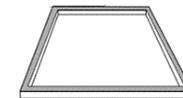
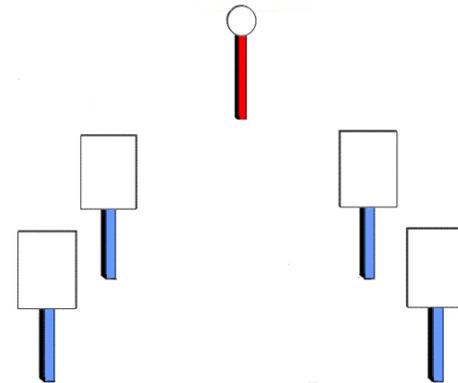


WYOMING STATE STEEL CHALLENGE CHAMPIONSHIP 2008



WIND RIVER PRACTICAL SHOOTERS
SANCTIONED BY USPSA/STEEL CHALLENGE

MAY 25, 2008

SHOSHONI, WYOMING

Wind River Practical Shooters
P.O. Box 531
Shoshoni, WY 82649

WYOMING STATE STEEL CHALLENGE CHAMPIONSHIPS

Sunday, May 25, 2008

(Match staff may begin Saturday evening)

Location - Ruth Fuller Memorial Range - Shoshoni, Wyoming

We will shoot all 8 Steel Challenge Stages.

Trophy only match per USPSA/SC requirements,
we will draw for non-performance prizes.

Requires 220 rounds with no misses or reshoots. Bring plenty.

Brought to you by the Wind River Practical Shooters

Registration opens at 8:00 AM

Shooters' meeting at 8:30 AM

Entry Fee is \$35.00 if received before May 15, 2008

fee is \$40.00 day of the match.

Pre-teen juniors (8-13) shoot for \$5.00 and must be squadded with a shooting parent. Juniors (14-17) shoot for \$10.00 and must be accompanied by a shooting adult. Match is limited to the first 50 shooters so please register early.

Water and sports drinks will be provided at the range. Please bring your own lunch as a meal will not be catered this year. We apologize for the inconvenience. Shade is limited as is seating so bring a chair and umbrella if you so desire.

For more information contact:

Ronald Ankeny

P.O. Box 531

Shoshoni, Wyoming 82649

307-876-2338

rankeny@fremont24.com

MATCH DESCRIPTION

DIVISIONS:

Competitors will only be allowed to shoot one division. Regular Steel Challenge divisions will be combined as follows:

1. Single action semi-automatic. Handguns permitted must fit into IDPA Custom Defensive Pistol, IDPA Enhanced Service Pistol, USPSA Limited 10, or USPSA Limited Division. Examples include the 1911, 2011, Browning Hi-Power, etc.

2. Double Action/Safe Action semi-automatic. Handguns permitted must fit into IDPA Stock Service Pistol or USPSA Production Division. Examples would be Glock, Beretta, Springfield XD, etc.

3. Revolver Division. Handguns permitted must fit into IDPA Stock Service Revolver or USPSA Revolver Division.

4. Open Division. Handguns permitted must fit into USPSA Open Division. This division includes all handguns with optics and/or ports or compensators.

5. Rimfire Division. Only junior and pre-teen shooters will be allowed to compete in rimfire division. Any semi-automatic or revolver allowed. No optical sights.

GENERAL MATCH INFORMATION:

All targets will be painted white and are to be re-painted prior to each contestant's first run on each course of fire. Except as otherwise noted, all round targets are 5' high to the top of the target and all rectangles are 5'6" to the top of the target.

The same gun, holster and holster position must be used throughout the match. If there is a mechanical problem, equipment of similar make or model may be used as a replacement. If these guidelines cannot be met with the replacement gun or holster, the contestant will not be eligible for awards in their division, but will remain eligible for Overall Awards.

Should a malfunction or breakage occur, the string of fire will be scored and the competitor will be given the chance to retire for repairs, or for replacement of the equipment, before resuming the course of fire. There are no alibi's or re-shoots for malfunction or breakage.

Contestants are to go to the line prepared with the appropriate number of magazines, or speed loaders and needed ammunition, to avoid causing unnecessary delays. A contestant may have an assistant to help them in reloading if desired.

When a contestant has finished, the Range Officer will call the next contestant to the line. Practice drawing or sighting must be held to a minimum and will not be allowed after the first string of fire. Thirty (30) seconds will be the standard for making ready for each additional string of fire. If the contestant is not prepared in a timely fashion, the Range Officer will announce, "Make Ready Now". The contestant then has ten (10) seconds to make ready and notify the Range Officer upon having done so. If the contestant has not notified the Range Officer of their readiness at the 10 second mark, the Range Officer will begin the verbal Start Commands. If the contestant does not engage the course of fire when the audible start signal sounds, they will be given a maximum time for that string of fire.

