

WHAT TO EXPECT AT A JRGC OUTLAW STEEL MATCH (Rev. 8/29/2018)

If you still have questions after reading the info below check out the FAQ at the end and feel free to email the match director at jaspergunclub@gmail.com. The following examples are written for those using .22 rimfire rifles or pistols as their primary firearm.

COLD RANGE

Jasper Rifle and Gun Club is a cold range. Your firearm must be unloaded at all times unless on the line under the direction of a Range Officer (RO). Bring your firearms to JRGC cased and unloaded. Only uncase your firearm in the Safe Area (no ammo) or under the direction of a RO. It is OK to have loaded magazines, just keep them out of the Safe Area.

WHAT TO BRING

- Firearms – If you are bringing your own pistol and rifle make sure to have the following:
 1. Firearm, in a case (required)
 2. Magazines, 5 is ideal but at least 2 is required (required)
 3. Ammo, a typical match will have a minimum round count of 150-200 but bring extra as make up shots are allowed (required)
 4. Loading device, if you have one (not required just helpful)
- Eye protection (required) – also required for spectators
- Hearing protection (required) – also required for spectators
- Sun protection
 1. Hat (optional)
 2. Sunscreen (optional)
 3. Bug spray (optional)
- Snacks (optional) – the match may go until 3:00pm or so. We will have bottled water.
- Portable chair (optional)

CHECK IN

- Please show up by 11:00am to get checked in. Go straight through gate and you will see parking on the left next to the Trap Field and on the other side of the Club House at the 100-Yard range. Registration is inside the Club House.

GET READY

- Get your equipment ready. If you have your own firearms keep them cased at all times unless under the direct supervision of a RO on the line or in the designated Safe Area. NO ammunition is allowed in the Safe Area. You may load magazines anywhere except the Safe Area. Now would be a good time to load up if you have not already done so. It's a good idea to load all magazines to full capacity.
- If you are borrowing firearms talk to the match director who will get you your loaner equipment. Ask for a familiarization of the firearms if you have never used that particular make/model before. Load your magazines to full capacity as explained above.

SAFETY BRIEFING

- Next will be the Safety Briefing which is mandatory. Lots of important information will be covered to make your match a safe and fun one.
- The Safety Briefing will take place just outside the Club House in the attached Shelter House.
- During the Safety Briefing you will be told what stage each squad will start on and where that stage is located. After the briefing has been completed head over to your stage with your equipment to start.

THE MATCH

Stage Briefing:

- The RO will start by giving the stage brief which will explain how you will shoot the steel plates, also known as your Course of Fire.
- Then the RO will call out the shooting order. As a new shooter to Rimfire Steel you should not go first. Make sure there are several people ahead of you so you can get a feel for the course of fire and how things go. Let the RO know that you are a new shooter and would like to be further down the line up.

Waiting:

- While you are waiting your turn watch the other shooters and to see how things proceed.
- The scorekeeper will call out who is “on deck”, “in the hole” and “in the deep hole”. These are those who will be shooting next in that order.
- You may see some faster shooters ahead of you. Likely they’ve shot Outlaw Steel before, no one expects a new shooter to be fast. Take it slow and easy and be safe. Your first match (or two or three) is about getting familiar and comfortable with action shooting as opposed to the more familiar stationary target shooting. Only once you are comfortable with this new type of shooting should you even think about increasing speed.
- Note that you will keep your firearm cased until you are on the line and the RO asks you to “Make Ready”.

Your Turn:

- It your turn! Bring your cased firearm up to the line with your loaded magazines (5 if you have that many) and pay close attention to your RO. While you will be timed your only goal is to safely shoot the course of fire.
- Next the RO will ask you to “**Make Ready**”. At this time uncase your firearm while keeping it pointed down range at all times.
- Insert your magazine and chamber a round. You are ready to go!
- You will start at the “low-ready” which is the firearm at about a 45 degree angle – usually there is a cone part way between the line and the targets for you to aim at. If shooting a rifle, shoulder the rifle and point the firearm at the low-ready cone.
- The RO will ask “**Are you Ready?**” – If you are you need not say anything, but if you aren’t indicate that you are “not ready”.

