

Section 1 Range Rules

1.1 Cold Range: The range is “cold” All firearms will be kept UNLOADED except on the firing line under the direct supervision of a Match Officials.

1.1.1 Semi-autos must have chamber and magazine well empty.

1.1.2 Revolvers must have all chambers/cylinders empty.

1.1.3 If a competitor is thought to be in violation of the COLD RANGE rule, a Range Officer will escort the competitor to a safety area and direct them to “unload and show clear”. If the firearm is found to be loaded, the competitor will be disqualified from the match.

1.2 Safety Equipment: Eye and Ear protection is required for all shooters and spectators in the fenced in range area. Individuals observed without eye or ear protection will be required to leave the shooting area until such eye and ear protection is worn.

1.3 Dress Code: Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or objectionable will be asked to leave the range facility. The Match Director will have final authority regarding garments deemed offensive or objectionable.

Section 2 General Match Rules

2.1 Competition Divisions: Competition divisions are intended to provide a vehicle for recognition within the match by firearm characteristics (firearm types). It is the shooters responsibility to properly declare correct division prior to the start of the event.

2.2 Competition Categories: Competition categories are intended to provide a vehicle for recognition within the match by personal characteristics (age or gender). It is the shooters responsibility to properly declare their competition category. prior to the start of the event.

2.3 Scoring Responsibility It is the shooters responsibility to provide the correct scorecard for each stage, event and entry division, and to verify their scores as written on the scorecard when finished shooting each stage.

2.3.1 Any questions regarding the scores entered on the scorecard should be directed to the Range Officials on the stage before signing the scorecard.

2.3.2 When the scorecard is signing by both the competitor and Range Officer it is definitive and cannot be changed, other than to correct math errors or by mutual consent of the Match Director and the competitor.

Section 3 Competitor Equipment Rules

3.1 Holsters: In general, holsters shall be mounted in the general vicinity of the waist, must cover the trigger, and must safely hold/retain the gun.

3.1.1 All pistols Centerfire or Rimfire must be holstered or cased when not on the firing line.

3.1.2 Drawing from concealment is not allowed.

3.2 Changing Equipment: The same gun and holster must be used throughout a specific match.

3.2.1 If there is a mechanical problem requiring a change of equipment, equipment similar to original equipment may be used as a replacement, subject to the approval of the Match Director.

3.3 Ammunition Carriers: Each competitor is expected to come to the firing line ready to shoot, the appropriate amount of ammunition. At least two magazines or speed-loaders are recommended. A competitor may have an assistant to help them in reloading if needed. This will help in delays on the line. If a competitor is not ready when they arrive on the shooting line the Ranger Officer can move them down the shooting order until they are ready.

3.4 Handicapped/Disabled Competitors: Handicap/disabled competitors must seek and obtain approval from the Range Master for any waiver in relation to the type and/or place of shooting equipment. The Range Masters decision regarding the safety and suitability of such equipment will be final.

Section 4 Competitor Ammunition Rules

4.1 All ammunition used in competition must be safe, serviceable and appropriate for the firearm being used.

4.1.1 No multiple-projectile or magnum loads allowed.

4.1.2 Any ammunition deemed unsafe or likely to damage the targets will be removed from use.

Section 5 Stage Procedures and Range Commands

5.1 Shooter Responsibility: When called to the firing line, it is the shooter's responsibility to come to the line prepared to shoot, and familiar with the stage procedures and range commands. If a shooter is unsure of or unable to comply with stage procedures or range commands they should direct questions to the Range Officer before entering the shooting box.

5.1.1 Leaving the Line: No contestant may leave the firing line position until the firearm has been unloaded, inspected and cleared by the Range Officer. The firearm will then be holstered or placed in pistol case.

5.2 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 in the appropriate position until the start signal.

5.2.2 In both centerfire and rimfire competition, there will be an aiming point (flag) centered downrange directly in front of each shooter's box, approximately 10' away and 2' high. The competitor while waiting for the start signal, must be pointing/aiming their gun at the flag with the finger OFF THE TRIGGER.

5.3 Range Commands: The Range Officer will direct the shooter using the following commands:

5.3.1 "Make Ready" Under the direct supervision of the Range Officer, the competitor must face down range and prepare their handgun. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

5.3.1.1 The "Make Ready" command signifies the start of the competitor's attempt at the stage. Once the "make ready" command has been given, the competitor must not move away from the start location without the prior approval, and under the direct supervision of the Range Officer.

5.3.1.2 Sight Pictures: The competitor will have a maximum of two minutes after the "Make Ready" command to prepare themselves for the run, sight pictures will only be done at this time.

5.3.2 "Are You Ready??" The lack of any negative response from the competitor indicates that he/she fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are you ready" command, he/she must state not ready.

5.3.3 "Stand By" This command should be followed by the start signal within 1 to 4 seconds.

5.3.4 Start Signal At the audible start signal the competitor is to begin their attempt at the course of fire. If a competitor fails to react to the audible start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are you Ready?".

5.3.5 "Prepare for your next string" After the completion of a string, if the shooter has not completed the required number of strings, he/she will be instructed to prepare for the next string. The shooter should reload if necessary and assume the appropriate start position.

5.3.6 "Stop" Any Range Official assigned to a stage may issue this command at any time. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

5.3.7 "If you are finished, unload and show clear" After the completion of the final string, the Range Officer will issue this command. If the competitor has finished shooting, he must lower his handgun, completely unload it and present it for inspection by the Range Officer with the muzzle pointed down range.

5.3.7.1 Semi-automatic firearms must be presented with magazine removed; slide locked back or held open, and chamber empty.

5.3.7.2 Revolvers must be presented with the cylinder swung out and empty.

5.3.8 “If clear, case/holster firearm” After issuance of this command, the participant is prohibited from firing. While continuing to point the handgun down range the competitor must perform a final safety check of the handgun as follows:

5.3.8.1 Centerfire self-loaders – release the slide and pull the trigger (without touching the hammer or decocker, if any)

5.3.8.2 Rimfire self-loaders, show clear and holster or case

5.3.8.3 Revolvers: close the empty cylinder (without touching the hammer, if any)

5.3.8.4 If the gun proves to be clear, the competitor must holster/case their handgun.

5.3.8.5 If the gun does not prove to be to be clear, the Range Officer will resume the commands from Rule “If you are finished” 5.3.7

5.3.9 “Range is Clear” This declaration signifies the end of the stage. Once the declaration is made, officials and competitors may move forward to score/paint targets.

5.4 Equipment Malfunctions: Should a competitors equipment malfunction, the stage of five will be scored, the range shall be cleared per 5.2.8 and the competitor will be allowed to retire for repair or replacement of the equipment. The Range Officer will proceed with the next competitor.

5.4.1 The Range Officer will retain the competitor’s scorecard until such time as the competitor returns to resume his attempts at the stage.

5.4.2 In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Range Officer. Under no circumstances will a competitor leave the firing line with a loaded firearm. See section 8.2.1.3

5.5 Target Painting All targets are to be painted white and will be repainted prior to each contestant’s first run on each course of fire.

Section 6 Scoring

6.1 General Principles RARGC scoring is simple: YOUR TIME IS YOUR SCORE! Each stage consist of fire targets, commonly referred to as plates. Four are standard plates, and the fifth is designated as the STOP PLATE. Each of the standard targets 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 competitors score that stage.

The total of a competitor’s stage scores will be his score for the match. Total score for all stages will determine the order of finish for final standings.

6.2 Maximum Time The maximum time allowed for an individual string is 60 seconds. Any hits made after the maximum time allowed will not be counted. The competitor will be stopped and asked to reload if they reach the 60 second limit.

