

Steel City Multi-gun Rules

1 Safety Rules

1.1 Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.

1.2 Steel City matches will be run on COLD RANGES.

1.2.1 COLD RANGE: Participants firearms will remain unloaded at the match site except under the direction of a match official.

1.3 Designated Safety Areas

1.3.1 The Safety Areas will be clearly marked with signs.

1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.

1.3.3 No ammunition is allowed in any Safety Area.

1.4 Rifles & Shotguns (carry from vehicle or between stages)

1.4.1 Rifles & shotguns must be cased or carried slung with the muzzle up or down if carried uncased. Carts or conveyances may be used, with unloaded long guns secured

1.4.2 Rifles & shotguns must be carried with actions open, chamber flag inserted, and detachable magazines removed. Tubular or internal magazines must be empty.

1.5 Handguns (carry between stages)

1.5.1 Handguns must be cased or remain in holster, magazine removed.

1.5.2 Handguns must be carried with the "Hammer/Striker Down."

1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the match site. Eye protection must be worn at all times.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

2. Disqualifications:

2.1 Match Disqualification will result in complete disqualification from the match and the shooter will not be allowed to continue with the match. Shooter will not be eligible for trophies or prizes (if applicable). Final decision will be with the Range Master and/or Match Director.

2.2 Match Disqualification for Negligent Discharge.

2.2.1 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally.

2.3 A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.

2.3.2 A participant shall be disqualified from the match if his/her pistol falls out of the holster (whether loaded or unloaded) while negotiating a course of fire.

2.4 A participant shall be disqualified for allowing the muzzle of his/her loaded firearm to break the 180-degree Safety Plane.

2.5 ALL disqualifications and reshoots will be issued by the Range Master and/or Match Director.

2.6 "Safe grounded condition" for firearms is either loaded with the safety on or empty. In both cases, the muzzle of the grounded firearm must be pointed in a safe direction. Failure to safely ground a firearm in either of the prescribed manners will result in a match DQ.

3. Sportsmanship & Conduct

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Range Master.

3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.

3.3 Any competitor with a proven handicap can shoot the course other than intended (strong hand/weak hand) but may incur a 35% penalty in time/points per string or per stage. The Range Master or Match Director will decide on a case-by-case basis.

4. Ammunition

4.1 No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.

4.2 Pistol/revolver ammunition shall be 9x19 or larger

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger (no pistol caliber carbines).

4.4 Shotgun ammo shall be standard birdshot and slugs only as specified by course description. No high brass shot, magnum loads, buckshot or steel shot ammo is allowed. Such ammo will not be needed to neutralize shotgun targets.

5. Firearms

5.1 All firearms used by competitors shall be serviceable and safe.

5.2 If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Range Master or Match Director.

5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.

5.4 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

5.5 Competitors will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.)

6. Firearms Classifications [Open Class, Tactical Irons Class, Tactical Optics Class, Heavy Metal Class]

6.1 Handgun - Open Class

6.1.1 No limitations on accessories (see rule 5.3)

6.1.2 Magazine length may not exceed 170 millimeters.

6.2 Handgun - Tactical Class (Optics & Irons)

6.2.1 Firearms must be of a factory configuration.

6.2.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.2.3 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.

6.2.4 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.3 Handgun – Heavy Metal Class

6.3.1 Firearms must be chambered in 45 ACP

6.3.2 Magazines may not be loaded with more than 10 rounds. Magazine capacity may exceed 10 rounds, but they may not be loaded with more than 10 rounds for any stage.

6.4 Rifle - Open Class

6.4.1 No limitations on accessories (see Rule 5.3)

6.4.2 Barrel length shall not be changed for the duration of the match.

6.4.3 No restrictions on magazine capacity unless specified by course description.

6.5 Rifle - Tactical Class (Optics & Irons)

6.5.1 Firearms must be of a factory configuration

6.5.2 Barrel length shall not be changed for the duration of the match.

6.5.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle

6.5.4 Tactical Class scoped rifles may be equipped with no more than one (1) optical sight. Back up iron sights are permitted.

