



## Rules for Monthly Cavern Cove Rimfire 2-Gun Match

### 1. Preface

- 1.1. At Cavern Cove, all shooters shoot at the pleasure of the Range Owners. All rules and procedures may be changed by the Range Owners at any time without prior notice. All decisions by the Range Owners are final.
- 1.2. Each calendar year, each shooter must sign a Cavern Cove Shooting Range waiver before participating in any monthly shooting event.

### 2. Safety

- 2.1. Safety is the highest priority for all shooters, spectators, and staff at Cavern Cove. Anyone can call a "cease fire" at any time they feel the safety of anyone is at risk.
- 2.2. Shooters and spectators will not be allowed to participate under the influence of any substance that may impair their ability to safely compete or witness the competition.
- 2.3. Unsafe firearm handling will not be tolerated.
- 2.4. All shooters and spectators must wear eye and ear protection while in the shooting area. Spectacles with side shields are highly recommended to prevent shrapnel from entering the eye from the side.
- 2.5. While moving from the Loading Table to the Shooting Table to the Unloading Table, the muzzle of all firearms, whether loaded or unloaded, must not break the 170° line as defined below.
- 2.6. Whether loaded or unloaded, the shooter must not point the firearm at any body part. This is commonly referred to as "sweeping."
- 2.7. All handguns must be transported in bags, boxes, or holsters. Long guns must be transported in cases or muzzle up directly to and from the storage area.
- 2.8. The shooter may not charge any firearm (chamber a round or cock a revolver) until commanded by the Range Office (RO) at the shooting table.
- 2.9. All firearms must be in safe operating condition.
- 2.10. Fanning hammers is not permitted.

### 3. General

- 3.1. Prerequisites
  - 3.1.1. All firearms must be legal in the State of Alabama.
  - 3.1.2. All firearms must be rimfire .22lr caliber.
  - 3.1.3. No full automatic firearms are permitted.



### 3.2. General Stage Procedure

- 3.2.1. A stage requires the use of both a single handgun and a single rifle except for Cowboy Division. Cowboy Division requires two single-action revolvers and a single rifle.
- 3.2.2. For all divisions except the Cowboy Division, at the start tone, the shooter fires all ten (10) rounds from the first firearm as defined by the stage description. The shooter then transitions to the second firearm and fires all ten (10) rounds as defined by the stage description.
- 3.2.3. For the Cowboy Division, the shooter will fire two (2) revolvers with five (5) rounds each for the handgun portion of the stage.
- 3.2.4. A miss is defined as a round that is fired and does not strike the steel portion of a target.
- 3.2.5. Since the stage descriptions account for all loaded rounds to be fired at prescribed targets, missed targets cannot be made up. Upon missing, the shooter is advised to continue in the prescribed order.
- 3.2.6. There is no maximum time for each stage. The time will be recorded as shot.
- 3.2.7. The stage score is the total time to fire all twenty (20) rounds. Misses and penalties will add time to the shooter's stage score. All stage scores will be added together to determine the shooter's match score.
- 3.2.8. If a shooter error (not a safety violation) or malfunction occurs after the start tone but prior the first shot being fired, the shooter will be allowed to safely correct the problem and restart the stage without penalty. However, if a shot is fired, the stage will be scored as shot.

### 4. Classes – As of the date of the match, the classes are:

- 4.1. Youth – Twelve (12) years of age or younger.
- 4.2. Teen – Thirteen (13) through eighteen (18) years of age.
- 4.3. Adult – Nineteen (19) through sixty-one (61) years of age.
- 4.4. Senior – Sixty-two (62) years of age or older.

### 5. Divisions

#### 5.1. Open Division

- 5.1.1. Any rimfire pistol and single-action or double-action rimfire revolver that can be operated safely may be used in the Open Division.
- 5.1.2. Any rimfire rifle that can be operated safely may be used in the Open Division.
- 5.1.3. Iron sights, fiber optic sights, and optics are permitted.
- 5.1.4. Compensators and flash hidiers are allowed.
- 5.1.5. No more than ten (10) rounds may be loaded into any magazine. High capacity magazines may be used but only ten (10) rounds may be loaded.
- 5.1.6. Single-action revolvers may be loaded with only five (5) rounds with the hammer down on the empty chamber. Ten-round revolvers may only be loaded at the Shooting Table under the supervision of the RO.



