

PENNSYLVANIA STEEL SHOOTERS LEAGUE
3-16-2011
ORGANIZATION AND RULES FOR 2011
www.steelshooters.com

ADMINISTRATIVE ORGANIZATION

HOST CLUBS AND LOCATIONS

ONTELAUNEE ROD & GUN CLUB, NEW TRIPOLI, PA
TOPTON FISH & GAME ASSOCIATION, TOPTON, PA
GUTHSVILLE ROD & GUN CLUB, GUTHSVILLE, PA
LOWER PROVIDENCE ROD AND GUN CLUB, AUDUBON, PA

LEAGUE BOARD OF DIRECTORS

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Pre Registration will be available for Guthsville and Topton Matches.

LEAGUE SANCTIONED MATCHES

During the 2011 season, there will be Eight (8) League sanctioned matches (see League match schedule flyer).

Each participating club will host two (2) League sanctioned matches during 2011. The match schedule for these shoots will be published as a separate document. Participating clubs may schedule as many additional non-sanctioned matches as they wish. Each club will promote their own matches.

Each League sanctioned match will consist of five (5) stages of shooting. ALL STAGES IN THE MATCH WILL COUNT FOR THE LEAGUE MATCH SCORE. Format rules for League stages and sanctioned matches are as follows.

- All targets must be static steel (no knockdown or paper type targets).
- Each stage must have at least three (3) but no more than five (5) targets.
- A shooter may engage the targets in any order, as long as the STOP PLATE (if a stage has one) is engaged last. If a shooter engages the stop plate at anytime in his/her run, the run is over and any missed plates will be penalized according to the paragraph "TIME PENALTIES".
- A match must require a minimum of 110 rounds to complete (minimum round count = 110).
- A stage will not require a shooter to change either stance (i.e., go prone or kneeling from the standing start position) or shooting position (box) during a run.
- Stage design shall be at the option and the responsibility of the host clubs; there will be no specifically required stages. Stage design will follow these additional rules and guidelines:
 - No target may be closer than seven (7) yards, or more than fifty (50) yards from any shooting box.
 - No targets smaller than 18" X 24" from 25 Yards on out to 50 Yards
 - All targets must be set so that their surfaces are parallel to the front of the shooting box(es) to reduce the danger of bullet back-splatter and ricochets.
 - Stage layouts are to be consistent with good design practice as represented by other comparable matches. This includes target sizes and shapes as well as placement or height. Preferred target shapes are rounds, squares and rectangles; minimum size is 6" diameter or 6" along one straight edge.

COMPETITION DIVISIONS

There will be six (6) separate League divisions for 2011. League and club match prizes will be awarded based on these separate divisions. Once a League member, a shooter may compete in any two divisions for the season, or switch from one division to another division at any time. (Any League points earned in one division are NOT transferable to another division, i.e., auto to revolver.) A shooter must have at least six (6) scores in one division to be eligible for end of the year awards.

A shooter will not be permitted to shoot two different (guns) divisions in one squad, i.e., you must shoot one division in the morning and one division in the afternoon. (Unless it's a make up)

Shooters may shoot a second gun on the PM squad as long as no equipment change is needed. The second gun must be for fun and shot last (after the first gun) as to gain no advantage.

OPEN AUTO – No restrictions on gun modifications including, but not limited to, types of sights, grips, compensators or barrel porting, barrel weights, or the use of such accessories as gloves or extended magazines, providing that any such use does not render the competitors gun or equipment unsafe in the opinion of the match officials.

OPEN REVOLVER – No restrictions on gun modifications including, but not limited to, types of sights, grips, compensators or barrel porting, barrel weights, or the use of such accessories as gloves, providing that any such use does not render the competitors gun or equipment unsafe in the opinion of the match officials.

STOCK/LIMITED – No porting, no comps, no external weights, no optics/scopes. If you are unsure, please ask a League board director.

