload if they reach the 30 second limit.
1. The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.
3. **Misses (Standard Plates):** Any standard plate which has not been hit before the stop plate will count as a Miss. Each Miss on a standard plate will result in a 3 (three) second penalty, added to the shooter's time for that string.
1. When a Range Official scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string. The Range Official will go downrange to inspect the target.
 2. If the bullet has left a clear mark on the edge or face of the plate, it will be scored as a hit. If there is no discernible mark, it will be scored as a miss. (See 6.4)
 3. If the competitor still feels the call is in error, he may appeal to the Range Master. The Range Masters call will be final and no further appeals will be allowed with respect to the scoring decision. Once the next string of fire has begun, there will be no further opportunity to appeal the Range Official's call.

4. Misses (Stop Plate): If the stop plate is not hit, the score for that string is 30 seconds. It is the competitor's responsibility to stop the time by hitting the stop plate with a clear hit on the edge or face of the plate.
5. Scoring Methods: Steel Challenge events will be scored by "Sound" (sound-actuated shot timers). See Appendix D for details.
6. **Tie Scores (Stage):** Should a tie for first place on any stage occur, the fastest single run of that particular stage will be used to break the tie. If still needed, the second-fastest and third-fastest runs will be used to break the tie.
7. **Tie Scores (Match):** Should a tie for overall placement occur, the competitor with the most stage wins (among the tied competitors) will be used as the tie-breaker. If there is still a tie (2 tied competitors both win 4 stages), the fastest Outer Limits stage score will determine the winner, should Outer Limits not be available, prior to the match, a stage will randomly be selected by the Match Director.
8. **Final Scores:** Scores will not be considered final until the complete scores have been posted for inspection by the competitors for one hour.

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1. Procedural Penalties:

Section 7 Penalties

1. **"False Start":** A competitor who is creeping (e.g. moving hands towards the handgun, or physically moving to a more advantageous shooting position or posture prior to the start signal) shall receive a 3 second procedural penalty.
2. **"Foot Faults":** A competitor who fires a shot while touching the ground outside the appropriate shooting box is considered to be "faulting" that box. Shots fired while "faulting" a box will result in a 3 (three) second penalty for each string that a fault occurs.
 1. Placing the foot on top of the raised surface of the shooting box itself is not a "foot fault". A "foot fault" only occurs when the foot touches the ground outside the box.
3. **"Designated Targets":** Some stages will require that designated targets must be shot from specific shooting boxes. Failure to hit each target from the correct shooting box will result in a 3 (three) second penalty for each occurrence.
 1. If the shooter fires and leaves Box A, then realizes they missed and/or hit the plates out of sequence and returns to Box A and continues to shoot, there will be no penalty.
 2. Any plates hit from the wrong shooting box will be scored as Misses unless the shooter subsequently takes corrective action prior to hitting the stop plate by shooting the plates from the correct box. Once the stop plate is hit time stops and all appropriate penalties apply.
4. **"Procedural Errors":** A competitor whose actions are in violation of specified stage procedures is considered to have committed a "procedural error". "Procedural errors" will result in a 3 (three) second penalty for each occurrence.
 1. Improper movement or failure to move on stages where movement is required would be considered a procedural and a 3 second penalty applied.

Section 8

Safety Rules and Disqualification

1. **Disqualifications: General Principles:** Persons who have been disqualified may not shoot during the remainder of the event. However, completed match scores will still count. (For example, if a person shoots a complete score in “Revolver” then disqualifies while shooting “Single Stack” that competitor’s “Revolver” score still stands.)
 1. **Disqualifications: Safety violations:** The following will be grounds for an automatic disqualification from the event.
 1. Unsafe gun handling
 1. Pointing a firearm up range (breaking the 180 degree line).
 2. Dropping a firearm, whether loaded or unloaded, at any time during a course of fire.
 3. Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.
 4. Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the competitor’s gun case, gun bag or holster. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm will receive a match disqualification.
 5. “Sweeping” or pointing the muzzle of a firearm at any part of any person’s body.
 6. “Moving” (taking more than one step) with finger inside of trigger guard.
 7. “Finger on the trigger during reload, unloading, loading or during remedial action
 8. Holstering a loaded handgun without the external safety applied or on a revolver, hammer cocked.
 2. Accidental discharge
 1. Any discharge while loading/unloading/reloading or lowering the hammer.
 2. Any shot fired outside of a timed string.
 3. Any shot fired into the holster or into the ground within 10 feet of the contestant.

1 2 8.3 Disqualifications - Other Violations: The following will be

grounds for an automatic disqualification from the match.

