



Pistol NZ Speed (Steel Challenge) Rules

Revised 4th September 2011

MATCH RULES AND CONDITIONS

These rules cover:

Handgun: Semi Auto Pistols, Single Action (CAS) Double Action Revolver, .22 pistol

Rifle: .22 Long Rifle

HANDGUNS

Semi-automatics

Centre fire handguns must be the minimum calibre of 9mm/.38 special. Centre fire firearms shall be suitable for holster use.

Rimfire shall be .22 Long Rifle calibre only.

Revolvers

Double Action:

Any double action revolver may be used for this event

Single Action:

ONLY those Single Action Pistols with a transfer bar may be used and 6 rounds loaded.

The only Single Action Revolvers that have deemed safe to be holstered with 6 rounds in the cylinder and so are approved for this event, are:

Ruger Blackhawk Ruger Vaquero Colt Cowboy

EAA/Weihrach Bounty Hunter Taurus Gaucho Beretta Stampede

There is a proviso that the safety bar is not modified or disabled.

Until other revolvers are deemed to be safe then just these pistols may be used in a competition. Others may be added as approved.

Shooters may load 5 rounds at the loading table with the *hammer down on an empty chamber*. The 6th round MUST then be loaded 'on the line'.

.22 Pistols:

Only .22 pistols with a magazine capable of holding more than 5 rounds may be used. Single shot pistols are NOT acceptable due to the time issues. No holster provision for these pistols and all must start from the 45 degree position.

DIVISIONS

The following divisions are recognised for Pistol New Zealand events. Clubs may chose to include as many or as few as they wish. However, where a Pistol New Zealand event is being organised the divisions should be decided in conjunction with the Speed Section Director.

HOLSTERS

Holsters shall be mounted in the general vicinity of the waist and must retain the gun. Triggers may not be fully exposed with the exception of the Single Action western holsters.

.22 Junior division will be shot with the pistol starting from the 45 degree starting position. The safety (if fitted) must be engaged.

AMMUNITION

There will be no multiple projectile or magnum loads allowed.

SCORING

Your time is your score. Each of four targets must be hit during each string of fire and a designated impact stop plate will be hit last to stop the time. Total score for Matches 1 through 7 will determine the Overall Champion. All Divisions will score the best four out of five runs as the total score for each stage.

Cowboy Division

Cowboy division will score the best 4 out of 5 runs at the National Championships. (Island championships and club matches will score the best 2 out of 3 runs on all courses of fire).

All Divisions

Any hits made after the maximum time allowance will not be counted. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped and asked to reload if they reach the 30 second limit.

SCORING PENALTIES

Three (3) second procedural penalties will be given for procedural violations, premature starts, creeping, missed targets and foot faults, shooting at the wrong targets from the designated boxes, and incorrect or non movement where applicable. All primary targets hit after the stop plate has been struck, will be scored with a three (3) second penalty each.

SHOOTER CATEGORY

It is the shooter's responsibility to properly declare any extra categories in which they wish to be entered. If you are not sure, then you must ask BEFORE the match begins. A shooter may qualify for more than one category. Check before the match to insure that you have been given the correct category status.

MISCELLANEOUS

It is the responsibility of the competitors to check their scores as written on their score cards and to sign their score cards when finished shooting. Any questions concerning the score card should then be asked of the Range Officials. If still needed, the Match Director will then be summoned.

All shooting boxes will be 1M x 1M (approx) A foot fault will be described as when shots are fired while any part of the body (foot) is touching down outside of the shooting boxes. Clarification: A competitor may not support any weight down "outside" (on the ground) of the shooting box while shooting, but foot pressure on the raised shooting box will not be penalised.

STARTING COMMANDS

The audible timer start will be preceded by the commands "Load and make ready." After a short time is taken, the shooter shall indicate that he or she is ready. The commands will be "Shooter ready? - Stand by!" There will then be a hesitation of one and a half (1.5) to three (3) seconds before the start signal will sound. Creeping or jumping is expressly prohibited! Hands must remain motionless after the "Stand by" command. A 3 second penalty WILL BE ASSESSED for creeping, premature start, hand movement or bouncing of any kind.

HAND POSITION

Hands are to be held in the "Surrender Position", which is shoulder high, with the wrists and full hands visible from behind. The Range Officer will stop the countdown and give one warning and one warning ONLY if they see that the competitor is setting up too low or starting to creep or "bounce". Failure to comply will result in a three second penalty for each occurrence.

Where a shooter is starting from the 45 degrees one hand will be raised in the "Surrender Position".

START POSITIONS FOR RIFLE AND .22 PISTOL

.22 Long Rifle:

The start position for the .22 Long Rifle Division is with the rifle loaded and the butt on the hip. The safety(if fitted), must be engaged.