22 PISTOL CLASS – Any 22 cal rimfire pistol (revolver , semi auto) , any sight (open , optic). No laser sights (light emitting) No holster , start from a low ready position (eligible for club pay back / prize money)

“Rimfire shooters will start from the “Low ready position,” (see the end of the rules for details/drawing)

22 RIFLE CLASS = Any semi auto 22 cal rimfire rifle (mag fed only) , any sight (open , optic). No laser sights (light emitting) **No tube fed rifles.** Start from a low ready position (eligible for club pay back / prize money) *“Rimfire shooters will start from the “Low ready position,” (see the end of the rules for details/drawing) (Rifles must be Cased and Flagged)*

JUNIOR – Must be age 16 or under. Any safe gun (rimfires are permitted). Start with gun in hand, muzzle down 45 degrees. Shooter will not be eligible for club paybacks; however, they will be included in the prize table at the end of the season. **JUNIOR SHOOTERS MUST BE ACCOMPANIED AT ALL TIMES BY A PARENT OR LEGAL GUARDIAN.**

NOTE: A Junior shooter may participate in any of the divisions if he/she desires. Junior shooters participating in an adult division must comply with all rules, regulations and fees pertaining to adult shooters in the League.

In addition to the Six (6) divisions above, a SHOOT FOR FUN/PRACTICE class will be available. Any safe gun, that fits the categories listed above. Start with gun in hand, muzzle down 45 degrees. Shooter will not be eligible for club paybacks.

Hammer Down on 22 rim fire pistols. For those not wishing to hammer down on an empty chamber. The shooter must insert a rubber dummy safety (Dry Fire accessory) and hammer down or insert an Empty Chamber Indicator leaving the action locked open.

No Full Auto Pistols or Rifles allowed.

COMPETITION RULES

START POSITION

All shooting starts from gun in holster, hands in surrender position. Surrender position is defined as hands held shoulder high with wrists visible from behind by the Range Officer/Squad Leader. Revolvers start loaded, hammer down; semi-auto pistols start magazine in gun, round in chamber, hammer cocked, thumb safety on. **ALL GUNS REMAIN UNLOADED AND HOLSTERED OR BAGGED UNTIL THE SHOOTER IS IN THE SHOOTING BOX AND THE RANGE OFFICER GIVES PERMISSION TO HANDLE AND LOAD.**
(shooting position for all stages will be Up Right / Standing position)

HOLSTERS

Any safe holster as so deemed by match officials is allowed, providing that it is securely mounted on a waist belt and does not allow the shooter's finger to engage the gun's trigger when in the holster. Breakfront (clamshell), cross draw, and shoulder holster rigs are specifically prohibited from use for safety reasons. No FBI (rear cant) holsters, no inside the pants holsters. Holsters must be worn in front of the hip. **Any holster rig used must allow the muzzle of the shooter's gun to remain pointed in a safe direction (i.e., downrange towards targets) AT ALL TIMES throughout the draw sequence, from start until targets are engaged.**

AMMUNITION

All ammunition must be center-fire with one-piece projectiles. Minimum caliber is 9mm, except for the Junior Division, and 22 Rimfire Division where rimfire will be permitted. **A maximum velocity of 1350 fps will be in effect.** Lead, copper-clad, or copper-jacketed bullets are recommended. **Use of steel jacketed or steel core bullets, shot shells, magnum rounds, or high penetration type ammunition is expressly prohibited.** Chronograph checks may be made to qualify a shooter's ammunition. When found, a shooter may be disqualified for using non-conforming ammunition.

GUN SUBSTITUTION

Once a competitor starts the match, he/she must compete with the same gun for the remainder of the match, unless, in the opinion of a League Director present, a major malfunction renders it inoperable or unsafe. In such a case, and if approved, the competitor will be allowed the use of another gun of the same basic type (i.e., revolver for revolver, etc.), provided that the substitute gun is readily available and can be safely used with the competitor's equipment.

HOLSTER/DRAW SAFETY CHECK

New League members not able to demonstrate prior experience speed drawing a handgun from a holster (e.g. IPSC, IDPA or NRA Action Pistol classification card) **must submit to a safety check prior to starting their first match.** The safety check will determine if the shooter has basic proficiency in performing a competition holster draw, including safe gun handling knowledge and ability. Match officials of the host club will be responsible for performing such safety checks and will make the final determination of whether or not to allow the shooter to compete. A shooter requiring a safety check is advised to notify the match director of such prior to the match, and to arrive at the range about 30 minutes before the start of the match to have it performed.

