

Shooters Handbook



ALABAMA STATE
COMPETITION



June 15, 2013

Woodville, Alabama

Welcome to,

Cavern Cove Rimfire

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 6th 9:00am

!!! Safety !!!

The Competitor must at all times:

- Keep the finger outside the trigger guard while clearing a malfunction.
- Keep the finger outside the trigger guard during loading, reloading, or unloading.
- Keep the finger outside the trigger guard while moving during a course of fire.
- Shooter may start with safety off and finger on trigger.

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 90 seconds, 30 seconds for each string.

- A Competitor who causes an unintentional discharge will be stopped by a Safety Officer as soon as possible.
- A round striking the start target results in a stage disqualification.
- A round striking between the shooter and the start target 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 stage 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.

HAVE FUN, BE SAFE

Divisions

- **Mechanical Division**

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

- **Cowboy Division**

Award for 1st and 2nd Place

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

- **Limited Division**

Award for 1st and 2nd 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 and 2nd 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.

- **Special Awards**

- Ladies

Shooting Format

- **Safety Meeting**

- All shooters and spectators must wear eye and ear protection.
- No Gun is to be loaded EXCEPT on the firing line.
- Do Not Break the 170 degree rule.
- Follow all the directions of the Range Office (RO).

- **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 – ALL CHAMBERS CAN BE LOADED – LOADING WILL TAKE PLACE AT THE FIRING LINE ONLY.
- All guns must be pointed down range at all times.
- Cowboy - Stage guns onto the table.
- Semi Auto – you may place your loaded magazines in the table.

● Shooting

- *Rifle and or Pistol in the Described Format.*
- MAKE READY – Load Magazine and chamber a round into the gun. Ready to fire.
- ARE YOU READY – Acknowledge you are ready. (Pointing at the start target)
- STANDBY BY – TIMER BEEP
- SHOOT THE STAGE AS DIRECTED.
- SHOW CLEAR / GROUND GUN– Remove your magazine, eject any rounds, and show the gun clear if all strings have been complete, or ground the gun.
- MAKE READY NEXT STRING – Switch guns and or magazines / Make the gun ready.
- Repeat until stage is complete
- SHOW CLEAR BEFORE LEAVING THE FIRING LINE

● Unloading

- *Must take place under direct supervision at the Firing LINE*
- Show that your gun is clear.
- Show your magazines are clear.
- Chambers are to be open.
- Return your guns to storage.

Score Card

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

Scoring

- Score is total time plus penalties.
- Targets – 5-7
 - Targets can be shot in any order.
 - THE STOP TARGET MUST BE SHOT LAST.
- Maximum score is 30 seconds.
- Target that is missed after striking the stop plate – 2 second penalty
- Shooting the stop target out of order - 30 second penalty
- Stage Disqualification – 90 second penalty
- 2nd Stage Disqualification = Match Disqualification

