

Shooters Handbook

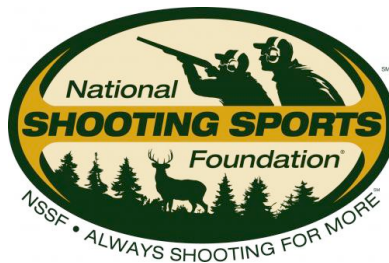
ALABAMA



June 18, 2016

Cavern Cove

Competition Range



PRIZE TABLE!

ALL GUNS AWARDED BY
RANDOM DRAW!!!!

1 GUN RANDOM DRAW, FOR
SIDE MATCH ENTRANTS!!!!

CAVERN COVE RIMFIRE 2016 MONTHLY

MATCH DATES

JULY 2ND

AUGUST 6TH

SEPTEMBER 10TH

OCTOBER 1ST

NOVEMBER 5TH

DECEMBER 3RD

WELCOME TO,
CAVERN COVE
COMPETITION RANGE

The Southeast's
PREMIER
RIMFIRE ACTION
SHOOTING
FACILITY



HOME OF THE
2 GUN RIMFIRE
CHALLENGE

1ST SATURDAY OF EACH MONTH

Next Monthly RIMFIRE SHOOT – July 2ND 9:00am

!!! SAFETY FIRST !!!

The Competitor must at all times:

- Must wear eye protection and ear protection (Spectators also).
- Keep the finger outside the trigger guard while clearing a malfunction.
- Keep the finger outside the trigger guard during loading, reloading, or unloading; and out of the trigger guard until start tone has sounded.

Failure to comply will result in a stage warning. Two warnings on a single stage will result in a stage disqualification.

Stage disqualification will result in a recorded time of 120 seconds, 30 seconds for each string.

- All handguns must be in hard or soft cases or gun rugs or some other storage transport container when brought to the designated shooting area and must be returned to the storage case / rug / container when removed from the designated shooting area. Holsters are allowed.
- A Competitor who causes an unintentional discharge will be stopped by a Safety Officer as soon as possible.
- A competitor that sets a loaded firearm down on the shooting table and removes their hand from the firearm will result in a stage disqualification.
- A round striking the start aiming cone results in a stage disqualification.
- A round striking between the shooter and the start cone results in a stage disqualification.
- If at any time during the course of fire, a Competitor allows the muzzle of the firearm to point rearward, that is to break the "170 degree rule" as defined by the Safety Officer, the Competitor will be stopped immediately. Such an action will result in a match disqualification.
- If at any time during the course of fire, or while loading, reloading or unloading, a Competitor drops a firearm or causes it to fall, loaded or not, it is to be retrieved only by the Safety Officer. Dropped firearms must always be retrieved by a Safety Officer who will, after checking and/or clearing the firearm, place it directly into the Competitor's gun case or gun bag. Dropping an unloaded handgun or causing it to fall outside of a course of fire is not an infraction; however, a Competitor who retrieves a dropped gun will receive a match disqualification.
- Dropping a loaded gun will result in a match disqualification.

BE SAFE, HAVE FUN

DIVISIONS

- **Mechanical Division**

- *Award for 1st, 2nd and 3rd Place*
- Double Action Revolver.
- 1 Bolt, Lever, or Pump Action Rifle.
- No Scopes or Compensators. Iron Sights Only.

- **Cowboy Division**

Award for 1st, 2nd and 3rd Place

- 2 Single Action Revolvers.
- 1 Lever or Pump Action Rifle.
- No Scopes or Compensators. Iron Sights Only.

- **Limited Division**

Award for 1st, 2nd and 3rd Place

- Revolver or Semi-Automatic Pistol.
- Lever or Pump or Semi-Automatic Rifle.
- No Scopes or Compensators. Iron Sight / Fiber Optic (non powered) Allowed.
- Flash Suppressor Allowed.

- **Open Division**

Award for 1st, 2nd and 3rd Place

- Revolver or Semi-Automatic Pistol.
- Lever or Pump or Semi-Automatic Rifle.
- Scopes or Fiber Optics or Red Dots and or Compensators ALLOWED.
- Flash Suppressor Allowed.

