

## Steel Plate Shooting Rules & Procedures

June 2025

1. Everyone must follow all MRPC regulations, safety rules & protocols, all Steel Plate Shooting rules and all direction given by the RO's and the Match Director. Unsafe or unsportsmanlike conduct will NOT be tolerated and may result in a match disqualification and possibly being barred from future steel matches. The final decision regarding all rules rests with the Match Director.
2. Concealed Carry is strictly forbidden on MRPC property, regardless of whether a firearm is loaded or not. For purposes of this rule, any firearm carried on a persons body that is not in an approved holster (as noted in Rule 7) is defined as a concealed weapon.
3. Eye and ear protection is required for everyone present on or near a stage, including spectators.
4. In the event of a true medical emergency all shooting must stop and all guns must be made safe. Shooting will only resume upon the Match Director's authorization. Detailed emergency procedures are attached to the clipboards at each stage.
5. All new shooters must attend a safety briefing the day of the match. New shooters that miss the initial safety briefing will not be allowed to participate unless and until they attend a makeup safety briefing and obtain permission from the Match Director to participate.
6. All guns must remain unloaded and either holstered or cased when not on the firing line. Long guns may be kept in racks on a shooting cart provided muzzles do not sweep competitors or spectators, i.e., muzzles must be pointed straight (or nearly straight) up or pointed down within, or very close to within, the footprint of the cart. Guns may only be handled in the designated safe handling areas or on the firing line – this includes uncasing or recasing guns transported in vehicles. All long guns must have an empty chamber indicator in place at all times except when on the firing line or in the safe gun handling area. Prior to the start of a match and provided no one is downrange, the firing line of any stage can be used for uncasing long guns PROVIDED there is a qualified observer such as a qualified, experienced RO present on the line.
7. Holsters, if used, must be of the outside-the-waistband type, inside-the-waistband holsters are not permitted regardless of whether a firearm is loaded or not. Guns cannot be carried in any article of clothing, i.e., no guns can be carried or stored in a pocket or "tucked" inside any article of clothing. In cold or rainy weather wearing a coat over an OWB holster is permitted. Handguns in holsters must have muzzles pointed toward the ground. Handguns carried between stages in holsters after being cleared must be carried with the action closed and the hammer down. No holsters may be used that could result in breaking the 180 or sweeping anyone when drawing, e.g., no butt-forward cant or behind the back holsters. Use of a cross draw holster may require the shooter to rotate before drawing in order to avoid sweeping or breaking the 180.
8. When on the firing line competitors may not handle guns until told to do so by the RO. When finished shooting guns may not be holstered or bagged until both the shooter and the RO have confirmed the chamber is empty, the action is closed and the hammer is down. The only exceptions are handguns with a magazine disconnect and rimfire pistols which may be recased or reholstered with hammer cocked after both the shooter and the RO verify it is empty and clear AND the action is

closed. Long guns must have an empty chamber indicator in place after confirming the chamber is clear and before they are bagged or otherwise removed from the firing line.

9. Cased or holstered handguns must have actions closed and hammer down, cased handguns or long guns that are cased or on a cart may be equipped with an empty chamber indicator in lieu of having the action closed and the hammer down. The only exceptions are handguns with a magazine disconnect and rimfire pistols which may be recased or reholstered with hammer cocked after both the shooter and the RO verify it is empty and clear AND the action is closed.
10. Ammo including magazines, loaders, moon clips etc. may be handled anywhere at any time EXCEPT in the designated safe gun handling areas.
11. Accidental discharges – defined as striking the ground within ten feet of the firing line - or shots over the berm will result in an immediate match DQ.
12. Dropped gun: Dropping a loaded gun is a match DQ, dropping an unloaded gun is a procedural for that stage. In either event, competitors may not pick up a dropped gun. Dropped guns may only be picked up by the RO who will immediately take the shooter thru the **“Unload and show clear”** and **“If clear, hammer down and holster (or bag it)”** commands and then issue a ruling for either a match DQ or a stage procedural according to the circumstances.
13. Live round left in the chamber after completing a stage or discovered when removing firearms from cases or holsters, is a match DQ. Empty casing left in the chamber after completing a stage or an empty casing or snap cap discovered when removing firearms from cases or holsters, is a procedural for that stage. This does not apply to guns placed on a table during a multi-gun side match in accordance with the written course of fire.
14. Unsafe gun handling, including anyone who sweeps themselves or anyone else, breaks the 180 with a loaded gun or any other action deemed by the RO or Match Director as unsafe gun handling will result in an immediate match DQ.
15. Match disqualification (“DQ”): In the event of a main match DQ, shooter is done for the day in all main match classes and any side match regardless of when the DQ occurs. The reverse also applies: a DQ in a side match will prevent the shooter from participating in the main match. In the event of a match DQ no refunds will be given for uncompleted stages or classes in that match, regardless of when the DQ occurs. Scores for classes or a side match completed before the match DQ will stand.
16. Range commands: a list of range commands is attached to the clipboards at each stage.
17. Firearm classes:
  - a. Stock Auto – uncompensated centerfire semiautomatic pistols with open sights - no optics, no ported barrels. May be single or double action or both.
  - b. Classic Rimfire Pistol – any non-revolver .22 caliber handgun with iron sights only. Optics are not permitted.
  - c. Open Rimfire Pistol – any non-revolver .22 caliber handgun with optics.

