



Revised 10/2010



**RUGER® RIMFIRE SHOOTING COMPETITIONS**

## **Guidelines for Ruger Rimfire Competition**

First and foremost, Ruger Rimfire events are to be safe and fun. They are designed to promote the fun of shooting for all members of the family in a safe, wholesome environment.

All Ruger Rimfire competitions must include both handgun and rifle stages. Competition is open to all safe and responsible individuals who can legally own or handle a firearm in the jurisdiction of the competition.

Competitors may compete in more than one class if event organizers allow, and only if it can be accomplished in a safe and timely manner. Competitors must compete with a handgun and a rifle in order to qualify for prizes.

Targets used for Ruger Rimfire events should be easy to purchase or build.

All stages in Ruger Rimfire events should be designed with safety in mind. Courses of fire should not be “mind games” or designed to trick competitors into making mistakes or being unsafe. All actions on the range, from prop construction and target placement to competitor movement must be carefully designed and considered with safety in mind.

### **Divisions:**

**OPEN:** Any firearm (pistol or revolver in handgun class) with scopes, optical sights, light gathering scopes, battery powered optics, lasers, compensator or muzzle brake.

**LIMITED:** Guns with iron sights. Adjustable sights, fiber optics are allowed but no electronic sights.

**Special Recognition Classes** are competing for Trophies only. There must be five competitors in a special recognition class to award

*Top Woman*

*Top Junior* (under age 18)

*Top Senior* (over 62)

*Cowboy/Cowgirl:* Single action revolvers and period lever or pump action rifles with iron sights. All competitors in COWBOY/COWGIRLCLASS must wear a cowboy hat in competition.

*Manually Operated:* Rifle must be manually operated...bolt action, lever action, slide or pump action and iron sights. Handgun would be double-action Revolver.

**Safety:** Always follow the basic rules of firearm safety:

1. Learn the mechanical and handling characteristics of the firearm you are using.
2. Always keep the muzzle pointed in a safe direction, and keep your finger off the trigger, until you are ready to shoot.
3. Firearms should be unloaded and securely stored when not in use.
4. Be sure the barrel is clear of obstructions before using.
5. Be sure of your target before you shoot.



**RUGER® RIMFIRE SHOOTING COMPETITIONS**

6. Wear shooting glasses and ear protection when you shoot.
7. Never climb a tree or fence, or do anything awkward with a loaded firearm.
8. Don't shoot at a hard surface or at water.
9. Never transport a loaded firearm.
10. Avoid alcoholic beverages or drugs when shooting or handling a gun.

**ALL COMPETITORS, RANGE WORKERS AND SPECTATORS ARE REQUIRED TO USE EYE AND EAR PROTECTION.**

No suppressed or full auto firearms are allowed.

Competitors are responsible to ensure that all and any equipment that they bring to the match is fully in compliance with all laws in the jurisdiction where the match is being held. Competitors are solely and personally responsible for the safety of any and all equipment and ammunition they bring to the match.

**Cowboy/Cowgirl** class competitors must have two single action revolvers loaded with five (5) rounds in each per string and a rifle capable of holding 10 rounds. The competitor's second revolver shall be placed on a table in front of him or her.

All magazines will be loaded with 10 rounds maximum. Reloads during a string of fire are allowed. Competitors may start with a round in the chamber.

Tubular fed magazines may load to maximum.

**OPEN** and **LIMITED** Pistol and Rifle shooters must have at least two magazines for each gun. Five magazines are suggested.

### **Personnel:**

A Match Director must be established prior to the start of the match. The Match Director will be the final decision maker to settle all controversies after consultation with involved parties (Safety Officer and Competitor). The Match Director will also determine qualification of all Safety Officers. It is suggested that all Safety Officers be recognized by one of the many national organizations sanctioning Safety/Range Officers.

### **Course Guidelines:**

All courses of fire should be designed to be shot with one ten-round magazine and not necessitate a reload. In the event a Competitor lays down one firearm and picks up another to complete a course of fire, the round count must be designed to ensure the first firearm is shot to empty. A firearm loaded and laid down for use during a course of fire must have the safety engaged (if applicable).