SHOOTING FORMAT

- **Safety Meeting**

- All shooters and spectators must attend the safety meeting.
- Safety Meeting will take place in the main hall 7:30AM Central Time.
- Shooting Bay locations will be presented.
- Lunch / Pistol / Rifle start times will be announced.

- **Loading**

- Must take place under the supervision of the RO
- You MUST SHOW that your gun is CLEAR.
- Magazines may be loaded before coming to the firing line, but cannot be inserted until instructed. High capacity magazines are allowed.
- Count your rounds (**Firing more than 11 rounds on a string will result in a penalty**) **NO RELOADS ON A STRING**
- COWBOY /COWGIRL - participants must have 2 single action revolvers loaded with 5 rounds in each per string. Using two 6-shot revolvers, both revolvers MUST start with the hammer down on an empty chamber. The participant's second revolver shall be placed on a table in front of him or her.
- MECHANICAL – (Double Action Pistol) hammer fully down and all chambers may be loaded.
- All external hammer rifles (pump, levers) must have the hammer down on an empty casing in order to reload between strings. Do not manipulate the mechanism after the last shot of the string.
- All guns must be pointed down range at all times.
- Semi Auto – you may place your loaded magazines on the table.

• Shooting

All Range Officers (RO) will use the same Range Commands as follows:

- “Shooter, Load and Make Ready” – This is the command from the RO that notifies the shooter that they may handle the firearm and load it.
- “Shooter Ready?” – If the shooter does not respond or responds in the affirmative, RO will continue with the next command. If the shooter responds in the negative, the RO will allow enough time for the shooter to get ready and then repeat the “Shooter Ready?” command.
- “Standby” – Two (2) to three (3) seconds after this command, press the start button will activate the timer with a load BEEP on the timer. This is the signal to start shooting.
- “STOP” – If the shooter violates any safety rule, the RO must stop the shooter and correct the error. If the Range Officer observes a firearm malfunction (such as a squib), the Range Officer may stop the shooter. In this case, if the firearm is not malfunctioning, the shooter will be required to reshoot the string.
- “Make Ready for Your Next String” – Following strings one (1) through five (5), instruct the shooter to make ready for the next string. After the shooter has prepared for the next string, resume commands at the “Shooter Ready?” command.
- “You Are Finished, Unload and Show Clear” – After string 5, the RO will instruct the shooter to unload the firearm (both revolvers for Cowboys) and show it clear.
- If clear, “Bag it” or “Holster it” or “Muzzle Up” – Depending on whether the firearm is a handgun or rifle. This is the RO instruction to the shooter to secure the firearm(s).
- “Range Is Clear” – On this command, participants can move downrange to paint targets.
- Spectators are not allowed to coach or call hits and misses.

SCORE CARD

- You must submit your score card for the stage when you arrive to shoot the stage.
 - You will shoot each stage 5 times.
 - Your score is a combination of Time, plus Penalties.
 - The highest score will be removed.
 - Your score will be the combination of the 4 lowest scores.

SCORING

- Score is total time plus penalties.
- Targets – 5 to 7 depending on the stage.
 - Targets can be shot in any order, with the exception of the Stop Plate. It must be shot last.
 - The Stop Plate must be shot last.
- Maximum score is 30 seconds per string.
- Target that is missed after striking the stop plate – 2 second penalty
- Missing the Stop Plate – 30 second penalty.
- Shooting the Stop Plate out of order will be scored as time plus misses. If the competitor intentionally fails to engage all the targets in the course of fire, the string time will be 30 seconds and a warning will be issued by the RO. Disqualification may occur.
- Stage Disqualification – 120 second penalty
- 2nd Stage Disqualification = Match Disqualification