Eye and ear protection for all shooters and spectators are required. Individuals observed without eye or ear wear will be required to leave the shooting area.

Competitors may fire as many rounds as they deem necessary for each string of fire.

Please understand that we need to establish a balance between the competitor's need to ready themselves and the amount of time available in each day. Your cooperation will be appreciated by the Match Staff and the other competitors.

All final decisions will be made by the Match Director.

HANDGUN CALIBER:

Center fire handguns only with the minimum caliber being 9mm/.38 special. Firearms shall be suitable for holster use. Rimfire is exempt.

HOLSTERS:

Holsters shall be mounted in the general vicinity of the waist. Holsters must retain the gun. Triggers may not be fully exposed with any holster.

AMMUNITION:

There will be no multiple projectile or magnum loads allowed. Bullet velocity of 750 FPS is recommended to achieve full destruction of the bullet.

TARGETS:

Targets are variable in size, but are either 10" or 12" circles, or 18" x 24" rectangles.

SCORING:

Your time is your score. Each of four targets must be hit during each string of fire and a designated stop plate will be hit last to stop the time. The best four out of five runs will be counted as the total score for each stage, except for Outer Limits, which will be the best three out of four runs. Any hits made after the maximum time allowance will not be counted. All shots fired at primary targets after the stop plate has been struck, will be scored with a 3 second penalty each. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped and asked to reload if they reach the 30 second limit. Three (3) second procedural penalties will be given for creeping or jumping before the start signal, foot faults, shooting at the wrong targets from the designated boxes, and incorrect or non movement.

All shooting boxes will be 3' x 3' except for Outer Limits, which are 4' x 4'. A foot fault will be described as when shots are fired while any

part of the body (foot) is touching down outside of the shooting boxes. Clarification: A competitor may not support any weight down “outside” (on the ground) of the shooting box while shooting, but foot pressure on the raised shooting box will not be penalized.

Showdown will have two 3’ x 3’ shooting boxes and two runs will be shot from one shooting box and two from the other. The competitor may choose from either box to shoot their fifth and final run. There is NO movement between boxes during a string of fire.

Outer Limits will have three 4’ x 4’ shooting boxes. The shooter will start on their weak side shooting box and will engage the 25 and 40 yard plates on the weak side of the center line, move to the middle shooting box and engage the remaining two plates and stop plate. The distance between each of the three boxes will be 6’.

It is the responsibility of the competitors to check their scores as written on their score cards and to sign their score cards when finished shooting. Any questions concerning the score card should then be asked of the Range Officials. If still needed, a Match Director will then be summoned.

MOVEMENT:

USPSA rules will apply for shots fired while moving into the second shooting box in Outer Limits. If the contestant fires and leaves Box A and then realizes they missed and/or hit the targets out of sequence and then return to Box A and continues to shoot, there will be no procedural penalty. (Keep the muzzle down range while returning to Box A) Any target(s) struck in the incorrect order (A vs. B) will be judged as a miss. If any shots are fired after having begun to move forward out of the box, there will be a procedural penalty. Upon reaching Box B, the contestant may begin to fire when one foot is in the box and the trailing foot is either in the box or in the air. Remember, if targets are engaged out of order without corrective shots being taken, there will be a procedural penalty, plus a miss scored on each target struck out of turn.

STARTING COMMANDS:

The audible timer start will be preceded by the commands “Load and make ready.” After a short time is taken, the shooter shall indicate that he or she is ready. The commands will be “Are you ready? - Stand by.” There will then be a hesitation of one half to one and one half seconds before the start signal will sound. Creeping or jumping is expressly prohibited! Hands must remain motionless after the “Stand by” command. A three second penalty will be assessed for creeping, premature start, hand movement or bouncing of any kind.

HAND POSITION:

Hands are to be held in the “Surrender Position”, which is shoulder high, with the wrists and full hand visible from behind. The Range Officer will stop the count down and give one warning and one warning only if they see that the competitor is setting up too low or starting to creep or “bounce”. Failure to comply will result in a three second penalty for each occurrence.

SAFETY RULES:

The range is cold! Handguns will not be loaded except as directed by Match Officials. Semi-autos will have an empty magazine well, and all chambers and revolver cylinders will be kept empty.

During loading or unloading, engaging the course of fire and during remedial action in the event of a malfunction, the muzzle of the handgun must always be kept pointed down range. If the limit line (180 degrees of the shooter box) is violated with a loaded gun, the contestant will be asked to unload and will be disqualified from the entire match.

