

**Goal: Friday Night Steel was created to provide a fun environment where people can learn safe gun handling, improve their marksmanship skills, and verify their gun's reliability in a cooperative environment with other shooters.**

**Required Equipment:**

- 1) **Wallet:** \$10 per evening for MCFG members, \$15 for Nonmembers. All proceeds go to support MCFG and to buy more steel targets.
  - a. Each additional gun entry costs an additional \$5
- 2) **Eye protection:** Prescription glasses or safety glasses. Eye protection must be worn 100% of the time when on the shooting line, not just during a competitor's turn at shooting.
- 3) **Hearing protection:** Ear plugs or ear muffs. Hearing protection must be worn 100% of the time when on the shooting line, not just during a competitor's turn at shooting.
- 4) **Gun:** Pistols with center fire calibers .355 (9mm) and above. Pistol Caliber Carbine Rifles in 9mm, 38 special, 40 S&W, 44 special, and 45 ACP. Rim fire pistols and rifles chambered in .22. .22 Magnum is NOT Allowed
- 5) **Magazines or speed loaders:** 5 is the minimum requirement. If you do not bring enough magazines to complete all of the strings of fire, you will receive the maximum time for the strings of fire that you were unable to complete. We do not allow shooters to load magazines at the shooting line in between strings of fire, as it slows down the shooting procedure for other competitors.
- 6) **Holster or gun case:** **We require guns to be brought to the line unloaded, and either holstered or in a gun case.** We recommend traditional hip holsters. Cross-draw, small of the back, ankle holsters, and shoulder holsters are not permitted, as they make it very easy to "sweep" (point your gun at) other competitors or the range officers. Inside the pants holsters are discouraged, as they slow down the re-holstering process.
- 7) **Ammunition:** We have 5-6 steel targets per stage, with 3 strings of fire per stage. Minimum round count is approximately 100 rounds; new shooters should bring more ammo. Minimum required velocity is 750 feet per second (fps), to achieve full destruction of bullets on impact. Minimum recommended power factor is 120 (fps x bullet weight / 1000). Magnum loads are not allowed (i.e. .357 Magnum, .44 Magnum, 500 magnum, etc.) as we are trying to prevent excessive damage to our steel targets.

**Rules:**

**Shooting Procedure**

- 1) **Set Up.** Stage set up begins at 5:00 PM. If you can make it, we can always use extra help.
- 2) **Sign up and pay.** Sign up starting at 5:30 in the clubhouse and a range officer will collect your entry fee. If you have any questions please feel free to ask a range officer.
- 3) **Select shooting division.** In an effort to be more consistent with other shooting disciplines, we are recording scores based on gun type. This provides shooters with an idea of how their scores improve month to month as well as how their scores compare to shooters using similar guns. Divisions also provide the opportunity for shooters to compete with more than one gun. *See division breakdown at end of instructions.*

**Please keep in mind that divisions are provided for comparison purposes only.** If we find a desire for additional divisions (i.e. Open Revolver, or Open Shotgun) we will evaluate the need at that time. If you have questions about what division is right for you, please ask a range officer.

- 4) **Attend shooters meeting at beginning of match.** There will be a brief shooter's meeting at 6:15 PM to review the rules and answer questions before each match. Please come early, as we would like to be done with the shooters meeting so that we can begin shooting promptly.
- 5) **Load your pistol magazines / speed loaders before it's your turn to shoot.** Making sure that your pistol magazines or speed loaders are loaded before it's your turn to shoot improves the flow of our match. Shotguns should still be brought to the line UNLOADED. No loading of ammunition at the safe table.
- 6) **Range Officer Commands**
  - **"Make ready"**. The RO is instructing you that you may remove your unloaded gun from your holster or case and load your gun. When your gun is loaded you should assume the Start position per the Written Stage Description. The default starting position is the Low Ready Stance. We allow two types of the low ready stance. Either the gun must be pointed down at a 45 degree angle, muzzle touching table (if available), or you may use the Glock low ready stance with both elbows touching your sides, and the gun held at a 90 degree angle from the shooter's body.
  - **"Are you ready?"** The RO is asking you if you ready to shoot. You do not need to answer that you are ready. Unless you answer, "No", the RO will continue.

- **“Stand-by”** The RO is informing you that the start signal is about to go off. The RO will then start the timer.
- **“Stop”** Any RO 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 RO.
- **“If you are finished, unload and show clear”** The RO is instructing you to show that your gun is unloaded. Please present your gun to the RO with the muzzle pointed downrange, magazine removed, slide locked back or held open, and the chamber empty. Revolvers must be presented with the cylinder swung out and empty.
- **“If clear, hammer down, holster”** While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:
  - Auto-loaders:** Release the slide and pull the trigger, without touching the hammer, if any.
  - Revolvers:** Close the empty cylinder, without touching the hammer, if any.