AWARDS TO BE PRESENTED

Men's Champion Shooter	Ladies Champion Shooter
Cowboy 1st 2nd 3rd	Cowgirl 1st 2nd 3rd
Limited 1st 2nd 3rd	Ladies Limited 1st 2nd 3rd
Open 1st 2nd 3rd	Ladies Open 1st 2nd 3rd
Senior Cowboy 62+ 1st 2nd 3rd	Senior Cowgirl 62+ 1st 2nd 3rd
Senior Limited 62+ 1st 2nd 3rd	Senior Ladies Limited 62+ 1st 2nd 3rd
Senior Open 62+ 1st 2nd 3rd	Senior Ladies Open 62+ 1st 2nd 3rd
Boys Teen Cowboy 1st 2nd 3rd	Girls Teen Cowboy 1st 2nd 3rd
Boys Teen Limited 1st 2nd 3rd	Girls Teen Limited 1st 2nd 3rd
Boys Teen Open 1st 2nd 3rd	Girls Teen Open 1st 2nd 3rd
Boys Pre Teen Cowboy 1st 2nd 3rd	Girls Pre Teen Cowboy 1st 2nd 3rd
Boys Pre Teen Limited 1st 2nd 3rd	Girls Pre Teen Limited 1st 2nd 3rd
Boys Pre Teen Open 1st 2nd 3rd	Girls Pre Teen Open 1st 2nd 3rd
Mechanical 1st 2nd 3rd	Ladies Mechanical 1st 2nd 3rd
Senior Mechanical 1st 2nd 3rd	Senior Ladies Mechanical 1st 2nd 3rd
Boys Teen Mechanical 1st 2nd 3 rd	Girls Teen Mechanical 1st 2nd 3rd
Boys Pre Teen Mechanical 1st 2nd 3rd	Girls Pre Teen Mechanical 1st 2nd 3rd



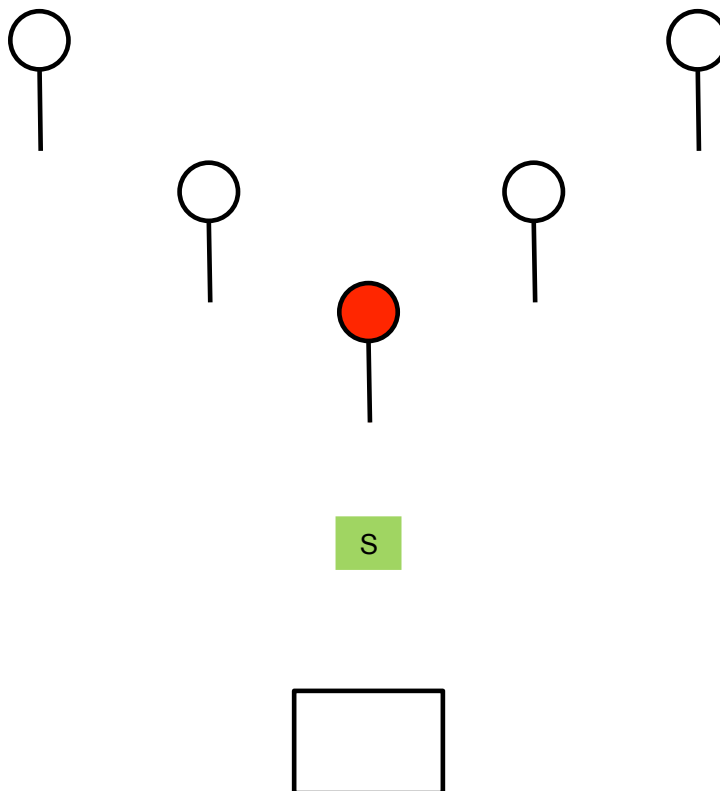
Cavern Cove Shooting Range 2016
Pistol Stage 1



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming pistol at Starting Flag.	
Stage procedure: At signal, shoot 4 plates and then the stop plate.	Targets: 4 plates and 1 stop plate Start Signal: Audible Start Signal: Last Shot Scoring: 5 rounds per string, 5 strings Time + Penalties, 30 sec max each string Penalties: Missed plate: 2 seconds Miss Stop Plate: 30 Seconds



Notes: Pistol stage in Cavern Cove Rimfire Bay 1.

NSSF RIMFIRE CHALLENGE

Cavern Cove Shooting Range 2016 Pistol Stage 2



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming pistol at Starting Flag.

Stage procedure:

At signal, shoot 4 plates and then the stop plate.

Only one (1) stop plate is required. There is no penalty for hitting both stop plates. However, scoring stops when the first stop plate is hit but the timer continues recording time until the last shot fired.