## 5.2. Limited Division

- 5.2.1. Any semi-automatic rimfire pistol and single-action or double-action rimfire revolver that can be operated safely may be used in the Limited Division.
- 5.2.2. Any rimfire rifle that can be operated safely may be used in the Limited Division.
- 5.2.3. Iron sights and fiber optic sights are permitted. Optics are not permitted.
- 5.2.4. Flash hiders are allowed. Compensators are not permitted.
- 5.2.5. No more than ten (10) rounds may be loaded into any magazine. Large capacity magazines may be used but only ten (10) rounds may be loaded.
- 5.2.6. Single-action revolvers may be loaded with only five (5) rounds with the hammer down on the empty chamber. Ten-round revolvers may only be loaded at the Shooting Table under the supervision of the RO.

## 5.3. Cowboy Division

- 5.3.1. Any six-shot single-action rimfire revolver that can be operated safely may be used in the Cowboy Division.
- 5.3.2. Any lever-action or pump rimfire rifle that can be operated safely may be used in the Cowboy Division.
- 5.3.3. Iron sights are permitted. Fiber optic sights and optics are not permitted.
- 5.3.4. Flash hiders and compensators are not permitted.
- 5.3.5. Revolvers must be loaded with only five (5) rounds with the hammer down on the empty chamber.
- 5.3.6. The rifle may be loaded with only ten (10) rounds.

## 5.4. Mechanical Division

- 5.4.1. Any ten-shot (or more) double-action rimfire revolver that can be operated safely may be used in the Mechanical Division. Ten-round revolvers may only be loaded at the Shooting Table under the supervision of the RO.
- 5.4.2. Any lever-action, bolt-action, or pump rimfire rifle that can be operated safely may be used in the Mechanical Division.
- 5.4.3. Iron sights and fiber optics are permitted. Optics are not permitted.
- 5.4.4. Flash hiders and compensators are not permitted.
- 5.4.5. The revolver may be loaded with ten (10) rounds but it must not be loaded until instructed by the RO to "Make ready." For Mechanical Division only, the revolver must be the first firearm fired or the revolver must be placed on the Shooting Table with the cylinder open while the rifle is fired.
- 5.4.6. The rifle may be loaded with only ten (10) rounds.

## 6. Course of Fire

### 6.1. Loading Table

- 6.1.1. Prior to approaching the Loading Table, each shooter turns in their properly completed scorecard to the Scorekeeper.



- 6.1.2. At the Loading Table, each shooter must demonstrate to the satisfaction of the Loading Table Operator that each firearm is unloaded and the action is closed.
- 6.1.3. Under the supervision of the Loading Table Operator, the shooter may load each firearm to the division capacity. Six-shot single-action revolvers are loaded with only five (5) rounds with the hammer down on the empty chamber. Ten-round revolvers may only be loaded at the Shooting Table under the supervision of the RO. All chambers must remain empty on all firearms.
- 6.1.4. Once all firearms are loaded, the shooter moves to the staging area until called to the Shooting Table by the RO.
- 6.2. Start Position – The shooter is allowed to start with the safety off but the finger must be out of the trigger guard.
- 6.3. Reloads During Course of Fire – During the stage, no reloads are permitted.
- 6.4. Shooting Table
  - 6.4.1. At the RO's instruction, the shooter advances to the Shooting Table while controlling the muzzles in a safe direction.
  - 6.4.2. The RO's commands are:
    - 6.4.2.1. "Make Ready" – This is the command that notifies the shooter that they may handle and chamber a round in the first firearm. The second six-shot revolver and/or the other firearm must remain in the holster or on the table with the chamber empty.
    - 6.4.2.2. "Shooter Ready?" – If the shooter does not respond or responds in the affirmative, the RO will continue with the next command. If the shooter responds in the negative, the shooter will be allowed to get ready and then the RO will repeat the "Shooter Ready?" command.
    - 6.4.2.3. "Standby" – One (1) to three (3) seconds after this command, the RO will press the start button on the timer resulting in an audible start tone.
    - 6.4.2.4. "Stop" – If the shooter violates any safety rule or notices an unsafe event, the RO will 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 stage. If a firearm malfunction is discovered, the stage will stand as fired and scored.
    - 6.4.2.5. "Unload and Show Clear" – After completing the stage, the RO instructs the shooter to unload the firearms. The RO inspects all firearms to ensure the chambers are clear and magazines are removed.
    - 6.4.2.6. "Go to the Unloading Table" – The RO instructs the shooter to proceed to the Unloading Table while controlling the muzzles in a safe direction.
- 6.5. Unloading Table
  - 6.5.1. At the Unloading Table, the shooter demonstrates that all firearms are unloaded to the satisfaction of the Unloading Table Operator.