6.2.1 The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

6.3 Misses (Standard Plates): Any standard plates which has not been hit before the stop plate will count as a MISS. Each miss on a standard plate will result in a 3 (three) second penalty, added to the shooter's time for that string.

6.3.1 When a Range Officer scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string. The Range Officer will go downrange to inspect the target.

6.3.2 If the bullet has left a clear mark on the edge or face of the plate, it will be scored as a hit. If there is no discernible mark, it will be scored as a miss. See 6.4

6.3.3 If the competitor still feels the call is in error, he may appeal to the Range Master. The Range Master's call will be final and no further appeals will be allowed with respect to the scoring decision. Once the next string of fire has begun, there will be no further opportunity to appeal the Range Officers call.

6.4 Misses (Stop Plate): If the stop plate is not hit, the score for that string is 30 seconds. It is the competitor's responsibility to stop the time by hitting the stop plate with a clear hit on the edge or face of the plate.

6.5 Scoring Methods: RARGC Steel Shoot Out events will be scored by "sound" (sound-actuated shot timers)

6.6 Tie Scores (Stage): Should a tie for first place on any stage occur, the fastest single run of that particular stage will be used to break the tie. If still needed, the second-fastest and third-fastest runs will be used to break the tie.

6.7 Tie Scores (Match) Should a tie for overall placement occur, the competitor with the most stage wins (among the tied competitors) will be used as the tie-breaker. If there is still a tie (2 tied competitors both win 3 stages), the fastest **Outer Limits** stage score will determine the winner, should Outer Limits not be available, prior to the match, a stage will randomly be selected by the Match Director.

6.8 Final Scores: Scores will not be considered final until the complete scores have been posted for inspection by the competitors for one hour.

Section 7 Penalties

7.1 Procedural Penalties:

7.1.1 "False Start": A competitor who is creeping (e.g. moving towards a more advantageous shooting position prior to the start signal) shall receive a 3 second procedural penalty.

7.1.2 “Foot Faults”: A competitor who fires a shot while touching the ground outside the appropriate shooting box is considered to be “faulting” that box. Shots fired while “faulting” a box will result in a 3 second penalty for each string that a fault occurs.

7.1.2.1 Placing the foot on top of the raised surface of the shooting box itself is not a “foot fault”. A “foot fault” only occurs when the touches the ground outside the box.

7.1.3 “Designated Targets”: Some stages will require that designated targets must be shot from specific shooting boxes. Failure to hit each target from the correct shooting box will result in a 3 second penalty for each occurrence.

7.1.3.1 If the shooter fires and leaves Box A, then realizes they missed and/or hit the plates out of sequence and returns to Box A and continues to shoot, there will be no penalty.

7.1.3.2 Any plates it from the wrong shooting box will be scored as Misses unless the shooter subsequently takes corrective action prior to hitting the stop plate by shooting the plates from the correct box. Once the stop plate is hit time stops and all appropriate penalties apply.

7.1.4 “Procedural Errors”: a competitor whose actions are in violation of specified stage procedures is considered to have committed a “procedural error”. “Procedural errors” will result in a 3 second penalty for each occurrence.

7.1.4.1 Improper movement or failure to move on stages where movement is required would be considered a procedural and a 3 second penalty applied.

Section 8 Safety Rules and Disqualification

8.1 Disqualifications: General Principles: Persons who have been disqualified may not shoot during the remainder of the event. However, completed match scores will still count.

8.2 Disqualification: Safety Violations: The following will be grounds for an automatic disqualification from the event.

8.2.1 Unsafe gun handling

8.2.1.1 Pointing a firearm up range (breaking the 180 degree line)

8.2.1.2 Dropping a firearm, whether loaded or unloaded, at any time during a course of fire.

8.2.1.3 Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.

8.2.1.4 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the competitor’s gun case, bag or holster. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm will receive a match disqualification.

8.2.1.5 “Sweeping” or pointing the muzzle of a firearm at any part of any person’s body.

8.2.1.6 “Moving” (taking more than one step) with finger inside the trigger guard.

8.2.1.7 “Finger on the trigger during reload, unloading, loading or during remedial action.

8.2.2 Accidental discharge

8.2.2.1 Any discharge while loading/unloading/reloading or lowering the hammer.

8.2.2.2 Any shot fired outside of timed string.

8.2.2.3 Any shot fired into the holster or into the ground within 10 feet of the contestant.

8.3 Disqualification – Other Violations: The following will be grounds for an automatic disqualification from the match

8.3.1 Prohibited Substances

8.3.1.1 Any use of alcohol, non-prescription drugs, non-essential, or performance enhancing drugs, regardless of how they are taken or administered is prohibited. And is considered an extremely serious offense. Automatic disqualification and removal from the Rosebud Arrow Rod and Gun Clubs property will be immediate.

8.3.2 Unsportsmanlike behavior:

8.3.2.1 Competitors will be disqualified and immediately removed from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct, but not limited to are: cheating, dishonesty, failing to comply with reasonable directions of a Match Official, interference with operation of of a course of fire, removing or tampering with other competitors equipment.

Appendix A Competition Divisions

A.1 General Principles: All shooters compete for overall placement in the match, In addition to overall placement, shooters may also compete for Division-specific awards based on equipment type.

A.2 (R)Revolvers – Any iron sighted revolver.

A.3 (SA) Semi-automatic Pistols – Any semi-automatic pistol rimfire or centerfire, with open or any sights or scope.

Appendix B Competition Categories

B.1 General Principles: All shooters compete for overall placement in the match. In addition to overall placement, shooters may also compete for Category-specific awards based on personal characteristics.

B.1.2 Competitors may only enter one category.

B.2 (G) Guy – any guy 18 to 64 years old.

B.3 (L) Lady – any lady 18 to 64 years old.

B.4 (Y) Youth – any youth 12 to 17 years old.

