

# Action Match



SSAA Action Match is a dynamic handgun discipline catering to revolver and self-loading pistol shooters. It was developed in 1979 by John Bianchi, a former LAPD officer who became CEO of holster manufacturers Bianchi International.

## Firearms and classes

Open class includes modified firearms with optical sights and major changes to the handgun permitted, including 'wings' for stabilising in conjunction with the barricade.

Metallic Sight class includes handguns modified to ensure maximum accuracy with reliability. The barrel length of self-loading pistols is limited to 6.25" and revolvers to 8.625".

Production class allows a 'readily available' handgun equipped with metallic sights. IPSC production handguns suit this class; as well as 9mm Parabellum, .38 Special, .38 Super, .357 Sig or .38-45.

## Courses of fire

There are four main courses of fire with time, distance and scoring conditions. The Practical event has four stages from 10 to 50 yards. Facing two targets downrange, the competitor engages with various time limitations.

The Barricade event is similar, but you may use both sides of a barricade for support.

The Moving Target (Modified) event means facing a target, which comes from behind cover and travels 60ft in six seconds before again being covered.

The Falling Plate event engages metal 'plate' targets in various time-frames from distances of 10 to 25 yards.

## Steel Challenge

Within the SSAA, Steel Challenge is managed as a subdiscipline of Action Match. It is exciting because there is instant feedback regarding a hit or miss. Rimfire firearms are chambered in .22 Long Rifle calibre only, while centrefire handguns must be a minimum calibre of .38 Special (9mm). Steel Challenge comprises eight stages, shot from a stationary position at static steel plates. There are four primary plates followed by the fifth 'stop plate', which must be hit last to halt the time.