- 6.5.2. Long guns are to have the actions open or chamber flags inserted when they leave the Unloading Table.
  - 6.5.3. The shooter stores handguns in bags, boxes, and holsters. Long guns are stored in cases or transported muzzle up directly to the storage rack or shooter's cart.
  - 6.6. Replenishing Magazines – Magazines may be loaded at any location at the range except in the Safe Areas.
7. Scoring
- 7.1. Range Officer
    - 7.1.1. The RO operates the timer. It is held in such a way that the RO can observe the timer reading to ensure that shots are being recorded by the timer. Note: Some rifles are so quiet it is necessary to hold the timer just under the rifle receiver.
    - 7.1.2. If, while holding the timer, the RO interferes with the shooter, the RO is to make a mental note of the time and then offer the shooter a reshoot before revealing the time. If the reshoot is accepted, the time, misses, and Procedural Penalties are dismissed and the shooter is granted a reshoot. Safety Violations are not dismissed. If the reshoot is declined, the RO reports the time to the Scorekeeper and the misses and penalties, if any, are recorded as usual.
  - 7.2. Spotters
    - 7.2.1. Prior to the start of shooting, three (3) knowledgeable shooters are identified and signified by a token (red stick, for example).
    - 7.2.2. Spotters watch each shooter to determine misses. The Spotters' judgment is in favor of the shooter as follows:
      - 7.2.2.1. If you KNOW it was a hit, it is a hit.
      - 7.2.2.2. If you THINK it was a hit, it is a hit.
      - 7.2.2.3. If you THINK it was a miss, it is a hit.
      - 7.2.2.4. If you KNOW it was a miss, it is a miss.
    - 7.2.3. After the shooter has completed the stage, each spotter independently reports the number of misses observed for the shots fired by holding up fingers to indicate the number of misses. The count must not include misses due to rounds not fired. The spotters must not confer with one another before indicating the number of misses.
    - 7.2.4. If the Spotter observes a procedural error, the Spotter reports it to the RO and Scorekeeper. Note: Procedural errors are shooting the plates out of the proper order as dictated by the stage brief.
  - 7.3. If the shooter does not fire all of the required rounds for the stage, the RO reports the number of shots not fired to the Scorekeeper.
  - 7.4. The Scorekeeper averages (to the nearest whole number) the number of misses reported by the spotters and adds the number of shots not fired as reported by the RO and enters the value as the number of misses for the stage on the scoring device and scorecard.
  - 7.5. Each miss adds two (2) seconds to the shooter's time.



## 8. Penalties

8.1. Procedural Penalties – A procedural penalty adds ten (10) seconds to the shooter’s time.

8.1.1. Target Order/Round Count Penalty – If the shooter does not follow the prescribed procedure for target order and round count, a procedural penalty will be assessed. Only one (1) Target Order/Round Count Penalty may be assessed per stage.

8.1.2. Jumping the Start Penalty – A procedural penalty will be assessed if the shooter fires a round prior to the start tone. Also, the RO will stop the shooter, allow the shooter to safely reload, and then restart the stage. If a round is not fired before the RO can stop the shooter, no penalty is assessed, the shooter is cautioned, and the RO commands are resumed at “Shooter ready?” A Jumping the Start Penalty may be assessed for each infraction.

8.2. Minor Safety Violation Penalty – As described below, minor safety violation penalties add ten (10) seconds to the shooter’s time. Multiple minor safety violation penalties may be assessed per stage.

8.2.1. Loading Too Many Rounds Penalty – A penalty is assessed if a firearm is loaded with too many rounds, e.g. shooting more than 10 rounds per firearm or ejecting a round after 10 rounds have been fired from a firearm.

8.2.2. Semi-Automatic Pistols Holstered Penalty – After shooting a stage, the shooter may not holster a semi-automatic pistol until it is inspected by the RO to determine that the firearm is unloaded. If holstered prematurely, a penalty is assessed.

8.2.3. Retrieving Dropped Ammo or Magazines Penalty – The shooter may not pick up dropped ammo or magazines until directed by the RO.

8.2.4. Finger on Trigger While Clearing a Jam Penalty – A Minor Safety Violation Penalty will be assessed if the shooter keeps their finger on the trigger while clearing a jam or other malfunction.

## 9. Disqualifications

9.1. Stage Disqualifications – As described below, Stage DQs add thirty (30) seconds to the recorded stage time, including misses and other penalties. Two (2) Stage DQs earn a Match DQ.

9.1.1. Improper Loading of Revolvers – A Stage DQ is assessed for loading a revolver with the hammer down on a loaded chamber.

