



FALLING STEEL WORLD SERIES

Falling Steel World Series June 23-25 2023
LCSA - Lawrence County Sportsmen's Association
New Castle, Pennsylvania

MATCH INFORMATION: The match will consist of 7 stages, 25-35 Falling steel targets per stage.

STARTING TIMES: 8:00 AM and 1:00 PM each day. Arrive and check in at least 30 minutes prior to your start time.

REGISTRATION: Pre-register only at Practiscore.com <https://practiscore.com/falling-steel-world-series-june-2023-fsws/register> Or Search: " FSWS "

ENTRY FEES: \$75.00 first gun; \$65 Each additional gun. Shooters may shoot multiple divisions, **one** entry per time slot, **one** entry per division.

FREE SHIRT- Free Falling Steel World Series Shirt to every shooter registered by June 1.

PRIZES AND CASH PAYOUTS- Lewis Class Payback with 1 in 5 shooters earning **CASH** payouts! Random Draw Door Prizes at check-in! Prizes and awards for Division Winners! High Lady! High Junior! and High Senior! -as entries permit.

FALLING STEEL WORLD SERIES DIVISIONS-

OPEN AUTO - Any Centerfire Pistol. All modifications and optics allowed. 171.5mm magazine limit

LIMITED AUTO- Centerfire Pistol. No optics , No comps /porting, 141.5mm magazine limit.

CARRY OPTICS- Centerfire Pistol. Striker, Double action, or DA/SA only. Slide Ride Optics. 141.5mm magazine limit. No frame mounted optics, No magwells, No Single Action Only.

LO-CAP OPEN- Any Centerfire Pistol. All modifications and optics allowed. 10 rd magazine limit.

LO-CAP IRONS- Centerfire Pistol. No optics , No comps /porting, 10 rd magazine limit.

OPEN REVOLVER - Any centerfire revolver. All modifications and optics allowed.

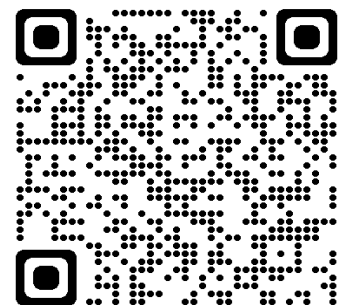
STOCK REVOLVER – Centerfire Revolver- 6-round limit. No comps or ports, No optics. You may use a 7 or 8-shot revolver, as long as you only shoot 6 rounds and then reload. You will be penalized 10 seconds for every shot over 6 before a reload.

PISTOL CALIBER CARBINE OPTICS- No binary triggers. No Suppressors. All other modifications and optics allowed. No magazine limit. Chamber flags required. 9mm, 40sw, 45acp, 10mm.

PISTOL CALIBER CARBINE IRONS – No Optics may be mounted on gun, No binary triggers. No Suppressors. All other modifications allowed. No magazine limit. Chamber flags required. 9mm, 40sw, 45acp, 10mm.

Shooters may shoot in all divisions and be eligible for prizes in all divisions; however, you must shoot in different time slots.

NO AMMO OVER 1400 FPS ALLOWED!!



FALLING STEEL WORLD SERIES RULES

1. ALL SHOOTERS must check in at registration at least 30 minutes prior to starting time and attend mandatory shooters meeting 15 minutes prior to each starting time.
2. NO RE-ENTRIES in the same division.
3. EYE AND EAR PROTECTION is required for all shooters and spectators at all times.
4. **THIS IS A COLD RANGE-** No loaded firearms off the firing line. Guns are to remain bagged or holstered between stages. Absolutely No gun handling except for the designated safe tables.
Penalty: Match DQ
5. GUN HANDLING SAFE TABLE – You may handle your gun at this table. ABSOLUTELY NO AMMO AT THIS TABLE. NO EXCUSES, NO EXCEPTIONS – **Penalty : Match DQ.**
6. NO GUN HANDLING in the parking lot – **Penalty : Match DQ.**
7. ANY UNSAFE GUN HANDLING OR FAILURE TO FOLLOW RANGE OFFICER (RO) INSTRUCTIONS WILL RESULT IN A DIVISION DISQUALIFICATION OR MATCH DISQUALIFICATION. Examples but not limited to: 1) Any shots striking the shooters table 2) Any accidental discharge 3) Early shot. Shooting before the buzzer sounds 4) 180* - pointing your muzzle up range 4) Muzzling yourself or anyone else. 5) Unsafe equipment 6) Any flagrant safety violations.
8. EQUIPMENT- All competitor equipment must be in safe working order. Any competitor equipment may be inspected by any Range Official and may be deemed unsafe upon inspection. Competitors may be allowed to remedy safety issues or swap guns at the discretion of the Range Master. All gun swaps must be approved by the Range Master.
9. MAGAZINE length and capacity are subject to check at any time by any range official. If you are shooting a LO-CAP division no more than 10 rds in any mag. **Penalty: Division DQ**
10. NO BARNEY LOADS- All Divisions- you must shoot with your first magazine.
11. LOW-READY START- Gun in hand, Muzzle on table, Finger outside trigger guard. Safety On or Hammer Down.
12. SHOOTING AREA: Shooter's feet and body must remain directly behind the shooters table while shooting. **Penalty: Match DQ**
13. STAGE PROCEDURE: At start signal, begin shooting, reloading as necessary until ALL targets are down or the par time (60 seconds) has been reached. Time will end on last shot fired. If there are any targets standing, your time will be the last shot fired + penalties (5 seconds per target standing).
14. RELOAD: Ammo may come from belt or table. During reload finger must be outside trigger guard. **Penalty: Match DQ**
15. AMMO: Any ammo, magazine, clip, etc. that falls to the ground is deemed Out Of Bounds and cannot be picked up during the run by the shooter or any squad member. **Penalty: Match DQ**
16. POWER FACTOR: ALL targets are knockdown and must fall to score. Any target left standing will incur a 5- second penalty. Targets will be set for minimum power factor. (However, we do recommend a 125+ power factor.) [Power Factor = (Velocity * Bullet Weight) / 1000]
17. NO AMMO OVER 1400FPS ALLOWED.- **Penalty : Match DQ**
18. RANGE EQUIPMENT : Only an Official Range Officer can declare a target dead in the event of a range equipment malfunction (R.E.M.). Do not stop shooting for a suspected R.E.M. unless the Range Officer stops you. NO EXCUSES- Targets are pre-calibrated and ROs are checking targets often. Shoot them until they fall or you are stopped by your RO.
19. RESET: If you are not the On-deck shooter you **MUST** be helping reset the stage as soon as the line is clear. We are on a tight schedule, Please be courteous to your fellow shooters and match staff by resetting quickly. ANYONE not helping may be penalized up to and including **Match DQ**. This is a Lost Brass Match. No Picking Up Brass.