Passing a safety check (or proving prior proficiency) with a semi-auto pistol will also qualify a shooter to use a revolver. A competitor qualifying with a revolver **must re-qualify** for the use of a semi-auto pistol in lieu of proof of prior proficiency. Once a competitor has passed a safety check for the use of one type of gun and safely completes their first match, he/she will be considered safety qualified at all subsequent matches, subject to the foregoing.

UNSAFE GUN HANDLING AND SAFETY INFRACTIONS

A League member's privileges to compete may be revoked at any time upon witnessed instances of unsafe gun handling or other safety infractions. These include, but are not limited to:

- Possession of a loaded gun outside of the shooting box, or in the shooting box before the "load and make ready" command is given.
- Gun handling (loaded or unloaded) while any person is forward of the firing line or shooting box, or when outside of a club approved gun handling area.
- Pointing gun muzzle uprange (towards spectators) or at any person, or breaking the 180 degree frontal plane of the shooting box while in the box.
- Finger in the trigger guard before the gun clears the holster.
- For autos, safeties must be on before reloading between runs.
- Gun must clear the holster before removing the safety.
- Dropping or throwing a gun, loaded or not, accidentally or intentionally.
- Accidental discharge, where a shot strikes the ground 10 feet or less from the shooting box, or is fired in an unsafe direction (Note: A premature discharge, where the gun fires before the shooter expects it to but towards the general direction of a target, will not be considered unsafe gun handling, but will elicit a caution from the Range Officer who may disqualify the shooter if it reoccurs.
- Failure to obey Range Officer commands regarding safety, sportsmanship, or rules.
- At a stage while firing is in progress without both eye and ear protection being worn.

Such occurrences will result in forfeiture of match fees and match disqualification **FOR THE DAY**. It may also result in banishment from the host club premises, and expulsion from the League, without recourse. **SAFETY IS PARAMOUNT ALL TIMES. WHENEVER YOU ARE UNSURE ABOUT PROPER PROCEDURE, PLEASE CONSULT A CLUB OR MATCH OFFICIAL BEFORE YOU ACT! REMEMBER, YOU ARE RESPONSIBLE!**

RANGE OFFICER ASSIGNMENT AND DUTIES

The host clubs will be responsible to provide or arrange for trained Range Officers to run squads or stages during a match. Range Officers will be responsible for:

- Range safety.
- Adherence to Club and League rules for conduct of the match.
- Assignment of squad member duties such as brass pickup and target painting.
- Explaining stage procedures and running the firing line.
- Insuring that score sheets are properly marked and handled.
- Maintaining conditions conducive to fair competition.

The Range Officer has full authority over the members of the squad, and may stop a competitor from further match competition if, in his/her judgement, the competitor has committed a serious breach of safety and/or unsportsman like conduct.

The Range Officer and Score Keeper shall pay particular attention to accuracy and legibility of the times being written. If a shooter challenges the time it will be up to the RO / Scorer to determine if the challenge can proceed. The shooter can reshoot that challenged run. The shooter can only challenge 1 run per match. One (1) per am squad ,one (1) per pm squad. If a shooter becomes a habitual challenger he will be asked to not participate in future matches. RO's should keep a reasonable cadence when calling the line.

FIRING LINE SEQUENCE

The Range Officer will announce the name of the next shooter, who may then enter the shooting box with his/her gear and begin preparation, **BUT MAY NOT HANDLE ANY GUNS.**

The Range Officer will determine when the targets are restored and all persons are behind the firing line, and will then announce, "**Range is clear, going hot**". The Range Officer will then give the command, "**Shooter may take a sight picture with an empty gun, and then may load and make ready**". The shooter may now handle his/her gun and load it when ready.

After an appropriate amount of time is allowed the shooter to prepare and load after the "make ready" command, that command will be followed by "**Is the shooter ready**"? The shooter will then indicate with a nod or "yes" that he/she is ready. If not, the shooter should immediately and loudly announce "**Not ready**". When the Range Officer understands the shooter to be ready, the command "**Stand by**" will be given, followed shortly thereafter by the sound of the shot timer horn, which is the signal to draw and engage targets. Before the horn sounds, any movement of the hands down from the locked start position which follows with the gun being drawn may be considered an "early start" (see EARLY STARTS, below), except in the event of a "false start" (see FALSE STARTS, below).

