

Nordic Steel Challenge Rule Book

April 2024 Edition

The intention of this rule book is amongst other things, to have a common Nordic rule book as a base for steel challenge competitions.

- Allowing all steel challenge shooters to compete in all Nordic countries.
- Have a Steel Challenge rule book adapted to European shooting ranges and environment.
- Using the metric system.
- Using IPSC commands and gun divisions.
- Allowing single regions to make region specific rule changes depending on policies and legislation as an appendix to this rule book.

The Nordic RDs is the owner of this rule set, the Nordic NROIs is the keeper of the rules.

This rule set is revised on a yearly basis and altered if needed at the yearly Nordic RD meeting.

We aim to keep compatibility with the USPSA/SCSA rules as far as possible and if possible, having Nordic SC accepted for ranking purposes with USPA/SCSA.

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Section 1 Range Rules

1.1 Shooting range

All firearms will be kept UNLOADED except on the firing line under the direct supervision of a Match Official.

If it is possible that some competitors arriving at a range where a Nordic SC event is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers, persons duly authorized to carry a loaded firearm, etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range.

The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the Nordic SC event), it should be clearly marked and it must include a suitable impact zone.

Where no Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm and proceeds immediately to a match official for the express purpose of safely unloading the firearm shall not be subject to disqualification per the provisions of rule 8.1.21

1. Semi-autos must have chamber and magazine well empty. Rimfire rifles and PCC must have chamber and magazine well empty and bolt closed on a flag and be cased or secured in a cart.
2. Revolvers must have all chambers/cylinders empty.
3. If a competitor is thought to be in violation of the SHOOTING RANGE rule, a Range Officer will escort the competitor to a safety area and direct the competitor to unload and show clear. If the firearm is found to be loaded, the competitor will be disqualified from the match under the provisions of rule 8.1.21.
4. During the match, competitors will refrain from handling their firearms, except when instructed by a range officer or in designated areas (staging areas for cased long guns or safety areas).

1.2 Safety Equipment

Eye and hearing protection is required for all competitors and spectators. Anyone observed without eye or hearing protection will be required to leave the shooting area until such eye and hearing protection is worn or used.

1.3 Dress Code

Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or objectionable will be asked to leave the range facility. The Range Master will have final authority regarding garments deemed offensive or objectionable.

Section 2 General Event Rules

2.1 Event Hierarchy

One or more matches are contested within an event. For example the World Speed Shooting Championship is an event and within that event there are 4 matches: Centerfire Pistol, Rimfire Pistol, Rimfire Rifle, and Pistol Caliber Carbine. Competitors compete in one or more matches within an event.

2.2 Competition Divisions

Competition Divisions are intended to provide a vehicle for recognition within the match by firearm characteristics (firearm types, sights, etc.). It is the competitor's responsibility to properly declare their competition division prior to the start of the match. See appendix A1 and H1 - H10 for division-specific information.

- 2.2.1 If a competitor incorrectly declares a division, but qualifies in a different division they will be changed to another division in which their equipment is valid without penalty with the Range Master's approval. For example, firearms and holsters failing to make Production criteria may still be eligible for Limited.
- 2.2.2 When a match allows entry in more than one division, there may be restrictions. Those restrictions, if any, must be published on the match entry form and/or match website.
- 2.2.3 Competitors are limited to a single firearm per division. A competitor may, however, compete with the same firearm in multiple divisions within the same match. For example a competitor may use the same firearm in Production and Limited divisions but would not be permitted to shoot twice in Production or twice in Limited.

2.3 Competition Categories

Competition Categories are intended to provide a vehicle for recognition within the match by personal characteristics (age, gender, occupation, etc.). It is the competitor's responsibility to properly declare their competition category prior to the start of the match.

2.3.1 Not used in Nordic Steel Challenge.

2.3.2 If a competitor incorrectly declares a category, but qualifies in a different category, they will be changed to the correct category without penalty with the Range Master's approval.

2.4 Scoring Responsibility

It is the competitor's responsibility to provide the correct scorecard for each stage, match and entry division, and to verify their scores as written on the scorecard when finished shooting each stage.

When electronic scoring is used it is still the competitor's responsibility to review their times prior to their score being saved on the scoring device. When available the competitor should approve the score in the software by personally clicking the "approve" or similar button as the electronic equivalent of signing a score sheet.

Users leaving a stage after shooting who do not personally tap the approve or equivalent button forfeit their right to protest a stage score and defer the approval of their score to the scorekeeper on that stage.

2.2.4 Any questions regarding the scores entered on the scorecard or into the scoring software should be directed to the Range Officers on the stage before signing the scorecard or approving the electronic score. If questions remain, the Range Master should be summoned.

2.4.2 When the scorecard has been signed by the competitor and the Range Officer or when the times have been recorded and saved on the scoring tablet it is definitive and cannot be changed, other than to correct math errors or by mutual consent of the Range Officers, Range Master, and competitor.

2.4.5 Coaching: For Tier 1 (club matches) a competitor may request the scoring Range Officer, or other squad member other than the Range Officer running the timer, call misses during the course of fire.

The competitor should notify the Range Officer prior to commencing the course of fire. Reshoots will not be given if a Range Officer or other squad member mistakenly calls a hit a miss or a miss a hit. Coaching is not permitted at Tier 2 or higher events.

Should coaching take place at a Tier 2 or higher match both the competitor and the person doing the coaching, if competing in the match, shall incur one procedural penalty, per string, for each occurrence of coaching.

Section 3 Competitor Equipment Rules

3.1 Holsters

In general, holsters shall be mounted at the waist, must cover the trigger, and must safely hold/retain the gun. All Centerfire firearms must be appropriate for holster use. Female competitors are permitted to wear a belt, holster and allied equipment at hip level.

- 3.1.1 Rimfire competition does not involve the use of a holster. It is permissible for a Rimfire pistol to be transported between stages in a holster. Either a gun case or a holster must be used for transport.
- 3.1.2 Division-specific holster restrictions may apply. See appendix J1 through J9 for division-specific information.
- 3.1.3 Due to the unique nature of the Steel Challenge, drawing from concealment is not allowed.

3.2 Changing Equipment

The same gun, sights, holster and holster position, if specified, in a division must be used throughout a specific match.

- 3.2.1 If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Range Master. The replacement equipment must meet the same Division guidelines, conditions or restrictions as the original equipment.
- 3.2.2 No change in equipment (gun, holster or holster position) is permitted without the approval of the Range Master. If a competitor makes such a change without prior approval, they will be disqualified from the match. See Rule 8.1.22.
- 3.2.3 If the equipment guidelines cannot be met with the replacement gun or holster, the competitor shall be moved to the division where their equipment is eligible. As a last resort the competitor shall be moved to the Open division.

3.3 Ammunition Carriers:

Each competitor is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices. Match delays caused by, for example, excessive time spent loading magazines while on the firing line may be referred to the Range Master for guidance.

A competitor may have an assistant to help them in reloading, if needed. Should they not be prepared and it would cause a severe delay while they prepare, the Range Officer may move them down in the shooting order until they are prepared.

- 3.3.1 Should a competitor have less than 5 magazines any other competitor or spectator may reload magazines on behalf of the competitor completing the course of fire.
- 3.3.2 Unlike IPSC competition where magazine placement varies by division, in Steel Challenge magazine carriers may be placed anywhere on the belt, regardless of division.

3.4 Handicapped/Disabled Competitors

Handicapped/disabled competitors must seek and obtain approval from the Range Master for any waiver in relation to the type and/or placement of their holster and related equipment. The Range Master's decision regarding the safety and suitability of such equipment will be final.

- 3.4.1 Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement.

The Range Master may waive or modify procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire. (As an example, a wheelchair bound competitor might shoot all of Outer Limits from the center box without penalty).

Section 4 Competitor Ammunition Rules

4.2 Ammunition:

All ammunition used in competition must be safe, serviceable, and appropriate for the firearm being used.