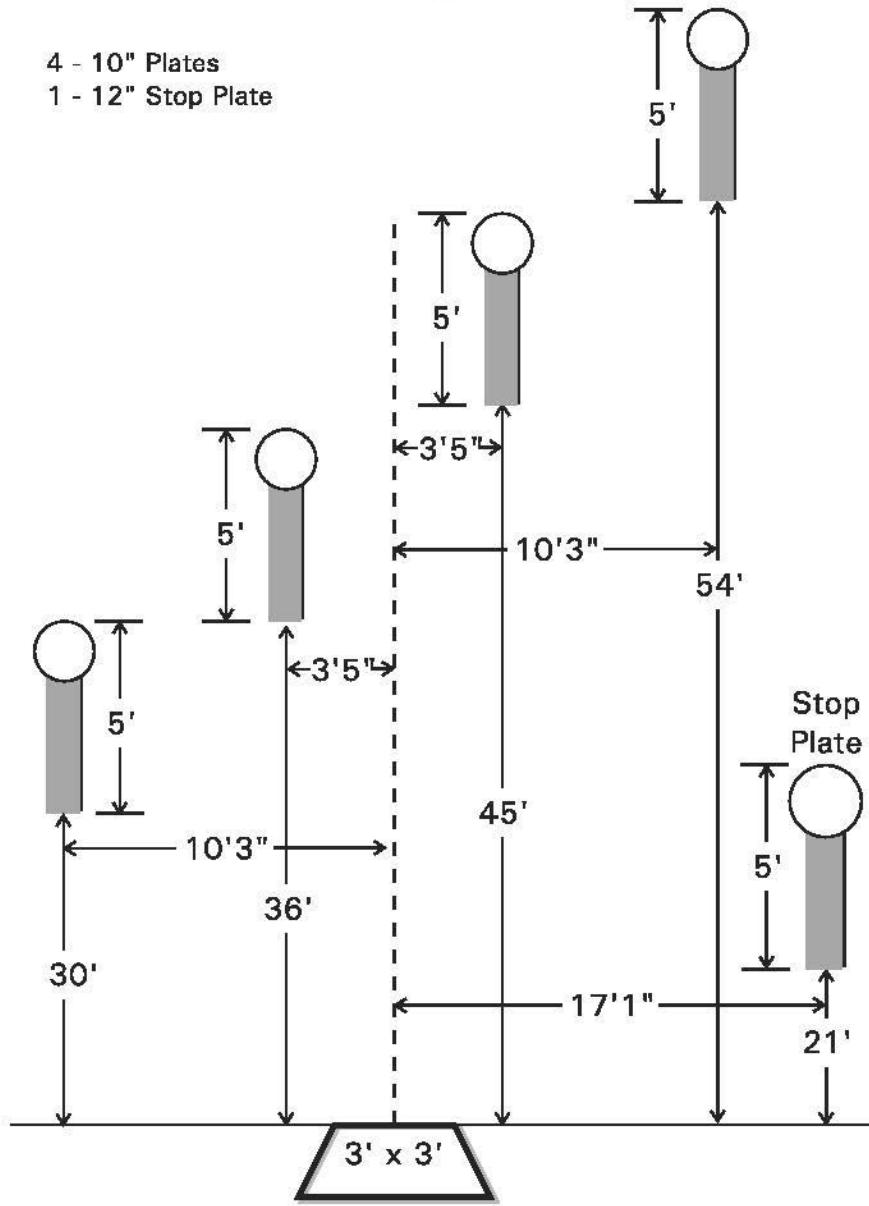
B.5 (SG) Senior Guy- any guy that is 65 or older