Awards to be Presented

Men's Champion Shooter

Cowboy
1st 2nd 3rd

Limited
1st 2nd 3rd

Open
1st 2nd 3rd

Senior Cowboy
1st 2nd 3rd

Senior Limited
1st 2nd 3rd

Senior Open
1st 2nd 3rd

Boys Youth 13 -18 Cowboy
1st 2nd 3rd

Boys Youth 13 -18 Limited
1st 2nd 3rd

Boys Youth 13 -18 Open
1st 2nd 3rd

Boys Youth 12 & Under Cowboy
1st 2nd 3rd

Boys Youth 12 & Under Limited
1st 2nd 3rd

Boys Youth 12 & Under Open
1st 2nd 3rd

Mechanical
1st 2nd 3rd

Ladies Champion Shooter

Cowgirl
1st 2nd 3rd

Ladies Limited
1st 2nd 3rd

Ladies Open
1st 2nd 3rd

Senior Cowgirl
1st 2nd 3rd

Senior Ladies Limited
1st 2nd 3rd

Senior Ladies Open
1st 2nd 3rd

Girls Youth 13 -18 Cowboy
1st 2nd 3rd

Girls Youth 13 -18 Limited
1st 2nd 3rd

Girls Youth 13 -18 Open
1st 2nd 3rd

Girls Youth 12 & Under Cowboy
1st 2nd 3rd

Girls Youth 12 & Under Limited
1st 2nd 3rd

Girls Youth 12 & Under Open
1st 2nd 3rd

Ladies Mechanical
1st 2nd 3rd



2013 Alabama State Ruger Rimfire Challenge

Title: Bay 1 – Speed Bump

Rules: Ruger Rimfire Challenge Rulebook, Latest Edition.

Course Designer: Rick Williams

Start Positions: Firearm loaded, on safe, held at low ready, pointing at cone/spot.

