



SCSA Competition Rules

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CHAPTER 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 Official. If it is possible that some competitors arriving at a range where a SCSA event is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers, persons duly authorized to carry a loaded firearm, etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the SCSA event), it should be clearly marked, and it must include a suitable impact zone.

Where no Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm and proceeds immediately to a match official for the express purpose of safely unloading the firearm shall not be subject to disqualification per the provisions of rule [8.1.1.4](#).

1. Semi-autos must have chamber and magazine well empty. Rimfire rifles and PCC must have chamber and magazine well empty and bolt closed on a flag and be cased or secured in a cart.
2. Revolvers must have all chambers/cylinders empty.
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 the competitor to unload and show clear. If the firearm is found to be loaded, the competitor will be disqualified from the match under the provisions of rule [8.1.1.4](#).
4. During the match, competitors will refrain from handling their firearms, except when instructed by a range officer or in designated areas (staging areas for cased long guns or safety areas).

1.2 Safety Equipment

Eye and hearing protection is required for all competitors and spectators. Anyone observed without eye or hearing protection will be required to leave the shooting area until such eye and hearing protection is worn or used.

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 Range Master will have final authority regarding garments deemed offensive or objectionable.

CHAPTER 2 – General Event Rules

2.1 Event Hierarchy

One or more matches are contested within an event. For example, the World Speed Shooting Championship is an event and within that event there are 4 matches: Centerfire Pistol, Rimfire Pistol, Rimfire Rifle, and Pistol Caliber Carbine. Competitors compete in one or more matches within an event.

2.2 Competition Divisions

Competition Divisions are intended to provide a vehicle for recognition within the match by firearm characteristics (firearm types, sights, etc.). It is the competitor's responsibility to properly declare their competition division prior to the start of the match. See [Appendix H1 through H9](#) for division-specific information.

- 2.2.1 If a competitor incorrectly declares a division but qualifies in a different division, they will be changed to another division in which their equipment is valid without penalty with the Range Master's approval. For example, firearms and holsters failing to make Production criteria may still be eligible for Limited.
- 2.2.2 When a match allows entry in more than one division, there may be restrictions. Those restrictions, if any, must be published on the match entry form, match book, and/or match website.
- 2.2.3 Competitors are limited to a single firearm per division. A competitor may, however, compete with the same firearm in multiple divisions within the same match. For example, a competitor may use the same firearm in Production and Limited divisions but would not be permitted to shoot twice in Production or twice in Limited.

2.3 Competition Categories

Competition Categories are intended to provide a vehicle for recognition within the match by personal characteristics (age, gender, occupation, etc.). It is the competitor's responsibility to properly declare their competition category prior to the start of the match.

- 2.3.1 A competitor may qualify and compete for recognition in more than one category (i.e., Junior and Lady).
- 2.3.2 If a competitor incorrectly declares a category, but qualifies in a different category, they will be changed to the correct category without penalty with the Range Master's approval.

2.4 Scoring Responsibility

It is the competitor's responsibility to provide the correct scorecard for each stage, match and entry division, and to verify their scores as written on the scorecard when finished shooting each stage. When electronic scoring is used (e.g., PractiScore) it is still

the competitor's responsibility to review their times prior to their score being saved on the scoring device. When the score is available the competitor must approve the score in the software by personally clicking the "approve" or similar button as the electronic equivalent of signing a score sheet. Users leaving a stage after shooting who do not personally tap the approve or equivalent button forfeit their right to protest a stage score and defer the approval of their score to the scorekeeper on that stage. NOTE: At this time PractiScore is the only USPSA/SCSA approved electronic scoring software for Steel Challenge matches.

- 2.4.1 Any questions regarding the scores entered on the scorecard or into the scoring software should be directed to the Range Officers on the stage before signing the scorecard or approving the electronic score. If questions remain, the Range Master should be summoned.
- 2.4.2 When the scorecard has been signed by the competitor and the Range Officer or when the times have been recorded and saved on the scoring tablet it is definitive and cannot be changed, other than to correct math errors or by mutual consent of the Range Officers, Range Master, and competitor.
- 2.4.3 Coaching: For Tier 1 (club matches) a competitor may request the scoring Range Officer, or other squad member other than the Range Officer running the timer, call misses during the course of fire. The competitor should notify the Range Officer prior to commencing the course of fire. Reshoots will not be given if a Range Officer or other squad member mistakenly calls a hit a miss or a miss a hit. Calling hits and/or misses is not permitted at Tier 2 or higher events. At any level match, the range officer may assist or remind the competitor of stage requirements, magazine changes, etc. without penalty. Helping with chamber flags is encouraged in order to speed stage turnaround. No coaching by competitors is permitted outside of the stated allowances herein.

CHAPTER 3 – Competitor Equipment Rules

3.1 Holsters

In general, holsters shall be mounted at the waist, must cover the trigger, and must safely hold/retain the gun. All Centerfire handguns must be appropriate for holster use. Female competitors are permitted to wear a belt, holster and allied equipment at hip level.

- 3.1.1 Rimfire competition does not involve the use of a holster. It is permissible for a Rimfire pistol to be transported between stages in a holster. Either a gun case or a holster must be used for transport.
- 3.1.2 Division-specific holster restrictions may apply. See [Appendix H1 through H9](#) for division-specific information.
- 3.1.3 Due to the unique nature of the Steel Challenge, drawing from concealment or from inside the waist band is not allowed.
- 3.1.4 The use of 3-gun carts for transporting Rimfire Rifles and Pistol Caliber Carbines is permitted at all match levels. The long gun must be flagged at all times.

3.2 Changing Equipment

The same gun, sights, holster and holster position, if specified, in a division must be used throughout a specific match.

- 3.2.1 If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Range Master. The replacement equipment must meet the same Division guidelines, conditions or restrictions as the original equipment.
- 3.2.2 No change in equipment (gun, holster or holster position) is permitted without the approval of the Range Master. If a competitor makes such a change without prior approval, they will be disqualified from the match. See Rule [8.1.1.12](#).
- 3.2.3 If the equipment guidelines cannot be met with the replacement gun or holster, the competitor shall be moved to the division where their equipment is eligible. As a last resort the competitor shall be moved to the Open division. Should the competitor already have a completed match in Open then the competitor will be withdrawn from the match for that specific firearm.

3.3 Ammunition Carriers

Each competitor is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices. Match delays caused by, for example, excessive time

spent loading magazines while on the firing line may be referred to the Range Master for guidance. A competitor may have an assistant to help them in reloading, if needed. Should they not be prepared, and it would cause a severe delay while they prepare, the Range Officer may move them down in the shooting order until they are prepared.

- 3.3.1 Should a competitor have less than 5 magazines any other competitor or spectator may reload magazines on behalf of the competitor completing the course of fire.
- 3.3.2 Unlike USPSA competition where magazine placement varies by division, in Steel Challenge magazine carriers may be placed anywhere on the belt, regardless of division. For all divisions magazines may be placed on top of the barrel or table available at the shooting box. Magazines need not be transported in a magazine pouch.

3.4 Handicapped/Disabled Competitors

Handicapped/disabled competitors must seek and obtain approval from the Range Master for any waiver in relation to the type and/or placement of their holster and related equipment. The Range Master's decision regarding the safety and suitability of such equipment will be final.

- 3.4.1 Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement. See [7.4.1](#) for details on applying procedural penalties in this instance.
- 3.4.2 Should the Range Master accept the competitor's request for penalty in lieu of moving, he shall assess a 4 second penalty per string. Deliberate failure to move will also result in a 4 second penalty per string. Only one 4 second procedural penalty per string will be applied.

CHAPTER 4 – Competitor Ammunition Rules

4.1 Ammunition

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

- 4.1.1 Minimum cartridge for centerfire competitions (38 Special/9X19).
- 4.1.2 Rimfire firearms must be .22 Long Rifle (.22LR) only. No powderless cartridges.
- 4.1.3 No multiple-projectile or magnum loads allowed.
- 4.1.4 Any ammunition deemed unsafe or likely to damage the targets will be removed from use. Examples include, but are not limited to: Steel Jacketed, Steel core, tracer, and incendiary ammunition.
- 4.1.5 There are no minimum power factor or velocity minimums in Steel Challenge. The Pistol Caliber Carbine Divisions (PCCI/PCCO) have a maximum velocity of 1600 feet per second.

CHAPTER 5 – Stage Procedures and Range Commands

5.1 Competitor Responsibility

When called to the firing line, it is the competitor's responsibility to come to the line prepared to shoot, and familiar with the stage procedures and range commands. If a competitor 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 a protective case, sheath or bag. Long guns must be carried from the line with a chamber flag in place, muzzle up or in a case or bag.
- 5.1.2 When casing or uncasing any firearm at the firing position, the muzzle of the firearm must always be pointed downrange.
- 5.1.3 The on-deck competitor, if shooting a Rimfire Rifle or PCC, may unbag or remove their firearm from the 3-gun cart or case into a side berm or staging area provided the bay being used has sufficient side-berm space to permit this practice. Once the firearm is removed from the case or cart the muzzle must remain pointed reasonably vertical (up or down), at all times, with a chamber flag inserted, until the Make Ready command is issued.
- 5.1.4 Competitors entered in a long gun and a handgun division may wear a holstered handgun while competing with the long gun. The handgun may not be loaded or drawn while competing with a long gun. A dropped handgun while competing with a long gun will be a disqualification per [8.1.1.3](#).

5.2 Start Position

- 5.2.1 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.
- 5.2.2 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.
- 5.2.3 In the Rimfire pistol, Rimfire rifle, and pistol caliber carbine matches, 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.

- 5.2.4 A competitor not in the proper start position prior to the start signal will be required to assume the correct start position by the Range Officer. This includes competitors shooting the improper number of strings from the shooting boxes on Showdown. Competitors are required to shoot three strings from one box and two strings from the other, shot in any combination. The Range Officer should remind the competitor to change boxes. Failure to move between boxes after three strings have been shot from one shooting box will result in the competitor being required to move and reshoot any strings shot from the incorrect box. Strings fired from the incorrect box will not be counted—only the time on the reshoot will count. It is acceptable to shoot in the 2-2-1 shooting order if the competitor so chooses; however, 3/2 or 2/3 are acceptable sequences as well.

5.3 Range Commands

The Range Officer will direct the competitor 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 firearm. The competitor must then assume the required start position. At this point, the Range Officer will proceed. This command signifies the start of the course of fire.
- 5.3.1.1 The “make ready” command signifies the start of the competitor’s attempt at the stage or course of fire. 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. Box to box movement on Outer Limits is permitted.
- 5.3.1.2 Sight Pictures: The competitor will have a maximum of one minute after the Make Ready command to prepare for the run. Sight pictures may be taken during the Make Ready process and while preparing for the next string. Note: Should the competitor experience an accidental discharge while taking a sight picture a disqualification under rule [8.2.1](#) shall be issued.
- 5.3.2 ***“Are you ready?”*** The lack of any negative response from the competitor indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready at the “Are you ready?” command, he must state “Not ready”. For each subsequent string after the first, the Range Officer shall proceed from this command, once the competitor has assumed the start position.
- 5.3.3 ***“Stand by”*** This command should be followed by the start signal within 1 to 4 seconds. It is recommended that the start signal be consistent for each

string started for a given competitor—a cadence is desirable in Steel Challenge. The interval may change between competitors, however.

