



Wednesday Night Steel Rules and FAQ

- **SAFETY REQUIREMENT:** All shooters will wear eye protection at all times. All shooters are required to wear hearing protection during each stage, however you are not required to wear hearing protection while you are waiting to shoot or moving between stages, though it is **highly recommended**. DO NOT proceed past check in with a loaded firearm on your person. If you need to clear a firearm, or change handguns before beginning the match, ask the Match Staff at the check in area where the safety area is located at. **UNLOAD, UNHOLSTER and CLEAR firearms ONLY in the safety area.**

- Each stage will have a dedicated **Range Officer (RO)**, whose primary responsibility is safety and who must pay close attention to the shooter's handling of the gun. Each stage will have a score keeper who will be a volunteer from the group of waiting shooters, or who may be designated by the stage RO. The score keeper's primary responsibility is to watch for hits. RO and scorekeeper may confer on miss or hit calls, but not with the spectators or the shooter. If in doubt, give the shooter the benefit and make the call for the shooter's advantage. All Disqualification (DQ) calls must be discussed with the shooter, factually and professionally, and also with the match director.

- To avoid miss-understood commands and/or commands that might lead to DQ events, Range Commands used will be as follows:

- **Make Ready** (shooter may take an UNLOADED sight picture before loading)
- **Are You Ready?**
- **Standby** (1-2 second pause)
- Start Signal from Timer
- **Warnings:** *Finger Muzzle Squib Stop*
- **If You Are Finished, Unload and Show Clear**
- Semi Auto Pistol: **If Clear, Hammer Down and Holster**
- Revolver: **If Clear, Cylinder Closed, Holster**
- **Range is Clear**
- *Range should be reset at this time*

- If required to shoot between positions, you must be all of the way out of a position to comply. If required to shoot from a position, you must be all of the way in the position to comply.



- **The score “did not finish” (DNF) applies to all squibs, all gun failures, running out of ammunition and any circumstances that the competitor stops without completing the course of fire.** A DNF will incur a time of 200 seconds. A DNF could occur on any stage and the shooter may continue shooting on all other stages.

- **A reshoot is not an option for any DNF or DQ or any other failure of the competitor or their equipment.** If a shooter DNF’s, then reshoots they will be DQ’ed for un-sportsmanship like behavior.

- **Whenever a shooter is DQ’ed, a Match Director (MD) must be called immediately to verify the DQ and give both the RO and the shooter an opportunity to explain or question the call.** If the DQ is upheld, the competitor’s card will be collected by the MD and returned to the stat house. The MD will explain the DQ procedure to the shooter. A shooter who is DQ from a match will not be able to shoot for the rest of the day. **A DQ’ed shooter will be encouraged to remain and observe the match, help on a stage with scoring, etc.**

- **The shooting order will begin with the shooter, then the person on deck.** RO’s may call as many shooters as needed, by name, for brass and steel reset. If there is plenty of help, RO’s may also call people by name for in the hole or deep hole shooters, but that is not necessary. Shooter, on deck and in the hole people should not have any other responsibilities – they simply need to have uninterrupted time to get ready to compete.

- **Do not cut in line! This is not good behavior, don’t do it here.** If you come to a stage late and want to shoot with your friends, move ALL of your cards to the bottom of the pile.

- **Please be courteous, friendly and professional.** This is not an environment for obscene jokes, profanity, or rough housing. Let’s present a safe, clean and fun atmosphere for the entire family. **You never know who is watching.**

- **You are responsible for your score.** If you can’t read the score, no one else can either. When using electronic scoring, it is your responsibility to verify that your name is the right name on the tablet and that your time, score and penalties are correct before you accept your score. The shooter needs to personally approve their shoot, do not tell the RO to “just approve it”. When using paper scoring, if your score is important to you, make sure the numbers are legible before the next shooter shoots. To help avoid any issues later, you may want to take a picture of your card before turning it in. It will help you to get an incorrect score corrected.

- **If you shoot a second run, you must shoot in the Fun Gun category.** Shooting in another Division after a "practice run" is not fair to other shooters. Fun Gun results will be scored on the shooters score card (for the shooters reference only) and will not be displayed on any official match results.



- **No loaded gun sight pictures.** When given the “MAKE READY” command, it is OK to take an unloaded sight picture, however after loading your weapon, you are not permitted to take another sight picture, to do so will be a DISQUALIFICATION event.

- **HOLSTER REQUIREMENT:** Holster must be **SNUGGLY SECURED** at waist with a **BELT**. The belt must pass through a minimum of 3 belt loops. Holster should not move on the belt when drawing or holstering gun. Holster must be worn on shooter’s **STRONG** side. While shooter is standing relaxed and the gun is in the holster, the muzzle of the gun must be pointed down toward the ground (within 3 feet of the shooter’s feet). A holster must completely **PREVENT** access to, or activation of, the trigger of the handgun while the gun is holstered. **HOLSTERS NOT ALLOWED** – Shoulder, cross-draw, pocket, tie down, fanny pack holsters, drop leg holsters where the heel of the gun is below the belt, and **ANY** holster that utilizes a trigger finger to manipulate any retention device, such as the Blackhawk Serpa. For exceptions, please see a Match Director.

- **PISTOL REQUIREMENT:** 9mm centerfire or larger caliber is required; either Semi Auto or Revolver. Pistol should be carried in a shooting bag or a case that zips / latches closed, or in the holster, unloaded at all times while on the range. **NO LOADED** firearms are allowed to be carried around the range while participating in Wednesday Night Steel, other than at each stage and under the RO’s commands. The pistol should be in safe working order with the manufacturer safeties functioning. **Wednesday Night Steel was not designed for very small, pocket-type concealment pistols.**

- **AMMUNITION REQUIREMENT:** Each shooter should bring a minimum of 150 rounds to each Wednesday Night Steel match. *It is better to have and not need than need and not have.* Full metal jacket (FMJ) is acceptable, lead rounds are acceptable, reloads are acceptable, duty/self defense/jacketed hollow point (JHP) rounds are acceptable. **No ammunition will be allowed that attracts a magnet – check your ammunition before you come to the match!** Other prohibited ammunition includes tracer, incendiary or armor piercing rounds. **If you have any questions or doubts about your ammunition,** please ask the Match Staff **BEFORE** shooting a stage. Any use of prohibited ammunition will result in a **MATCH DISQUALIFICATION**.

- Specific Match Disqualification – Unsportsmanlike Conduct. A shooter is deemed to be demonstrating **UNSPORTSMANLIKE CONDUCT** if they fire off a shot, several shots, or ‘mag dump’ (empty their magazine entirely) after completing a stage. Whether you are shooting for fun, out of desperation or frustration after a poorly shot stage, or whatever the reason might be, this is a **MATCH DISQUALIFICATION EVENT**. In addition, shooters will be disqualified from a match for conduct which a Range Officer (RO) deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. A Match Director must be notified as soon as possible with any DQ of a shooter.