### **Course Design:**

Matches must be designed, constructed and conducted with due consideration to safety.

Shooting boxes may be used.

Course of fire may specify where or when specific target arrays may be engaged.



**RUGER® RIMFIRE SHOOTING COMPETITIONS**

A course of fire may dictate a shooting position or stance.

A handgun course of fire may specify shooting with either strong hand or weak hand.

**Safe Angles of Fire** - Courses of fire must always be constructed with safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochet.

**Minimum Distances** - Whenever metal targets or target frames are used, a minimum distance of 20 feet must be maintained.

**Target Locations** - When a course is constructed to include target locations other than immediately downrange, organizers must protect or restrict surrounding areas to which competitors, officials or spectators have access.

Competitors must not be forced to act in any manner, which might cause an unsafe action. Targets must be arranged so that shooting at them will not cause competitors to breach safe angles of fire.

Movement during a course of fire is to be minimized, if used at all. Part of the purpose of Ruger Rimfire events is to attract and encourage beginning shooters. Do not intimidate them with overly complicated courses of fire.

Posted Course of Fire at each stage is mandatory for all Ruger Rimfire matches. A match book is not.

Information posted at the stage takes precedence over all other stage descriptions unless otherwise noted by the Match Director or Safety Officer.

**A Stage Description** must provide the following minimum information:

- Scoring Method
- Targets (type & number)
- Minimum number of rounds
- The firearms ready condition
- Start position
- Time starts: audible or visual signal
- Procedure

Targets should be repainted after each shooter.

Any competitor that experiences a course malfunction or a range problem during or a course of fire will be allowed to re-shoot once the problem is solved.

Not reshooting a course of fire when directed to by the Safety Officer will result in a no score for that stage.

Safety Officers are encouraged to assist the Competitor. Safety Officers may tell a competitor a gun is not loaded or let them restart if it wasn't loaded.

### **Handling of Firearms and Ammunition:**

Firearms are only to be handled when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a Safety Officer.

There will be no loaded firearms on the range other than those loaded at the direction of a Safety



**RUGER® RIMFIRE SHOOTING COMPETITIONS**

Officer in order to complete a course of fire.

Firearm will be loaded and unloaded only on the line under direction of a Safety Officer.

Safety areas must be provided where Competitors can clean and check firearms if they are using personal firearms.

No ammunition, or magazine containing ammunition, is to be handled in a safety area. The word "handling" does not preclude Competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the Competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.

Handling live ammunition, loaded magazines or loaded speed loading devices in a Safety Area, will result in a match disqualification.

### **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 of and finger off trigger.

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

A Competitor who causes an unintentional discharge must be stopped by a Safety Officer as soon as possible. A round striking within 9 feet of shooter or range officer 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 must 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 handgun will receive a match disqualification. Dropping a loaded gun 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 handgun will receive a match disqualification. Dropping a loaded gun will result in a stage disqualification.



**RUGER® RIMFIRE SHOOTING COMPETITIONS**

Allowing the muzzle of a handgun to point at any part of the Competitor's body during a course of fire (i.e. sweeping) will result in a stage warning. Two warnings on a single stage will result in a stage disqualification.

Two stage disqualifications will result in a match disqualification.

All malfunctions are to be cleared while under supervision of a Safety Officer. No gun is to leave the range until made safe to the satisfaction of the Safety Officer.

Firearms are to be bagged when course of fire is completed and Safety Officer has certified firearm is unloaded and safe.

### **Range Commands:**

"Make ready"

"Are you ready?"

"Standby"

Shooter will begin with audible from timer.

"Load for next string" (if needed)

"If finished unload and show clear"

"Gun clear"

"Bag your gun"

"Range is clear"

### **Shooting Position:**

A Competitor is permitted to take a sight picture with an unloaded firearm once given the command to "make ready".