.22 Pistol

The shooter will start with the pistol pointing at a marker placed 1.5m downrange, directly in front of the shooter. The marker shall be a 'penetrable' marker that will not cause a ricochet issue if there is a shot fired by accident.

SAFETY RULES

The range is cold! Handguns will not be loaded except as directed by Match Officials. Semi-autos will have an empty chamber and magazine well, and all chambers and revolver cylinders will be kept empty.

During loading or unloading, engaging the course of fire and during remedial action in the event of a malfunction, the muzzle of the handgun must ALWAYS be kept pointed down range. If the limit line (180 degrees of the shooter box) is violated with a loaded gun, the competitor will be asked to unload and will be disqualified from the entire competition.

Where supervised loading/unloading tables are provided for competitors using Single Action revolvers, such tables can be used for loading the revolvers prior to the first string in a match, and unloading at the completion of the final string. Single Action revolvers must never have more than five (5) rounds loaded in their chambers.

After a string of fire, no competitor may leave their 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 sheath or bag. In the event a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Range Officer. In no case, will a competitor leave the line with a loaded handgun.

Should a firearm be dropped during a course of fire, the competitor will not pick up the firearm, but allow the Range Officer to do so. The match official will then unload and inspect the firearm.

SAFETY VIOLATIONS

The following violations, any one of which may, and any two of which shall, result in disqualification from the entire competition.

- ☒ Pointing an unloaded firearm up range (break the 180 degree line).
- ☒ Dropping of an unloaded firearm.
- ☒ Leaving the line with a loaded firearm.
- ☒ Any grossly uncontrolled shot or accidental discharge.
- ☒ Picking up a dropped firearm without the direction of a match official.

The following violations shall result in automatic disqualification from the entire competition.

- ☒ Pointing a loaded firearm up range.
- ☒ Dropping a loaded firearm.
- ☒ Any shot fired into the holster or into the ground within six feet of the competitor.
- ☒ Unsafe handling of a loaded firearm.
- ☒ Competitors under the influence of a controlled substance. (Alcohol or drugs)
- ☒ Any unsportsmanlike behaviour or actions, or actions which directly and/or adversely affects the performance of another competitor.
- ☒ Any disrespectful words and/or gestures to or towards match officials.

GENERAL MATCH REGULATIONS

All targets are painted white and will be re-painted prior to each competitor's first run on each course of fire. All round targets are 1.5M high to the top of the target and all rectangles are 1.65M to the top of the target (with ground level being considered the floor of the shooter's box).

Eye and ear protection for all shooters and spectators is mandatory. Individuals observed without eye or ear wear will be required to leave the shooting area.

Should a tie for 1st place of any stage occur, the fastest single run of that particular stage, will be used as the tie breaker. If still needed, the second and third run will be used as the tie breaker.

Should a tie for Overall placing occur, the Outer Limits stage score will be used as the tie breaker.

There will be a designated safety zone for the safe handling and servicing of unloaded firearms.

The same gun, holster and holster position must be used throughout the competition. If there is a mechanical problem, equipment of similar make or model may be used as a replacement with the permission of the Match Director. The replacement equipment must meet the same guidelines as any category the shooter is entered in. If the replacement equipment does not meet these guidelines the competitor will not be eligible for awards in those categories.

Should a malfunction occur, the string of fire will be scored and competitor given the chance to retire for repairs or replacement of the equipment before resuming the course of fire. The squad will not wait, but proceed with the next competitor due to shoot.

If someone wishes to file a protest for an arbitration hearing, there will be a cash fee as determined before the start of the match by match officials (recommended to be \$100). The

Arbitration Panel will consist of 3 competitors nominated by the Match Director who have no direct interest in the outcome of any such appeal, and will be selected and constituted on an appeal by appeal basis. If the protest is upheld, the \$100 fee will be refunded. If the appeal is declined, the hosting club will be awarded the fee. The protest must be prepared in writing and submitted within one hour of the "violation" and before the close of competition on the day of the occurrence.

When a Range Officer scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string of fire. The Range Officer will then go down range and check the target. Once the next string of fire begins, there will be NO further opportunity to appeal the call. All final decisions will be made by the Match Director.

If a competitor arrives after their squad has concluded shooting a stage, they will either fire the stage with the last squad of the day or be put with a later squad. This will up to the discretion of the Match Director. The shooter may not re-assign themselves to other squads of their choice.

Competitors are to go to the line prepared with the appropriate number of magazines, or speed loaders and needed ammunition, so as to not cause unnecessary delay. (Single Action shooters will understandably require more time to reload.) A competitor may have an assistant to help them in reloading if needed.

