

Steel Plate Duel :

This is a pistol match that will be fun for all. Reactive steel targets at reasonable distances, cheap ammo, inexpensive firearms and low recoil. The targets are 4" to 10" steel plates in various shapes (circles, squares, triangles, diamonds) that ring and fall when you hit them. **There will be two sets of targets set up with equal number of plates.** Two shooters will be firing simultaneously at the start signal and the first shooter to clear his/her respective targets will be declared the winner. The winners name will be placed in the winner bracket, the loser in the loser bracket and we will continue shooting until we have a champion. This will be a double elimination so even those in the loser bracket will have another chance to redeem oneself. If the match goes fast we could possibly shoot more than one match of the rimfire and/or centerfire.

We will not distinguish between types of guns, i.e. revolver, semi-auto, open, iron sights but we could possibly handicap the open class guns if we feel the need to keep it competitive. 10 round maximum for all guns, rimfire and centerfire. You will need at least one extra magazine/ speed loader.

The times will not be scored only wins / losses on the bracket chart.

This will be similar to the dueling tree with the exception that it is being done will rails and plates.

As this is the first time we have held this type of match, we reserve the right to make changes to the procedure as we see fit on match day.

. Since this is a steel plate match all participants and spectators must wear safety glasses at all times. Get

Steel Plate Duel Rules

1. SAFETY:

- **When line is called "COLD" firearms may not be touched by anyone. Magazines** or speed loaders may be loaded at any time.
- **While firing and reloading you must keep the muzzle of the firearm pointed downrange.** First offense will result in a warning by the RO. Second offense will result in your disqualification from the match.
- Firearms must be brought to and from the firing table unloaded, magazines out with the slide locked back or the cylinder out. When moving firearms, the muzzle must be kept pointing up.
- Eye and ear protection is required for all competitors; eye protection is required for spectators (ear protection is recommended).
- Only the competitors and Range Officer are allowed at the firing table. (Exception: Coaching is allowed for new shooters, coaches must stand on the opposite side as the RO.)

. SHOOTING PROCEDURE:

- When line is called "HOT", the competitors bring their firearm and magazines or speed loaders to the shooting table. Semi-autos will start with the magazine in and round chambered. Revolvers start with the cylinder loaded and closed. The RO will then give the following commands.
 1. ARE THE SHOOTERS READY?" (This is a question, if you are not ready say so.)
 2. THE SHOOTERS WILL ACKNOWLEDGE IF THEY ARE READY
 3. THE RANGE OFFICER WILL GIVE THE COMMAND "STAND BY" "FIRE"

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Continue to engage targets reloading as until all shoot targets are down or until you expend all your ammunition. When reloading you must keep your muzzle pointed downrange. - When completed unload your firearm, show it is empty to the RO and place it back on the shooting table. Semi-autos must remove the magazine and lock the slide back. Revolvers must empty the cylinder and leave it open. DO NOT leave the shooting station.

- The line will only be called "COLD" when all firearms are unloaded and laying on the shooting table. After the line is called "COLD" the shooters will go downrange and reset their targets. - When all shooters have returned from resetting their targets, the RO will call the range "HOT" and the previous shooters will remove their firearms and other equipment and the next shooters will bring their firearms to the shooting table.

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7. **MALFUNCTIONS/EQUIPMENT PROBLEMS:** No make ups with this match. The winner advances per the brackets on the chart.