- 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 (OPTIONAL) ***“Prepare for your next string”*** After the completion of a string, if the competitor has not completed the required number of strings they may be instructed to prepare for the next string. The competitor should reload, if necessary, and assume the appropriate start position.
- 5.3.6 ***“Stop”*** Any Range Officer assigned to a stage or the Match Director or Range Master may issue this command at any time. The competitor must immediately cease firing, stop moving, and wait for further instructions.
- 5.3.7 ***“If you are finished, unload and show clear” (or “Unload and show clear” if Stop is used.)*** After the completion of the final string, the Range Officer will issue this command. If the competitor has finished shooting, he must lower his firearm, 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 or bolt locked 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, hammer down, holster”*** (handguns) or ***“If clear, hammer down, flag”*** (PCC) or ***“If clear, cylinder closed, holster”*** (revolvers). After issuance of this command, the competitor is prohibited from firing. While continuing to point the firearm safely downrange, the competitor must perform a final safety check of the firearm as follows:
 - 5.3.8.1 Centerfire self-loading handgun – release the slide and pull the trigger (without touching the hammer or de-cocker, if any).
 - 5.3.8.2 Rimfire pistol – show clear and holster or case. (Trigger need not be pulled.)
 - 5.3.8.3 Rimfire Rifle – show clear, flag, and case. (Trigger need not be pulled.) Note: The bolt must be closed on a chamber flag.
 - 5.3.8.4 Pistol Caliber Carbine – show clear, close the bolt, pull the trigger, insert flag, case. The bolt must be closed on a chamber flag.
 - 5.3.8.5 Revolver – close the empty cylinder (without touching the hammer, if any).

- 5.3.8.6 If the gun proves to be clear, the competitor must holster or case/bag their firearm.
- 5.3.8.7 For Rimfire Rifle and Pistol Caliber Carbine the preferred method of transport is with a case or scabbard that covers the trigger guard and trigger, and the bolt closed on a flag; however, “3-gun Carts” may be used. When transporting rifles the use of chamber flags in each rifle is required, whether or not they are cased. The muzzle of the rifle must point in a safe direction while in the cart.
- 5.3.8.8 If the gun does not prove to be clear, the Range Officer will resume from the command “Stop” (rule [5.3.6](#)), followed by “Unload and show clear” (rule [5.3.7](#)). Once the gun has proven to be clear (rule [5.3.8](#), inclusive), the competitor will be disqualified under [8.2.1](#).
- 5.3.9 If the cartridge fails to extract/eject, which is common with Rimfire pistols and rifles, once the time has been recorded and with approval of the Range Officer, the last cartridge may be fired directly into the berm without penalty. After the cartridge has been fired the Range Officer will resume the commands from rule [5.3.8](#), “If clear, hammer down,” as appropriate for the firearm.
- 5.3.10 “**Range is clear**” This declaration signifies the end of the stage. Once the declaration is made, officials and competitors may move forward to paint the plates.

5.4 Equipment Malfunctions

Should a competitor’s equipment malfunction, the string of fire will be scored, the range shall be cleared per [5.3.7](#), and the competitor will be allowed to retire for repair or replacement of the equipment. The Range Officer will proceed with the next competitor. The same procedure will apply in the case of squib loads or if a Range Officer has declared a firearm unsafe.

- 5.4.1 The Range Officer will retain the competitor’s scorecard until such time as the competitor returns to resume his attempts at any remaining strings in the stage.
- 5.4.2 In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the competitor will notify the Range Officer. Under no circumstances will a competitor leave the firing line with a loaded firearm. See Section ([8.1.1.4](#)).
- 5.4.3 In the event that a Range Officer terminates a string due to a suspicion that a competitor has an unsafe firearm (e.g. a firearm that is doubling), or unsafe ammunition (e.g. a “squib” load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition.

The Range Officer will then inspect the firearm or ammunition and proceed as follows:

- 5.4.3.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot for that string but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the string will be scored "as shot", including all applicable misses and penalties. Once the problem has been corrected, the competitor may shoot any remaining unattempted strings.
- 5.4.3.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the string, and continue to any unattempted strings.

5.5 Plate Painting

All plates are to be painted white (other colors OK for snowy weather) for the eight official Steel Challenge stages and will be repainted prior to each competitor's first run on each course of fire. At Tier 1 (club match) plates used on a non-official stage may be painted a color other than white but must be repainted prior to each competitor's first run on each course of fire. Care should be taken to paint the edges of the plates as well as the surface.

- 5.5.1 Stop Plate Painting: The 2x4 or post/pole used for the stop plate should be painted red, orange, yellow or some color on the surface facing the shooting box to clearly identify it as the stop plate.

5.6 Firearm Shooting Sequence

Steel Challenge is unique in that competitors compete in multiple matches simultaneously.

- 5.6.1 Competitors are permitted to shoot multiple firearms as they compete during the event.
- 5.6.2 Any specific shooting sequence for competitors shooting multiple firearms will be determined by the match director and each competitor will be made aware of these requirements in advance of starting the match.
- 5.6.3 At tier 2 and 3 matches competitors are prohibited from shooting back-to-back. At least one other competitor must shoot the course of fire between the first and any subsequent attempts by the original competitor.

CHAPTER 6 – Scoring

6.1 General Principles

Steel Challenge scoring is simple: your time is your score; lowest time wins.

- 6.1.1 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. See Appendix E for stage descriptions, set-up diagrams and specified procedures for each stage.
- 6.1.2 The total of a competitor's stage times will be his 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.

6.2 Maximum Time

The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowance will not be counted. The competitor will be stopped and asked to prepare for their next string if they reach the 30 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.
- 6.2.2 Sound-Actuated Timing: Sound-actuated timing uses conventional shot timers that "hear" each shot. The competitor's elapsed time stops with the last shot fired. Timers will not be backed up for multiple hits on the stop plate or hits after the stop plate. The time stops with the LAST SHOT FIRED.

6.3 Misses (Standard Plates)

Any standard plate 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 second penalty, added to the competitor's time for that string.

- 6.3.1 When a Range Officer scores a miss, he must inform the competitor at the end of each string. It is the competitor's responsibility to appeal the decision at the end of that 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 Officer's 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

Steel Challenge events will be timed with sound-actuated shot timers. Hits on plates are scored visually.

6.6 Tie Scores (Stage)

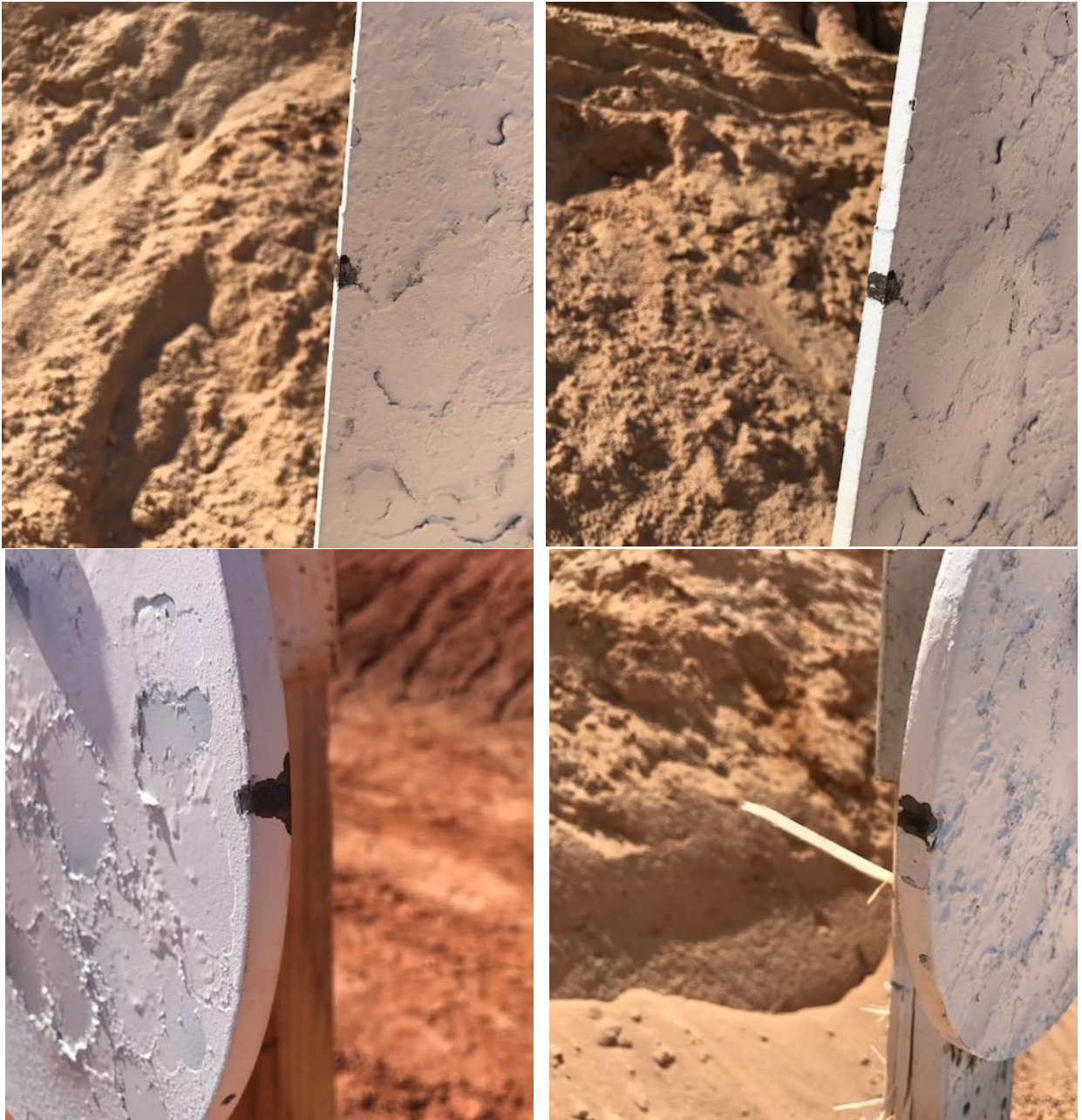
Should a tie for first place on any stage occur, the fastest single string of that particular stage will be used to break the tie. If still needed, the second-fastest and third-fastest, etc. strings will be used to break the tie.

