



Sportsman's Team Challenge National Championship 2011



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2011 RULE BOOK

GENERAL TOURNAMENT INFORMATION

All competitors can enter as part of a 2 or 3 person team or both, but can enter **ONLY** once in 2 and 3 person teams. We suggest you have an alternate shooter in mind in case one of your team members cannot participate at the last moment.

Competitors may enter the SPORTSMAN'S TEAM CHALLENGE in any one of the following classes; Industry Open, Industry Class, Sportsman Open, Sportsman AA, Sportsman A, Sportsman B, Sportsman C, Sportsman Lady, Sportsman Junior or Sportsman Sub Junior (A or B) but may not enter in more than one.

The Sportsman's C Class will be open to any team (the team must be intact with all the same members) that has previously shot the Nationals and fired a score of 374 or lower. It will also be open to new teams that feel they are in this level of competition. This class will be a TROPHY only award recognition class, there will be no money awarded and no shoot-offs for this class, however, it will also be allowed a lower entry fee (\$345). More details concerning classification and entry fees may be found on the our web site; www.SportsmansTeamChallenge.com

All scoring is based on team scores only. In each course of fire (handgun, rifle, combo, flush, flurry, mixed bag), a team's score is based on the total number of points accumulated by the team in all events. No attempt is made to determine the individual scores of team members.

There are **no alibi's** for gun or shooter malfunction. Be sure of your equipment and the rules.

ALL rounds fired from a rifle or pistol to clear the firearm **MUST** be fired **ONLY** into the downrange backstop in a safe manner. No "dumping" rounds into the ground. Accidental Discharges and or rounds impacting the ground short of the targets will result in the teams **DISQUALIFICATION** from the event.

Each course of fire (handgun, rifle, combo, 3 shotgun events) is weighted equally in terms of overall team scores. The best possible score in each course of fire is 100 points. The best possible cumulative score is 600 points.

All firearms must be have an visible **Open Chamber Indicator (OCI)** installed properly at all times. Except for the sight in or the STC designated cleaning areas the only time you may remove the **OCI** is at the firing line during your teams prep time. **Firearms must be in a case at all times, except at the firing line.**

Teams may have only one coach per event. The coach may help the team verbally, but may not touch or aid any shooter in any other way. Sub-Junior teams will have this rule waived and allowed as many as one coach per shooter who may touch the shooter and or equipment as necessary to ensure a safe shooting environment.

compete in the Championship Round. No previous scores are carried over to the Championship Round. The entire course of fire (6 events) is shot by all teams qualifying for the Championship Round. The top cumulative score (combined total of 6 event scores) in the Championship Round will determine the winner in the Sportsman Open, Sportsman AA, Sportsman A, Sportsman B, Industry Open, Industry, Ladies and Juniors. All other placements are determined by scores shot in the preliminary rounds.

SPORTSMAN'S TEAM CHALLENGE ASSOCIATION reserves the right to change the course of fire at any time. All scheduled classes will shoot their Championship Round on Sunday.

TIES

All ties to establish 1st, 2nd and 3rd place teams for the Championship Round will be broken by drawing an from a hat which includes all six events as possible tie breakers, if after the first event is drawn and shot both teams remain tied we will draw again from the remaining 5 events and so on until the tie is broken.

Note: During any tiebreaker, there will be a fifteen minute period allotted between tiebreaker shoot-offs. If any team is not ready or can not resume competition with this period, that team will forfeit. The winner from any ties from fourth place down will be decided by the highest Pistol Event score. Should a tie still remain, the highest Flurry Event score will determine the winner.

Awards Ceremony for Sportsman's C, all 2-Person Teams and Sub-Juniors will be Saturday evening during the banquet. All others will be Sunday afternoon, immediately following the Championship Round.

SUMMARY OF CHAMPIONSHIP ROUND

All teams in the championship round will shoot in rotation until the Handgun Event, where they will shoot in reverse order of standings for that day.

Target presentations and target delay times may be different than the Preliminary Round.



San Antonio, Texas
June 10 to 12, 2011



OVERVIEW OF THE SPORTSMAN'S TEAM CHALLENGE HANDGUN EVENT

The match is fashioned to test a team's ability to work together. It is designed as a relay race in order to emphasize the team concept. The match itself is divided into three sections.

Relay 1 is a course of fire consisting of one row of twelve (12) 4 inch targets at twenty (20) yards and one row of twelve (12) 6 inch targets at twenty-five (25) yards using a 22 caliber rimfire handgun.

Relay 2 is a centerfire handgun match with twelve (12) targets of various size and shape at distances between 10 and 25 yards.

Relay 3 is a centerfire precision handgun match with ten (10) 4 inch square targets at thirty (30) yards and two (2) 4 inch square targets at twenty (20) yards.

All shooting is from the standing position. A shooter shall make contact with the gun using one or two hands only. Any point of contact forward of the trigger group shall only be made using the optic. The shooter's arms shall not contact any other part of the shooters body. Only one handgun permitted per shooter. For Sub-Junior classes, refer to Sub-Junior rules.

TIMING - THREE AND TWO PERSON TEAMS

Sportsman Open & Industry Open ----- 1 minute 30 seconds

Sportsman AA ----- 1 minute 45 seconds

Sportsman A ----- 2 minutes

Sportsman B, C, Lady & Junior ----- 2 minutes 30 seconds

Industry ----- 2 minutes 30 seconds

For all classes, if for some health, medical or personal safety reason a competitor is unable to run, twelve (12) seconds will be deducted from the total time for an "out and back" run and seven (7) seconds deducted for an "out" only run (e.g.

An audible signal starts the clock descending from the beginning time.

When the clock reaches "0", the shooters are finished. Any shot fired after the cease fire which results in a plate falling, as determined by the scorer, will not count.

The event will be shot once. Teams will assign one different team member to each section. Two person teams will be required to identify one shooter to shoot two sections of the event. Teams may choose the order in which they will fire the sections.

Two Man teams must rotate shooters (a team member may not shoot two stages in a row).

Should the shooter have problems in knocking down all the targets, he may choose to return to the starting box , thereby giving his teammates more time for their sections of fire. A shooter may, however, return to his section in order to fire at remaining targets should enough time remain to do so.

Upon completion of any section, the shooter must clear his handgun by COMPLETELY removing the magazine, opening the cylinder/slide and extracting any loaded rounds and or brass cases. If there are rounds left in the gun, the gun may be cleared by firing ONLY into the downrange backstop. **Failure to do so WILL result in disqualification.** Then you must place the cleared handgun GENTLY back on the support platform in the open position with the muzzle facing downrange.

Once this has been completed, the shooter will proceed to the team box where he will tag the next competitor. Once the tag has been made, the next shooter may proceed.

No competitor or coach may touch or help a shooter once that shooter starts their run. This includes helping a shooter turn the corner into the starting booth.

SCORING

There are a total of forty-eight (48) targets on the Range. Each target is worth a value of two (2) points. All together they total ninety-six (96) points. One (1) bonus point will be added to the team's score for knocking down all of the targets in each bank of twelve (12) targets. As there are four (4) banks of twelve (12) targets each, a total of four (4) bonus points is possible for each team. The object of this event is to knock down all targets and targets must be knocked down to score (excluding Junior rule exceptions).