After a string of fire, no contestant may leave their position until the firearm has been unloaded, inspected and cleared by the Range Officer. The range commands will be, “If you are finished, unload and show clear. Hammer down. Holster”. The firearm will then be holstered or placed in a protective sheath or bag.

In the event a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Range Officer. In no case, will a contestant leave the line with a loaded weapon.

During the contest, contestants will refrain from handling their firearms, except when instructed by a match official or in designated areas.

Should a firearm be dropped during a course of fire, the contestant will not pick up the firearm, but allow the match official to do so. The match official will then unload and inspect the firearm.

SAFETY VIOLATIONS:

The following violations will result in disqualification:

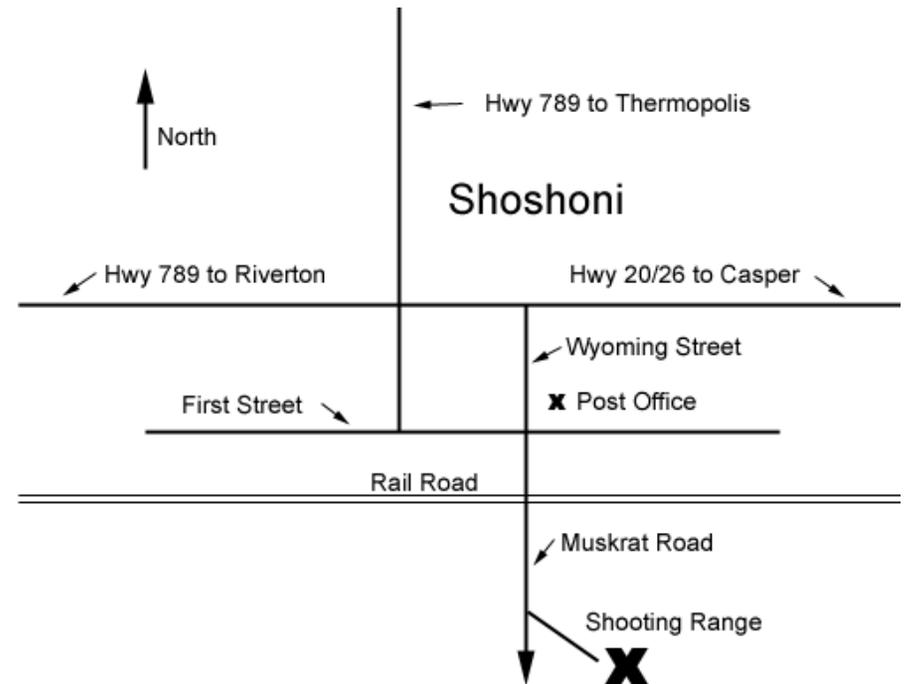
- Dropping a loaded firearm.
- Breaking the 180 degree line.
- Any shot fired into the ground within six feet of the contestant.
- Unsafe handling of a loaded firearm.
- Unsportsmanlike conduct.

PENALTIES:

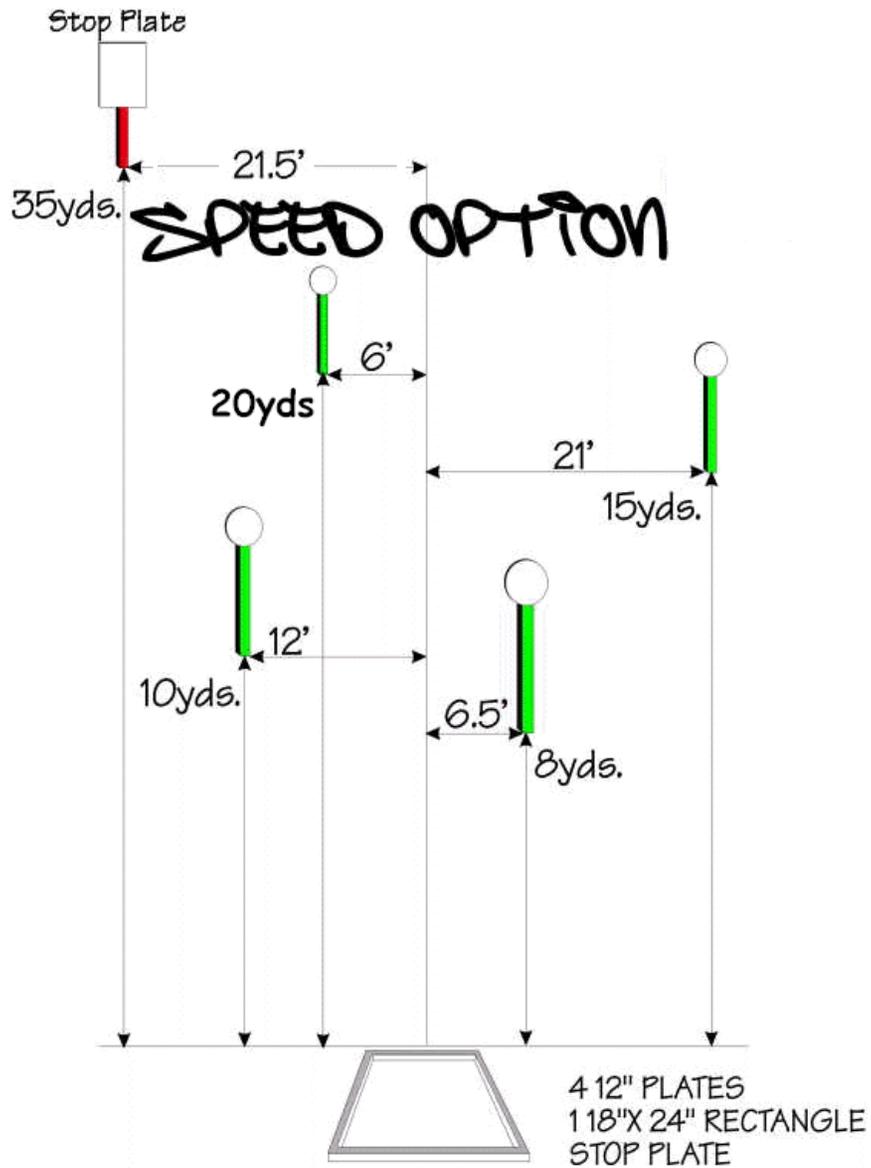
One three second penalty will be given for each procedural violation, premature starts, creeping, missed targets and foot faults.