B.6 (SL) Senior Lady- any lady that is 65 or older

APPENDIX E1 – Stage Diagrams

E1.1 – Five to Go

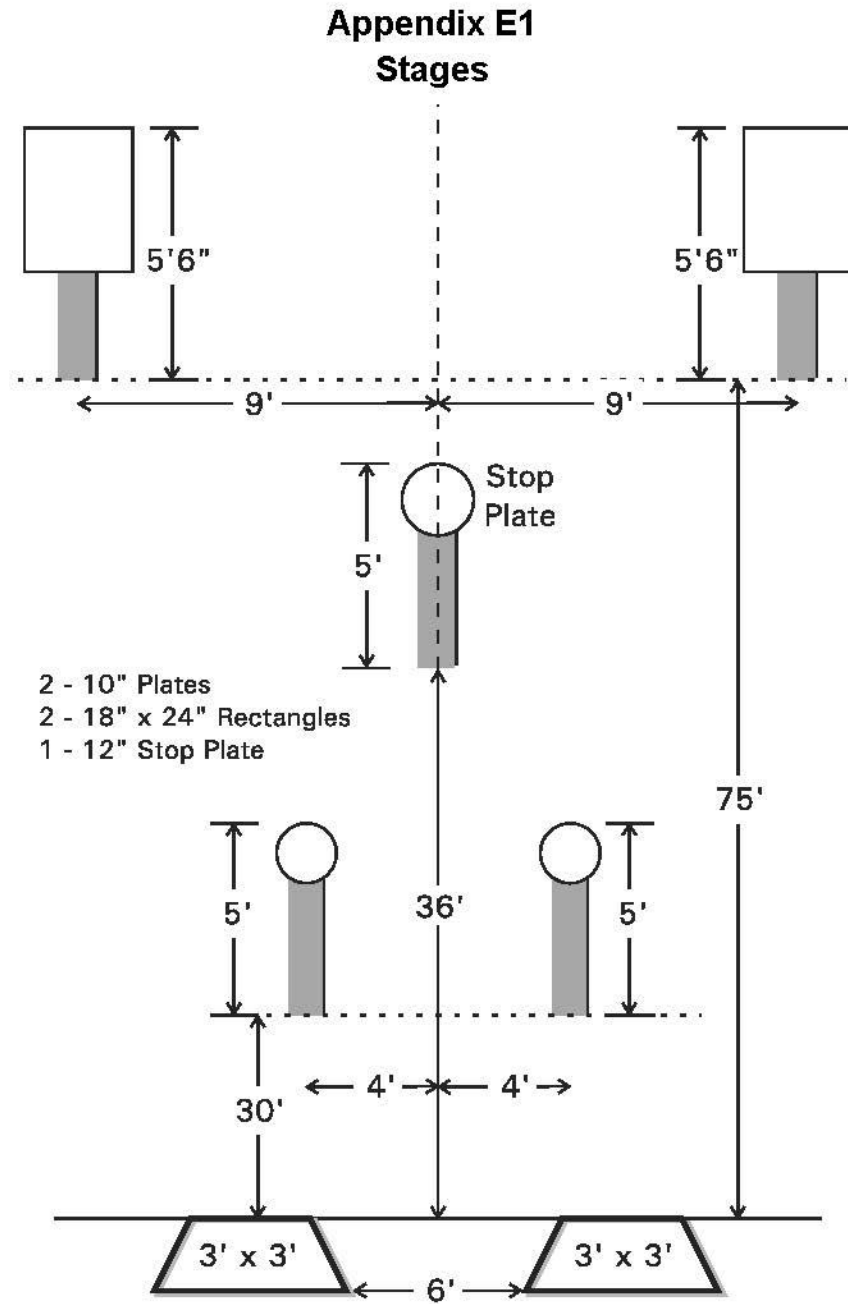
Appendix E1 Stages



Five To Go

Best 4 of 5 runs

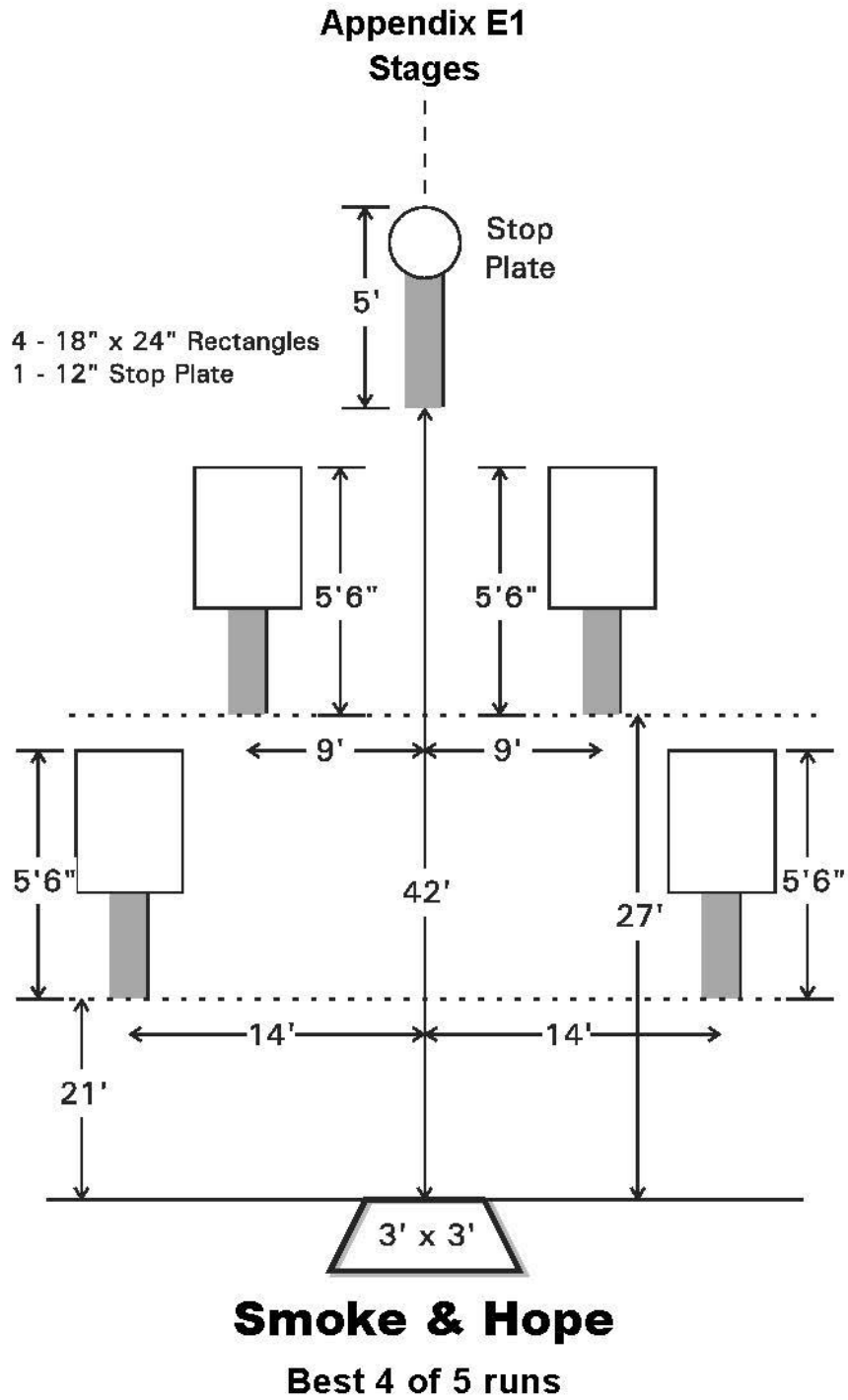
E1.2 – Showdown



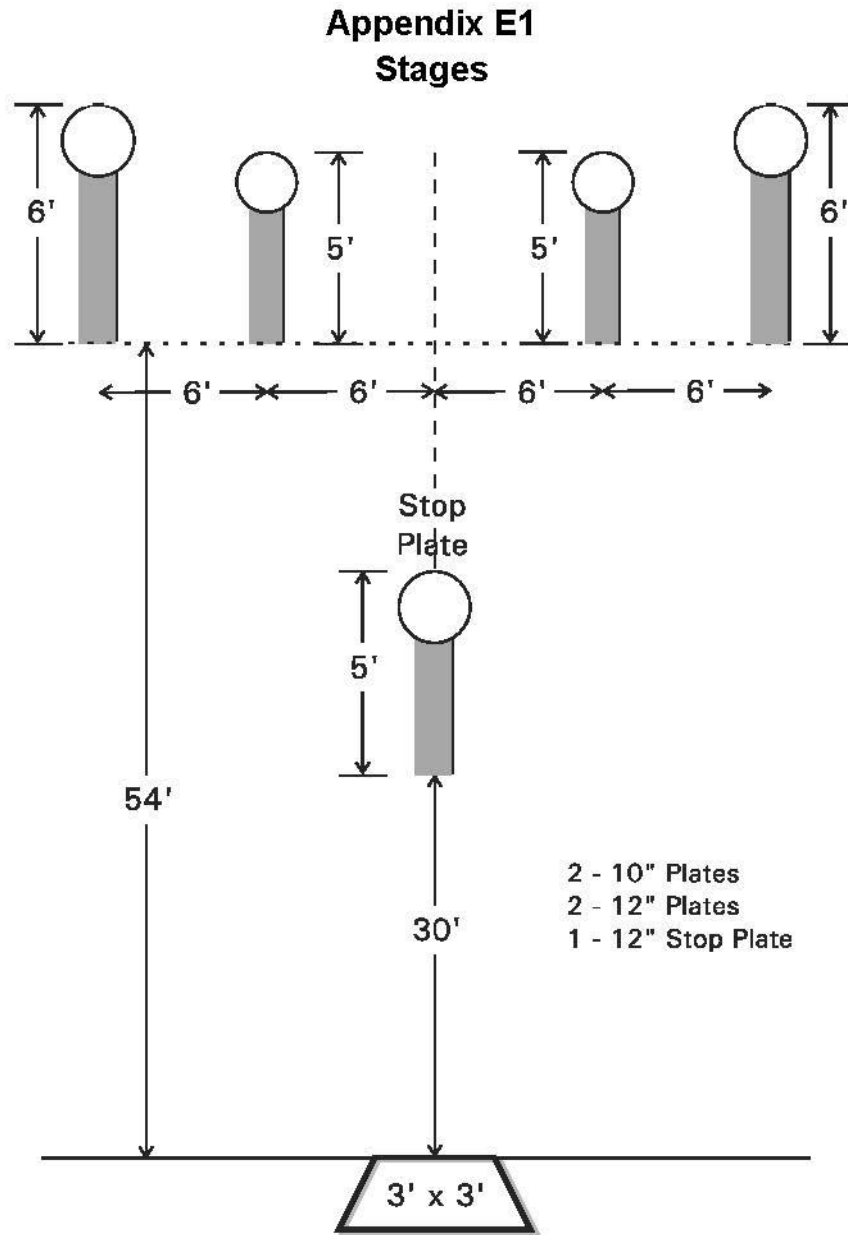
Showdown

Best 4 of 5 runs

E1.3 – Smoke & Hope



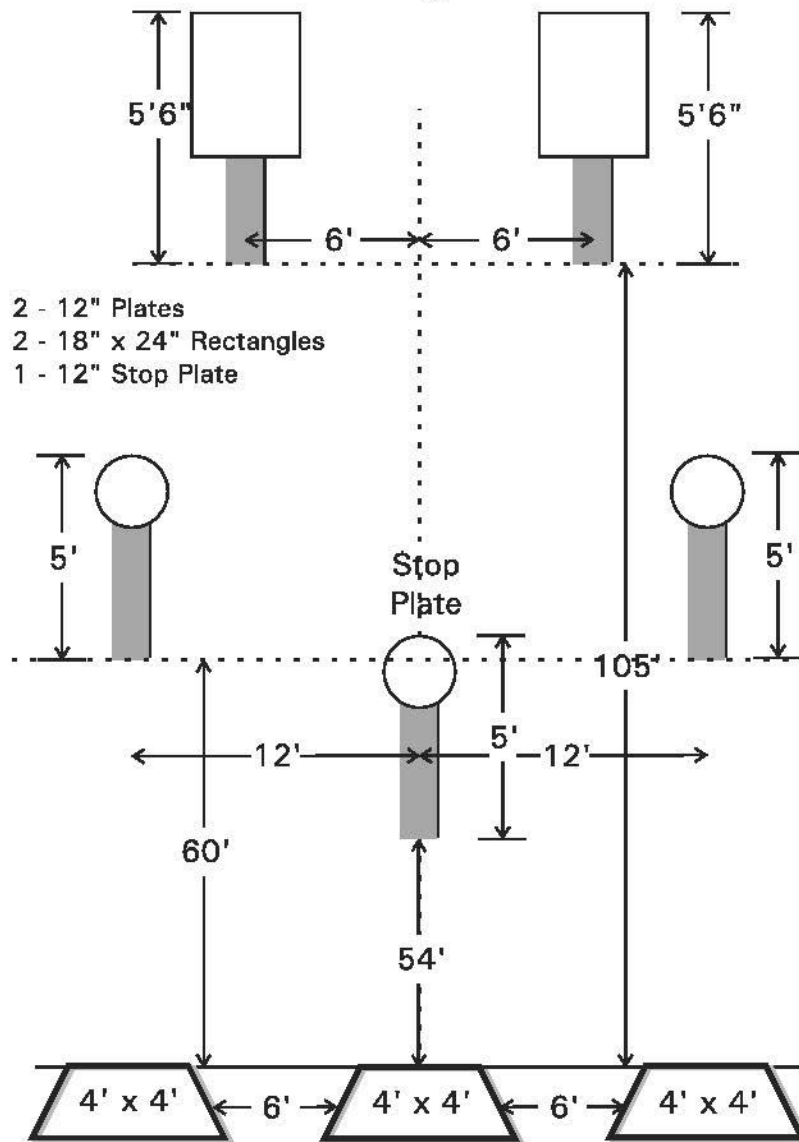
E1.4 – Pendulum