1. Prohibited Substance(s):
 1. SCSA considers the abuse of alcohol, non-prescription and non-essential drugs, and the use of illegal or performance enhancing drugs, regardless of how they are taken or administered, to be an extremely serious offense.
 2. Except when used for medicinal purposes, competitors and officials at Steel Challenge matches must not be affected by drugs (including alcohol) of any sort. Any person who, in the opinion of the Match Director, is visibly impaired or under the influence of any of the items described will be disqualified from the match and may be asked to leave the range.
2. Unsportsmanlike behavior:
 1. Competitors will be disqualified from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.

2. Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/ or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.
3. A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a competitive advantage will be disqualified.

Section 9 Arbitration:

1. **Right of Arbitration:** A competitor who wishes an official review of a competitive matter may file a request for arbitration.
2. **Time Limit:** The protest must be prepared in writing and submitted to the Match Director within one hour of the "violation" and before the close of competition on the day of the occurrence.
3. **Fees and Disbursement:** A request for arbitration must be accompanied by a \$100 cash fee. If the protest is decided in favor of the competitor, the fee will be returned to the competitor, if the protest is denied (the original competitive decision is upheld), the fee will be forwarded to the SCSA main office.
4. **Preparing the Appeal:** The competitor is responsible for the preparation and delivery of the written appeal, together with the appropriate fee. Both must be submitted to the Match Director within the specified period of time.
5. **Issues of Fact:** The Range Official's ruling on whether an observed action occurred shall be considered factual (ex: foot faults, accidental discharges, breaking the 180, hit/miss on a target).
6. **The Arbitration Board:** Upon receipt of a valid request for arbitration, the Match Director will convene an Arbitration Board, consisting of three experienced competitors.
7. **Decision Time Limit:** The Arbitration Board must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director.
8. **Decision is Final:** The decision of the Board is final and may not be appealed.

Appendix A Competition Divisions

1. **General Principles:** All shooters compete for overall placement in the match. In addition to overall placement, shooters may also compete for Division-specific awards based on equipment type.
 1. Equipment requirements for the USPSA and IPSC, shall be governed by the respective rules and equipment criteria regarding firearm and holster configurations and rule interpretations.
 2. Failure to meet the appropriate USPSA/IPSC, rules and equipment criteria will disqualify the competitor from Division-specific award consideration. The competitor will remain eligible for overall placement awards.
 3. A competitor whose equipment fails to meet Division-specific equipment requirements may be moved into another Division in which their equipment qualifies, at the Match Director's discretion (see 2.1.1)
2. **Rimfire Pistol:** Open to any pistol firing .22 Long Rifle ammunition (see "ammunition" rule 4.1.2). This event has two equipment divisions:
 1. **Rimfire Open:** This is the Rimfire race division. All legal rimfire firearms are allowed. Optics and Compensators are specifically allowed.
 2. **Rimfire Iron Sights:** Any Iron-sighted rimfire pistols without a compensator, barrel ports or optic sights. Fiber-optic sight inserts are specifically allowed.

3. **Center Fire Pistol:** Any pistol firing (9mm/.38 Special) or larger ammunition (see “ammunition” rule 4.1.1). This event has multiple equipment divisions as follows.
 1. **Open:** This is the race division! All legal firearms are allowed. Optics, Compensators, and any safe holster/position are specifically allowed.
 2. **Limited:** Any iron-sighted pistol without a compensator, barrel ports, or optical sight.

Fiber optic inserts are specifically allowed.
 3. **Production:** Any double action or safe action pistol on the USPSA Production gun list. No Race holsters allowed.
 4. **IPSC Production:** Any double action or safe action

1 4 handgun on the IPSC Production handgun list...race1 5

holsters allowed per IPSC Production guidelines.
 5. **Single Stack:** Will be governed by the criteria in the USPSA handgun rule book. i.e. 1911 models only, no race holsters allowed.
 6. **Revolver:** Any iron sighted revolver without a compensator, barrel ports or optical sight. Fiber optic inserts are specifically allowed. No barrel length or holster restrictions. No restrictions for maximum rounds.
4. **Steel Master:** The Steel Master Award is a special recognition for the competitor with the lowest aggregate score in a combination of three matches: the Rimfire Pistol and each of two entries in Center Fire Pistol. (Example: Rimfire, Open, and any Iron Sight division), but no more than one open or optic sighted center fire division.
5. **Long Guns:** Long gun competitions may be run in the Steel Challenge. Rimfire rifle may use the Rimfire handgun rules, procedures and stages using the long gun start position. Various rifle and shot-gun courses may also be shot under SCSA, with the courses using various metal targets.
6. **Wildcat Divisions:** Tier 1 & 2 matches may allow “wildcat” divisions to compete in the match. For example, Back-up guns, 5-shot revolver, etc. This division may not be recognized in Tier 3 or 4 events.
7. **Classification** [please reference to www.steelchallenge.com](http://www.steelchallenge.com).

Appendix B Competition Categories

1. **General Principles:** All shooters compete for overall placement in the match. In addition to overall placement, shooters may also compete for Category-specific awards based on personal characteristics.

