

MDRC Steel Challenge Rules

This is a Cold Range.

All Stages the 180° rule is in effect. Muzzle pointed downrange at all times.

All rim fire competitors will start from the low ready position.

All center fire competitors will start from the holstered position.

Magazines will be loaded with no more than 10 rounds. Five magazines required. You must have at least 3 magazines. (If you do not have 5 magazines available have friend to load spare magazines for you as you empty them.)

Competitor will complete each stage 5 times (5 strings). The worst string is thrown out. Total the of the four remaining strings for your time.

Penalties.

Foot Fault Foot touching the ground outside the shooting box will add 3 seconds to the string time

Missed plate will add 2 seconds to the string time.

Plates must show a clear mark to be counted as a "hit".

Any plate shot after the stop plate will be counted as a miss.

Missed Stop Plate is scored as 30 seconds. Maximum points allowed on each string (30).

Other Procedurals Not following specific posted stage procedures, movment or failure to move when required will add 3 seconds to the string time.

Bonus Plates

If a stage has a "Bonus Plate", that plate does not need to be shot; however, if engaged and hit it can deduct a specified time from the string score. No penalty points if engaged and missed. Bonus deduction time will be noted in Stage Description (usually one or two seconds).

Range Commands

Shooter Load and make Ready

Shooter Ready? (Wait for audible reply)

Standby

(Audible Start Signal)

Stop (any unsafe condition) Shooter stop firing immediately.

If Finished, Unload and Show Clear.

If Clear, Hammer Down (or pull trigger), Bag Firearm (Rim Fire) or Holster Center Fire).

Range is Clear