SAFETY

Competitors must shoot from the booth on the firing line. Each booth will have a support shelf for firearms, clips, ammo, etc. Firearms will be brought to the booth cased and with a visible **Open Chamber Indicator** in place prior to the start of the relay. A Range Officer will check all equipment before the match.

Firearms are to be placed on the shelf with the muzzle pointing downrange. Semi-automatics ... slides locked back, magazines out, (maximum of six (6) rounds in loaded magazines on the bench) NO round in the chamber. Revolvers ... cylinders open, hammers down, speed loaders loaded with a maximum of six (6) rounds. Shooters may place an unlimited number of loaded magazines, speedloaders or ammo on the bench next to their firearms.

Should a gun fall or be dropped in front or in back of the firing line, the shooter may NOT retrieve it, but may return to the starting booth to allow the remaining competitors their turns.

A magazine or speedloader that falls in front of or beside the booth may NOT be retrieved, however if the same falls behind the booth it may be retrieved in a safe manner.

ALL rounds fired from a rifle or pistol to clear the firearm MUST be fired ONLY into the downrange backstop in a safe manner. **No "dumping" rounds into the ground. Accidental Discharges and or rounds impacting the ground short of the targets will result in the teams DISQUALIFICATION from the event.**

Any person handling a firearm in an unsafe manner WILL be subject to disqualification and/or expulsion from the Range. This includes infractions observed before, during or after the event.

A waiting area will be designated for teams scheduled to shoot next. Shooters must arrive at the "waiting area" on time, (15 minutes prior to their scheduled shooting time) as it is important for the Range Officer to discuss the event with them and read them the event rules. Shooters arriving late will not be allowed to fire this section of the match if they have not received their Range Officer's instructions.

RELAY 1: PRECISION RIMFIRE PLATES

The course consists of twelve (12) four (4) inch aperture circular targets shot at twenty (20) yards and twelve (12) six (6) inch aperture circular targets shot at twenty-five (25) yards.

A .22 caliber rimfire pistol or revolver is mandatory. (.22 LR caliber rimfire only. No magnum or hyper-velocity ammunition.) High velocity ammo is recommended. At the signal, the shooter will rapidly move to his firing box. Upon loading, the shooter may engage the targets in any order.

RELAY 2: ACTION PLATES

The course of fire consists of twelve (12) targets of different geometric shapes spaced at various distances from ten (10) to twenty-five (25) yards at heights from twenty (20) to sixty (60) inches above the ground.

The shooter may use any centerfire pistol or revolver whose minimum caliber is thirty-two (32) and whose suggested minimum power factor (bullet weight x velocity ÷ 1000) meets a USPSA floor of 125.00. Upon loading, the shooter may engage the targets in any order.

RELAY 3: LONG RANGE PLATES

This section is designed to test the shooter's ability with centerfire precision handguns. The course of fire consists of a bank of ten (10) four (4) inch square targets at thirty (30) yards plus two (2) four (4) inch targets at twenty (20) yards.

The shooter may use any centerfire pistol or revolver whose suggested minimum caliber is 9mm and whose suggested minimum power factor (bullet weight x velocity ÷ 1000) meets a USPSA floor of 165.00. Upon loading, the shooter may engage targets in any order.

SPECIFIC RULES - HANDGUN EVENT

MAGAZINES

No limit on the number of loaded magazines or speedloaders, but only **six (6)** rounds loaded in each.

AMMUNITION

Rimfire: .22 LR caliber rimfire only. No magnum or hyper-velocity ammunition.

bullets will be allowed on the range. Copper washed or coated bullets are permitted, so long as the coating can be scratched down to lead with a pocket knife, if you have questions about your ammo please seek out a Range Officer prior to your shoot time.

SIGHTS

All conventional iron sights, scopes or electronic sights are allowed.

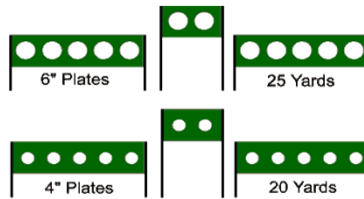
POSITION

the trigger group shall only be made using the optic. The shooter's arms shall not contact any other part of the shooters body.

RANGE COMMANDS

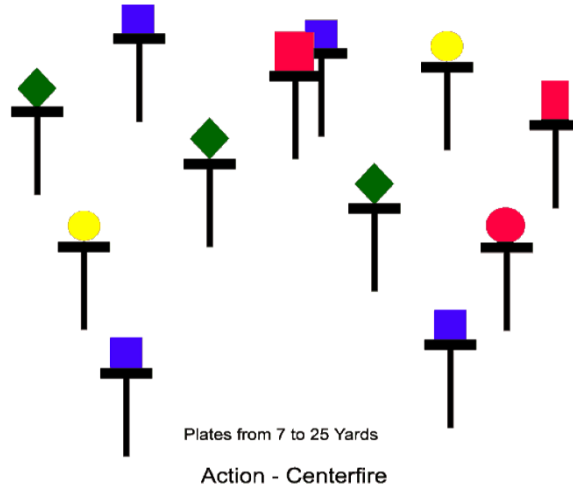
- A. Course description in the "Ready Area"! Range Officers check squadding to verify the correct team has reported.
- B. "Shooters - Have you read and understood your rules?"
- C. "Shooters from team number _?_ you have two (2) minutes to prepare for your relay." All team shooters approach their stations and prepare their equipment. (Interval: 2 minutes)
- D. "Shooters, your preparation period has ended. Return to your starting box". (Interval: 30 seconds.) You will have _____ to complete your course of fire.
- E. "Shooters Ready" (Interval: 3 seconds)
- F. "Stand by." (Interval: 3 seconds)
- G. "Fire" Audible signal or Shooter "A" presses the timer button within 10 seconds. (Interval: 10 seconds) This procedure could vary depending on the type of equipment used to time the event.
- H. Relay commences and lasts until time has expired or team has hit all targets.
- I. "Cease Firing". Range Officers signal safe! **Instruct to install OCT's.**
- J. **Administrative Commands** - At the completion of fire, the **Chief Range Officer** will direct the shooters to:
 - (1) Place the visible chamber plug in the chamber and case the firearm.
 - (2) Verify their score with the scorer and sign their score cards.

PRECISION RIMFIRE PLATES

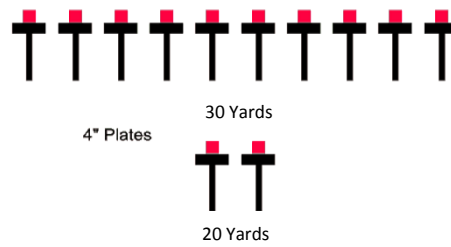


Precision - Rimfire

ACTION PLATES



LONG RANGE PRECISION



Precision-Centerfire

The Rifle Event is designed to test a shooter's individual marksmanship skills as well as a team's ability to formulate a winning strategy. The course consists of forty-six(46) "knockdown" aperture targets of varying sizes and shapes (from 8" x 7" to 1"). the knockdown targets are arranged in banks of ten (10) at four challenging distances, forty-five (45), sixty (60), seventy-five (75) and ninety (90) yards, with six (6) 1" targets being placed at forty (40) yards.

