

## Standard Operating Procedure for Scholastic Steel Challenge (SSC) Competition

This document is intended to be used as an overview of how to run an SSC match and is not intended to replace the SSC handbook.

1. SSC Team. The SSC Team at all levels of competition shall consist of the following:
  - a. Basic Competitive Unit. The basic competitive unit consists of four (4) persons known as squads. A team may have as many squads as they have personnel to fill complete squads. These combined squads form a team. These squads compete against all other squads from within and outside their team.
  - b. Team Members. Squads are organized based on age, Junior Division (ages 12 – 16), Senior (17 – 20) and Collegiate (no age limit). In the event, a squad has both Junior and Senior Division members in order to complete a squad the entire squad will be required to compete in the Senior Division.  
Collegiate Division is open to all students enrolled in a post-secondary school such as a junior college, college, university, etc. In addition they must be a full time student and in good academic standing. As opposed to the Junior and Senior Divisions there is no age limit to this division as long as they meet the current requirements.
  - c. Substitute Team Members. Substitute team members must meet the requirements for their Division.
2. Adults.
  - a. Team Coach. The team coach is responsible for ensuring that team members and substitutes:
    - 1) Meet the prerequisite requirements to participate on the unit SSC team.
    - 2) Adhere to all range safety rules and regulations both on and off the firing line.
    - 3) Intercede on behalf of the team on all matters between the team and competition officials and SSC Headquarters.
  - b. Assistant Team Coach. The assistant team coach shall:
    - 1) Assume and perform the duties of the Team Coach in his/her absence.
    - 2) Perform other duties as directed by the Team Coach.
    - 3) Assist sanctioning official in the conduct of the competition.
3. Team Members. Team members are expected to:
  - a. Follow all safety rules and regulations on and off the firing point during the practice and competition.
  - b. Meet the highest standards of conduct and decorum.
  - c. Pay attention to and follow all instructions provided by the sanctioning official, range officer, and firing line officers while on or near the firing point.
4. Substitutes. Substitutes shall:
  - a. Participate in all pre-competition preparations. Substitutions are allowed anytime prior to the start of competition
  - b. Substitute for an injured team member. A substitution may be made during competition if a team member is injured during the competition. Illness or disciplinary removal from the team is not cause for substitution once competition begins.
  - c. Upon request of competition officials, assist with range duties.
  - d. Assist their team with score and/or diary keeping.

## 5. Equipment.

- a. Handgun. All SSC matches will be shot with any Production handgun. A Production handgun is defined by any gun that is listed on the current "USPSA Approved Production Gun List", <http://www.uspsa.org/uspsa-NROI-production-gunlist.php>. SSC matches are shot with iron sights only; telescopes, red-dot and laser assisted sighting systems are prohibited. Revolvers chambered in .357 Magnum or .38 Special are also legal, as long as .38 Special ammunition is used.
- b. Ammunition. While 9mm Luger (9x19) is the recommended caliber for SSC, .40 S&W or .38 Special may be used. The minimum power factor allowed for SSC competition is 125 (bullet weight x velocity divided by 1,000). For those using .357 Magnum / .38 Special revolvers only .38 Special ammunition may be used with a minimum power factor of 125.

## 6. Stages and Targets

Stages - The following stages shall be used for SSC competitions.

- Smoke and Hope
- Roundabout
- Five To Go
- Speed Option

Each stage will have a table or similar device at the shooters box on which the handguns and magazines are placed by the Range Officer.

Targets - Targets for SSC are designed with specific sizes and metal types to reduce ricochets. They may be bought from a several approved vendors or may be locally manufactured so long as they adhere to the requirements of the SSC stages. For information concerning material, construction and placement visit the Steel Resource Guide at <http://steelchallenge.com/scsa-clubs/steel-resource-guide/>.

All round targets, are 5' high to the top of the target and all rectangles are 5'6" to the top of the target (as set by a transom from the shooter's box).

All targets are painted white and will be re-painted prior to each contestant's first string of fire on each stage.

7. SSC Competition Format. In SSC competition, your time is your score. Total score for all stages will determine each competitors match score. A squad's score is the combined match score from all four competitors.

8. Scoring. Your time is your score. Each of four targets must be hit during each string of fire and a designated stop plate hit last. The time stops when the stop plate is hit. The best four of five strings will be counted as the total score for each stage. Any primary targets missed will incur a three (3) second penalty each. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped if they reach the 30 second limit. The competitor may attempt any remaining strings.

9. Range Commands. The range commands for the SSC will be as follows:

- a. “Make ready” – Before issuing this command the range officer should visually confirm that the competitor, and all others on the range, have eye and ear protection in place, that he is facing downrange, and that he is in all other respects prepared to handle the firearm.  
The competitor may then pick up the handgun and magazine from the table, load the handgun and point at the low-ready flag down range. Once the “Make Ready” command has been given, the competitor must not move away from the start location prior to issuance of the “Start Signal” without the prior approval, and under the direct supervision, of the Range Officer.
- b. “Are you ready?” – The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the “Are You Ready?” command, he must state “Not Ready”
- c. “Standby” – This command should be followed by the audible start signal within 1 to 2 seconds.
- d. “Start Signal” – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a 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?”
- e. “Reload if required and make ready for your next string” – This command is used following the 1st through 4th strings.
- f. “Stop” – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing and wait for further instructions from the Range Officer.
- g. “If You Are Finished, Unload And Show Clear” – This command is used following the final string. If the competitor has finished shooting, he must lower his handgun, remove the magazine, then clear the chamber, lock the slide to the rear for inspection by both himself and the Range Officer. The competitor then must place the handgun on the table before the Range Officer can call the range safe and clear to go down range to score/paint targets.

Always follow the basic safety rules:

Always assume a gun is loaded

Never point a gun at something you’re not prepared to shoot

Be sure of the target and what’s behind it

Keep your finger off the trigger until you are on the target

Be sure you know the emergency procedures of the range in case of accident

For more information visit the SSC Website

[www.scholasticsteelchallenge.com](http://www.scholasticsteelchallenge.com)