Scoring Method: Time + penalties
Unlimited, 11 max in string
No Reloads

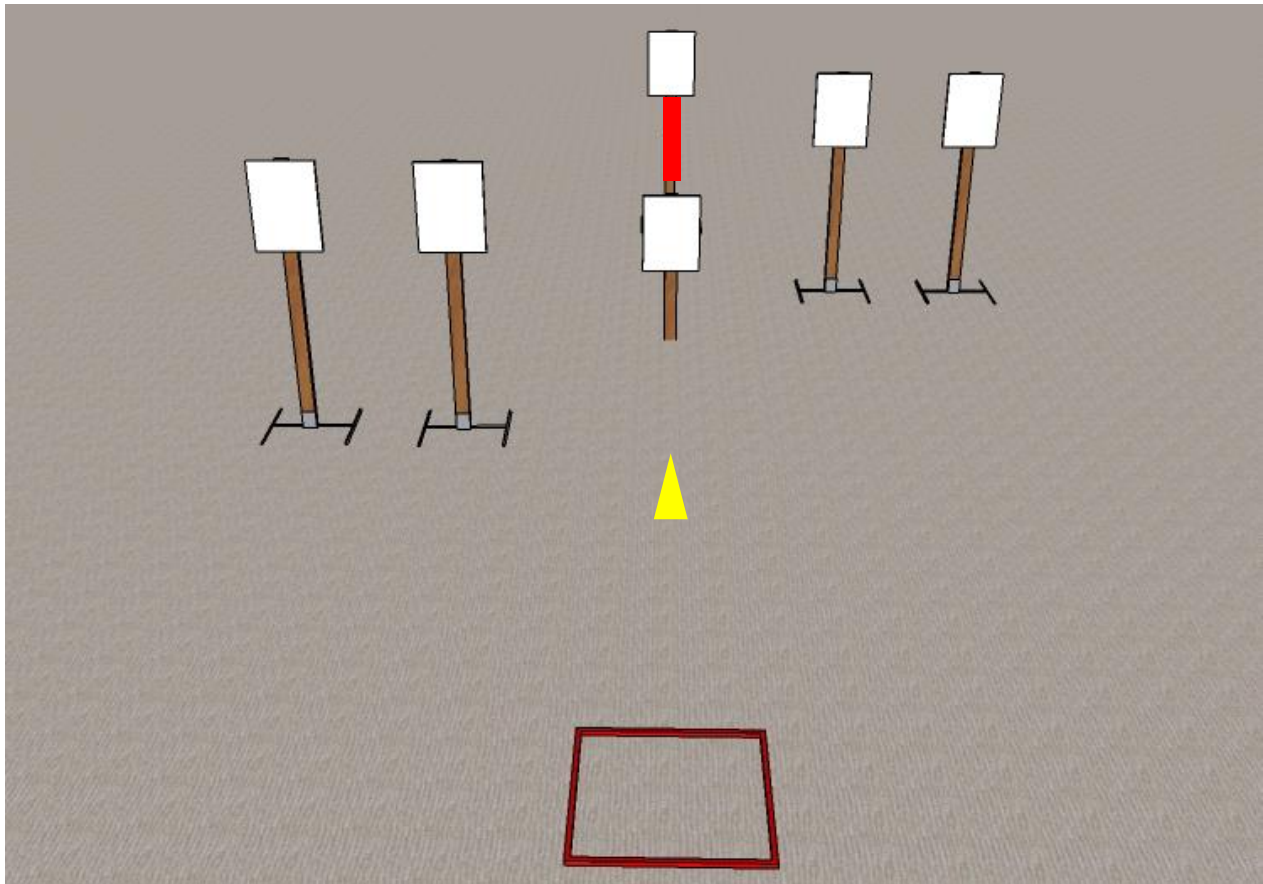
Targets: 6 Steel

Min Rounds: 6 for Pistol and Rifle

Strings: 4, best 3 for score

Penalties: 2 seconds per miss
30 sec missed stop plate
30 max per string

Stage procedure:
Start Signal: Audible