- 4.2.1 Minimum cartridge for centerfire competitions (38 Special/ 9x19).
- 4.2.2 Rimfire firearms must be .22 Long Rifle (.22LR) only. No powderless cartridges.
- 4.2.3 No multiple-projectile or magnum loads allowed.
- 4.2.4 Any ammunition deemed unsafe or likely to damage the targets will be removed from use. Examples include, but are not limited to: Steel Jacketed, Steel core, tracer, and incendiary ammunition.
- 4.2.5 There are no minimum power factor or velocity minimums in Steel Challenge. The Pistol Caliber Carbine Divisions (PCCI/PCCO) have a maximum velocity of 1600 feet per second.

Section 5 Stage Procedures and Range Commands

5.1 Competitor Responsibility

When called to the firing line, it is the competitor's responsibility to come to the line prepared to shoot, and familiar with the stage procedures and range commands. If a competitor is unsure of or unable to comply with stage procedures or range commands they should direct questions to the Range Officer before entering the shooting box.

- 5.1.1 Leaving the Line: No contestant may leave the firing line position until the firearm has been unloaded, inspected and cleared by the Range Officer. The firearm will then be holstered or placed in a protective case, sheath or bag.
- 5.1.2 When casing or uncasing any firearm at the firing position, the muzzle of the firearm must always be pointed downrange.

5.2 Start Position

- 5.2.1 The start position is standing within the box. When the competitor is ready they will assume the required start position to indicate their readiness to the Range Officer. The competitor must remain still and in the appropriate position until the start signal.
- 5.2.2 In centerfire competition, hands are to be held in the "surrender position" with wrists and hands above the shoulders and fully visible from behind.
- 5.2.3 In the Rimfire pistol, Rimfire rifle, and pistol caliber carbine matches, there will be an aiming point (marker, cone, flag, or sign) centered downrange directly in front of each shooting box 3 m (10') away and a maximum of 0,6m (2') high. For Showdown and Outer Limits an aiming point will be placed in front of each shooting box. The competitor, while waiting for the start signal, must be pointing/aiming their gun at the aiming point with their finger off the trigger and the finger outside of the trigger guard. Each firearm may start with the hammer cocked and, if applicable, with the safety off.

- 5.2.4 A competitor not in the proper start position at the start signal will incur penalties. This includes competitors shooting the improper number of strings from the shooting boxes on Showdown. Competitors are required to shoot three strings from one box and two strings from the other shot in any combination. Failure to move between boxes after three strings have been shot from one shooting box shall incur 1 procedural penalty, per string, for each string shot in the wrong box. It is acceptable to shoot in the 2-2-1 shooting order if the competitor so chooses; however, 3/2 or 2/3 are acceptable sequences as well. See Section 7 for penalty information.

5.3 Range Commands

The Range Officer will direct the competitor using the following commands:

- 5.3.1 **“Load and Make ready”** Under the direct supervision of the Range Officer, the competitor must face down range and prepare their firearm. The competitor must then assume the required start position. At this point, the Range Officer will proceed.
- 5.3.1.1 The “Load and Make ready” command signifies the start of the competitor’s attempt at the stage or course of fire. Once the “Load and Make ready” command has been given, the competitor must not move away from the start location without the prior approval, and under the direct supervision, of the Range Officer. Box to box movement on Outer Limits is permitted.
- 5.3.1.2 Sight Pictures: The competitor will have a maximum of one minute after the Load and Make ready command to prepare for the run. Sight pictures may be taken during the Load and Make ready process and while preparing for the next string. Note: Should the competitor experience an accidental discharge while taking a sight picture a disqualification under rule 8.2.1 shall be issued.

- 5.3.2 **“Are you ready?”** The lack of any negative response from the competitor indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready at the “Are you ready?” command, he must state “Not ready”. For each subsequent string after the first, the Range Officer shall proceed from this command, once the competitor has assumed the start position.
- 5.3.3 **“Stand by”** This command should be followed by the start signal within 1 to 4 seconds. It is recommended that the start signal be consistent for each string started for a given competitor—a cadence is desirable in Steel Challenge. The interval may change between competitors, however.
- 5.3.4 **“Start signal”** At the audible start signal the competitor is to begin their attempt at the course of fire. If a competitor fails to react to the audible start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready?”
- 5.3.5 (OPTIONAL) **“Prepare for your next string”** After the completion of a string, if the competitor has not completed the required number of strings they will be instructed to prepare for the next string. The competitor should reload, if necessary, and assume the appropriate start position.
- 5.3.6 **“Stop”** Any Range Officer assigned to a stage or the Match Director or Range Master may issue this command at any time. The competitor must immediately cease firing, stop moving, and wait for further instructions.
- 5.3.7 **“If you are finished, unload and show clear”** (or **“Unload and show clear”** if Stop is used.) After the completion of the final string, the Range Officer will issue this command. If the competitor has finished shooting, he must lower his firearm, completely unload it and present it for inspection by the Range Officer with the muzzle pointed down range.
- 5.3.7.1 Semi-automatic firearms must be presented with magazine removed; slide or bolt locked or held open, and chamber empty.
- 5.3.7.2 Revolvers must be presented with the cylinder swung out and empty.

- 5.3.8 **“If clear, hammer down, holster”** or for PCC, **“If clear hammer down, flag”**. After issuance of this command, the competitor is prohibited from firing. While continuing to point the firearm safely downrange, the competitor must perform a final safety check of the firearm as follows:
- 5.3.8.1 Centerfire self-loaders – release the slide and pull the trigger (without touching the hammer or de-cocker, if any).
 - 5.3.8.2 Rimfire pistol, show clear and holster or case. (Trigger need not be pulled.)
 - 5.3.8.3 Rimfire Rifle, show clear, flag, and case. (Trigger need not be pulled.) Note: The bolt must be closed on a chamber flag.
 - 5.3.8.4 Pistol Caliber Carbine: show clear, close the bolt, pull the trigger, insert flag, case. The bolt must be closed on a chamber flag.
 - 5.3.8.5 Revolvers: close the empty cylinder (without touching the hammer, if any).
 - 5.3.8.6 If the gun proves to be clear, the competitor must holster or case/bag their firearm.
 - 5.3.8.7 For Rimfire Rifle and Pistol Caliber Carbine the preferred method of transport is with a case or scabbard that covers the trigger guard and trigger, and the bolt closed on a flag; however, “3-gun Carts” may be used. When transporting rifles in a 3-gun cart the use of chamber flags in each rifle is required, whether or not they are cased. The muzzle of the rifle must point in a safe direction while in the cart.
 - 5.3.8.8 If the gun does not prove to be clear, the Range Officer will resume from the command “If you are finished, unload and show clear”, rule 5.3.7.

- 5.3.9 If the cartridge fails to extract/eject, which is common with Rimfire pistols and rifles, once the time has been recorded and with approval of the Range Officer, the last cartridge may be fired directly into the berm without penalty. After the cartridge has been fired the Range Officer will resume the commands from rule 5.3.7 “If you are finished, unload and show clear.”
- 5.3.10 **“Range is clear”** This declaration signifies the end of the stage. Once the declaration is made, officials and competitors may move forward to paint the plates.

5.4 Equipment Malfunctions

Should a competitor’s equipment malfunction, the string of fire will be scored, the range shall be cleared per 5.3.7, and the competitor will be allowed to retire for repair or replacement of the equipment. The Range Officer will proceed with the next competitor.

- 5.4.1 The Range Officer will retain the competitor’s scorecard until such time as the competitor returns to resume his attempts at the stage.
- 5.4.2 In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the competitor will notify the Range Officer. Under no circumstances will a competitor leave the firing line with a loaded firearm. See Section (8.1.1.4).