B.1.1 Competitors may enter more than one category. For example, an individual may qualify for (and enter) both the Junior and Women’s categories.
2. **LADY:** Competitors listed as female on their government issued ID.
3. **LAW ENFORCEMENT:** Full-time law enforcement officers with arrest powers.
4. **MILITARY:** Military personnel on current active duty orders.
5. **PRE-TEEN:** All competitors under 13 years old on the first day of the match qualify. See Junior Category for additional rules and guidelines.
6. **JUNIOR:** All competitors **under 18 years** old on the first day of the match qualify. All competitors under the age of 18 must be accompanied by their parent or guardian throughout the competition. If the parent/guardian is competing in the tournament, they must be squadded together. All Junior or Pre-teen competitors must be experienced shooters and have participated

in formal competition. A liability waiver must be signed by both the competitor and their parent or legal guardian.

7. **SENIOR:** All competitors who are 55-64 years of age on the first day of the match qualify.
8. **SUPER SENIOR:** All competitors who are 65 years of age or older on the first day of the match qualify.

Appendix C – Match Levels

M-Mandatory R-Recommended N/A-Not Applicable

| | Tier-1 (Local) | Tier-2 (State) | Tier-3 (Regional) | Tier-4 (World Championships) |
|--|-------------------|-------------------|----------------------|---------------------------------|
| Must use official Steel Challenge Stages | R | M | M | M |
| Competitors must be SCSA members | R | R | M | M |

Special Notes:

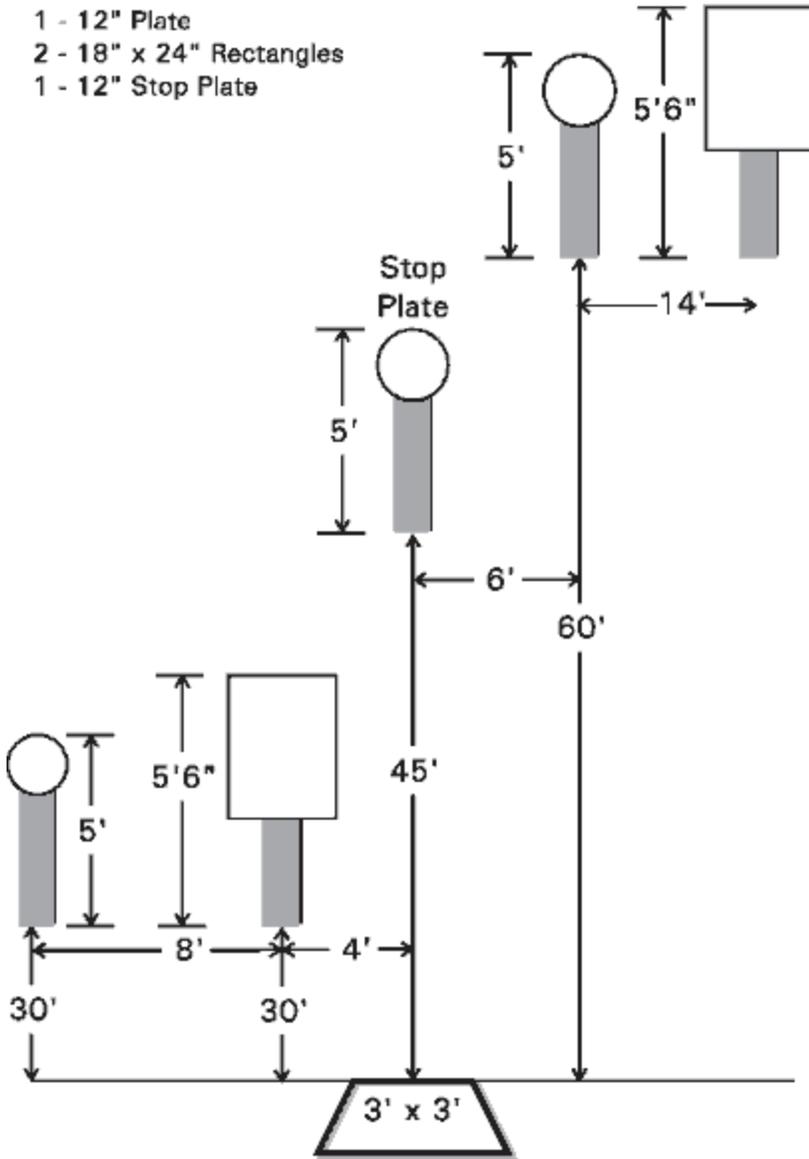
1. Tier 2 and higher require prior approval – *NO* match may use the SCSA name without being conducted at/by a SCSA affiliated club/ range.
2. Matches represented to be a “SCSA Championship” (State, etc.) must be Tier 2 or above.
3. Regional and National Championship must be Tier 3 or above.
4. Only scores shot at the World Championship will be eligible for recognition as World Records.
5. Only scores shot at SCSA approved National Championship matches will be eligible for recognition as National Records.