- 6.6.1 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 a still a tie (2 tied competitors both win 4 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.

6.7 Final Scores

Scores will not be considered final until the complete scores have been posted for inspection by the competitors for one hour. This one-hour review period may be waived by a majority vote of the competitors present.

6.8 Edge Hits – Example Photographs



CHAPTER 7 – Procedural Penalties

7.1 Creeping

A competitor who is creeping (e.g. moving hands towards the firearm, or physically moving to a more advantageous shooting position or posture **at** the start signal) shall receive a 3 second procedural penalty. If the competitor is moving prior to the start signal, he shall be stopped and restarted once still and in the correct start position. In the event that the RO cannot stop the competitor prior to the start signal, the competitor will incur a 3 second penalty.

7.1.1 In the event that a competitor begins his attempt at the course of fire prematurely (“false start” prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored. Attempt means the gun is drawn and/or shots fired, but the timer has not been started.

7.2 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 shot that a fault occurs.

7.2.1 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 foot touches the ground outside the box.

7.3 Designated Targets

Outer Limits requires that designated targets 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.

7.3.1 If the competitor 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.

7.3.2 Any plates hit from the wrong shooting box will be scored as misses unless the competitor 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.

7.4 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. There is no double jeopardy, i.e., hitting plates from the wrong box in Outer Limits is a 3 second miss penalty, and not an additional procedural penalty.

7.4.1 Improper movement or failure to move on stages where movement is required during the string will be considered a procedural and a 4 second

penalty applied, per string. On Outer Limits, should the Range Master accept the competitor's request for penalty in lieu of moving, he shall assess a 4 second penalty per string. Failure to move will also result in a 4 second penalty per string. Only one 4 second procedural penalty per string will be applied. Penalties for shooting the wrong targets from the center box do not apply in this instance, providing the RM has approved the special penalty request.

- 7.4.2 Coaching: Assistance at a Tier 2 or higher match will result in a 3 second penalty, per string, for each occurrence for the competitor and the person providing the coaching if that person is also competing in the match.

CHAPTER 8 – Safety Rules and Disqualification

8.1 Disqualifications, General Principles

Competitors who have been disqualified may not shoot during the remainder of the event. This includes events that span multiple days. However, completed match scores will still count. For example, if a competitor shoots a complete score in Revolver then disqualifies while shooting Single Stack that competitor's Revolver score still stands. In the case where the competitor is competing in two matches simultaneously such as centerfire pistol and Rimfire pistol matches and the competitor is disqualified in either match he is automatically disqualified in all matches in which he is currently competing. In the case where a competitor is competing in multiple matches at the same time all entries should be marked as DQ on the scoring tablet or score sheet.

8.1.1 Safety violations--The following will be grounds for an automatic disqualification:

- 8.1.1.1 Unsafe gun handling—specifically, handling a firearm unsupervised, or outside the boundaries of a staging or safety area. This includes deliberately removing a flag from a flagged firearm without direct RO supervision and command.
- 8.1.1.2 Pointing a firearm up range (breaking the 180-degree line).
- 8.1.1.3 Dropping a firearm, whether loaded or unloaded, at any time during a course of fire.
- 8.1.1.4 Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.
- 8.1.1.5 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, return it to the competitor for clearing and holstering or casing. 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 while unsupervised will receive a match disqualification.
- 8.1.1.6 Sweeping or pointing the muzzle of a firearm at any part of any person's body during the course of fire. If the firearm is in a case and not in the competitor's hands, sweeping does not apply. Reaching forward of the muzzle of a cased firearm to close the case is not a sweeping infraction, provided the competitor's hands are completely clear of the firearm itself.
 - 8.1.1.6.1 Exception – A match disqualification is not applicable for sweeping of the lower extremities (below the belt) while drawing or re-holstering a handgun, provided that the competitor's fingers are clearly outside of the

trigger guard. This exception is only for holstered handguns.

- 8.1.1.7 Moving (taking more than one step) with finger inside of trigger guard.
- 8.1.1.8 Finger in the trigger guard during reload, unloading, loading or during remedial action.
- 8.1.1.9 Holstering a loaded handgun without the external safety applied or on a revolver, with the hammer cocked.
- 8.1.1.10 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area. The word “handling” does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the ammunition, loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
- 8.1.1.11 Having a loaded firearm other than when specifically ordered to by a Range Officer.
- 8.1.1.12 Changing of a competitor’s equipment without prior permission of the Range Master.

8.2 Accidental discharge

- 8.2.1 Any shot fired while loading/unloading/reloading or lowering the hammer. This includes any shot fired after the “If clear, hammer down, holster” (Rule [5.3.8](#)) command has been issued, except where a shot is deliberately fired to clear the gun under RO supervision.
- 8.2.2 Any shot fired during remedial action in the case of a malfunction.
- 8.2.3 Any shot fired outside of a timed string, without RO permission.
- 8.2.4 Any shot fired into the holster or into the ground within 10 feet of the competitor.
- 8.2.5 Any shot fired which travels over a backstop or berm in any direction.

8.3 Prohibited Substance(s)

- 8.3.1 SCSA considers the abuse of alcohol, non-prescription and non-essential drugs, and the use of illegal or performance enhancing drugs, regardless of how they are taken or administered, to be an extremely serious offense.
- 8.3.2 Except when used for medicinal purposes, competitors and officials at Steel Challenge matches must not be affected by drugs (including alcohol) of any sort. Any person who, in the opinion of the Range Master, is visibly impaired

or under the influence of any of the items described will be disqualified from the event and may be asked to leave the range.

8.4 Unsportsmanlike behavior

- 8.4.1 Competitors will be disqualified from an event for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.
- 8.4.2 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.
- 8.4.3 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or hearing protection in order to gain a competitive advantage will be disqualified from the event.

CHAPTER 9 – Arbitration

9.1 Right of Arbitration

A competitor who wishes an official review of a competitive matter may file a request for arbitration.

9.2 Time Limit

The protest must be prepared in writing and submitted to the Range Master within one hour of the violation and before the close of competition on the day of the occurrence.

9.3 Fees and Disbursement

A request for arbitration must be accompanied by a \$100 cash fee. If the protest is decided in favor of the competitor, the fee will be returned to the competitor, and the paperwork submitted to the USPSA/NROI main office. If the protest is denied (the original competitive decision is upheld), the fee and arbitration paperwork will be forwarded to the USPSA/NROI main office.

9.4 Preparing the Appeal

The competitor is responsible for the preparation and delivery of the written appeal, together with the appropriate fee. Video and photographic evidence is not admissible. Both must be submitted to the Range Master within the specified period of time.

9.5 Issues of Fact

The Range Officer's ruling on whether an observed action occurred shall be considered factual (ex: foot faults, accidental discharges, breaking the 180, hit/miss on a target).

9.6 The Arbitration Board

Upon receipt of a valid request for arbitration, the Match Director will convene an Arbitration Board, consisting of three experienced competitors who are not serving as match staff during the event, unless the arbitration occurs during a staff pre-match.

9.7 Decision Time Limit

The Arbitration Board must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director.

9.8 Decision is Final

The decision of the Board is final and may not be appealed.

APPENDIX A – Competition Divisions

A1 General Principles

All competitors compete for overall placement in the match. In addition to overall placement, competitors may also compete for Division-specific awards based on equipment type.

- A1.1 Equipment requirements for the SCSA shall be governed by the respective rules and equipment criteria regarding firearm and holster configurations and rule interpretations.
- A1.2 Failure to meet the appropriate SCSA rules and equipment criteria will disqualify the competitor from Division-specific award consideration. The competitor will remain eligible for overall placement awards.
- A1.3 A competitor whose equipment fails to meet Division-specific equipment requirements may be moved into another Division in which their equipment qualifies, at the Range Master's discretion (see rule [2.2.1](#))

A2 Rimfire Pistol

Open to any pistol firing .22 Long Rifle ammunition (see "ammunition" rule [4.1.2](#)). There are two equipment divisions:

- A2.1 Rimfire Pistol Open: This is the Rimfire race division. All legal Rimfire firearms are allowed. Optics and Compensators are specifically allowed.
- A2.2 Rimfire Pistol Iron Sights: Any Iron-sighted Rimfire pistols without optic sights. Fiber-optic sight inserts are specifically allowed.

A3 Rimfire Rifle

Open to any rifle shooting .22 Long Rifle ammunition. There are two equipment divisions:

- A3.1 Rimfire Rifle Open: This is the Rimfire rifle race division. All legal Rimfire rifles are allowed. Optics and Compensators are specifically allowed.
- A3.2 Rimfire Rifle Iron Sights: Any Iron-sighted Rimfire rifle without optic sights. Fiber-optic sight inserts are specifically allowed.

A4 Pistol Caliber Carbine

Open to carbines shooting pistol caliber cartridges (9mm/.38 special/.40 S&W/10 MM/.357 Sig / .45 ACP). There are two equipment divisions:

- A4.1 Pistol Caliber Carbine Open: This is the Pistol Caliber Carbine race division. All legal Pistol Caliber Carbines, to include short barreled rifles, are allowed. Optics and Compensators are specifically allowed, suppressors are not allowed.

- A4.2 Pistol Caliber Carbine Iron Sights: Any iron-sighted rifle without optic sights. Fiber-optic inserts are specifically allowed.

A5 Centerfire Pistol

Any pistol firing (9mm/.38 Special) or larger ammunition (see “ammunition” rule [4.1.1](#)). This event has multiple equipment divisions as follows.

- A5.1 Open: This is the race division! All legal firearms are allowed. Optics and Compensators are specifically allowed.
- A5.2 Limited: Any iron-sighted pistol without a compensator, barrel ports, or optical sight. Fiber optic inserts are specifically allowed.
- A5.3 Production: Any double action or safe action pistol on the USPSA Production gun list. Holsters must follow USPSA Handgun Rules for the Production Division except as specifically noted.
- A5.4 Single Stack: 1911 models only. Holsters must follow USPSA Handgun Rules for the Single Stack Division.
- A5.5 Revolver: Any revolver can be used for competition. Fiber optic inserts are specifically allowed. No barrel length or holster restrictions. No restrictions for maximum rounds.
- A5.5.1 Optic Sight Revolver: A revolver equipped with Electronic / Optical Sights.
- A5.5.2 Iron Sight Revolver: A revolver equipped with iron sights. Fiber optic inserts are specifically allowed.
- A5.6 Carry Optics: A double action or safe action/striker-fired semi-automatic pistol equipped with an optic sight. Compensators or ports are not allowed.