When a competitor has finished, the Range Officer will call the next competitor to the line. That competitor must then go immediately to the line. Practice drawing or sighting must be held to a minimum and will not be allowed after the first string of fire. Thirty (30) seconds will be the standard for making ready for each additional string of fire. If the competitor is not prepared to begin at the 45 second mark prior to the first run, the Range Officer will announce "Time Expired, Make Ready Now". The competitor then has ten (10) seconds to make ready and notify the Range Officer upon having done so. If the competitor has not notified the Range Officer of their readiness at the 10 second mark, the Range Officer will begin the verbal Start Commands. If the competitor does not engage the course of fire

when the audible start signal sounds, they will be given a maximum time for that string of fire.

Competitors may fire as many rounds as they deem necessary for each string of fire. There are a minimum of 175 shots fired for the seven stages.

Cowboy shooting at Island Championships or Club events will be 105.

COURSE OF FIRE LAYOUT FOR EACH MATCH

The course layout for the 7 matches, with metric measurements, can be found on the following pages. The 'Stop' plate has been identified as a 'filled' plate.

OPEN	LADIES	COWBOY S/ A TRADITIONAL 18-39
PRODUCTION	SENIOR - 50-60	COWBOY S/A 49 ERS 40-49
STANDARD	DISTINGUISHED 60+	COWBOY S/A SENIOR 50-60
IRON SIGHTS REVOLVER	JUNIOR .22 12-18	COWBOY S/A DISTINGUISHED 60+
.22 PISTOL	JUNIOR C/F 12-18	.22 LONG RIFLE

SPECIFIC RULES FOR EACH MATCH

All courses of fire will be fired from a single shooting box except for Showdown, which will have more than one shooting box.

Smoke and Hope

Smoke and Hope will have a 1M x 1M (approx) shooting box and five runs will be shot. The stop plate is the only round plate, located in the centre of the rectangular plates.

Five to Go

Five to Go will have a 1M x 1M (approx) shooting box and five runs will be shot. The stop plate is the 30cm round plate, located to the right of the four 25cm round plates.

Showdown

Showdown will have two 1M x 1M (approx) shooting boxes and two runs will be shot from one shooting box and two from the other. The competitor may choose from either box to shoot their fifth and final run. There is NO movement between boxes during this course of fire. The stop plate is the 30cm round plate, located between the two 25cm round plates.

Outer Limits

The Outer Limits will have one 1.0M x 1.0M (approx) centre shooting box. The shooter will start in the shooting box and will engage the 18.3 and 32 metre plates. Five runs will be shot. The stop plate is the 30cm round plate in the centre at 16.5 metres.

Speed Option

Speed will have a 1M x 1M (approx) shooting box and five runs will be shot. The stop plate is the rectangular plate, located to the left of the four 30cm round plates. The 'option plate' is the plate set at 1.83m and will attract a 2 second time deduction if hit. If the 'Option' plate is NOT hit there will be no penalty. Any other plate not struck before the stop plate WILL attract a penalty.

Roundabout

Roundabout will have a 1M x 1M (approx) shooting box and five runs will be shot. The stop plate is the 30cm round plate, located in the centre of the plates.

