

## **Steel Challenge --- Rimfire & Centerfire**

Steel Challenge is the drag racing of pistol shooting. The fastest wins.

There will be 4 stages with 5 steel targets on each.

Steel Challenge scoring is simple:

Your time is your score; lowest time wins.

Each stage consists of five targets, commonly referred to as plates. Four are standard plates, and the fifth is designated as the stop plate. Each of the standard plates must be hit at least once before hitting the stop plate, to avoid incurring penalties. Competitors may fire as many rounds as they deem necessary for each string of fire. The worst string on each stage will be thrown out, and the total of the remaining times will be the competitor's score for that stage. The total of a competitor's stage times will be his/her score for the match. Total time for all stages will determine the order of finish for final standings— lowest time wins. The best four out of five strings will be counted as the total score for each stage, except for Outer Limits, which will be the best three out of four strings. The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

The start position is standing within the box. When the competitor is ready, they will assume the required start position to indicate their readiness to the Range Officer. The competitor must remain still and in the appropriate position until the start signal. In centerfire handgun competition, hands are to be held in the "surrender" position with wrists and hands above the shoulders and fully visible from behind. For those competitors not comfortable with drawing from the holster, the low ready position will be available but a penalty will be imposed and added to each string of fire. The amount of the penalty will be determined and disclosed prior to the start of the match.

In the Rimfire pistol, there will be an aiming point (marker, cone, flag, or sign) centered downrange directly in front of each shooting box 10' away and a maximum of 2' high. For Showdown and Outer Limits an aiming point will be placed in front of each shooting box. The competitor, while waiting for the start signal, must be pointing/aiming their gun at the aiming point with their finger off the trigger and the finger outside of the trigger guard. Each firearm may start with the hammer cocked and, if applicable, with the safety off. Rimfire Pistol Open: This is the Rimfire race division. All legal Rimfire firearms are allowed. Optics and Compensators are specifically allowed.

Rimfire Pistol Iron Sights: Any Iron-sighted Rimfire pistols without optic sights. Fiber-optic sight inserts are specifically allowed.

Centerfire Pistol Open All legal firearms are allowed. Optics and Compensators are specifically allowed.

Centerfire Pistol Iron Sights Any iron-sighted pistol without a compensator, barrel ports, or optical sight. Fiber optic inserts are specifically allowed.

Revolver classes: Rimfire and Centerfire: Optic Sight Revolver: A revolver equipped with Electronic / Optical Sights.

Iron Sight Revolver: A revolver equipped with iron sights. Fiber optic inserts are specifically allowed.

We may combine classes to have enough competitors to award pins.