Handgun Competitor will start with handgun in hand(s), elbows at side with arms and gun barrel parallel with ground. Alternate start position may be by aiming at a designated object (orange cone) down range.

Rifle Competitor will start with stock of rifle touching hip with rifle barrel parallel with ground. Alternate start position may be by aiming at a designated object (orange cone) down range.

Safety Officer will indicate start position if course of fire mandates something other than standard position. Finger will be off the trigger as shooter awaits start signal.

In a weak hand/strong hand stage, a Competitor who has physical use of only one hand may use the same hand for both weak and strong without penalty.



**RUGER® RIMFIRE SHOOTING COMPETITIONS**

## HANDGUN

<b>STAGE 1</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 2</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 3</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

## RIFLE

<b>STAGE 1</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 2</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 3</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

Name \_\_\_\_\_ open      limited



**RUGER® RIMFIRE SHOOTING COMPETITIONS**



## HANDGUN

<b>STAGE 4</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

<b>STAGE 5</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

<b>STAGE 6</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

## RIFLE

<b>STAGE 4</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

<b>STAGE 5</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

<b>STAGE 6</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

Email \_\_\_\_\_



**RUGER® RIMFIRE SHOOTING COMPETITIONS**



## **Scoring:**

Score is total time plus penalties. If a course of fire contains targets that will reduce the overall score, they should be computed after all other scoring is completed.

## **Competitor Conduct:**

Competitors will be disqualified from a match for conduct which a Safety Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Match Director must be notified of any such conduct as soon as possible.

Other persons (non-competitor) may be expelled from the range for conduct which a Safety Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a Competitor's attempt thereof, and any other behavior impacting the safe management of the match.

All persons are required to be in complete control both mentally and physically during matches. Safe performance by Competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person who, in the opinion of the Match Director, is visibly under the influence of any substance and not able to function safely will be disqualified from the match and may be required to leave the range.

All disputes are to be settled by the Safety Officer on the range where the issue has become evident before the squad moves on. If necessary, the Match Director may be consulted. The decision is immediate and final.

The Match Director must designate a specific supply of ammunition and one or more handguns to be used as official calibration tools by officials authorized by him to serve as Calibration Officers.

Competitors may handle unloaded vendors' firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.

## **Prize Distribution:**

All prize distribution for State Matches shall be done by random drawing.

Prize distribution for the Championship Match shall be "order of finish" in both Limited and Open with a prize table for each division.

