



COMPETITION DYNAMICS



COMPETITION DYNAMICS
and
THUNDER BEAST ARMS CORPORATION
present the
2014 STEEL SAFARI

Welcome! The Steel Safari is a non-standard contest that examines practical rifle skills including target recognition, range estimation, wind doping, trail skills, and marksmanship. It is designed to test a competitor's skills shooting rifle in practical "hunting-type" challenges in the natural terrain using what gear he can carry.

Please review the following pages which include:

- Overview of match safety, equipment, and procedural rules
- Stage descriptions including procedures, special safety rules, and scoring
- Match schedule

Please pay attention to the information at the mandatory Shooters' Meeting at 4:00 PM on Thursday. Information presented at the Shooters' Meeting and in the specific Stage Briefings presented by the Range Officers will supersede information in this packet.

STAFF

Zak Smith, Match Director
Ray Sanchez, Assistant Match Director
Jeff Hamilton, Sponsorship Director
Ann Hamilton, Sponsors & Administration

SAFETY NOT GUARANTEED

By participating in this event, you acknowledge the following:

This event is a potentially hazardous activity.

I am competing with full knowledge of all potential risks and injuries. I will not attempt this event unless I am medically able and properly conditioned and trained for the level of competition that I aspire to. I also know that, although, some safety protection via course officials will be provided, there can be many hazards on the course route.

I know that firearms are inherently dangerous. I understand that this event involves shooting throughout the property, outside of a "square range" environment, while moving through the terrain, and that this format has increased risks compared to range shooting. I understand that safety is not guaranteed. I understand that I bear responsibility for my own safety and to prevent causing harm to others.

I also assume any and all other risks associated with this event including but not limited to falls, gunshot wounds, contact with other participants, the affects of weather, including high heat and dehydration, snakes, etc.

I am voluntarily assuming the risks of participation with knowledge of the inherent dangers involved, and hereby agree to accept any and all risks of injury or death associated with such activities. I understand that this event may cause serious injury or death.

GLOBAL SAFETY RULES

The four universal rules of gun safety will be followed at all times. (1) Treat all firearms as if there were loaded. (2) Keep your finger off the trigger until you are on-target and ready to shoot. (3) Never point a firearm at anything you are not willing to destroy. (4) Be sure of your target and what is beyond it.

This match and the host range have zero-tolerance policies on "sweeping" (violation of #3 – "destroy"). This means that if you sweep or cover someone with the muzzle of any firearm, you may be disqualified from the match and asked to leave.

This match involves engaging targets outside of a "square range" environment and while moving through the natural terrain. As such, muzzle awareness and control and knowledge of safe directions is critical.

Field Stages involve a great deal of movement around the property. A Shooting Station may be comprised of one or two Shoot Positions. During Field Stages, rifles may only be pointed up, down, or directly at the target array when at a Shooting Position. They may only be loaded when pointed at the target array. The Range Officer will brief you what directions rifles may be pointed in during stages. This may include cardinal directions, directions relative to geographic features, and a vertical up/down limit.

Match Rules

1 Safety

1. Competitors shall practice good muzzle control and firearm safety at all times. Competitors that do not handle their weapons safely will be disqualified from competing further in the match with no refund of match fees.
 - (a) Do not ever allow the muzzle of your weapons to point at anyone.
 - (b) Do not load your weapons until directed to do so by a range officer.
 - (c) Do not put your finger on the trigger until your sights are aligned with your target.
 - (d) Obey all Range Officer commands immediately.
2. While shooting a stage, the action may only be closed and the safety off when the rifle is aimed at the target array, and between the two left/right lateral limit flags.
3. Rifles shall be loaded only upon the command of an RO. Rifles shall remain unloaded at all other times (no magazine present). Rifles may be carried between stages with the bolt forward (to prevent a lost bolt) provided it is unloaded and no magazine is in the rifle.
4. Rifles shall only be carried muzzle up or muzzle down. Horizontal carry of the rifle is prohibited. Any time the rifle is set down on the ground, it must be pointed in a safe direction.
5. When setting your rifle down, always have the action open and pick a safe muzzle direction such that nobody will be downrange of your muzzle. If you discover that people are downrange, or may be, wait until nobody is downrange and then pick up the rifle and choose a better direction. While on the field courses, the best direction to point rifles is generally at the target array for that station.
6. Any unintentional discharge of weapon shall result in the disqualification of the competitor without refund of match fees.
7. Safety glasses and ear protection are required to be worn at all times by competitors and spectators when in the vicinity of any weapons being fired.
8. Violation of any safety rule will result in match disqualification (DQ).

2 Equipment

1. The competitor may use only one rifle during the course of the entire match.
2. Rifles must be equipped with a sling suitable for safely carrying the rifle muzzle up or muzzle down.
3. All equipment used including, but not limited to spotting scopes, range finders, bags, bipods, tripods, slings, tripods, shooting sticks, gloves, or other shooting support devices, etc are permitted, but must be carried for the entire match (clothing and consumables excluded).
4. All rifles must be equipped with a functioning safety.
5. Any firearm or ammunition deemed by any RO or match staff to be "unsafe" for any reason may not be used in the match until a determination is made by the match director that it may continue
6. Any firearm that can be demonstrated by any RO or match staff to have a hammer/striker that will fall without the trigger being pressed shall be deemed unsafe and may not be used in the match until repaired.
7. Cartridge/bullet/ballistic requirements:
 - (a) Maximum bullet caliber = 7.62mm/.308", minimum caliber = 6 mm/.243"
 - (b) Maximum muzzle velocity = 3200 fps.