Appendix D Scoring Methods

1. Scoring Methods: Steel Challenge events will be scored by “Sound” (sound-actuated shot timers).
2. **Sound-Actuated Timing:** “Sound-actuated” timing uses conventional (USPSA-type) shot timers that “hear” each shot. The competitor’s elapsed time stops with the last shot fired. Timers will not be backed up for multiple hits on the stop plate or hits after the stop plate. The time stops with the LAST SHOT FIRED.

Appendix E1 Stages

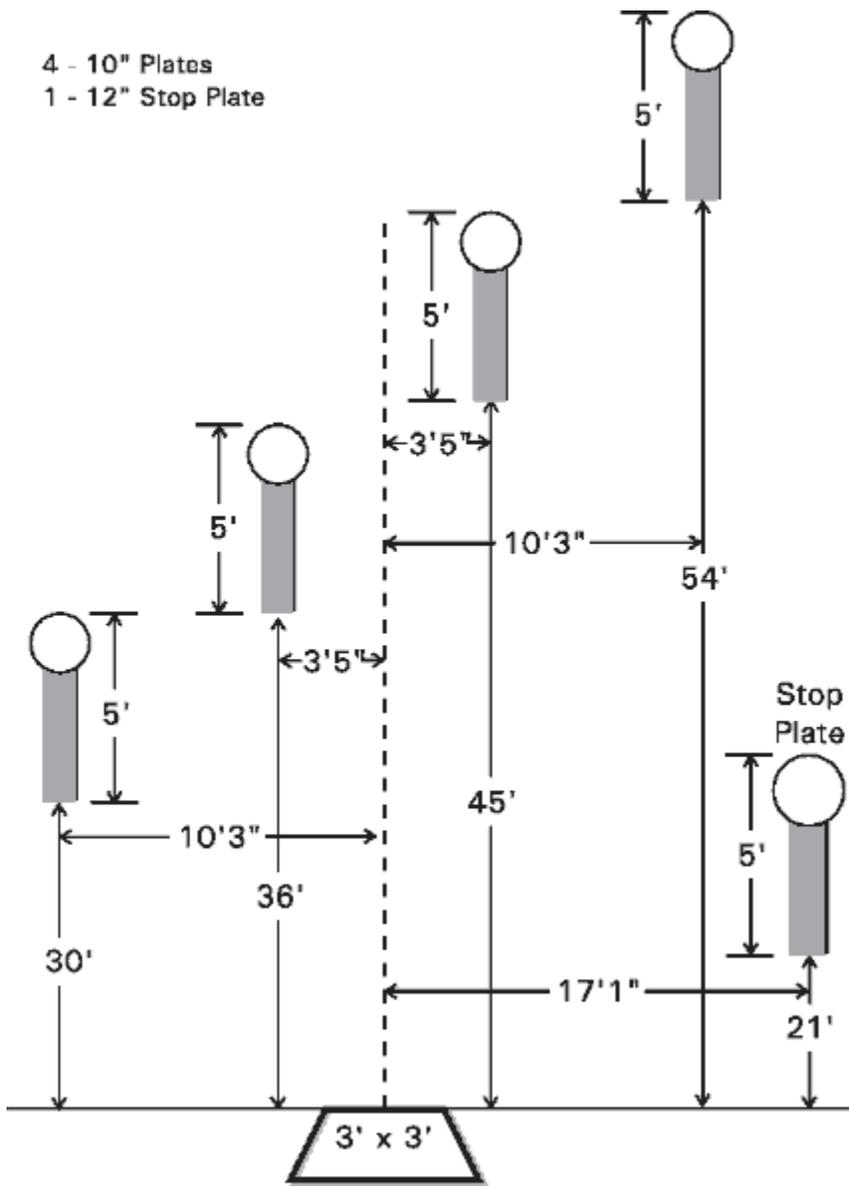
- 1 - 10" Plate
- 1 - 12" Plate
- 2 - 18" x 24" Rectangles
- 1 - 12" Stop Plate