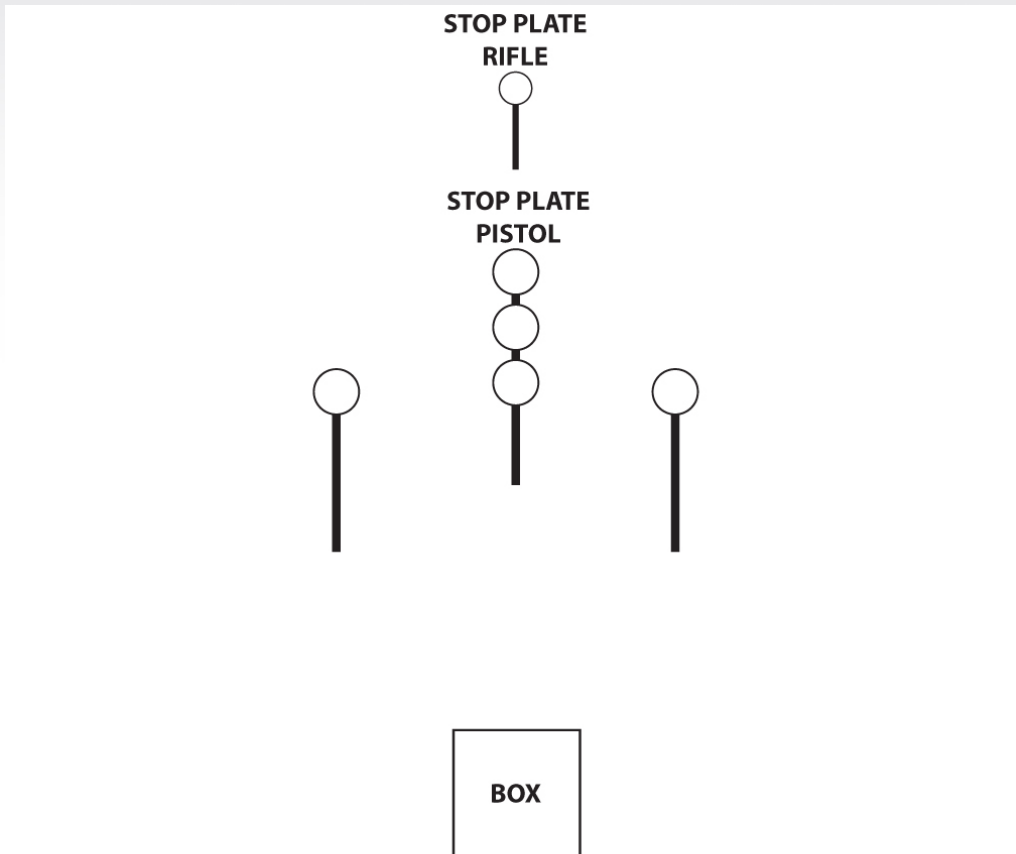
## **Stages and Scoring:**

The stages are just guidelines. You may become creative. Visit <http://www.handgunsports.com/AMERICAN-SP.HTM> for more ideas on how to build stages.

Dan Hall has written a scoring program that is quite easy to use. Thanks Dan.  
<http://www.cawheelburners.com/matchTools/SteelScorIt.xls>



**RUGER® RIMFIRE SHOOTING COMPETITIONS**



<b>Targets...</b> 5 plates for pistol (5 hits per string) 6 plates for rifle (6 hits per string)	<b>Start Position...</b> Low ready, elbows touching ribs of shooter.
<b>Scoring...</b> Shots unlimited, 5 strings each gun	<b>Start Signal...</b> Audible
<b>Scored Rounds...</b> 5 for pistol 6 for rifle	<b>Stop Signal...</b> Last shot fired
	<b>Scored...</b> Time + penalties

**Procedure...** Shooter standing in Box.

**At Signal...**

Shooter engages plates in any order.  
 The designated Stop Plate must be engaged last.

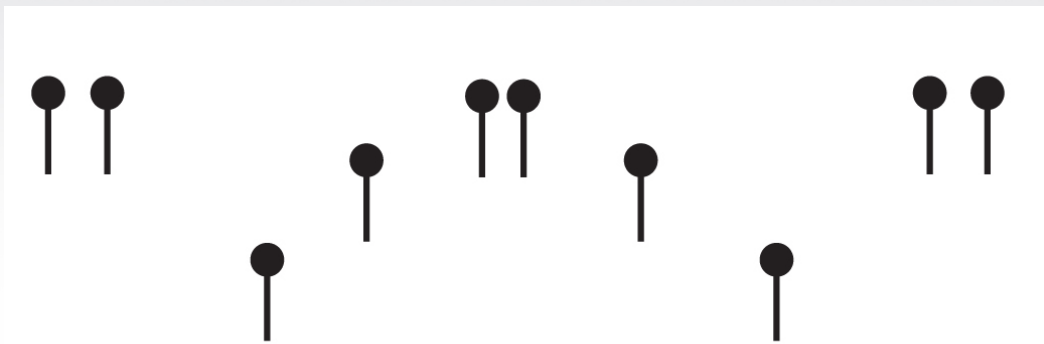
**Penalties...**

5 Seconds each missed plate  
 30 Seconds missed Stop Plate  
 A maximum of 30 seconds for each string

**QUICKY**



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<p><b>Targets...</b> 10 clay targets.</p> <p><b>Scoring...</b>Shots limited</p> <p><b>Scored Rounds...</b> 10 for rifle ONLY</p>	<p><b>Start Position...</b>Seated in chair.</p> <p><b>Start Signal...</b>Audible</p> <p><b>Stop Signal...</b> Last shot fired</p> <p><b>Scored...</b>Time + penalties</p>
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**Procedure...** Shooter seated in chair.