TIMING - THREE AND TWO PERSON TEAMS

Sportsman Open & Industry Open ----- 1 minute 30 seconds

Sportsman AA ----- 1 minute 45 seconds

Sportsman A, B, C, Industry ----- 2 minutes

Sportsman Lady & Junior ----- 2 minutes

Relay

An audible signal starts the clock descending from the beginning time.

When the clock reaches "0", the shooters are finished. Any shot fired after the cease fire, as determined by the scorer, will not count.

All shooters will shoot at once. The teams may shoot at the targets in any order, before the time runs out. Upon completion of the Rifle Event, the shooters must clear their rifles by removing the clip, opening the action and extracting any loaded rounds and placing an open chamber indicator in the open chamber.

The rifles must be placed gently on the support platform, muzzle facing downrange, after they are cleared and remain there until the individual shooters are instructed by a Range Officer to case their rifles.

Each target is painted an identifying color signifying its point value. The same size and shape targets might be worth one (1) point at a shorter distance and two (2) or more points when set at a longer distance.

Shooters who clear the full bank of targets at 60, 75 and 90 yards are awarded bonus points. The object of this event is to knock down all targets and **targets must be knocked down to score**. The 1" circles at forty (40) yards are worth two (2) points each, but there are no bonus points for hitting these targets.

SAFETY

All competitors must shoot from behind each booth on the firing line. The booth has a support shelf for firearms, clips, ammo, etc. Firearms will be brought to the booth cased with a visible Open Chamber Indicator in place prior to the start of the relay. A Range Officer will check all equipment before the match.

Rifles are to be placed on the shelf with the muzzle pointing downrange. Actions must be open, clips out or the tubes fully extended.

Should a rifle fall or be dropped after the signal to commence firing - the gun may NOT be picked up and used in the match, but the other shooters may continue to fire.

A magazine or clip that falls in front of or beside the booth may NOT be retrieved, however if the same falls behind the booth it may be retrieved in a safe manner.

All rounds fired from a rifle or pistol to clear the firearm MUST be fired ONLY into the downrange backstop in a safe manner. **No "dumping" rounds into the ground. Accidental Discharges and or rounds impacting the ground short of the targets will result in the teams DISQUALIFICATION from the event.**

Any person handling a firearm in an unsafe manner WILL be subject to disqualification and/or expulsion from the Range. This includes infractions observed before, during or after the event.

PREP TIME

A waiting area will be designated for teams scheduled to shoot next. Shooters must arrive at the "waiting area" on time, (15 minutes prior to their scheduled shooting time) as it is important for the Range Officer to discuss the event with them and read them the event rules. Shooters arriving late will not be allowed to fire the Rifle Event if they have not received "Range Officer" instructions.

THE MATCH

The course consists of forty (40) aperture type targets set up in banks of ten (10) at forty-five (45), sixty (60), seventy-five (75) and ninety (90) yards plus six (6) 1 inch targets set up at forty (40) yards. A 22 caliber rifle is mandatory. No magnum or hyper-velocity ammo. High velocity 22 ammo is recommended. All shooting will be done from the standing position. Range Officers will check squadding to verify that the correct team has reported. An equipment and safety check will also be performed at this time.

Each team will have a two (2) minute prep time which will be signaled to the team as follows: "Shooters from team number ____, this is the rifle portion of your course of fire. You have two minutes to prepare for your relay." All Team members may now prepare their equipment at the shooting station.

After the two (2) minute prep time, an official will notify the shooters that "Your preparation period has ended. You will have ____ minutes to complete your course of fire"

After approximately 30 seconds, the official will say, "Shooters ready," and after three (3) seconds, "Stand by," and after another three (3) seconds, "Fire" an audible signal may be heard when the Range Officer presses the timer button to begin the clock ticking down. The relay commences and lasts until time runs out. The command "Cease firing", Range Officer's signal safe will be given and the Range Officer will direct the shooters to verify their score with the scorer and sign their score card.

SPECIFIC RULES - RIFLE EVENT

EQUIPMENT

Any 22LR Caliber rimfire rifle

AMMUNITION

22LR caliber rimfire only. No magnum or hyper-velocity ammunition

SIGHTS

All conventional iron sights, scopes or electronic sights are allowed.

CLIPS/TUBES

Clips or tubes may be used. The choice of firearm type is up to the shooter. Each clip may contain no more than ten (10) rounds and tubes may contain no more than thirty (30) rounds. No clip or tube speed reloading device may be used.

NUMBER OF LOADED 10 ROUND RIFLE CLIPS / MAGAZINES

All classes

THREE MAN TEAM-----Three (3) loaded.

TWO MAN TEAM-----Five (5) loaded

An unlimited amount of ammunition and any number of empty clips may be used. The initial pre-loaded rounds must be expended before a shooter may start to reload, unless a clip falls forward of the firing line. Then the shooter may reload another ten (10) round clip. All reloading must be done by hand and you may reload **ONLY** for yourself.

POSITION

Standing position only as defined in the current NRA Rifle Rules. The shooter may rest his elbow on his side. The rifle must be supported by two hands and one shoulder only, as outlined in the current NRA Rifle Rules.

Shooters clothing, body and gun must be clear of artificial support -- no slings, palm rests, hook butt plates or NRA type shooting jackets are allowed. Shotgun shooting vests are allowed. Forward of the chamber, the rifle may measure no more than **3-1/2 inches from the top of the barrel to the bottom of the forearm** . Shooters may hold onto their clip while shooting - this does not constitute a palm rest. No portion of the shooter's body or clothing may rest upon or touch the ground in advance of the firing line or touch the bench.

