CCKC Steel Skirmish Rules 2027-v1

CCKC Steel Skirmish is a competitive match intended to test your pistol skills, speed and accuracy. **Safety is of paramount importance!** It is expected that you will obey basic NRA gun safety[1], and that you will operate you equipment competently and independently. This match is not the place to try a new firearm for the first time.

1. Event minimum age is 18 years old.
2. All SIG Sauer P320 variants are prohibited.
3. Make certain firearm is unloaded when arriving to the match. Firearms will remain **unloaded** at all times until given the command to load at the firing line.
4. Competitors will refrain from unsportsmanlike conduct, unfair actions, interpersonal conflicts and the use of illegal equipment.
5. All fundamental gun safety principles will be expected. Any actions or activities deemed unsafe will result in immediate disqualification (DQ).
6. Eye and hearing protection is required for everyone present.
7. Steel Skirmish are "lost brass" matches. Contestants may collect brass once the match has concluded.
8. **Firearms:**
    a. Centerfire pistol-caliber semi-auto pistols (.380acp - .45acp) suitable for single-handed operation. No rimfire, Pistol Caliber Carbines (PCCs) or SIG Sauer P320 variants are allowed.
    b. Factory safeties must be operational and enabled when firearm is loaded and holstered. One exception is 1911-style pistols may 'pin' the grip safety as long as the slide lock safety functions.
    c. Selective DA/SA firearms will start with hammer down.
    d. All firearms will remain empty of magazines/ammunition until given the command at the firing line.
9. **Ammunition:**
    a. Only **all-lead**, **synthetic polymer coated** or **moly coated** bullets with round or flat noses (no hollow points) are allowed. **No jacketed or plated rounds.** Ammunition must be approved during registration check-in. **Any violators will be immediately disqualified.**
    b. No high-power cartridges (i.e. +P, +P+, full magnum).
    c. All ammunition must use a single projectile.
10. **Magazines:**
    a. No magazines allowed at safety tables.
    b. Maximum of 10 rounds loaded in any magazine regardless of magazine capacity.
    c. Unlimited number of magazines can be used, but all must be secured on shooter.
    d. Magazines can be reloaded anywhere ***except*** at a safety table.
    e. Magazines can only be inserted into your pistol at the firing line after given the command.
11. **Holsters:**
    a. Only strong-side, outside the waistband (OWB) holsters are allowed – no cross draw, appendix, chest, shoulder or others.

b. SERPA holsters are allowed but discouraged – the security tab may be secured by locking it in the 'disengaged' position, or even removed, as long as the pistol remains securely contained.
c. Must be positioned between 2-4 o'clock (right side) or 8-10 o'clock (left side) on hip belt and cannot be rotated more than 10° from vertical.
d. Must remain open after pistol is drawn (non-collapsible).
e. Retention devices may be disabled BUT the holster must still securely hold the firearm.

12. Safety Tables (see map):

a. **No ammunition or magazines are allowed at a safety table, all mag pouches must be empty.**
b. Firearms may only be handled at safety tables, or as instructed when called to the firing line.
c. Dry firing, practice drawing, and equipment adjustments are allowed only at the safety tables.
d. No holstered firearms can be brought past the parking fence. If you need to go to your vehicle or use a Port-a-John, first place your firearm on a safety table with the action open and chamber up.
e. When leaving the match, firearms are to remain unloaded and be re-cased at a safety table.

13. Match Disqualifications (DQs) – immediate ejection from the match:

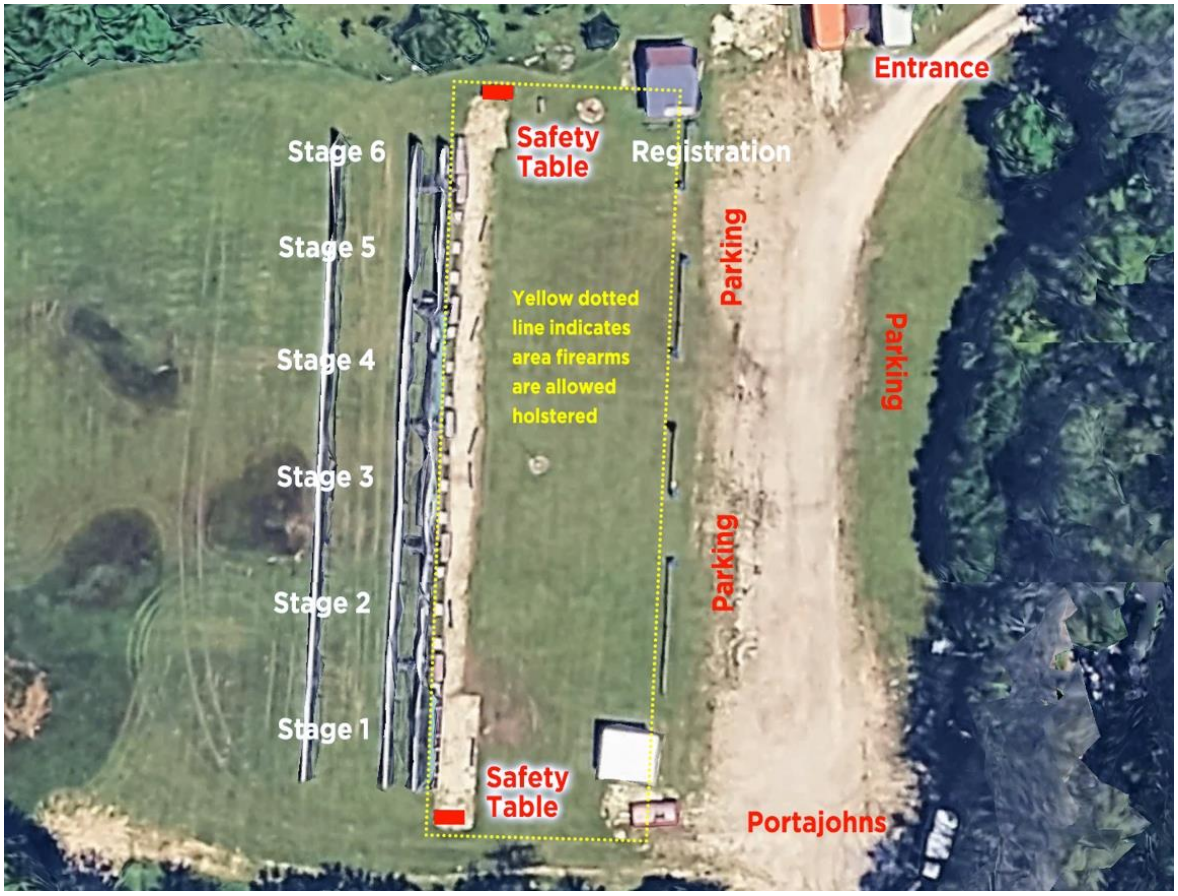
a. Handling a firearm other than at a safety table or under the Timer Operator's (TO) direct command on the firing line (i.e. not waiting for the "Load and Make Ready" command, see below).
b. Having ammunition or a magazine at a safety table.
c. Having a magazine in your pistol when not on the firing line.
d. Breaking the 170 Rule[2].
e. A round fired before the "beep", over a berm, into a baffle or wall, within 5 feet, or after the course of fire has been completed.
f. Firearm contacting the ground, loaded or unloaded, whether or not in hand.
g. Second "Muzzle", "Finger", or "Overloaded magazine" violation (see below).