**At Signal...**

Shooter will engage the clay targets in any order while seated.

**ONLY ONE STRING.**

**Penalties...**

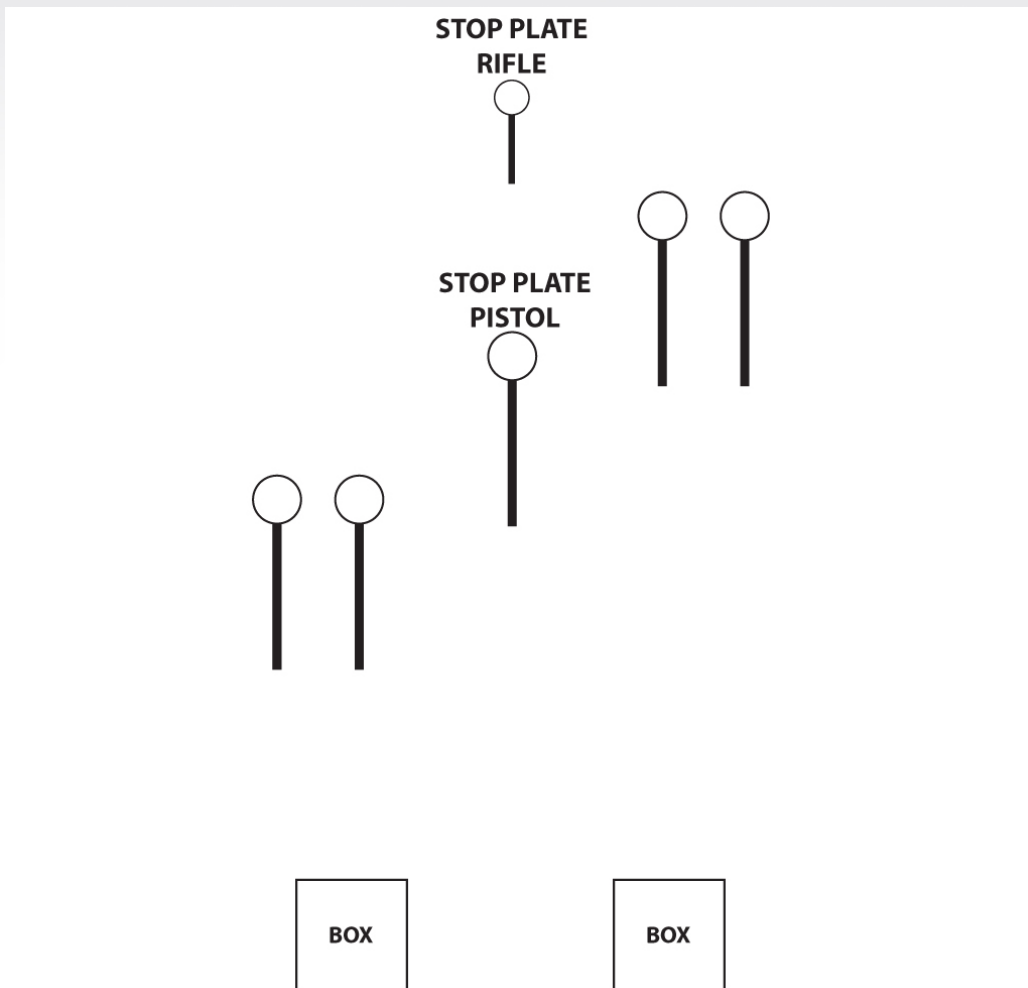
5 Seconds each missed clay target.