APPENDIX B – Special Awards

Steel Master

The Steel Master Award is a special recognition for the competitor with the lowest aggregate score in a combination of three completed match times: one for rimfire pistol (optics or irons) and two entries in centerfire pistol, ***but no more than one entry in an optic sighted centerfire pistol division and only one rimfire pistol division.***

Rifle Master

The Rifle Master Award is a special recognition for the competitor with the lowest aggregate score in the combination of two matches: the Rimfire Rifle (optics or irons) and Pistol Caliber Carbine (optics or irons).

APPENDIX C – Classification

All competitors that are active USPSA/SCSA members may be classified in one or more divisions provided the competitor has shot a minimum of 4 of the 8 official steel challenge stages. As a competitor shoots additional official steel challenge stages, the times shot on those stages will count towards classification. With this in mind it's possible that a competitor may be classified on a range of 4 to 8 stages.

Calculation Process: On a periodic basis, currently once a week on Wednesday, each competitor's classification is calculated. Each stage and division has a Peak Stage Time (PST). PST's were created by taking an average of the 2014 and 2015 World Speed Shooting Championship (WSSC) stage winning times for each stage and division. Those numbers were then further reviewed and where appropriate, modified, to create the PST's used for calculation. The WSSC PST's will be reviewed annually, and if appropriate, adjusted.

Class	Percentage Required
GM	>= 95%
M	>= 85%
A	>= 75%
B	>= 60%
C	>=40%
D	>=0%

APPENDIX D – Competition Categories

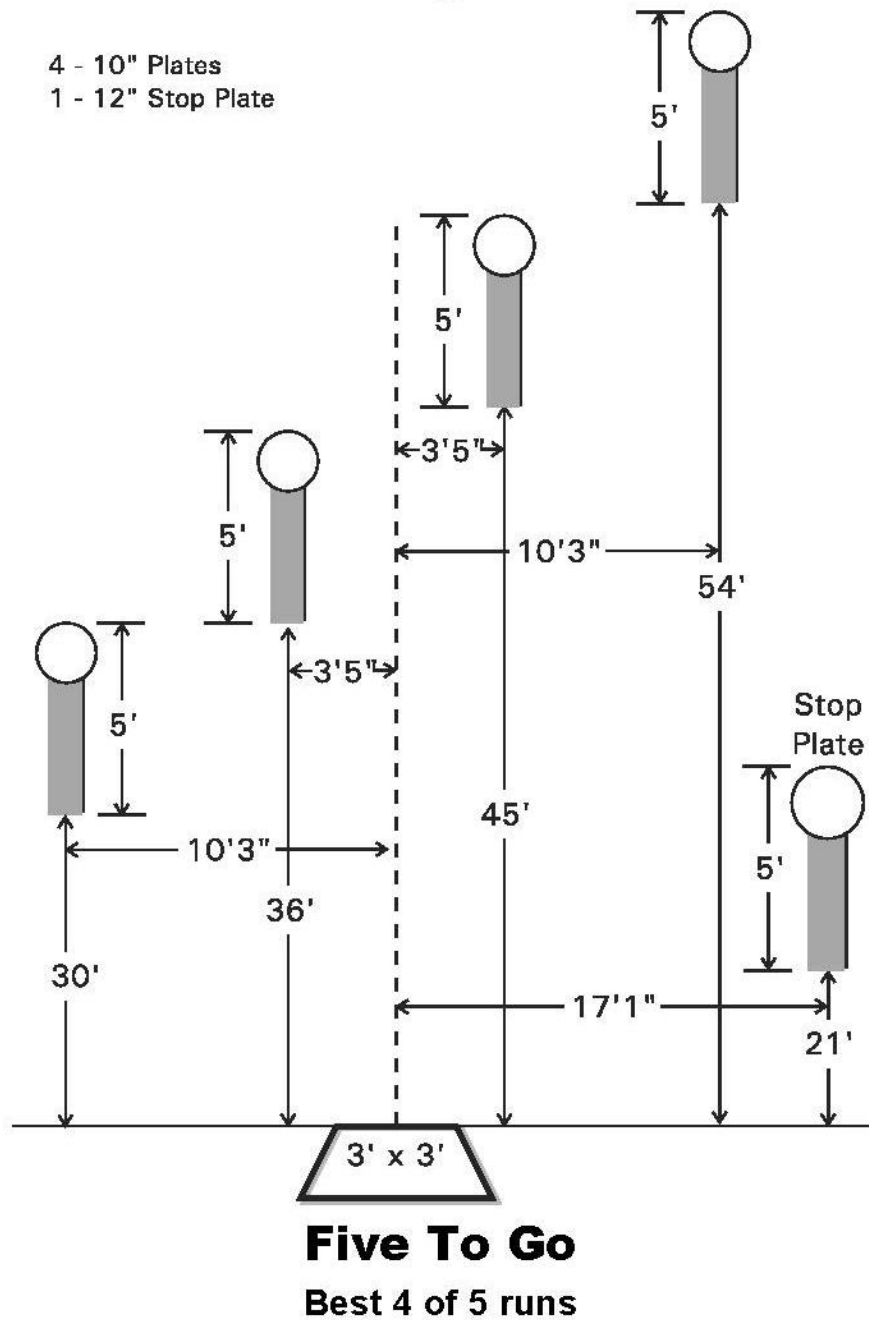
All competitors compete for overall placement in the match. In addition to overall placement, competitors may also compete for category-specific awards based on personal characteristics.

- D.1 Competitors may enter more than one category. For example, an individual may qualify for (and enter) both the Junior and Women's categories.

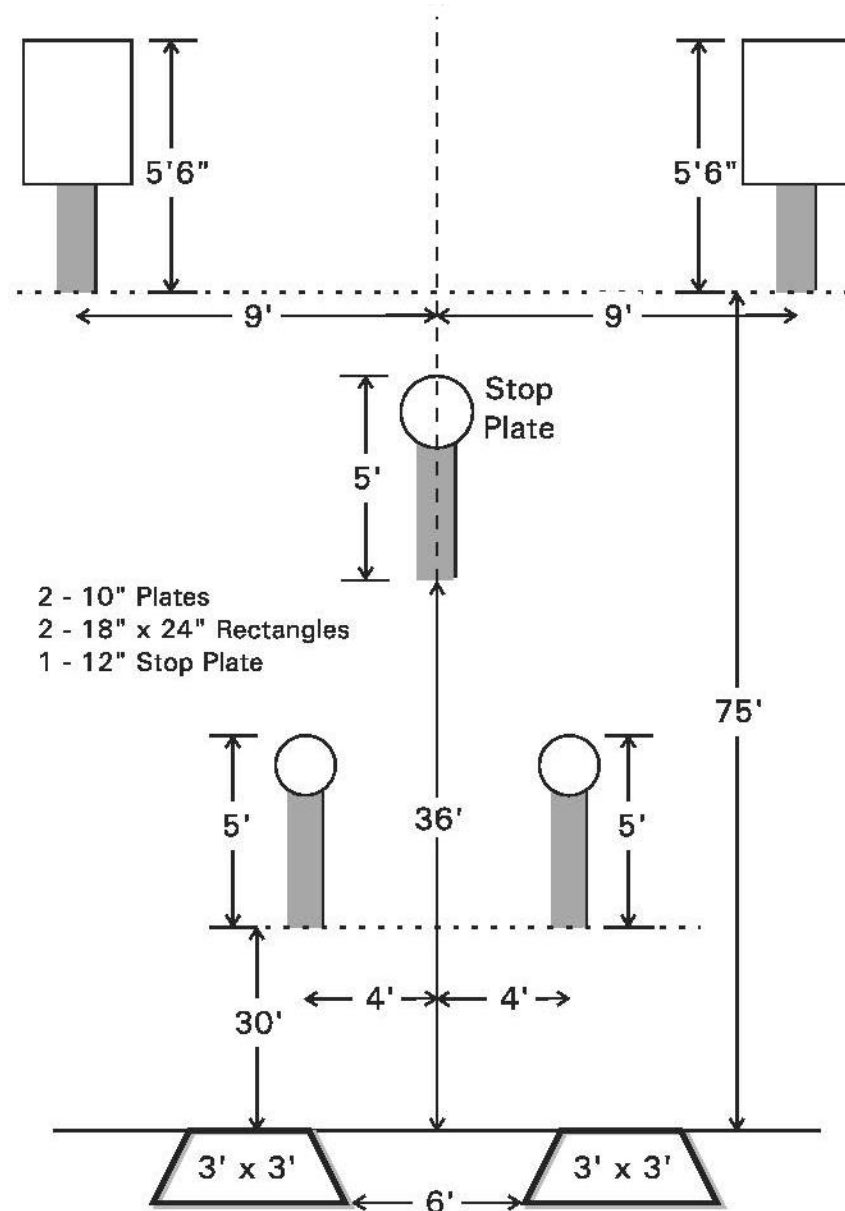
LADY	Competitors listed as female on their government issued ID
LAW ENFORCEMENT	Full-time law enforcement officers with arrest powers
MILITARY	Military personnel on current active duty orders
PRE-TEEN	All competitors under 13 years old on the first day of the event qualify. See Junior Category for additional rules and guidelines
JUNIOR	All competitors 13-17 years old on the first day of the event qualify. All competitors under the age of 18 must be accompanied by their parent or guardian throughout the competition. If the parent/guardian is competing in the event, they must be squadded together. All Junior or Pre-teen competitors must be able to safely handle a loaded firearm. A liability waiver must be signed by both the competitor and their parent or legal guardian
SENIOR	All competitors who are 55-64 years of age on the first day of the event qualify
SUPER SENIOR	All competitors who are 65 years of age or older on the first day of the event qualify

