

EAGC STEEL MATCH RULES

Section I.

Adapted from Ruger Rimfire Rules

Divisions:

OPEN: Any firearm (pistol or revolver in handgun class) with scopes, optical sights, light gathering

scopes, battery powered optics, lasers, compensator or muzzle brake.

LIMITED: Guns with iron sights. Adjustable sights, fiber optics are allowed but no electronic sights.

Special Recognition Classes are competing for Trophies or Ribbons or special recognition only. There must be five competitors in a special recognition class to award:

Top Lady

Top Youth

Top Junior

Top Senior (over 62)

Cowboy/Cowgirl: Single action revolvers and period lever or pump action rifles with iron sights. All competitors in COWBOY/COWGIRLCLASS must wear a cowboy hat in competition.

Manually Operated: Rifle must be manually operated...bolt action, lever action, slide or pump action and iron sights. Handgun would be double-action Revolver.

Safety: Always follow the basic rules of firearm safety:

1. Learn the mechanical and handling characteristics of the firearm you are using.
2. Always keep the muzzle pointed in a safe direction, and keep your finger off the trigger, until you are ready to shoot.
3. Firearms should be unloaded and securely stored when not in use.
4. Be sure the barrel is clear of obstructions before using.
5. Be sure of your target before you shoot.
6. Wear shooting glasses and ear protection when you shoot.
7. Never climb a tree or fence, or do anything awkward with a loaded firearm.
8. Don't shoot at a hard surface or at water.
9. Never transport a loaded firearm.
10. Avoid alcoholic beverages or drugs when shooting or handling a gun.

ALL COMPETITORS, RANGE WORKERS, AND SPECTATORS (of all ages) ARE REQUIRED TO USE EYE AND EAR PROTECTION.

Important:

No suppressed or full auto firearms are allowed.

Competitors are responsible to ensure that all and any equipment that they bring to the match is fully in compliance with all laws in the jurisdiction where the match is being

held. Competitors are solely and personally responsible for the safety of any and all equipment and ammunition they bring to the match.

Cowboy/Cowgirl class competitors must have two single action revolvers loaded with five (5) rounds in each per string and a rifle capable of holding 10 rounds. The competitor's second revolver shall be placed on a table in front of him or her.

All magazines will be loaded with 10 rounds maximum. Reloads during a string of fire are allowed.

Competitors may start with a round in the chamber.

Tubular fed magazines may load to maximum.

OPEN and **LIMITED** Pistol and Rifle shooters

Personnel:

A Match Director must be established prior to the start of the match. The Match Director will be the final decision maker to settle all controversies after consultation with involved parties (Safety Officer and Competitor). The Match Director will also determine qualification of all Safety Officers. It is suggested that all Safety Officers be recognized by one of the many national organizations sanctioning Safety/Range Officers.

Course Guidelines:

All courses of fire should be designed to be shot with one ten-round magazine and not necessitate a reload. In the event a Competitor lays down one firearm and picks up another to complete a course of fire, the round count must be designed to ensure the first firearm is shot to empty. A firearm loaded and laid down for use during a course of fire must have the safety engaged (if applicable).

Course Design:

Matches must be designed, constructed and conducted with due consideration to safety. Shooting boxes may be used. Course of fire may specify where or when specific target arrays may be engaged. A course of fire may dictate a shooting position or stance.

A handgun course of fire may specify shooting with either strong hand or weak hand.

Safe Angles of Fire - Courses of fire must always be constructed with safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochet.

Minimum Distances - Whenever metal targets or target frames are used, a minimum distance of 20 feet must be maintained.

Target Locations - When a course is constructed to include target locations other than immediately downrange, organizers must protect or restrict surrounding areas to which competitors, officials or spectators have access.

Competitors must not be forced to act in any manner, which might cause an unsafe action. Targets must be arranged so that shooting at them will not cause competitors to breach safe angles of fire.

Movement during a course of fire is to be minimized, if used at all. Part of the purpose of EAGC STEEL events is to attract and encourage beginning shooters. Do not intimidate them with overly complicated courses of fire.

Posted Course of Fire at each stage is mandatory for all EAGC STEEL matches. A match book is not.

Information posted at the stage takes precedence over all other stage descriptions unless otherwise noted by the Match Director or Safety Officer.

A Stage Description must provide the following minimum information:

- Scoring Method
- Targets (type & number)
- Minimum number of rounds
- The firearms ready condition
- Start position
- Time starts: audible or visual signal
- Procedure

Targets should be repainted after each shooter.