The sequence above will be repeated for all of the remaining runs (strings of fire). The shooter may load and make ready without further command for each subsequent run after the first run. For the second and subsequent runs, the shooter will not be allowed to take further sight pictures and practice draws with a hot (loaded) gun.

A run (or runs) may be repeated if, in the opinion of the Range Officer, there is a timer malfunction, targets were not properly restored prior to the start of the first run or fail during the shooter's turn on the stage, the shooter is interfered with, or other valid reason(s). In such cases, the Range Officer will take appropriate action, including any corrections to score sheets.

After the end of the last run, the Range Officer will give the shooter the command, "**Unload and show clear**". The shooter will then proceed to unload his/her gun, all the while keeping the muzzle pointed safe. Semi-Auto procedure: First drop the magazine, then rack back the slide and eject any chambered cartridge, then lock back the slide and let the Range Officer see that the chamber is empty, then release the slide back to battery and pull the trigger to drop the hammer. Revolver procedure: Open the cylinder and eject all casings and cartridges. When the Range Officer has inspected the gun and is satisfied it is unloaded, permission will be given to holster or bag it. When the gun is put away safe, the Range Officer will loudly announce "**Range is clear**" to the squad. Squad members may then proceed to recover brass and paint targets. **NO ONE MAY ADVANCE BEYOND THE FIRING LINE WITHOUT THE RANGE OFFICER'S PRIOR SIGNAL OR PERMISSION.**

PAINT

The paint to be used for facing the steel targets will be WHITE (only white) (Satin, Flat , Gloss, etc) The paint should be sufficient to cover the bullet marks and not leave shadows to put doubt in the shooters mind as to hits as he / she shoots.

ALIBIS

THERE ARE NO ALIBIS ONCE A RUN HAS STARTED. A “run” is considered to be, after “**Stand by**”, the shooter’s motion to draw and the gun clearing the holster after the horn sounds, in the opinion of the Range Officer. Once the gun clears, the run counts and no restart is allowed except for a false start (see FALSE STARTS, below) or an early start (see EARLY STARTS, below).

RESTARTS

If the shooter begins the draw sequence with or without the sound of the horn after “**Stand by**”, but does not actually pull the gun from the holster due to a distraction or other, he/she may request a “restart” by freezing his/her hands in position and loudly saying “**Restart**” so that the Range Officer can hear it clearly. THE DEFINING POINT FOR DETERMINING WHETHER A RESTART CAN BE GRANTED OR THE RUN CONTINUES IS: DOES THE GUN CLEAR THE HOLSTER? The Range Officer will immediately respond with “**Allowed**” if the restart is allowed, or “**Denied**” if denied, loudly so that the shooter knows whether to stop or continue. If “allowed” the Range Officer can then return the shooter safely to the start position and begin the start commands anew. If “denied”, the shooter must continue the run or take a “DNF” (did not finish) penalty.

NOTE:

A restart may be denied upon repeated instances where, in the opinion of the Range Officer, the shooter is abusing the restart privilege to gain an unfair advantage. No adjustment will be made to the indicated time on the timer if the shooter requests a restart but has it denied.

FALSE STARTS

A “false start” occurs when the shooter begins the draw sequence prematurely due to an inadvertent sounding of the Range Officer’s timer horn, or the sounding of another timer horn on another stage, or due to any other misinterpreted go cue. If in the opinion of the Range Officer this occurs, the Range Officer is to stop the shooter immediately by placing his/her hand on the shooter’s shoulder and saying “**Stop**” loudly. The shooter is to respond by immediately freezing in position. The Range Officer will then grant the shooter a restart regardless of whether or not targets were engaged, and give the appropriate commands to return the shooter, and if necessary the range, to start condition and begin the firing sequence anew.

NOTE:

To insure a fair start, the Range Officer should take care to prevent the shooter from getting false start cues, and hold the timer reasonably close to the shooter’s ear after “**Stand by**” so that the horn can be heard without interference from shots on other stages, etc.

