

22 Steel Challenge Match

The 22 Steel Challenge Match is based loosely on “Rimfire Challenge” Rules. This match is designed to be both a “Family Sport” and an opportunity for shooters who have never competed in an Action Shooting Sport. It is open to anyone, even competitors that shoot our regular Steel Challenge match who just want more trigger time!

Course of Fire:

Each Match will consist of Five (5) stages. Each stage will be different and may include “Steel Challenge” stages, SASP stages, or possibly some other creative arrangement of steel targets. Shooters are assigned to squads. Squads rotate between all five stages. Each competitor completes five (5) “strings” in each stage. Only one competitor shoots at a given time and completes all five strings for that stage before another competitor shoots.

Each Stage consists of Five (5) to Seven (7) steel targets set at distances of 10 to 30 yards from the shooters box. When their turn arrives, the shooter will enter the “Shooters Box” (a 3’ by 3’ box) and the Safety Officer (SO) will give them the command to Load their firearm. Shooters begin each string from the “Low Ready” position with hands on the firearm pointed at a highway cone 10 feet in front of the shooters box. When the SO determines the shooter is ready, a buzzer will sound and the shooter may begin. The goal of the shooter is to hit each target once. To end the “string” the shooter must hit the “Stop Plate” to stop the timer. This process is repeated five (5) times after which the shooter, under the commands of the SO, will unload and clear their firearm to end the stage.

Safety:

No shooter is allowed to handle any uncased firearms unless they are under the direct control of the Safety Officer (SO), and is told to do so, or are in a designated “Safe Area”. All firearms must be in a case, which, at minimum, fully covers the firearms trigger. When in the case, all firearms MUST have a “Chamber Flag” which are available from the Match Director. Magazines may NOT be placed in the firearm until directed to do so by the SO. Holsters for pistols are NOT recommended and may NOT be used during the course of fire. No ammunition or loaded magazines are allowed in the “Safe Areas”. Except for in the “Safe Areas”, magazines may be handled at anytime and must be loaded before approaching the Shooters Box.

Allowed Firearms

22 Steel Challenge is limited to firearms which shoot 22 Long Rifle ammo only. This may be either a rifle, pistol, or revolver. Rifles and Pistols must be semi-automatic with detachable magazines. Sights may be optical or iron sight. It is recommended that each competitor have five (5) magazines for semi-automatic firearms and that revolvers be at least ten (10) shot cylinders.

Competitors may shoot in either Rifle, Pistol or Revolver divisions or any two divisions.

Club Guns

For those who would like to participate but do not have a firearm which complies with the above descriptions may shoot with a “Club Gun”. Please contact the Match Director to reserve a gun. It is highly recommended that if you are shooting a Club Gun that you purchase the ammo from the club. Many semi-automatic firearms work best with only certain ammo.

Ammunition

Most competitors will be able to complete the course of fire with less than 200 rounds. The minimum round count will be 125 rounds but even the most experienced shooters will not be able to complete the course with the minimum.

Divisions and Categories

Shooters compete within their own Division and Categories. Divisions include; Semi-Auto Rifle, Semi Auto-Pistol and Revolver. Categories included; Sub-Junior, Junior, Adult, Ladies. We hope that competitors choose to compete with themselves and track results for their own improvement. The match results, however, are broken down by Division and Category for comparison.

Sanctioning

22 Steel Challenge is NOT sanctioned by any official organization. To compete in a sanctioned competition please see the other matches offered at Brocks Gap Training Center.

Scoring

Scoring for 22 Steel Challenge is the same as “Steel Challenge”, “Rimfire Challenge” and SASP. Simply put, your time is your score.

Scoring is done electronically. Your time for each string begins with a “Beep” from the timer and ends when the shooter hits the stop plate. Although the shooter must attempt to hit each plate, a missed plate is counted as a 3 second penalty. A missed Stop Plate counts as a 30 second penalty. The maximum time for a string is 30 seconds. The shooter will complete five (5) strings, the worst of five is thrown out and the remaining four (4) are totaled for that stage. When all five (5) stages are complete the total of the five is your final score.

Most approved firearms will hold at least 10 rounds at a time. During a string the shooter may reload but the timer continues to run until the stop plate is hit. Competitors may reload (are encouraged to reload) a fresh magazine between each string.

First Time Shooter

22 Steel Challenge is designed for the first time shooter. Please let the Match Director know you are a first time shooter. If possible you will be put in a squad with extra Safety Officers who can help walk you through the process and help

insure you have a good time. It may all sound complicated but it really isn't. By your second match you will be helping someone else who is there for the first time.