

.22 Rimfire Speed Steel

Match Rule Book

Overview

.22 Rimfire Speed Steel is a match for .22 lr caliber, semi-auto, magazine fed pistols and rifles. Stages are set up with 2 – 7 pieces of steel in different configurations. Each stage is shot 4 times using a buzzer/last shot timer. The competitors' slowest time is dropped and the remaining 3 times are added together for the stage time. There is no restriction on sights/optics. The Pistol division engages targets from a forward fault line that is 11 yards from the closest target, Rifles division engages targets from a forward fault line that is 16 yards from the closest target. Eyes and Hearing protection is required for all individuals on the range during this match (competitors and spectators).

Division Rules

Pistol Division.

1. Semi-auto
2. .22 lr caliber
3. Box magazine fed (10 rounds max)
4. Iron Sights or Non-magnifying optics

Rifle Division

1. Semi-auto, (new for 2023) manual operated (lever or pump) action
2. .22 lr caliber
3. Magazine (box or tube) fed (10 round max)
4. Iron Sights or Non-magnifying optics

Stage Rules

1. This match and all stages are operated under 'cold range' rules.
2. All targets are made of steel.
3. Stage configuration will be 2 to 7 steel targets with one target as a stop plate. The stop plate will have red color indicating that it is a stop plate.
4. Forward fault lines will be used at each shooting position. Competitors will not move forward of these lines while engaging targets, doing so will result in a match DQ.
5. Pistol division forward fault line will be set at 11 yards from the closest target.
6. Rifle division forward fault line will be set at 16 yards from the closest target.
7. Movement may be required between shooting positions.
8. All firearms will have empty chamber indicators inserted.
9. All Pistols will be moved about the range in a range bag.
10. All rifles will be moved about the range in a rifle bag or on a gun cart.

Stage Procedures

1. When the shooting order will be called out. Competitors shooting in two divisions will shoot back-to-back.
2. The shooter will move to the appropriate shooting position with their firearm and magazines.
3. Once the range is called "Hot" and the Competitor is told to "make ready" the competitor may handle their firearm, make any sight adjustments (turn on optics, adjust dot brightness) take sight pictures, and load their firearm (with no more than 10 rounds).
4. Once the competitor is loaded and shows ready (muzzle pointed at orange cone) the SO will give the "stand by" command. 3 to 5 seconds after the "stand by" command the SO will activate the shot timer buzzer and the competitor is on the clock to complete the string of fire.
5. A string of fire consists of hitting the steel targets in any order with the designated "Stop plate" being the last plate hit. The sting of fire comes to a stop when the "Stop plate" is hit.
6. If a competitor hits all the plates and the "Stop plate" was not the last plate shot, the competitor will receive a String of Fire procedure and the string will be recorded as a 30 second time for that string of fire.
7. If a competitor misses a plate and does not reengage and hit that plate before hitting the "Stop plate" the competitor will have the "raw time" recorded and a missed plate penalty (5 seconds per missed plate) added to their finished time for that string. If the competitor misses a plate then hits the "Stop plate" then reengages the "missed" plate and hits it a String of Fire Procedure will be assessed. If the competitor reengages a missed plate after hitting the "Stop plate" but does not hit the "missed" plate the recorded shot clock last shot time will be used and a missed plate penalty will be add for that string.
8. When the competitor is complete with the string of fire they will return the muzzle to pointing at the orange cone.
9. The SO will instruct the competitor to "make ready for the next string". The competitor will load for the next string with 10 rounds. When ready, point the muzzle at the orange cone and await the 'stand by" command. This will be repeated until 4 strings of fire are completed.
10. When the competitor if finished with all 4 string of fire the SO will give the command to "unload and show clear" the competitor will remove the magazine, eject any live round from the chamber, lock the slide or bolt to the rear, show the SO a clear Magwell and clear chamber. Once the SO is satisfied that the firearm is clear, the command to "flag and bag" will be given.

11. A chamber flag will be inserted in the firearm and the firearm will be returned to its range bag or cart (rifles).
12. For competitors shooting in two divisions, the range will remain "Hot" unless the competitor requests the painting of targets. The SO will instruct the competitor to "make ready" for their second division.
13. When the competitor is complete with the stage and the range is called "cold" the competitor will move from the shooting position and the next Competitor will step to the line.
14. After each competitor has completed their stage and the range is called "cold", all the steel targets will be painted for the next competitor.

*** stage procedures may vary based on stage design and non-typical firearms. Stage procedures for loading, make ready and unload and show clear for manual action rifles will be provided in writing if such rifles are present during the match.