APPENDIX E1 – Stage Diagrams

E1.1 – 5 to Go, SC-101



E1.2 – Showdown, SC-102



Showdown

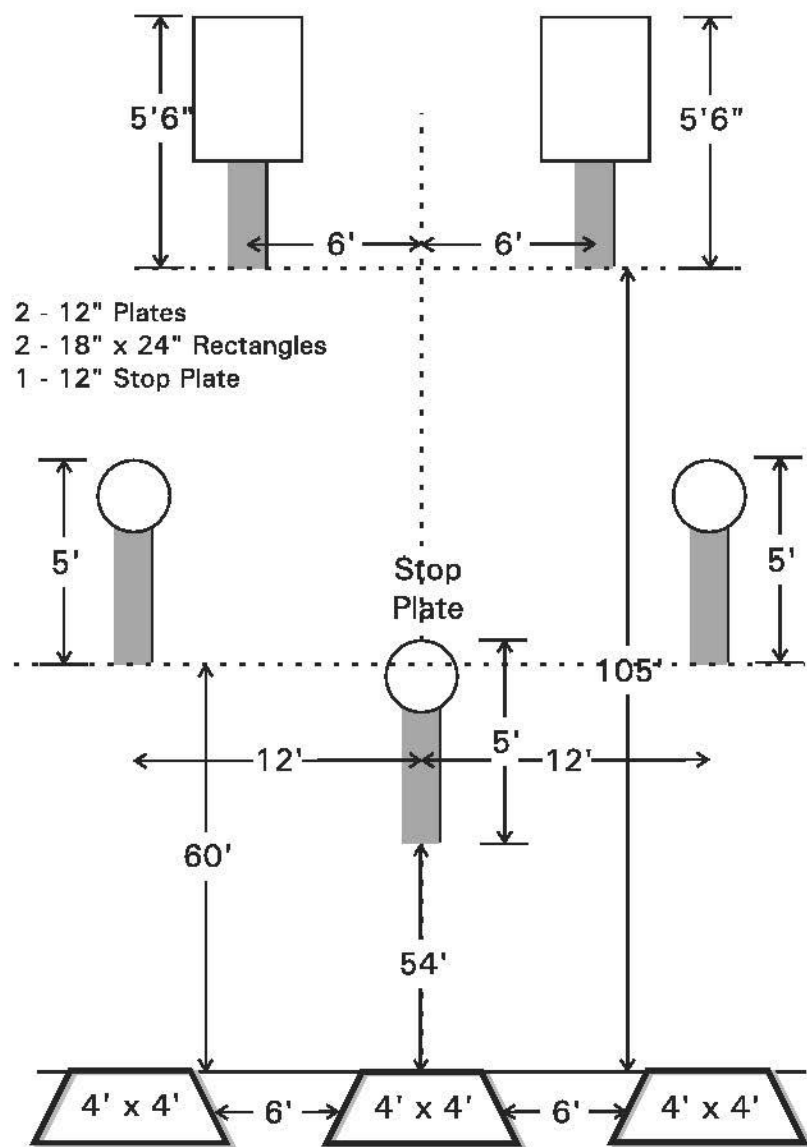
Best 4 of 5 runs

SCSA Rules



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E1.4 – Outer Limits, SC-104



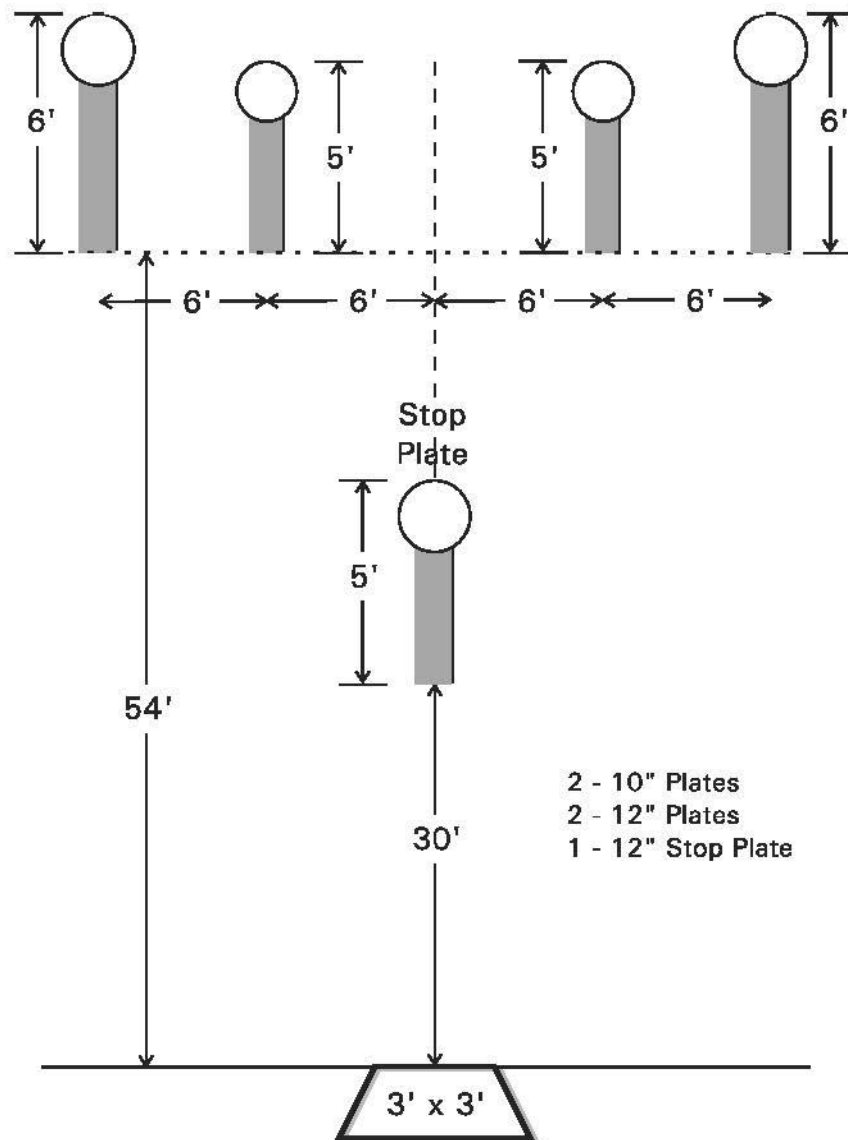
Outer Limits

Best 3 of 4 runs

SCSA Rules



E1.6 – The Pendulum, SC-106



Pendulum
Best 4 of 5 runs

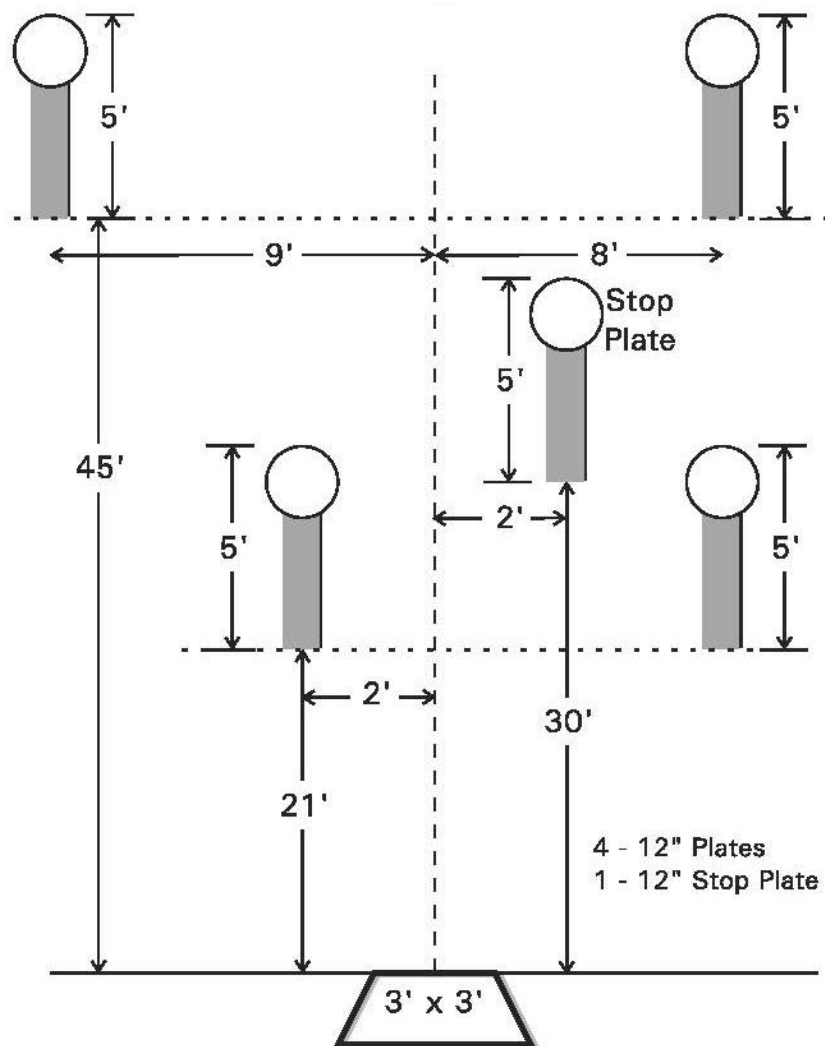
SCSA Rules



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Best 4 of 5 runs

E1.8 – Roundabout, SC-108



Roundabout

Best 4 of 5 runs

APPENDIX E2 – Stage Setup & Operation

All round targets, except for the Pendulum are 5' high to the top of the target as viewed from the box and all rectangles are 5'6" to the top of the target as viewed from the box. Pendulum has two round targets that are 6' to the top of the target as viewed from the box. **All targets should be set to appear level at their designated height from the shooting box.** This may be accomplished with survey equipment, laser levels, string lines, etc. A slight variation in height (+/- 2") is allowed. Setting targets at height above ground may accomplish the desired level height, if the bay is flat and level.

Layout of stages

All course designs and measurements are approximate with slight (+/- 2") variations possible. All shooting boxes will be 3' x 3' except for Outer Limits, which are 4' x 4'.

NOTE: This is an **outside** dimension for the shooting box for all stages.

All courses of fire will be fired from a single shooting box with the exceptions of Outer Limits and Showdown, which will each have more than one shooting box. Showdown will have two 3'x 3' shooting boxes and three strings will be shot from one shooting box and two from the other. The competitor may elect to shoot three strings from the first shooting box prior to moving and completing the last two strings. Conversely, a competitor may also move between shooting boxes after completing two strings. Failure to move after shooting a maximum of three strings from a single shooting box will result in a reshoot for each string fired until the competitor moves to the other shooting box. (See 5.2.4) There is NO movement between boxes during each string in this course of fire.

The Outer Limits will have three 4' x 4' shooting boxes. The competitor will start on their weak side shooting box and will engage the 20- and 35-yard plates on the weak side of the center line, move to the middle shooting box, while on the clock, and engage the remaining two plates and stop plate. The distance between each of the three boxes will be 6'.

Note: Only two of the three boxes will be used by each competitor. Depending on whether they are right or left handed, they will begin in the appropriate outside box and finish in the middle box.

Plates should be angled towards the shooting box to minimize skips and ricochets and provide a uniform target surface and appearance.

APPENDIX F1 – Match Levels

	Tier 1 (Local)	Tier 2 (State)	Tier 3 (Regional/ National)	Tier 4 (World Championship)
Must use official Steel Challenge Stages	R (A minimum of 2 official stages must be used)	M	M	M
Certified Range Master	N/A	R	R*	M
Range Master approved by NROI	N/A	M	M	M
Competitors must be SCSA members	R	M	M	M

M-Mandatory **R**-Recommended

* Note: If Range Master is not certified, NROI approval required.

Special Notes:

Tier 2 matches may elect to run only 6 of the 8 Steel Challenge stages, and may omit ONLY Outer Limits and Speed Option, due to distance limitations.

Tier 3 matches must run all 8 Steel Challenge stages.

Tier 2 and higher require prior approval – *NO* match may use the SCSA name without being conducted at/by a SCSA affiliated club/ range.

Matches represented to be a “SCSA Championship” (State, etc.) must be Tier 2 or above.

