

Match Description:

This is a pistol match that is pure enjoyment for everyone. Reactive steel targets at reasonable distances, cheap ammo, inexpensive firearms and low recoil. The targets are 4" to 10" steel plates in various shapes (circles, squares, triangles, diamonds) that ring and fall when you hit them. They are located 15 yards down range (20yds for centerfire pistols). 22 rimfire ammo is cheap especially since you can use hi-velocity (the Wal-Mart stuff is okay). Firearms are 22 rimfire semi-autos and revolvers. You will need AT LEAST two magazines for the semi-auto or two speed loaders for the revolver. Low recoil, 22 rimfire, nuff said!

The match consists of three shooting stages with at least twelve targets in each stage. Your score is the time you take to shoot down all the targets (or shoot all your ammunition) plus any penalties incurred. Since this is a steel plate match all participants and spectators must wear safety glasses at all times. Get out the old 22, shine it up, and come out and enjoy some of the best fun you can have at the range.

Steel Plate Match Rules

1. SAFETY:

- **When line is called "COLD" firearms may not be touched by anyone.** Magazines or speed loaders may be loaded at any time.
- **While firing and reloading you must keep the muzzle of the firearm pointed downrange.** First offense will result in a warning by the RO. Second offense will result in your disqualification from the match.
- Firearms must be brought to and from the firing table unloaded, magazines out with the slide locked back or the cylinder out. When moving firearms, the muzzle must be kept pointing up.
- Eye and ear protection is required for all competitors; eye protection is required for spectators (ear protection is recommended).
- Only the competitor and Range Officer are allowed at the firing table. (Exception: Coaching is allowed for new shooters, coaches must stand on the opposite side as the RO.)

2. FIREARM CLASSES:

- Three classes of pistols are used in the match. Each class competes only against their class.
- Semi-auto pistols have two classes - "stock" (iron-sights) and "open" (scoped). An open pistol may have any or all of the following modifications, optical sight, compensator and laser sight. Inclusion of one of these modifications places the pistol in the open class. You may shoot a "stock" pistol in the "open" class but not the other way around.
- There is only one revolver class which contains both "stock" and "open" revolvers.

3. AMMUNITION/MAGAZINES:

- The rimfire match is to be shot with 22 rimfire only (high velocity or standard velocity).
No 22 magnums, 17 HMR, or hypervelocity rimfire loads may be used.
- Semi-Auto pistol magazines are loaded with 10 rounds MAXIMUM. Competitors will need a minimum of two magazines and can have as many as they want. Revolvers should have at least two speed loaders.

4. SHOOTING PROCEDURE:

- When line is called "HOT", the competitor brings their firearm and magazines or speed loaders to the shooting table. Semi-autos will start with the magazine out and slide open. Revolvers start with the cylinder loaded but open. The RO will then give the following commands.
 1. "IS THE SHOOTER READY?" (This is a question, if you are not ready say so.)
 2. The shooter will raise their hands in a surrender position and reply "THE SHOOTER IS READY" (This is confirmation of your answer to the first question)
 3. "STAND BY" (When the RO gives this command he will press the start button and the buzzer sounds.)
- When the buzzer sounds, you pickup your firearm load it and engage the targets. Continue to engage targets reloading as needed until all shoot targets are down or until you expend all your ammunition. When reloading you must keep your muzzle pointed downrange.
- When completed unload your firearm, show it is empty to the RO and place it back on the shooting table. Semi-autos must remove the magazine and lock the slide back. Revolvers must empty the cylinder and leave it open. DO NOT leave the shooting station.
- The line will only be called "**COLD**" when all firearms are unloaded and laying on the shooting table. After the line is called "**COLD**" the shooters will go downrange and reset their targets.
- When all shooters have returned from resetting their targets, the RO will call the range "HOT" and the previous shooter will remove their firearm and other equipment and the next shooter will bring their firearm to the shooting table.

5. SCORING:

- Each stage is electronically timed. The timer starts when the buzzer sounds and stops at the competitors last shot. Your stage score is the time you take to finish the stage plus any penalties incurred. Your final score will be the total of all three stage scores. Two types of targets are presented, shoot targets and no-shoot targets. No-shoot targets are painted white and designated by a large black "X" painted on the target.

6. PENALTIES:

- Once the shooter has finished and has unloaded their firearm, the timer will assess the penalties.

NO-SHOOT TARGETS: All no-shoot targets must remain standing on the rail. If a no-shoot target is knocked off its base, for any reason, a 10-second penalty is incurred.

SHOOT TARGETS: All shoot targets must be knocked completely off the rail to count. A 10-second penalty is incurred for failing to knock a shoot target completely off the rail.

SWINGER TARGET: The swinger must go completely around to count. Failing to spin the swinger will result in a 20-second penalty. Additionally, a reasonable attempt of three shots must be made to shoot the swinger or an additional 10-second penalty will be incurred.

RAIL SHOTS/MULTIPLE TARGETS: If you hit the rail and more than 2 shoot targets fall you will be assessed a 20-second penalty.

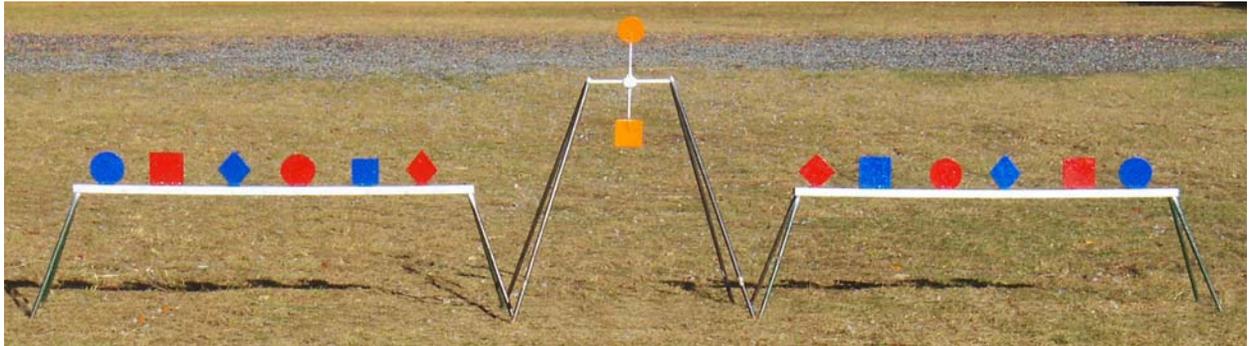
TARGET ENGAGEMENT ORDER: Some stages may have a specified order that the targets must be engaged (i.e. shoot all red targets before engaging the blue targets). Knocking down a target out of order will result in a 10-second penalty. There can only be one 10-second order penalty per stage. (Once you have gone out of order you can engage the remaining targets in any order)

- 7. MALFUNCTIONS/EQUIPMENT PROBLEMS:** There are no "do-overs" in this competition. If a shooter has equipment issues or an ammo jam they can try to remedy the problem while on the clock. If they are unable to finish the stage, their score will be totaled based on the time and all penalties (same as any stage). Competitors must finish all three stages with the same gun.

STAGE 1



STAGE 2



STAGE 3