5.5 Plate Painting

All plates are to be painted white (other colors OK for snowy weather) for the eight official Steel Challenge stages and will be repainted prior to each competitor’s first run on each course of fire. At Tier 1 (club match) plates used on a non-official stage may be painted a color other than white but must be repainted prior to each competitors first run on each course of fire. Care should be taken to paint the edges of the plates as well as the surface.

- 5.5.1 **Stop Plate Painting:** The 2x4 or post/pole used for the stop plate should be painted red, orange, yellow or some color on the surface facing the shooting box to clearly identify it as the stop plate.

5.6 Firearm Shooting Sequence

Steel Challenge is unique in that competitors compete in multiple matches simultaneously.

- 5.6.1 Competitors are permitted to shoot multiple firearms as they compete during the event.
- 5.6.2 Any specific shooting sequence for competitors shooting multiple firearms will be determined by the match director and each competitor will be made aware of these requirements in advance of starting the match.
- 5.6.3 At tier 2 and 3 matches competitor are prohibited from shooting back-to-back. At least one other competitor must shoot the course of fire between the first and any subsequent attempts by the original competitor.

Section 6 Scoring

6.1 General Principles

Steel Challenge scoring is simple: your time is your score; lowest time wins.

- 6.1.1 Each stage consists of five targets, commonly referred to as plates. Four are standard plates, and the fifth is designated as the stop plate. Each of the standard plates must be hit at least once before hitting the stop plate, to avoid incurring penalties. Competitors may fire as many rounds as they deem necessary for each string of fire. The worst string on each stage will be thrown out, and the total of the remaining times will be the competitor's score for that stage. See Appendix E for stage descriptions, set-up diagrams and specified procedures for each stage.
- 6.1.2 The total of a competitor's stage times will be his score for the match. Total time for all stages will determine the order of finish for final standings—lowest time wins. The best four out of five strings will be counted as the total score for each stage, except for Outer Limits, which will be the best three out of four strings.

6.2 Maximum Time

The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowance will not be counted. The competitor will be stopped and asked to prepare for their next string if they reach the 30 second limit.

- 6.2.1 The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.
- 6.2.2 Sound-Actuated Timing: Sound-actuated timing uses conventional shot timers that “hear” each shot. The competitor's elapsed time stops with the last shot fired. Timers will not be backed up for multiple hits on the stop plate or hits after the stop plate. The time stops with the LAST SHOT FIRED.

6.3 Misses (Standard Plates)

Any standard plate which has not been hit before the stop plate will count as a Miss. Each Miss on a standard plate will result in a 3 second penalty, added to the competitor's time for that string.

- 6.3.1 When a Range Officer scores a miss, he must inform the competitor at the end of each string. It is the competitor's responsibility to appeal the decision at the end of that string. The Range Officer will go downrange to inspect the target.
- 6.3.2 If the bullet has left a clear mark on the edge or face of the plate, it will be scored as a hit. If there is no discernible mark, it will be scored as a miss. (See 6.4)
- 6.3.3 If the competitor still feels the call is in error, he may appeal to the Range Master. The Range Master's call will be final and no further appeals will be allowed with respect to the scoring decision. Once the next string of fire has begun, there will be no further opportunity to appeal the Range Officer's call.

6.4 Misses (Stop Plate)

If the stop plate is not hit, the score for that string is 30 seconds. It is the competitor's responsibility to stop the time by hitting the stop plate with a clear hit on the edge or face of the plate.

6.5 Scoring Methods

Steel Challenge events will be timed with sound-actuated shot timers. Hits on plates are scored visually.

6.6 Tie Scores (Stage)

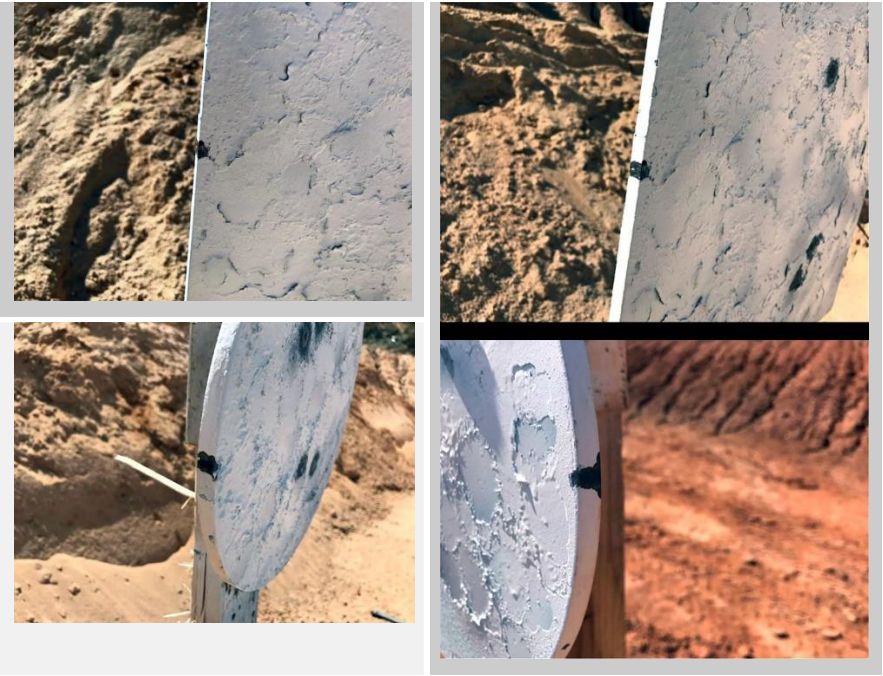
Should a tie for first place on any stage occur, the fastest single string of that particular stage will be used to break the tie. If still needed, the second-fastest and third-fastest, etc. strings will be used to break the tie.

- 6.6.1 Tie Scores (Match): Should a tie for overall placement occur, the competitor with the most stage wins (among the tied competitors) will be used as the tie-breaker. If there is still a tie (2 tied competitors both win 4 stages), the fastest Outer Limits stage score will determine the winner, should Outer Limits not be available, prior to the match, a stage will randomly be selected by the Match Director.

6.7 Final Scores

Scores will not be considered final until the complete scores have been posted for inspection by the competitors for one hour. This one-hour review period may be waived by a majority vote of the competitors present.

6.8 Edge Hits



Section 7 Penalties

Procedural Penalties

7.1 Creeping

A competitor who is creeping (e.g. moving hands towards the firearm, or physically moving to a more advantageous shooting position or posture at the start signal) shall receive a 3 second procedural penalty. If the competitor is moving prior to the start signal, he shall be stopped and restarted once still and in the correct start position. In the event that the RO cannot stop the competitor prior to the start signal, the competitor will incur a 3 second penalty.

- 7.1.1 In the event that a competitor begins his attempt at the course of fire prematurely (“false start” prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored. Attempt means the gun is drawn and/or shots fired, but the timer has not been started.

7.2 Foot Faults

A competitor who fires a shot while touching the ground outside the appropriate shooting box is considered to be faulting that box. Shots fired while faulting a box will result in a 3 second penalty for each shot that a fault occurs.

- 7.2.1 Placing the foot on top of the raised surface of the shooting box itself is not a foot fault. A foot fault only occurs when the foot touches the ground outside the box.

7.3 Designated Targets

Outer Limits requires that designated targets be shot from specific shooting boxes. Failure to hit each target from the correct shooting box will result in a 3 second penalty for each occurrence.

- 7.3.1 If the competitor fires and leaves Box A, then realizes they missed and/or hit the plates out of sequence and returns to Box A and continues to shoot, there will be no penalty.
- 7.3.2 Any plates hit from the wrong shooting box will be scored as misses unless the competitor subsequently takes corrective action prior to hitting the stop plate by shooting the plates from the correct box. Once the stop plate is hit time stops and all appropriate penalties apply.

7.4 Procedural Errors

A competitor whose actions are in violation of specified stage procedures is considered to have committed a procedural error. Procedural errors will result in a 3 second penalty for each occurrence.

