

OSA Steel Challenge Match

General

Each stage of this match involves a set up of 5 steel plates, set out in different arrays, distances and shapes. One of the plates will be pre-designated as a stop plate and it must be hit last. The procedure is to hit the other 4 plates in the fastest order and then hit the stop plate last. As many shots as is required may be fired.

Classes

They are two classes in which anyone can enter. They are as follows:

Operational Caliber - This is any caliber that would be logical and practical for operations. This would include any caliber larger than and including the .380.

Smallbore Caliber - This is .22 caliber long rifle rimfire.

Equipment

Pistol - Any pistol/revolver that is logical and practical for operations. What is commonly referred to as "race guns" will be allowed for honours only or if there are enough such entries, a separate class will be formed.

Holster - Any holster that would be logical and practical for operations. Cross draw holsters are not allowed however, chest holster are allowed.

Ammunition - All ammunition must be full power loads such that would be logical and practical for operations. Operational caliber must have a minimum velocity of 750 feet per second. Twenty-two caliber ammo must be long rifle rim fire.

All competitors within 50 meters of the firing line must wear ear defenders, safety glasses, a hat with a bill and long sleeves and pants that are covering arms and legs.

Scoring

The time taken to hit each target at least once, hitting the stop plate last will be the score for that string. There will be a total of 5 strings with the best 4 times being added together to give a final score for each stage. The lowest score (time) wins the stage.

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The maximum time allowed for any string will be 30 seconds. Once 30 seconds has elapsed the RO will require the shooter to stop, record the time for that string as 30 seconds and require the shooter to prepare for the next string.

If a plate is missed and noticed after the stop plate has been hit the shooter may go back to that plate and hit it but then must hit the stop plate again to stop the time. The stop plate must always be hit last. A 5 second penalty will be assessed for each plate not hit once the shooter states he is finished.

When the RO scores a miss, it is the shooter's responsibility to challenge the decision immediately at the end of that string. The target will then be checked and if there is a clear mark left by the bullet, even on the edge, it will be scored as a hit.

If a shooter disagrees with the RO's decision, he may make a formal protest to the Match Committee. The Match Committee's decision will be final. Each squad will have a Match Committee of 3 experienced shooters.

Once the next string begins there will be no further opportunity to challenge past strings.

It is the shooter's responsibility to check their score as recorded on the score card and to sign the score card after each stage. If there are any questions concerning the score it must be brought to the RO's attention at this time. If the question cannot be settled the Chief Range Officer must be summed and if there is further question a protest can be made to the Competition Match Committee.

Start Position

For each string the shooter must be in one of two "Start Positions".

If the shooter is appropriately holster qualified, he is to adopt the "draw position". This is with the pistol in the holster and with both hands hanging loosely at his side. The alternate draw position is the "interview position". This is with both hands touching in a position above the belt line.

If the shooter is not holster qualified, he will be required to adopt the "start position". This is with the pistol in hand with both elbows touching the body. If competing directly

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against those who are starting from the draw, a 2 second penalty will be assessed for each string.

Procedural Penalties

A 3 second penalty will be assessed for any of the following:

- Any movement prior to the start signal;
- Foot fault - when any part of the foot is touching the ground outside the shooting box;
- Shooting the wrong target from a designated shooting box;
- Incorrect or non-movement when movement is required.

An unsafe act will result in disqualification and a potential request to leave the range.

Ammunition that does not meet the minimum requirement will result in disqualification of any stage where that ammo was used. The CRO may require the ammo to be shot over a chronograph to determine its suitability.