MAP AND FACILITIES

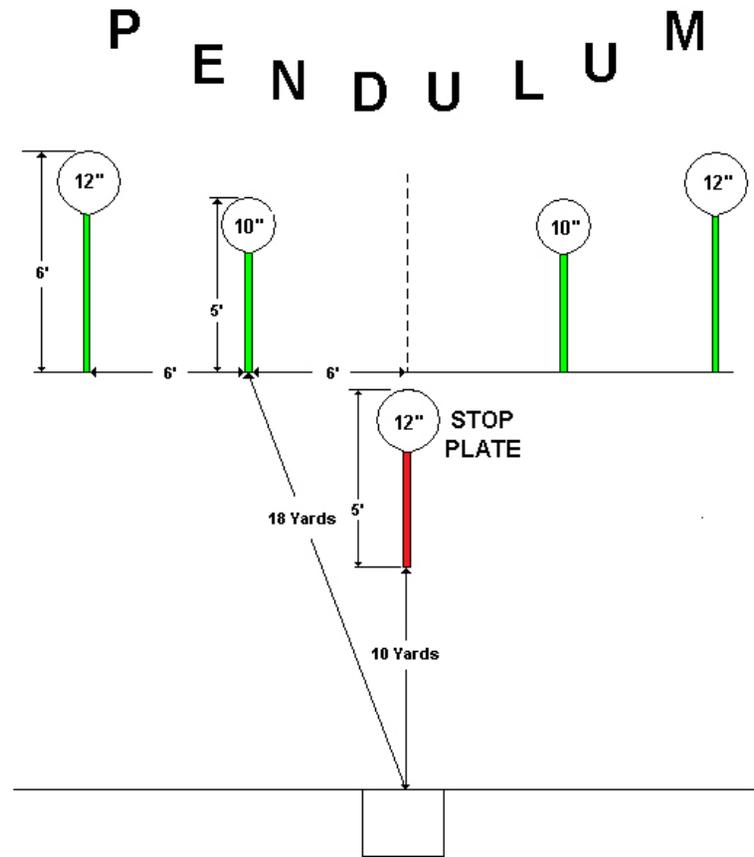
The shooting range is located one half mile South of Shoshoni on Muskrat Road. Wyoming Street turns into Muskrat road on the South side of Shoshoni. Wyoming Street is between the main intersection and the Yellowstone Drug Store.



Registration will be set up in the large building. We have out houses for your use, but no running water. Adequate parking is available. If you have limited mobility, we will reserve a parking spot for your use.