6.5.5 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.

6.5.6 Muzzle breaks and compensators are allowed for all rifles in Tactical Class

6.5.7 No restrictions on magazine capacity unless specified by course description.

6.5.7 Tactical Iron Sight division - rifles may be equipped with iron sights only

6.7 Rifle – Heavy Metal Class

6.7.1 Firearms must be chambered in 308 Winchester or larger. Calibers such as 7.62x39, 6.5 Grendel, 6.8, 30 Carbine are not Heavy Metal Calibers.

6.7.2 Other calibers may be approved by the RM or MD. Calibers other than those specified in 6.7.1 must be approved prior to the start of the match.

6.7.3 Magazines capacity may not exceed 20 rounds.

6.7.4 Firearms may not have optical sights (scopes, dots etc). Iron sights only.

6.7.5 Muzzle breaks and compensators are allowed for all rifles in Heavy Metal class.

6.8 Shotgun - Open Class

6.8.1 No limitations on accessories.

6.8.2 Barrel length shall not be changed for the duration of the match.

6.8.3 Magazine tube length shall not be changed for the duration of the match.

6.8.4 Shotgun speed loaders are allowed in Open Class.

6.8.4.1. Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.

6.8.4.2. Use of old style shotgun speed loaders without the primer relief cut will result in Match disqualification.

6.8.5 Shotgun calibers will be either 20ga or 12ga

6.9 Shotgun - Tactical Class (Optics & Irons)

6.9.1 Shotguns must be of a factory configuration

6.9.2 Barrel length may not be changed for the duration of the match.

6.9.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.9.4 No electronic or optical sights (scopes) are allowed on shotguns in this class.

6.9.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.

6.9.6 No compensators or porting on barrels allowed in this class.

6.9.7 Tactical Shotguns may only hold 9 rounds max.

6.9.8 No shotgun speed loaders are allowed in this class.

6.9.9 Shotgun calibers will be either 20ga or 12ga

6.10 Shotgun Heavy Metal Class

6.10.1 Only 12 ga PUMP Shotguns are allowed. All other requirements for shotgun must comply with Tactical Class shotgun rules.

7. Holsters and Equipment

7.1 Handgun holsters and equipment - Open Class

7.1.1 Any holster, which will safely retain the handgun during vigorous movement is allowed.

7.1.2 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.

7.1.3 Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.

7.1.4 Shoulder holsters and cross draw holsters are not allowed.

7.2 Handgun holsters and equipment - Tactical & Heavy Metal Classes

7.2.1 Any holster, which will safely retain the handgun during vigorous movement is allowed.

7.2.2 The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

7.2.3 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.

7.2.4 Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.

7.2.5 Shoulder holsters and cross draw holsters are not allowed.

8. Classes

8.1 Open Class

8.1.1 Any Open Class gun or Open Class equipment puts the competitor in Open Class for the entire match.

8.1.2 See Firearms Classification (Rule 6) for details.

8.2 Tactical Class-Iron Sighted Rifle

8.2.1 Competitor will shoot a Tactical Handgun, Tactical Shotgun and a Tactical Class Rifle with iron sights. See Rule 6 for details.

8.3 Tactical Class-Scoped Rifle (Optics)

8.3.1 Competitor will shoot the same handgun and shotgun as listed above but with a scoped rifle. See Rule 6 for details.

8.4 Heavy Metal Class - See firearms classification (Rule 6) for details

8.4.1 Rifle shall be .308 Winchester caliber or larger

8.4.2 Pump Shotguns (12 ga only), which fulfill all other Tactical shotgun Requirements

8.4.3 Pistols shall be 45 ACP

9. Scoring – All Classes

9.1 Scoring per stage will be straight time plus penalties. The maximum time to complete any stage is 180 seconds.

9.2 Bonus targets may be included in a stage. Time awarded for defeating a bonus target will be stipulated in the course description.