- 7.4.1 Improper movement or failure to move on stages where movement is required would be considered a procedural and a 3 second penalty applied, per string. Exception for special penalty on Outer Limits, see rule 3.4.1.
- 7.4.2 Coaching (Tier 2 or higher match) assistance at a Tier 2 or higher will result in a 3 second penalty, per string, for each occurrence for the competitor and the person providing the coaching if that person is also competing in the match.

Section 8 Safety Rules and Disqualification

8.1 Disqualifications, General Principles

Competitors who have been disqualified may not shoot during the remainder of the event. This includes events that span multiple days. However, completed match scores will still count. For example, if a competitor shoots a complete score in Revolver then disqualifies while shooting Single Stack that competitor's Revolver score still stands. In the case where the competitor is competing in two matches simultaneously such as centerfire pistol and Rimfire pistol matches and the competitor is disqualified in either match he is automatically disqualified in all matches in which he is currently competing.

8.1.1 Safety violations--The following will be grounds for an automatic disqualification:

- 8.1.1.1 Unsafe gun handling—specifically, handling a firearm unsupervised, or outside the boundaries of a staging or safety area.
- 8.1.1.2 Pointing a firearm up range (breaking the 180 degree line).
- 8.1.1.3 Dropping a firearm, whether loaded or unloaded, at any time during a course of fire.
- 8.1.1.4 Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.
- 8.1.1.5 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, return it to the competitor for clearing and holstering or casing. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm while unsupervised will receive a match disqualification.
- 8.1.1.6 Sweeping, or pointing the muzzle of a firearm at any part of any person's body during the course of fire.
- 8.1.1.7 Moving (taking more than one step) with finger inside of trigger guard.

- 8.1.1.8 Finger in the trigger guard during reload, unloading, loading or during remedial action.
- 8.1.1.9 Holstering a loaded handgun without the external safety applied or on a revolver, with the hammer cocked.
- 8.1.1.10 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area. The word “handling” does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the ammunition, loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
- 8.1.1.11 Having a loaded firearm other than when specifically ordered to by a Range Officer.
- 8.1.1.12 Changing of a competitor’s equipment without prior permission of the Range Master.

8.2 Accidental discharge

- 8.2.1 Any shot fired while loading/unloading/reloading or lowering the hammer.
- 8.2.2 Any shot fired during remedial action in the case of a malfunction.
- 8.2.3 Any shot fired outside of a timed string, without RO permission.
- 8.2.4 Any shot fired into the holster or into the ground within 10 feet of the competitor.
- 8.2.5 Any shot fired which travels over a backstop or berm in any direction.

8.3 Prohibited Substance(s)

- 8.3.1 Nordic SC considers the abuse of alcohol, non-prescription and non-essential drugs, and the use of illegal or performance enhancing drugs, regardless of how they are taken or administered, to be an extremely serious offense.
- 8.3.2 Except when used for medicinal purposes, competitors and officials at Steel Challenge matches must not be affected by drugs (including alcohol) of any sort. Any person who, in the opinion of the Range Master, is visibly impaired or under the influence of any of the items described will be disqualified from the event and may be asked to leave the range.

8.4 Unsportsmanlike behavior

- 8.4.1 Competitors will be disqualified from an event for conduct which a Range Officer 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. The Range Master must be notified as soon as possible.
- 8.4.2 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.
- 8.4.3 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or hearing protection in order to gain a competitive advantage will be disqualified from the event.

Section 9 Arbitration

9.1 Right of Arbitration

A competitor who wishes an official review of a competitive matter may file a request for arbitration.

9.2 Time Limit

The protest must be prepared in writing and submitted to the Match Director within one hour of the violation and before the close of competition on the day of the occurrence.

9.3 Fees and Disbursement

A request for arbitration must be accompanied by a \$100 (or 100€) cash fee. If the protest is decided in favor of the competitor, the fee will be returned to the competitor, and the paperwork submitted to the Nordic SC main office. If the protest is denied (the original competitive decision is upheld), the fee and arbitration paperwork will be forwarded to the Nordic SC main office.

9.4 Preparing the Appeal

The competitor is responsible for the preparation and delivery of the written appeal, together with the appropriate fee. Video and photographic evidence is not admissible. Both must be submitted to the Match Director within the specified period of time.

9.5 Issues of Fact

The Range Officer's ruling on whether an observed action occurred shall be considered factual (ex: foot faults, accidental discharges, breaking the 180, hit/miss on a target).

9.6 The Arbitration Board

Upon receipt of a valid request for arbitration, the Match Director will convene an Arbitration Board, consisting of three experienced competitors.

9.7 Decision Time Limit

The Arbitration Board must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director.

9.8 Decision is Final

The decision of the Board is final and may not be appealed.

Appendix A Competition Divisions

A1 General Principles

All competitors compete for overall placement in the match. In addition to overall placement, competitors may also compete for Division-specific awards based on equipment type.

- A1.1 Equipment requirements for the Nordic SC shall be governed by the respective rules and equipment criteria regarding firearm and holster configurations and rule interpretations.
- A1.2 Failure to meet the appropriate Nordic SC rules and equipment criteria will disqualify the competitor from Division-specific award consideration. The competitor will remain eligible for overall placement awards.
- A1.3 A competitor whose equipment fails to meet Division-specific equipment requirements may be moved into another Division in which their equipment qualifies, at the Range Master's discretion (see rule 2.2.1)

See also appendix H1-H11.

Appendix B Special Awards

Steel Master

The Steel Master Award is a special recognition for the competitor with the lowest aggregate score in a combination of three matches: the Rimfire Pistol and each of two entries in Centerfire Pistol. (Example: Rimfire, Open, and any Iron Sight division), but no more than one open or optic sighted centerfire division.

Rifle Master

The Rifle Master Award is a special recognition for the competitor with the lowest aggregate score in the combination of two matches: the Rimfire Rifle and Pistol Caliber Carbine.

Appendix C Classification

Not used in Nordic Steel Challenge Competitions

Appendix D Competition Categories

General Principles

All competitors compete for overall placement in the match. In addition to overall placement, competitors may also compete for category-specific awards based on personal characteristics.

Categories approved for individual recognition by Division are as follows:

Lady: Competitors of the female gender.

Super Junior: Competitors who are under the age of 14 on the first day of the match. A Super Junior has the option of electing to shoot in Junior Category, but not in both. If there are insufficient competitors for Super Junior Category to be recognized, all competitors registered in this Category will automatically be transferred to Junior Category.

Junior: Competitors who are under the age of 18 on the first day of the match.

Senior: Competitors who are over the age of 50 on the first day of the match.

Super Senior: Competitors who are over the age of 60 on the first day of the match. A Super Senior has the option of electing to shoot in Senior Category, but not in both. If there are insufficient competitors for Super Senior Category to be recognized, all competitors registered in this Category will automatically be transferred to Senior Category.