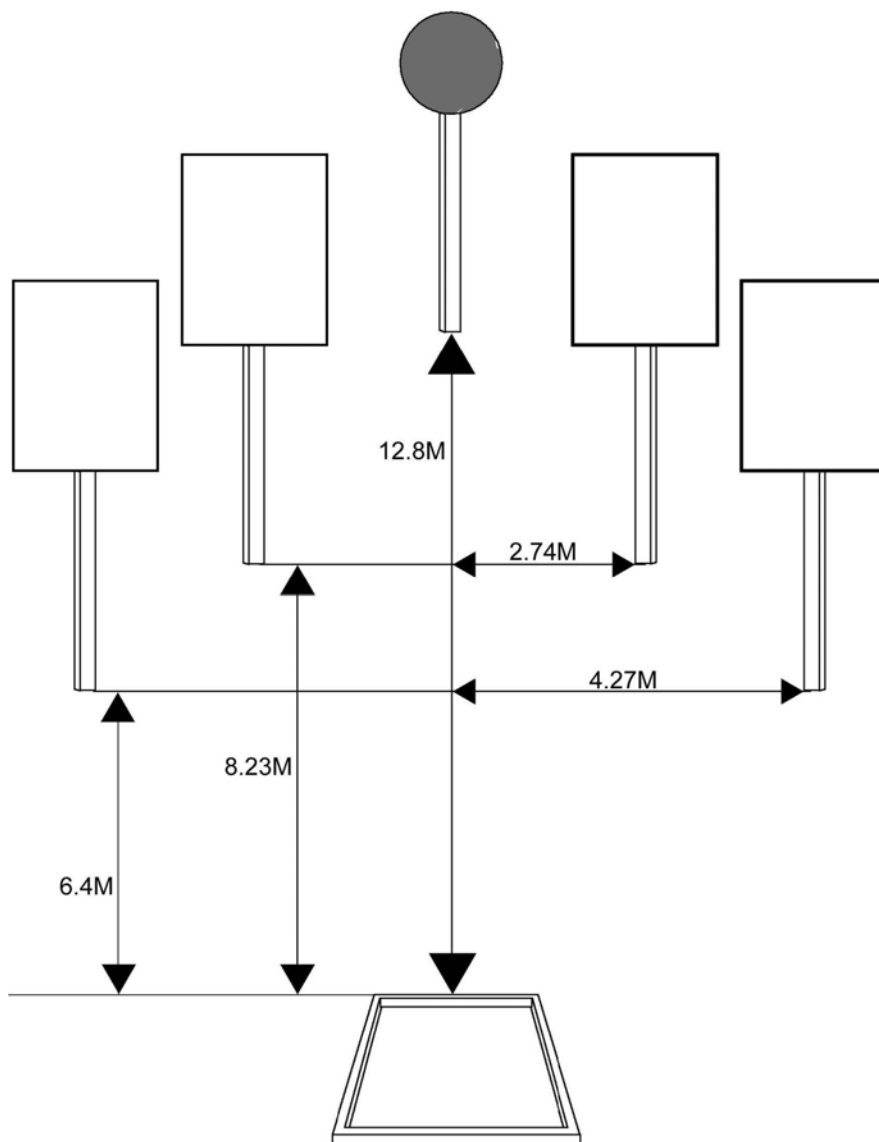
Accelerator

Accelerator will have a 1M x 1M (approx) shooting box and five runs will be shot. The stop plate is the 30cm round plate, located in the centre of the plates.