Stop Signal: Last shot fired.
Standing in box.
Upon start signal, engage plates from within the box.
Designated Stop Plate must be engaged last.





2013 Alabama State Ruger Rimfire Challenge

Title: Bay 2 – Your Choice

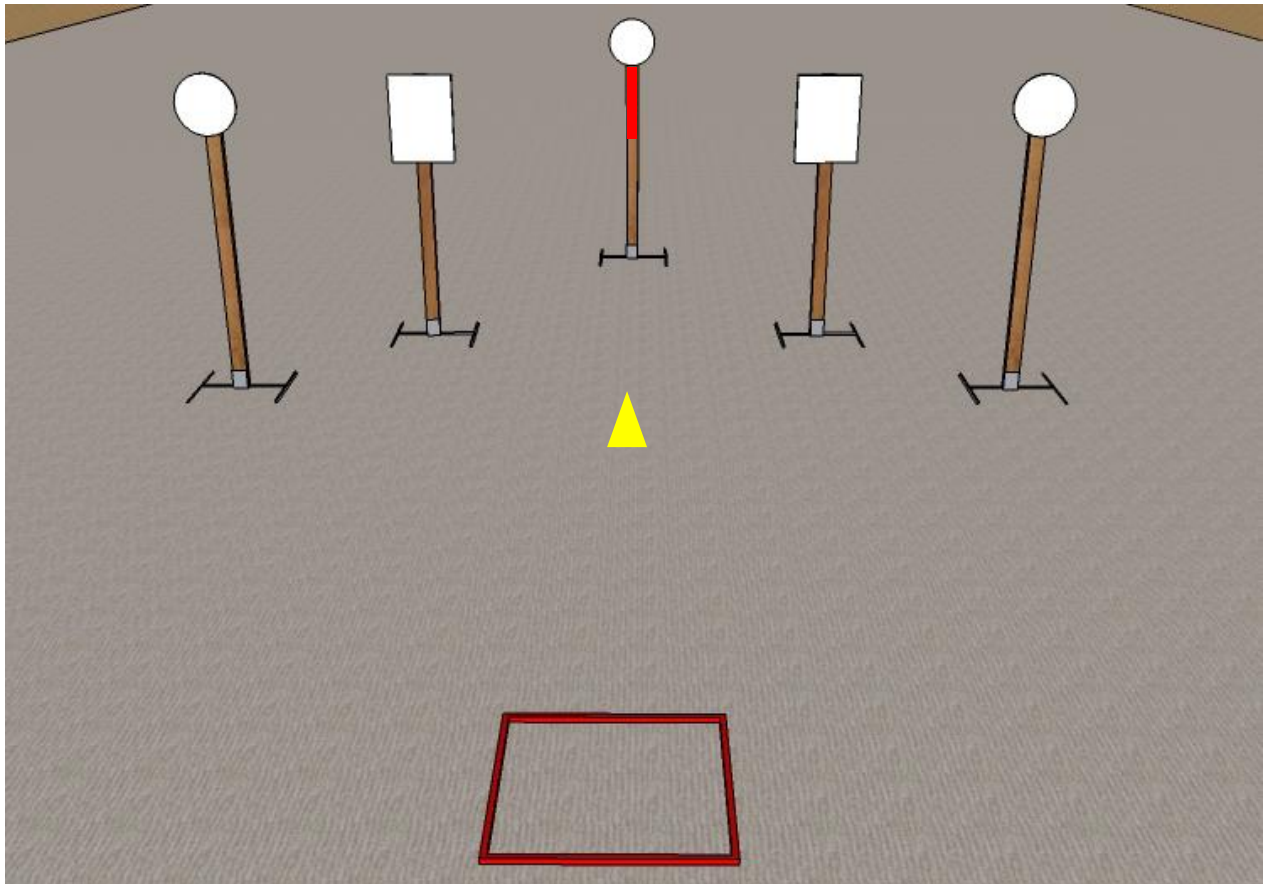
Rules: Ruger Rimfire Challenge Rulebook, Latest Edition.