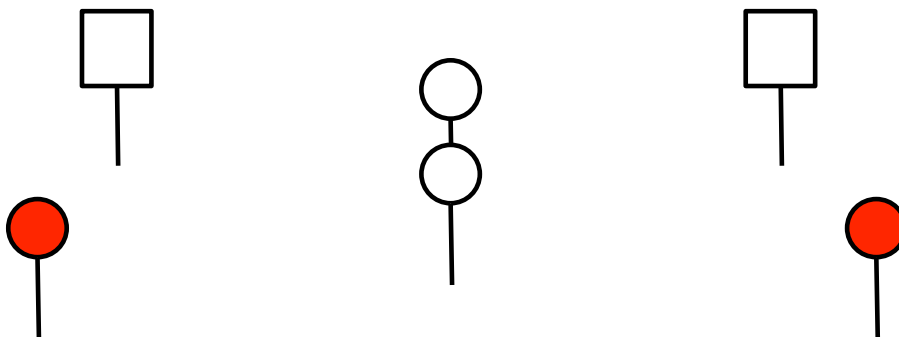
Targets: 4 plates and 1 stop plate

Start Signal: Audible

Start Signal: Last Shot

Scoring: 5 rounds per string, 5 strings
Time + Penalties, 30 sec max each string

Penalties: Missed plate: 2 seconds
Miss Stop Plate: 30 Seconds



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Notes: Pistol stage in Cavern Cove Rimfire Bay 2.



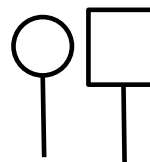
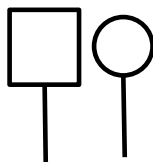
Cavern Cove Shooting Range 2016
Pistol Stage 3



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming pistol at Starting Flag.	
Stage procedure: At signal, shoot 6 plates and then the stop plate.	Targets: 6 plates and 1 stop plate Start Signal: Audible Start Signal: Last Shot Scoring: 7 rounds per string, 5 strings Time + Penalties, 30 sec max each string Penalties: Missed plate: 2 seconds Miss Stop Plate: 30 Seconds



Notes: Pistol stage in Cavern Cove Rimfire Bay 3.

NSSF RIMFIRE CHALLENGE

Cavern Cove Shooting Range 2016 Pistol Stage 4



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming pistol at Starting Flag.

Stage procedure:

At signal, shoot 5 plates on only one side of the array, shooter's choice, and then the stop plate. Shooter may switch sides for each string.

Shoot only one side of the array. There is no penalty or bonus for hitting plates on the other side of the array.

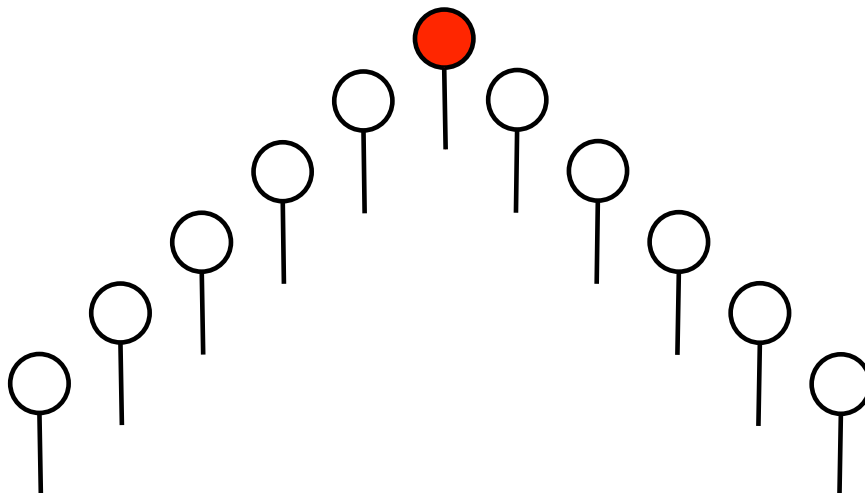
Targets: 5 plates and 1 stop plate

Start Signal: Audible

Start Signal: Last Shot

Scoring: 6 rounds per string, 5 strings
Time + Penalties, 30 sec max each string

Penalties: Missed plate: 2 seconds
Miss Stop Plate: 30 Seconds



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Notes: Pistol stage in Cavern Cove Rimfire Bay 4.