SMOKE & HOPE

4 Rectangle Plates (45cm x 60cm)

1 Round Stop Plate (30cm)

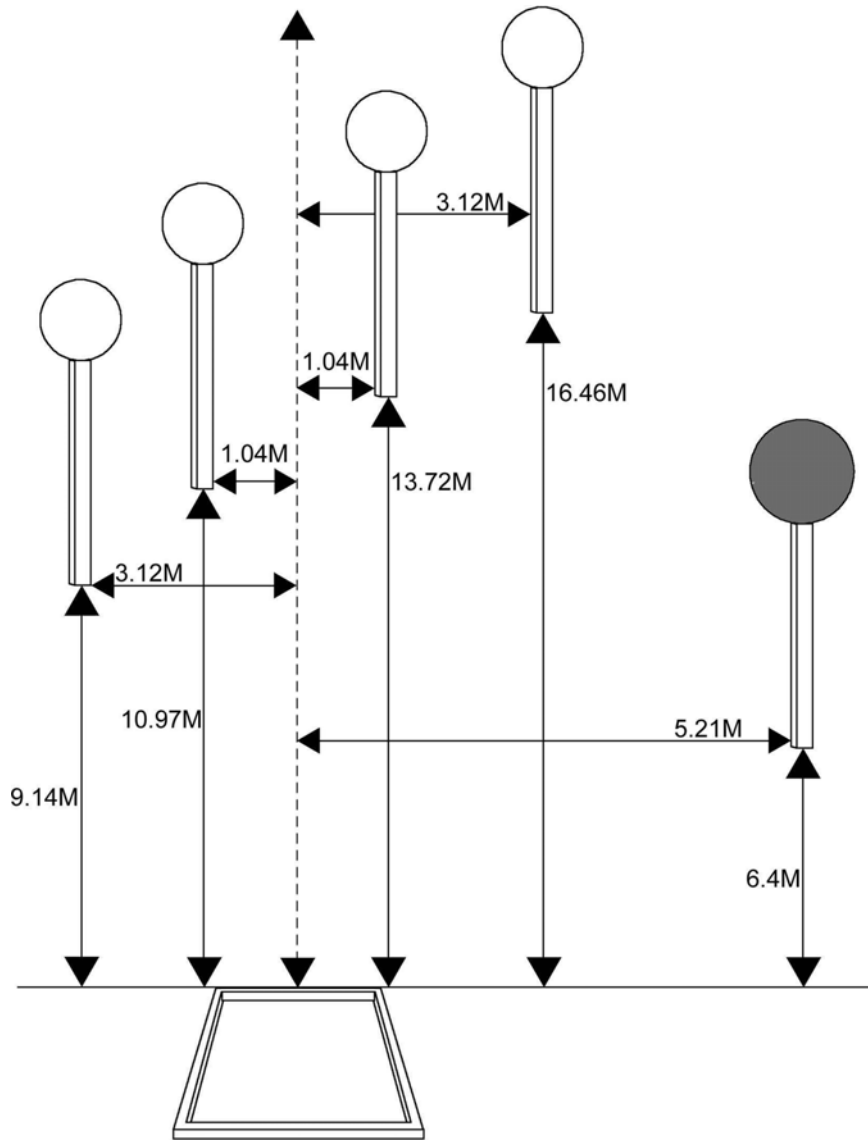


Stop Plate, 12" Middle Target at the back

FIVE TO GO

4 Round Plates (25cm)

1 Round Stop Plate (30cm)



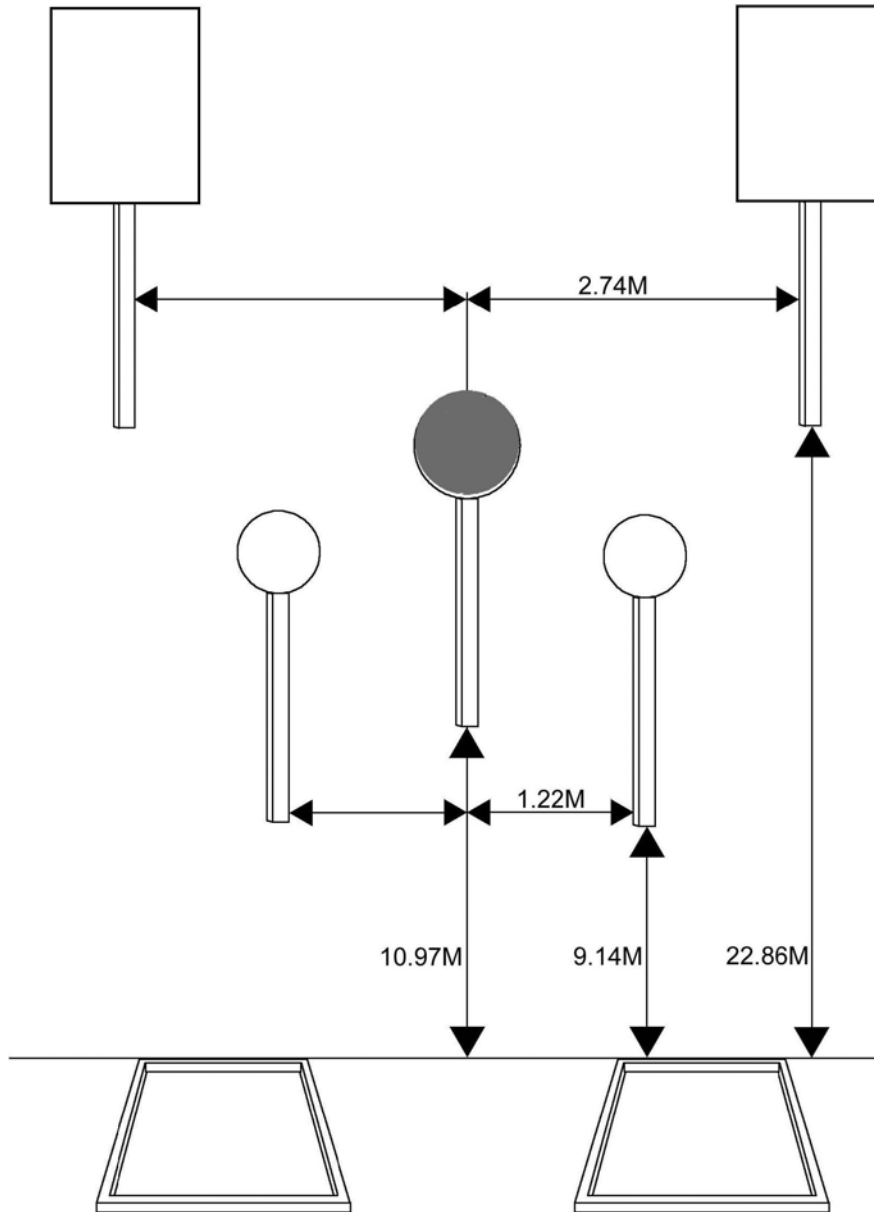
Stop Plate, 12" Plate to the R/H Side

