

1. .22 Steel Match.

- 1.1 .22 LR cal. only.
- 1.2 4 to 5 stages. (depending on weather)
- 1.3 5 Strings per stage. (slowest time dropped)
- 1.4 Four divisions. (shooters can only enter 2 divisions)
 - Rifle, Iron Sights
 - Rifle, Optics
 - Pistol, Iron Sights
 - Pistol, Optics
- 1.5 Fault line for Rifle divisions will be 16 yards from closest steel target.
Fault line for Pistol divisions will be 11 yards from closest steel target.

2. Safety.

- 2.1 This is a “Cold Range” match. All firearms will be unloaded with empty magazine wells.
- 2.2 Safety Glasses must be worn at all time by all persons on the range during this match. Hearing protection is strongly encouraged.
- 2.3 Firearms must be “bagged” in a range bag (pistols) or in a long gun bag (rifles). If a ‘bag’ is not available the firearm must have a visible empty chamber flag and the firearm must be carried with the muzzle up or down at all times.
- 2.4 The shooter must follow all commands from the Range Safety Officer.
- 2.5 Other than moving from stage to stage, moving to a “Safe Area” or moving to the firing line shooters may not handle

their firearms. Violations will result in a match disqualification (DQ).

- 2.6 When a shooter is called to the shooting line the shooter may move to the firing line with their firearm as described above (2.3)
- 2.7 Shooter must follow all range commands from the RSO.
- 2.8 While on the firing line and handling a firearm (loaded or unloaded) the 180 degree rule is in effect. If the shooter breaks the 180 degree rule with an unloaded firearm the shooter may receive a verbal warning or a match DQ, depending on the severity of the violation (this will be at the RSO and the Match Director's discretion). Breaking the 180 degree rule with a loaded firearm will result in a match DQ.
- 2.9 When the shooter is on the firing line and has a loaded firearm, the shooter's trigger finger must be outside the trigger guard until the start buzzer has sounded and the shooter is engaging the targets. After the shooting string is complete the trigger finger must be outside the trigger guard (the trigger finger must be outside the trigger guard unless engaging targets). The shooter will be given a one verbal warning if the trigger finger is not outside the trigger guard of a loaded firearm when not engaging targets. The second offence will result in a Procedural Penalty for that string of fire. The third offence will result in a match DQ.
- 2.10 When the shooter has completed the stage and the command to "unload and show clear" has been given the shooter must unload their firearm and show the RSO a clear magazine well and a clear chamber. When the firearm is unloaded and clear to

- the RSO satisfaction, the command to 'bag' or 'flag' the firearm will be given and the shooter may move off the shooting line with their firearm as described above (2.3)
- 2.11 During the un-bagging and bagging procedure if the shooter's hand passes in front of an unloaded firearms muzzle no penalty will occur. However, if the muzzle of a loaded firearm passes over a body part of the shooter, RSO or any person on the range the shooter will receive a match DQ and may be banned from this match at the Match Director's discretion.
 - 2.12 Steel targets will not be engaged closer than 10 yards. A steel target that is shot at a distance less than 10 yards will result in the shooter receiving a match DQ.
 - 2.13 Safe Areas are located throughout the range and may be used by shooters to handle their firearms, check function, or change batteries in optics. No ammunition is allowed in the Safe Areas, a person with a firearm and ammunition in a Safe Area will receive a match DQ.

Any questions concerning safety, rules, or match procedures should be directed to the Match Director.

Safety is the first concern and safety will always come first.

Range Commands

“Clear Down Range” or “Range is Clear”

No person is forward of the firing line.

“Range is Hot”

No person is allowed forward of the firing line.

“Make Ready”

Shooter may handle firearm, turn on optics, take sight picture and load firearm. (Muzzle of firearm must always be pointed down range)

“Shooter Ready”

Shooter has loaded firearm and has muzzle pointed at start cone.

“Stand By”

Await start signal. (3 to 5 seconds after the “Stand By” command is given)

“Finger”

Move finger outside the trigger guard.

“Muzzle”

Shooter has move the muzzle of the firearm close to the 180 degree line.

“STOP” or “Cease Fire”

Stop all action and await further instructions form the RSO.

“Unload and Show Clear”

Remove the magazine, open the bolt or slide. Show the RSO a clear mag-well and a clear chamber.

“Flag and Bag”

Insert “empty chamber indicator” and release the bolt/slide forward or release the bolt/slide forward and place firearm in range bag or rifle bag.

“Firing Line is Clear”

Firearm is safe and it is safe to go forward and paint steel targets.

All personnel should be vigilant for any Unsafe conditions or actions as well as being mindful of current Range Commands even if they are not the shooter.

Questions and Commits: tsgc.22steel@gmail.com