**If the gun proves to be clear**, the competitor must then holster or case the gun.

**If the gun does not prove to be clear**, the RO will resume the commands from “If you are finished, unload and show clear”.

- 7) **Brass Policy.** We require that all brass is left on the ground until all of the shooters in your squad have finished shooting at a particular stage. This helps keep the match moving smoothly, and allows all shooters an opportunity to pick up their brass. Make sure that all empty shotgun shells are removed.

**BE AWARE OF THE SHOOTING LINE WHILE POLICING BRASS**

## Scoring

- 1) **Out of sequence / Missed plates.** If you shoot the plates in the wrong order, or if you have any plates that are not hit or knocked down by the end of your run, you are assessed a 3 second penalty per plate.
- 2) **Make-Up shots.** If you fail to hit a plate during a course of fire, and hit the stop plate, you may go back and re-shoot the plate you missed and re-shoot the stop plate without penalty. Your time will continue to increase as you re-shoot any plates.
- 3) **Calling out “HIT”.** If you prefer to have the RO call out the word “HIT” when you hit a steel plate, it is your responsibility to ask the RO before your course of fire.

## Friday Night Steel Rules

### General

#### 1) Safety

- a. After 5pm, Handling your gun is allowed under the following 2 conditions only:
    - i. At the safe table once the range has been called hot
      1. YOU MAY NOT HANDLE AMMO AT THE SAFE TABLE!
    - ii. Under the direct supervision of an RO at the firing line.
    - iii. NO GUN HANDLING IN THE PARKING LOT OR CLUBHOUSE
  - b. **Disqualifications.** Failure to follow Friday Night Steel safety rules or general MCFG safety rules can result in an immediate disqualification from the match. **Accidental discharge, failure to control your gun, and breaking the 180 degree line from the shooting line WILL result in immediate disqualification.**
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- 2) **We reserve the right to adjust the rules to improve safety or the flow of our match.** If you've got suggestions how we could improve our match, please contact us on the Friday Night Steel web page.
  - 3) **Other rules apply.** Visit [www.indyrange.com](http://www.indyrange.com) for a complete list of rules that apply at MCFG.

## Division Breakdown

| Division              | Acronym | Description   |
|-----------------------|---------|---|
| 1911 Single Stack     | SS      | Conventional 1911 single stack pistols with open sights. Load magazines to a maximum of 8 rounds. No optics, ports, compensators, or external weights.  |
| Limited               | L       | Any center fire pistol with open sights. There is no limit on magazine capacity; you may load magazines to full capacity. Pistols can be customized / modified. No optics, ports, compensators, or external weights.  |
| Limited 10            | L10     | Same as Limited, but load magazines to a maximum of 10 rounds.  |
| Open                  | Open    | Any center fire handgun. There is no limit on magazine capacity; you may load magazines to full capacity. Pistol can be customized / modified. Optics, ports, compensators and external weights are allowed.  |
| Production            | Prod    | Service type Double-action (DA), double-action only (DAO), or Safe-Action center fire handguns. DA handguns with an external hammer and decocker must fire the first shot double-action. Load magazines to a maximum of 10 rounds. No external modifications are permitted with the exception of replacement sights, grips, and the application of "skateboard tape". No optics, ports, compensators, or external weights. All production pistols are listed as production pistols on the USPSA web site ( <a href="http://www.uspsa.com">www.uspsa.com</a> ). A complete list of approved pistols will be on-site. |
| Carry Optic           | CO      | Provisional – Optic is slide mounted.   |
| Revolver              | Rev     | Any center fire revolver with open sights. No optics, ports, compensators, or external weights.   |
| 22 Rifle              | 22R     | Any rim fire rifle chambered in .22 rim fire. .22 Magnum is not allowed. This is a Provisional class. .22 Short, Long and Long Rifle are allowed  |
| 22 Pistol             | 22P     | Any rim fire handgun chambered in .22 rim fire. .22 Magnum is not allowed. This is a Provisional class. .22 Short, Long and Long Rifle are allowed  |
| 22 Open               | 22O     | Any rim fire handgun chambered in .22 rim fire. .22 Magnum is not allowed. This is a Provisional class. .22 Short, Long and Long Rifle are allowed. There is no limit on magazine capacity; you may load magazines to full capacity. Pistol and Rifles can be customized / modified. Optics, ports, compensators and external weights are allowed.  |
| Shotgun               | Shot    | Shotguns loaded to full capacity. Extended magazine tubes are allowed. Low-brass shells with #5 through #8 size shot are recommended. Slugs, buckshot, and steel shot are not allowed.  |
| Pistol Caliber Rifles | PCR     | While these rifles are not allowed at MCFG during normal operating hours, FNS is allowed to have a Pistol Caliber Rifle class under the supervision of RO's. Only rifles that shoot 9mm, 38 special, 40 S&W, 44 special, and 45 ACP are allowed.  |