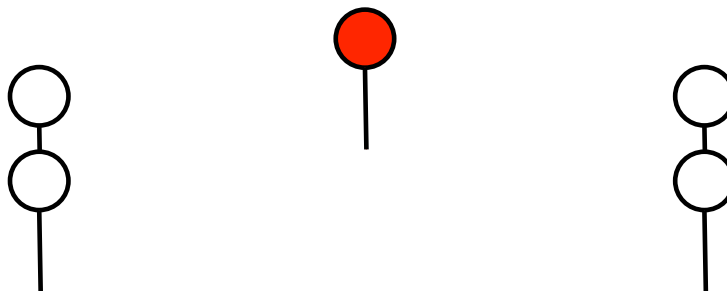
Cavern Cove Shooting Range 2016
Pistol Stage 5



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming pistol at Starting Flag.	
Stage procedure: At signal, shoot 4 plates and then the stop plate.	Targets: 4 plates and 1 stop plate Start Signal: Audible Start Signal: Last Shot Scoring: 5 rounds per string, 5 strings Time + Penalties, 30 sec max each string Penalties: Missed plate: 2 seconds Miss Stop Plate: 30 Seconds



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Notes: Pistol stage in Cavern Cove Rimfire Bay 5.



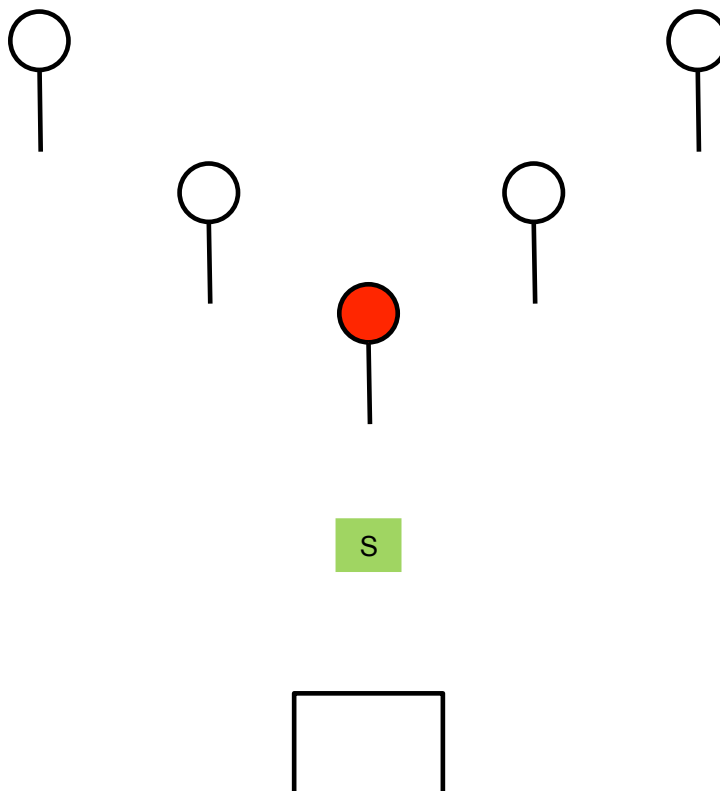
Cavern Cove Shooting Range 2016
Rifle Stage 1



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming rifle at Starting Flag.	
Stage procedure: At signal, shoot 4 plates and then the stop plate.	Targets: 4 plates and 1 stop plate Start Signal: Audible Start Signal: Last Shot Scoring: 5 rounds per string, 5 strings Time + Penalties, 30 sec max each string Penalties: Missed plate: 2 seconds Miss Stop Plate: 30 Seconds



Notes: Rifle stage in Cavern Cove Action Bay 2.

NSSF RIMFIRE CHALLENGE

Cavern Cove Shooting Range 2016 Rifle Stage 2



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming rifle at Starting Flag.

Stage procedure:

At signal, shoot 4 plates and then the stop plate.

Only one (1) stop plate is required. There is no penalty for hitting both stop plates. However, scoring stops when the first stop plate is hit but the timer continues recording time until the last shot fired.