9.1.2. Unsafe Firearm Handling – Chambering a round before the RO command to “Make Ready.”

9.1.3. Spirit of the Game – A Stage DQ will be assessed for violating the integrity of the game by intentionally disregarding the stage description to gain a competitive advantage.

9.1.4. Abandoning an Unsafe Firearm Penalty – A firearm is considered unsafe if a round is in the chamber (or hammer is down on loaded chamber), the safety is not engaged, and the shooter lays the firearm on the table, even if the shooter remains at the table. The



shooter must maintain contact with the firearm if the chamber is loaded and the safety is off.

9.2. Match Disqualifications – As described below, Match DQs requires the shooter to safely unload and store all firearms. At the discretion of the Range Owners and the Match Director, the disqualified shooter is welcome to remain at the range and participate as RO, Scorekeeper, Spotter, Table Operator, or spectator.

9.2.1. Breaking the 170° – Pointing the muzzle of firearm during the course of fire, loaded or unloaded, behind the 170° line.

9.2.2. Sweeping – Pointing a firearm, loaded or unloaded, at a body part.

9.2.3. Shooting Under the Influence – The shooter may not participate under the influence of substances that impair the shooter to perform safely.

9.2.4. Belligerent and Unsportsmanlike Conduct will not be tolerated.

9.2.5. Dropped Loaded Firearm – A Match DQ will be assessed if a shooter drops a loaded firearm. An RO must retrieve a dropped firearm.

9.2.6. Dropped Unloaded Firearm – A Match DQ will be assessed if a shooter retrieves a dropped firearm, even if it is unloaded. Retrieving the firearm is considered unsafe firearm handling. If an unloaded firearm is dropped, an RO must be summoned to retrieve the firearm to avoid a penalty. This pertains to all areas of the shooting and storage areas.

9.2.7. Accidental Discharge – A Match DQ will be assessed if a round is accidentally fired.

## 10. Glossary

10.1. 170° Line – An imaginary line that is 10° inside (as viewed from the target side) of the vertical plane at the firing line; it projects in all directions – left, right, up, and down; the line defines the limit of muzzle movement of any firearm

10.2. Abandoned Firearm – Firearm with chamber loaded, safety not engaged, and not being held in hand

10.3. Accidental Discharge – A round fired that obviously is not intended as a part of the normal stage

10.4. Double-action – pulling the trigger causes the hammer to rise (first action) and then fall (second action) igniting the round

10.5. DQ – Disqualification

10.6. Fanning Hammers – Using the palm of the hand to repeatedly pull the hammer back in a rapid manner

10.7. RO – Range Officer

10.8. Single-action – for a revolver, the shooter is required to cock the hammer; then pulling the trigger causes the hammer to fall (single action) igniting the round

10.9. Sweeping – Pointing a firearm, loaded or unloaded, at a body part



11. Good Practices – The following items are not rules but are established “good practices” that should be followed by match competitors and staff:
  - 11.1. After the last shot is fired by the competitor, the RO should view the timer and make a mental note of the time, then move the timer away from the shooter’s immediate work area so that the timer will not pick up the sounds of the firearm actions being cycled during the clearing process.
  - 11.2. The RO reports the time to the Scorekeeper to include an indicator for the decimal point. For example, if the time is 9.58 seconds, the RO says, “nine point five, eight.” The Scorekeeper repeats the time to ensure correct communications.
  - 11.3. It is recommended that chamber flags be used where applicable as an added measure of safety.





12. Penalty Checklist

Penalty	Type	Value
	M – Miss P – Procedural MSV – Minor Safety Violation SDQ – Stage Disqualification MDQ – Match Disqualification	(seconds)
Miss	M	2
Target Order/Round Count Penalty	P	10
Jumping the Start Penalty	P	10
Loading Too Many Rounds Penalty	MSV	10
Semi-Automatic Pistols Holstered Penalty	MSV	10
Retrieving Dropped Ammo or Magazines Penalty	MSV	10
Finger on Trigger While Clearing a Jam Penalty	MSV	10
Improper Loading of Revolvers	SDQ	30
Improper Firearm Handling	SDQ	30
Spirit of the Game	SDQ	30
Abandoning an Unsafe Firearm	SDQ	30
Breaking the 170°	MDQ	∞
Sweeping	MDQ	∞
Shooting Under the Influence	MDQ	∞
Belligerent and Unsportsmanlike Conduct	MDQ	∞
Dropped Loaded Firearm	MDQ	∞
Retrieving Dropped Unloaded Firearm	MDQ	∞
Accidental Discharge	MDQ	∞