PROCEDURE

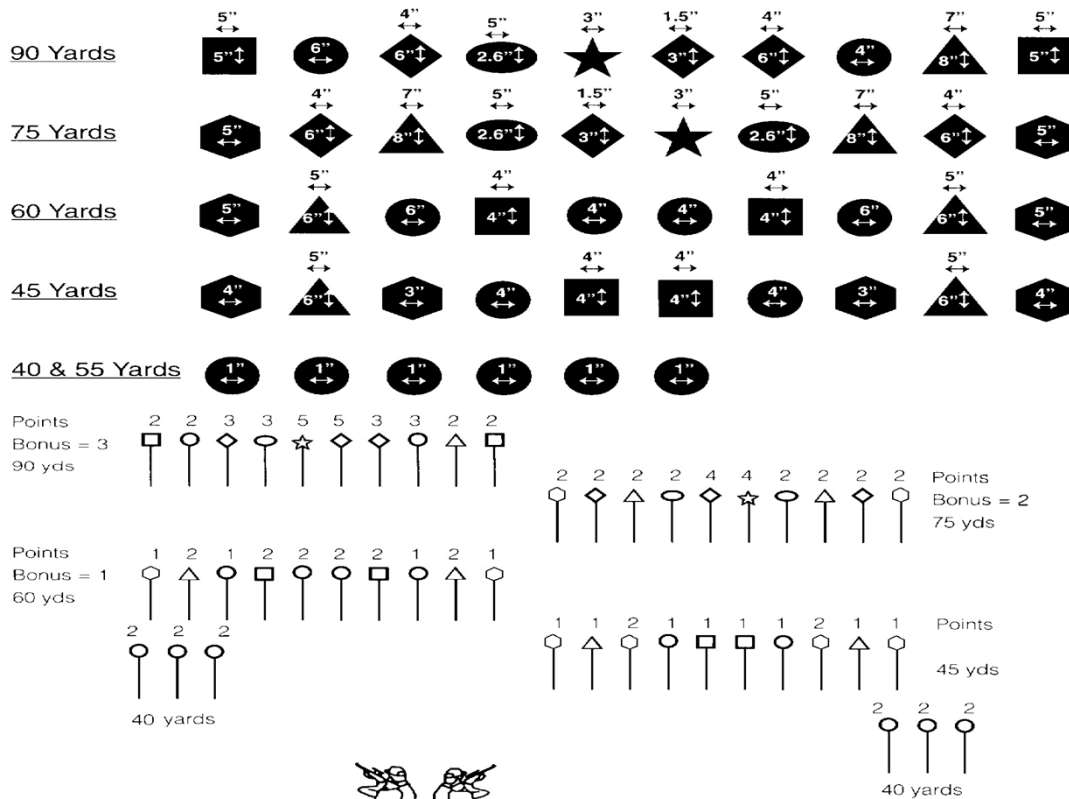
The shooters begin with the rifles unloaded, lying on the table with actions open, muzzle pointing downrange. When the audible signal is heard, the shooters may pick up their rifles and load them. Targets may be engaged in any order. Targets hit by shots fired after the expiration of the time limit shall not be scored as judged by the officials.

RANGE COMMANDS

- A. Course description in the "ready area"! Range Officers check squadding to verify correct team has reported.
- B. "Shooters - Have you read and understood the rules?"
- C. "Shooters from team _____, this is the rifle portion of your course of fire. You have two (2) minutes to prepare for your relay." (Interval: 2 minutes)
- D. "Shooters, your preparation period has ended. You will have _____ minutes complete your course of fire.
- E. "Shooters Ready" (Interval: 3 seconds)
- F. "Stand by." (Interval: 3 seconds)
- G. "Fire" Relay commences and lasts until the time runs out.
- H. "Cease fire". Range Officers signal safe!" **Instruct to install OCT's.**

I. Administrative Commands - At the completion of shooting, the Chief Range Officer will direct the shooters to:

- (1) Place the visible chamber plug in the chamber and case the firearm.
- (2) Verify their score with the scorer and sign their score cards.



OVERVIEW OF THE SPORTSMAN'S TEAM CHALLENGE COMBO EVENT

As the name implies, the Combo Event is a combination of rifle and handgun shooting. It is designed to test each team's ability to work together as well as their ability to come up with the best team strategy.

The course consists of fifty (50) knockdown targets, ten (10) four-inch targets at twenty-five (25) yards, five (5) four-inch targets at thirty-five (35) yards, five (5) four-inch targets and five (5) two-inch targets at forty-five (45), fifty (50) and sixty (60) yards, and five (5) three-inch targets at seventy-five (75) yards. All team members will shoot at the same time, one shooting 22 rimfire rifle and one or two shooting 22 rimfire handguns. Shooting is from the standing position.

TIMING - THREE PERSON AND TWO PERSON TEAMS

Sportsman Open & Industry Open -----1 minute 30 seconds

Sportsman AA ----- 1 minute 45 seconds

Sportsman A, B, C & Industry ----- 2 minutes

Sportsman Lady, Junior & Sub Junior (A/B) ----- 2 minutes

RELAY

An audible signal starts the clock descending from the beginning time. When the clock reaches zero, all shooting is finished. Any shot fired after the cease fire, as determined by the scorer, will not count.

All shooters shoot at once and the targets may be shot in any order by either the rifle shooter or the handgun shooter(s). ONCE THE RELAY BEGINS, SHOOTERS MAY NOT EXCHANGE FIREARMS. However, a shooter may put down his firearm **after firing his initially loaded rounds**, clear it and load for another shooter. Should a competitor's gun jam or become inoperable before the initial rounds are expended, the shooter must notify the Range Officer and be cleared to load for a teammate. However, if the firearm is found to be operable by pulling the slide back and/or pulling the trigger, that team's score will be disqualified. After loading for a partner, that shooter may reload for himself and continue to fire.

Upon completion of this event, shooters must clear their firearm by removing the clips or opening the action and extracting any loaded rounds. Firearms must be placed gently on the support platform, muzzle facing downrange after they are cleared and until they are instructed by a Range Officer that they may case their firearms with visible **Open Chamber Indicator installed**.

SCORING

There are a total of fifty (50) aperture targets in this course of fire. The ten (10) targets at twenty-five (25) yards are worth one (1) point each. The five (5) targets at thirty-five (35) yards are also worth one (1) point each. The five (5) four-inch targets at forty-five (45), fifty (50) and sixty (60) yards are worth one (1) point each and must be knocked down in order for the five (5) two-inch targets at each distance to be revealed and then knocked down. The five (5) two-inch targets are worth three (3) points each at forty-five (45) yards and fifty (50) yards and five (5) points each at sixty (60) yards. The final bank of five (5) three inch targets at seventy-five (75) yards is worth three (3) points each. There are no bonus points in this event, total score equals one hundred (100). **Targets must be knocked down to score.**

SAFETY

All competitors must shoot from behind the booth on the firing line. The booth has a support shelf for firearms, clips, ammo, etc. Firearms will be brought to the booth cased and with visible **Open Chamber Indicators (OCI)** in place prior to the start of the relay. A Range Officer will check all equipment before the match.

Firearms are to be placed on the shelf with the muzzle pointed downrange. Actions must be open, clips out, tubes fully extended or cylinders open.

A magazine or speedloader that falls in front of or beside the booth may NOT be retrieved, however if the same falls behind the booth it may be retrieved in a safe manner.

Should a firearm fall or be dropped after the signal to commence firing--the gun may not be picked up and used in the match, but the other shooters may continue to fire. Should a firearm fall or be dropped before the initially loaded rounds are expended, that competitor may not reload for any teammates, but may do so if the firearm falls after the initially loaded

ALL rounds fired from a firearm to clear the firearm **MUST be fired ONLY into the downrange backstop** in a safe manner. **No "dumping" rounds into the ground in front of the shooting stand . Accidental Discharges and or rounds impacting the ground short of the targets will result in the teams DISQUALIFICATION from the event.** Any person handling a firearm in an unsafe manner will be subject to disqualification and/or expulsion from the Range. This includes infractions observed before, during or after the event.

PREP TIME

A waiting area will be designated for teams scheduled to shoot next. Shooters must arrive at the "waiting area" on time, (15 minutes prior to their scheduled shooting time) as it is important for the Range Officer to discuss the event with them and read them the event rules. Shooters arriving late will not be allowed to fire the combo event if they have not received "Range Officer" instructions.

THE MATCH

The course consists of fifty (50) targets set up at distances between twenty-five (25) and seventy-five (75) yards.

A 22 caliber rifle and two 22 caliber handguns are mandatory.