Regional and National Championship must be Tier 3 or above.

Only scores shot at the World Championship will be eligible for recognition as World Records.

Only scores shot at SCSA approved National Championship matches will be eligible for recognition as National Records.

APPENDIX F2 – Steel Challenge Recognition

	Tier 1 (Local)	Tier 2 (State)	Tier 3 (Regional/ National)	Tier 4 (World Championship)
Division Recognition	3	5 (recommended)	10	10
Class Recognition	3	5 (recommended)	10	10
Category Recognition	3	5 (recommended)	5	5

Match Directors at Tier 1 matches may elect to recognize a division/class/category with less than 3 entries. Match Directors have the latitude to set the award schedules based on the number of competitors within a division/class once minimums are met. For example, the Match Director may elect to use the 5/7/9 approach where 1st place is recognized if there are 5 entries, 2nd place if there are 7, and 3rd place if there are 9. Alternatively, a single multiple such as 5 may be used.

All category awards along with Steel Master and Rifle Master awards are limited to a single award for High Overall.

APPENDIX G – Glossary

Aftermarket	Items not manufactured by, or available directly from, the OFM.
Allied Equipment	Holsters, magazines, speed loading devices and/or their respective pouches.
Berm	A raised structure of sand, soil, or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet	The projectile in a round intended to strike a target.
Burst Operation	More than one round can be discharged on a single pull or activation of the trigger.
Caliber	The diameter of a bullet measured in millimeters (or thousandths of an inch).
Cartridge Case	The main body of a round, which contains all component parts.
Compensator	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by externally diverting escaping gasses).
Cross Draw	When a competitor draws with their strong hand while wearing their holster on the opposite side of the body.
Detonation	Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).
Detonation	See Shot
Double Action	Each pull of the trigger results in the hammer falling regardless of state prior to the pull. A trigger pull results in cocking of the hammer momentarily.
Draw	The point at which a handgun is removed or disengaged from the holster so as to allow access to any portion of the interior of the trigger guard.
Dropped Gun	A condition in which a competitor loses control of their firearm. Loss of control does not require the firearm to land on the ground or other range surface or prop. It occurs anytime the firearm is no longer in control of either hand, even if it is trapped against part of the body or caught in midair.
Event	An event is comprised of one or more matches.
False Start	Beginning an attempt at firing a string for a stage prior to the “start signal”.

Gun Case/Bag	A carrying device that does not allow access to, or manipulation of, the trigger while fully encasing the firearm.
Handling	(As in “handling a firearm”) The act of manipulating, holding, or gripping a firearm while the trigger is functionally accessible. Note exceptions for casing/uncasing PCC and rimfire.
ISR	Iron Sight Revolver
Loaded Firearm	A firearm having a live round, empty case or dummy round in the chamber or cylinder or having a live or dummy round in a magazine inserted in the firearm.
Loading	The insertion of ammunition into a firearm. Loading is completed when ammunition is inserted, firearm is in battery (slide forward or cylinder closed and ready to fire), and the competitor’s hand has been removed from the magazine or other loading device (except as may occur during establishing a normal grip on the firearm).
Match	A contest within an event.
Match Official	A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Officer.
Movement	Taking more than one step in any direction, or changing body position (e.g. from standing to kneeling, from seated to standing etc.)
Must	This means the same as “will,” “shall,” etc. Compliance is mandatory.
Not Applicable	The rule or requirement does not apply to the particular discipline, Division, or match level.
NROI	National Range Officers Institute.
OFM	Original firearm manufacturer.
OSR	Optical Sight Revolver
PCCI/PCCO	Pistol Caliber Carbine Irons/Pistol Caliber Carbine Open, see Appendix H9 for Division requirements
Range Officer	Issues range commands, oversees competitor compliance with stage requirements, and closely monitors safe competitor action. He or she also declares time scores and a penalty achieved by each competitor and verifies that these are correctly recorded on the competitors score sheet or scoring tablet.
RFPI/RFPO	Rimfire Pistol Irons/Rimfire Pistol Open; See Appendix H7 for Division requirements
RFRI/RFRO	Rimfire Rifle Irons/Rimfire Rifle Open; See Appendix H8 for Division requirements

Reloading	he replenishment or the insertion of additional ammunition into a firearm. The reload is not complete until the magazine/speed loader is fully inserted, firearm is in battery (slide forward or cylinder closed and ready to fire), and the competitor's hand has been removed from the magazine or other loading device (except as may occur during establishing a normal grip on the firearm).
Remedial Action	The term used for correcting any problem to get the firearm back in operation, such as a jam, stuck bullet, or feeding problem due to issues with the magazine, ammunition or firearm.
Reshoot	A competitor's subsequent attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
Round	A cartridge of ammunition used in a firearm.
Selective Action	The competitor can select either Single Action or Double Action.
Shooting Box	A small shooting area (generally square) formed of four connected fault lines. Boxes must be at least 3/4" high for hard surfaces and 1-1/2" high for loose surfaces.
Shot	A bullet which passes completely through the barrel of a firearm.
Should	Optional but highly recommended.
Single Action	Pulling the trigger causes the hammer to fall a single time. The hammer must be reset by other action (movement of the slide or competitor action) before it will fall again.
Snap Cap	(Also "spring cap") A type of dummy round.
Squib	A bullet or solid obstruction lodged inside the barrel of a firearm.
Staging Area	A designated portion of a range where only long guns may be cased and uncased prior to or after completing a course of fire.
Sweeping	Pointing the muzzle of a firearm at any part of any person's body, while holding it in the hands, or placing it on or removing it from an object. There may be an exception for RO interference.
Unloading	The removal of ammunition from a firearm. This action is completed when the firearm is empty of all ammunition and the magazine removed or cylinder opened and shown for inspection by a Range Officer.
Will	Mandatory

APPENDIX H1 – Open Division

1	Minimum power factor for Major	NA for Steel Challenge
2	Minimum power factor for Minor	NA for Steel Challenge
3	Minimum bullet weight	NA for Steel Challenge
4	Minimum bullet caliber / cartridge case length.	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	NA for Steel Challenge
6	Minimum trigger pull	No
7	Maximum handgun size	No
8	Maximum magazine length	6.742" (171.25mm)
9	Maximum ammunition capacity	No
10	Max. distance of handgun and mags/speed loaders from inner side of belt	NA for magazines, Handgun: 3 3/8" (length of an overlay)
11	Rule 3.1 applies	Yes
12	Restriction on position of holster and other equipment	No
13	Optical/electronic sights permitted	Yes
14	Installed flashlights permitted	Yes
15	Compensators permitted	Yes
16	Barrel ports permitted	Yes
17	Slide ports permitted	Yes
18	Maximum weight	No
19	Handgun specifically approved for Division	No
20	Holster restrictions	No
21	Authorized modifications	Not applicable
22	Prohibited modifications	Not applicable

APPENDIX H2 – Limited Division

1	Minimum power factor for Major	NA for Steel Challenge
2	Minimum power factor for Minor	NA for Steel Challenge
3	Minimum bullet weight	NA for Steel Challenge
4	Minimum cartridge dimensions	9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	NA for Steel Challenge
6	Minimum trigger pull	No
7	Maximum handgun size	No
8	Maximum magazine length	5.561" (141.25mm) or 6.742" (171.25mm) in single stack guns.
9	Maximum ammunition capacity	No
10	Maximum distance of handgun and mags/speed loaders from inner side of belt.	Handgun and Mags: 3 3/8" (length of an overlay)
11	Rule 3.1 applies	Yes
12	Restriction on position of holster and other equipment	No
13	Optical/electronic sights permitted	No
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	Yes
18	Maximum weight	No
19	Handgun specifically approved for Division	N/A
20	Holster restrictions	No

APPENDIX H3 – Production Division

1	Minimum power factor for Major	NA for Steel Challenge
2	Minimum power factor for Minor	NA for Steel Challenge
3	Minimum bullet weight	NA for Steel Challenge
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	NA for Steel Challenge
6	Minimum trigger pull	No
7	Maximum size - Handgun and all magazines (revolvers are exempt)	Yes, handgun with empty magazine inserted must fit wholly within a box with internal dimensions of 8 15/16" x 6" x 1 5/8" (tolerance +1/16", -0") (8.938"x6"x1.625") (227.01mmx152.40mmx41.28mm)
8	Maximum magazine length	See # 7
9	Maximum ammunition capacity	Yes, maximum 10 rounds loaded in any magazine after the start signal
10	Max. distance of handgun and mags/speed loaders from inner side of belt	Handgun and Mags: 2 1/8" (width of an overlay)
11	Rule 3.1 applies	Yes
12	Restriction on position of holster and other equipment	Yes, for holster, behind the point of the hip. NA for magazine holders.
13	Optical/electronic sights permitted	No, notch and post only
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	Yes
18	Maximum weight	Yes. 59 ounces with empty magazine inserted
19	Handgun specific approval for Division	Yes - see Special Conditions
20	Holster and magazine holder restrictions	<ul style="list-style-type: none"> • Suitable for everyday use. "Race gun" type holster prohibited. • May not be manufactured or cut lower than, and must cover the slide up to, 1/2" below the ejection port (belt slide "Yaqui" type holster exempt). • Revolver holsters open no lower than halfway down the cylinder. • The drop offset type holster is allowed in production Division as long as the

heel of the butt of the gun is above the belt.

21 Authorized modifications (Strictly limited to these items and their stated guidelines)

Please note that, during a match, a shooter may be required to demonstrate that their gun is in compliance with Division rules by identifying a specific rules clause or published interpretation which authorizes any disputed modification. If the shooter cannot identify an authorizing rules-clause or published interpretation, the RM shall rule that the modification is PROHIBITED for Production use and shall move the shooter to Open Division.

21.1 Internal throating and polishing to improve accuracy, reliability and function.

Internal modifications which do not conflict with other clauses of this appendix are ALLOWED.

Special Notes/Clarifications:

- See 21.3 for specifics with regard to slides and barrels
- ALL Factory safety mechanisms, whether internal or external, must remain functional
- See 22.1 for specifics on external safeties

Any internal modifications which result in a visible change to the external appearance of the gun when it is in battery REMAIN PROHIBITED unless specifically allowed by the plain language herein.

21.2a Slide and Frame Refinishing

Cosmetically enhancing the finish of a slide or frame is ALLOWED in Production Division. Stippling on the frame to provide texture or additional grip surface is specifically allowed.