EARLY STARTS

An “early start” occurs when, after “**Stand by**” is given but before the horn sounds, the shooter moves his/her hands down from the locked start position and fails to return them there before the horn sounds, or before requesting a “restart” (see RESTARTS, above). This action, which would artificially reduce the indicated time for the run, will be penalized with a penalty time being added to the indicated run time (see TIME PENALTIES, below).

When a shooter starts early, the RO will say loudly “**Stop**” and place his/her hand on the shooter’s shoulder to stop the run in progress. **THIS RUN WILL NOT BE SCORED.** The shooter will be warned that he/she had an early start and that his/her next early start will result in a five-second penalty. The shooter will be given the early start run over. The score sheet must be marked with a “W” in the left margin next to the stage where the early start occurred. The shooter will then continue to finish his/her five runs for that stage.

If a shooter has a second early start, that run will stand as timed, and a five second penalty will be incurred. The score sheet must be marked with a “hash mark” under the early start column.

NOTE:

The intent of these rules beyond the safety issues is to permit fair competition and prevent abuses to gain unfair advantages.

SCORING, CLASSIFICATION AND PROTESTS

TIMING FOR SCORE

Timing for scoring will be done by the use of commercially made competition electronic shot timers. Timers will stay at the stage and all shooters in a squad will be timed with the same timer, unless the primary stage timer malfunctions. The base run time will start with the sound of the shot timer horn and become the elapsed time as indicated after the last shot has been fired by the shooter. Indicated time will not be “backed up” for multiple stop plate hits, extra shots, etc. The indicated time may be backed up if the Range Officer determines the timer has inadvertently picked up extra shots (see note below) from other ranges or echoes from surrounding surfaces. The total time for a run will be the indicated base run time plus any applicable penalties (see TIME PENALTIES, below).

NOTE:

Range officers will take care to keep the shot timer microphone opening pointed downrange during runs to ensure accurate timing and avoid picking up shots from other stages.

TIME PENALTIES

Penalty time values to be added when applicable, to base (indicated) run times, are as follows:

- EARLY START: plus five (5) seconds
- MISSED PLATE (other than stop plate): plus five (5) seconds per plate
- MISSED STOP PLATE: thirty (30) seconds (maximum run time)
- DID NOT FINISH (DNF): thirty (30) seconds (maximum run time)
- MAXIMUM RUN (STRING) TIME: thirty (30) seconds (the aggregate time score for a run shall not exceed thirty (30) seconds, regardless of the indicated timer, or when any and all applicable penalties are added)
- MAXIMUM STAGE TIME: one hundred twenty (120) seconds (the maximum stage time total shall not exceed the aggregate time of four (4) maximum run times as per above)

NOTE:

For those marking score sheets, a penalty is shown by putting a "hash mark" for each penalty incurred in the appropriate place on the score sheet (e.g., to indicate three (3) missed plates, none of which is a "stop plate", the "MISSED PLATE" penalty section for that run would be marked "III", the number "3" should not be written.

Only the Range Officer has authority to assess time penalties.

TARGET SCORING

The Range Officer is initially responsible to determine whether or not all plates were hit during a given run. If there is a doubt, the range Officer may ask the scorer, who should also be watching for hits during each run, for assistance in making such determination. **The Range Officer must call out any misses to the shooter (the number of misses and the plates missed) after each run.** If the shooter believes a called miss was actually a hit, the shooter may ask the Range Officer for a hit check. **It is the shooter's responsibility to ask for a hit check.** If no request is made, the run score stands as called. The following procedure shall be followed for hit checks:

- The Range Officer will instruct the shooter to go safe, which will be to have the shooter holster the gun (loaded or not) and put his/her hands in a safe position (folded on chest, clasped on head).
- When the shooter is safe, the Range Officer and the scorer will proceed downrange to examine the plate(s); **the shooter must remain in the shooter's box during the entire time.**
- The Range Officer will examine the plate(s) to see if there is a distinguishing mark on the face of the plate. If he/she determines that there is, and the scorer agrees, then the shooter is given a hit. **NOTE: A mark on the edge of the plate without any distinguishing mark on the face will not be called a hit.** If no face mark can be found by the Range Officer to substantiate the hit, and the scorer agrees, then the miss stands as called. When both agree, **the call is final.**
- If the Range Officer and the scorer do not agree, the Match Director will be summoned to make his/her call, which shall be final.
- Where there is an edge mark after a hit check, it must be painted over before the next run.