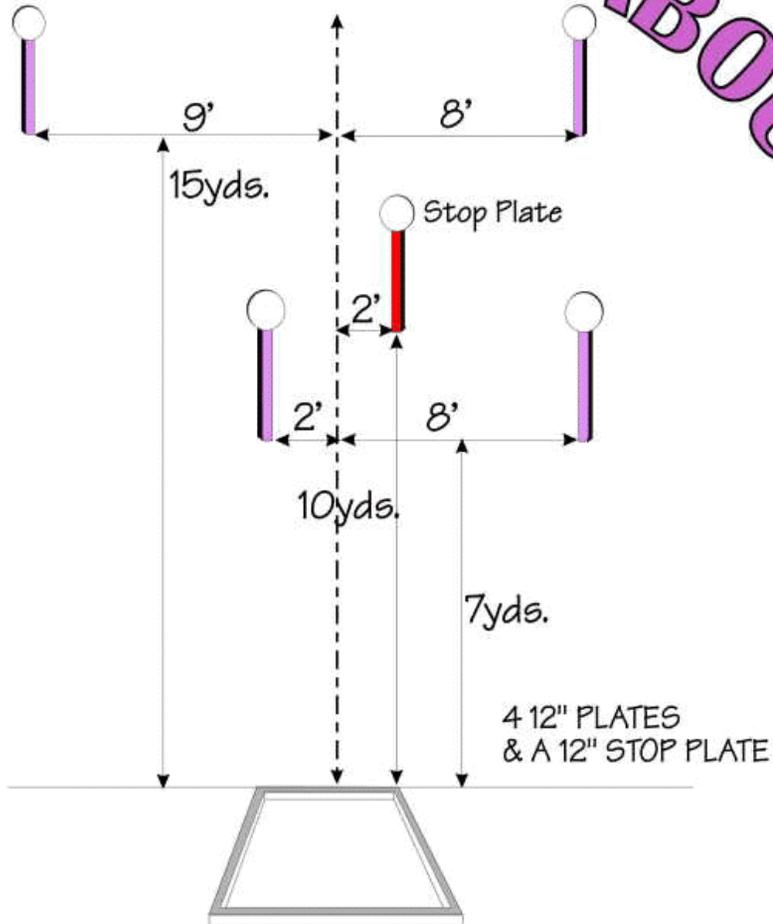


The "optional" plate is no longer optional in this stage. All plates must be engaged and your time is your score. Best four out of five runs.



Pendulum is shot five times with the best four out of five counting for score.