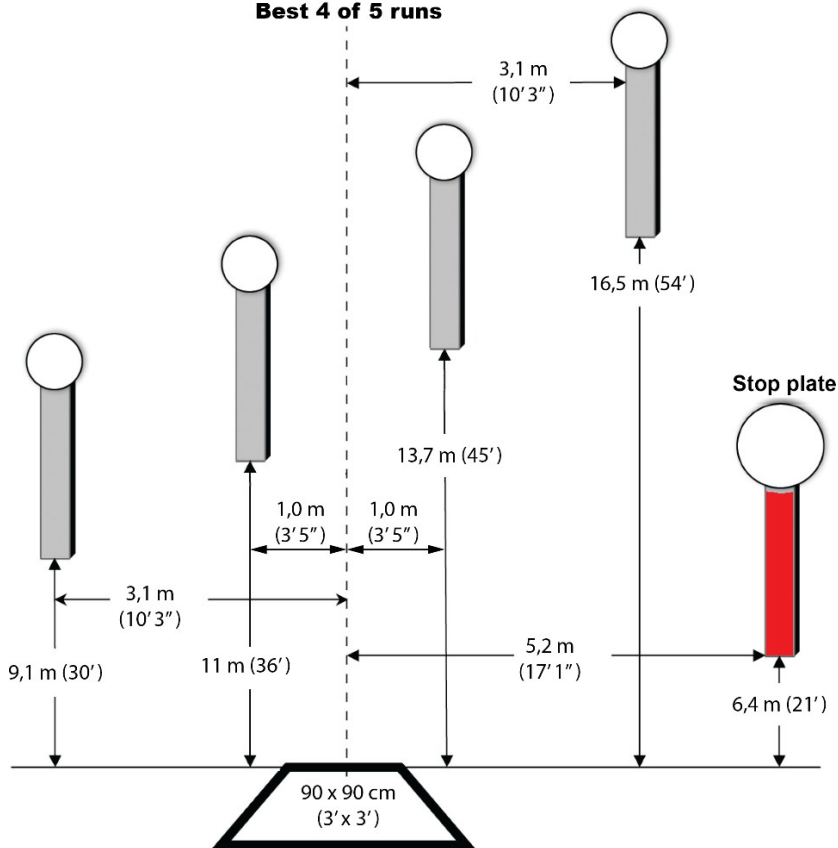
Grand Senior: Competitors who are over the age of 70 on the first day of the match. A Grand Senior has the option of electing to shoot in Super Senior Category, but not in both. If there are insufficient competitors for Grand Senior Category to be recognized, all competitors registered in this Category will automatically be transferred to Super Senior Category.

Lady Senior: Competitors of the female gender who are over the age of 50 on the first day of the match.

Appendix E2 Stages

SC-101 Five to Go

Best 4 of 5 runs

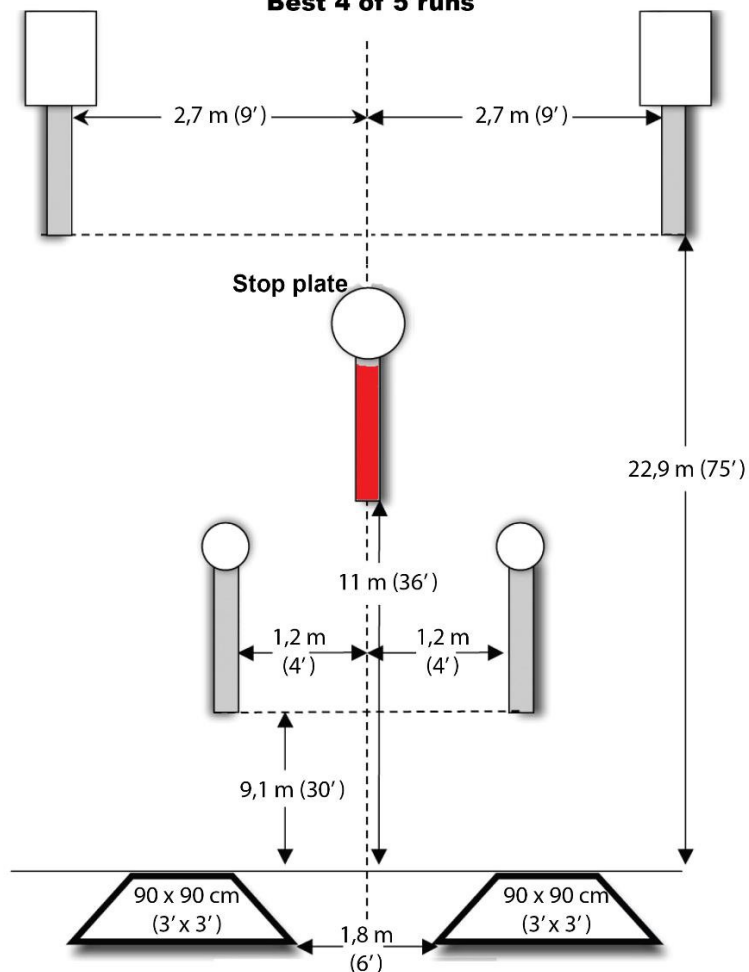


Four 25 cm (10") plates
One 30 cm (12") Stop plate

All round plates 150 cm (5') high

SC-102 Showdown

Best 4 of 5 runs

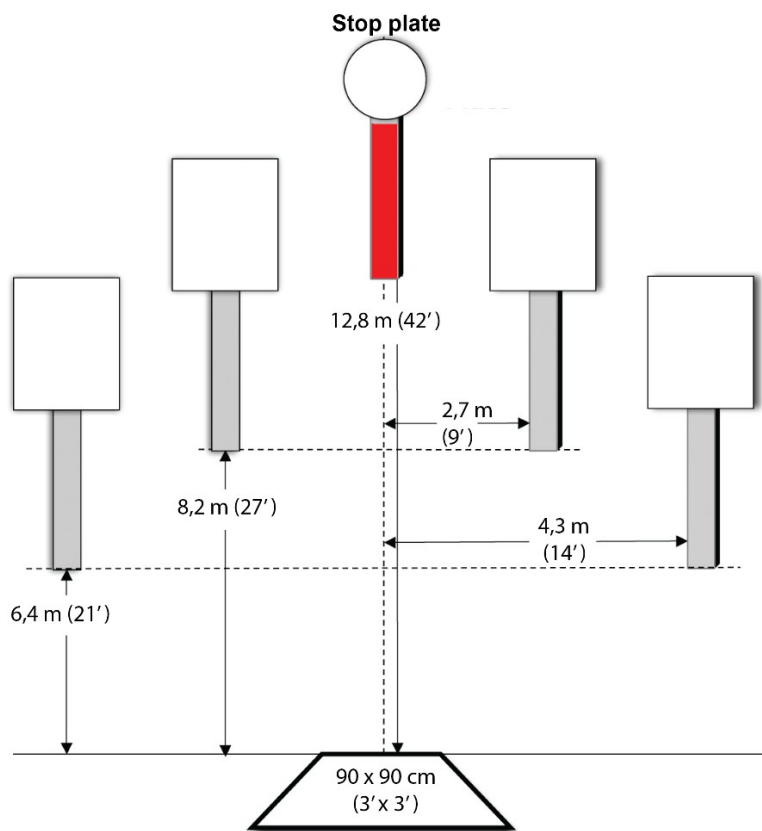


Two 25 cm (10") plates
 One 30 cm (12") Stop plate
 Two 45 x 60 cm (18" x 24") Rectangles

All round plates 150 cm (5') high.
 All rectangles 170 cm (5'6") high.