9.3 Hitting a target designated as a “no-shoot” or “non-threat” will result in 10 seconds added to the shooter’s raw time for each hit on the target.

9.4 All hits on all targets will be scored (ie: applicable mainly to scenarios involving swinging no-shoots resulting in a shoot through).

9.5 Pistol scoring – cardboard IPSC targets

9.5.1 A target will be defeated with two hits anywhere in the target regardless of caliber

9.5.2 A target with only one hit is not defeated and will incur a 5 second penalty per occurrence

9.5.3 A target with no hits is not defeated and will incur a 10 second penalty per occurrence

9.6 Rifle scoring – cardboard IPSC targets

9.6.1 A target will be defeated with two hits anywhere in the target regardless of caliber

9.6.2 A target with only one hit is not defeated and will incur a 5 second penalty per occurrence

9.6.3 A target with no hits is not defeated and will incur a 10 second penalty per occurrence

9.7 Shotgun scoring – cardboard IPSC targets

9.7.1 Applicable to slugs only. One slug hit anywhere defeats the target (12ga or 20ga)

9.7.2 Cardboard slug targets that are (mistakenly) shot with birdshot (no slug shot) will be deemed “undefeated” and will incur a 10 second penalty.

9.7.3 An undefeated cardboard slug target will incur a 10 second penalty.

9.8 Knock down style targets (i.e. poppers or steel plates) must fall to score. A turned plate is not defeated. Knockdown targets will be calibrated with 9mm Blazer ammunition. Undefeated knock down steel targets will incur a 10 second penalty.

9.9 Frangible targets must break to score. One BB hole or a chip caused by the shot is a break. A frangible target that is knocked off its stand and not chipped or broken will be

considered an undefeated target. Undefeated frangible targets will incur a 10 second penalty.

9.10 Swinging style rifle targets must be struck solidly enough to cause the hidden “flash card” to be visible to the R.O. The RO or spotter designated by the RO will call “Hit” when the target is defeated. No verbal call will be made by the RO or spotter if the target is not defeated (missed). Undefeated swinging rifle steel targets will incur a 10 second penalty.

9.11 Targets other than those referenced above may be incorporated into some stages. Criteria for neutralizing other targets will be clearly noted in the stage’s course description along with penalties for non-defeated targets. The course description may also stipulate different criteria for neutralizing targets noted in 9.5 through 9.10. It is important to pay close attention to the course description.

9.12 Procedural penalties will be assessed as follows.

9.12.1 A 5 second procedural penalty will be assessed for not following the course description such as: Failure to engage a target or engaging a target from outside the prescribed area (ie: shooting box or shooting area). The penalty will be assessed either per occurrence or per target engaged at the discretion of the RO depending on the advantage gained by the infraction.

9.12.2 A 5 second procedural will be assessed for shooting a paper (slug) target with birdshot. This is in addition to the 10 second penalty for failure to neutralize the target if there is no slug hit on the target.

9.12.3 SHOOTING A STEEL TARGET (POPPER OR PLATE) DESIGNED TO BE SHOT WITH BIRDSHOT WITH A SLUG WILL RESULT IN A MATCH DQ.

10. Arbitration Rules & Scoring Disputes

10.1 Administration

Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Effective course design and clear course descriptions will prevent most, if not all, disputes.

10.2 Steel Calibration and Challenges

10.2.1 All reactive steel targets used in the match will be calibrated before shooting begins, to ensure steel falls using 9mm Blazer ammunition

10.2.2 During the match, all challenged steel targets will be shot by the Range Master from within the designated shooting area, not necessarily from the position the shooter attempted.

10.3 Appeals

10.4.1 Decisions are made initially by the stage’s Range Officer.

10.4.2 If the complainant disagrees with a Range Officer's decision, the Range Master and/or Match Director will hear and decide the matter. The decision of the Range Master and/or Match director will be final.