SHOWDOWN

2 Rectangle Plates (45cm x 60cm)

2 Round Plates (25cm)

1 Round Stop Plate (30cm)



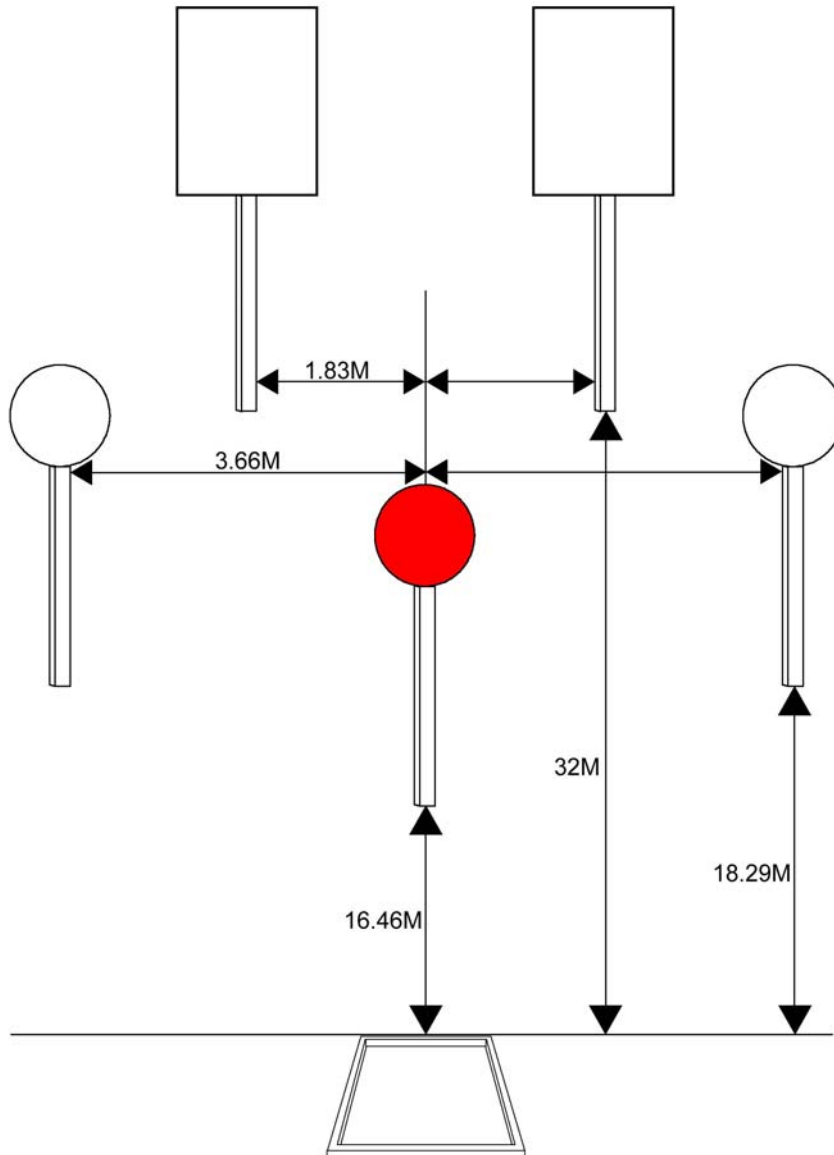
Stop Plate is the Middle 12" Plate

OUTER LIMITS

2 Rectangle Plates (45cm x 60cm)

2 Round Plates (30cm)

1 Round Stop Plate (30cm)