No magnum or hyper-velocity ammo. High velocity ammo is recommended.

All shooting will be done from the standing position.

Targets may be engaged by any snooter in any order but, in order to knock down the two-inch targets at forty-five (45), fifty (50) and sixty (60) yards, the four-inch targets directly to the left or right of each two-inch target must first be hit and knocked down.

Range Officers will check squadding to verify that the correct team has reported. An equipment and safety check will also be performed at this time.

Each team will have a two (2) minute prep time which will be signaled to the team as follows: "Shooters from team number _____, this is the Combo Event. You have two minutes to prepare for your relay."

All team members may now prepare their equipment at the shooting station.

After the two (2) minute prep time, the Range Officer will notify the shooters that "Your preparation time has ended".

RANGE COMMANDS

A. Course description in the "ready area"! Range Officers check squadding to verify correct team has reported.

B. "Shooters - Have you read and understood the rules?"

C. "Shooters from team _____, this is the rifle portion of your course of fire. You have two (2) minutes to prepare for your relay." (Interval: 2 minutes)

D. "Shooters, your preparation period has ended. You will have _____ minutes to complete your course of fire.

E. "Shooters Ready" (Interval: 3 seconds)

F. "Stand by." (Interval: 3 seconds)

G. "Fire" Relay commences and lasts until the time runs out.

H. "Cease fire". Range Officers signal safe!" **Instruct to install OCI's.**

I. Administrative Commands - At the completion of fire, the **Chief Range Officer** will direct the shooters to:

(1) Place the visible chamber plug in the chamber and case the firearm.

(2) Verify their score with the scorer and sign their score cards.

SPECIFIC RULES - COMBO EVENT

EQUIPMENT

Any 22 LR caliber rimfire rifle and 22 LR caliber rimfire handgun.

AMMUNITION

22 LR rimfire only. No magnum or hyper-velocity ammunition.

SIGHTS

All conventional iron sights, scopes or electronic sights are allowed.

MAGAZINES -- CLIPS -- TUBES

NUMBER OF LOADED 10 ROUND RIFLE CLIPS / MAGAZINES.

THREE MAN TEAM-----Three (3) loaded.

TWO MAN TEAM-----Five (5) loaded.

Rifle: Clips, magazines, or tubes may be used.

Tubes may contain no more than thirty (30) rounds.

No clip or tube speed reloading device may be used.

All reloading must be done by hand and reloading can begin only after a shooter's initially loaded rounds have been expended, unless a clip falls forward of the firing line. Then the shooter may reload another clip for himself only.

After that, a shooter may reload for another team member, and may load to the capacity of the factory clip.

No reloading device may be used. All reloading must be done by hand.

NUMBER OF LOADED 10 ROUND HANDGUN CLIPS / MAGAZINES

All classes

THREE MAN TEAM-----Two (2) loaded.

TWO MAN TEAM-----Five (5) loaded.

Handgun: Each magazine or clip may contain **no more than ten (10) rounds.**

An **unlimited amount** of ammunition and any number of empty clips/magazines may be used.

POSITION

Rifle: Standing position only as defined in the current NRA Rifle Rules. The shooter may rest his elbow on his side. The rifle must be supported by two hands and one shoulder only, as outlined in the current NRA Rifle Rules.

Shooters clothing, body and gun must be clear of artificial support -- no slings, palm rests, hook butt plates or NRA type shooting jackets are allowed. Shotgun shooting vests are allowed. Forward of the chamber, the rifle may measure no more than **3-1/2 inches from the top of the barrel to the bottom of the forearm.** Shooters may hold onto their clip while shooting - this does not constitute a palm rest. No portion of the shooter's body or clothing may rest upon or touch the ground in advance of the firing line or touch the bench.

forward of the trigger group shall only be made using the optic. The shooter's arms shall not contact any other part of the shooters body.

Shooters clothing, body and gun must be clear of artificial support. No portion of the shooter's body or clothing may rest upon or touch the ground in advance of the firing line or touch the bench.

PROCEDURE

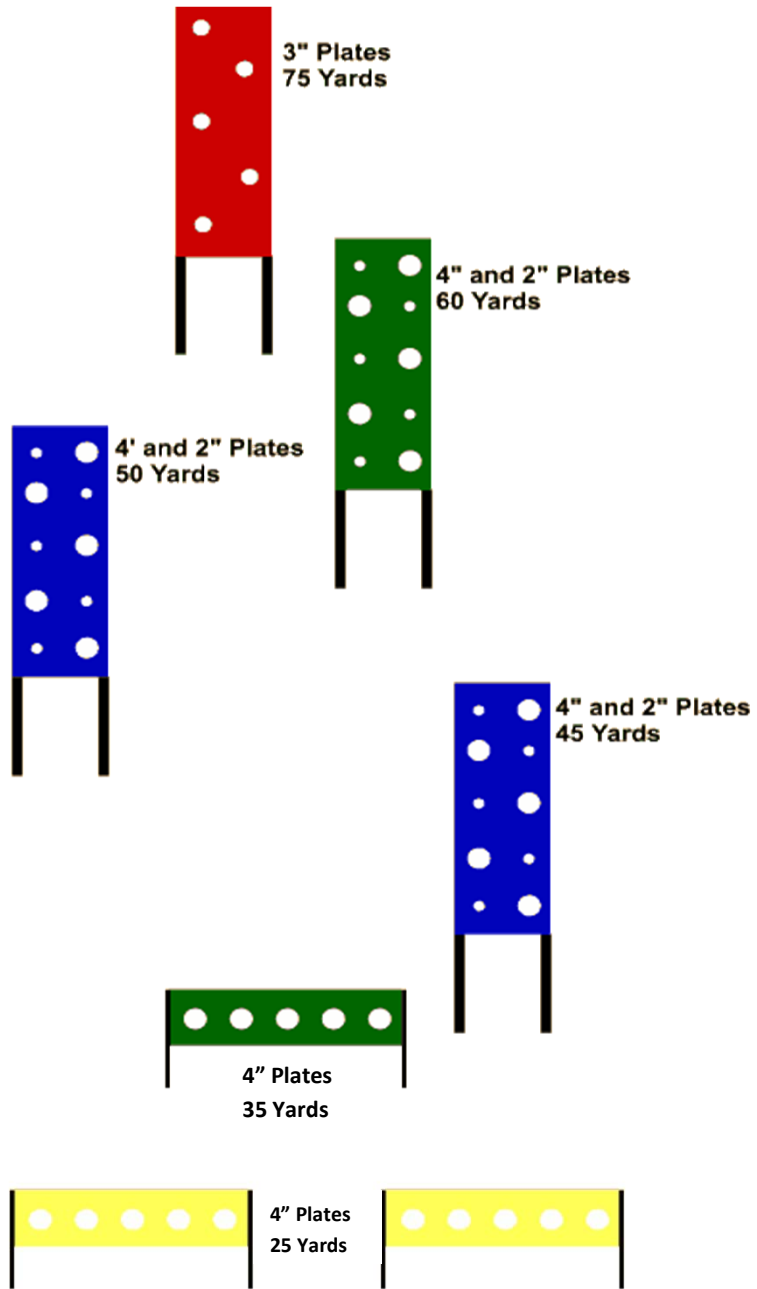
Shooters begin with firearms unloaded, lying on the table with actions open, cylinder out, muzzle pointing downrange.