SC-103 Smoke & Hope

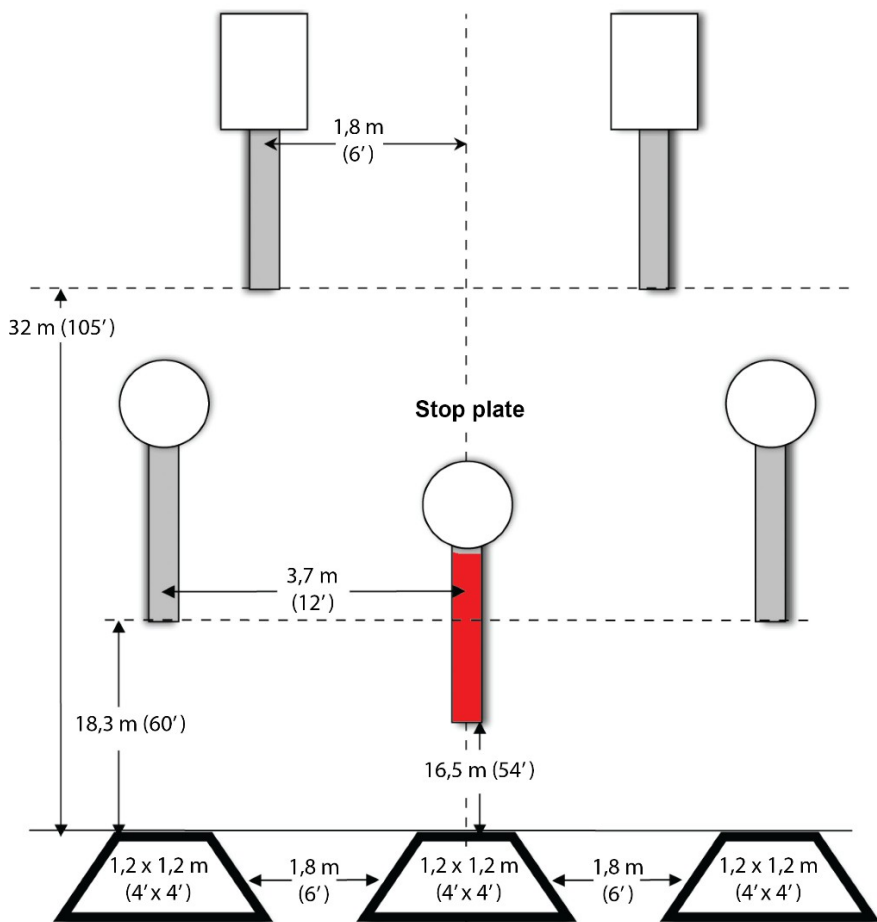
Best 4 of 5 runs



One 30 cm (12") Stop plate
Four 45 x 60 cm (18" x 24") Rectangles

All round plates 150 cm (5') high.
All rectangles 170 cm (5'6") high.
Left and right side is symmetrical.

SC-104 Outer Limits Best 3 of 4 runs

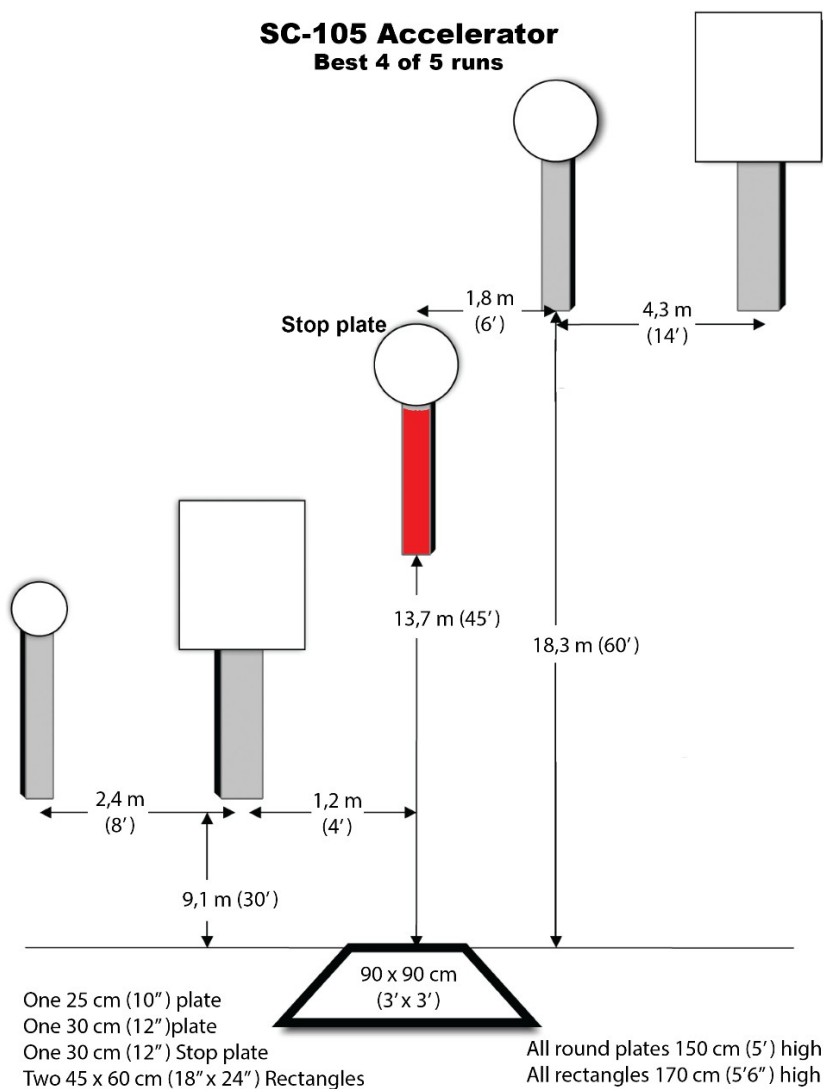


Two 30 cm (12") plates
 One 30 cm (12") Stop plate
 Two 45 x 60 cm (18" x 24") Rectangles

All round plates 150 cm (5') high.
 All rectangles 170 cm (5'6") high.
 Left and right side is symmetrical.