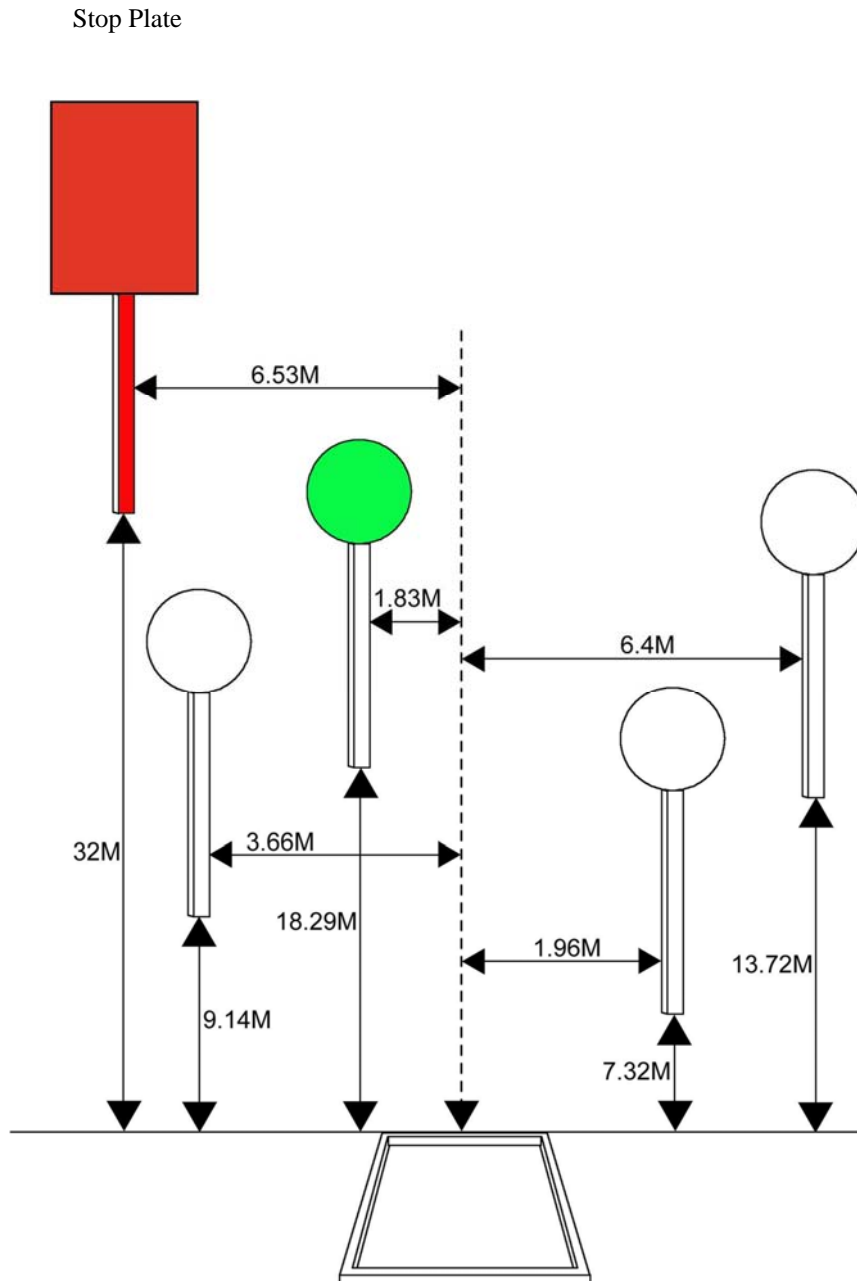


Stop Plate is the Middle 12" Plate

SPEED OPTION

4 Round Plates (30cm)

1 Rectangle Stop Plate (45cm x 60cm)

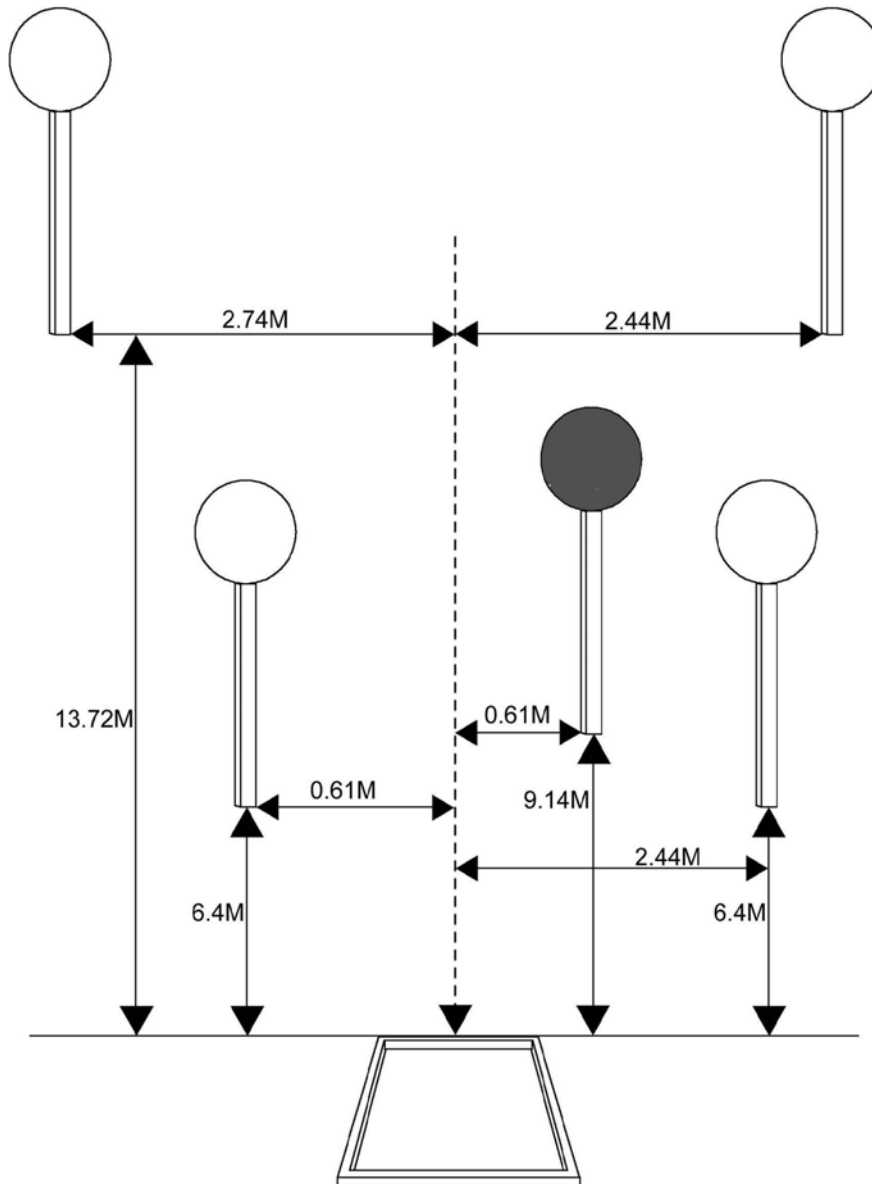


The 12" plate 1.83 meters from the centreline, is the Option Plate
The 18 X 24" Plate at the back is the Stop Plate