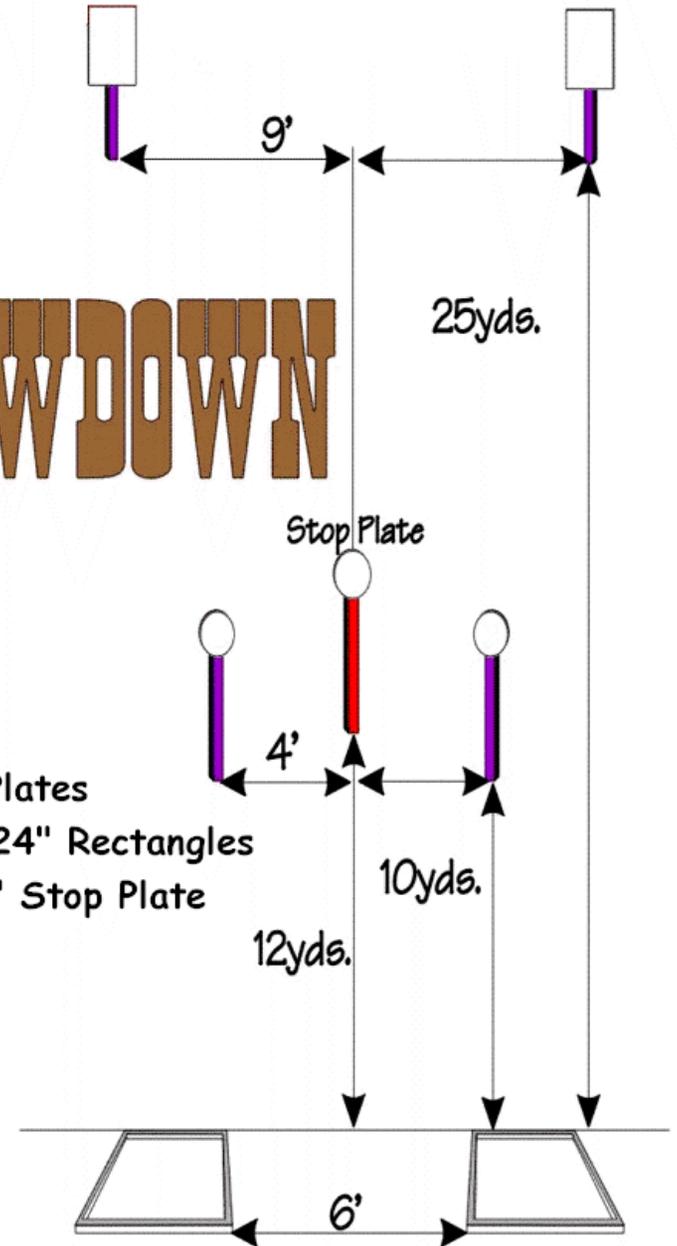
ROUNDAABOUT



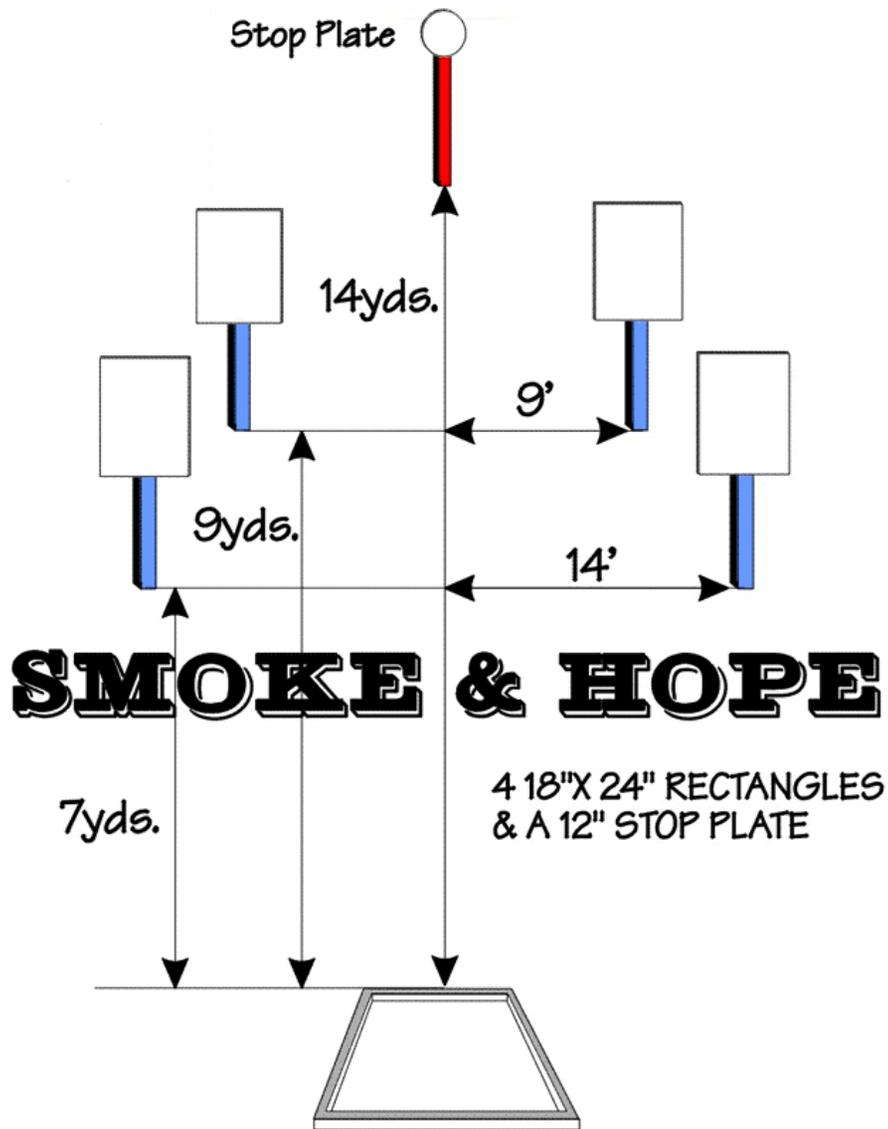
Roundabout is shot five times with the best four out of five counting for score.