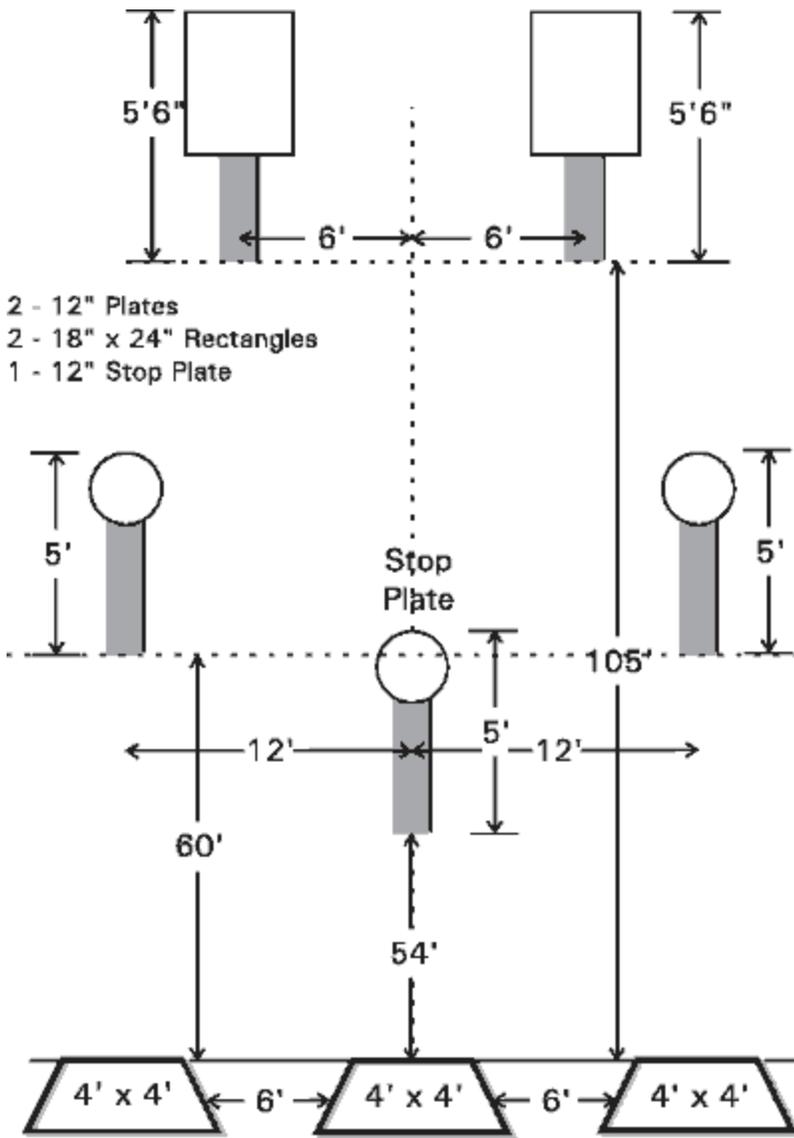
Accelerator

Best 4 of 5 runs

4 - 10" Plates
1 - 12" Stop Plate

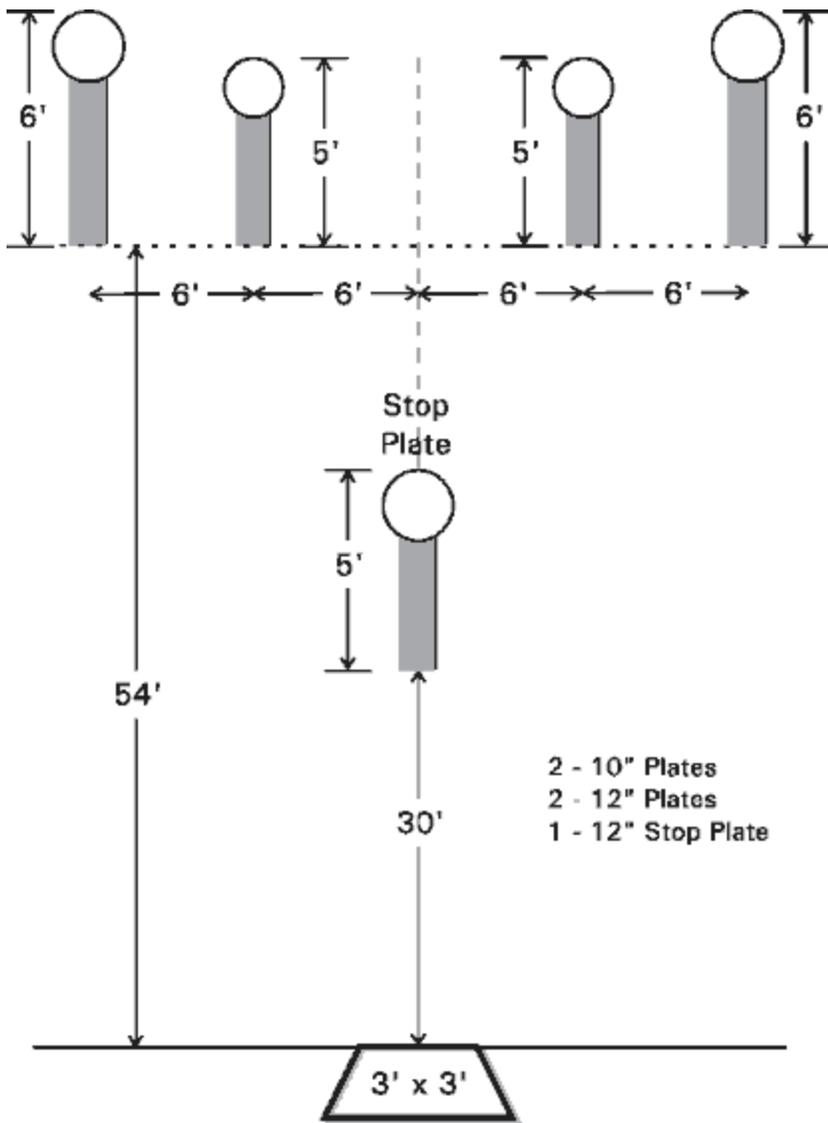


Appendix E1 Stages

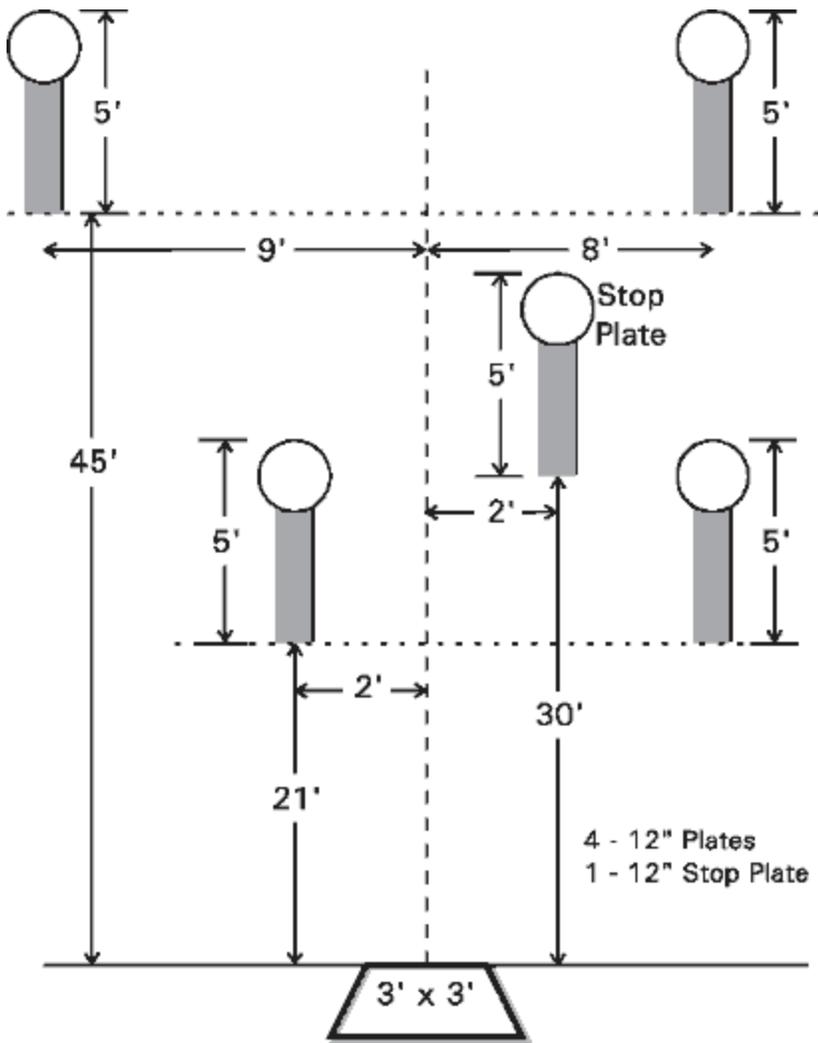


Outer Limits

Best 3 of 4 runs

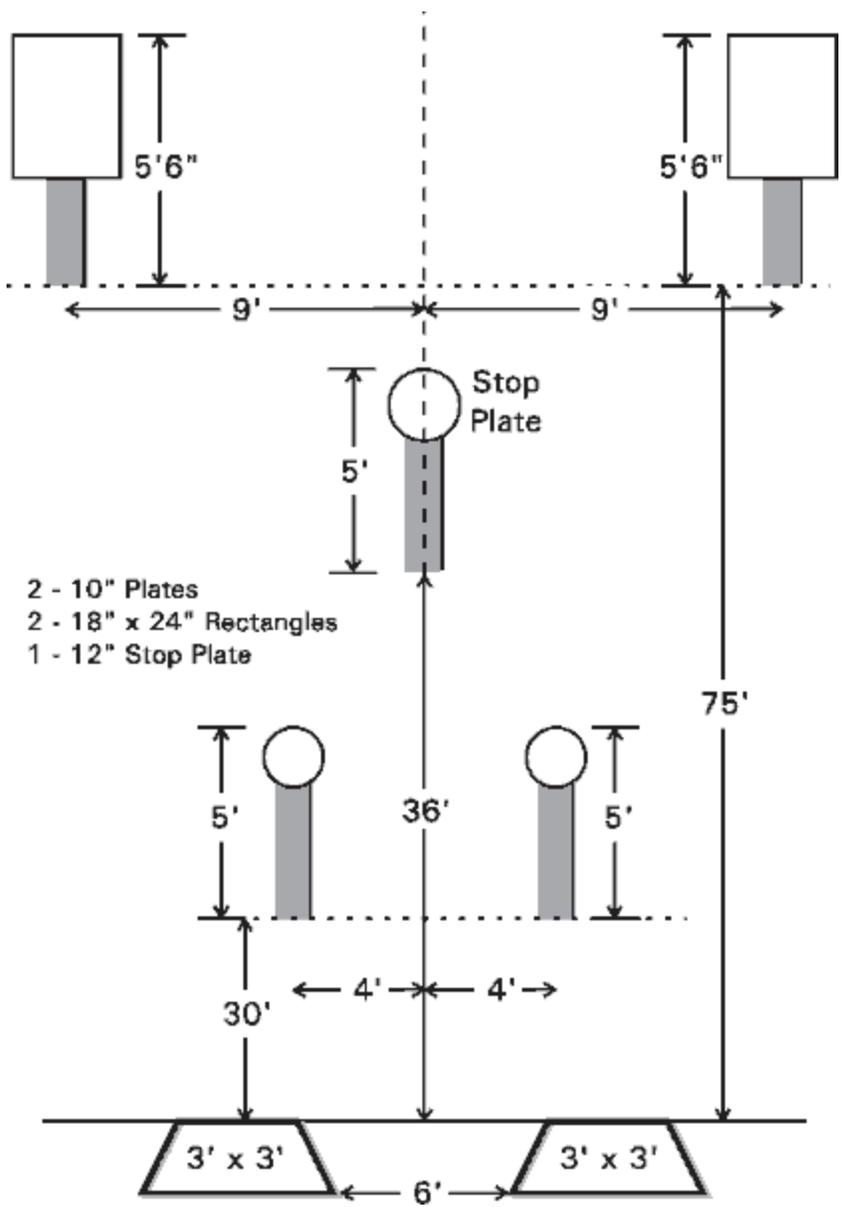


Appendix E1 Stages



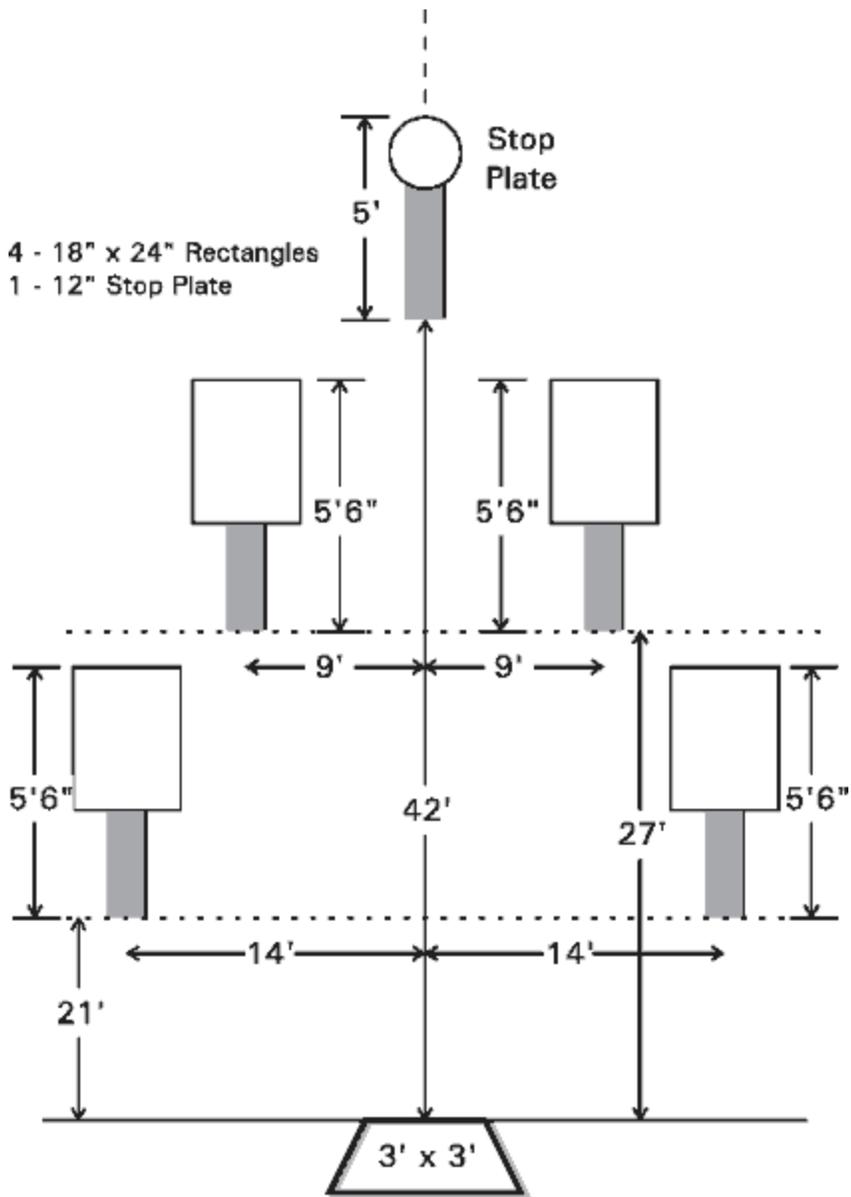
Roundabout

Best 4 of 5 runs



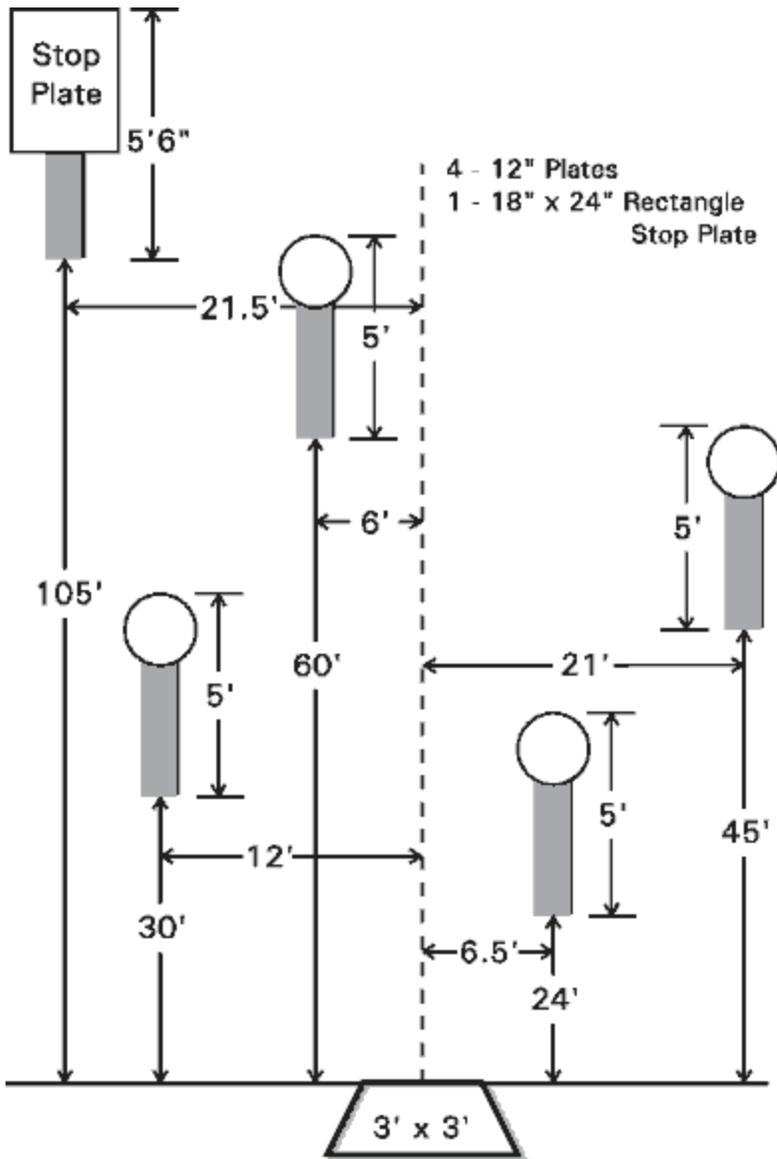
- 2 - 10" Plates
- 2 - 18" x 24" Rectangles
- 1 - 12" Stop Plate

Appendix E1 Stages



Smoke & Hope

Best 4 of 5 runs



Speed Option

Best 4 of 5 runs

Appendix E1 Stages

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 runs.

Appendix E2 Stage Setup

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. Pendulum has two round targets that are 6' to the top of the target.

Layout of stages- All course designs and measurements are "approximate" with slight variations possible. 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, which will each have more than one shooting box. 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.

Appendix F1 Glossary

DQ – A competitor who commits a safety infraction or any prohibited activity during a Steel Challenge event, will be disqualified from that event, and will be prohibited from attempting any remaining courses of fire in that match.

Event – One of the items in a sports program.

Match – A contest.

Movement – Taking more than one step in any direction, or changing body position (e.g. from standing to kneeling, from seated to standing etc.)

Range Official – Issues range commands, oversees competitor compliance with stage requirements, and closely monitors safe competitor action. He or she also declares time scores and a penalty achieved by each competitor, and verifies that these are correctly recorded on the competitors score sheet.