

Hudson Rod Gun and Archery Club Steel Challenge Rules

1. Hearing and eye protection mandatory for everyone on the Steel Challenge Range, eyeglass sideguards are encouraged due to lead spatter.
2. Use of Range 2 is limited to Steel Challenge League members and accompanying guests.
3. All firearms on the Steel Challenge range must remain cased and unloaded until you enter the shooters box at the direction of the Range Safety Officer/Timer.
4. The Range Safety Officer/Timer is the absolute authority for all activity on the range.
5. No Alcohol or drugs allowed. Anyone suspected of being under the influence will be asked to leave and range operation will be suspended until this occurs.
6. Only the RSO/Timer and the designated shooter are allowed to be on the firing line unless the RSO has declared the range clear.
7. Spectators, Painters, etc. must remain a minimum of 6 ft behind the firing line until the RSO/Timer has declared the range clear.
8. Once the designated shooter has been told by the RSO to Load and Make Ready the shooter will assume the Low Ready position with his finger out of the trigger guard preferably on the frame of the gun. At the first failure of the day to follow this procedure the RSO will give a verbal warning and correct the shooter. The 2nd occurrence on the day will result in the RSO stopping the string, directing the shooter to clear and case the firearm. This is a Disqualification and the shooter must leave the range.
9. When the course uses 2 shooting boxes the shooter MUST keep his finger out of the trigger guard and the firearm pointed down range when moving to the next shooting box.
10. The muzzle of the shooters firearm must never sweep another individual or exceed the 170 degree range of motion in front of the firing line. This includes the vertical and horizontal axis. Should this occur the RSO must call a stop to all activity. The RSO/timer will direct the shooter to show clear and case the firearm. This problem results in Disqualification for the shooter for the day and the shooter must leave the range.
11. Please respect your fellow shooters by refraining from loud conversation or other distractions while the shooter is in the box. No called hits or misses by spectators.
12. All classes in the Steel Challenge league are shot from the Low Ready position. No holster draw starts are allowed.
13. The shooter has the sole responsibility to determine hits and misses. The RSO/timer and spectators cannot tell the shooter the result of his shots. Per rule 3 above, the RSO has the sole responsibility to determine if an edge hit or miss has occurred, after the strings are complete and the RSO has declared the range safe.
14. Chamber flags are mandatory after showing clear upon completion of stages.
15. Shooter must request of the RSO permission to fire an unfired, chambered round into the berm after completing his strings.
16. When showing clear to the RSO with a PCC the shooter must drop the hammer on the empty chamber and then insert the chamber flag
17. Disqualification means that you must clear and case your firearm per the direction of the RSO/Timer and leave the range. You may makeup lost strings on the makeup day for the league.

18. Any participant can call a STOP if you see an unsafe situation, whereupon the RSO will direct the current shooter to show clear and case the firearm while the issue is resolved.
19. Should a participant need to work on a gun,,such as change a battery, etc.. you must notify the RSO who will direct you to a designated safe work area to perform the activity.
20. Reasons for Disqualification:
 - a. Sweeping anyone with an uncased firearm,
 - b. Finger in the trigger guard prior to the beeper—1st offense verbal warning and correction---2nd offense in one day is a Disqualification.
 - c. Accidental Discharge/Discharge prior to beeper results in a Disqualification.

Incomplete strings due to a Disqualification can be made during the make up week at the end of the 4 week league.

Recommended firearms are generally semi auto 22 pistols and rifles with 5 magazines .

Ruger 10/22's are the predominant rifles with a mix of Browning, Smith and Wesson and Ruger pistols.

The 5 magazines are necessary to get through the 5 strings on each course per night.