

Shooters Handbook

ALABAMA STATE
COMPETITION



July 16th, 2011

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 – AUGUST 7th 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; and
- 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 "180" 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

- **Cowboy Division**

Award for 1st and 2nd Place

- 2 Single Action Revolvers.
- 1 Lever or Pump Action Rifled.
- 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 Sights Only.
- 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
- One Gun
- Youth

Shooting Format

- **Safety Meeting**

- *All shooters and spectators must wear eye and ear protection.*
- No Gun to be loaded EXCEPT on the firing line.
- Do Not Break the 180 degree rule.
- Follow all the directions of the Range Office (RO).

- **Loading**

- *Must take place under supervision at the Loading Table*
- You MUST Show that your gun is clear.
- Count your rounds (10 Rifle, 10 Each Pistol and or Magazine).
 - COWBOY – MAXIMUM 5 ROUNDS IN REVOLVER
- No round is to be under hammer, chambers are to be empty.
- All guns must be pointed down range at all times.
- Cowboy - Load guns at the loading table. Place guns back into your holster or lay it on the table. At no time is a round to be under hammer (pistol) or chambered (rifle).
- Semi Auto – load magazines. Do not insert the loaded magazine. You will bring your magazines with your gun to the shooting 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.
- STANDY BY – TIMER BEEP
- SHOW CLEAR
- LOAD NEXT STRING – Switch guns and or magazines.
- or
- GO TO THE UNLOADING TABLE

- **Unloading**

- *Must take place under direct supervision at the Unloading Table*
- 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 3 lowest scores.

Scoring

- Score is total time plus penalties.
- Targets – 5
 - Targets can be shot in any order.
 - THE ORANGE STOP TARGET MUST BE SHOT LAST.
- Maximum score is 30 seconds.
- Target that is engaged and missed – 5 second penalty
- Shooting the stop target out of order - 30 second penalty (if another target is engaged and the shooter misses the intended target, but hits the Stop Target, this is a miss – 5 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

Boys One Gun
1st

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

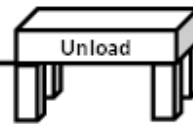
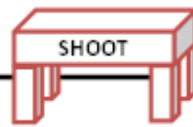
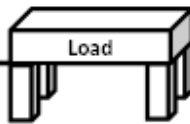
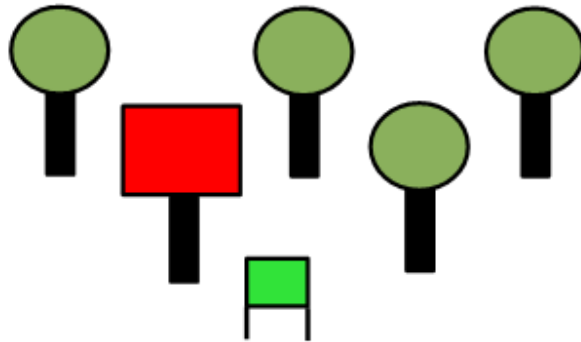
Girls Youth 12 & Under Limited
1st 2nd 3rd

