

## WHAT TO EXPECT AT A RIMFIRE STEEL CHALLENGE MATCH

If you still have questions after reading the info below check out the FAQs at the end and feel free to email the match director at [SannersRimfireSteel@gmail.com](mailto:SannersRimfireSteel@gmail.com)

### COLD RANGE

- Sanners is a cold range. Your firearm must be unloaded at all times unless on the line under the direction of a Safety Officer (SO). Bring your firearms to Sanners cased and unloaded. Only uncase your firearm in the Safe Area (no ammo) or under the direction of an SO. It is OK to have loaded magazines, just keep them out of the Safe Area.

### WHAT TO BRING

- Firearms – If you are bringing your own pistol and rifle make sure to have the following:
  - Firearm, in a case (required)
  - Magazines, 5 is ideal but at least 2 is required (required)
  - Ammo, a typical match will have a minimum round count of 250-300 but bring extra as make up shots are allowed (required)
  - Loading device, if you have one (not required just helpful)
- Eye protection (required) – also required for spectators
- Hearing protection (required) – also required for spectators
- Sun protection
  - Hat (optional)
  - Sunscreen (optional)
  - Bug spray (optional)
- Snacks (optional) – the match may go until 1300 or so. We will have bottled water.
- Portable chair (optional)

### CHECK IN

- Please show up by 0830 to get checked in. There should be someone at the gate to direct you but if not, enter through the gate and turn at the first left onto **Tim Wilson Memorial Drive**. Go straight down and you will see parking on the left and right and a shed where check-in is. Park and go to the shed to check in. As a Novice your first match is FREE but you do need to check in. Make sure to remember what squad you are on.

### GET READY

- Get your equipment ready. If you have your own firearms keep them cased at all times unless under the direct supervision of a SO on the line or in the designated Safe Area. **NO** ammunition is allowed in the Safe Area. You may load magazines

anywhere except the Safe Area. Now would be a good time to load up if you have not already done so. Load all magazines to 11 rounds (if you have the capacity) as you are allowed 11 rounds for each string.

- If you are borrowing firearms talk to the match director who will get you your loaner equipment. Ask for a familiarization of the firearms if you have never used that particular make/model before. Load your magazines to 11 rounds as explained above.

## **SAFETY BRIEF**

- Next will be the Safety Brief which is mandatory. Lots of important information will be covered to make your match a safe and fun one.
- The Safety Brief will take place just outside the Pit Area in the Bullseye Parking Lot.
- During the Safety Brief you will be told what stage each squad will start on and where that stage is located. After the brief has been completed head over to your stage with your equipment to start.

## **THE MATCH**

### Stage Brief:

- The SO will start by giving the stage brief which will explain how you will shoot the steel plates, also known as your Course of Fire.
- Then the SO will call out the shooting order. As a new shooter to Rimfire Steel you should not go first. Make sure there are several people ahead of you so you can get a feel for the course of fire and how things go. Let the SO that you are a new shooter and would like to be further down the line up.

### Waiting:

- While you are waiting your turn watch the other shooters and see how things go.
- Note that you will keep your fire arm cased until you are on the line and the SO asks you to uncase your firearm and load and make ready.
- You may see some faster shooters ahead of you. Likely they've shot Rimfire Steel before, no one expects a new shooter to be fast. Take it slow and easy and be safe. Your first match (or two or three) is about getting familiar and comfortable with action shooting as opposed to the more familiar stationary target shooting. Only once you are comfortable with this new type of shooting should you even think about increasing speed.

### Your Turn:

- It your turn! Bring your cased firearm up to the line with your loaded magazines (5 if you have that many) and pay close attention to your SO. While you will be timed your only goal is to safely shoot the course of fire.

- Your SO will direct you to “Uncase Your Firearm”. While doing so keep it pointed down range at all times.
- Next the SO will ask you to “Load and Make Ready”. At this time insert your magazine and chamber a round. You are ready to go!
- You will start at the “low-ready” which is the firearm at about a 45 deg angle – usually there is a cone part way between the line and the targets for you to aim at. With the rifle you may have the rifle shouldered and at the low-ready.
- The SO will ask “Shooter Ready?” – if you are you need not say anything but if you are not indicate that.
- Once ready the SO will call “Standby” and then start the timer which is a loud beep.
- Shoot at the targets as described in the stage brief making sure to hit the stop plate at the end. Failure to hit the stop plate is a 30 second penalty. You are allowed to make up shots just be sure to have at least one shot left for the stop plate.
- When you are done follow the SO instructions.
- The SO will have you “Unload and Show Clear” which means to drop the magazine, pull the slide back to show that the chamber is clear. Then you will lock the slide back and case the firearm. Be sure to do all this while keeping the firearm pointed down range.