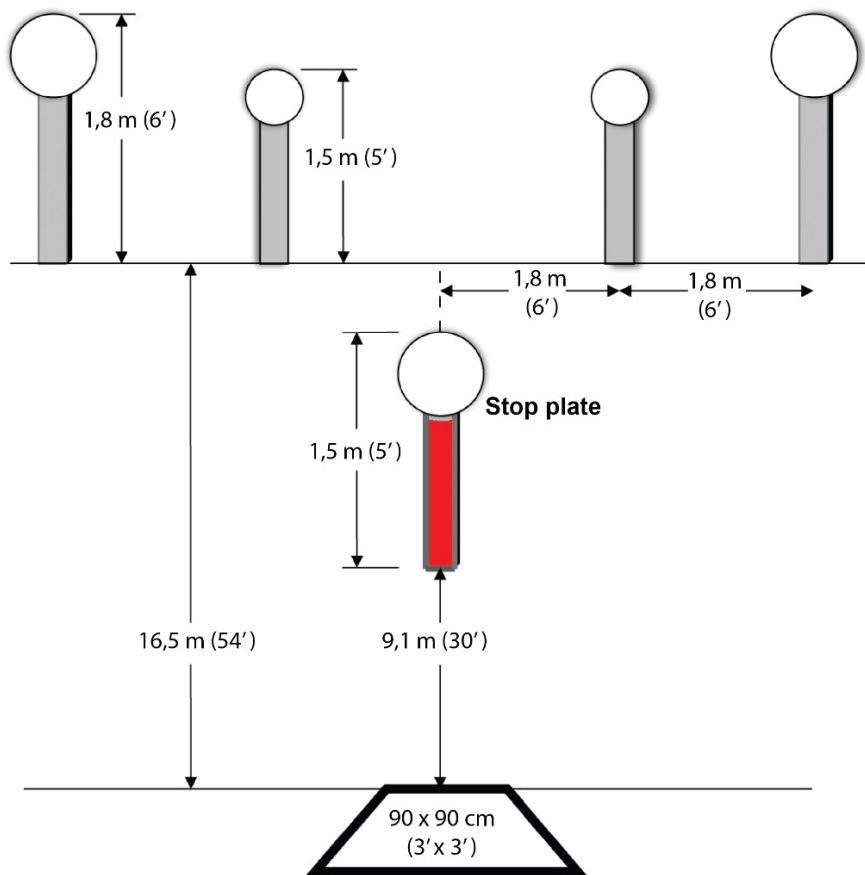
SC-105 Accelerator

Best 4 of 5 runs



SC-106 Pendulum

Best 4 of 5 runs

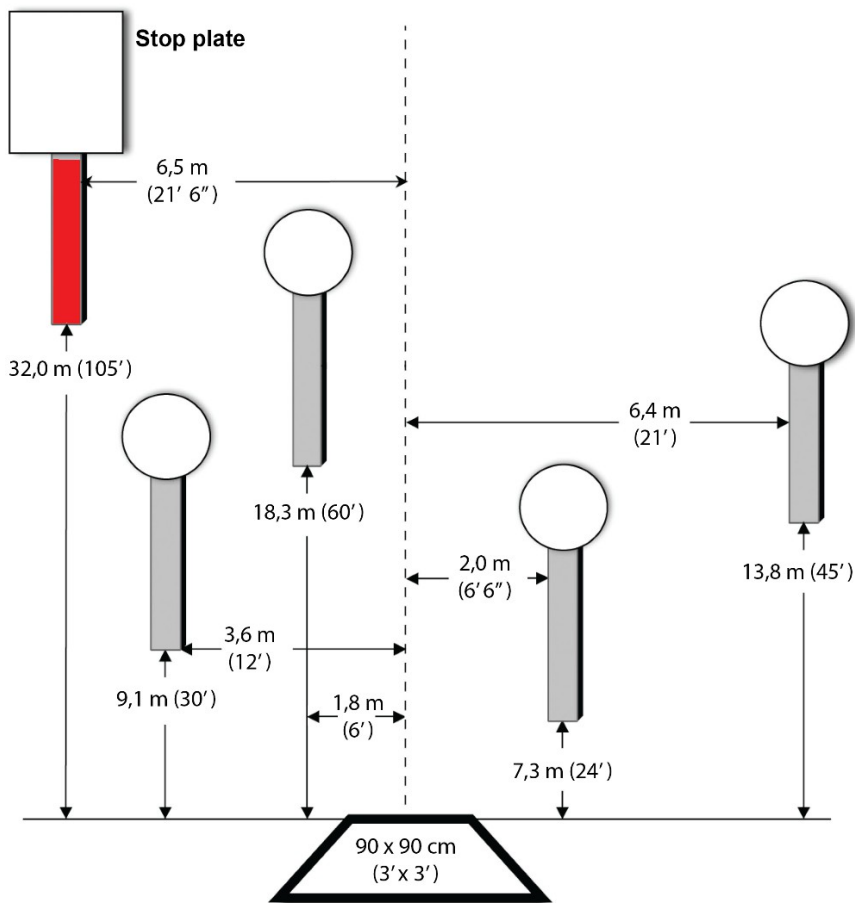


Two 25 cm (10") plates
 Two 30 cm (12") plates
 One 30 cm (12") Stop plate

Round plates 150 cm (5') high,
 except the two outer 30 cm plates.
 Left and right side is symmetrical.

SC-107 Speed Option

Best 4 of 5 runs

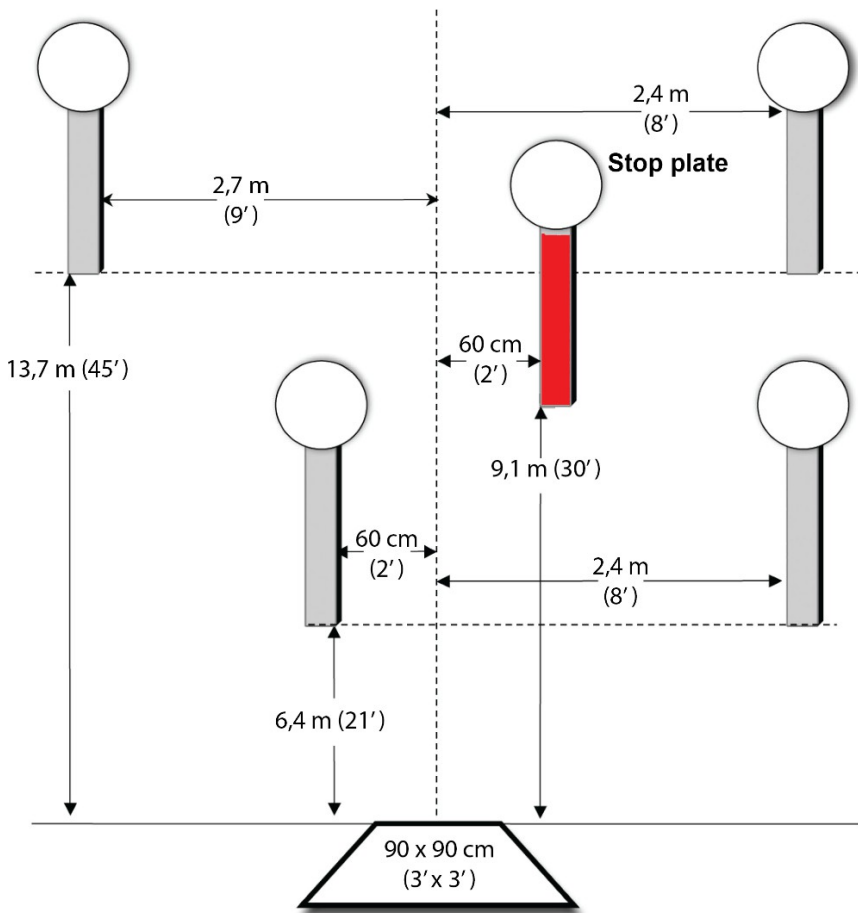


Four 30 cm (12") plates
 One 45 x 60 cm (18" x 24") Rectangle Stop plate

All round plates 150 cm (5') high
 All rectangles 170 cm (5'6") high

SC-108 Roundabout

Best 4 of 5 runs



Four 30 cm (12") plates
One 30 cm (12") Stop plate

All round plates 150 cm (5') high

Appendix E2 Stage Setup

All round targets, except for the Pendulum are 1,5 m (5') high to the top of the target as viewed from the box and all rectangles are 1,7 m (5'6") to the top of the target as viewed from the box. Pendulum has two round targets that are 1,8 m (6') to the top of the target as viewed from the box.

All targets should be set to appear level at their designated height from the shooting box. This may be accomplished with survey equipment, laser levels, string lines, etc.

A slight variation in height $\pm 5\text{ cm}$ (2") is allowed. Setting targets at height above ground may accomplish the desired level height, if the bay is flat and level.

Layout of stages All course designs and measurements are approximate with slight $\pm 5\text{ cm}$ (2") variations possible. All shooting boxes will be 90x90 cm (3'x3') except for Outer Limits, which are 1,2x1,2 m (4'x4').

All courses of fire will be fired from a single shooting box with the exceptions of Outer Limits and Showdown, which will each have more than one shooting box.

Showdown will have two 90x90 cm (3'x3') shooting boxes and three strings will be shot from one shooting box and two from the other. The competitor may elect to shoot three strings from the first shooting box prior to moving and completing the last two strings. Conversely, a competitor may also move between shooting boxes after completing two strings. Failure to move after shooting a maximum of three strings from a single shooting box will result in a procedural penalty for each string fired until the competitor moves to the other shooting box. There is NO movement between boxes during each string in this course of fire.

The **Outer Limits** will have three 1,2x1,2 m (4'x4') shooting boxes. The competitor will start on their weak side shooting box and will engage the 18,3 m (20 yd) and 32 m (35 yd) plates on the weak side of the center line, move to the middle shooting box, while on the clock, and engage the remaining two plates and stop plate. The distance between each of the three boxes will be 1,8 m (6').

Note: Only two of the three boxes will be used by each competitor. Depending on whether you are right or left handed, you will begin in the appropriate outside box and finish in the middle box.

Plates should be angled towards the shooting box to minimize skips and ricochets, and provide a uniform target surface and appearance.

Appendix F1 Match Levels

	Tier 1 (Local)	Tier 2 (State)	Tier 3 (Regional/ National)	Tier 4 (World Championship)
Must use official Steel Challenge Stages	R (A minimum of 2 official stages must be used)	M	M	M
Competitors must be Nordic IPSC members	R	M	M	M

M=Mandatory, R=Recommended

National minimum requirements, IPSC membership or as below
 Denmark DSF A-licens or B-licens Finland TA status, Turvallinen Ampuja,
 Norway DSSN Steel Challenge Sweden IPSC membership

Special Notes:

Tier 2 and higher require prior approval – **NO** match may use the Nordic SC name without being conducted at/by a Nordic SC affiliated club/ range.