Pendulum
Best 4 of 5 runs

E1.5 – Outer Limits

**Appendix E1
Stages**

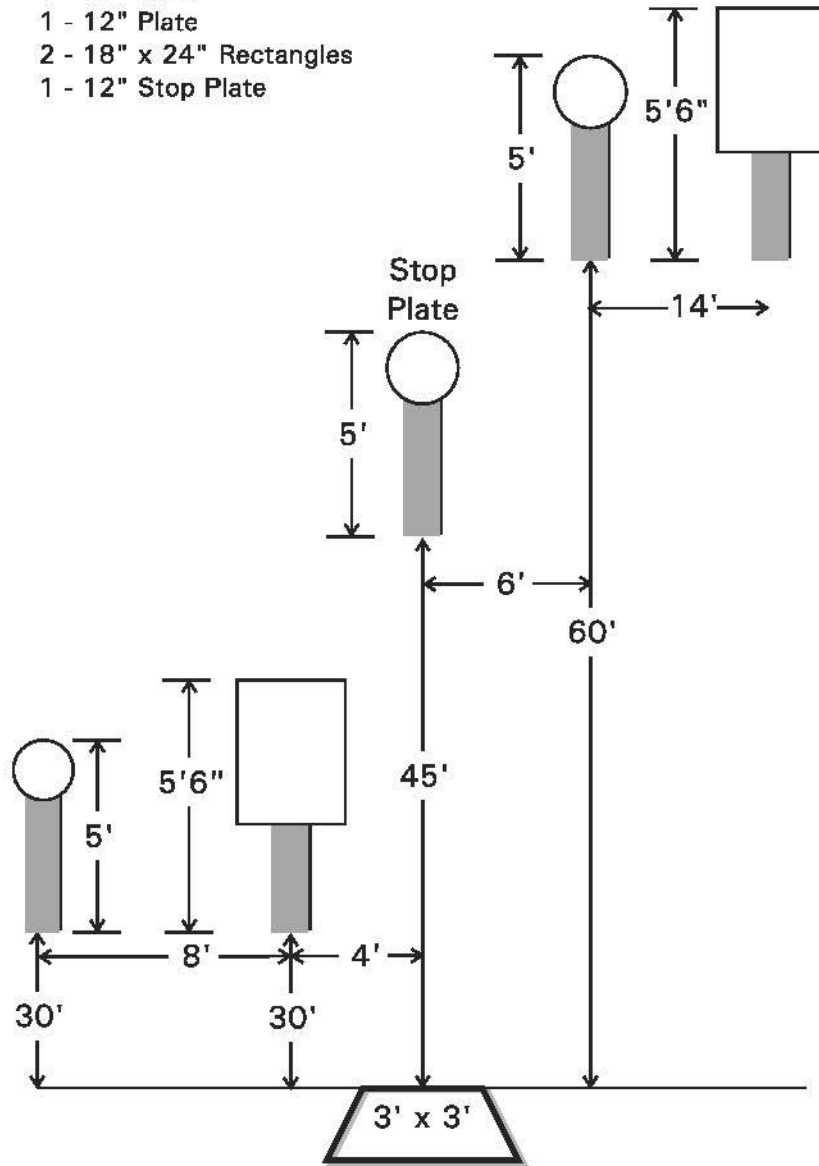


Outer Limits

Best 3 of 4 runs

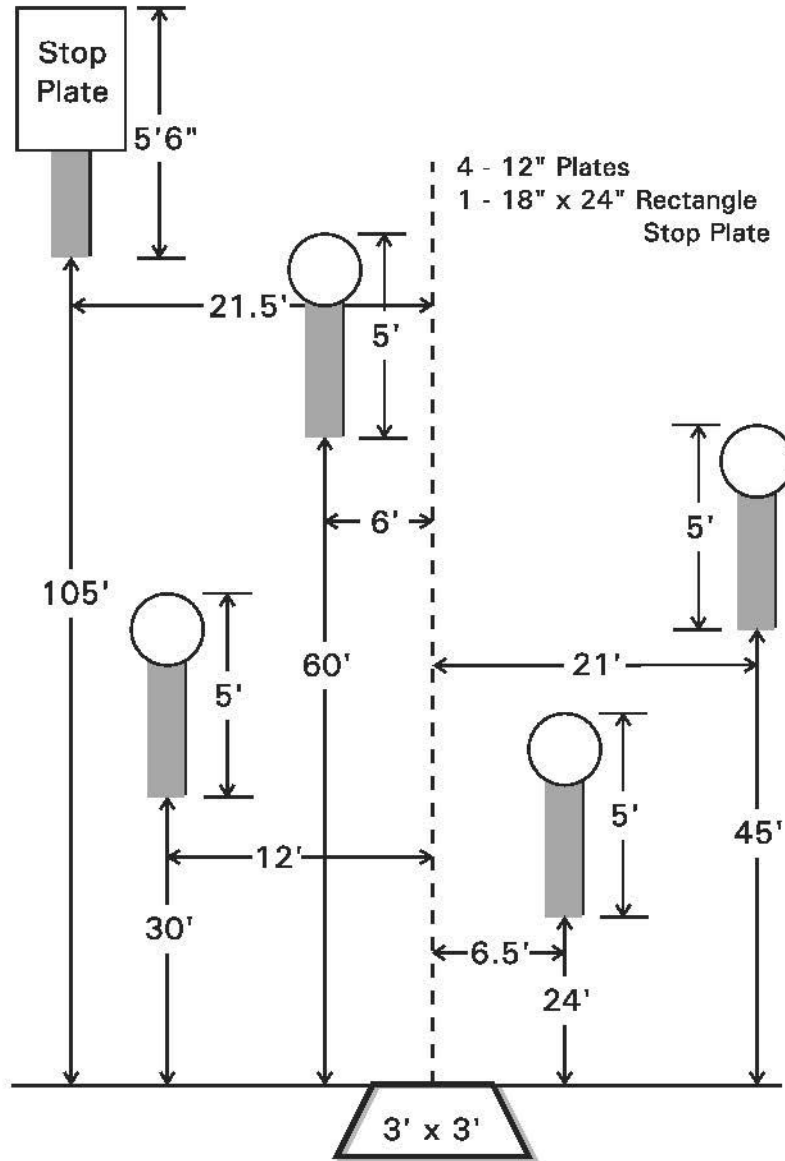
Appendix E1 Stages

- 1 - 10" Plate
- 1 - 12" Plate
- 2 - 18" x 24" Rectangles
- 1 - 12" Stop Plate

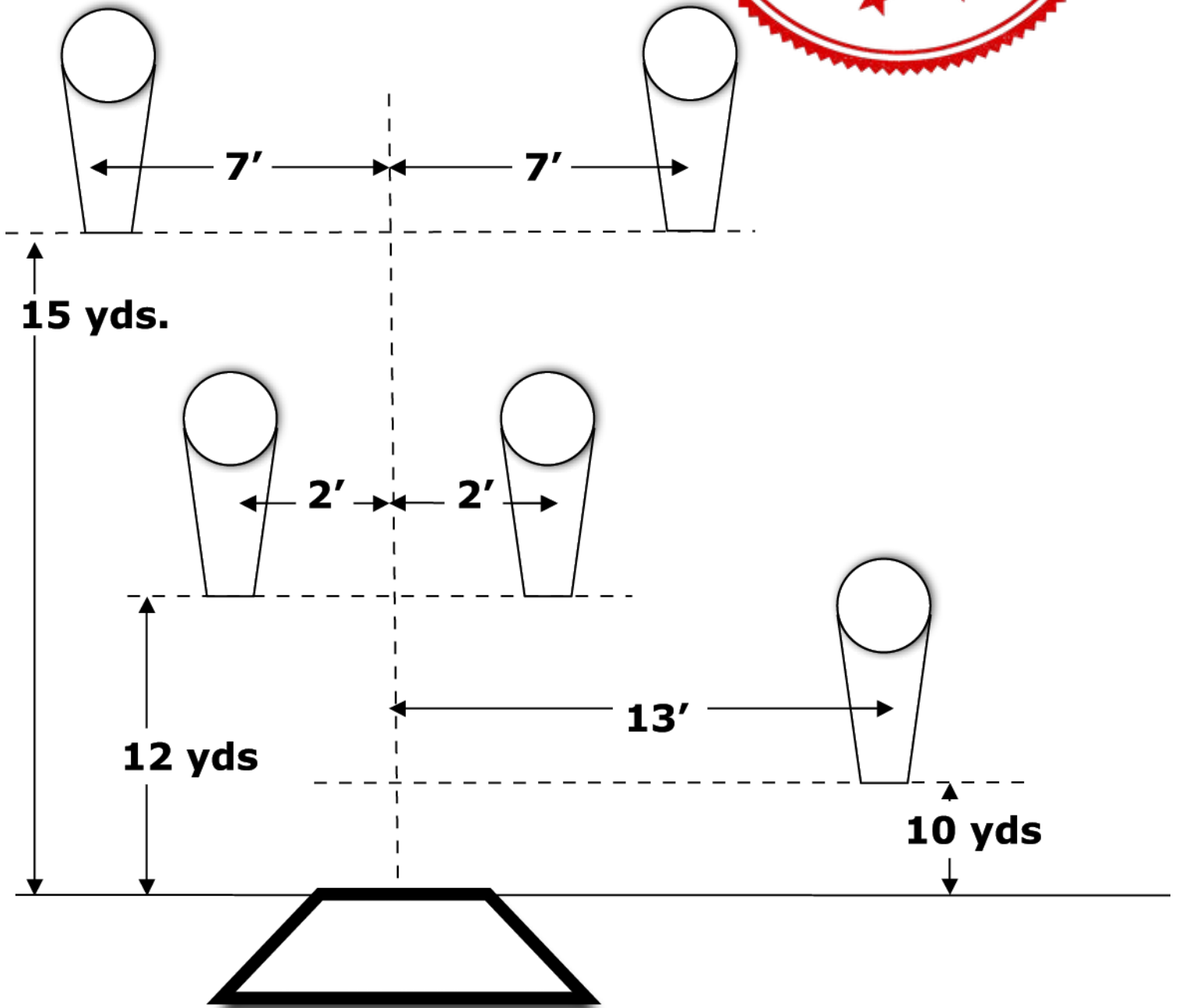


Accelerator Best 4 of 5 runs

Appendix E1 Stages