#### After Your Turn:

- After shooting reload your magazines and watch your fellow squad mates shoot. Feel free to ask questions of other shooters. Everyone is happy to answer questions and we’ve all been in your shoes before. Every one of us was a new shooter at one time or another. We’re happy to have you come out and try a sport that we love!
- Once the entire squad is done with either the pistol or the rifle you will switch over to the other one and repeat the process for that stage. At the end of that stage, you will move on as a squad, to the next stage.

#### End of Match:

- After you have completed your last stage please help tear down that stage. Steel is heavy and the match organizers set up the match for you on their own. They really appreciated the tear down help so they don’t have to do it all themselves. Really saves a lot of time at the end of the day!
- Hopefully you will have had a great day and want to come back for more! If this peaks your interest in other action type shooting sports talk to those on your squad about other matches and what they are about. Most of the experienced shooters also shoot IDPA, USPSA, bowling pins and other matches. Sanners has a lot of fun matches open to the public. Check out our website calendar and the specific match webpages for more info.

## FAQ

### 1. What if I don't have a firearm?

Contact the match director, [SannersRimfireSteel@gmail.com](mailto:SannersRimfireSteel@gmail.com) for availability of loaner equipment. We often have firearms to loan for the match to get new shooters started.

### 2. What if I don't have ammo?

Fortunately, .22LR ammo has become more available. Start looking a few weeks before the match and you will likely find some. For this type of event match grade ammo is NOT required. Expect to pay in the 5-8 cents a round price range. Bulk packs are just fine and quite affordable. If you are still having troubles after checking the local stores contact the match director for more guidance.

### 3. What if I have a firearm but don't have 5 magazines?

There are a couple of options. First, let the match director know. Often, others will have magazines you can borrow and the match director can help find them. But, if that doesn't work and you have at least two magazines someone on your squad will load for you while you are shooting. Let the SO know you will need someone to load and have a box of ammo ready. Then pass your magazine to the SO when it's empty and they will pass it back to the loader.

### 4. I've never done any competitive shooting before – am I over my head?

Absolutely not! Rimfire Steel matches are perfect for new competitive shooters. No special equipment is required, you can share a firearm with another shooter, and it's .22LR a fun, inexpensive round to shoot. Plus, one of the purposes of Rimfire Steel matches are to be a stepping stone to other practical shooting type events. We expect new shooters at our matches and welcome them!

### 5. I see other shooters blazing through the stages – I'm not nearly that fast – is that ok?

You bet! No one, especially an experienced shooter (the ones you see blazing through the stages) expects a Novice shooter to be fast. In fact, it's better if you take your time, be safe and get comfortable before pouring on the speed. There is plenty of time later to work on speed. Right now concentrate on getting familiar with how the match is run and following the SO commands. Your goal for your first few matches is to be safe and have fun while taking as much time as you need.

### 6. What if I have a malfunction with my firearm while I am shooting?

Given the nature of rimfire firearms, malfunctions do happen and are not unexpected. If you know how to clear your malfunction then simply do so while keeping the firearm pointed down range and you may continue shooting your string once your firearm is ready. If you have any questions, just ask your SO. They are there to help you in any way that you need. When in doubt, stop firing, keep the firearm pointed down range, and ask the

SO for help. Since malfunctions are not uncommon they are cleared on the clock and a reshoot is not given, but you do get to drop your slowest time on each stage.

#### 7. How is scoring done?

For each stage you will shoot 5 strings each with pistol and rifle. You are timed for each string. Any plates missed on a string adds 2 seconds to your time. For each set of 5 strings your slowest time is dropped. The other 4 times are added together for your total time for that stage for each the pistol and rifle. This is done for all the stages and then all the times are added together for a total time for the match which includes both pistol and rifle combined. You will then be ranked by your division (Open, Limited, Manually Operated and Cowboy/girl). Special Recognition categories are shown as well (Junior, Senior, Lady etc). The slowest time you can get for a string is 30 seconds. So if you end up going over 30 seconds your time will still be just 30 seconds for that string. Failure to hit the stop plate is a 30 second penalty. You are allowed to make up shots but be sure to have enough for the stop plate.