Course Designer: Rick Williams

Start Positions: Firearm loaded, on safe, held at low ready, pointing at cone/spot.

Scoring Method:	Time + penalties Unlimited, 11 max in string No Reloads
Targets:	5 Steel
Min Rounds:	5 for pistol and rifle
Strings:	4, best 3 for score
Penalties:	2 seconds per miss 30 sec missed stop plate 30 max per string

Stage procedure:
Start Signal: Audible
Stop Signal: Last shot fired.
Standing in box.
Upon start signal, engage plates from within the box.
Designated Stop Plate must be engaged last.





2013 Alabama State Ruger Rimfire Challenge

Title: Bay 3 – Shoot The Birdie

Rules: Ruger Rimfire Challenge Rulebook, Latest Edition.

Course Designer: Rick Williams

Start Positions: Firearm loaded, on safe, held at low ready, pointing at cone/spot.

Scoring Method: Time + penalties
Unlimited, 11 max in string
No Reloads

Targets: 8 Steel

Min Rounds: 7 for pistol and rifle

Strings: 4, best 3 for score

Penalties: 2 seconds per miss
30 sec missed stop plate
30 max per string

Stage procedure:

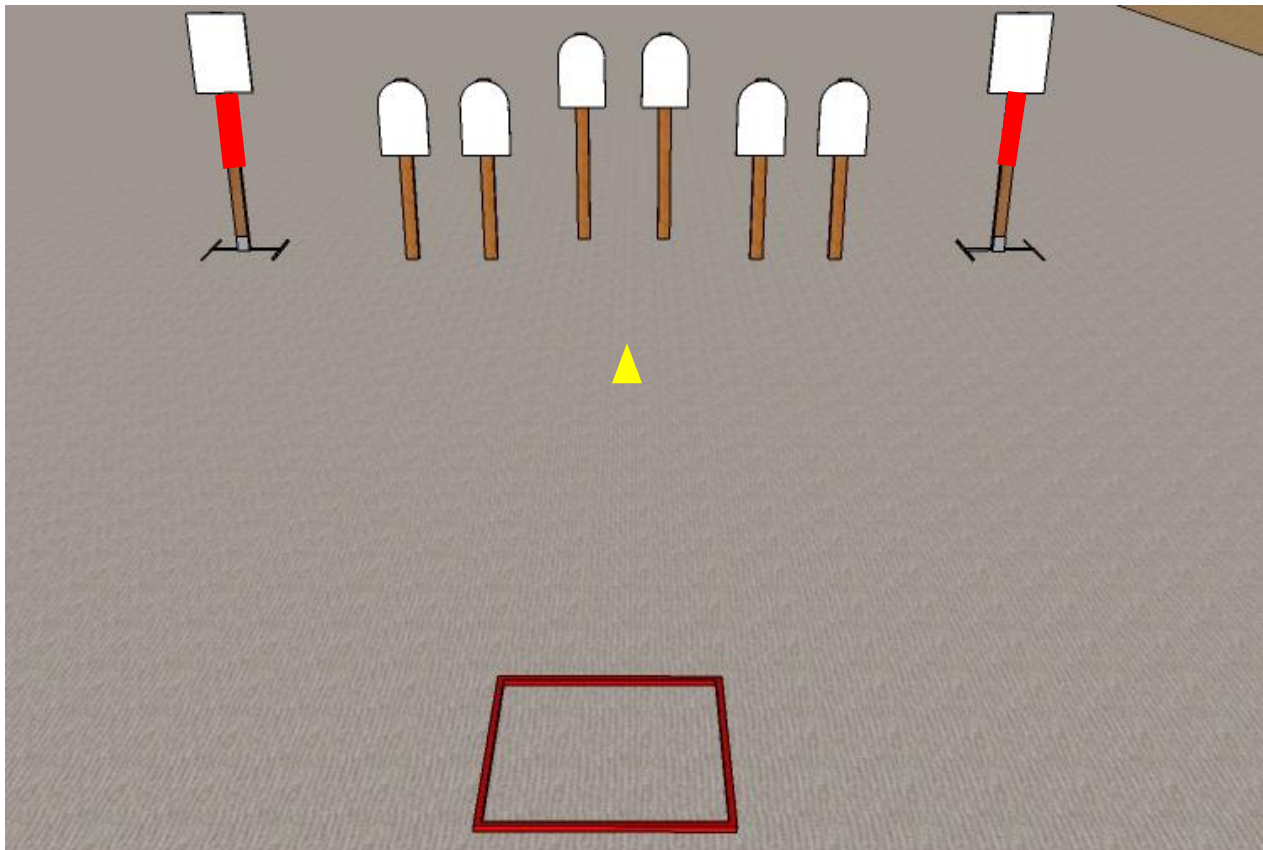
Start Signal: Audible

Stop Signal: Last shot fired.

Standing in box. Shooter declares stop plate to be used prior to beep.

Upon start signal, engage tombstone plates in any order from within box, then the declared stop plate. Only one stop plate needs to be engaged.

Called Stop Plate must be engaged last.





2013 Alabama State Ruger Rimfire Challenge

Title: Bay 4 – Rams and Pans

Rules: Ruger Rimfire Challenge Rulebook, Latest Edition.

Course Designer: Rick Williams

Start Positions: Firearm loaded, on safe, held at low ready, pointing at cone/spot.