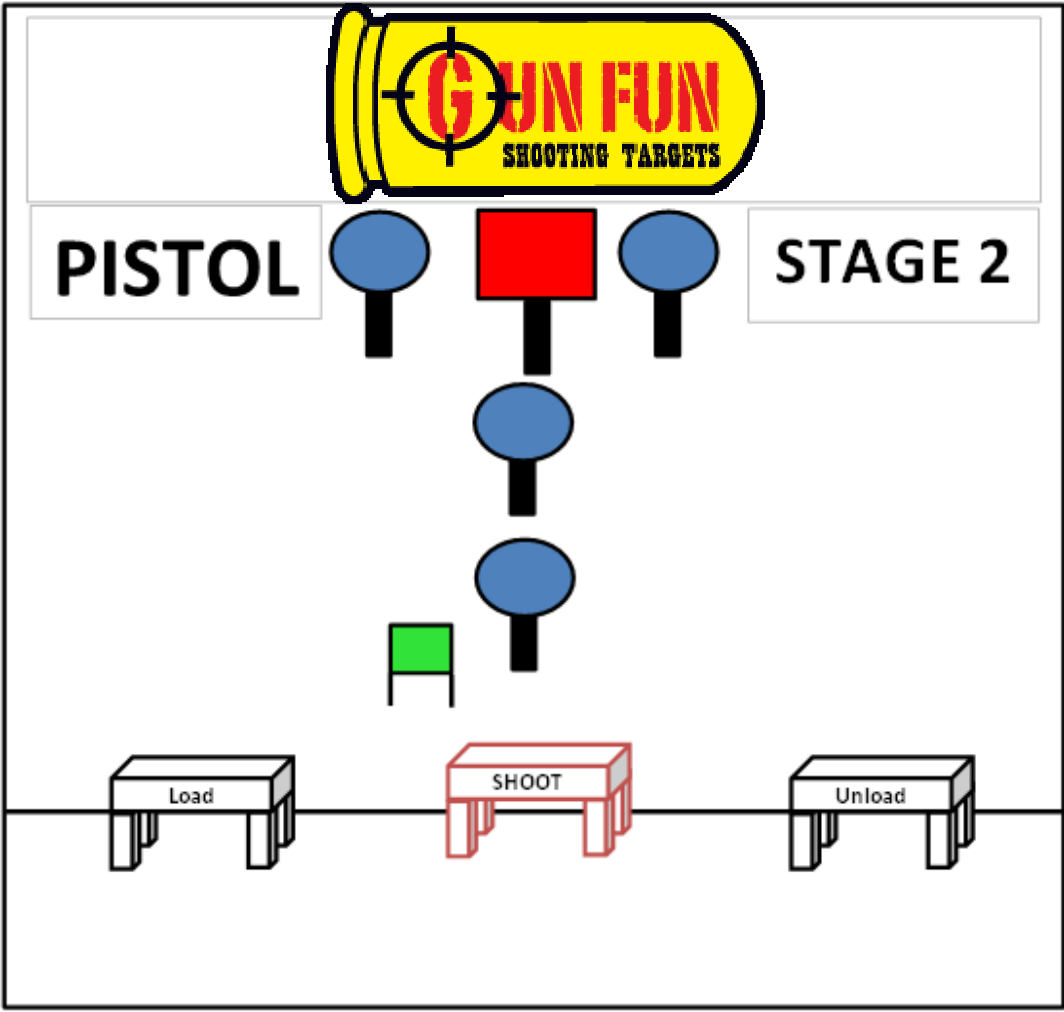
Girls Youth 12 & Under Open
1st 2nd 3rd



PISTOL

STAGE 1

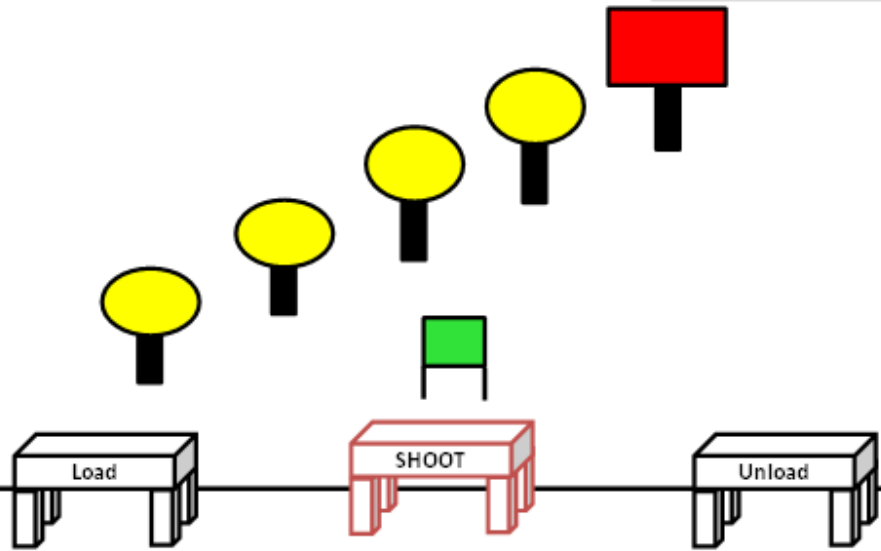






PISTOL

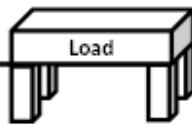
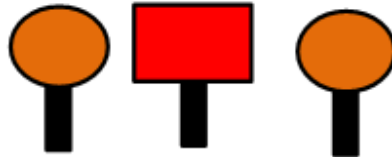
STAGE 3



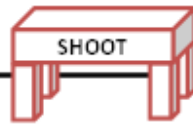


PISTOL

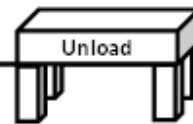
STAGE 4



Load



SHOOT

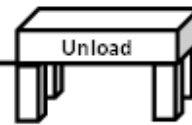
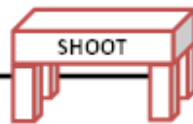
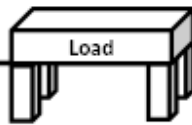
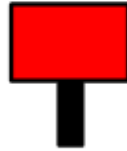