Regarding PROTESTS, below, in this section, the shooter may protest a miss call only when the above procedures have not been followed.

RUNS PER STAGE, TOTAL STAGE AND MATCH TIMES

Each shooter will fire five (5) individually timed runs (strings of fire) at each stage. The best four of these runs (the four with the lowest total times including any penalties) will count as the shooter's aggregate stage time, with the fifth (longest) total time being discarded. The stage aggregate times for **all stages in the main match** will then be combined and totaled to yield the shooter's grand total match time. The grand total match time will become the shooter's **club score**, but not his/her **League score** (see LEAGUE SCORES, below).

REQUIRED MATCHES

To qualify for prizes at the end of the season, a shooter must:

- Have at **least Six (6) scores in the same division** from the eight (8) League matches for 2011. Match scores earned in one division are NOT transferable to the other (e.g., semi-auto to revolver). Match scores within a division are transferable should a competitor be reclassified during the season.
- Attend at least one (1) match at EACH of the four (4) participating clubs, regardless of division, or pay the required match fee. If a League member is unable to attend a required club match, he/she may pay the match fee of \$20.00 (in advance) and receive credit for club attendance. However, the shooter will not be awarded any League points for the match.

LEAGUE MATCH AND SEASON SCORES

The League member's League score for a League match will be determined by ranking each of the League shoots main match times (for scoring makeups, see, MAKEUP MATCHES, below) in ascending order from the lowest overall time to the highest within the respective competition divisions (semi-auto, revolver, limited stock, junior), and then assigning point values to them. The point values will start at 100 points for the lowest (best) time in each division, and follow the ascending order of finish with one less point for each successive shooter (i.e., 2nd best gets 99 points, 3rd best gets 98 points, etc.). The shooter's League season score will be the aggregate total of his/her six (6) highest point total matches. After the League's scheduled season ends, there will be a banquet for League members where prizes and awards will be given out based on order of finish by point total.

Match scores for the League are considered only from the date of the shooter's membership in the League; prior scores cannot be "grandfathered in" if a shooter competes in League matches as a non-member, then later decides to join the League.

SHOOTER CLASSIFICATIONS

The League will assign and maintain shooter classifications for its members for the use of host clubs to fairly group shooters of comparable ability together for the awarding of match prizes. The League directors will devise the classification system to be used, and member classifications will be made by the League Directors at meetings with at least one representative of each host club in attendance. A current classification list will be maintained and distributed by the League Scorer.

For the 2011 season there will be three (3) classifications as follows:

A Class	80% to 100%
B Class	60% to 79.9%
C Class	0% to 59.9%

NOTES:

Host clubs may classify some League "A" class shooters as "M" master class for a match where this is appropriate, even though the League does not have enough of such shooters to create its own master class.

A SHOOT FOR FUN class for non-league novice/sportsmen shooters (start with gun in hand, muzzle down 45 degrees) will be available for each match. Shooter will not be eligible for payback or League prizes.

Previous League members will be reclassified before the start of the first 2011 League match if warranted. New members will be given a classification after completing two (2) League matches. The Directors will review classifications for all League members after the first four (4) matches to see whether their reclassification is warranted based on current proficiency. Where such reclassifications are justified to keep competition on a fair basis, the League will promptly notify those shooters of their new classification. Shooters competing in two divisions will have a separate classification for each as their relative proficiency warrants.

CLUB PAYBACKS

Club paybacks will adhere to the following guidelines:

- Minimum club payback is 50% of match fees after League fees. However, each host club may, at their option, pay a higher percentage back to shooters.
- Paybacks will include First / Second / Third in all divisions (if pay back funds / number of eligible shooters allow) Thereafter, one (1) out of four (4) shooters per class will be paid.

MAKEUP MATCHES AND MAKEUP MATCH SCORES

Missed matches may be made up. The rules regarding makeups are:

- The makeup must be made at the next attended match ("use or lose" option).
- Only one (1) makeup per gun per match is allowed (i.e., you can do one semi-auto and one revolver makeup at the next match, but not two semi-autos and/or two revolvers).
- Shooters competing with only one gun type may shoot their makeup at the same time as their main match. Shooters competing with two gun types must shoot one makeup in the morning and the other in the afternoon.
- Within a squad, the makeup must be shot with at least a one shooter interval (you cannot shoot your main match and makeup runs "back to back"), and **you must shoot your main match score first**, with your makeup afterwards.
- Makeup match times/scores are not eligible for club match prizes (only your main match time counts for club match score and club prize pool eligibility).