- (c) Rounds that do not strike targets with sufficient energy to cause the target to react in a manner observable to the R.O. will be scored as misses.
 - (d) Armor piercing, steel jacketed, tracer and incendiary rounds prohibited.
 - (e) Competitors may be required to submit as many as 5 rounds of ammunition to match staff for testing at any time and cooperate in the testing of their ammunition when requested.
8. Ammunition that must be "fired" to be unloaded once chambered is declared to be unsafe and may not be used in this match. All firearms must be able to be completely unloaded without firing a round.
 9. Since each competitor will serve as the Range Officer (RO) for the competitor following them, it is essential that they be competent and adequately equipped to spot bullets hits or misses on targets at long range. This requires that each competitor have good binoculars.
 10. Eye and ear protection is mandatory.
 11. Competitors shall practice good muzzle control and firearm safety at all times. Competitors that do not handle their weapons safely will be disqualified from competing further in the match with no refund of match fees.
 12. Range rules of the Blue Steel Ranch shall apply.

3 Scoring

1. Each target that is called a "hit" by the RO shall score one point.
2. A "hit" is a bullet that the RO judges to have impacted on the correct steel target plate. The RO's judgment on hits or misses is final and not subject to appeal. However, if the RO has doubt about his call the benefit should go to the competitor. For example, if the RO observes the target move slightly upon a shot, but is unsure whether it was caused by an edge hit or a hanger strap hit, a hit should be awarded to the competitor.
3. Targets not located and/or engaged, targets engaged after time has elapsed and targets missed shall score no points.
4. The competitor with the most points after completing all courses of fire shall be the winner.

4 Standard Operating Procedure

1. The competitor shall be completely prepared and ready to begin the course of fire at their assigned start time. Late competitors will be moved to the last start time for the day. The competitor shall start on the course of fire immediately when directed by the Match Staff. The Match Staff may advance the start times if the course is running ahead of schedule and competitors are requested to cooperate in this regard.
2. Competitors are expected to walk directly from stage to stage without excessive rest stops. Those that do not keep up and thus delay other competitors may be required to skip one or more stages and/or fall back as required by the match staff to maintain the match schedule. Competitors will receive no points for stages skipped nor will any match fees be refunded.
3. The trail for each course of fire shall be designated with a specific color of survey tape. The competitor shall follow the trail between stages by traveling from ribbon to ribbon and shall not take any short-cuts.
4. Each competitor will serve as the Range Officer (RO) for the competitor following them on the courses of fire.
5. Each stage shall have a Holding Area. The Holding Area shall be designated with two strips of yellow safety ribbon. The competitor shall not wander about nor advance beyond the Holding Area until directed to do so by the RO.
6. Upon arrival at each stage, the RO will read the stage description to the competitor. When directed by the RO, the competitor will load their weapon then immediately assume the start position.
7. Unless otherwise noted, the start position shall be as follows

- (a) Standing at first shooting position
 - (b) Rifle loaded, with safety engaged, held at port arms.
 - (c) Pack on back with all gear and equipment on your person.
8. Each stage will have one or two shooting positions. Each shooting position shall be designated with a stake, painted mark or other object. At two-position stages, the competitor will locate and engage the 3 targets from the first position, "safe" the rifle appropriately, proceed to the second position, and then re-engage the same 3 targets.
 9. The competitor shall remain within arms' reach of the position designator when engaging targets. If requested by the RO, the competitor will demonstrate that the position designator is within arms reach by touching the spot without moving his torso.
 10. The targets for the stage are visible when standing on the first shoot position and looking between the two left/right lateral limit flags or markers.
 11. Upon the start signal the competitor shall have a fixed amount of time (5 minutes unless otherwise noted) to locate, range and engage each available target with one only round from each shooting position. All targets will be located so as to be visible from the start position unless otherwise noted.
 12. The competitor is responsible to communicate to the RO as to which target he is engaging so that the RO may direct his attention to the correct target and properly observe the shot.
 13. After each shot, the RO will immediately advise the competitor whether it was judged to be a "hit" or a "miss". No other information may be provided to the competitor regarding the location of the bullet impacts until the after the competitor has engaged all of the targets for the stage.
 14. Upon request, the RO will provide the competitor with information concerning elapsed time or time remaining for the stage.
 15. The RO will announce when the stage time has elapsed at which point the competitor shall immediately unload the rifle and demonstrate to the RO that the rifle is cleared of all ammunition.
 16. The RO shall then move clear of the stage area to allow the on-deck competitor to be briefed and shoot the stage without distraction.

All information and rules subject to change. Be sure to check periodically for any changes. Steel Safari LLC reserves the right to penalize or disqualify competitors that cheat, fail to follow the rules or behave in an unsportsmanlike manner.

SCORING

Each target hit will is worth one point. If a stage must be thrown out, those points for every shooter for that stage will be thrown out.

SCORING CHANGE FOR 2014! Stage SOUTH-9 will be shot once you get back from the south field course. It is a speed shoot at the front range. It will be scored for time, that is, the fastest time gets 6 points and everyone else gets a fraction of that score based on the ratio of times. The time will be how long it takes the shooter to hit all the targets.

SCHEDULE

THURSDAY

1200-1600 Sight-in/Check Zero (Front Range)

1600-1630 Mandatory Shooters' Meeting (Front Range)

FRIDAY

0700-1300 Course of Fire (North, West, or South - Start @ Front Range)

SATURDAY

0700-1300 Course of Fire (North, West, or South - Start @ Front Range)

SUNDAY

0700-1300 Course of Fire (North, West, or South - Start @ Front Range)

1400-1600 Award Ceremony and Prizes

The shooter order will be posted after the Shooters' Meeting on Thursday.

AA TARGETS

Special thanks to AA Targets, owned by Austin Angus.

AA Targets is the Official Targetry System of COMPETITION DYNAMICS and Austin provided many of the targets used here.



www.AATARGETS.com