Any competitor that experiences a course malfunction or a range problem during or a course of fire will be allowed to re-shoot once the problem is solved.

Not reshooting a course of fire when directed to by the Safety Officer will result in a no score for that stage.

Safety Officers are encouraged to assist the Competitor. Safety Officers may tell a competitor a gun is not loaded or let them restart if it wasn't loaded.

Handling of Firearms and Ammunition:

Firearms are only to be handled when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a Safety Officer.

There will be no loaded firearms on the range other than those loaded at the direction of a Safety Officer in order to complete a course of fire.

Firearm will be loaded and unloaded only on the line under direction of a Safety Officer. Safety areas must be provided where Competitors can clean and check firearms if they are using personal firearms.

No ammunition, or magazine containing ammunition, is to be handled in a safety area. The word "handling" does not preclude Competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the Competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area. Handling live ammunition, loaded magazines or loaded speed loading devices in a Safety Area, will result in a match disqualification.

The Competitor must at all times:

- Keep the finger outside the trigger guard while clearing a malfunction;
- Keep the finger outside the trigger guard during loading, reloading, or unloading; and
- Keep the finger outside the trigger guard while moving during a course of fire.
- Shooter may start with safety of and finger off trigger.

Failure to comply will result in a stage warning. Two warnings on a single stage will result in a stage disqualification.

A Competitor who causes an unintentional discharge must be stopped by a Safety Officer as soon as possible; this results in a stage disqualification.

If at any time during the course of fire, a Competitor allows the muzzle of the firearm to point rearward, that is to break the "180" as defined by the Safety Officer, the Competitor must be stopped immediately. Such an action will result in a stage disqualification.

If at any time during the course of fire, or while loading, reloading or unloading, a Competitor drops a firearm or causes it to fall, loaded or not, it is to be retrieved only by the Safety Officer. Dropped firearms must always be retrieved by a Safety Officer who will, after checking and/or clearing the firearm, place it directly into the Competitor's gun case or gun bag. Dropping an unloaded handgun or causing it to fall outside of a course of fire is not an infraction, however, a Competitor who retrieves a dropped handgun will receive a match disqualification. Dropping a loaded gun will result in a stage disqualification.

Allowing the muzzle of a handgun to point at any part of the Competitor's body during a course of fire (i.e. sweeping) will result in a stage warning. Two warnings on a single stage will result in a stage disqualification.

Two stage disqualifications will result in a match disqualification.

All malfunctions are to be cleared while under supervision of a Safety Officer. No gun is to leave the range until made safe to the satisfaction of the Safety Officer.

Firearms are to be bagged when course of fire is completed and Safety Officer has certified firearm is unloaded and safe.

Range Commands:

"Make ready"

"Are you ready?"

"Standby"

Shooter will begin with audible from timer.

"Load for next string" (if needed)

"If finished unload and show clear"

"Gun clear"

"Bag your gun"

"Range is clear"

Shooting Position:

A Competitor is permitted to take a sight picture with an unloaded firearm once given the command to "make ready".

Handgun Competitor will start with handgun in hand(s), elbows at side with arms and gun barrel parallel with ground. Alternate start position may be by aiming at a designated object (orange cone) down range.

Rifle Competitor will start with stock of rifle touching hip with rifle barrel parallel with ground.

Alternate start position may be by aiming at a designated object (orange cone) down range.

Safety Officer will indicate start position if course of fire mandates something other than standard position. Finger will be off the trigger as shooter awaits start signal.

In a weak hand/strong hand stage, a Competitor who has physical use of only one hand may use the same hand for both weak and strong without penalty.

Stages and Scoring:

The stages are just guidelines. You may become creative. Visit

<http://www.handgunsports.com/AMERICAN-SP.HTM> for more ideas on how to build stages.

Dan Hall has written a scoring program that is quite easy to use. Thanks Dan.

<http://www.cawheelburners.com/matchTools/SteelScorlt.xls>

Section II.

Adapted from Plate Rules from www.handgunsports.com

11. PAINT COLORS

A. WHITE - TARGET PLATES SHALL BE PAINTED BEFORE A PARTICIPANT SHOOTS THEIR 5 STRINGS.

B. STEMS - JUST BELOW THE PLATE.

1) RED - STOP PLATE.