- Once ready the RO will call “**Standby**” and then the start timer will emit a loud beep.
- Shoot at the targets as described in the stage brief making sure to hit the stop plate at the end. Failure to hit the stop plate is a 30 second penalty. You are allowed to make up shots just be sure to have at least one shot left for the stop plate.
- When you are done follow the RO instructions. If more strings need to be shot, the RO will have you “**Prepare for your next string**”. At this time you may swap magazines with a full one.
- If this was your last string, the RO will ask “**If you are finished, unload and show clear**” which means to drop the magazine and pull the slide back to show the RO that the chamber is clear. The RO will inspect the firearm; once satisfied the firearm is safe, will respond with “**Flag and bag firearm**”. You will insert a safety flag and case the firearm. Be sure to do all this while keeping the firearm pointed down range. Once bagged, the RO will give the command “**Range is clear**”. Move your equipment off the line for the next shooter.

After Your Turn:

- After shooting reload your magazines and watch your fellow squad mates shoot. Feel free to ask questions of other shooters. Everyone is happy to answer questions and we’ve all been in your shoes before. Every one of us was a new shooter at one time or another. We’re happy to have you come out and try a sport that we love!
- Once the entire squad is done with that stage you will move over to the next stage and repeat the process for that stage, until all stages are complete.

End of Match:

- After everyone has completed their last stage, please help tear down that stage. Steel is heavy and the match organizers set up the match for you on their own. They really appreciated the tear down help so they don’t have to do it all themselves. Really saves a lot of time at the end of the day!
- Hopefully you will have had a great day and want to come back for more! If this peaks your interest in other action type shooting sports, talk to those on your squad about other matches and what they are about. Most of the experienced shooters also shoot IDPA, USPSA, bowling pins and other matches. JRGC has a lot of fun matches open to the public. Check our website calendar and the specific match webpages for more info.

FAQ

1. What if I don’t have a firearm?

Contact the match director, jaspergunclub@gmail.com for availability of loaner equipment. We often have firearms to loan for the match to get new shooters started.

2. What if I don’t have ammo?

Fortunately, .22LR ammo has become more available. Start looking a few weeks before the match and you will likely find some. For this type of event match grade ammo is NOT required. Expect to pay in the 5-8 cents a round price range. Bulk packs are just fine and quite affordable. If you are still having troubles after checking the local stores contact the match director for more guidance.

3. What if I have a firearm but don't have 5 magazines?

There are a couple of options. First, let the match director know. Often, others will have magazines you can borrow and the match director can help find them. But, if that doesn't work and you have at least two magazines someone on your squad will load for you while you are shooting. Let the RO know you will need someone to load and have a box of ammo ready. Then pass your magazine to the RO when it's empty and they will pass it back to the loader.

4. I've never done any competitive shooting before – am I over my head?

Absolutely not! Outlaw Steel matches are perfect for new competitive shooters. No special equipment is required, you can share a firearm with another shooter, and it's a .22LR, a fun, inexpensive round to shoot. Plus, one of the purposes of Outlaw Steel matches are to be a stepping stone to other practical shooting type events. We expect new shooters at our matches and welcome them!

5. I see other shooters blazing through the stages – I'm not nearly that fast – is that ok?

You bet! No one, especially an experienced shooter (the ones you see blazing through the stages) expects a Novice shooter to be fast. In fact, it's better if you take your time, be safe and get comfortable before pouring on the speed. There is plenty of time later to work on speed. Right now concentrate on getting familiar with how the match is run and following the RO commands. Your goal for your first few matches is to be safe and have fun while taking as much time as you need.

6. What if I have a malfunction with my firearm while I am shooting?

Given the nature of rimfire firearms, malfunctions do happen and are not unexpected. If you know how to clear your malfunction then simply do so while keeping the firearm pointed down range and you may continue shooting your string once your firearm is ready. If you have any questions, just ask your RO. They are there to help you in any way that you need. When in doubt, stop firing, keep the firearm pointed down range, and ask the RO for help. Since malfunctions are not uncommon they are cleared on the clock and a reshoot is not given, but you do get to drop your slowest time on each stage.

7. How is scoring done?

For each stage you will shoot 5 strings each. You are timed for each string. Any plates missed on a string adds 3 seconds to your time. For each set of 5 strings your slowest time is dropped. The other 4 times are added together for your total time for that stage. This is done for all the stages and then all the times are added together for a total time for the match. You will then be ranked by your division (Rimfire Pistol, Rimfire Rifle, Pistol Caliber Carbine, Centerfire Pistol, etc). Special Recognition categories are shown as well (Junior, Senior, Lady, etc). The slowest time you can get for a string is 30 seconds. So if you end up going over 30 seconds your time will still be just 30 seconds for that string. Failure to hit the stop plate is a 30 second penalty. You are allowed to make up shots but be sure to have enough for the stop plate.