

# Friday Night Steel (FNS) Rules

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.

## General:

1. Wallet: \$10 per evening for MCFG members, \$15 for Nonmembers
2. Each additional gun entry costs an additional \$5.
3. 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.
4. Hearing protection: Ear plugs or earmuffs. Hearing protection must be worn 100% of the time when on the shooting line, not just during a competitor's turn at shooting.
5. 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
6. Magazines or speed loaders: 5 is the minimum requirement. If you do not bring enough magazines to complete all 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.
7. 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.
8. Ammunition: We have 5-6 steel targets per stage, with 3 strings of fire per stage. The minimum round count is approximately 100 rounds; new shooters should bring more ammo. The minimum required velocity is 750 feet per second (fps), to achieve full destruction of bullets on impact. The 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.

9. Handling your gun is allowed under the following 2 conditions only:
  - a. At the Safe Table (No handling of Ammo)
  - b. Under the direction of the RO at the firing line
  - c. NO GUN HANDLING IN THE PARKING LOT OR CLUBHOUSE.
10. Brass Policy. We require that all brass is left on the ground until all of the shooters in your squad have finished shooting the stage. This helps keep the match moving smoothly and allows all shooters an opportunity to pick up their brass.

### 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. Divisions also provide the opportunity for shooters to compete with more than one gun. See division breakdown at end of instructions.
4. Attend shooters meeting at beginning of match. There will be a brief shooter's meeting at 6:30 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. No loading of ammunition at the safe table.
6. Range Officer Commands:
  - a. "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.

- b. “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.
- c. “Stand-by” The RO is informing you that the start signal is about to go off. The RO will then start the timer.
- d. “Stop” 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.
- e. “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.
- f. “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:
  - g. Auto-loaders: Release the slide and pull the trigger, without touching the hammer, if any.
  - h. Revolvers: Close the empty cylinder, without touching the hammer, if any.
  - i. If the gun proves to be clear, the competitor must then holster or case the gun.
  - j. If the gun does not prove to be clear, the RO will resume the commands from “If you are finished, unload and show clear”.

## 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. The string ends when the stop plate is hit. You can make up missed shots or reshoot out of sequence shots before the end of the string.

We reserve the right to adjust the rules to improve safety or the flow of the match.

Division	Abv.	Description
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
Production	Prod	Striker Fired or Double Action Pistol. Magazine loaded to 10 rounds. No modifications.
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, 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.
Carry Optic	CO	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.
22 Pistol	22P	Any rim fire handgun chambered in .22 rim fire. .22 Magnum is not allowed. No Optics
22 Open	22O	Any rim fire handgun chambered in .22 rim fire. .22 Magnum is not allowed.
Pistol Caliber Rifles	PCR	Only rifles that shoot 9mm, 38 special, 40 S&W, 44 special, and 45 ACP are allowed.
Outlaw	OL	Shoot up to three Division above. Must shoot the same gun per stage. I.E you can shoot PCR Stage 1, Limited Stage 2 and Open Stage 3.