Targets: 4 plates and 1 stop plate

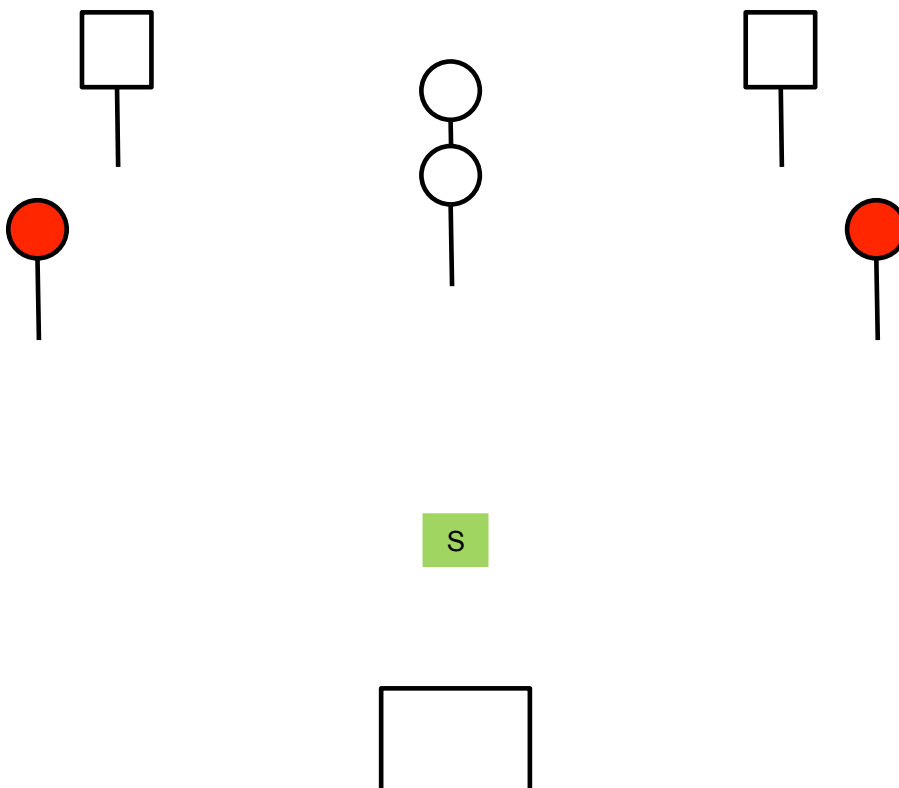
Start Signal: Audible

Start Signal: Last Shot

Scoring: 5 rounds per string, 5 strings
Time + Penalties, 30 sec max each string

Penalties: Missed plate: 2 seconds

Miss Stop Plate: 30 Seconds



Notes: Rifle stage in Cavern Cove Action Bay 3.



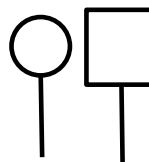
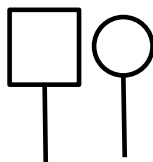
Cavern Cove Shooting Range 2016
Rifle Stage 3



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming rifle at Starting Flag.	
Stage procedure: At signal, shoot 6 plates and then the stop plate.	Targets: 6 plates and 1 stop plate
	Start Signal: Audible
	Start Signal: Last Shot
	Scoring: 7 rounds per string, 5 strings Time + Penalties, 30 sec max each string
	Penalties: Missed plate: 2 seconds Miss Stop Plate: 30 Seconds



Notes: Rifle stage in Cavern Cove Action Bay 4.

NSSF RIMFIRE CHALLENGE

Cavern Cove Shooting Range 2016 Rifle Stage 4



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming rifle at Starting Flag.

Stage procedure:

At signal, shoot 5 plates on only one side of the array, shooter's choice, and then the stop plate. Shooter may NOT switch sides for each string.

Shoot only one side of the array. There is no penalty or bonus for hitting plates on the other side of the array.

