

Steel Challenge Rules

UNIVERSAL GUN SAFETY RULES

- 1) Always treat every gun as if it is loaded.
- 2) Never point a gun at anything you are not willing to destroy.
- 3) Keep your finger off the trigger until your sights are on the target and you are ready to shoot.
- 4) Know your target and what is beyond it.

UNSAFE GUN HANDLING WILL RESULT IN IMMEDIATE DISQUALIFICATION FROM THE ENTIRE MATCH !

Examples, but not limited to:

- A. Endangering any person including yourself.
- B. Pointing muzzle of gun beyond designated “muzzle safe points”
 1. 180 degree rule does NOT exist and is NOT grounds for D.Q.
- C. Handling a loaded firearm except while on the firing line. Unloaded firearms may only be handled in designated, marked (red table) “safe areas”
- D. There are only 3 instances in which a gun may be removed from a holster.
 - 1). While engaging targets in a “Course of Fire” (CoF). Under supervision of a Safety Officer (S.O.)
 - 2). With verbal instruction from a S.O.
 - 3). When in a designated SAFE AREA.
- E. Dropping a loaded firearm. If a participant drops a loaded firearm during the stage or string of fire, the S.O. will yell “STOP”. It will be the task of the SO to pick up the dropped weapon, render it SAFE and unloaded before returning it to the participant. The participant will be disqualified from that event and will be taken to a safe area and counseled and remedial action taken.
- F. Dangerous or repeated “FINGER in the TRIGGER GUARD” violations during Loading, unloading, reloading, drawing, holstering, will result in remedial action.
- G. A premature shot; In the holster, striking behind (up range of) the firing line, into the ground downrange closer to the firing line than 2 yards, or over the berm will result in disqualification from the event. You will be asked to unload and make your weapon safe and pack it up for the duration of the event.

RULES CONTINUED

1. **Dropping an unloaded firearm may incur penalties at the discretion of the S.O. And or the M.D.**
 2. **Pistol or weapon will be loaded only when directed by the Safety Officer.**
 3. **Shock resistant eyewear and ear protection are required to be used by ANYONE at the Range facility.**
 4. **After completing any CoF, the shooter must unload, show clear and re-holster before Turning uprange or leaving the firing line.**
 5. **Pistols used in competition will be serviceable and safe. The MD (Match Director) will Require a competitor to withdraw any pistol observed to be unserviceable or unsafe, In The event that a pistol cannot be loaded or unShoaded due to a broken or failed Mechanism, the shooter must notify the SO, who will then take the action they deem Safest.**
 6. **Fingers must be outside of the trigger guard during loading, unloadin, drawing, re-holstering , while moving (unless engaging targets) or during remedial action.**
 - A. **Failure to comply will result in a penalty**
 - B. **Multiple violations of this rule could result in disqualification from the entire Match at the discretion of the MD.**
 7. **The normal condition of pistols not actually engaged is holstered and unloaded, with the hammer down and magazine removed. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines and speedloaders may be reloaded while off the firing line, but the contestant's firearm may be loaded or unloaded Only under the direction of the SO.**
 8. **All CoF will be started with the pistol holstered and safe , hands clear of equipment as Directed by the SO unless other positions of the pistol are stipulated (table top, drawer, Pack, purse or in the low ready position.**
 9. **Hot and Cold ranges at the club level is subject to the clubs policy, BUT matches Sanctioned by the different bodies at the club are required to be COLD RANGES.**
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RANGE COMMANDS

- A. **LOAD AND MAKE READY**– unholster, insert mag, chamber round, engage safety
- B. **SHOOTER READY**– Shooter responds that they are ready to begin
- C. **STAND BY**– this is to make the shooter aware the CoF is starting live fire
- D. **FINGER** - warning that contestants finger is in the trigger when not supposed to be
- E. **MUZZLE**– muzzle is not pointed in a safe direction
- F. **STOP**– cease fire, stop whatever you are doing, something is deemed unsafe
- G. **COVER**– contestant is not using cover properly
- H. **UNLOAD AND SHOW CLEAR**– eject magazine, pull slide back for inspection
- I. **SLIDE DOWN OR CYLINDER CLOSED**-drop slide or close cylinder
- J. **HAMMER**– drop hammer or pull trigger to put hammer in safe position
- K. **HOLSTER**– put gun back in holster
- L. **RANGE IS SAFE** - the range is now safe to move downrange