Scoring Method: Time + penalties
Unlimited, 11 max in string
No Reloads

Targets: 6 Steel

Min Rounds: 6 for pistol and rifle

Strings: 4, best 3 for score

Penalties: 2 seconds per miss
30 sec missed stop pl
30 max per string

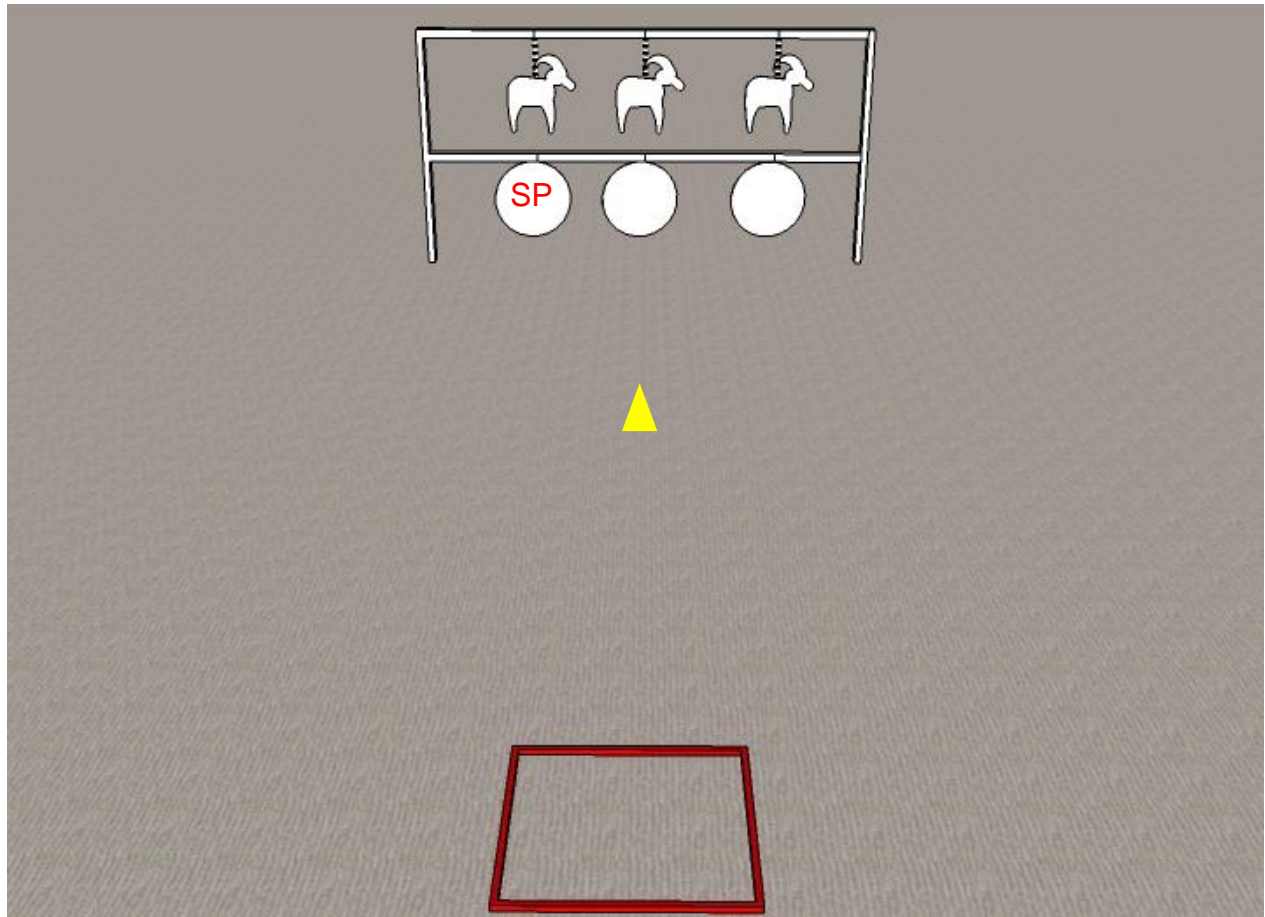
Stage procedure:
Start Signal: Audible

Stop Signal: Last shot fired.

Standing in box.
Upon start signal, engage rams and pans in any order from within the box.

Bottom Left pan is the stop plate.

Designated Stop Plate must be engaged last.



Special Category



Special Category

Shoot From the HIP!!

This can be your primary category or a second category for \$35.00

A trophy will be awarded, a special prize draw just for OUTLAW!