SHOWDOWN

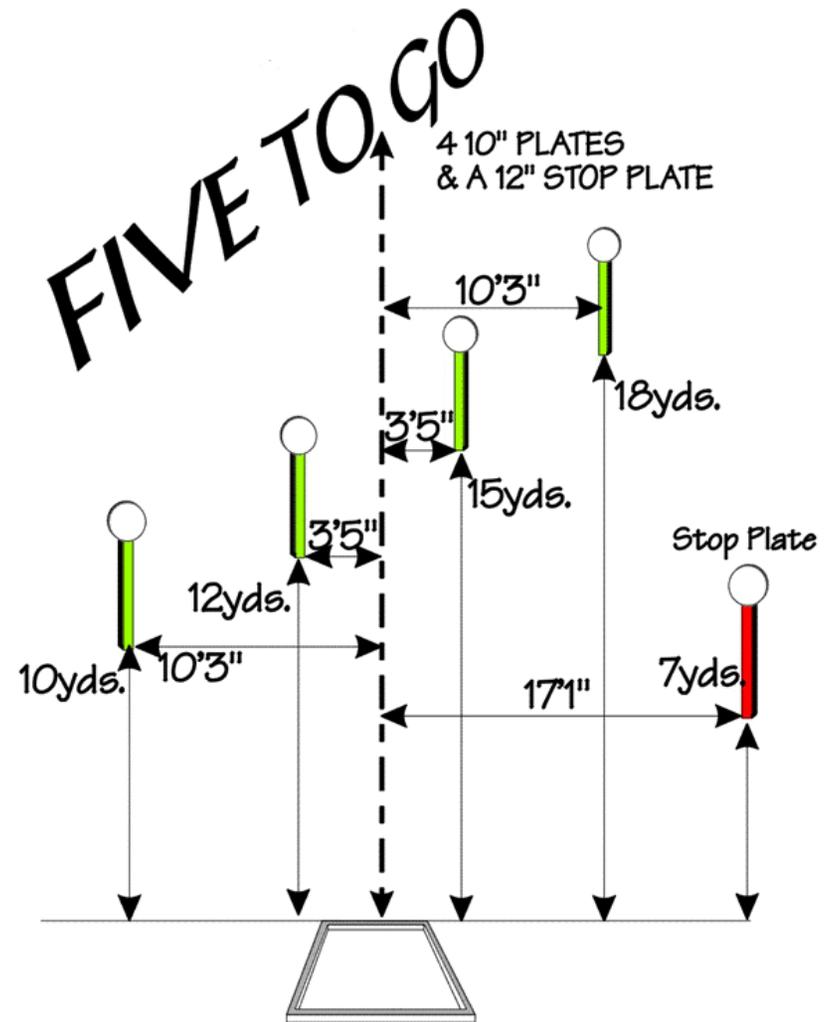
- 2 10" Plates
- 2 18"x24" Rectangles
- & a 12" Stop Plate



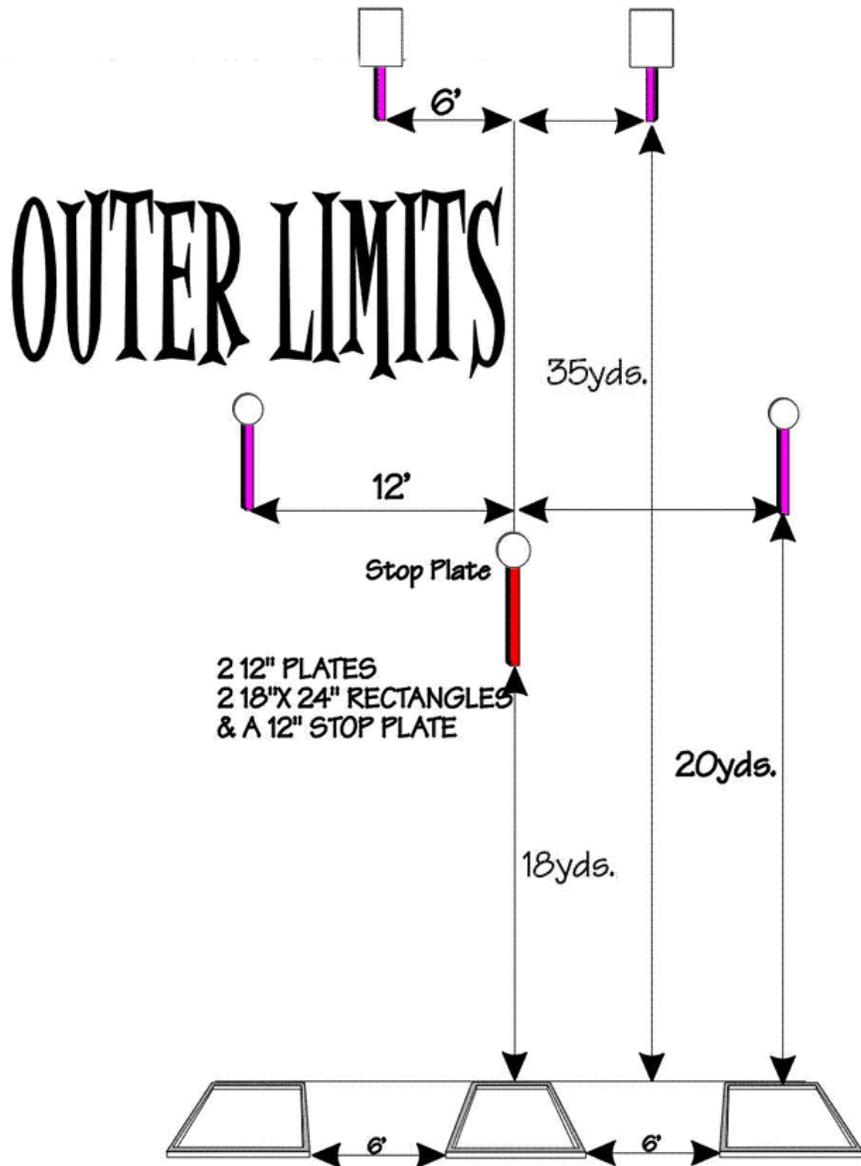
Showdown will have two 3'x3' shooting boxes and two runs will be shot from one shooting box and two from the other. The competitor may chose from either box to shoot their fifth and final run. There is no movement between boxes during the course of fire.