Shooters may not be touching their firearms prior to the start signal.

When the audible signal is heard, the shooters may pick up their firearms and load them. Targets may be engaged in any order.

Targets hit by shots fired after the expiration of the time limit shall not be scored as judged by the officials.

COMBO EVENT LAYOUTS



OVERVIEW OF THE SPORTSMAN'S TEAM CHALLENGE SHOTGUN EVENTS

The Shotgun Events are designed to test shooting skills in various simulated field situations. It involves both individual skills as well as teamwork. The match itself is divided into three events.

FLURRY EVENT is shot simultaneously by the team members from individual shooting stations at fifty (50) clay targets thrown toward and over or to the sides of the shooting stations in quick succession.

FLUSH EVENT is shot simultaneously by the team members from individual shooting stations, and there are fifty (50) clay targets thrown in quick succession at various angles and elevations moving away from the shooters.

MIXED BAG EVENT is shot in turn by one member of the team, each from individual shooting stations. Each shooter will call "pull" for the next "double," but there is a three (3) minute time limit on completing the fifty (50) target course. These targets will be moving at various angles across the shooting stations.

In all three events, shooters may have **only two (2) shells** loaded in their shotguns at ANY time (plugs are mandatory). Scores are based on the total number of targets broken.

TIMING

The Flurry and Flush are not timed events as such, while the Mixed Bag must be completed within three (3) minutes.

RELAY

Shooters will shoot from three (3) separate stations.

Shooters in the Flush and Flurry Events, may shoot at any target thrown, in any order, and may continue to do so until the last clay target has been thrown.

The Mixed Bag must be shot in order. Shooters may not call "Pull" until the Range Officer has called out the score on the previous shooters targets.

Two man teams may pick any two stations from which to shoot.

opening the action. The shotguns may be placed in cases or on the shotgun rack after they are cleared as instructed by the Range Officer .

SCORING

Scoring is two (2) points for each clay target broken, for a possible total score of one hundred (100) points in each event.

SAFETY

All competitors must shoot from within a shooting station on the firing line. The station has a shelf for firearms, shells, etc. Shotguns will be brought to the station cased, unloaded with actions open prior to the start of the relay.

A Range Officer will check all equipment before the match, including making sure that only **two shells may be loaded** at one time in each gun. Pump and auto loader shotguns **must be plugged** to accept no more than two (2) shells. (One in the chamber and one in the magazine.)

Shotguns are to be placed on the shelf with the muzzle pointing downrange. Actions must be open--the shotguns unloaded. Shooters may have an unlimited number of shells either placed on the station shelf or on their person.

Only one (1) shotgun will be permitted in each shooting station. The shooter must clear any jam in a safe manner, whereupon he may continue shooting.

Should any shooter not be able to clear a jam, he must lay the shotgun down on the shelf, muzzle pointed downrange. **NO ALIBI'S.**

Any person handling a firearm in an unsafe manner will be subject to disqualification and/or expulsion from the Range. This includes infractions observed before, during or after the event.

PREP TIME

A waiting area will be designated for teams scheduled to shoot next. In the waiting area, the team will be briefed on the event by a Range Officer. Shooters must arrive at the "waiting area" on time, (15 minutes prior to their scheduled shoot time) as **no shooters** will be allowed to shoot the event if they have not received "Range Officer" instructions.

THE SHOTGUN MATCHES

FLURRY EVENT

In the Flurry Event, the shooters will be positioned in individual shooting stations approximately thirty-five (35) yards in front of the traps. Five (5) automatic traps set at fixed angles will throw fifty (50) targets toward and overhead or to the sides of the shooting stations.

Upon the captain's call of "pull," five (5) targets will be thrown simultaneously to begin the event. The next target will be thrown from one (1.0) to one and three quarters (1.75) seconds later depending on the teams classification and thereafter targets will be thrown (randomly from any one of the five traps) at one (1.0) to one and three quarters (1.75) seconds depending on the teams classification, until the remaining (45) targets have been thrown.

If five (5) good targets are not thrown on the initial release, the event will be stopped and restarted.

In the case of a broken clay target(s) during the remaining forty-five (45) targets, the puller will throw "make up" targets, so each team will face fifty (50) "clean" targets. **If five broken targets in a row are thrown**, or if there are **eight broken targets** thrown overall in the Flurry or Flush, the team will reshoot the event.

In the event of any trap breakdown resulting in the above described broken target maximums during the Flurry or Flush Events, the score will be voided and the event will be re-shot by the team.

FLUSH EVENT

In the Flush Event, the three shooters will be positioned in individual shooting stations. There will be two (2) automatic traps positioned to the right of the shooters and two (2) to the left, with a fifth trap in front of the shooters. The four (4) traps on either side of the stations will throw fixed angle crossing targets. The trap in front of the shooters will throw rising targets.

Upon the captain's call of "pull," five (5) targets will be thrown simultaneously to begin the event. The next target will be thrown from one (1.0) to one and three quarters (1.75) seconds later depending on the teams classification and thereafter targets will be thrown (randomly from any one of the five traps) at one (1.0) to one and three quarters (1.75) seconds depending on the teams classification, until the remaining (45) targets have been thrown.

FLUSH & FLURRY TIMING - THREE AND TWO PERSON TEAMS

Three (3) Person - Open -----	1.00 Seconds
Three (3) Person - AA -----	1.25 Seconds
Three (3) Person - Industry, A, -----	1.50 Seconds
Two (2) Person - Open -----	1.00 Seconds
Two (2) Person - AA -----	1.25 Seconds
Two (2) Person - A & Industry -----	1.50 Seconds
Two (2) & Three (3) Person - B, C, Lady & Junior -----	1.75 Seconds

FLURRY and FLUSH Two Person Event

Same as above except, teams will get three (3) targets on the captains call of "pull" and 47 singles for a total of 50 targets.

MIXED BAG

In the Mixed Bag Event, the shooters will be positioned in individual shooting stations. There may be 5-8 automatic traps set in various locations to the sides, in back or in front of the stations. As in the Flush, the traps will throw fixed angle targets.

Shooting will begin from the left station and each shooter will shoot doubles at each call of "pull." A random selection of doubles will not allow the shooter to know from which traps the next targets will be thrown.

Since the shooting will start on the left, go to the middle and then right stations before returning to the left, the last double will be shot by the shooter on the left. (He will shoot one more set of doubles (9 pairs) than the other two shooters.) (8 pairs each) Total twenty-five (25) pairs. Two man teams: 13 pairs for shooter number 1 and 12 pairs for shooter number 2.

Should one or more pairs be thrown broken, the pairs, *no matter how many*, will be made up by the shooters after the regulation 25 pairs have been thrown. An additional eight seconds will be allowed to shoot each substitute pair if needed.

Shooters must be able to load only two (2) shells at a time in their shotguns. The initial loading will take place following the preparation period and upon the Range Officer's command. Shooters may continue to load one (1) or two (2) shells without further commands from that point on, however each shooter is only allowed to fire two shots at each pair.

