

# Pro-Steel PCC/PCP

## Rules and Procedures Manual

### Version: 4.0 (August 2022)

# Pro-Steel PCC/PCP

## Safety: First, Last, and Always!

### **Safety:**

- Any interpersonal disputes, physical, or verbal abuse shall result in a Match Disqualification (MDQ) and IMMEDIATE ejection from the range by the Match Director or Range Owner! No physical or verbal abuse shall be tolerated!
- Eye and Ear protection is always required for all competitors and spectators while at or near the firing line and while shooting activities are occurring.
- No opened toed shoes, or any footwear that allows the toes or top of the foot to be exposed (such as sandals, flip flops, etc.) shall be permitted.
- No clothing will be permitted which is deemed to be inappropriate or that potentially may cause a safety issue to the shooter, other competitors, or any spectator.
- All competitors will be required to keep a 'Chamber Flag' installed in the chamber of their firearm(s) when the firearm is not actively being used on the firing line and under the direct supervision of a range official.
- All firearms shall be stored and pointed in a safe direction at all times with the bolt closed on a 'Chamber Flag' and with no ammunition on or in the firearm. The 'Chamber Flag' shall only be absent from the firearm when on the firing line and under the supervision of the Range Officer (RO), Timer Operator (TO) or other designated range official. No ammunition shall ever be loaded into any firearm unless on the firing line and under the direct supervision of the designated RO or TO.
- Once on the firing line, the Competitor's finger must be outside the trigger guard when loading, moving with, or reloading the firearm, unless the firearm is actively and directly engaging a target. (Finger off the trigger unless you are directly aiming at a target and you have made the decision to fire. When your sights come off the target... your finger comes off the trigger.)
- The '170 Rule' applies at all times when the chamber flag is not in place. The 170° Rule is that the muzzle of any firearm must always be straight down range plus or minus 85° (+/- 85°) in any direction. Muzzle direction and muzzle control is important between, before, during, and after shooting a stage.

### **Handling Firearms:**

- Treat all guns as if they are loaded!
- Never let the muzzle of your firearm point at (or cover) anything that you are not willing to destroy!
- Keep your finger off of the trigger until the sights are on the target, and you have made the decision to fire!
- Know your target, and what is in front of and beyond it!

## Anatomy of a PRO-Steel Stage

**\*\*\* We start every match STANDING for the Pledge and a Prayer!!  
HAVE FUN!!!**

### **Shooting Positions:**

- Shooting positions are determined by the stage, and as designated in the stage notes.
- Shooting between positions is generally allowed unless the stage notes say to ONLY shoot from the designated positions.
- Unless otherwise designated by the stage notes, you must engage at least one target from each position.
- Unless otherwise designated in the stage notes, Pro-steel uses a firearm fault, not a foot fault. This means that you are considered in position if you can place your firearm on or through the designated position.
- Unless otherwise designated in the stage notes the default starting condition of your firearm is 'At the Ready'. 'At the Ready' is defined as holding the firearm in both hands ready to fire the first round of the stage in any safe stance the shooter desires.
- When the firearm starts staged on a table or other horizontal surface, the firearm will be safely placed flat on the table, with at least the trigger guard over the table, and with the Safety On. When a stage is started in any other firearm condition than 'At the Ready', the firearm shall begin with the safety ON. The Safety ON rule applies anytime the firearm is out of the competitor's hand(s) and a chamber flag is not in place. (I.e. on table, in rack, etc.)

## Categories

Available categories will be split into Men's and Ladies. Both Men's and Ladies categories may also be further split into age-based brackets. (\*\*\*) Note: Ladies may shoot in Men's categories, but Men cannot shoot in Ladies categories.) The following two (2) primary categories are currently available:

- Rifle
- Pistol
  - Pistol Caliber Single Stack
  - Pistol Caliber Open
- Revolver

### **Shooting Subcategories**

- OPTICS- Any firearm equipped with an optical sight. Scopes, red dots, or anything that takes a battery, or solar power.
- IRON SIGHTS- Any firearm equipped with only traditional style iron sight, no batteries, or solar power. No glass or any type of magnification.

When age brackets by age are available, competitors will only be permitted to register in their age bracket or in a bracket younger than their current age. Shooting in a younger bracket may be necessary whenever there are not enough competitors to honor all brackets at an event.

Typically, at least three (3) or more registered competitors are needed to form a bracket.

Category size requirements will be determined by the officials operating the individual match.

You may not move up to an older bracket until of proper age.