ROUNDBABOUT

4 Round Plates (30cm)

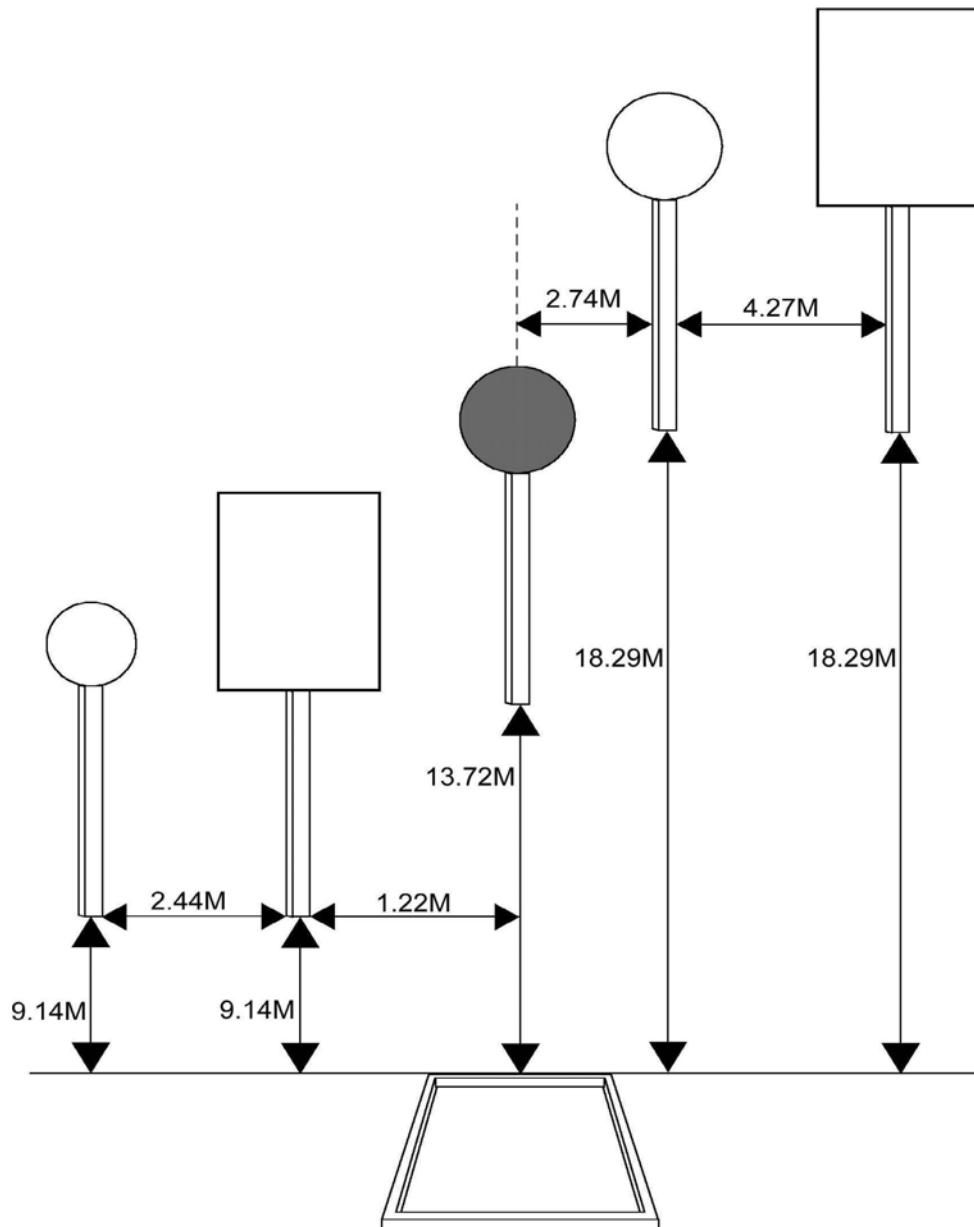
1 Round Stop Plate (30cm)



The Stop Plate, is the first Plate Right side of centre

ACCELERATOR

- 1 Round Plate (25cm)
- 1 Round Plates (30cm)
- 2 Rectangle Plates (45cm x 60cm)
- 1 Round Stop Plate (30cm)
Stop Plate



Stop Plate, is the 12" plate in front of the shooter