RANGE COMMANDS

Range Officers will check squadding to verify that the correct team has reported. An equipment and safety check will also be performed prior to the start of the match.

Each team will have a two (2) minute prep time which will be signaled to the team as follows: "Shooters from team number ____, this is the shotgun Flurry, Flush or Mixed Bag Event. You have two minutes to prepare for your relay." All three team members may now prepare their equipment at the shooting station.

After the two (2) minute prep time, a Range Officer will notify the shooters that "Your preparation period has ended." After approximately thirty (30) seconds, the official will say; "Shooters ready," and within ten (10) seconds the captain must call "pull" for the first targets.

The command "Cease firing, Range Officers signal safe" will be given and the Range Officer will direct the shooters (1) case their firearms (2) to verify their score with the scorer and sign their score card.

SPECIFIC RULES - SHOTGUN EVENT

EQUIPMENT

Any shotgun, twelve (12) gauge or smaller is permitted.

AMMUNITION

Maximum load is a 3 dram equivalent, 1 1/8 oz. shot and shot size no larger than #7 1/2.

This means that either #9, #8, #8 1/2 or #7 1/2 shot size may be used with a maximum powder 3 dram equivalent, and 1 1/8 ounce shot.

Factory ammunition only----**NO RELOADS.**

LOADING

No more than two (2) shells may be able to be loaded in any shotgun at any time. Pump action or semi-automatic shotguns must be plugged to permit no more than two (2) shells. (One in the chamber and one in the magazine.) Guns will be checked by a Range Officer. **Any gun not plugged as specified will not be permitted on the line.**

POSITION

The shooter may not use any artificial means of support and the shooter may not lean against the shooting station. The shooter may not swing and/or shoot past the posts on either side of the station or on top of the station.

PROCEDURE

The shooters begin with two (2) shells loaded in their guns, muzzle downrange. Upon the captain's call of "pull," shooters may shoulder their shotgun and continue firing until "cease fire" is called. (Flush & Flurry).

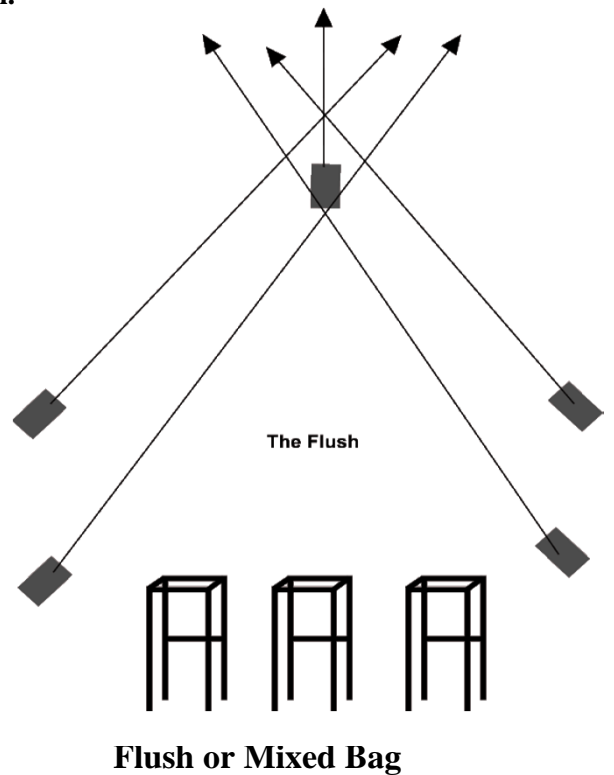
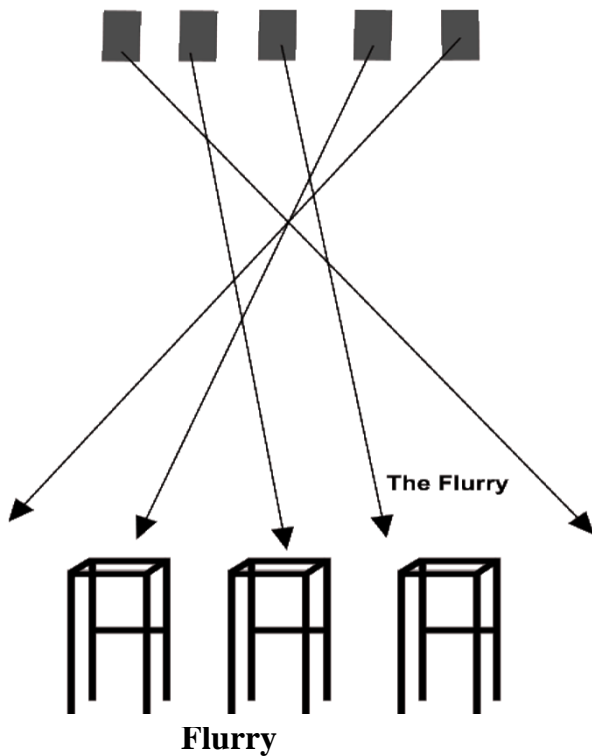
In the Mixed Bag, each shooter must call "pull" for their pairs and only one (1) shooter is permitted to shoot at a time. Should a team member shoot out of turn, the team will lose both targets in that sequence. The twenty-five (25) pair event must be completed within the three (3) minute time limit. In the case of any "no birds," eight (8) seconds per pair will be allotted on the clock to complete the course if needed. Under no circumstance will more than one coach be permitted near the shooters at any event.

RANGE COMMANDS

- A. Course description in the "waiting area"! Range Officers check squadding to verify correct team has reported.
- B. "Shooters -- have you read and understood the rules?"
- C. "Shooters from team ____, this is the Flurry (or Flush or Mixed Bag) event. You have two (2) minutes to prepare for your relay." (Interval: 2 minutes)
- D. "Shooters, your preparation period has ended."
- E. After about thirty (30) seconds, the Officer will say, "Shooters ready."
- F. Within ten (10) seconds, the captain must call "pull" to begin the event.
- G. The relay lasts until the last target is thrown and the command "Cease Fire", and the Range Officers signal "Safe" is given.
- H. Administrative Commands: At the completion of fire, the Chief Range Officer will direct the shooters to;
 - (1) case the firearm
 - (2) verify their score with the scorer and sign their score cards.

SHOTGUN EVENT LAYOUTS

Flush & Flurry - These diagrams offers just five of the many possible locations for placement of traps and only five of the various angles in which the targets may be thrown.



Sub-Junior Class

It is with great pleasure that Sportsman's Team Challenge Association announces the introduction of the "Sub-Junior" program. We now have 2 classes that ages 8 through 14 can participate in. A class shoots all 6 events and B class shoots ONLY the 3 steel events. See the details below.

This exciting new segment of competition will be open to youths 8-14 years of age and special accommodations are in place to ensure their enjoyment of the match. The full course of fire is available so the challenge is out there for everyone to rustle up a "Sub-Junior" team and bring them to the Nationals.

I promise you, all of us are going to enjoy this exciting new chapter of the Sportsman's Team Challenge.

******* Course of Fire Changes for Sub-Juniors A & B Class *******

These ages are as of January 1st of the year of the National STC Event.