- Below are the available age brackets which may be used:

- 14 and under
- 15-25
- 26-35
- 36-45
- 46-55
- 56-65
- 66-over

## **Equipment and Ammo:**

### **Ammo:**

- Ammunition shall be standard pistol caliber ammo in only the following calibers: 9x19, 40 S&W, or 45ACP. FMJ, soft lead, and frangible ammo are permitted. No plus-p or plus-p plus, or tracer ammo.
- No ammo designed for penetration is allowed. (Absolutely no armor piercing rounds allowed!).
- No defensive hollow point or defensive fragmenting rounds may be used.
- Specific power factors for ammo are not specified as long as the firearm SAFELY operates. Range officials will have the final decision on whether the ammo a competitor is attempting to use is acceptable. (applies to both under powered and overpowered ammo). (\*\* Note: Any ammunition that is deemed to be causing un-due damage to targets or is creating a safety risks will not be allowed).
- There is no minimum power factor, however, keep in mind, your firearm must function SAFELY and RELIABLY, and knockdown targets must go down to count as hits. Any knockdown target left up due to under-powered ammo, is scored as a miss.

## **Types of Firearms:**

\*\*\* Note: Firearms used for this game must adhere to these requirements.

- Firearms may only be chambered for these standard pistol calibers (9x19, 40 S&W, or 45ACP).
- Must meet all state, federal, and local laws. These may vary state by state, so be sure to check when you are going to a match outside of your home state.
- Firearm must be a semi auto, carbine/rifle/pistol/revolver style, in appearance and function as desired by the factory. Pistols in this style, with braces, are allowed as

- long as the law permits them to be shouldered.
- Must be in safe and good working condition and must be able to perform all safety protocols on the range. Such as unload and show clear and accept a chamber flag.
- No select fire or binary triggers allowed. (One (1) trigger press and release equals one (1) round fired).
- PCP are permitted and scored separately and in the pistol category. Rules are the same as Rifle.

## Targets

“All Steel, Every Time!” is our moto. (...And we plan to keep it that way!).

- The only targets acceptable in a Pro-Steel match that are not steel, must be reactive targets. (Such as break-up, fall apart, fall down, or exploding.) Reactive targets shall only be used by approval and as an add-on to enhance the fun of a stage or match.
- **ABSOLUTLY NO PAPER TARGETS!** Or any other target that is scored in any other way than simply a hit or a miss.
- No Shoot Targets are always designated with black paint.
- Down range shoot through targets should be designated in the stage notes and set up so there is no doubt they were used to engage a target behind them.
- Stop Plate will always be brightly colored and shall be the only target of that color on the stage and should be a knockdown if possible. Stop plate will be shot from the (LRP) last round position.
- Static targets should be repainted between shooters if possible. If a range does not allow down range movement, or going down range would cause a safety issue, a designated spotter will assist the RO/TO in calling misses on static targets. The RO/TO will have the final say on misses. But remember, a Hit on any part of the target is a Hit! If it appears to be a Hit; it is a Hit!

## Rules:

- If more than one firearm is brought to the firing line, all firearms must be cleared and treated as if they are loaded.
- Shooter will ‘Load and Make Ready’ at the RO’s command on the firing line and at the starting position. (Magazines may be loaded anywhere or at any time, but shall not be inserted into the firearm until RO gives the ‘Load and Make Ready’ command on the firing line.
- When a stage is started, the firearm shall begin with the safety ON. The Safety ON rule applies anytime the firearm is out of the competitor’s hand(s) and the chamber flag is not in place. (I.e. on table, in rack, etc.)
- All static targets should be hit 2 times each. No penalty for extra shots; either hits or misses.
- Shoot all knock downs, or knock outs, until down.

- You must engage at least one target from each designated position/opening ie: (windows, doors, shoot-through or shoot-over props).
- The last round of the stage will be shot on a brightly colored or otherwise designated, stop plate/target. This target only has to be shot once but must be shot from the designated Last Round Position (LRP) to stop the stage. Any targets shot, left up or not engaged, after the stop plate is knocked down, will be counted as misses.
- Each stage will have at least one mandatory reload. Load at will to complete the course.
- When done with the course of fire and before leaving the last shooting position of a stage, safely unload your firearm and at RO's command, show a clear chamber to the RO, then point your firearm down range and press the trigger/drop the hammer. Then the RO will replace your chamber flag.
- Don't crowd the targets; you may not shoot any target that is within 25ft of your shooting position. This is referred to as "Danger Close" Target.

## **Scoring:**

Scoring will be based upon 'Total Time' (Raw time from timer plus any assessed Misses or Penalties)

### **Miss Penalty – 5 Seconds:**

- Items which will be assessed a five (5) second Miss penalty:
  - Each miss on static target
  - Any knockdowns/knockouts left up
- Shooting the stands, chains, or anything else connected to the target is a miss. A hit on any part of the target is a hit. Edge hits must make enough of a mark on the target for a reasonable person to notice, but the benefit of the doubt always goes to the shooter. Be sure to look for glancing hits on targets that swing or move, they look more like a slice than a circle.
- A Hit on any part of the target is a Hit! If it appears to be a Hit; it is a Hit!