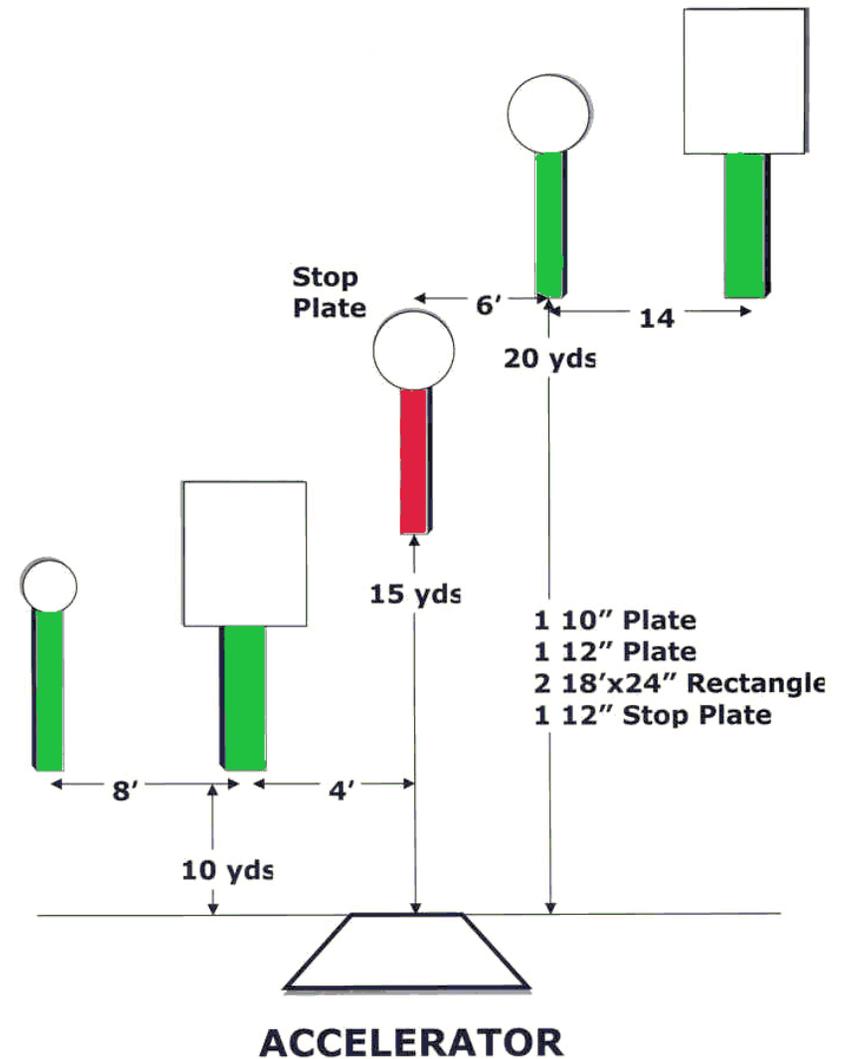
Smoke and Hope is shot five times with the best four out of five counting for score.



Five to Go is shot five times with the best four out of five counting for score.



The shooter will start on their weak side shooting box and will engage the 20 and 35 yard plates on the weak side of the center line, then move to the middle shooting box and engage the remaining two plates and stop plate. The distance between boxes will be six feet and only two boxes will be used by the shooter. Depending on whether you are right or left handed, you will begin in the appropriate outside box and finish in the middle box. USPSA rules will govern movement between boxes. The stage is shot four times with the best three out of four counting for score.



Accelerator is shot five times with the best four out of five counting for score.

WYOMING STATE 2008 STEEL CHALLENGE CHAMPIONSHIP
REGISTRATION FORM

Name: _____

Address: _____

E-Mail Address: _____

Division: _____ Single Action Semi-Auto, iron sights
 _____ DA/SA or Safe Action Semi-Auto, 8 shot
 revolvers, iron sights
 _____ Open, optics and/or compensators (ports)
 _____ Revolvers, 6 shots, iron sights

Circle One: Adult (\$35.00) Junior (\$10.00) Pre-Teen (\$5.00)

Squadding requests: _____

Make Checks Payable to Wind River Practical Shooters

Return to: Ronald Ankeny
 P.O. Box 531
 Shoshoni, Wyoming 82649

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