A CLASS - Ages 8 - 14 Shoot all 6 Events

B CLASS - Ages 8 - 12 Shoot only 3 Steel Events(Twice for a possible 600 point score)

Handgun

1. All firing will be done with .22 long rifle pistols only!
2. Course of fire will be the same relay format that is used by all other competitors.
3. The twelve action plates and twelve precision plates will be scored for hits only (the targets do not need to be knocked down) and the point value will be 2 points for each hit with a bonus of 1 point for hitting all twelve of them. The total possible score is 100.
4. The time allowed will be 2 minutes and 30 seconds.
5. Any number of magazines with ONLY 6 loaded rounds may be used.
6. A CLASS - No support of the firearm may be used. Rules from the normal STC competition apply.
B CLASS - The firearm may be rested on the grip of the firearm or the forearms of the competitor may be supported. The firearm may not be supported forward of the trigger guard.
7. If necessary to provide adequate safety, the rule allowing only 1 coach per team will be forgone and as many as 3 coaches or Range Officers (one per shooter) will be allowed.

Rifle

1. A CLASS - Course of fire will be the same format as used by all other competitors
B CLASS - Course of fire will be the same format as used by all other competitors
2. A CLASS - Scoring will be the same format as used by all other competitors. The total possible score is 100.
B CLASS - Scoring will be the same format as used by all other competitors. The total possible score is 100.
3. The time allowed will be 2 minutes.
4. ONLY 5 loaded magazines or clips with 10 loaded rounds may be used.
5. A CLASS - The competitor may rest one elbow ONLY on the shooting table.
B CLASS - The rifle may be rested on the forend only. The competitor may NOT touch the table while shooting with any part of their body.
6. If necessary to provide adequate safety, the rule allowing only 1 coach per team will be forgone and as many as 3 coaches or Range Officers (one per shooter) will be allowed.

Combo

1. Course of fire will be the same format as used by all other competitors.
2. Two shooters may shoot .22 rifles and one shooter will shoot a .22 pistol.
3. Scoring will be the same format as used by all other competitors. The total possible score is 100.
4. The time allowed will be 2 minutes.
5. ONLY 5 loaded magazines or clips with 10 loaded rounds may be used.
6. A CLASS - *RIFLE* The competitor may rest one elbow ONLY on the shooting table. *PISTOL* No support of the firearm may be used. Rules from the normal STC competition apply.

B CLASS - *RIFLE* The rifle may be rested on the forend only. The competitor may NOT touch the table while shooting with any part of their body.*PISTOL* The firearm may be rested on the grip of the firearm or the forearms of the competitor may be supported. The firearm may not be supported forward of the trigger guard.
7. If necessary to provide adequate safety, the rule allowing only 1 coach per team will be forgone and as many as 3 coaches or Range Officers (one per shooter) will be allowed.

Mixed Bag

1. The format, scoring and time limits will be the same as for all other competitors.
2. If necessary to provide adequate safety, the rule allowing only 1 coach per team will be forgone and as many as 3 coaches or Range Officers (one per shooter) will be allowed.

Flush

1. The format and scoring will remain the same as for all other competitors; the time delay between the release of targets should be approximately 1.75 seconds.
2. If necessary to provide adequate safety, the rule allowing only 1 coach per team will be forgone and as many as 3 coaches or Range Officers (one per shooter) will be allowed.

Flurry

1. The format and scoring will remain the same as for all other competitors; the time delay between the release of targets should be approximately 1.75 seconds.
2. The shooting cages will be modified in such a fashion as to insure the muzzles of the shotguns cannot be swung too far to the rear.
3. If necessary to provide adequate safety, the rule allowing only 1 coach per team will be forgone and as many as 3 coaches or Range Officers (one per shooter) will be allowed.

CLASSIFICATION GUIDELINES

Classification of new teams in a multi-disciplined shooting sport, such as "STC" is difficult at best. While it is the responsibility of the 'STCA' to review and regulate all classifications, it also their intent to do so with all fairness. We would ask that all new entries honor the intent of the classification system and that is to present a competitive playing field for all competitors, whatever their shooting skills. With that in mind, please know that the 'STCA' reserves the right to incorporate "known ability" ruling in cases they deem appropriate, so as to insure fair and balanced classification procedures. The 'STCA' currently offers eleven classifications in which teams may compete.

Teams may consist of either two or three person teams and may be any gender.

Current Classifications

SUB-JUNIOR "B": For competitors 8 to 12 years of age, with no member having reached their 13th birthday prior to January 1st of the year of the current Nationals. This class will fire a modified version of the three steel events only, as outlined in the rules section. The Sub-Junior class will not compete in the championship finals.

SUB-JUNIOR "A": For competitors 8 to 14 years of age, with no member having reached their 15th birthday prior to January 1st of the year of the current Nationals. This class will fire the modified steel events and the regular shotgun course, as outlined in the rules section. The sub-junior class will not compete in the championship finals.

SPORTSMAN JUNIOR: For competitors 15 to 18 years of age, with no member having reached their 19th birthday prior January 1st of the year of the current Nationals. This class will shoot the entire regular course of fire, competing for awards and merchandise as available. The top three teams will compete in the championship finals.

SPORTSMAN LADY: For women competitors, shooting the entire course, competing for awards, merchandise and cash payouts as available. The top three teams will compete in the championship finals. To promote involvement in the ladies division effective for 2011 and forward any ladies team which has two or more shooters with three combined first place finishes (lifetime) at the National Championships in the Ladies Division (or A class and higher) must register in A class, or other higher class as appropriate should they have previously won or placed in classes above A.

SPORTSMANS "C": This class is intended for entry level sportsmen and competitors to introduce them to the sport of 'Sportsmans Team Challenge'. They will compete for trophies only. Should the winning team fire a score of 375 or higher, they would be advanced to "B" class for the following year of competition. The "C" class does not compete in the championship finals.

SPORTSMANS "B": This class is intended for competitors with basic shooting skills in the three shooting disciplines. This class will compete for awards, merchandise and cash payouts as available. The top three teams will compete in the championship finals. The winners of this class will be advanced to "A" class for the following years competition.

SPORTSMANS "A": This class is for teams with advanced skills in all three disciplines. The class will compete for awards, merchandise and cash payouts as available. The top three teams will advance to the championship finals. The winners will advance to "AA" class for the following years competition.

SPORTSMANS "AA": For teams highly skilled in the three shooting disciplines. They will compete for awards, merchandise and cash payouts as available. The top three teams will compete in the championship finals. The winner will be advanced to "Open" class for the following years competition.

SPORTSMANS "OPEN": For teams of seasoned, highly skilled competitors. This is currently the highest class for 'Sportsman' competitors. They will compete for awards, merchandise and cash payouts as available. The top three teams will compete in the championship finals.

INDUSTRY: This class is in recognition of our industry sponsors and offers them the opportunity to field a team to compete for bragging rights industry wide! It is intended for teams made up from a sponsors' personel. The top three teams will compete in the championship finals.

INDUSTRY OPEN: This is the elite, professional shooters, made up of members who earn their living via shooting or are at the pinnacle of the shooting skills. The top three teams will compete in the championship finals.