A maximum of 30 seconds

**SHOOT the BIRDIE**



**RUGER® RIMFIRE SHOOTING COMPETITIONS**



<p><b>Targets...</b> 5 plates for pistol (5 hits per string) 6 plates for rifle (6 hits per string)</p> <p><b>Scoring...</b> Shots unlimited, 5 strings each gun</p> <p><b>Scored Rounds...</b> 5 for pistol 6 for rifle</p>	<p><b>Start Position...</b> Low ready, elbows touching ribs of shooter.</p> <p><b>Start Signal...</b> Audible</p> <p><b>Stop Signal...</b> Last shot fired</p> <p><b>Scored...</b> Time + penalties</p>
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**Procedure...** Shooter standing in either Box.

**At Signal...**

Shooter engages plates in any order from either box. Shooter must engage at least 1 plate from each box per string. The designated Stop Plate must be engaged last.

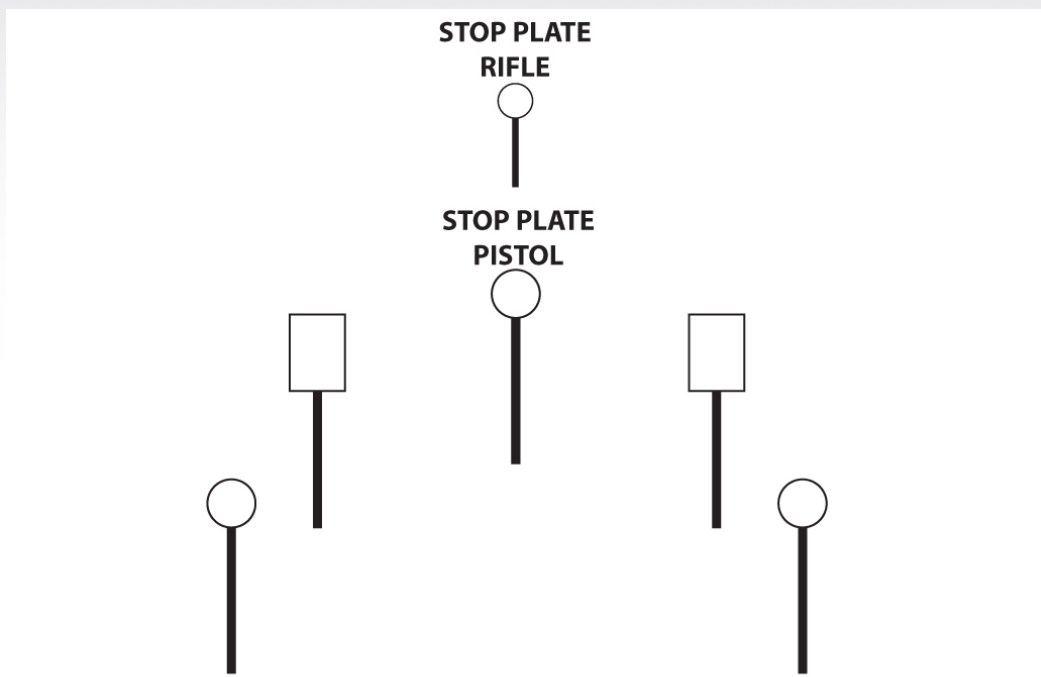
**Penalties...**

5 Seconds each missed plate  
30 Seconds missed Stop Plate  
A maximum of 30 seconds for each string

**SPEED BUMP**



**RUGER® RIMFIRE SHOOTING COMPETITIONS**



**Targets...**

5 plates for pistol (5 hits per string)  
6 plates for rifle (6 hits per string)

**Scoring...** Shots unlimited, 5 strings each gun

**Scored Rounds...**

5 for pistol  
6 for rifle

**Start Position...** Low ready, elbows touching ribs of shooter.

**Start Signal...** Audible

**Stop Signal...** Last shot fired

**Scored...** Time + penalties

**Procedure...** Shooter standing in Box.

**At Signal...**

Shooter engages plates in any order from anywhere in box.  
The designated Stop Plate must be engaged last.

**Penalties...**

5 Seconds each missed plate  
30 Seconds missed Stop Plate  
A maximum of 30 seconds for each string

**YOUR CHOICE**



**RUGER® RIMFIRE SHOOTING COMPETITIONS**