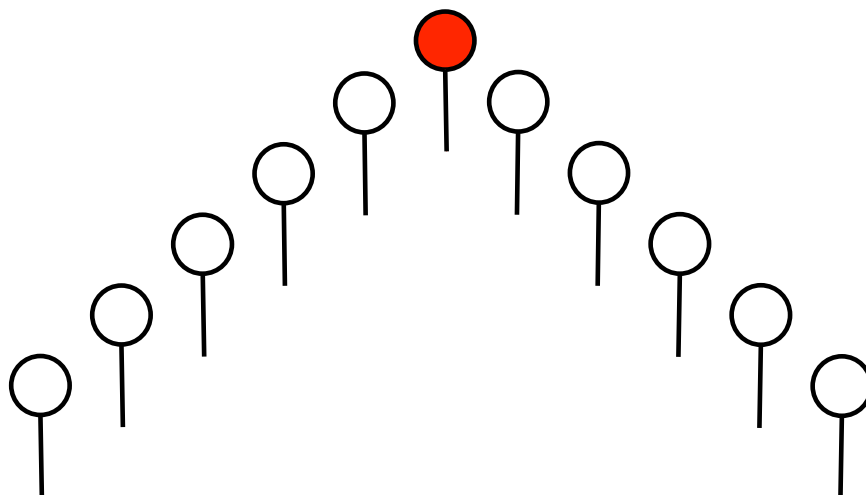
Targets: 5 plates and 1 stop plate

Start Signal: Audible

Start Signal: Last Shot

Scoring: 6 rounds per string, 5 strings
Time + Penalties, 30 sec max each string

Penalties: Missed plate: 2 seconds
Miss Stop Plate: 30 Seconds



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Notes: Rifle stage in Cavern Cove Action Bay 6.



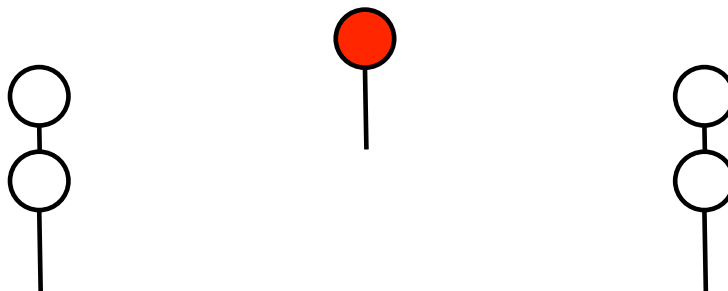
Cavern Cove Shooting Range 2016
Rifle Stage 5



Rules: NSSF Rimfire Challenge Rulebook, current edition.

Course Designer: John Taylor

Start Position: Standing behind Shooting Table, aiming rifle at Starting Flag.	
Stage procedure: At signal, shoot 4 plates and then the stop plate.	Targets: 4 plates and 1 stop plate Start Signal: Audible Start Signal: Last Shot Scoring: 5 rounds per string, 5 strings Time + Penalties, 30 sec max each string Penalties: Missed plate: 2 seconds Miss Stop Plate: 30 Seconds



Notes: Rifle stage in Cavern Cove Action Bay 7.

JOE'S SIDE MATCHES

- Shot on Friday, June 17th, 1:00pm – 5:00pm
- 5 Stages
 - Long Distance Rifle
 - Long Distance Pistol
 - Plate Rack
 - Traveler
 - Texas Star
- Cost to Enter Side Matches \$15 (all 5 stages).
- Sponsored by Mr. Joe Serio
- Trophies will be given for Men, High Lady, and Junior for each stage.



Ruger 10/22 Classic Rifle



TO BE GIVEN AWAY DURING THE AWARDS ON THE 18TH!

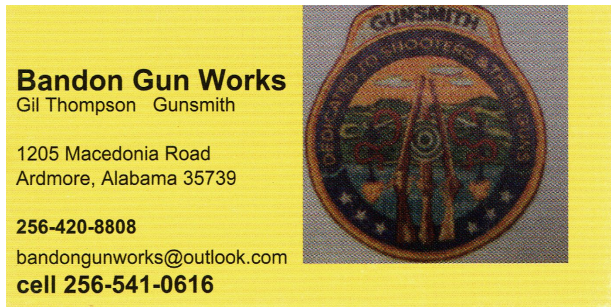
TITLE MATCH SPONSORS



MATCH SPONSORS

Hayden & Hunter Blackwell

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COMPETITION SPONSORS!

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