2) GREEN - START PLATE

3) BLUE - OPTION PLATE

4) WHITE OR GRAY - ALL OTHER PLATES

NOTE: A STEM MAY BE PAINTED BOTH RED AND GREEN.
(THE PLATE IS DESIGNATED AS START AND STOP.)

II. PISTOLS, CALIBER AND AMMUNITION:

1. 22'S WILL SHOOT AS OPEN OR STOCK IN SEPARATE CLASSES.

2. SINGLE ACTION REVOLVERS WILL SHOOT AS A SEPARATE SINGLE CLASS.

3. ALL HANDGUNS

A. STOCK HANDGUNS MAY BE PISTOLS OR REVOLVERS.

1) COMPENSATORS OR PORTING ARE NOT PERMITTED.

2) SCOPES, ELECTRONIC SIGHTS, LASER OR OTHER OPTICS ARE NOT PERMITTED.

B. OPEN HANDGUNS DO NOT FALL INTO THE STOCK CATEGORY.

C. ALL AUTO LOADING PISTOLS MUST HAVE A WORKING SAFETY.

4. THE CENTER FIRE CARTRIDGE MINIMUM CALIBER IS .25.
THIS IS BEING DONE TO PROMOTE EXPERIMENTATION FOR STEEL ONLY
HANDGUNS.

5. AMMUNITION:

A. THERE IS NO POWER FACTOR.

B. THERE ARE NO MAGAZINE OR CYLINDER CAPACITY RESTRICTIONS.

C. MULTIPLE PROJECTILES ARE NOT ALLOWED.

D. EXCESSIVE PROJECTILE FRAGMENTATION WILL NOT BE PERMITTED.

E. EXCESSIVE DAMAGE TO THE PLATES WILL NOT BE PERMITTED.

F. THE PARTICIPANT MAY CHANGE AMMUNITION AND CONTINUE.

III. HOLSTERS:

1. ARE REQUIRED FOR ALL CENTER FIRE HANDGUNS EXCEPT
[NH] NO HOLSTER AND [22] CLASSES.

A. THE HOLSTER MUST BE ON OR FORWARD OF THE HIP.

THE MUZZLE OF THE HANDGUN MUST BE POINTED TO IMPACT THE GROUND
WITHIN TWO (2) FEET OF THE PARTICIPANT WHEN THE HANDGUN IS
HOLSTERED.

B. CROSS DRAW, SHOULDER AND BEHIND THE HIP TACTICAL HOLSTERS
WILL NOT BE PERMITTED.

C. THE HOLSTER MUST COVER THE TRIGGER WHEN THE WEAPON IS
HOLSTERED. SINGLE SIX HOLSTERS ARE EXEMPT FROM THIS
REQUIREMENT.

2. [22] AND [NH] CLASSES WILL BEGIN FROM THE READY POSITION.
(GUN POINTED DOWN RANGE AT 45 DEGREE ANGLE TO THE GROUND)

IV. RANGE PROCEDURES:

1. THE SHOOTER WILL BE IN THE SHOOTING BOX OR BEHIND THE FOUL LINE.

2. RANGE OFFICER (RO) - "YOU MAKE TAKE AN UNLOADED SIGHT PICTURE
AND/OR YOU MAY LOAD AND MAKE READY". SIGHT PICTURES WILL NOT BE
ALLOWED AFTER THE FIRST STRING OF FIRE.

3. THE PARTICIPANT SHOULD INDICATE READY BY RAISING HIS HANDS
ABOVE THE SHOULDERS SO THAT HIS WRISTS MAY BE SEEN FROM BEHIND
OR ASSUME THE READY POSITION (CLASSES [NH] OR [22]).