14. Range commands:

a. **"Range is going hot"** – TO alert to everyone to make sure hearing and eye protection are in place.
b. **"Spotters ready"** – TO alert to prepare spotters (see below).
c. **"Load and Make Ready"** – remove firearm from holster, adjust optic, insert magazine, chamber a round, enable safety or safely drop hammer (SA/DA only), reholster.
d. **"Is the shooter ready?"** – either nod or say "Yes", this will be followed by "**Standby**" and then the **beep**.
e. **"If finished, Unload and Show Clear"** – remove magazine, open the action to eject round, then show cleared chamber to the TO. This will be followed by "**Slide Forward, Trigger, Holster**" – release the slide and dry fire downrange to confirm the firearm is cleared, then reholster. **"Range is clear"** signals you can pickup your magazines and ejected round, TO and spotters will score targets and record score.
f. **"STOP!"** – shooter is to stop all movement, move finger outside the trigger guard, and await further instructions.
g. **"Finger"** – warning that your finger was not outside the trigger guard either when moving, reloading or clearing. You will only receive one warning. A second occurrence will result in a DQ.
h. **"Muzzle"** – given if shooter is **getting close** to breaking the 170. Shooter is to immediately point muzzle safely downrange. You will only receive one warning. A second warning will result in a DQ.

15. **Violations and Scoring:**
    a. Each missed target (based on hits required as described in scenario) incurs a 5 second penalty. Targets can be re-engaged until hit unless otherwise written in scenario.
    b. Each hit on a non-threat target incurs a 10 second penalty.
    c. Violations / Procedural errors (PEs) incur a 3 second penalty **per** occurrence:
        1. Finger fault (one warning per match).
        2. Overloaded magazine (one warning per match).
        3. Firing when foot is beyond a fault line (one PE per occurrence).
        4. Failure to engage targets as written in the scenario (one PE per stage – plus penalty(s) for any misses).
        5. Extra rounds fired in limited scenarios (one PE per stage).
    d. Three "Spotters" will judge hits on steel targets and PEs. The TO will poll the Spotters before the score is recorded. The Spotters will be competitors and change throughout the match.
16. **Divisions:** Iron Sights (IS), Optic Sights (OS). No other Divisions (equipment type), Classifications (skill level), or Categories (age, gender, LEO, military, etc.) at this time.

Any violation of these rules can result in an immediate disqualification.



Footnotes:

1. https://www.nraonlinetraining.org/COURSES/NRA_RSO/lesson3/story_content/external_files/NRA_Gun_Safety_Rules_Brochure.pdf
2. 170° Rule: your muzzle must always be pointed downrange within a 170° arc of the firing line.

CCKC Steel Skirmish Waiver 2027-v1

Please read, sign and hand in at match registration.

Participant Waiver and Release of all Claim.

In consideration of permission to participate in today's event at Bristol Ranges CCKC, I do hereby release the Conservation Club of Kenosha County Inc. (CCKC), their directors, agents, members, tournament officials, officers, employees and servants and any other contributor, sponsor or affiliate, from any liability which might arise from any loss, damage, injuries, or deaths which I may sustain, and any theft, unexplained disappearance or damage which may befall any of my property while going to, during, and leaving the event. ***Initial*** _____

I further assume all responsibility for any guests that I may bring. I acknowledge that I am over the age of 18 and that I have previously participated in competitive shooting events and I am aware of the risks and hazards inherent upon such events, including but not limited to accidental discharge of firearms, lead splatter, and loss of property through misplacement or theft. I voluntarily assume all such risks. ***Initial*** _____

I acknowledge that I have read, understand and will obey the CCKC Steel Skirmish Rules as published for this match. ***Initial*** _____

I further acknowledge the right of the event sponsors to terminate my participation immediately upon any failure of mine or of my guests to comply with all rules, regulations, and directions of the tournament officials. ***Initial*** _____

I further state that I have read the forgoing participation agreement and release and freely enter into it on behalf of myself and my distributes, heirs, next of kin, executors and administrators. ***Initial*** _____

Event Date: _____

Signature: _____

Printed name: _____