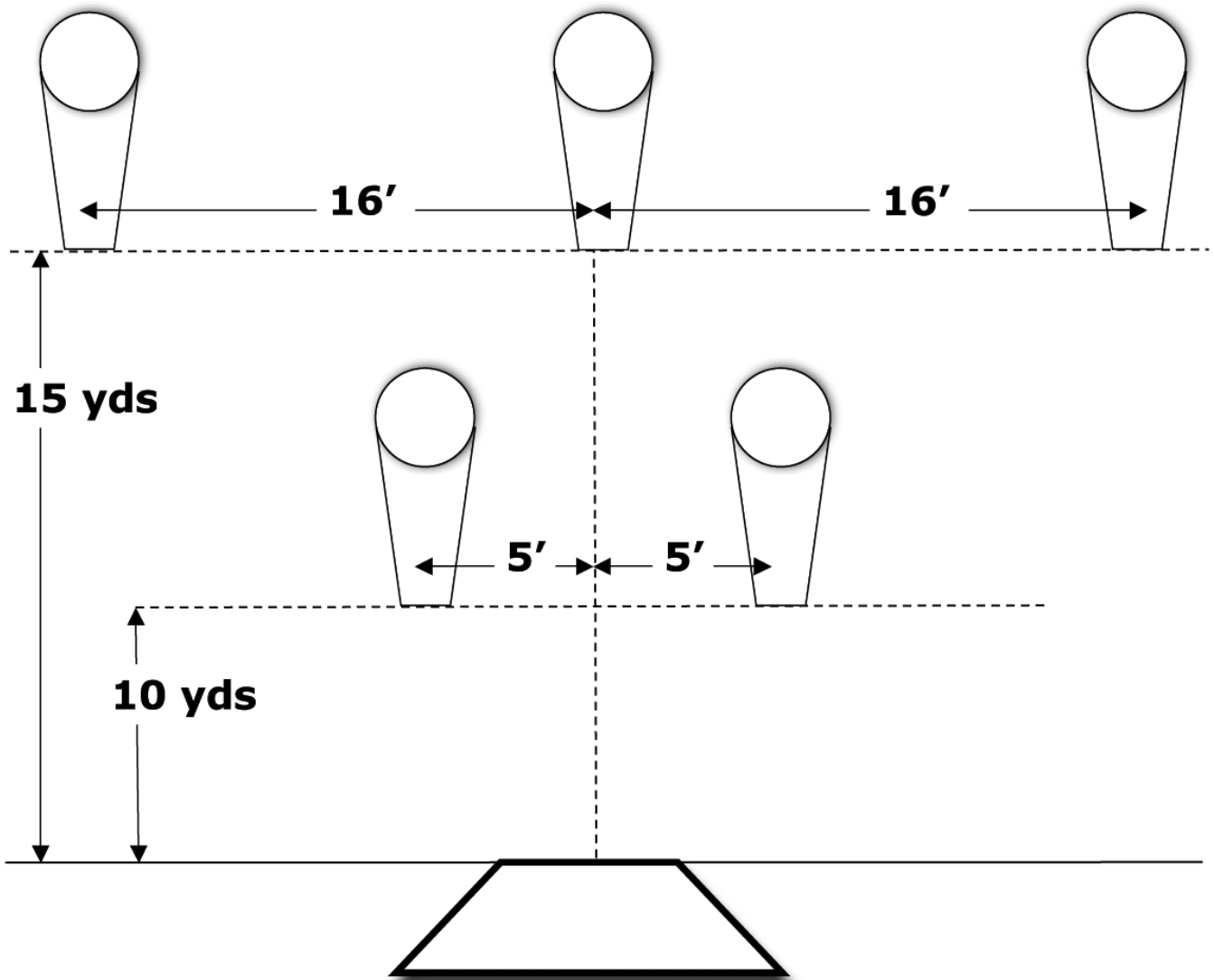


Speed Option Best 4 of 5 runs



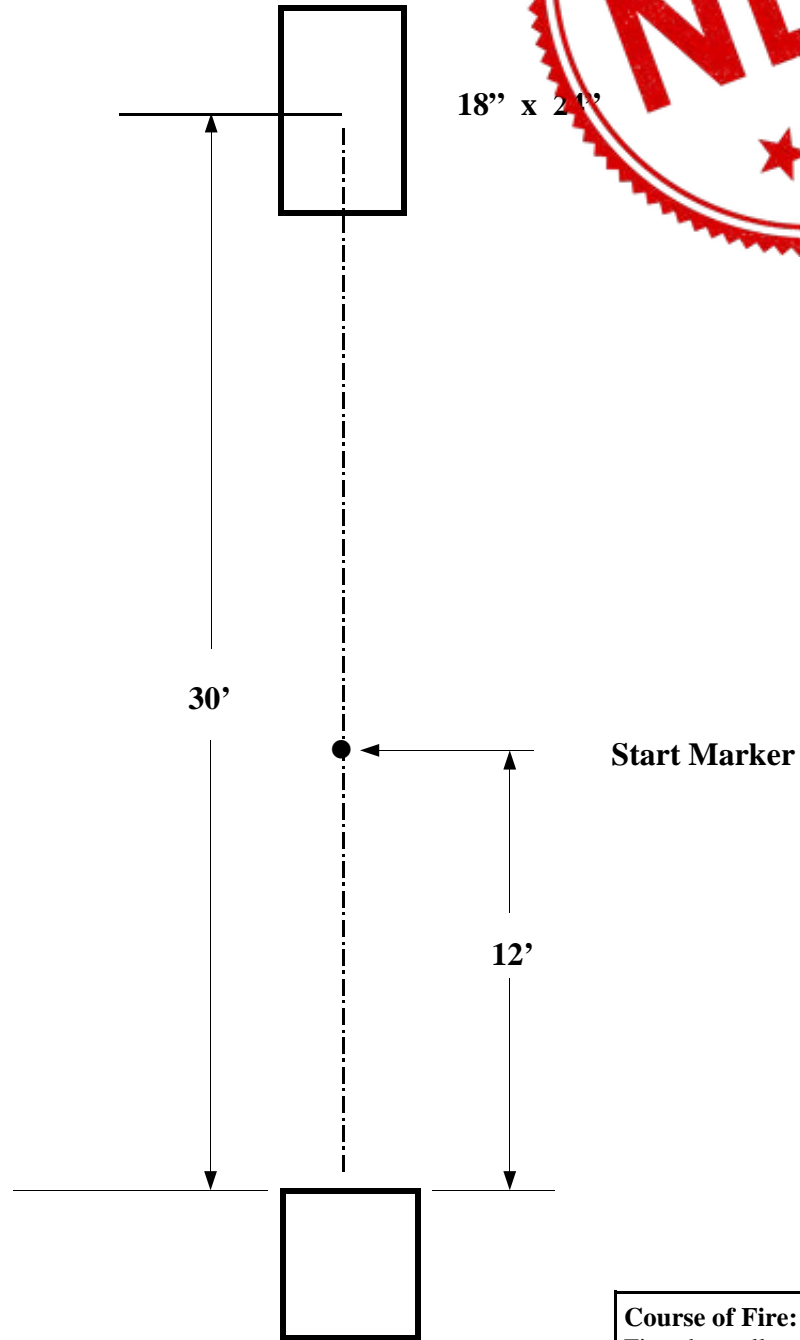
OUTSIDER

Start Position: Low Ready



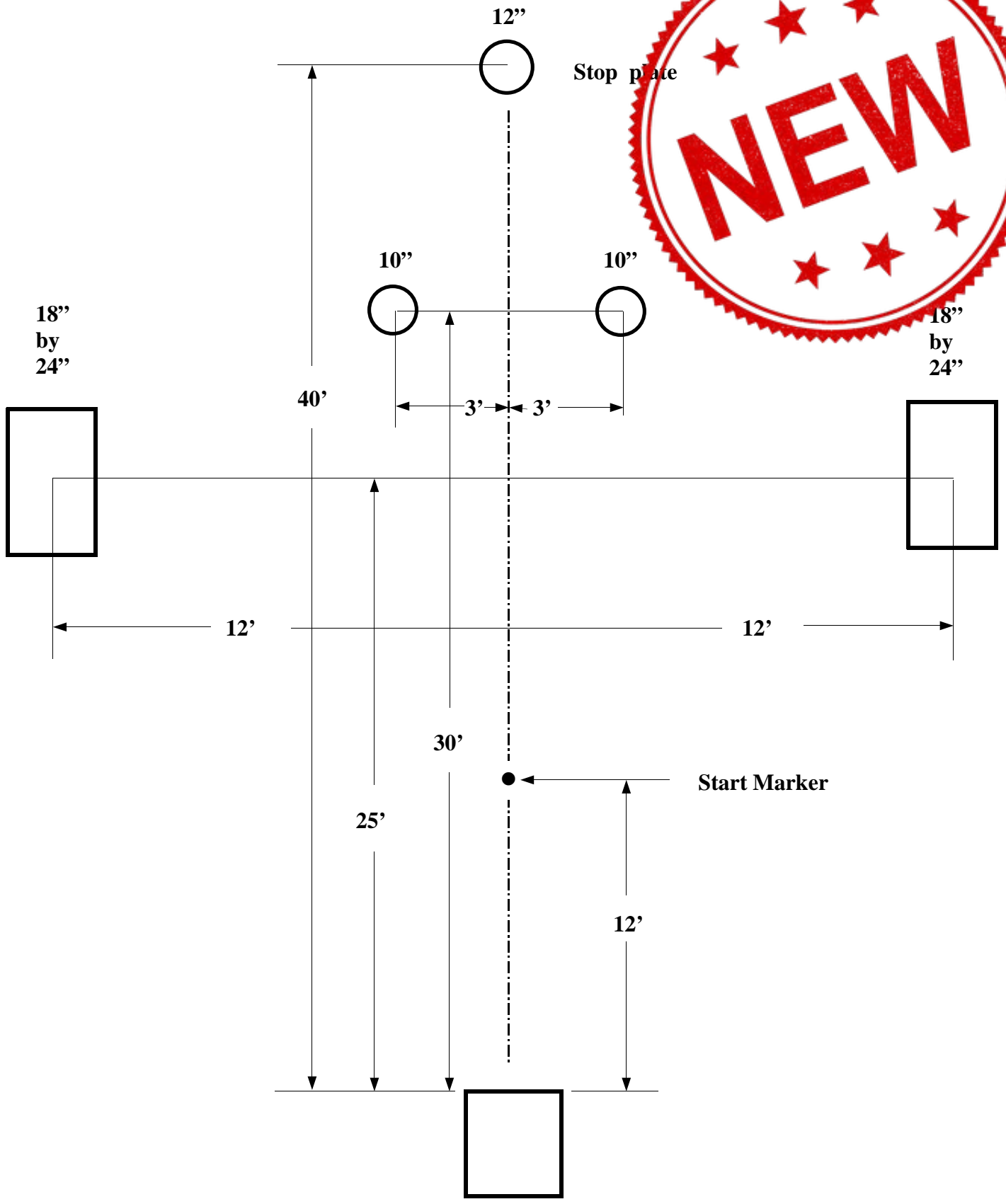
FALLING W

Start Position: Rested Ready

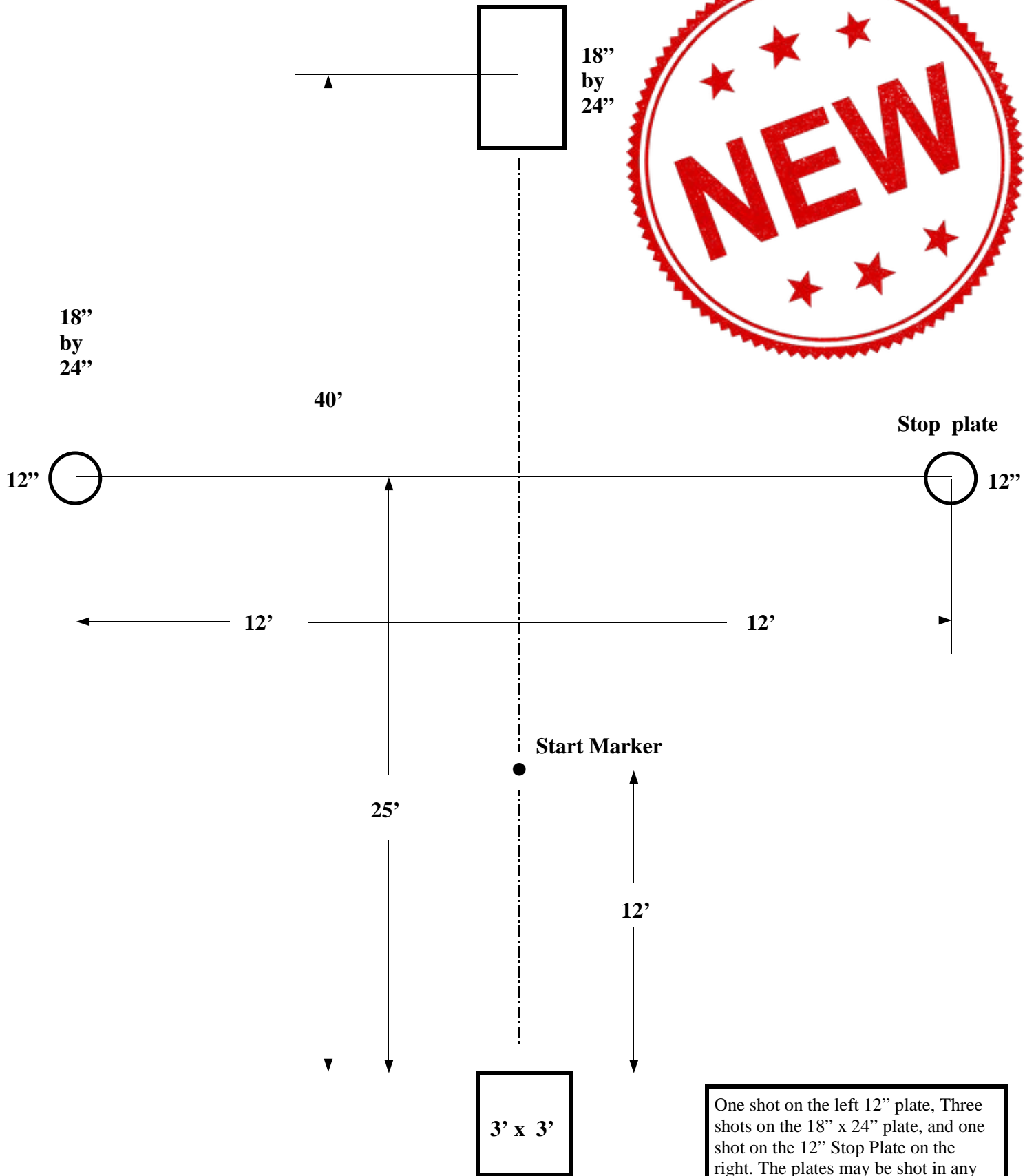


Course of Fire:
Five shots all on the same
plate. Fast, fun, and popular!

Drag Race
International Steel
Shooting Association