Unload



PISTOL

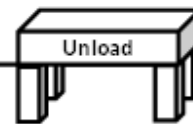
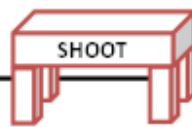
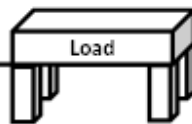
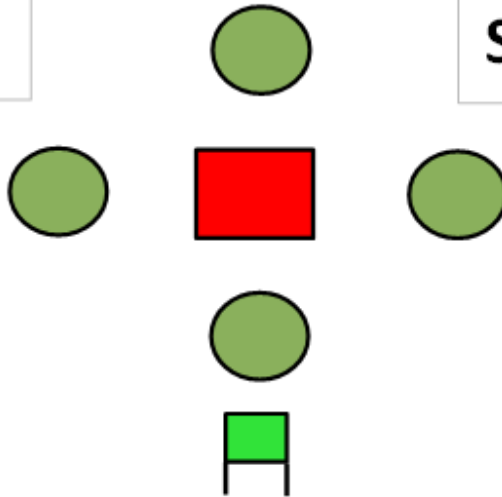
STAGE 5





RIFLE

STAGE 1



Load

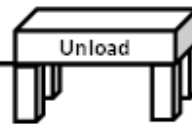
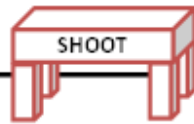
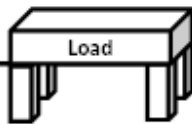
SHOOT

Unload



RIFLE

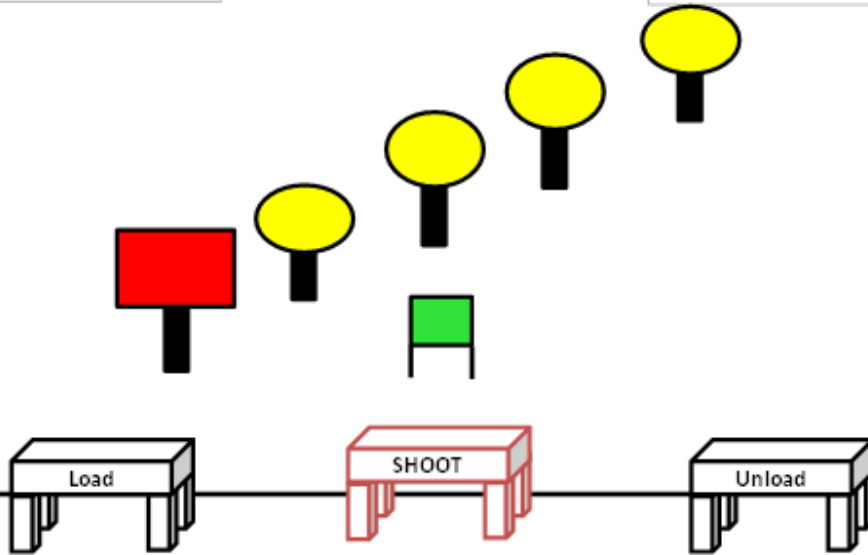
STAGE 2





RIFLE

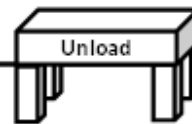
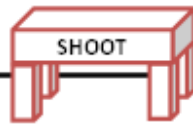
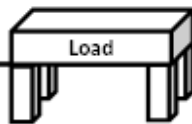
STAGE 3





RIFLE

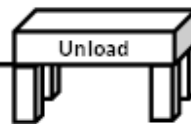
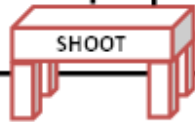
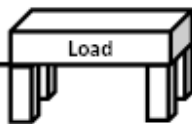
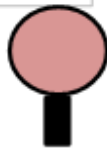
STAGE 4



LARRY'S

RIFLE

STAGE 5



Sponsors!



SUREFIRE



Cowboy's Again Gunsmithing

44 Circle 1

Shelby, AL 35143

205-670-9090



PeoplesState
BankOfCommerce



www.caverncoverimfire.com



Next Monthly RIMFIRE SHOOT – AUGUST 7th 9:00am



Visit us on facebook – Cavern Cove Rimfire