4. RO - "IS THE SHOOTER READY?" OR "ARE YOU READY?"
(1-3 SECOND PAUSE)
5. RO - "STAND BY"
6. THE RO WILL SET TIMER OFF IN 1 TO 3 SECONDS.
7. THE PARTICIPANT WILL THEN ENGAGE THE TARGET ARRAY AS DESCRIBED IN THE STAGE DESCRIPTION.
8. AFTER ENGAGING THE TARGET ARRAY, THE PARTICIPANT SHOULD RE-LOAD OR VERIFY THAT THERE ARE SUFFICIENT ROUNDS REMAINING TO RE-ENGAGE THE TARGET ARRAY.
9. STEPS 3. THROUGH 8. SHALL BE REPEATED UNTIL THE DESCRIBED NUMBER OF ENGAGEMENTS (RUNS OR STRINGS) HAVE BEEN ACHIEVED.
10. RO - "SHOW CLEAR"
11. THE PARTICIPANT WILL:
 - A. PISTOLS
 - 1) REMOVE THE WEAPONS MAGAZINE.
 - 2) MANUALLY CYCLE THE SLIDE TO CLEAR THE LAST ROUND FROM THE CHAMBER.
 - 3) CHECK THE CHAMBER TO INSURE THE WEAPON IS CLEAR.
 - 4) HOLD THE SLIDE TO THE REAR AND SHOW THE WEAPONS CHAMBER FOR THE RO TO VERIFY CLEAR.
 - 5) RELEASE THE SLIDE.
 - 6) POINT THE WEAPON DOWN RANGE AND RELEASE THE HAMMER TO THE FORWARD POSITION. (SQUEEZING THE TRIGGER IS PREFERRED)
 - B. REVOLVERS WITH ACCESSIBLE CYLINDERS
 - 1) ACCESS THE CYLINDER.
 - 2) REMOVE ALL CARTRIDGES.
 - 3) SHOW THE LOADING SIDE OF THE CYLINDER FOR THE RO TO VERIFY CLEAR.
 - 4) CLOSE THE CYLINDER.
 - C. REVOLVERS WITH LOADING GATES
 - 1) OPEN THE LOADING GATE.
 - 2) REMOVE ALL CARTRIDGES.
 - 3) SHOW EACH CYLINDER POSITION FOR THE RO TO VERIFY CLEAR.
 - 4) CLOSE THE LOADING GATE.
12. THE RO WILL INFORM THE PARTICIPANT THAT THE WEAPON IS CLEAR AND TO EITHER HOLSTER OR BAG THE WEAPON.

13. THE WEAPONS HAMMER SHALL ALWAYS BE IN THE FORWARD POSITION (FIRED) BEFORE THE WEAPON IS STOWED.

V. SCORING MATCHES:

1. TARGETS MUST BE HIT IN EACH STRING TO SCORE.
2. PLATES (INCLUDING OPTION PLATES) MUST BE HIT BEFORE THE STOP PLATE.
3. HITTING THE STOP PLATE ENDS THE STRING.
4. TARGET SCORING ENDS WHEN A STOP PLATE IS HIT.
5. TOTAL TIME IS FROM THE START BEEP UNTIL THE LAST SHOT.
6. A BULLET MAY NOT SCORE A HIT ON MORE THAN 1 TARGET.
7. A STEM HIT IS THE SAME AS A MISSED TARGET.
8. ELECTRONIC TIMERS WITH .01 SEC RESOLUTION MAY BE USED FOR SCORING.
9. A PARTICIPANT WHO BEGINS THEIR DRAW OR RAISES THEIR WEAPON BEFORE THE BEEP SHALL BE VERBALLY WARNED AND ALLOWED A RE-START. THE NEXT INFRACTION SHALL BE A FIVE (5) SECOND PENALTY.
10. TIMERS WILL NOT BE REVIEWED FOR THE FIRST HIT WHEN A STOP PLATE RECEIVES MULTIPLE HITS.
11. PENALTIES ASSESSED BY THE STAGE DESCRIPTION OR RULE INFRACTION SHALL BE ADDED TO THE TOTAL TIME. THE TIME LOGGED MAY NOT EXCEED 30 SECONDS PER RUN.
12. THE RO MAY APPOINT ONE OR MORE PARTICIPANTS TO ASSIST IN SCORING THE TARGETS AND ENGAGEMENT SEQUENCE.
13. MATCH RESULTS ARE DETERMINED BY:
 - A. ADDING THE STAGE RECORD TIMES.
 - B. ADDING THE PARTICIPANTS STAGE TIMES.
 - C. DIVIDE THE STAGE RECORD TIME SUM BY THE PARTICIPANTS STAGE TIME SUM. (STAGE RECORD TIME SUM/PARTICIPANT STAGE TIME SUM = %)
 - D. THE PARTICIPANT STAYS IN THE GROUP (O)PEN OR (S)TOCK IN WHICH THEY SHOT. CLASSIFIED PARTICIPANTS STAY WITHIN THEIR CLASS. (U) ARE ASSIGNED IN THE ORDER THEY FINISHED WITHIN THE GROUP WHICH WILL ASSIGN THEM TO A CLASS.