21.2b Milling of slide

A slide may be modified specifically for the purpose of installing sights or cocking serrations. Textured finishes, grip tape, milling or stippling on the slide to provide texture is also allowed. Cuts designed to specifically or significantly lighten the slide, such as holes, are allowed. **Slide racking devices are prohibited.**

<p>21.3 After-market slides and barrels</p>	<p><u>SLIDES:</u> You may replace the slide with an OFM or aftermarket slide.</p> <p><u>BARRELS:</u> You may replace the barrel with an OFM or aftermarket barrel.</p>
<p>21.4 Grips</p>	<ul style="list-style-type: none"> • Grip modifications such as, but not limited to, undercutting/smoothing the trigger guard, adding or removing finger grooves, or adding stippling, grip tape, or checkering are allowed. Replacement grip panels are allowed provided they do not extend below the butt of the gun to form a make-shift magwell. • Revolver grips may be replaced with OFM or aftermarket grips of any shape, profile and surface texture. • Special Notes/Clarifications: See 22.2, below, for specifics with regard to modifications on revolver grips.
<p>21.5 Exchange of minor INTERNAL components</p>	<p>INTERNAL parts: A broad range of INTERNAL parts may be modified or replaced – either with OFM or aftermarket parts.</p> <p><u>Special Notes/Clarifications:</u></p> <ul style="list-style-type: none"> • Strikers, sears, springs, connectors/disconnectors, and any other part which is NOT visible when the gun is in battery is considered an INTERNAL part and may be modified or replaced unless otherwise prohibited in these provisions (see section 22 for specific prohibitions). • Guide rods are considered an “internal part” and may be modified and/or replaced with OFM or aftermarket guide rods even though part of the guide rod is externally visible when the gun is in battery. <i>Note that the weight limits in H3-18 remain in force and relevant.</i> • Internal magazine disconnects are legal as they are internal parts that do not show while in battery.

21.6	Exchange of minor EXTERNAL components	Sights, firing pins, firing pin retainers, pins, extractors, magazine releases, slide stops, thumb safeties, triggers, hammers, bushings, and ejectors MAY be replaced with OFM or aftermarket parts. Exchange of OFM parts between different models of Production approved guns is allowed.
21.7	Magazines	OFM and aftermarket magazines and base-pads may be used. However, any and all magazines used in competition must fit into the USPSA box while empty and inserted in the handgun as described in item 7 of this appendix. Grip tape and/or skate board tape are specifically allowed on magazines and base-pads.
22	Specifically prohibited modifications and features	Please note that the absence of an item in the list of prohibited modifications MAY NOT be construed to mean a modification is allowed. A modification is only allowed in Production Division if there is a rules clause or interpretation that specifically declares that it is allowed in the Division. Removing or disabling firing-pin blocks or any other factory safety mechanism in Production division is specifically prohibited.
22.1	Disabling of any external safety or externally operated safety	<p>External and externally operated safety mechanisms must remain operable.</p> <p><u>Special Notes/Clarifications:</u></p> <ul style="list-style-type: none"> • For purposes of this clause, a “trigger safety” is externally visible, and must remain operable. • For purposes of this clause, the prohibition on “disabling” means that you may NOT modify an external safety mechanism in any way that affects its function as a safety per the OFM design. • For purposes of this clause, a magazine disconnect is NOT considered a safety mechanism, and may be removed.

		<ul style="list-style-type: none"> • Please note that other clauses in the body of the competition rules require that a “trigger mechanism must, at all times, function safely” (5.1.4), that handguns must be “serviceable and safe” (5.1.6) and that the • Range Master is the final authority on the definition of “safety” as it pertains to the mechanism of the gun (8.1.2.4). It is the competitor’s responsibility to be able to demonstrate at any time that all factory safety mechanisms are functional, regardless of whether they are internal or external.
22.2	Grips – any addition or removal of material which changes the factory profile or adds function such as beavertail or thumb rest.	Non OFM grip modifications (addition or removal of material) that provide function, such as a beavertail or thumbrest are prohibited. Revolver grips may be replaced with grips of any shape, profile, or texture. Adding or removing material to change the profile of Revolver grips is ALLOWED.
22.3	External plugs	External plugs which alter the grip profile or extend past (0.1”) the bottom of the grip are PROHIBITED.
22.4	Magwell opening	No OFM or aftermarket external magwells. <u>Internal</u> magwell dimensions may be increased. External flaring is prohibited.

Special conditions:

1. Only Double Action, Selective Action, and Safe Action/Striker Fired guns are allowed, and must be on the approved list. Guns with external hammers must start hammer down. A hammer is considered to be in the "hammer down" position when the hammer is placed there by pulling the trigger while manually lowering the hammer, (manually decocking) or by activating the decocking lever if present. Manually decocking to the half-cocked position is not allowed and will result in the competitor being moved to Open division.
2. Unless specifically authorized above, modifications are prohibited. Except for Item 7, revolvers are subject to all restrictions above, unless otherwise noted.
3. A handgun model may be approved and added to the [USPSA Approved Production Handgun List](#) after the [NROI Manufacturer's Declaration Form](#) stating that a minimum of 500 complete models of that handgun have been manufactured and available to the general public has been submitted and NROI has inspected the handgun for compliance.
4. UNLESS a modification is SPECIFICALLY authorized in the rules or SPECIFICALLY authorized in an official, published NROI interpretation, it is considered a PROHIBITED MODIFICATION.

APPENDIX H4 – Single Stack Division

1	Minimum power factor for Major	NA for Steel Challenge
2	Minimum power factor for Minor	NA for Steel Challenge
3	Minimum bullet weight	NA for Steel Challenge
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	NA for Steel Challenge
6	Minimum trigger pull	No
7	Maximum size Handgun and all magazines	Yes, handgun with empty magazine inserted must fit wholly within a box with internal dimensions of 8 15/16" x 6" x 1 5/8" (tolerance +1/16", -0") (8.938" x 6" x 1.625") (227.01mm x 152.40mm x 41.28mm)
8	Maximum magazine length	See # 7 above
9	Maximum ammunition capacity	10 rounds maximum
10	Max. distance of handgun and mags/speed loaders from inner side of belt	Handgun and Mags: 21/8" (width of an overlay)
11	Rule 3.1 applies	Yes
12	Restriction on position of holster and other equipment	Yes, for holster, behind the point of the hip. NA for magazine holders.
13	Optical/electronic sights permitted	No, notch and post only
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	No
18	Maximum weight	Yes, 43 ounces with empty magazine
19	Handgun specific approval for Division	See Special Conditions below
20	Holster and magazine holder restrictions	<ul style="list-style-type: none"> • Suitable for everyday use. "Race gun" type holster prohibited. • Must carry pistol so that the heel of the butt is even with or above the top of the belt • May not be manufactured or cut lower than, and must cover the slide up to, 1/2" below the ejection port (belt slide "Yaqui" type holster exempt).
21	Authorized modifications	Milling of the slide to insert sights, add or remove serrations, such as cocking or flat

		<p>topping, tri-topping the slide, lowering ejection ports, cuts that are minor and cosmetic in nature are permitted. Duplicating features that are on a factory, mass produced slide available to the general public is permitted. Cuts that are designed to specifically or significantly lighten the slide, such as holes, or slots, are ruled as competitive advantage and prohibited.</p>
22	Prohibited modifications and features	<ul style="list-style-type: none"> • External modifications or features such as weights or devices to control or reduce recoil (such as, but not limited to, thumb rests or components which could be used as such). Slide racking devices are prohibited. • Cone and flanged barrels are not allowed. All barrels must have a bushing installed, regardless of barrel diameter. This does not apply to pistols having a barrel length of 4.20 inches or less. • Slide lightening, cuts, ports, or any milling deemed to provide a competitive advantage.
23	Permitted features	<ul style="list-style-type: none"> • External extractors, firing pin blocks, and other factory safety features. • Duplicating features that are on a factory, mass produced slide available to the general public. • Factory installed light rail attachments if the dust cover is no longer than 3.25 inches measured from the rear of the slide stop pin to the front of the dust cover.

Special conditions:

1. Only 1911 production type pistols. Must be available to the general public and have their basis in the original 1911 service pistol as designed by John M. Browning. Pistols made from components that duplicate the factory originals are acceptable. Frames must be metal. Modular frames in the 1911 style, which use traditional single stack 1911 magazines, are allowed. No wide body magazines, including those adapted to feed in a single column, may be used.

APPENDIX H5 – Revolver Division

1	Minimum power factor for Major	NA for Steel Challenge
2	Minimum power factor for Minor	NA for Steel Challenge
3	Minimum bullet weight	NA for Steel Challenge
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	No
6	Minimum trigger pull	No
7	Maximum handgun size	No
8	Maximum magazine length	Not applicable
9	Maximum ammunition capacity	NA for Steel Challenge
10	Max. distance of handgun and mags/speed loaders from inner side of belt.	Handgun and Mags: 2 1/8" (width of an overlay)
11	Rule 3.1 applies	Yes
12	Restriction on position of holster and other equipment	No
13	Optical/electronic sights permitted	ISR: NO OSR: YES
14	Installed flashlights permitted	No
15	Compensators permitted	ISR: NO OSR: YES
16	Barrel ports permitted	ISR: NO OSR: YES
17	Slide ports permitted	Not applicable
18	Maximum weight	No
19	Handgun specific approval for Division	No (see Special Conditions below)
20	Holster restrictions	No
21	Authorized modifications	Not applicable
22	Prohibited modifications	Not applicable

NOTE: **ISR** = Iron Sight Revolver, **OSR** = Optical Sight Revolver

Special conditions:

1. "Self-loading" revolvers with retractable slides are prohibited in this Division.

APPENDIX H6 – Carry Optics Division

1	Minimum Power Factor for Major	NA for Steel Challenge
2	Minimum Power Factor for Minor	NA for Steel Challenge
3	Minimum bullet weight	NA for Steel Challenge
4	Minimum bullet caliber / cartridge case length	9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	Not Applicable
6	Minimum trigger pull	No
7	Maximum size Handgun	No
8	Maximum magazine length	Yes, 141.25 mm (5.561")
9	Maximum ammunition capacity	No
10	Max. distance of handgun and mags/speed loaders from inner side of belt	Handgun and Mags: 2 1/8" (width of an overlay)
11	Rule 3.1 applies	Yes
12	Restriction on position of holster and other equipment	Yes, for holster, behind the point of the hip. NA for magazine holders. Optic/sights are exempt.
13	Optical/electronic sights permitted	Optical/electronic sights REQUIRED; must be attached directly to slide between rear of slide and ejection port, and may not be mounted to the frame in any way
14	Installed Flashlights Permitted	No
15	Compensators Permitted	No
16	Barrel Ports Permitted	No
17	Slide Ports Permitted	Yes
18	Maximum weight	Yes. 59 ounces with optic and empty magazine inserted
19	Handgun specific approval for Division	Yes, see Special Conditions
20	Holster and magazine holder restrictions	<ul style="list-style-type: none"> • Suitable for everyday use. "Race gun" type holster prohibited. • May not be manufactured or cut lower than, and must cover the slide up to, 1/2" below the ejection port (belt slide "Yaqui" type holster exempt). • The drop offset type holster is allowed in Carry Optics Division as long as the heel of the butt of the gun is above the belt.