- d. Classic Rimfire Revolver – any double or single action .22 caliber revolver with iron sights, regardless of capacity. No optics are permitted. Note use of single action revolvers requires shooter to have at least two guns.
  - e. Open Rimfire revolver – any double or single action .22 caliber revolver regardless of capacity. Optics are permitted. Note use of single action revolvers requires shooter to have at least two guns.
  - f. Classic Revolver – any double action centerfire revolver that holds only 6 rounds and has iron sights only. Optics are not permitted.
  - g. Open Revolver - any double action centerfire revolver that holds more than 6 rounds and / or has optics.
  - h. Single Action Revolver – any single action centerfire revolver with iron sights. Note single action class requires shooter to have at least two guns.
  - i. Rimfire rifle – any .22 caliber rifle. Optics are permitted.
  - j. Unlimited Auto – any centerfire semiautomatic pistol with optics, ported barrel and / or compensator.
  - k. Pistol Caliber Carbine (“PCC”) – any semiautomatic rifle utilizing pistol caliber centerfire cartridges up to a maximum of .45 ACP. Firearm must be legally classified by the manufacturer as a rifle regardless of barrel length. Optics are permitted.
  - l. 1911 – any single stack 1911 style centerfire pistol with open sights – no optics, no ported barrels, no compensators. Rimfire 1911 style pistols are classified as Rimfire. Double stack 1911 style pistols are classified as Stock auto, Unlimited or Garbage as appropriate.
  - m. Lever Action – any centerfire pistol caliber (up to .45 ACP or Colt) rifle or carbine which uses a lever action to eject a spent shell and load a fresh one.
  - n. Garbage – when a shooter shoots a second gun in the same class as used for a previous firearm the second gun will be classified as Garbage. Garbage class must be shot after the primary class.
  - o. No handgun in any class may have a shoulder stock.
  - p. In the event it is unclear which class a competitors firearm belongs in, the Match Director will either make a determination or may rule that the firearm cannot be used in competition.
18. Rimfire drop targets must drop to count.
19. Swinging targets on dueling trees must swing past 90 degrees to count.
20. Plates on a “Texas Star” or similar device must fall to the ground to count.

21. Clay birds must be substantially broken (large pieces missing) to count – cracked or chipped birds do not count.
22. Bowling pins must be knocked over to count.
23. Scoring for special targets will be described in the stage briefing.
24. Unless otherwise specified in the written course of fire for a stage, competitor must start with the gun either in a holster or from the table in which case the front end of the gun must be touching the table. If shooting from a holster, hands must be hanging naturally at sides or with wrists above shoulders (surrender position) unless the written course of fire states otherwise– hands cannot be touching the gun. If shooter touches a holstered gun, lifts a gun from the table or moves hands toward a holstered gun between the **“Standby”** signal and the buzzer (“creeping”), a procedural penalty will be applied.
25. Courtesy reshoots are allowed for gun or ammo malfunctions that occur before the first shot is fired. No reshoots after the first shot is fired. Maximum of one reshoot per class per stage.
26. Be courteous at or near the firing line – there should be no talking to distract the shooter, RO or scorekeeper.
27. The shooter must use the same gun or an approved substitute for all runs & all stages of a given class. In the event of a gun malfunction, the shooter may attempt to repair the malfunction and complete the stage / match but must do all repairs in a designated safe gun handling area – do not delay other shooters on the stage. If the competitor cannot repair the gun and complete the stage / match, and does not have an approved substitute firearm, he will receive a DNF for that class. If the shooter can repair the gun and complete the stage / match, all times, misses and penalties that occurred prior to the malfunction shall stand. Any gun substituted to complete subsequent stages must be approved by the Match Director as being comparable in class to the original firearm.
28. Shooters may not shoot more than one gun in the same class. Shooters desiring to shoot two guns of the same class (or shoot the same gun a second time) must enter the second gun in “garbage” class and MUST shoot the “garbage” class last.
29. In the event of a dispute between a hit and a miss, the benefit of the doubt goes to the shooter. If both the RO and the scorekeeper agree it is a miss, the shot in question will be scored as a miss. Disputes on any aspect of scoring must be resolved before the shooter leaves the stage.
30. It is the shooters responsibility to turn in their score cards and to check their score cards for accuracy before they leave the stage. Once cards are turned in the scores on them will stand.