VI. ALIBI'S:

1. TWO (2) ALIBI'S WILL BE PERMITTED PER MATCH DAY FOR EACH WEAPON SHOT.
2. THESE ARE FOR JAMS AND AMMUNITION RELATED FAILURES.
3. THE PARTICIPANT WILL BE PERMITTED TO RE-SHOOT THE RUN.
4. SPEED PLATES IS A TEST OF THE PERSON NOT THE EQUIPMENT.

VII. SAFETY RULES:

1. COLD RANGES RULES WILL APPLY.
 - A. WEAPONS MAY ONLY BE HANDLED IN A DESIGNATED SAFE AREA OR
 - B. ON THE FIRING LINE UNDER THE DIRECT SUPERVISION OF THE RO.
 - C. THE RO'S PRIMARY RESPONSIBILITY IS TO INSURE THE SAFETY OF THE PARTICIPANTS.
2. THE READY CONDITION OF PISTOLS IN THE SHOOTING BOX WILL BE:
 - A. 22'S - LOADED, SAFETY OFF, GUN POINTED DOWN RANGE AT 45 DEGREE ANGLE TO THE GROUND. FINGER OUT OF TRIGGER GUARD.
 - B. SINGLE ACTION REVOLVERS:
HAMMER FULLY DOWN - IF EQUIPPED WITH A SAFETY TRANSFER BAR.
HALF COCKED - IF EQUIPPED WITH A SAFETY NOTCH.
ON EMPTY CHAMBER - IF THE FIRING PIN CONTACTS THE PRIMER WITH THE HAMMER DOWN.
 - C. DOUBLE ACTION REVOLVERS - HAMMER FULLY DOWN. NO HALF COCKS.
 - D. PISTOLS:
 - 1) SINGLE ACTION - HAMMER FULLY COCKED WITH THE THUMB SAFETY ON SAFE.
 - 2) DOUBLE ACTION - SAFETY ON. MAY NOT BE CARRIED FULLY COCKED. ON "READY" IF THE SAFETY MECHANISM DROPS THE HAMMER WHEN THE SAFETY IS ACTUATED.
3. EYE PROTECTION IS MANDATORY FOR ANYONE AT THE RANGE DURING STEEL SHOTS. RO'S WILL STOP ANY SHOOTING IF ANY PERSON PRESENT AT THE STAGE DOES NOT HAVE EYE PROTECTION.
4. HEARING PROTECTION IS RECOMMENDED.
5. THE WEAPON WILL BE OUT OF THE HOLSTER WHEN RELOADING.

VIII. DISQUALIFICATION (DQ):

1. ANY ONE OF THE FOLLOWING:

- A. BREAKING A LINE WHICH EXTENDS LEFT AND RIGHT FROM THE FRONT OF THE SHOOTING BOX (OR LINE) WITH THE MUZZLE OF A LOADED WEAPON. (BREAKING THE 180).
- B. A DIRECT LINE IMPACT OF A FIRED PROJECTILE WITHIN A RADIUS OF NINE FEET OF THE SHOOTER. (ACCIDENTAL DISCHARGE OR AD).
- C. FIRING ABOVE THE SAFETY BERMS. (SHOOTING INTO THE AIR).
- D. LEAVING THE FIRING LINE WITH A LOADED PISTOL.
- E. DROPPING A LOADED PISTOL.
- F. ANY SHOT IN THE HOLSTER.
- G. ANY ACCIDENTAL DISCHARGE (AD).
INCLUDING DISCHARGES WHILE LOADING AND CLEARING THE WEAPON.
- H. ANY SHOOTER WHO DISPLAYS DISRUPTIVE BEHAVIOR OR IS ABUSIVE (VERBAL OR OTHERWISE) TOWARD ANY OTHER PERSON AT THAT MATCH.

2. ANY TWO OF THE FOLLOWING:

NOTE: AN UNLOADED WEAPON HAS BEEN VERIFIED AS EMPTY BY THE RO BEFORE THE INCIDENT OCCURS.

- A. BREAKING THE 180 LINE WITH AN UNLOADED WEAPON.
- B. HANDLING AN UNLOADED WEAPON BEHIND THE FIRING LINE.
- C. DROPPING AN UNLOADED WEAPON.
- D. PICKING UP A DROPPED UNLOADED WEAPON EXCEPT UNDER SUPERVISION OF THE RO.

3. A RO MAY DISMISS A PARTICIPANT FOR ANY UNSAFE ACT.

4. GRIEVANCES WILL BE SETTLED BY THE MATCH DIRECTOR.