Matches represented to be a “Nordic SC Championship” (State, etc.) must be Tier 2 or above.

Regional and National Championship must be Tier 3 or above.

Only scores shot at the World Championship will be eligible for recognition as World Records.

Only scores shot at Nordic SC approved National Championship matches will be eligible for recognition as National Records.

Appendix F2 Steel Challenge Recognition

	Tier 1 (Local)	Tier 2 (State)	Tier 3 (Regional/ National)	Tier 4 (World Championship)
Division Recognition	3	5 (recommended)	10	10
Class Recognition	3	5 (recommended)	10	10
Category Recognition	3	5 (recommended)	5	5

Match Directors at Tier 1 matches may elect to recognize a division/class/category with less than 3 entries.

Match Directors have the latitude to set the award schedules based on the number of competitors within a division/class once minimums are met. For example, the Match Director may elect to use the 5/7/9 approach where 1st place is recognized if there are 5 entries, 2nd place if there are 7, and 3rd place if there are 9. Alternatively, a single multiple such as 5 may be used.

All category awards along with Steel Master and Rifle Master awards are limited to a single award for High Overall.

Appendix G Glossary

DQ – A competitor who commits a safety infraction or any prohibited activity during a Steel Challenge event will be disqualified from the event.

Event – An event is comprised of one or more matches.

Match – A contest within an event.

Movement – Taking more than one step in any direction, or changing body position (e.g. from standing to kneeling, from seated to standing etc.)

Range Officer – Issues range commands, oversees competitor compliance with stage requirements, and closely monitors safe competitor action. He or she also declares time scores and a penalty achieved by each competitor, and verifies that these are correctly recorded on the competitors score sheet or scoring tablet.

Appendix H Divisions

H1 — Open Division

As latest IPSC Handgun IPSC Open Division

H2 — Standard Division

As latest IPSC Handgun Division

H3 — Production Division

As latest IPSC Production Division

H4 — Classic Division

As latest IPSC Classic Division

H5 — Revolver Division

As latest IPSC Revolver division

H6 — Production Optics

As latest IPSC Production Optics division

In some Divisions (those where the IPSC division appendix include "Rule 5.2.10 / Appendix E2 applies: Yes"), neither the handgun, nor any of its attachments, nor the holster can extend forward of the line illustrated in Appendix H11 at the Start Signal. Any such items a Range Officer deems not to be in compliance must be safely and promptly adjusted, failing which Rule 2.2.1 will apply.

H7 Rimfire Pistol Division

1	Minimum bullet caliber	.22 Long Rifle ONLY	
2	Minimum trigger pull	No	
3	Maximum handgun size	No	
4	Maximum ammunition capacity	No	
5	Optical/Electronic sights permitted	RFPI – No	RFPO - Yes
6	Compensators permitted	RFPI – Yes	RFPO – Yes
7	Slide ports permitted	Yes	
8	Maximum weight	No	
9	Handgun specifically approved for division	No	
10	Authorized modifications	N/A	
11	Prohibited modifications	N/A	
10	Start Position	Low ready pointing muzzle at aiming flag, safety may be off, finger outside of the trigger guard.	
11	Handling requirements	Handgun to be transported in closed case or holstered at all times until the Load and Make ready command is given.	

Note: RFPI = Rimfire Pistol Irons; RFPO = Rimfire Pistol Open

H8 Mini Rifle Division

1	Minimum bullet caliber	.22 Long Rifle ONLY	
2	Minimum trigger pull	No	
3	Maximum rifle size	No	
4	Maximum ammunition capacity	No	
5	Optical/Electronic sights permitted	RFRI – No	RFRO - Yes
6	Compensators permitted	RFRI – Yes	RFRO – Yes
7	Maximum weight	No	
8	Rifle specifically approved for division	No	
9	Sling use authorized	Yes, during course of fire only. Not for transport.	
10	Start Position (Low ready is defined as both hands on the rifle, buttstock seated on shoulder. Head may be on buttstock or above.)	Low ready pointing muzzle at aiming flag, safety may be off, finger outside of the trigger guard.	
11	Handling requirements	Rifle to be transported in a closed case or “3-gun” cart until the Load and Make ready command is given. When transported in a 3-gun cart the muzzle must point in a safe direction and an empty chamber flag must be used.	

Note: RFRI = Rimfire Rifle Irons; RFRO = Rimfire Rifle Open

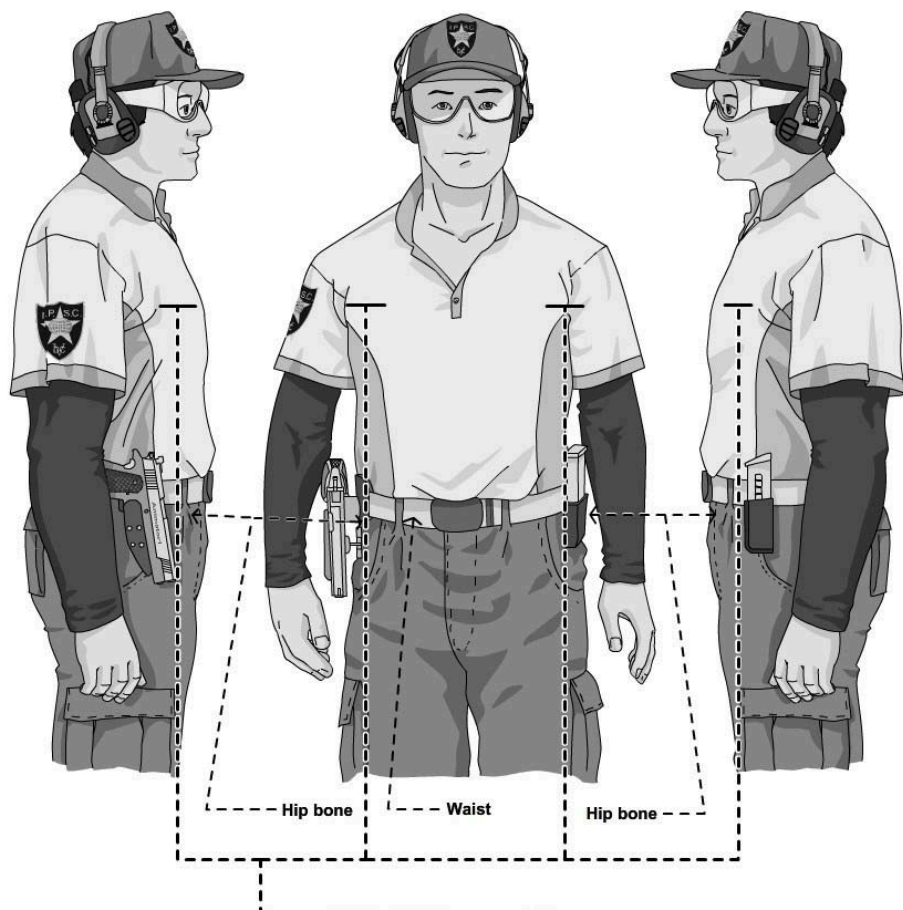
H9 — Pistol Caliber Carbine Optics Division

As latest IPSC PCC Optics Division

H10 — Pistol Caliber Carbine Iron Division

As latest IPSC PCC Iron Division

H11 —Diagram of Equipment Position



Appendix I

Application of Grip Tape (Production Division)

The maximum external surface area to which tape can be applied in a single layer (unavoidable minor overlapping up to 2 cm permitted), is illustrated in the diagrams below:



Tape can only be applied within areas indicated by the dotted lines, which includes the front and rear sections of the grip. However, tape cannot be used to disable a grip safety, nor can tape be applied to any part of the slide, trigger, trigger guard, or on any lever or button.

Appendix J – Nordic Regional specifics

J1 – Sweden

J2 – Norway

J3 – Denmark

J4 - Finland