### **Procedural Penalty - 10 Second:**

- Items which will be assessed a ten (10) second Procedural penalty: (\*\* Note: A competitor may only be charged with a single (1) Procedural Penalty per stage.)
  - Shooting any no shoot target (Black Target)
  - Failing to engage a target from all designated openings or positions E.g. (windows, doors, 'shoot-through' props, 'shoot-over' props, or designated tables.
  - Failing to make mandatory magazine changes

### **Safety Penalty – 10 Seconds**

- Failure to follow loading or unloading procedures

## **Stage Disqualification (SDQ):**

- Items which will be assessed a Stage Disqualification (maximum time for stage) (See Definitions)
  - Breaking the 170 rule with an unloaded gun
  - Failing to show firearm clear, failing to press the trigger/drop the hammer on an empty chamber, or leaving the firing-line without a flag in your firearm. Be sure to keep your firearm pointed down range while clearing.
  - Manipulating any part of the fire control system of any firearm behind the firing line.
  - Not having a chamber flag properly inserted in your firearm
  - Any fired round that hits any part of a permanent building or structure more than 10ft away from the shooter.
  - Shooting any target within 21ft of your shooting position (Danger Close)
  - Dropping an unloaded firearm on the firing line.
- **Match Disqualification (MDQ):**
- Note: If awarded a Match Disqualification (MDQ), the competitor shall remove all shooting equipment (including ammo) and store away in vehicle. You are encouraged to stay and assist your squad's completion of the match.
  - Any round fired over any berm
  - Any round fired behind the firing line
  - Breaking the 170 with a loaded gun
  - Loading any firearm behind the firing line
  - Any fired round that hits any part of a permanent building or structure or the ground within 10ft of the shooter.
  - Any interpersonal conflict that disrupts a stage or a match. Or overtly rude behavior.
  - Dropping a loaded firearm
  - Two Stage DQ's during a match

## **Restarts/Reshoots**

### **Restarts**

A shooter may restart the stage, for any reason, any time before the first round has gone down range. After the first round of a stage is fired there will be no restarts.

### **Reshoots**

Reshoots may be awarded in the event of a stage malfunction that was not caused by the shooter and hindered the shooter's completion of the stage. If for some reason, there was an issue with the stage, such as a stage malfunction, and there is not an immediate safety risk, the course of fire must be finished, and the time recorded. Any issues will be addressed after the time has been recorded. In the event of a target malfunction in which the target becomes un-shootable, engage where the target was or should be, with the appropriate amount of shots and finish the stage safely.

- Reshoots may be awarded if the RO physically hinders a shooter's progress or stops a shooter for any reason other than a safety issue.
- Reshoots will not be awarded for bad coaching by RO/TO, or any of your fellow shooters. If a shooter does not want to be coached or helped through the stage, please advise the RO/TO before the buzzer.
- The Match Director has the final authority and will settle any disputes that arise at a given match.

## **Acronyms and Definitions:**

PCC: Pistol Caliber Carbine. Means a carbine or rifle style firearm in a pistol caliber.

PCP: Pistol Caliber Pistol

LRP: Last round Position. Means the position you must be in to shoot the stop target.

SDQ: Stage disqualification. Means a penalty that causes the shooter to be disqualified from receiving their time for a stage. The time for an SDQ will be calculated by counting all targets on that stage as misses and an additional 30 sec will be added.

MDQ: Match disqualification. Means you are disqualified from finishing the match and all your times earned will be disregarded. Note: If awarded a Match Disqualification (MDQ), the competitor shall remove all shooting equipment (including ammo) from the firing line and store away in vehicle. You are encouraged to stay and assist your squad's completion of the match.

FMJ: Full Metal Jacket. Refers to a metal clad bullet generally used for practice or sport RO: Range Officer. ROs are there to help the Match Director with the match.

TO: Timer Operator. Means the person operating the timer during a stage.

Chamber Flag: An object, generally plastic, that is inserted into the breach of your firearm. The flag must keep the action of the firearm open and prevent a round from being in the chamber.

The flag must be easily visible from the outside of the firearm.

At The Ready: Means holding the firearm in both hands and ready to fire the first round of the stage in any safe stance the shooter desires.

The 170 Rule: The 170° Rule means that the muzzle of any firearm must always be straight down range plus or minus 85° (+/- 85°) in any direction. Muzzle direction and muzzle control is important between, before, during, and after shooting a stage.

Load And Make Ready: Means safely do whatever it takes to make your firearm ready to shoot the stage.

Danger Close: Engaging a steel target within 21 feet of the shooter's position.