21	Authorized modifications (Strictly limited to these items and their stated guidelines)	Please note that, during a match, a shooter may be required to demonstrate that their gun is in compliance with Division rules by identifying a specific rules clause or published interpretation, which authorizes any disputed modification. If the shooter cannot identify an authorizing rules-clause or published interpretation, the RM shall rule that the modification is PROHIBITED for Carry Optics use and shall move the shooter to Open Division.
21.1	Internal throating and polishing to improve accuracy, reliability and function.	<p>INTERNAL modifications which do NOT conflict with other clauses of this appendix are ALLOWED.</p> <p><u>Special Notes/Clarifications:</u></p> <ul style="list-style-type: none"> • See 21.3 for specifics with regard to slides and barrels. • ALL factory safety mechanisms, whether internal or external, must remain functional. • See 22.1 for specifics on external safeties. • Any “internal” modifications which result in a visible change to the external appearance of the gun when it is in battery REMAIN PROHIBITED unless specifically allowed by the plain language herein.
21.2a	Slide & Frame – refinishing	<p>Cosmetically enhancing the finish of a slide or frame is ALLOWED in Carry Optics Division.</p> <p>Stippling on the frame to provide texture or additional grip surface is specifically allowed.</p>
21.2b	Milling of slide	A slide may be modified specifically for the purpose of installing optical sights or cocking serrations. Textured finishes, grip tape, milling or stippling on the slide to provide texture is also allowed. Cuts designed to specifically or significantly lighten the slide, such as holes, are allowed.

<p>21.3 After-market slides and barrels</p>	<p><u>SLIDES</u>: You may replace the slide with an OFM or aftermarket slide.</p> <p><u>BARRELS</u>: You may replace the barrel with an OFM or aftermarket barrel.</p>
<p>21.4 Grips</p>	<p>Replacement grip panels are allowed provided they do not extend below the butt of the gun to form a make-shift magwell. Grip modifications such as, but not limited to, undercutting/smoothing the trigger guard, adding or removing finger grooves, or adding stippling, grip tape, or checkering are specifically allowed. Grip tape or grip sleeves cannot disengage a grip safety. Grips may not be modified to create a thumb rest or beavertail.</p>
<p>21.5 Exchange of minor INTERNAL components (strickers, sears, springs, connectors/disconnectors, and other wholly-internal parts)</p>	<p>INTERNAL parts: A broad range of INTERNAL parts may be modified or replaced – either with OFM or aftermarket parts.</p> <p><u>Special Notes/Clarifications</u>:</p> <ul style="list-style-type: none"> • Strickers, sears, springs, connectors/disconnectors, and any other part which is NOT visible when the gun is in battery is considered an INTERNAL part and may be modified or replaced unless otherwise prohibited in these provisions (see section 22 for specific prohibitions). • Guide rods are considered an “internal part” and may be modified and/or replaced with OFM or aftermarket guide rods even though part of the guide rod is externally visible when the gun is in battery. Note that the weight limits in H6-18 remain in force and relevant. • Internal magazine disconnects are legal as they are internal parts that do not show while in battery.
<p>21.6 Exchange of minor EXTERNAL components</p>	<p>Sights, firing pins, firing pin retainers, pins, extractors, magazine releases, slide stops, thumb safeties, triggers, hammers,</p>

		bushings, and ejectors MAY be replaced with OFM or aftermarket parts.
21.7	Magazines	OFM and aftermarket magazines and base-pads may be used. Grip tape and/or skateboard tape are specifically allowed on magazines and base- pads.
22	Specifically prohibited modifications and features	<p>Please note that the absence of an item in the list of prohibited modifications MAY NOT be construed to mean a modification is allowed. A modification is only allowed in Carry Optics Division if there is a rules clause or interpretation, which specifically declares that it is allowed in the Division.</p> <p>Removing or disabling firing-pin blocks or any other factory safety mechanism in Carry Optics division is specifically prohibited. Slide racking devices, even if attached to the optic, are prohibited.</p>
22.1	Disabling of any external safety or externally operated safety	<p>External and externally operated safety mechanisms must remain operable.</p> <p><u>Special Notes/Clarifications:</u></p> <ul style="list-style-type: none"> • For purposes of this clause, a “trigger safety” is externally visible, and must remain operable. • For purposes of this clause, the prohibition on “disabling” means that you may NOT modify an external safety mechanism in any way that affects its function as a safety per the OFM design. • For purposes of this clause, a magazine disconnect is NOT considered a safety mechanism, and may be removed. • Please note that other clauses in the body of the competition rules require that a “trigger mechanism must, at all times, function safely”, that handguns must be “serviceable and safe” and that the Range Master is the final authority on the definition of “safety” as it pertains to the mechanism of the gun

		<ul style="list-style-type: none"> It is the competitor's responsibility to be able to demonstrate at any time that all factory safety mechanisms are functional, regardless of whether they are internal or external.
22.2	External plugs	External plugs which alter the grip profile or extend past (0.1") the bottom of the grip are PROHIBITED
22.3	Magwell opening	No OFM or aftermarket external magwells. <u>Internal</u> magwell dimensions may be increased. External flaring is prohibited.

Special conditions:

1. Only Double Action, Double Action/Single Action, and Safe Action/Striker Fired handguns are allowed, and must be on the approved list. Guns with external hammers must start hammer down. A hammer is considered to be in the "hammer down" position when the hammer is placed there by pulling the trigger while manually lowering the hammer (manually decocking) or by activating the decocking lever if present. Manually decocking to the half-cocked position is not allowed and will result in the competitor being moved to Open division. Unless specifically authorized above, modifications are prohibited.
2. Handguns with external hammers must be fully decocked at the start signal. If a decocking lever is installed and used, the term fully decocked is the position where the hammer rests once the decocking lever has been used. Altering a factory installed decocker to bring the hammer to rest at less than a half-cocked position is not allowed. Manually decocked hammers must be fully down.
3. A handgun may be approved specifically for Carry Optics division provided that the model of the pistol used is on the [USPSA Approved Production Handgun List](#) AND meets Carry Optics criteria. Any manufacturer of a pistol that is not on the approved Production list, but meets Carry Optics criteria, must submit a [NROI Manufacturer's Declaration Form](#) to DNROI stating that a minimum of 500 complete handguns have been manufactured and are available to the general public.
4. UNLESS a modification is SPECIFICALLY authorized in the rules or SPECIFICALLY authorized in an official, published NROI interpretation, it is considered a PROHIBITED MODIFICATION.

APPENDIX H7 – Rimfire Pistol Division

1	Minimum bullet caliber	.22 Long Rifle ONLY
2	Minimum trigger pull	No
3	Maximum handgun size	No
4	Maximum ammunition capacity	No
5	Optical/Electronic sights permitted	RFPI – No RFPO - Yes
6	Compensators permitted	RFPI – Yes RFPO – Yes
7	Slide ports permitted	Yes
8	Maximum weight	No
9	Handgun specifically approved for division	No
10	Authorized modifications	N/A
11	Prohibited modifications	Handguns may not be fitted with forearms, foregrips, stocks, or stock-like devices, such as, but not limited to: buffer tubes, arm braces, folding stocks, etc. Firearms designated, manufactured, and sold as pistols are restricted by this rule.
12	Start Position	Low ready pointing muzzle at aiming flag, safety may be off, finger outside of the trigger guard.
13	Handling requirements	Handgun to be transported in closed case or holstered at all times until the Make Ready command is given.

Note: RFPI = Rimfire Pistol Irons; RFPO = Rimfire Pistol Open

APPENDIX H8 – Rimfire Rifle Division

1	Minimum bullet caliber	.22 Long Rifle ONLY
2	Minimum trigger pull	No
3	Maximum rifle size	No
4	Maximum ammunition capacity	No
5	Optical/Electronic sights permitted	RFRI – No RFRO – Yes
6	Compensators permitted	RFRI – Yes RFRO – Yes
7	Maximum weight	No
8	Rifle specifically approved for division	No
9	Sling use authorized	Yes, during course of fire only. Not for transport.
10	Start Position (Low ready is defined as both hands on the rifle, buttstock seated on shoulder. Head may be on buttstock or above)	Low ready pointing muzzle at aiming flag, safety may be off, finger outside of the trigger guard.
11	Handling requirements	Rifle to be transported in a closed case, scabbard, or “3-gun” cart. Chamber flag must be used regardless of method of transport.

Note: RFRI = Rimfire Rifle Irons; RFRO = Rimfire Rifle Open

APPENDIX H9 – Pistol Caliber Carbine Division

1	Minimum barrel length	None (see Special Conditions)
2	Accepted calibers	9mm, .38 special,.357 Sig, .40 S&W, 10mm, .45 ACP
3	Minimum velocity	None
4	Maximum velocity	1600 FPS
5	Maximum ammunition capacity	No
6	Must have stock attached and be capable of being fired from shoulder position. **Note: Sig Brace and any variant thereof is not allowed** Handgun to carbine conversions are allowed, provided they meet the criteria above. **see Special Conditions**	Yes
7	Optical/Electronic sights permitted	PCCI – No PCCO – Yes
8	Compensators / Muzzle brakes permitted	PCCI – Yes PCCO – Yes
9	Flash hiders permitted	Yes
10	Suppressors permitted	PCCI – No PCCO – No
11	Sling use authorized	Yes, during course of fire only. Not for transport.
12	Start Position (Low ready is defined as both hands on the carbine, buttstock seated on shoulder. Head may be on buttstock or above)	Low ready pointing muzzle at aiming flag, safety may be off, finger outside of the trigger guard.
13	Handling requirements	Rifle to be transported in a closed case, scabbard, or “3-gun” cart. Chamber flags must be used regardless of method of transport.
14	Magazine and Magazine holder restrictions	No side-by-side magazine couplers allowed. End-to-end coupling/extension is allowed.
15	Full Auto/ “Burst” Capabilities (one trigger pull fires more than one round-- see special conditions)	Permitted, but semi-auto function only
16	Binary Triggers (firearm fires once on trigger pull and once on release)	Not Allowed

Note: PCCI = Pistol Caliber Carbine Irons; PCCO = Pistol Caliber Carbine Open

Special Conditions:

- 1) Short Barreled Rifles (SBR's) are permitted provided that the competitor is in full compliance with all state and federal laws and regulations concerning ownership and transport of the SBR.

- 2) Handgun to carbine conversions are allowed as long as the conversion is shot in PCC division, and meets the criteria in #6.
- 3) Lever rifles must gate load (on the side) only, no front tube loading rifles are allowed.
- 4) Full auto, burst fire, mechanically aided bump fire, and binary fire will result in a procedural on the first instance, and a disqualification for any subsequent occurrences, (unsafe gun handling)