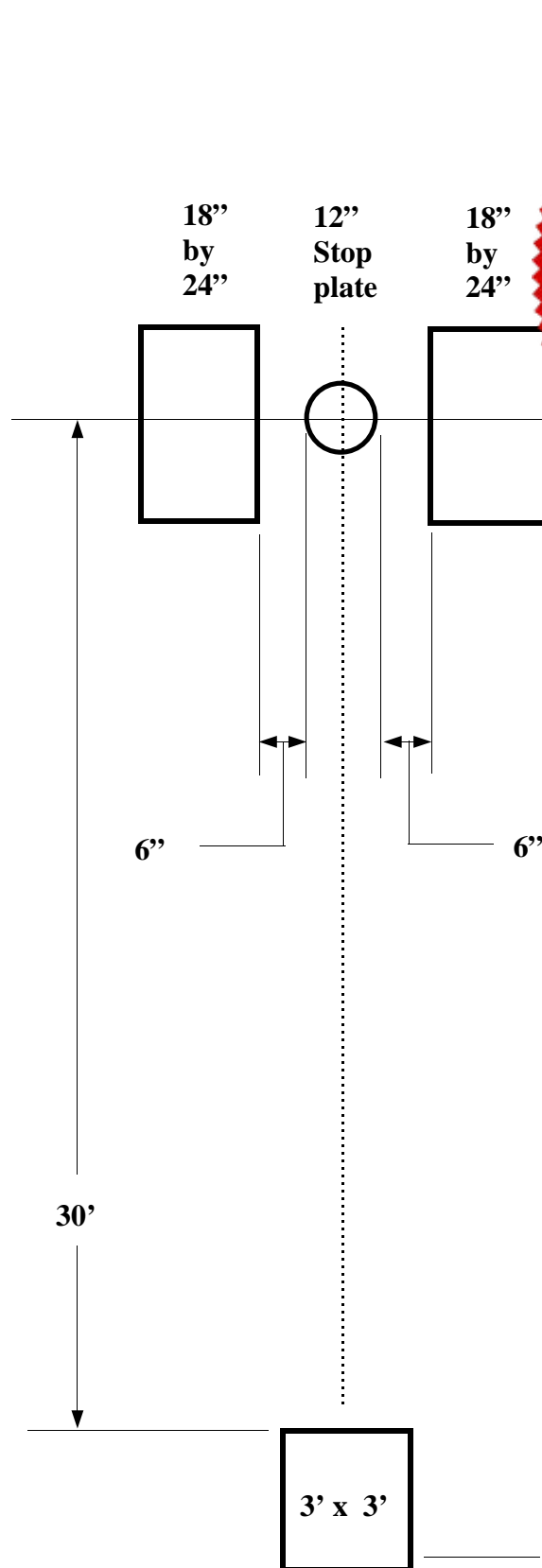


Time Tunnel
International Steel
Shooting Association



One shot on the left 12'' plate, Three shots on the 18'' x 24'' plate, and one shot on the 12'' Stop Plate on the right. The plates may be shot in any order, provided that the Stop Plate is shot last.

Triple Trouble
International Steel Shooting Association



Two shots on each 18'' x 24'' plate, and one shot on the 12'' Stop Plate in the middle. The plates may be shot in any order, provided that the Stop Plate is shot last.

Start position for rimfire pistol and rifle is with the muzzle pointed at the stop plate. Start position for all draw classes is the standard holstered/ Surrender position.

Top Shot

Rimfire One Second Club
 Centerfire Draw Two Second Club

International Steel Shooting Association