MATCH SPONSOR

Special Match Sponsor

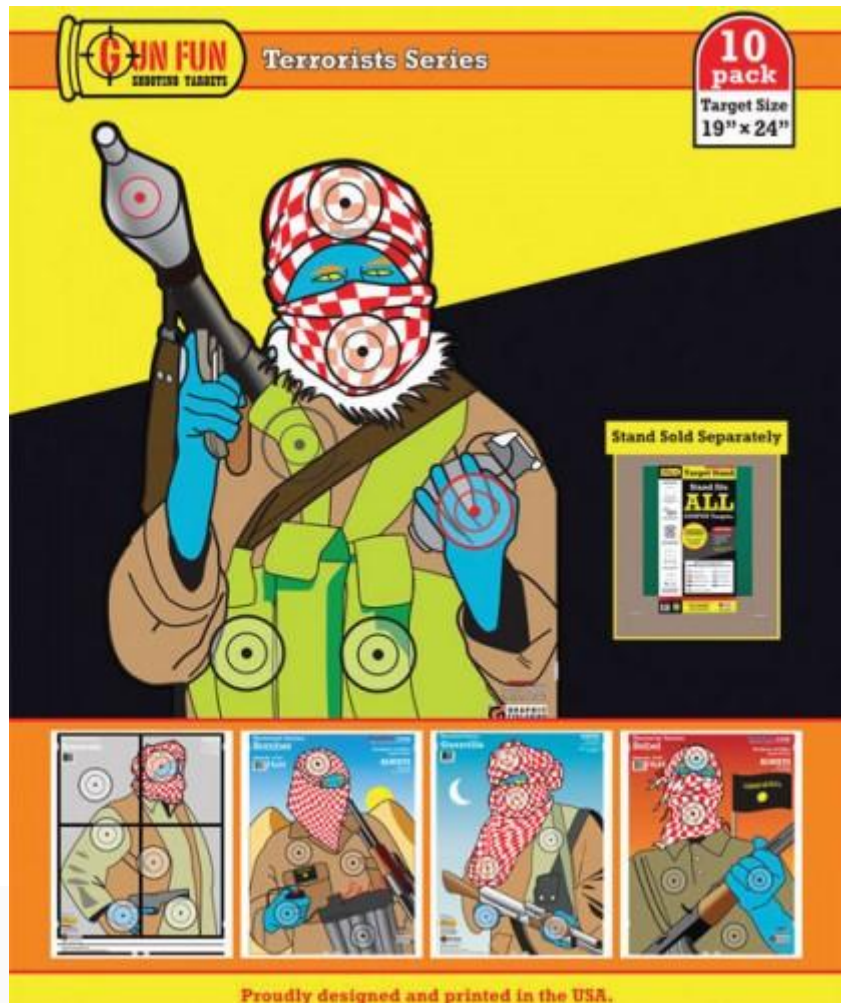
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and eye protection
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Target Size
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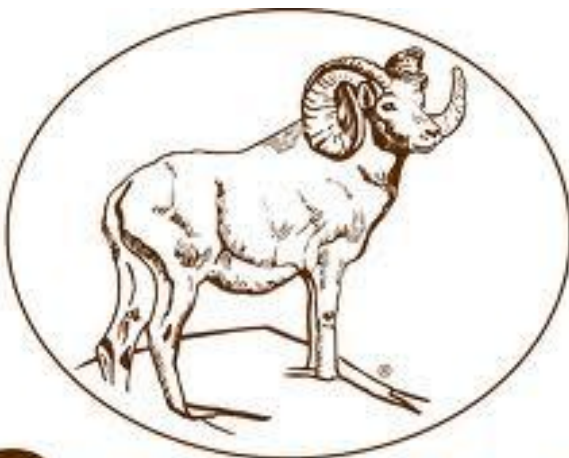
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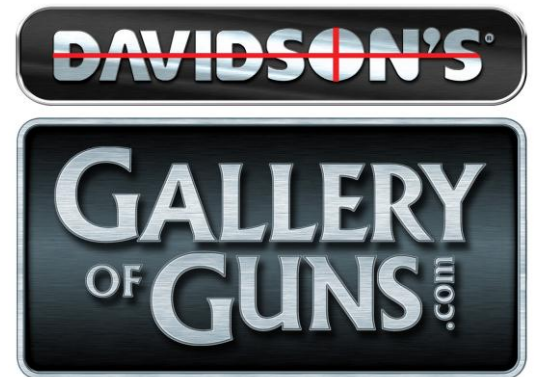




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