League scores or makeups will be determined by first comparing the shooter's makeup match time to the ascending order of League main match times for that day to determine what the next lowest (i.e., the next best) match time was. Then, whatever point value was given to that next best score, the makeup match time is scored at one less point to establish a base point value. **From that base, three (3) points will be deducted as a missed match penalty.**

FOR EXAMPLE: Say two revolver shooters (call them Shooter A and Shooter B) each shoot makeups in League Match #2 to make up for missing Match #1. Say that Shooter A's makeup time was 61.58 seconds and Shooter B's was 62.09 seconds. In ranking the main match times of the day, we'll say that the 5th best League revolver main match time was 60.88 seconds, which would be worth 96 points, and the next best main match time after that was 64.20 seconds, which would then be worth 95 points. Since the next best main match time compared to either shooter A's or Shooter B's makeup times is 60.88 seconds, both Shooter A and Shooter B would have a base point value of 95 points for their makeup score. Deducting the missed match penalty of three (3) points from this, **each shooter would earn 92 points, which would become their League score for Match #1**. Thus, when makeups are scored, none of the original point values given out in a prior match are changed, regardless of how many makeup scores are included in after the fact.

Example:	Match #2	Time	Points
	1 st place	58.09	100
	2 nd place	59.61	99
	3 rd place	59.89	98
	4 th place	60.01	97
	5 th place	60.88	96
	Shooter A	61.58 (makeup)	95 minus 3 = 92
	Shooter B	62.09 (makeup)	95 minus 3 = 92
	6 th place	64.20	95
	7 th place	65.89	94
	8 th place	66.22	93

LEAGUE SCORE SHEETS

The League will provide standard score sheets for use by all host clubs to score all shooters in a League Match, whether they are League members or not. The score sheets will be two-part carbonless forms, with the top white page for the League Official Scorer and the bottom copy for the shooter after completing the match.

PROTESTS

A quorum of the League Directors present at a match will determine eligibility for re-shoots, challenges to recorded scores or other protests, based on merit and circumstances. A League member competitor wishing to protest another League member's equipment or actions, or the ruling of a match official, must present the protest in writing accompanied by a \$20.00 protest fee to the League Coordinator prior to the close of the match. The protest fee will be returned if the protest is upheld.

If a League member believes his/her score to be improperly tabulated or mis-stated, or missing, he/she will have seven (7) days from the date League results for the match are published to report the apparent error to the Official Scorer. After such period has expired, the shooter forfeits any rights to request corrections.

LEAGUE FEES

MEMBERSHIP FEES

The League annual membership fee for 2011 will be \$25.00 for all divisions and such membership will be valid until December 31, 2011. Membership applications may be obtained by contacting the League Coordinator by phone (see page 1 of these rules) or by mail, or in person at a League match. The membership deadline for 2011 League prize eligibility is prior to Match #3 (xx).

MATCH FEES

Match fees at League matches will be \$20.00 per gun, whether for main match or match makeup's. The host club will retain \$15.00 of this fee and \$5.00 will be sent to the League treasurer. Only league members will be allowed to compete for prize money. For Fun shooters will be charged \$15.00 to participate but will not be competing for prize money.

Match fees for Juniors and novice/sportsmen shooters in the **SHOOT FOR FUN** class will be \$15.00 per gun, per match. Shooters will not be eligible for payback or League prizes.

Steel League

Low Ready Start for 22 Rim Fire

Shooting position is as follows.

A 6-foot arc will be drawn on the ground using a string and 2 objects (sticks, rods, etc)
This will be to create a uniform arc. Center point being at the Shooters Standing position.

A ground paint will be applied over the actual arc to highlight it. (Color Optional)

Or

Some other method of denoting a arch (clay birds)

The shooter must keep the gun at the low ready with the muzzle with in the arc.

League rules will apply to early starts / creeping.

